

How To Draw Chiller Monsters Werewolves Vampires And Zombies

Deluxe, Signed Limited Edition with 16-pg Bonus Art Folio of the world's greatest heroic fantasy artist, Frank Frazetta in the landmark collection, *Fantastic Paintings of Frazetta*. The *New York Times* said, "Frazetta helped define heroes like Conan, Tarzan and John Carter of Mars with signature images of strikingly fierce, hard-bodied heroes and bosomy, callipygian damsels." Frazetta took the sex and violence of the pulp fiction of his youth and added even more action, fantasy and potency, but rendered with a panache seldom seen outside of major works of Fine Art. Despite his fantastic subject matter, the quality of Frazetta's work has not only drawn comparisons to the most brilliant of illustrators but, even to the most brilliant of fine artists including Rembrandt and Michelangelo and, major Frazetta works sell for millions of dollars. This innovator's work has inspired generations of artists, movies including the Conan films, John Carter of Mars, the *Lord of the Rings* trilogy, Robert Rodriguez' films including *From Dusk Till Dawn*, Ralph Bakshi films, the epic, *Game of Thrones* series, Tim Burton's *Sleepy Hollow*, Disney's animated Tarzan films, Francis Ford Coppola's *Apocalypse Now* and George Lucas' *Star Wars*. *Forbes* magazine said, "Which artist helped make Arnold governor? Frank Frazetta, the Rembrandt of barbarians." J. David Spurlock started crafting this book by reviving the original million-selling 1970s mass market art book, *Fantastic Art of Frank Frazetta*. But, he expanded and revised to include twice as many images and, presents them at a much larger coffee-table book size. The collection is brimming with classic and rare works including barbarians, beasts, and beauties. *Game of Thrones* creator George R. R. Martin said, "Frazetta's covers of the Conan paperback collections became the definitive picture of the character... still is." Schwarzenegger said, "When I looked at Frazetta's paintings, I tell you, it was intimidating." *Game of Thrones*, Conan and Aquaman film star Jason Momoa said, "I am a huge Frank Frazetta fan. That's what I wanted to bring to life." See the revolutionary art that helped inspire Schwarzenegger, Momoa, the *Lord of the Rings* and *Game of Thrones*: FRAZETTA!

WELCOME TO NOWHERE. Danny's dad takes a job as caretaker at a marina on the shore of a vast, frozen lake in Harvest Cove, a tiny town tucked away in Canada's Big Empty. If you're looking for somewhere to hide, this is it. It's the worst winter in years. One night, running in the dark, Danny is attacked by a creature so strange and terrifying he tries to convince himself he was hallucinating. Then he learns about Native American legends of a monster that's haunted the lake for a thousand years. And that every generation, in the coldest winters, kids have disappeared into the night. People think they ran away. Danny knows better. Because now the beast is after him. This book collects, for the first time, the exquisite pen, ink, and pencil illustrations of the grand Tarzan artist J. Allen St. John. Some of these flights-of-fantasy illustrations were found in the top pulp magazines of the 1920s and 1930s, such as *Amazing Stories*, *Blue Book*, and *Weird Tales*. Other illustrations include those found in Edgar Rice Burroughs' (the creator of Tarzan) classic works *Tarzan and the Golden Lion*, *Tarzan the Terrible*, as well as in Burroughs' sci-fi creations, *At the Earth's Core* and *Pirates of Venus*.

A guide to drawing horror comics provides a brief history of the genre, from EC Comics

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to Vertigo, and offers detailed, step-by-step instructions for drawing such creatures as werewolves, vampires, and swamp monsters.

A collection of new works by artists who have riveted the world with their contributions to fine art, comics, film and illustration. Celebrating the tenth anniversary of Vanguard's flagship cutting-edge comics anthology, this book features: "Mr. X", a tale by best-selling author Neil Gaiman and "Sandman" cover artist Dave McKean; "Beyond the Clash", a contemplation on the loss of musical visionaries John Cage and Frank Zappa by Society of Illustrators Gold Medal winner Barron Storey; "Frogs", a 12-page visual storytelling experiment by Jim Steranko, and "Endangered Species Cookbook" by novelist Paul Theroux and Marshall Arisman. This volume also features innovative works by "Elektra: Assassin" graphic novelist Bill Sienkiewicz; Marilyn Manson poster artist Justin Hampton; "Kabuki" creator David Mack and many more.

The first major collection of the fantasy artist's work in 20 years, this book is filled with classic and previously unseen portrayals of futuristic cities, prehistoric beasts, jungle men, bodacious beauties, and more. Providing a rich overview of Krenkel's work, this book is profusely illustrated with 250 illustrations and photos—from his defining artwork on Tarzan, Conan, and Wizard of Oz, to his collaborations with Frank Frazetta.

This comprehensive bibliography covers writings about vampires and related creatures from the 19th century to the present. More than 6,000 entries document the vampire's penetration of Western culture, from scholarly discourse, to popular culture, politics and cook books. Sections by topic list works covering various aspects, including general sources, folklore and history, vampires in literature, music and art, metaphorical vampires and the contemporary vampire community. Vampires from film and television—from Bela Lugosi's Dracula to Buffy the Vampire Slayer, True Blood and the Twilight Saga—are well represented.

Any on-screen schmuck can take down a wolfman with a silver bullet. It takes a certain kind of hero to hoist that wolfman overhead into an airplane spin, follow with a body slam, drop an atomic elbow across his mangy neck, leg-lock him until he howls, and pin his furry back to the mat for a three-count. It takes a Mexican masked wrestler. Add a few half-naked vampire women, Aztec mummies, mad scientists, evil midgets from space, and a goateed Frankenstein monster, and you have just some of the elements of Mexican masked wrestler and monster movies, certainly among the most bizarre, surreal and imaginative films ever produced. This filmography features some of the oddest cinematic showdowns ever concocted—Mexican masked wrestlers battling monsters, evil geniuses and other ne'er-do-wells, be it in caves, cobwebbed castles or in the ring. From the 1950s to the 1970s, these movies were staples of Mexican cinema, combining action, horror, sex, science fiction and comedy into a bizarre amalgam aimed to please the whole family. Chapters examine the roots of the phenomenon, including the hugely popular masked wrestling scene and the classic Universal horror films from which Mexican filmmakers stole without compunction. Subsequent chapters focus on El Santo, Blue Demon, and Mil Mascaras, the three most prominent masked wrestlers; wrestling women; other less prominent masked wrestlers; and the insane mish-mash of monsters pitted against the heroes. Each chapter includes background information and a full filmography, and a wide assortment of striking illustrations—posters, lobby cards and other graphic material, some better than the movies they advertised—accompany the text.

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Take a little Horror home with you! Marco is a diehard fan of The Ooze, a comic book villain with the power to sludge his enemies. So when he finds a super-rare edition at the Chiller House gift shop, Marco is sure he has found something special for his collection. Outside of HorrorLand there are a few other people interested in the comic book. The kinds of people you don't want to mess around with. Like a muscular monster of a man dressed as The Ooze. But if he's only wearing a costume, why does he leave an oily mess everywhere he goes? And why is he following Marco?

Discover the secrets to drawing, painting, and illustrating immortals of the night in How to Draw Vampires. Over the years, vampires have earned a permanent place in pop culture. Numerous movies, TV shows, and book series have only upped the demand for these mythological beings. And now anyone can learn to draw and paint vampires with this in-depth handbook. How to Draw Vampires covers everything from rendering sharp fangs and glowing eyes to creating stylish immortal fashion. The book also contains 15 step-by-step projects featuring a mix of pencil, paint, and digital image-editing instruction, allowing artists to replicate each scene in graphic detail. Discover how to capture the vampire in a variety of illustration styles, from realistic to anime. Evil vampires, handsome vampires, gothic lairs, and the forbidden love between human and vampire merely scratch the surface of subjects in this must-have title.

"The world's greatest heroic fantasy artist, Frank Frazetta teams with J. David Spurlock, the bestselling author of How to Draw Chiller Monsters Werewolves, Vampires and Zombies for the all-new art collection entitled, The Frazetta Sketchbook. In the revolutionary artist's extensive, May 10, 2010 obituary, The New York Times said, ""Frazetta helped define comic book (and) fantasy heroes like Conan, Tarzan and John Carter of Mars signature images were of strikingly fierce, hard-bodied heroes and bosomy, callipygian damsels"" Frazetta took the sex and violence of the pulp fiction of his youth and added even more action, fantasy and potency, but rendered his works with a panache seldom seen outside of Fine Art. Despite his sword-and-sorcery, science-fiction and fantasy subject matter, the quality of the work has not only drawn comparisons to the most brilliant of illustrators, Maxfield Parrish, Frederic Remington, Norman Rockwell, N.C. Wyeth, J. Allen St. John, and Joseph Clement Coll but even to the most brilliant of fine artists including Rembrandt and Michelangelo" and major Frazetta works sell for Fine Art prices. The November 24, 2003 Forbes magazine article Schwarzenegger's Sargent led with the line, ""Which artist helped make Arnold governor? Frank Frazetta, the Rembrandt of barbarians."" Vanguard created the comics and fantasy artist sketchbook boom with editions on Al Williamson, Neal Adams, Wally Wood, Jeffrey Jones, John Buscema, John Romita and Alex Horley. Vanguard continues both their original sketchbook series and the Vanguard Frazetta Classics series with The Frazetta Sketchbook which was planned shortly before the icon of fantastic art's passing. The collection is brimming with rare and previously unpublished drawings and painting preliminaries of the subjects Frazetta is best remembered for including barbarians, wild beasts, Tarzan, buxom beauties, monsters and Conan. Foreword by New Yorker cover artist Peter de Sève All editions feature big, 8.5" x 11" lavish illustrated, full-color pages with text."

After Josh and Robyn discover a mummy's tomb in the forest outside Mackinaw City, Akbar the Terrible kidnaps Robyn and brings her to his kingdom, where she will be turned into a mummy unless Josh can stop him in time.

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Basil Gogos changed the face of classic horror with his film monster portrait art. Like a bizarro-world Norman Rockwell, he created magazine covers of Frankenstein, the Creature from the Black Lagoon, the Phantom of the Opera, and countless others in horrifying yet dazzling images throughout the 1960s and '70s. His intense colour and bold, impressionistic brushwork gave a unique sense of drama and sophistication to these iconic characters. Today, collectors fight over his original art—but, with this book, every fan can own glowing full-colour reproductions of his most famous work as well as many previously unpublished paintings and drawings.

This is Vanguard's second volume devoted to the work of J. Allen St. John and concentrates on the artist's full-colour fantasy, science-fiction and adventure paintings for novels and Pulp-magazines for famous authors, Edgar Rice Burroughs, Jack Williamson, Robert E. Howard and more. St. John is the original master illustrator of Tarzan, John Carter of Mars (now in major motion picture development by Pixar), and others. His illustrations inspired generations of later fantastic artists including Roy G. Krenkel, Jeffrey Jones and Frank Frazetta.

This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. Captain America: Civil War is a 2016 American superhero film based on the Marvel Comics character Captain America, produced by Marvel Studios and distributed by Walt Disney Studios Motion Pictures. It is the sequel to 2011's Captain America: The First Avenger and 2014's Captain America: The Winter Soldier, and the thirteenth film of the Marvel Cinematic Universe (MCU). The film is directed by Anthony and Joe Russo, with a screenplay by Christopher Markus & Stephen McFeely, and features an ensemble cast, including Chris Evans, Robert Downey Jr., Scarlett Johansson, Sebastian Stan, Anthony Mackie, Don Cheadle, Jeremy Renner, Chadwick Boseman, Paul Bettany, Elizabeth Olsen, Paul Rudd, Emily VanCamp, Tom Holland, Frank Grillo, William Hurt, and Daniel Brühl. In Captain America: Civil War, disagreement over international oversight of the Avengers fractures them into opposing factions—one led by Steve Rogers and the other by Tony Stark. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 634 related (linked) Wikipedia articles to the title article. This book does not contain illustrations.

Jerry the mouse is hiding in this book--follow Tom the cat as he hunts through the pages for his foe.

A compilation of the work of illustrator Margaret Brundage, including all her magazine covers for Weird tales and her work as the first Conan cover artist, as well as a collection of essays about Brundage's life and work.

"Deeply, deeply disturbing, hard to put down, not recommended reading after dark." --Stephen King
A tense and gripping reimagining of one of America's most haunting human disasters: the Donner Party with a supernatural twist. Evil is invisible, and it is everywhere. That is the only way to explain the series of misfortunes that have plagued the wagon train known as the Donner Party. Depleted rations, bitter quarrels, and the mysterious death of a little boy have driven the isolated travelers to the brink of madness. Though they dream of what awaits them in the West, long-buried secrets begin to emerge, and dissent among them escalates to the point of murder and chaos, unknowingly propelling them into one of the deadliest and most disastrous Western adventures in American history. As members of the group begin to disappear, the survivors start to wonder if there really is something disturbing, and hungry, waiting for them in the mountains...and whether the evil that has unfolded around them may

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have in fact been growing within them all along. Effortlessly combining the supernatural and the historical, *The Hunger* is an eerie, thrilling look at the volatility of human nature, pushed to its breaking point.

Explains and provides step-by-step instructions on how to draw manga-style terror and eeriness, covering scary faces, monsters, ghosts, spirits, devils, fantasy creatures, exorcists, and demon hunters.

Copyright date: 2007. Originally published: 2008.

Vanguard's original Sketchbook series continues with a follow-up to last year's best-selling hit, *Frazetta Sketchbook, Vol. I*, with more classic and unseen material by the acclaimed, revolutionary Master of the Fantastic Art, including rare and classic Conan, Tarzan, EC Comics, Death Dealer material and more. Vanguard is the exclusive, authorized publisher of Frank Frazetta books. Each edition (HC, PB) features a unique cover.

Discover the secrets to drawing, painting, and illustrating the undead in *How to Draw Zombies*. From the pages of great literature to Hollywood movies, zombies are appearing everywhere. Now aspiring artists can bring them to life, so to speak, by learning to render them with pencil, paint, and digital image-editing software. *How to Draw Zombies* gets into all the gory details, such as creating bloodshot eyes, forming robust brows, and imitating the look of pale, dead flesh. The book also features 15 step-by-step projects that guide artists from initial sketches to finished works of art, including a Voodoo Queen, a zombie climbing out of a grave, a zombie out for a midnight snack, a gothic zombie, and even a zombie romance.

Dracula -both the legendary blood-thirsty vampire and his historic inspiration, Vlad The Impaler- has terrified and fascinated the world via a myriad of films and books ever since Bram Stoker's original 1809 novel. Tales of the vampiric Prince of Darkness have been adapted to every format including a number of graphic novels. But just as Stoker's 1809 novel ever holds its historic place, so too does the original *Dracula* graphic novel. The premier, 1966 graphic adaptation of Stoker's classic was edited and packaged as a paperback by legendary Creepy magazine founding editor, Russ "Unca' Creepy" Jones. Creepy launched as a full-sized, uncensored black and white horror comics magazine in 1964. It ran, most-famously adorned with covers by Frank Frazetta, for near 300 issues over two decades, spawning a tsunami of imitators and competing horror magazine lines including from Marvel. From 2008-2019 Dark Horse released a complete library of Creepy Archives hardcovers which often made the New York Times bestseller list. After leaving Creepy magazine, for the landmark *Dracula* graphic novel, Jones enlisted Supergirl co-creator/writer Otto Binder and Star Trek, Twin Earths and Creepy artist Alden McWilliams to adapt Stoker's novel. Legendary *Dracula* actor, Christopher Lee even provides an Introduction! For Halloween 2021, Vanguard has enlarged, revised, and expanded, this historic but long-out-of print classic in a luxurious hardcover edition with a new historic essay by *How To Draw Chiller Monsters* author, J. David Spurlock, examples of historically related art by Neal Adams, Gene Colan and a new cover by the most celebrated Creepy artist of all, and a new cover by the most celebrated Creepy artist, Frank Frazetta. The package makes a surprisingly tastefully terrifying addition to every library and horror fan's bookshelf.

From movies to comics to graphic novels, monsters and their ilk tap into the terror that lurks in the darkest regions of the human collective unconscious. Enduringly popular characters, from vampires to zombies, provide an exciting challenge and appeal to comics and animation artists. *How to Draw Chiller Monsters, Werewolves, Vampires and Zombies* features the artwork of comic-book artist and Hollywood monster designer Kerry Gammill, Gene Colan as well as Neal Adams, Jim Steranko, Jack Davis, David Hartman, Frank Frazetta, Basil Gogos, and Wally Wood.

The John Romita Sketchbook reveals the legendary superhero art, classic advertising designs, unpublished personal works and fabulous "good girl" graphics of John Romita,

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Sr.,-arguably the artist most associated with the legendary Spider-Man, and who has also drawn every major Marvel Comics character. This incredible reference features hundreds of vintage, new, and never-before-published drawings of his famous characters, renowned villains, popular heroes, and one-of-a-kind designs-along with captivating insight into this master artist's career and creative genius. For comic book lovers, aspiring artists, and fantasy fans, the John Romita Sketchbook is a must-have addition to every collection!

When twelve-year-old Sandy Johnson and her family spend their summer vacation on Mackinac Island, an island in Lake Huron, they discover that the woods hide a deep, dark secret.

Figuring out how to draw is simple with the grid duplication technique! The framework strategy has been utilized for quite a long time and is a magnificent method to chip away at your perception and extent abilities while drawing! With more than 50 drawings, this book will keep your children engaged for quite a long time. You can easily create and draw new monsters in your imagination. Happy Drawing! Advantage of this Book: Greater Attention to Detail Improve problem solving ability Sets Better mood Creativity & self-expression Decrease stress level Improves self confidence Book Features: Top quality 60lb paper that is ideal for colour shading. Simple, Vibrant and spacious book. Large Size - 8.5" x 11" 50 Unique drawings. 103 Awesome Pages Scroll up to click the Buy Now button, I am sure you will be happy to have this wonderful book. Book your COPIES right now!!!

After a noteworthy career with "Superman", "Indiana Jones" and "Deadly Foes of Spiderman", the work of well-known, veteran, comic-book artist Kerry Gammill mysteriously disappeared from the pages of "Superman" and "X-Men". This volume reveals the reason for Gammill's exodus - to fulfil a life-long desire to work on monster films. He has been working as a conceptual artist on film and television projects which include "Stephen King's Storm of the Century" TV mini-series, "Virus" (1999), "Species II" (1998), "Can of Worms" (TV 1999), Dean Koontz's "Phantoms" (1998), "Stargate SG-1" TV series, and "The Outer Limits" TV series. In this volume Gammill takes us behind the scenes on the very important but little-known world of film conceptual art with a focus on designing creatures for action films. This is not just a "how to" book, but also Gammill's autobiographic career retrospective, filled with art and anecdotes about his years at Marvel, DC and Hollywood.

Discover the world's greatest heroic fantasy artist, Frank Frazetta in the landmark collection, Fantastic Paintings of Frazetta. The New York Times said, "Frazetta helped define fantasy heroes like Conan, Tarzan and John Carter of Mars with signature images of strikingly fierce, hard-bodied heroes and bosomy, callipygian damsels." Frazetta took the sex and violence of the pulp fiction of his youth and added even more action, fantasy and potency, but rendered with a panache seldom seen outside of major works of Fine Art. Despite his fantastic subject matter, the quality of Frazetta's work has not only drawn comparisons to the most brilliant of illustrators, Maxfield Parrish, Frederic Remington, Norman Rockwell, N.C. Wyeth but, even to the most brilliant of fine artists including Rembrandt and Michelangelo and, major Frazetta works sell for millions of dollars. This innovator's work has inspired generations of artists, movies including the Conan films, John Carter of Mars, the Lord of the Rings trilogy, Robert Rodriguez' films including From Dusk Till Dawn, Ralph Bakshi films, the epic, Game of

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Thrones series, Tim Burton's Sleepy Hollow, Disney's animated Tarzan films, Francis Ford Coppola's Apocalypse Now and George Lucas' Star Wars. Forbes magazine said, "Which artist helped make Arnold governor? Frank Frazetta, the Rembrandt of barbarians." J. David Spurlock started crafting this book by reviving the original million-selling 1970s mass market art book, Fantastic Art of Frank Frazetta. But, he expanded and revised to include twice as many images and, presents them at a much larger coffee-table book size. The collection is brimming with classic and rare works including barbarians, beasts, and beauties. Game of Thrones creator George R. R. Martin said, "Frazetta's covers of the Conan paperback collections became the definitive picture of the character... still is." Schwarzenegger said, "When I looked at Frazetta's paintings, I tell you, it was intimidating." Game of Thrones, Conan and Aquaman film star Jason Momoa said, "I am a huge Frank Frazetta fan. That's what I wanted to bring to life." See the revolutionary art that helped inspire Schwarzenegger, Momoa, the Lord of the Rings and Game of Thrones: FRAZETTA!

Just before summer begins, 13-year-old Ali finds an odd photograph in the attic. She knows the two children in it are her mother, Claire, and her aunt Dulcie. But who's the third person, the one who's been torn out of the picture? Ali figures she'll find out while she's vacationing in Maine with Dulcie and her four-year-old daughter, Emma, in the house where Ali's mother's family used to spend summers. All hopes for relaxation are quashed shortly after their arrival, though, when the girls meet Sissy, a kid who's mean and spiteful and a bad influence on Emma. Strangest of all, Sissy keeps talking about a girl named Teresa who drowned under mysterious circumstances back when Claire and Dulcie were kids, and whose body was never found. At first Ali thinks Sissy's just trying to scare her with a ghost story, but soon she discovers the real reason why Sissy is so angry. . . . Mary Downing Hahn is at her chilling best in this new supernatural tale that's certain to send shivers down her readers' spines.

Presents abridged and adapted versions of twenty-one horror stories, including Charles Dickens' "The Signalman" and Edgar Allan Poe's "The Black Cat."

How to Draw Chiller Monsters, Werewolves, Vampires, and Zombies Watson-Guptill
The most luxurious book to-date devoted to the legendary Batman and X-Men comicbook and Tarzan book-cover artist, Neal Adams. From his Ben Casey newspaper strips to Creepy magazine work to groundbreaking comic books, Adams' work serves as an inspiration for every illustrator who works in the field to this day. His topflight 60s and '70s Marvel and DC work are perennial sellers in infinite repackaging. Coinciding with the launch of his Continuity Studio, Adams expanded into cutting-edge advertising work, amusement park ride design, magazine illustration, animation, and paperback book covers. Included in this collection are classic and rare works spanning the artist's noted career and a unique selection of Neal's seldom-seen paintings. Fully annotated by the artist.

Vampirella, Weird Science, Dejah Thoris... No one renders exotic women better than Frazetta, the World's greatest Fantasy artist. Until now, only the most ardent collectors possessed the elusive grail items from the short period of Frazetta's early-1960s Men's magazine and risqué paperback illustrations. Often selling for hundreds of dollars each, these rare publications bridged Frazetta's exodus from traditional comics work, to his now-legendary Conan, John Carter of Mars and Death Dealer oil paintings. Now, in an affordable volume, Vanguard expands their authorized line of Frazetta books with this,

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the most complete collection ever, of rare, vintage, Sensuous Frazetta. This book includes a Foreword by popular Cry For Dawn creator, Joseph Michael Linsner. Contents: FOREWORD Joseph Michael Linsner; Chapter One Between the Sheets (Paperback Interiors); Chapter Two Romance & Cigarettes (Sequential Art); Chapter Three Pretty Funny Women (Sex in a Humorous Vein); Chapter Four Saucy Stories (Men s Magazine Art); Chapter Five From Casting Couch to... (Hollywood Vignettes); Chapter Six Stars in her Eyes (The Zodiac Calendar).

Rediscover your sense of wonder! Generations of comic book readers remember the tantalizing promises of vintage novelty advertisements that offered authentic laser-gun plans, x-ray specs, and even 7-foot-tall monsters (with glow-in-the-dark eyes!). But what would you really get if you entrusted your hard-earned \$1.69 to the post office? Mail-Order Mysteries answers this question, revealing the amazing truths (and agonizing exaggerations) about the actual products marketed to kids in the '60s, '70s, and '80s. Pop-culture historian Kirk Demarais shares his astonishing collection, including: 100 Toy Soldiers in a Footlocker Count Dante's World's Deadliest Fighting Secrets GRIT Hercules Wrist Band Hypno-Coin Life-Size Monsters Mystic Smoke Sea Monkeys Soil From Dracula's Castle U-Control Ghost Ventrilo Voice Thrower ...and many, many more! With more than 150 extraordinary, peculiar, and downright fraudulent collectibles, Mail-Order Mysteries is a must-have book comic book fans everywhere. Trust us.

Daredevil rebooter and Mad cartoonist Wallace Wood's long-lost sexy Western comic strip: reloaded. In 1972, Wallace Wood created Shattuck, a rarely seen Western comic strip, assisted by soon-to-be great cartoonists Dave Cockrum (X-Men) and Howard Chaykin (American Flagg).

The John Buscema Sketchbook spans the career of well-known Marvel Comics artist and art teacher, John Buscema. Hundreds of vintage, new and unpublished drawings are included. Also featured is an introduction by comic book creator, illustrator, filmmaker, and pop-culture historian Jim Steranko. The John Buscema Sketchbook is a valuable addition to the collection of comic book and Conan the Barbarian enthusiasts and is also of unique interest for aspiring artists. This deluxe, hardcover, limited edition of the John Buscema Sketchbook was hand-signed by the late Mr. Buscema and features a 14-page bonus portfolio, absent from other editions. Limited edition of 1000 copies.

This unique book collects and discusses the best dragon paintings created by the finest 20th-century fantasy artists.

A history of American comics provides first-hand information by a sixty-year industry veteran and brings together personal anecdotes and 250 color and black-and-white illustrations.

Take a little Horror home with you! Jonathan Chiller has called the kids from books #13-18 back to HorrorLand to collect payment. The only way for the kids to get back home is for them to win at a HorrorLand-style scavenger hunt. They each must find a red chest. Inside, the miniature Horror will act as a portal to send them back home. They'll be competing against Murder the Clown, Chef Belcher, Mondo the Magical, and three other unsavory characters from the previous six books. Little do they know that all six adversaries are actually Chiller in disguise. And Chiller will lie and cheat his way to victory.

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