

## Super Sales On Super Heroes

Meet Marie Curie. Famous physicist, chemist, and... superhero? What if superheroes didn't have supernatural powers but instead were humans with amazing brain power? What if superheroes were scientists? Super Evil Nemesis is determined to stop Marie Curie and the spread of knowledge. When he sends one of his craftiest minions on a mission to try all the tricks he knows, Marie Curie must use her brains and will to fight against all the obstacles that come her way. But is it enough? Can she prevent Super Evil Nemesis from taking over the world? Does she have the power to become one of the most influential scientists in history? Only time will tell... This first book in the My Super Science Heroes series uses a fictionalized storytelling approach to teach readers about Curie's amazing achievements, and is sure to empower them to become superheroes themselves! Includes a scientific glossary and detailed information on Marie Curie's scientific accomplishments. Published in partnership with the Marie Curie Alumni Association, a nonprofit dedicated to promote research and curiosity and to enhance research and professional collaboration.

(Spoiler for the faint hearted at the bottom of the blurb. Please read all the way through.)In a world full of super powers, Felix has a pretty crappy one.He has the ability to modify any item he owns. To upgrade anything. Sounds great on paper. Almost like a video game.Except that the amount of power it takes to actually change, modify, or upgrade anything worthwhile is beyond his abilities.With that in mind, Felix settled into a normal life. A normal job.His entire world changes when the city he lives in is taken over by a Super Villain. Becoming a country of one city. A city state.Surprisingly, not a whole lot changed. Politicians were still corrupt. Banks still held onto your money. And criminals still committed crime.Though the black market has become more readily available. And in that not so black market, Felix discovers he has a way to make his power useful after all, and grasps a hold of his chance with both hands.Warning and minor spoiler: This novel contains graphic violence, undefined relationships/partial harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.This is the Omnibus edition of the 1st Super Sales on Super Heroes Trilogy. It contains all three books of the first trilogy. Only the description of the first book has been included to prevent spoilers from occurring.(Product Page for Book 1: <https://www.amazon.com/Super-Sales-Heroes-William-Arand-ebook/dp/B072HQP1B6>)(Product Page for Book 2: <https://www.amazon.com/Super-Sales-Heroes-Book-ebook/dp/B077WRQ889>)(Product Page for Book 3: <https://www.amazon.com/Super-Sales-Heroes-Book-ebook/dp/B07K2KLQ>)

In a world full of super powers, Felix had a pretty crappy one.After learning to harness his ability to modify any item he owns, he now runs a corporation that is rapidly expanding.Legion.After tangling with the local Heroes guild they've finally settled into a semblance of stability.Sounds great on paper. Run your company, make money, be your own boss, settle down.Except that with running a business, comes an inordinate amount of responsibilities.Like making sure everything keeps running and your people are paid.Worrying about the longevity of his company, Felix begins to expand into other cities.So they've packed up the car, put in all the requisite forms, gotten the approvals, and set out to start Legion up in a new city.The problem though is the local government had no idea who they were selling permits to. Approving forms for.To Felix and Legion.And now they're about to find out.

Runner has a problem. He and 499,000 men and women are trapped in a game. He also just happens to be the only person from IT who could log everyone out safely. And he doesn't remember his password. He, like everyone else in this nightmare, had their memories scrambled or lost in the process of being loaded into the game. A single garbled message is his only clue on how to save everyone. The problem is that whoever loaded them into the game, loaded their minds completely. If they die, their brain gets wiped. Now it's time for Runner to flex his skills as a power gaming min maxer and see what he can do. Because every time he levels, he might gain the memory of the password. Time to go Hardcore. Warning and minor spoiler: This novel contains graphic violence, a harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk. (Book 2: Otherlife Nightmares, is out now) (Book 3: Otherlife Awakenings, is out now) 3/21/16-Version 2.0 is now available. This version has been professionally edited.

### Super Sales on Super Heroes

Batman, Superman, and Wonder Woman swing into action! Featuring eight of your favorite super hero tales, this treasury is perfect for a day full of action-packed adventure. This collection includes: Gotham's Villains Unleashed! Superman and the Mayhem of Metallo Feline Felonies The Incredible Shrinking Super Hero! Batman and the Toxic Terror Starro and Stripes Forever Darkseid's Revenge Parasite City

Calling All Superheroes highlights the enormous potential of superhero play in supporting learning and development in early childhood. Using examples from practice, it provides guidance on how to effectively manage and implement superhero play and set appropriate boundaries in early years settings and schools. Illustrated with engaging photographs and case studies, the book gives ideas about how superhero play can be used to promote positive values and teach children essential life skills. Offering practical strategies and questions for reflection designed to facilitate further development, chapters address important topics and challenges such as: Child development, the characteristics of effective learning and the benefits of superhero play, including making sense of right and wrong and increasing moral awareness How to broach difficult themes like death, killing, weapons, aggressive play and gender-related issues Supporting children to recognise everyday heroes and how to find heroic abilities within themselves The role of the adults in managing superhero play, engaging parents and creating effective learning environments Written by a leading expert with 20 years' experience in the early years sector, this

book is an essential resource for early years teachers, practitioners and anyone with a key interest in young children's education and learning.

What do you want to be when you grow up? Discover the new daring tales of inspiration from over fifty iconic British icons today, who have each harnessed their curiosity and ambition and turned it into their own superhero power. With a special introduction by Stormzy! Every inspirational figure has something that makes them special, just like you. Just look at: · Princess K, who went from tapping her foot under the desk at school, to dancing centre stage at Glastonbury · Dina Asher Smith, who started out crawling at lightning speed and became the fastest British woman in history · Reggie Yates, who used his power of empathy to connect instantly both in person and through the TV · Riz Ahmed, whose ability to code-switch between cultures and creative outlets let him excel as a scholar, actor, activist, and rapper · Liam Charles, who followed his childhood passion in the kitchen to become a Bake Off master This is a book filled with inspiring journeys, to encourage and empower you to harness your power, and become your own superhero.

An existence spent being forced to kill others to satiate a Monster. Where the only thing to look forward to was the blessed, if brief, period of time between paying that bribe. Except that very same Monster is and isn't Rene. It just happened to live inside his own mind and force him to do what it wanted. Rather than being an actual Monster. That was Rene's entire life until a fateful day changed that. A day that the career as a hitman for hire built on the Monster's needs will end. Where Rene will be forced to atone for his actions. To be held accountable and judged. Except the verdict is already long since passed and needs no deliberation. His sentence was being sent hundreds of years into the past, into a different world even, where he must live a life for the betterment of others. Every action judged as it happens and weighed out against him. But even this new idyllic life he's been living in for eighteen years is now completely off the rails and Rene has gone back into a life lived in the underworld. Armed with a few gifts granted to him by the one who judged him, gifts better suited to a fantasy about living in a video game, Rene has to maneuver his way through all the twists and turns in his new life while using all the things he'd learned in his old one. Except using those skills is a double-edged sword. If he's not careful, he'll end up right back where he started. Or so he would hope. War is on the horizon and Felicie is in the crosshairs. Or more accurately, the Mask is. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

Spidey is swinging and web-slinging his way to Disney Junior next summer with a super-duper team of Super Hero friends! Even Super Heroes have a little hiccup now and then! Miles, who prides himself on his stealth, gets discouraged when his relentless hiccups keep the team from stopping an evil villain. He needs help getting his confidence back? That's what super friends are for! This leveled reader encourages Spidey fans to practice their reading skills with fun stories about their favorite characters.

Having acquired a new power of his own, Vegeta has returned home to Earth for a grudge match. His Forced Spirit Fission is capable of separating Moro from the energy he's stolen, but the mighty villain still has some tricks of his own...and not just the backup copy he made of Seven-Three's powers! -- VIZ Media

Battle fractions with Superman. Conquer geometry with Green Lantern. Outwit the order of operations with Wonder Woman, and brush up on cutting-edge advances in technology and engineering with Batman. Math has never been so exciting! Learn about angles, grids, graphs, shapes, and more with DC's most beloved super heroes. Practice multiplication, division, and fractions and even learn about coding, all while seeing how math can make it easier for super heroes to save the day.

This fun and colorful board book teaches budding super heroes about friendship through beloved DC characters including Batman and Robin, Superman and Supergirl, Hawkman and Hawkgirl, and many other fan favorites. Friends can learn from one another, keep each other company, and share their favorite gadgets. When the friends in question are DC's amazing super heroes, they can even make the world a better, safer place. This latest addition to the DC Super Heroes board book series explores sidekicks and friendships using DC classic character art, and language simple enough for babies and toddlers.

Runner and his team managed to bring peace to Tirtius, successfully log the crew out, and have begun settling in to make a home on the isle of Vix. North Wood fort itself. Fate isn't going to let them go that easily though. She clearly hasn't decided on what to do with him. Plots are in motion. Threats local, outside of the ship, divine, and abroad in game scheme to exterminate Runner and the threat he represents. The possibility of what he could become. To top it all off, the server is clearly ramping up towards a full awakening. What does one do with an entire world of "living" beings who are aware? It all comes to a head when an assassin attempts to take his life in his own home. Now comes the true test. What is he willing to wager to build the future he wants, both in game and out? Or rather, who?

In a world full of super powers, Felix has a pretty crappy one. He has the ability to modify any item he owns. To upgrade anything. Sounds great on paper. Almost like a video game. Except that the amount of power it takes to actually change, modify, or upgrade anything worthwhile is beyond his abilities. With that in mind, Felix settled into a normal life. A normal job. His entire world changes when the city he lives in is taken over by a Super Villain. Becoming a country of one city. A city state. Surprisingly, not a whole lot changed. Politicians were still corrupt. Banks still held onto your money. And criminals still committed crime. Though the black market has become more readily available. And in that not so black market, Felix discovers he has a way to make his power useful after all, and grasps a hold of his chance with both hands. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/partial harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

Continuing a very special two-part comics storytelling event! The United Planets have found the Legion of Super-Heroes guilty of crimes against the galaxy, and it's up to our young heroes to prove their innocence! Featuring an all-star cast of artists, this issue will feature a surprise 1,000 years in the making! Long live the Legion!

Superman, Batman, Wonder Woman, Green Lantern and more of DC's beloved super heroes illustrate the importance of kindness. Batman shares his cool tools with Robin. Wonder Woman teaches Wonder Girl how to use a magic lasso. Aquaman cares for the creatures in the sea. Green Lantern will rush off to help any member of the Corps who is in trouble. All of the super heroes look out for people who aren't as strong as they are! In doing so, they show that greatness comes from giving to others.

Collecting Avengers: Operation Hydra #1, Ant-Man: Larger Than Life #1, Captain America: Road to War #1, Doctor Strange: Mystic Apprentice #1, Guardians of the Galaxy: Dream On #1, Spider-Man: Master Plan #1. Your favorite heroes from the movies, in blockbuster comic-book adventures! Captain America, Iron Man, Thor, Hawkeye, Black Widow and the Hulk have assembled as the Avengers, but their teamwork needs, well, work when Hydra strikes! Hank Pym is the original Ant-Man, the little hero with a flair for

big trouble! Cap and the Widow must forge a new Avengers squad from fresh recruits Scarlet Witch, Vision, Falcon and War Machine! Stephen Strange struggles to master the mystic arts! And the Guardians of the Galaxy are targeted by one of the deadliest bounty hunters in the cosmos - Death's Head! All that, and Spider-Man too!

"Senator Kamala Harris's picture book memoir in which she tells her life story and shows how everyone can be a superhero"--

Ryker only had one goal in his life right now: Turn a certain adventuring guild into a flaming wreck while dancing merrily through the smoldering ruins. All for the chance to get back at a handful of people. It didn't work out that way though. At all. He'd died, been forced into the body of an Avatar, absconded with the queen as her castle fell to betrayal, kidnapped a little kid who is obviously more than he seems, and to top all that off, he killed his undead father. The smoldering ruins of the Queendom have cooled, the patterns reset, and Ryker has a task that is more than likely too much for him. Take the Queendom back, destroy two armies, and give Lauren, the rightful queen, back her crown. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show.

Read at your own risk

(Spoiler for the faint hearted at the bottom of the blurb. Please read all the way through.) (This is the Wild Wastes trilogy in one book) Before world war two could reach its conclusion, the world suffered what could only be defined as a cataclysm. Legend has it that an experiment failed. Catastrophically so. And when it failed, the center of the United States, from the Sierra Nevada to the Mississippi river became "The Waste", where everything changed. In The Waste, every fantasy creature, fairy tale demon, or mythological monster exists. From Orcs, to Neriads, Ogres, Trolls, Wratihns, Elves, Harpies, and even Beastmen. They all exist, and all despise humankind. In the ruins of the west and east coasts new governments have arisen. With new jobs. Vince is a Ranger, a profession whose sole job duty is surviving in the waste, and taking missions from the Ranger Guild. Be it courier services, escorts, or simply exploring tombs and cities. Taking up an escort mission, Vince encounters a situation that will shape his life forever onward. As well as the lives of everyone in North America. Warning: This novel contains adult themes and moral ambiguities. The main character is written as a real person in an apocalypse, and will not make choices that line up with society and cultural norms. This story contains a harem and is an Adult Fantasy novel. (Product Page for Book 1: <https://www.amazon.com/Wild-Wastes-Randi-Darren-ebook/dp/B06XF4TGHD>) (Product Page for Book 2: <https://www.amazon.com/Wild-Wastes-Expansion-Randi-Darren-ebook/dp/B074XV3Y19>) (Product Page for Book 3: <https://www.amazon.com/Wild-Wastes-Southern-Randi-Darren-ebook/dp/B07DK65B>)

Amazing women of the Bible come to life through age-appropriate puzzles, activity pages, and 50 reusable stickers in these friendly and fun sticker and activity book featuring The Beginner's Bible classic art and simply written content. Children will love learning about Deborah, Ruth and Naomi, Queen Esther and more as they delight in the stories, art, and activities in The Beginner's Bible Super Girls from the Bible Sticker and Activity Book.

Warner spent his days like no one else. He got up, went to work, forced people to balance their scales- either through taking lives or forced penance- went home, spent time with his daughter, slept with one of his girlfriends, and went to sleep. Only to repeat the pattern over and over and over. Life was the furthest thing from mundane that it could ever be. Warner's life had changed when his daughter had been nearly fatally injured, plunging Warner into a world of paranormal creatures, monsters, and magic that he'd never known existed. Then he came out the other side as the arbiter of Retribution. He now personally hands out justice to any and all he comes across. Warner has been using his powers considerably since then. Cutting down all who would stand before him and attempt to stop him in his personal crusade. The price he is forced to pay for such power is catching up to him. Catching up to him and forcing him to pay... with interest. Spending more of his time sick and wretched after overuse of the power, he must now begin to wonder about the balance in his own life. Each time he finds himself throwing up golden vomit that turns to blood, he has to wonder just how much damage he is causing to his own body. Except a great change in the world is coming. One that will force a reckoning no one wishes, with Warner becoming a massive lightning rod for it. The very world trembles with the actions he's taken, and quails in fright at what he must do next. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

The spectacular exhibition catalogue, Marvel: Universe of Super Heroes celebrates 80 years of Marvel history with original comics pages, amazing sculptures, artefacts, original commissions, panoramic hallways and interactive displays. Marvel Comics and Marvel Studio Films are not only the enduring voices of the Super Heroes themselves, but also the diverse visions of Marvel's writers, artists, actors and filmmakers. The catalogue features legendary comic creators, up-and-coming talent, editors, executives, artists, art collectors, actors and show-runners, along with articles about the history and power of YOU, the Marvel fans, with stories that stretch the mind regarding how we think about heroes, be it through personal history, fandom or fashion. Featuring interviews with and articles by some of the legends and stars in the field, such as: Iconic comic book writer and editor, Stan Lee (1922-2018). Comic book writers Kelly Sue DeConnick, Joe Quesada, G. Willow Wilson, and Chris Claremont (best known for creating Wolverine). Actor, Clark Gregg who plays the character of Phillip J. Coulson in classic Marvel films such as Iron Man 1 and 2, Thor, and The Avengers. Film, TV and comic writer, Joseph 'Jeph' Loeb best-known for his writing of TV series such as Smallville, and Heroes, as well as his book works on many major Marvel characters. Actor, James Marsters who played the role of the English vampire Spike in the cult TV series, Buffy the Vampire Slayer. Creator of Marvel's Luke Cage, Cheo Hodari Coker.

Batman is really Bruce Wayne. Superman is also known as Clark Kent. And Wonder Woman is Diana Prince when she's not saving the world. Young super hero fans can lift the flaps throughout this book to discover their favorite super heroes' secret identities!

[Spoiler for the faint hearted at the bottom of the blurb. Please read all the way through.]Before world war two could reach its conclusion, the world suffered what could only be defined as a cataclysm. Now, Yosemite city stands as the gateway between two worlds. The empire of humanity to the west, and the wild wastes to the east. Standing at the helm for Yosemite is Vince, a Ranger turned city state ruler. Supporting him in his endeavors is his inner circle. Vince has begun to maneuver through the intricacies of ruling. At the same time he must balance his expanding foundation and fend off external threats. Thankfully, every single citizen of Yosemite is united to the cause. To make their home, permanent. To dig out their place in the world and make a stand. Things are starting to spiral out of control. Almost as quickly as he can put it all back together something else falls apart. And with Yosemite rapidly rising into prominence, Vince finds that it really means just putting a bulls-eye on your back. Warning: This novel contains adult themes and moral ambiguities. The main character is written as a real person in an apocalypse, and will not make choices that line up with society and cultural norms. This story contains a harem and is an Adult Fantasy novel.

It's easy to name a superhero--Superman, Batman, Thor, Spiderman, the Green Lantern, Buffy the Vampire Slayer, Rorschach, Wolverine--but it's not so easy to define what a superhero is. Buffy has superpowers, but she doesn't have a costume. Batman has a costume, but doesn't have superpowers. What is the role of power and superpower? And what are supervillains and why do we need them? In *What is a Superhero?*, psychologist Robin Rosenberg and comics scholar Peter Coogan explore this question from a variety of viewpoints, bringing together contributions from nineteen comic book experts--including both scholars in such fields as cultural studies, art, and psychology as well as leading comic book writers and editors. What emerges is a kaleidoscopic portrait of this most popular of pop-culture figures. Writer Jeph Loeb, for instance, sees the desire to make the world a better place as the driving force of the superhero. Jennifer K. Stuller argues that the female superhero inspires women to stand up, be strong, support others, and most important, to believe in themselves. More darkly, A. David Lewis sees the indestructible superhero as the ultimate embodiment of the American "denial of death," while writer Danny Fingeroth sees superheroes as embodying the best aspects of humankind, acting with a nobility of purpose that inspires us. Interestingly, Fingeroth also expands the definition of superhero so that it would include characters like John McClane of the *Die Hard* movies: "Once they dodge ridiculous quantities of machine gun bullets they're superheroes, cape or no cape." From summer blockbusters to best-selling graphic novels, the superhero is an integral part of our culture. *What is a Superhero?* not only illuminates this pop-culture figure, but also sheds much light on the fantasies and beliefs of the American people.

Like the successful DC SUPER HEROES ABC, 123 and COLORS & SHAPES, this adorable concept book introduces budding super heroes to opposites. Good guys versus bad guys, fast and slow, big and little--super heroes (and villains!) offer excellent examples of opposing superlatives. Parents enjoy the contrasts--illustrated by beloved characters--every bit as much as their little ones. Created with a sense of a humor and a deep knowledge of the super heroes, this is perfect for comic book fans of all ages. The Super Book for Super Heroes is a compendium of ideas, drawing, coloring, and activities that allows you to create your own crusaders for justice who do battle with super villains, unravelling their crazed schemes for taking over the world. You will learn to draw villains such as the Mad Scientist, Bog Creature, and Evil Robot, while also creating superheroes, their sidekicks, secret hideouts, outfits, and super gadgets. And there are superpowers to discover – such as invisibility, super strength, speed, flight, heat vision, teleportation, and X-ray vision. This book is a must for anyone wanting to create their own superhero universe!

These DC Super Heroes are ready for action! Kids can help the Super Heroes find their way through villainous mazes, solve puzzles, and color scenes of Batman(TM), Wonder Woman(TM), Green Lantern(TM), Supergirl(TM), and more in this super LEGO(R) coloring and activity book with four included crayons and more than 30 stickers! Grab your crayons and bring your favorite Super Heroes and Super-Villains to life in this activity book with awesome action scenes to color and more than 30 bonus stickers! Join Superman(TM), Wonder Woman(TM), Batman(TM), and more awesome characters as they catch bad guys and save the day. Color heroic scenes of Wonder Woman(TM) defeating Cheetah(TM), Superman(TM) going head to head with Lex Luthor(TM), and Aquaman(TM) defending his underwater kingdom from Black Manta(TM). Then help the Flash(TM) track Gorilla Grodd(TM) through a maze, find the missing puzzle pieces of Batman's Batcopter, and so much more in this Super Hero coloring book perfect for LEGO(R) fans! LEGO, the LEGO logo, the Brick and Knob configurations and the Minifigure are trademarks and/or copyrights of the LEGO Group. (c)2021 The LEGO Group. All rights reserved. BATMAN and all related characters and elements (c) & (TM) DC Comics. (s21) Manufactured by AMEET Sp. z o.o. under license from the LEGO Group. Published by Studio Fun International.

The DC SUPER HERO COOKBOOK is packed with simple, fun recipes designed to evoke kids' favorite super heroes and to enhance their super powers. DC Super Hero logo stencils and character cut-outs make for extra-fun food styling. More than sixty easy, tasty recipes inspired by beloved DC characters (including Superman, Batman, Green Lantern, The Flash, Green Arrow, Aquaman, Wonder Woman--and more!) are fun for kids of all ages to prepare and to eat! From the Up, Up and Away Parfait and Green Arrow Fruit Kebobs to Holy Guacamole and the Bat Cave Chicken Stew, the colorfully presented recipes are perfect for making everyday family meals extra special, as well as for themed parties. Simple, step-by-step instructions are easy to replicate. And kids will enjoy flipping through the fabulous finish photos. Special sections on lunch box suggestions and super hero parties are packed with clever ideas. And DC Super Hero symbol stencils and character cut-outs make it easy to style every dish.

Go on a reading mission with LEGO® DC Super Heroes Exciting and action-filled, LEGO® DC Super Heroes Heroes in Action lets you see your favourite LEGO® DC Super Heroes do what they do best - save the day. Follow Batman and Robin as they swoop and soar through Arkham City, fighting baddies and helping people on the way. With

LEGO® DC Super Heroes Heroes in Action your child will learn about their favourite characters, weapons and vehicles, as well as starting on the road to a relationship with reading. Level 1 Readers are great for children who are beginning to learn to read with limited vocabulary and lots of word repetition to engage young fans and build their literary skills. A winning combination of popular cult subject and engaging story packed full of exciting images - LEGO® DC Super Heroes Heroes in Action is perfect for getting children hooked on reading.

Felix would like nothing more than to take a vacation. A long one. One where he didn't have to wake up every morning and worry over casualty lists for the day. Ever since he and the Legion had been forced to flee their headquarters four years previous, nothing had gone quite right. In fact, Felix and the Legion have been locked in a shadow war with enemies unknown. Ones with magic that could carve through their technology easily. As the rest of the world fell apart, tearing itself to pieces at every turn with the return of the old gods, the Legion has held the chaos back. The price in blood has been climbing slowly, lately. Felix suspects there's a change on the horizon. One that he hasn't prepared or developed a plan for. Or so his paranoia has been telling him. That there's a change coming now that'll shake up the world. One that will turn it inside out, Legion and Felix along with it. Felix has decided it's time to push ahead and act. To finish things and protect his people at the same time. To take his Legion and make it safe. Because that's all that matters in the end to him. His Legion. And it always came first. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

The fourth title in the best-selling DC Super Heroes concept board books series (in addition to ABC 123, COLORS & SHAPES, and OPPOSITES), this cool and colorful book teaches budding super hero fans about their bodies, actions, and clothing using DC's beloved characters and classic art. From Superman's eyes (with their awesome X-ray vision) to the Flash's fastest-in-the-world feet, this unique concept board book helps little ones to identify all of their powerful body parts. They will also learn about actions (Aquaman swims; Batman swings; Wonder Woman jumps) and items of clothing illustrated by DC's popular super heroes.

Superhero Grief uses modern superhero narratives to teach the principles of grief theories and concepts and provide practical ideas for promoting healing. Chapters offer clinical strategies, approaches, and interventions, including strategies based in expressive arts and complementary therapies. Leading researchers, clinicians, and professionals address major topics in death, dying, and bereavement, using superhero narratives to explore loss in the context of bereavement and to promote a contextual view of issues and relationship types that can improve coping skills. This volume provides support and psychoeducation to students, clinicians, educators, researchers, and the bereaved while contributing significantly to the literature on the intersection of death, grief, and trauma.

Super powers. Super harem. Super awesome. Contains Adult Content. Seriously. Who in their right mind tells both his lawyer and the judge presiding over his murder trial, "F--k you!" while still in the courtroom? No one, right? Yeah, you'd be wrong about that. I did. You'd say the same thing if you were just found guilty of a murder you didn't commit, though. Call me crazy for going off like that in court, but trust me, you don't know crazy until you see what happened next. I never believed in superheroes. I certainly didn't believe that I'd become one, or that strategically forming a harem of hot chicas and getting down with them to unlock my superpowers would be the key to my survival. Did I say my survival? I meant the universe's. No, really... that's exactly what happened when I was taken to a galaxy of supers, thrown into a prison ship full of villains, and told it was up to me to stop them all. Read on, friend, because it gets a whole hell of a lot crazier from here. WARNING: This book contains violence and sexual situations, a harem, heads exploding, and ample blood. You might cringe, you will laugh, and hell, you might even cry. All of that is on purpose, I assure you. Grab the sequels and audiobook, including SUPERS: EX GODS, the spinoff series.

Super heroes seem pretty tough—but they actually feel happy, sad, proud, and angry just like everyone else. Classic DC character art featuring fan favorites (such as Batman, Superman, Green Lantern, Wonder Woman, the Flash, Supergirl, and their friends) illustrates the full range of feelings in this concept board book. Simple, age-appropriate text talks about how swimming in the water makes Aquaman happy; or being a great acrobat makes Batgirl proud. Little ones are also invited to talk about what makes them feel angry, excited, or scared. DC super heroes provide a fun, easy way to explore emotions with babies, toddlers, and preschoolers.

Special, super-sized anniversary issue! The Legion of Super-Heroes gathers together to celebrate the anniversary of the team's founding! However, a familiar face visits: their deceased friend Ferro Lad—who brings with him some disturbing news!

When an evil dragon attacks Gotham City, Batman knows he can't stop it by himself. With Superman and Wonder Woman fighting by his side, there is nothing these three Super Heroes can't do!

Meet one hundred of the strangest superheroes ever to see print, complete with backstories, vintage art, and colorful commentary. You know about Batman, Superman, and Spiderman, but have you heard of Doll Man, Doctor Hormone, or Spider Queen? So prepare yourself for such not-ready-for-prime-time heroes as Bee Man (Batman, but with bees), the Clown (circus-themed crimebuster), the Eye (a giant, floating eyeball; just accept it), and many other oddballs and oddities. Drawing on the entire history of the medium, The League of Regrettable Superheroes will appeal to die-hard comics fans, casual comics readers, and anyone who enjoys peering into the stranger corners of pop culture.

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