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# The Adventure Zone Murder On The Rockport Limited

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Rockport Limited*

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## DOYLE SALAZAR

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**The Adventure Zone: The Eleventh Hour** Seven Seas Entertainment

"Originally published in single magazine form in All-star Western 10-11, Weird Western tales 12-14, 16-38"--Copyright page.

**Demon, Volume 4** Raven Press LLC

"Immortal actuary Jimmy makes a startling discovery: Agent Hunter, his long-dead adversary, is actually alive and a demon himself! Hunter has spent the last century concocting a deadly trap for his nemesis, and he has the perfect bait: Jimmy's daughter, Sweet Pea. In the epic showdown to to end all epic

showdowns, we finally reach the thrilling conclusion to this madcap series."--Publisher's description.

*Murder on the Safari Star: Adventures on Trains #3* Open Road + Grove/Atlantic

After hundreds of years reveling in earthly pleasures and his immortality, Jimmy Yee's hedonistic lifestyle is about to get a shake up by a no-holds-barred battle with the OSS that promises to be Jimmy's most violent and raunchy one yet.

[The Adventure Zone: The Eleventh Hour](#) First Second

A bestselling modern classic—both poignant and funny—narrated by a fifteen year old autistic savant obsessed with Sherlock Holmes, this dazzling novel weaves together an old-fashioned mystery, a contemporary coming-of-age story, and a fascinating excursion into a mind incapable of processing emotions.

Christopher John Francis Boone knows all the countries of the world and their capitals and every prime number up to 7,057. Although gifted with a superbly logical brain, Christopher is autistic. Everyday interactions and admonishments have little meaning for him. At fifteen, Christopher's carefully constructed world falls apart when he finds his neighbour's dog Wellington impaled on a garden fork, and he is initially blamed for the killing. Christopher decides that he will track down the real killer, and turns to his favourite fictional character, the impeccably logical Sherlock Holmes, for inspiration. But the investigation leads him down some unexpected paths and ultimately brings him face to face with the dissolution of his parents' marriage. As Christopher tries to deal with the crisis within his own family, the narrative draws readers into the workings of Christopher's mind. And herein lies the key to the brilliance of Mark Haddon's choice of narrator: The most wrenching of emotional moments are chronicled by a boy who cannot fathom emotions. The effect is dazzling, making for one of the freshest debut in years: a comedy, a tearjerker, a mystery story, a novel of exceptional literary merit that is great fun to read.

#### Murder on Union Square Soho Press

Lover's revenge at 28,000 feet can be a cold bitch! Elisa James had been climbing mountains since she was twelve years old but the one she had yet to conquer was the mother of them all--Mount Everest. When she gets the chance to join a new Expedition that has their sights set on the Goddess, she cannot resist. A lot can go wrong at high altitude and the oftentimes-treacherous conditions have created a mantra of every woman and man for themselves. With no one to depend on and no

authority, it leaves the door open to commit one of the most heinous acts--virtually ensuring that anyone on the mountain can get away with murder. When Elisa shows up to meet her new Expedition Team members, she gets the shock of her life. Ryan Holbrook has also joined the team and she is furious. Never in her life has she hated another man as much as she does Holbrook, whom she holds responsible for the death of her lover three years earlier. Her goals change when she realizes that the Expedition leader has no plans to remove Holbrook from the team, regardless of his reputation for being a reckless and dangerous climber. Elisa is convinced that Holbrook intentionally left her girlfriend to die just below the Hillary Step on Everest's South Col after a freak storm moved in. If he could use the mountain to commit murder, then she would use it for revenge.

#### *Weird Western Tales: Jonah Hex* Minotaur Books

The celebrated series *Critical Role: Vox Machina Origins* returns in this stunning hardcover edition! Fans of the series won't want to miss this beautiful collection. What do a flirtatious bard, a clueless barbarian, a naïve druid, and a pair of stealthy twins all have in common? They're not sure either, but one day they'll become the heroes known as Vox Machina! Follow the main characters from the smash-hit series *Critical Role* as they team up for the first time, facing cults and curses in the revelation of their origins and the path that will lead them to glory...eventually. Collects *Vox Machina Origins I* and *II* in a gorgeous new Hardcover with never before seen artwork!

#### **The Riverview Murders** First Second

A graphic novel adapted from the popular role-playing game podcast follows the exploits of Taako the elf wizard, Merle the

dwarf cleric, and Magnus the human warrior.

**The Murder Complex** First Second Books

At the end of the 1976 football season, more than thirty Harvard athletes went to Boston's Combat Zone to celebrate. In the city's adult entertainment district, drugs and prostitution ran rampant, violent crime was commonplace, and corrupt police turned the other way. At the end of the night, Italian American star athlete Andy Puopolo, raised in the city's North End, was murdered in a stabbing. Three African American men were accused of the crime. His murder made national news and led to the eventual demise of the city's red-light district. Starting with this brutal murder, *The Combat Zone* tells the story of the Puopolo family's struggle with both a devastating loss and a criminal justice system that produced two trials with opposing verdicts, all within the context of a racially divided Boston. Brogan traces the contentious relationship between Boston's segregated neighborhoods during the busing crisis; shines a light on the overtly racist court system that allowed lawyers to strike potential jurors based on their ethnic identity; and lays bare the deep-seated corruption within the police department and throughout the Combat Zone. What emerges is a fascinating snapshot of the city at a transitional moment in its recent past.

**Dream Park** Penguin

A NEW YORK TIMES, USA TODAY, and WASHINGTON POST BESTSELLER! A 2021 Alex Award winner! The 2021 RUSA Reading List: Fantasy Winner! An Indie Next Pick! One of Publishers Weekly's "Most Anticipated Books of Spring 2020" One of Book Riot's "20 Must-Read Feel-Good Fantasies" Lambda Literary Award-winning author TJ Klune's bestselling, breakout

contemporary fantasy that's "1984 meets *The Umbrella Academy* with a pinch of Douglas Adams thrown in." (Gail Carriger) Linus Baker is a by-the-book case worker in the Department in Charge of Magical Youth. He's tasked with determining whether six dangerous magical children are likely to bring about the end of the world. Arthur Parnassus is the master of the orphanage. He would do anything to keep the children safe, even if it means the world will burn. And his secrets will come to light. *The House in the Cerulean Sea* is an enchanting love story, masterfully told, about the profound experience of discovering an unlikely family in an unexpected place—and realizing that family is yours. "1984 meets *The Umbrella Academy* with a pinch of Douglas Adams thrown in." —Gail Carriger, New York Times bestselling author of *Soulless* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

[The Death Zone](#) Lulu.com

In this third book of the middle-grade *Adventures on Trains* series by M. G. Leonard and Sam Sedgman, amateur sleuth Hal Beck travels to South Africa with his uncle to a ride a famous train...and stumbles onto a murder mystery! Following his adventure on the California Comet, artist and amateur sleuth Hal Beck is looking forward to another railway journey with Nat, his journalist uncle—this time riding the historic Safari Star through South Africa. Then the already eventful journey becomes even more so when one of their fellow passengers dies on board! Accident . . . or murder? With help from a new friend, Winston (and his mongoose, Chip), Hal is determined to figure out if a murder has really taken place and, if so, who among a long list of suspects is the killer—all before the Safari Star arrives at its final

destination.

### **The Shepherd of the Hills** First Second

The fifth installment in the #1 New York Times bestselling Adventure Zone graphic novel series, a meta-fictional D&D adventure story based on the smash hit podcast. The Bureau of Balance has located yet another Grand Relic, and this time it's...time? A small mining town called Refuge has been locked away behind an arcane bubble, and somewhere inside it the Temporal Chalice is causing unknown mayhem. Taako, Magnus, and Merle are launched into their investigation, but they've barely had a chance to get their feet under them before the situation literally falls apart. When the town clocktower strikes noon, Refuge and its citizens are destroyed in a sudden chaos of flame and ruin, and our heroes' relic hunting—along with their lives—comes to an abrupt end. But woah, what's this? It's 11AM, they're alive again, and Refuge definitely hasn't just been exploded? Looks like a classic time loop, friends. This town is trapped in its final hour, and so are the three of them. And in order to escape, they'll not only have to solve the mystery of what happened to the Chalice, they'll also have to resist what it offers: the chance to rewrite the worst days of their own pasts. Based on the blockbuster podcast where the McElroy brothers and their dad play a tabletop RPG, and illustrated by cartooning powerhouse Carey Pietsch, *The Adventure Zone: The Eleventh Hour* is a thrilling new chapter in this #1 New York Times bestselling series.

### *Persephone: Hades' Torment* Macmillan

The world knows Parisian private investigator Aimée Leduc, heroine of 15 mysteries in this New York Times bestselling series,

as a très chic, no-nonsense detective—the toughest and most relentless in the City of Lights. Now, author Cara Black dips back in time to reveal how Aimée first came to inherit Leduc Detective . . . November 1989: Aimée Leduc is in her first year of college at Paris's preeminent medical school. She lives in a 17th-century apartment that overlooks the Seine with her father, who runs the family detective agency. But the week the Berlin Wall crumbles, so does Aimée's life as she knows it. First, someone has sabotaged her lab work, putting her at risk of failing out of the program. Then, she finds out her aristo boyfriend is getting engaged to another woman. And finally, Aimée's father takes off to Berlin on a mysterious errand. He asks Aimée to help out at the detective agency while he's gone—as if she doesn't already have enough to do. But the case Aimée finds herself investigating—a murder linked to a transport truck of Nazi gold that disappeared in the French countryside during the height of World War II—has gotten under her skin. Her heart may not lie in medicine after all—maybe it's time to think harder about the family business.

### War Of The Realms Tor Books

When a murder hits close to home, Frank finds himself in an unusual position--the prime suspect in the latest installment of the national bestselling Gaslight Mystery series... Sarah and Frank Malloy are enjoying married life and looking to make their family official by adopting Catherine, the child whom Sarah rescued and has been raising as her daughter. The process seems fairly straightforward, but at the last minute, the newlyweds discover that Parnell Vaughn, Catherine's legal father, has a claim on the child, and his grasping fiancée is demanding a

financial settlement to relinquish parental rights. Even though exchanging money for a child is illegal, Frank and Sarah's love for Catherine drives them to comply. When Frank returns with the money and finds Vaughn beaten to death, all evidence points to Frank as the culprit. A not-quite-famous actor with modest means, Vaughn seems an unlikely candidate for murder, particularly such a violent crime of passion. But Frank soon uncovers real-life intrigue as dramatic as any that appears on stage. Sarah and Frank enlist those closest to them to help hunt for Vaughn's killer as Frank's own life--and the future of their family--hang in the balance.

*Head Games: The Graphic Novel* Marvel Entertainment

The beginning of a hard sci-fi series, Dream Park is a visionary science fiction classic from Larry Niven and Steven Barnes. A group of pretend adventurers suit up for a campaign called "The South Seas Treasure Game." As in the early Role Playing Games, there are Dungeon Masters, warriors, magicians, and thieves. The difference? At Dream Park, a futuristic fantasy theme park full of holographic attractions and the latest in VR technology, they play in an artificial enclosure that has been enhanced with special effects, holograms, actors, and a clever storyline. The players get as close as possible to truly living their adventure. All's fun and games until a Park security guard is murdered, a valuable research property is stolen, and all evidence points to someone inside the game. The park's head of security, Alex Griffin, joins the game to find the killer, but finds new meaning in the games he helps keep alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Pure Land** Macmillan

"The OSS is after Jimmy, and they're planning on using his daughter to catch him. But Jimmy will tear the world apart to keep his daughter safe. Literally. This morally bankrupt immortal freak of nature has absolutely no concern for the wellbeing of any human being besides himself and his Sweetpea. It'd be adorable if it weren't so scary"--Amazon.com.

[Swipe Right for Murder](#) Diversion Books

Download a FREE sampler of SPINNING by Tillie Walden! It was the same every morning. Wake up, grab the ice skates, and head to the rink while the world was still dark. Weekends were spent in glitter and tights at competitions. Perform. Smile. And do it again. She was good. She won. And she hated it. Poignant and captivating, Ignatz Award winner Tillie Walden's powerful graphic memoir captures what it's like to come of age, come out, and come to terms with leaving behind everything you used to know.

[The House in the Cerulean Sea](#) Aux Media

This format is designed to be read on color devices and cannot be read on black-and-white e-readers. In the second Adventure Zone graphic novel (adapted from the McElroy family's wildly popular D&D podcast), we rejoin hero-adjacent sort-of-comrades-in-arms Taako, Magnus, and Merle on a wild careen through a D&D railroad murder mystery. This installment has a little of everything: a genius child detective, an axe-wielding professional wrestler, a surly wizard, cursed magical artifacts, and a pair of meat monsters. You know, the usual things you find on a train. Hot on the heels of *The Adventure Zone: Here There Be Gerblins*, the smash hit graphic novel that launched the series, *The Adventure Zone: Murder on the Rockport Limited!* picks up the saga where volume 1 left off. Both books are based on "The

Adventure Zone," a tabletop RPG comedy podcast with downloads numbering in the tens of millions and an army of passionately devoted fans. With art and co-adaptation from Carey Pietsch, the McElroys are once again turning their raucous freewheeling D&D campaign into some damn fine comics.

The Adventure Zone: The Crystal Kingdom First Second  
 START YOUR ENGINES, friends, Clint McElroy and sons Griffin, Justin, and Travis hit the road again with Taako, Magnus and Merle, the beloved agents of chaos from the #1 New York Times bestselling graphic novels illustrated by Carey Pietsch, The Adventure Zone: Here There Be Gerblins and The Adventure Zone: Murder on the Rockport Limited. Our boys have gone full-time at the Bureau of Balance, and their next assignment is a real thorny one: apprehending The Raven, a master thief who's tapped into the power of a Grand Relic to ransack the city of Goldcliff. Local life-saver Lieutenant Hurley pulls them out of the woods, only to throw them headlong into the world of battle wagon racing, Goldcliff's favorite high-stakes low-legality sport and The Raven's chosen battlefield. Will the boys and Hurley be able to reclaim the Relic and pull The Raven back from the brink, or will they get lost in the weeds? Based on the beloved blockbuster podcast where three brothers and their dad play a tabletop RPG in real time, The Adventure Zone: Petals to the Metal has it all: blossoming new friendships, pining for outlaw lovers, and a rollicking race you can root for!

*The Invisible Life of Addie LaRue* Bright Leaf

"Adrenaline-pumping . . . [A] polished action mystery . . . [with] dazzling Arctic sights." —Marilyn Stasio, *The New York Times* Book Review Winner of the Macavity Award and the Anthony

Award Murder on the Iditarod Trail is a gripping mystery set during Alaska's world-famous Iditarod: a grueling eleven-hundred-mile dogsled race across hazardous Arctic terrain. It is an arduous sport, but not a deadly one. But suddenly the top Iditarod contestants are dying in bizarre ways: first a veteran musher smashes into a tree, then competitors begin turning up dead, with each murder more brutal than the last. State trooper Alex Jensen begins a homicide investigation, determined to track down the killer before more blood stains the pristine Alaskan snow. Meanwhile, Jessie Arnold, Alaska's premier female musher, has a shot at winning for the first time. But as her position in the race improves, so do her chances of being the killer's next target. As the mushers thread their way through the treacherous trails, Jessie and Jensen are drawn deep into the frozen heart of the perilous wild: where nature can kill as easily as a bullet and only the Arctic night can hear your final screams. "Engrossing . . . The howling winds, the snow, the ice, the dancing away from wolves, the crazing fatigue, the welcome heat and food, are almost palpable." —*Los Angeles Times* Book Review "Excellent . . . well-paced, well-conceived, engrossing . . . moves along like a healthy, well-trained dog team." —*The Anchorage Times* "A book that will give you a feel for how the Iditarod is . . . Sue Henry has a genius for characterization, plot, and setting." —*Mystery News*  
*Idle Days* First Second Books

In this graphic novel adaptation of the Edgar-nominated novel *Head Games*, Craig McDonald blends history and legend to tell the tale of the classic hard-drinking, hard-living, and hard-boiled protagonist. Artist Kevin Singles brings this noir thriller to life with a style reminiscent of the golden age of dime-store paperbacks.

It's 1957, and aging novelist Hector Lassiter thought that his adventures were long behind him. But then he receives a treasure worth killing for: the skull of Mexican revolutionary Pancho Villa. With his partners in crime, brooding poet Bud Fiske and hard-as-nails beauty Alicia Vicente, Hector must make a mad

dash across the American southwest. If the trio can survive long enough to sell the skull to the highest bidder, they'll score big. But in the meantime, Hector must dodge bullets from deranged fraternity members, aging soldiers of fortune, vicious warlords, and crooked feds.