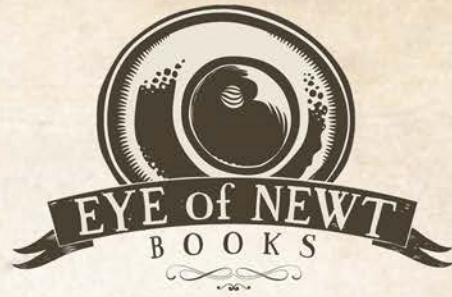




EYE of NEWT
BOOKS

SPRING/SUMMER 2021
CATALOGUE



EYE OF NEWT

*Welcome one, welcome all to Eye of Newt, publisher of curiosities beautiful and fantastical.
Our books are beguiling, mysterious, and sometimes bleak.
They have no bounds, and no bounds do they seek.*

Eye of Newt (EON) aims to publish imaginative books filled with new ideas and beautiful illustration. We do not shy away from quirky and strange stories. Our books will represent a wide range of voices and stories. EON's books provide a platform for readers to explore artistic expression and experience story in weird and wondrous ways.

We publish rhyming or whimsical picturebooks, artist-driven projects, authentic mythology, and the occasional art book. We join in that infinite space where bold and inventive ideas can be explored. Above all we seek highly imaginative storytelling and visually stunning creations that will catch readers' minds and eyes.

Publishers

Neil Christopher is an educator, author, publisher, and filmmaker. Originally from Ottawa, Ontario, Neil has spent most of his adult life in the Eastern Arctic of Canada. His interest in mythology and traditional stories has taken him across the circumpolar North to work with community members to research and gather cultural stories before they are lost. Neil is one of the co-founders of Inhabit Media (trade publisher) and Inhabit Education (educational publisher), both started with his brother, Danny, and his colleague, Louise Flaherty. Now, Neil has embarked on a new adventure with Eye of Newt Books. Neil currently lives in Toronto, Ontario, with his wife, two children, and a few axolotls.

Danny Christopher is an illustrator, and author. His earliest memories are of catching garter snakes in Belleville, Ontario, while still in diapers. Much of his primary school education was spent day dreaming about riding on the back of a giant eagle. He is the illustrator of *The Legend of the Fog*, *A Children's Guide to Arctic Birds*, *A Children's Guide to Arctic Butterflies*, and *Animals Illustrated: Polar Bear*, and author of the *Putuguq* and *Kublu* series of books. His work on *The Legend of the Fog* was nominated for the Amelia Frances Howard-Gibbon Illustration Award, and *Putuguq* and *Kublu* was selected as a USBBY Outstanding International Book. Danny has a diverse background in Editorial illustration for everything from newspapers to skateboards to creating large painted ungulates. He lives in Toronto with his wife, four children, and two unruly bulldogs.



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M6R 2B7, Canada

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EMAIL: info@cbsd.com
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Avenue NE
#101, Minneapolis, MN 55413-1007,
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To contact us directly, please write to us:

EMAIL: info@eyeofnewtpress.com
MAIL: Eye of Newt Books, 56 Edith
Dr., Toronto Ontario M4R 1Z2,
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TITLE	AUTHOR	GENRE	RIGHTS HELD	PAGE COUNT	TRIM SIZE	PUB DATE	PRICE US/CAN/ POUND
<i>The Little Mermaid</i> ISBN 9781777081744	Ashly Lovett	Fairy Tale Retelling/ Fantasy	World	40	9x11"	May-21	\$24.95/ \$29.95/ \$17.99
<i>Jonathan and the Giant Eagle</i> ISBN 9781777081751	Danny Christopher	Picturebook/ Fiction	World	32	9x10.5"	June-21	\$15.95/ \$19.95/ \$11.99
<i>Faeries of the Faultlines</i> ISBN 9781777081720	Iris Compiet	Art book/ Fantasy	World	176	8x10.3"	June-21	\$39.95/ \$48.95/ \$28.99
<i>Gwelf: The Survival Guide</i> ISBN 9781777081737	Larry MacDougall	Art book/ Fantasy	World	203	10x10"	July-21	\$34.95/ \$39.95/ \$24.99

The Little Mermaid

ISBN 9781777081744

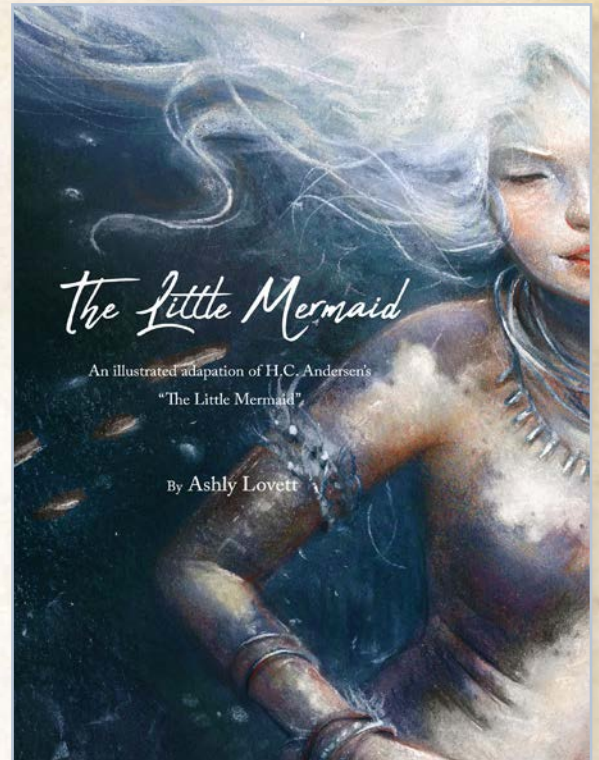
adapted and illustrated by Ashly Lovett
foreword by Cory Godbey

Ashly Lovett brings you an authentic version of Hans Christian Andersen's 1830's "The Little Mermaid."

The little mermaid has always yearned for the strange and exciting life of the humans. For humans have ever lasting souls and mermaids merely return to the ocean as sea foam upon their death.

After saving a human man during a sea storm, she soon desired his love and an eternal soul. Naive and desperate, the little mermaid turns to the banished sea witch among the whirlpools. The exchange to be human was high. Scared, but determined, she begins her journey to find love and a soul.

Lit with bioluminescence, the bottom of the ocean is a dark mystery as alluring as the human world above. Lovett's little mermaid is given relevant internal thoughts and agency over her choices which makes them at once more understandable and heartbreaking.



ASHLY LOVETT is known for her ethereal and hauntingly beautiful chalk pastel portraiture. Ashly has been drawing people and faces since childhood, and eventually found that chalk as medium captured the subtleties of emotion and expression just so. She began her career as an illustrator in 2015 and has since worked with clients and galleries across the world. Inspired by folklore and mythology, she hopes to bewitch her viewers with a deep sense of wonder and dark nostalgia. She has done licensed work for Jim Henson Company, Adult Swim, Netflix, Sega, and more. She received her BA in illustration from Ringling College of Art and Design and has been published in Spectrum Fantasy Art Annual 22-27, Society of Illustrators of Los Angeles, etc. She and her husband live in Louisiana with their cat Skeletor.



"Why have not we an immortal soul?" asked the little mermaid mournfully. "I would give all the hundreds of years that I have to live to be a human being only for one day, and to have the hope of knowing the happiness of that glorious world above the stars."

"You must not think of that," said the old woman. "We feel ourselves to be much happier and much better off than human beings."

"So I shall die," said the little mermaid, "and as the foam of the sea, I shall be driven about, never again to hear the music of the waves, or to see the pretty flowers, nor the red sun. Is there anything I can do to win an immortal soul?"

"No," said the old woman. "Unless a human man were to love you so much that you were more to him than his father or his mother. Only if all his thoughts and all his love were fixed upon you, only if a priest placed his right hand in yours, and only if he promised to be true to you alone, then would his soul be linked to your body. You would obtain a share in the future happiness of humankind. You would become man and wife and join as one being, but this can never happen. You cannot exist above the surface. Your lungs would not breathe outside of our precious water forever. And your fish's tail, which amongst us is considered so beautiful, would never allow you to venture upon the land. Humans have two stout props, which they call 'legs.' It could never be."

Then the little mermaid sighed and looked sorrowfully at her fish's tail.



- 27 -



Jonathan and the Giant Eagle

ISBN 9781777081751

by Danny Christopher

Jonathan's parents have decided to let Jonathan choose a pet. They are not prepared for his choice—a giant eagle.

Jonathan recounts his new experiences with this unique and astonishing pet. A mythical giant eagle doesn't fit easily into everyday life, but there are some advantages to having such a creature by your side. Ultimately, Jonathan comes to the difficult decision that his new friend must be set free.

With rhyming text and a humorous and lighthearted tone, this book is meant to be read aloud.



DANNY CHRISTOPHER is an illustrator, and author. His earliest memories are of catching garter snakes in Belleville, Ontario, while still in diapers. Much of his primary school education was spent day dreaming about riding on the back of a giant eagle. He is the illustrator of *The Legend of the Fog*, *A Children's Guide to Arctic Birds*, *A Children's Guide to Arctic Butterflies*, and *Animals Illustrated: Polar Bear*, and author of the *Putuguq and Kublu* series of books. His work on *The Legend of the Fog* was nominated for the Amelia Frances Howard-Gibbon Illustration Award, and *Putuguq and Kublu* was selected as a USBBY Outstanding International Book. Danny has a diverse background in Editorial illustration for everything from newspapers to skateboards to creating large painted ungulates. He lives in Toronto with his wife, four children, a bulldog, and a puppy.





"What will it be? A hamster? A fish?"

OK, I said, this is my wish.
I don't want a lizard, a cat, or
a rambunctious beagle...
What I want is a Giant Eagle.

IS THAT
EVEN
LEGAL?



NOW this beautiful creature was
something to behold.
Quite a pet for a seven year old!

I knew my neighbours
were gawking
from across
the street.

I mean, how many kids have a pet bird
with a wingspan over thirty-six feet?



Partners we were, he and I.
Sometimes we would chase the
sun across the sky.

With him overhead
I was free of fear or doubt.
We would chase the sun until the
flames went out.

Faeries of the Faultlines

Expanded, Edited Edition

ISBN 9781777081720

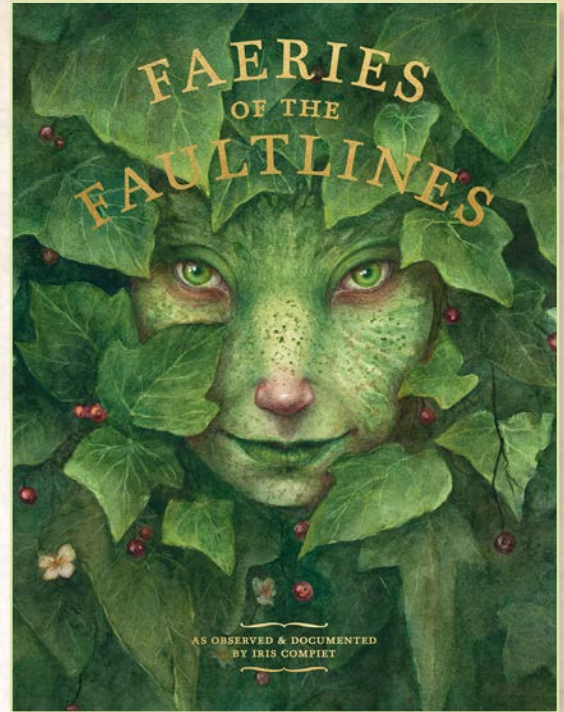
by Iris Compiet

forewords by Brian Froud and Alan Lee

Let me tell you about Faeries, let me take you away on a journey, an adventure.

The Faultlines is an ancient name given to those places where the veil between this world and the Other is thinnest. It is the place where faeries dwell, creatures creep, and magic oozes through the cracks. Recently the Faultlines have been stirring, opening up to all who wish to see, and to all who dare to venture...

Faeries of the Faultlines was an instant Kickstarter success in 2017, and this edited, expanded edition includes the complete original documentation from the greenmen to mermaids, with expanded sections and many more faeries to meet!



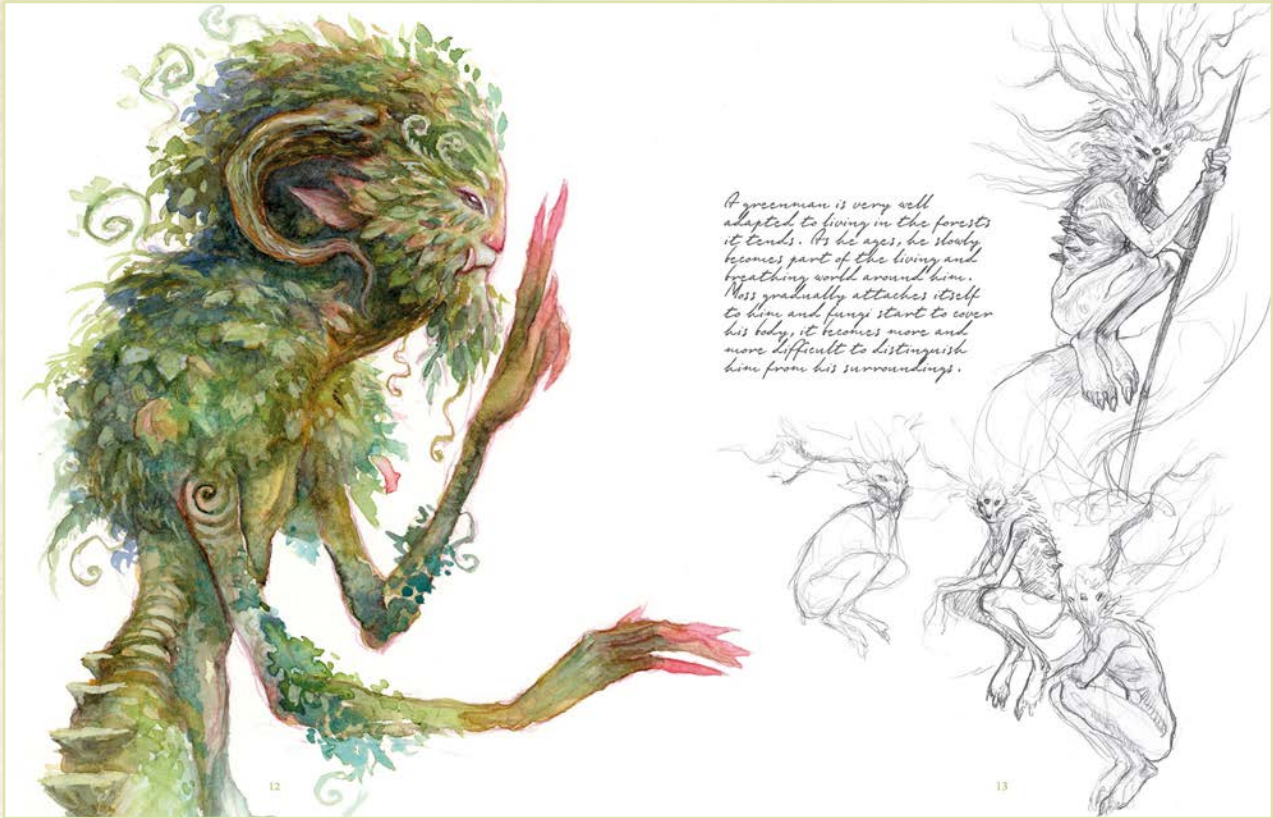
IRIS COMPIET is your guide to the Faultlines, a world filled with faeries and creatures from beyond the veil. A traditional artist and illustrator from the Netherlands, Iris has always known exactly what she wanted to do: paint and illustrate fantastical beings and share them with the world. Storytelling is an essential part of her artwork, and as an artist she strives to lure spectators to make them feel a connection with her work and ignite their imaginations. She draws inspiration from European folklore, mythology, fairy tales, ghost stories and anything from tombstones, Victorian photography, popular movies, and music. She has made a name for herself on Kickstarter with several projects, but most noticeably with *Faeries of the Faultlines*.

“Iris Compiet’s work is an astonishing and masterful revelation of the Faery Realms. She is an artist who, with stunning alacrity, reveals the fleeting personalities of the normally unseen.”

—Brian Froud

“Iris summons and draws upon the forces that are necessary in giving life to such creatures —imagination, an intelligent curiosity, and a relentless energy. The Faeries are lucky to have her!”

—Alan Lee



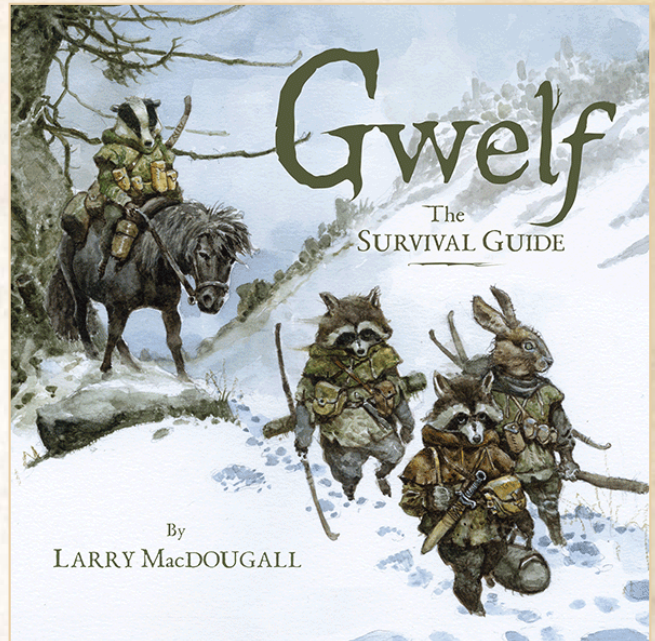
Gwelf: The Survival Guide

ISBN 9781777081737

by Larry MacDougall

Dear reader,


We welcome and encourage tourists of all kinds in Gwelf. The Survival Guide will tell you what to expect, what equipment to pack, who to trust and hire as a guide, and where to rest for the night in this magical land steeped in history and mystery. Tips and tricks on how to best enjoy your stay in the more populous areas and cities, together with crucial survival techniques for how to avoid or overcome haunts, ragteeth, mange, or raven machinations cannot be found in any other resource. As a bonus, you'll learn some Gwelf history and lore, get to know some of the locals, and enjoy our customs and countryside.



Indeed, so charming and wondrous is Gwelf that occasionally tourists decide to stay and become citizens, joining the ranks of the home guard; settling in a town as a merchant, artist, or voyeur; or simply retiring to the country or farmlands. Tragically, there have been some that have stayed, but not by choice. We, the Council, fear that this has cast a negative light on our beauteous realm. Rest assured that should you follow the precautions outlined in our guide, you will be quite safe, as it is the Council's intention to provide this book as a resource so that future mishaps might be avoided . . .

LARRY MACDOUGALL entered the commercial art world approximately thirty years ago and has been very busy ever since. He began working for gaming publishers, contributing work to many projects in the Dungeons and Dragons, fantasy tabletop, role playing vein. Larry was content with this work for many years but gradually the games began to take on a violent and dark-tone. He decided to leave the gaming world and cross over to children's publishing where he illustrated many books for publishers both in Canada and abroad. For the last fifteen years, Larry has been working as an animation designer, book illustrator, environment and character designer for games, and fine artist making personal art for private clients. He has also been dreaming up the world of Gwelf. Now he is embarking on that adventure and inviting you to come along.

An Introduction to the Region of Gwelf



Once aboard a vessel, you will soon see the City of Gwelf on the northern bank, visible through a thin fence of trees. Smoke Island, home to the Witch Market, will appear to the west once the shore is within reach. The docks of Gwelf will be ready to receive you on arrival, where you will pay your arrival tax, orient yourself, and begin your journey in Gwelf.

A Note on Preparing for Your Journey

If you choose to prepare for the adventure of a lifetime depends on a number of factors. Before you set out, we urge you to read through this section of the guide and take the following into consideration: At what time of year are you planning to set out? Will you stay in the City of Gwelf, venture into the Farnlands, adventure in the Scrublands, head out towards the border, or embark into the great unknown Hamlands? How long will you stay? Will you have a guide or both?

We have provided a reference at the start of each section to guide in the selection of basic gear that you should bring if you are planning to stay any length of time in a specific area of Gwelf. Read ahead and plan accordingly!

14

An Introduction to the Region of Gwelf

Chapter 2: When to Visit the Region of Gwelf

Spring and Summer

WHILE GWELF CAN BE VISITED AT ANY TIME OF THE YEAR, if you plan to make your voyage in the warmer months, aim for the Spring Equinox Festival. One of the most important celebrations in the Gwelf year, the spring equinox marks the transition from dark to light. Citizens of Gwelf celebrate the Spring Equinox Festival through rituals of renewal and celebration. Exorcists who have collected home spirits in wooden Spirit Urns over the dark winter months release the spirits, and the urns are burned in a symbolic bonfire. Houses are cleaned, pantries are emptied, and all remnants used in a large feast. While Gwelf does not offer the kinds of team sports favoured in the Southlands (jumping Otter water polo), there are a few popular sports associated with the Spring and Autumn Equinox Festivals. Favoured include races on paw, on pony, or in the water, as well as games of agility and Otter Aquatic Gymnastics. The latter take place most fine days along the banks of the Grande River: look for the spectator stands a league off from the point where you disembarked upon first arriving. Spring is a wonderful time to arrive in Gwelf. You can look forward to a long period of vacationing with a festive celebration, games, musical performances, and the traditional dramaturgy, in a region awakening to a glorious sunny season.

15

An Introduction to the Region of Gwelf

The Good-Hearted Inhabitants (Sparrowkind)

SPARROWS

The Sparrows are the leadership in Gwelf. They are in tune with the magics of Gwelf, and they create and maintain the Archives, which house the wisdom and tales of Gwelf passed down through generations. They oversee the raising and running of the institutions of Gwelf, like the Home Guard and the yearly distribution of broodlings' basic primer sets throughout the region. So, while they act in many respects like the politicians of Gwelf, they are at least more like researchers and philosophers that have accepted the mantle of leadership.

Sparrows have been flightless since the earliest records; they have also always been crafters and users of magic. Sparrows are avid gardeners and expert botanists and have an innate understanding of their environment, lending to their knowledge and study of magic, which in Gwelf are intrinsically tied to the natural world. They comb the woods and fields for the plants, fungi, and roots they need for their alchemists, medicines, and incenses. Sparrows also defend Gwelf from external threats by researching and developing spells that deter trespassing Ravens and unwanted humans.

Sparrows live all across the region. Most villages and towns throughout the Farnlands and Scrublands have a de facto Sparrow leader. These individuals are more interested in the lives of the citizenry than their more research- or magical-minded brethren, greeting every citizen in their domain by name, greeting every new brooding, and saying farewell to every departing soul. Sparrow leaders know when to perform an exorcism or call in an exorcist, how to settle minor disputes that arise between citizens, and how to shape rituals that keep everyone safe and happy.



22

An Introduction to the Region of Gwelf

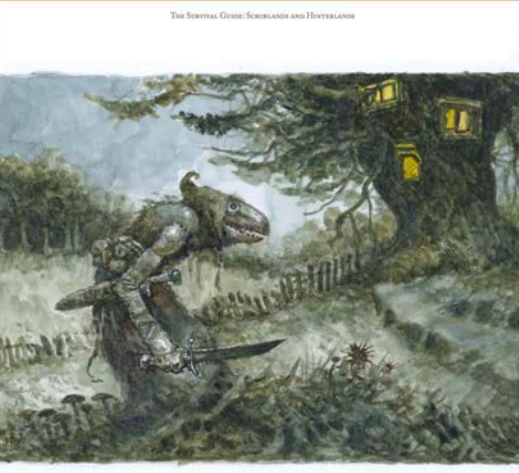


Some Sparrows can be found in the City, supplying shops, tending to gardens, and weaving magics to ensure its stability and defence. Notably, all Sparrows congregate and share knowledge and have periodically travelling and City-dwelling Sparrows can nearly always be found researching or attending some meeting or conference at the Sparrow Archives. Many Sparrows, however, will choose to live a quiet life on a farmstead or in a small community, where they can most easily communicate with the land that is so integral to their magics, their knowledge, and their identity.

It should be noted here that the Sparrows are nearly always accompanied by Mice, although the reverse could just as easily be said. Mice have become the caretakers of the Sparrows, and the Sparrows in turn are the protectors and teachers of the Mice. No other two creatures in Gwelf live in this nearly symbiotic relationship, happily serving and working with one another for survival. Even the most solitary of Sparrows is accompanied by a family of Mice.

23

The Survival Guide: Scrublands and Hamlands



126

The Survival Guide: Scrublands and Hamlands

Chapter 18: The Dark Creatures of the Scrublands and Border Region

WHILE YOU MAY FEEL YOU HAVE GOTTEN TO know the kinds of inhabitants you will encounter in the territory in the previous chapters of this book, I am going to introduce you to a range of nightmare beings from beyond the border. If you are lucky, you will never encounter one in your lifetime. If you are unlucky, you will face one, but with courage, preparation, and strong defences, live to tell the tale. And if you are the sort to seek out adventure at any cost... well, perhaps we will meet one day at the Mossy Kettle and you can recount the tale of how you managed to return in one piece.

Ravens and Rats

While the Ravens do not actually live in the Scrublands or Border Region, you must still be aware of their presence and influence here. The creeping might that saps the land of its fertility, the appearance of Mango exorcisms, and even the nests of Rats all stem from the threat of Ravenkind.

Stay vigilant. The Ravens are always probing along the border, looking for weaknesses. They launch random harassment to keep the Guards off balance while searching for better routes in and out of Gwelf. The Ravens use what we have come to call "machinations" in their tactics. The Ravens themselves generally use its flying devices that look like chairs from which they can drop Cannon bombs, Mango spores, or even invading Rats.

The Ravens, or their, are primarily interested in three things: claiming victims, disrupting the peace in Gwelf, and obtaining as much Particle Magic as possible. Rats are the smallest and most numerous of the Ravenkind forces we face. They are stealthy and more around unseen, breaking and entering, setting fires, poisoning wells with Mango, stealing items imbued with Particle Magic, and snatching what bodies (live or otherwise) they can for their Raven matters. Rats like to stay in the shadows and prefer to leave unseen. They have nests scattered throughout the Scrublands and Border Region, with more still living in the Muck and among the Frost Pines of the Boreal Mountains. We can only imagine that the Hamlands are infested with these wicked creatures.



127



Info@EyeOfNewtPress.com
www.EyeOfNewtPress.com

