



*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.

Production Details:
SPRING 2024

TITLE	SPECIFICATIONS
<p><i>Gwelf: Into the Hinterlands</i> Larry MacDougall</p>	<p>ISBN: 978-1-7777918-5-8 Series: Eye of Newt Genre: Fantasy/Adventure Rights Held: World Page Count: 130 Trim Size: 10 x 10" Pub Date: Spring 24 Price: US \$34.95 CAN \$39.95 UK £27.99</p>
<p><i>Monsterpedia</i> Sebastiano Barcaroli & Andrea Fontana (Moscabianca)</p>	<p>ISBN: 978-1-7777918-4-1 Series: Eye of Newt Genre: Children's/Fantasy Rights Held: World Page Count: 88 Trim Size: 10.5 x 8" Pub Date: Summer 24 Price: US \$29.95 CAN \$34.95 UK £24.99</p>

Book List
& Details



Part I: Journeying Out of the City of Gwelf

The Autumn Equinox

Many preparations must be made before the journey from the safety in the City of Gwelf can be left behind. This was covered in the first chapters of *Gwelf: The Survival Guide*. Now, as I, Wilburton Fox, prepare for my next journey, I get to enjoy the bonfire and bustle of the Harvest Festival. The festival is a week-long celebration, normally the second week in September, and it is when food, drink, and stories are widely shared. The good citizens of Gwelf enjoy a last burst of visiting friends and relations before the winter comes. I enjoy them too in between my research in the Archives.

The Harvest Festival, or more officially the Autumn Equinox Festival, celebrates the farming season drawing to a close. The creatures of Gwelf are eager to share their wares and show off their skills. Prizes for the best vegetables, pies, preserves, honeys, and more are disbursed by the Farmlands

On your Roost

SMOKE (EXORCIST)

Before me stood a Raccoon—well, I wasn't sure at first so I looked in dark, ancient robes that her visage and physique were hard for me to perceive. Was the missing an eye? At first it was hard to say. Smoke, who went by no other name (Patch joked that her mother must have eaten a candle before giving birth), would be our travelling exorcist. Having only met exorcists from the City and remembered their role in Home Guard patrol units, I must admit that Smoke was again not what I was expecting. Grizzled, road-worn, and often alone, Smoke took to travelling alongside me rather than with us. Her reactions seemed to keep her even vigilant and working ahead or behind us.

At camp she was always setting up long after the rest of us had begun our evening routine around the fire of smoking, charring, and chortling. She set incense, trips, and laid out candles because "one can never be too cautious after the equinox." She walked the perimeter once an hour until it was her shift to rest, and one evening I counted that she checked her own equipment no less than four times. In fact, Smoke was only still when meditating—which she did habitually twice—once when she woke and once before sleeping although, sometimes she settled into meditation at other times of the day. I learned, gradually, that this meditative state was part of her Magics; she was delving into an alternate consciousness, reaching out to others that joined her consciousness. Had I known that the entire time, I might have interviewed her about it. As it was I heard Duffield and Patch as we broke down or set up camp and paid Smoke little or no mind.

Whether Smoke was meditating or on the move Duffield and Patch simply set aside food for her and followed her advice when it was an evening we should not make a fire or when we should avoid a certain grove or waterway. An exorcist's craft takes time and preparation; I learned that a vigilant exorcist is the only kind worthy of taking on an adventure. We had no encounters with haunts or Mages until late in our adventures, and when we did, I was glad of Smoke's readiness.

Like every exorcist I've ever met, Smoke loves what she does and is rarely in real danger. According to my research in the Archives, exorcists are drawn to their calling, often yearning to dabble in the Magics of the Earth or else to heal the wounds of the spirit realm. It was the latter that called to

On your Roost

Smoke. Haunts get pulled close to what they can't have themselves anymore. They want the warmth of the hearth and the light of a home, but they'll suck that warmth out and leave the living shivering. Carrion Magics have corrupted the life force, or the spirit, linking it to this realm instead of letting it follow its natural course to the "after." Southrons don't have haunts like we do because they don't have the Ravens to corrupt and break the cycle. The Ravens glory in the decay, but what else they gain, we Sparrowkind know not... not yet, anyway. Carrion Magics make it so the spirits can't pass along naturally. Smoke took it upon herself to right that wrong. When she spoke it was often about keeping citizens safe, keeping spirits safe, and poaching the balance of the cycle of life and death, of Life and Carrion Magics.

Exorcists help lost haunts go freely from this plane to the "after" as both my research and Smoke refer to it. Where the "after" is, or what it is, is beyond this Fox's research capabilities, but my curiosity is piqued. In this "after" when Smoke was searching for? Perhaps the companions of Life Magics and Carrion Magics is a place rather than an effect, a place where haunts can rest. I realized late one evening that Smoke kept a journal akin to my own. When I asked her what she wrote she flashed her gold canines at me and snapped the book shut. Duffield explained that Smoke was born a Tinker and remained one at heart, much of their currency was in story. After that I tried to tell a story each evening. Sometimes, Smoke would stop and listen and seem genuinely interested in the tale. It wasn't much of an interaction, but it was gratifying nonetheless.

Smoke and arrows

Lark's List of Equipment:

- Smoke's walking stick
- An ornate dark leather satchel
- A set of 2 thick fuffy wool mittens
- A pair of warm, brown leather boots
- A heavy wool blanket
- A small wooden cooking pot
- A small wooden bowl
- A small wooden cup
- A small wooden spoon
- A small wooden bowl
- A small wooden cup
- A small wooden spoon

THE FOOTHILLS AND FROST PINES

Emerging from the Muck we found ourselves once more amidst trees, though they were sparse and strange to me. These were Frost Pines, considered by the Sparrows to be a terrible mutation of Gwelf's beloved Smoke Pines. Native only to the slopes of the Boreal Mountain range beyond the Border, these trees are known for their blackened trunks and needles where a pine tree's needles would be. They give off a constant mist of cold, and as my sap runs through their trunks and cones one where branches break—be careful not to get any on you for it burns with cold. The branches of the Frost Pine are highly valued by some Sparrows, those who dabble perhaps too closely in the Carrion Magics as a means of studying and combating the Ravens threat. Some Tinker Beads who travel across the Border are known to specialize in frost transport, bringing the branches back to interested Sparrows who use the trees for research and the ice water within as a base for dangerous elixirs. There are reports of Sparrows who have managed to grow single Frost Pines and even small groves of them in the Northern Scrublands, though I have not been able to find real evidence of this in my wanderings. Some conjecture that the Sparrows wish to cultivate the tree to the south, as its cold mist wash off heat-seeking haunts. Others say that creeping Mingo-creatures and Ravens see the tree and assume the contraption is part of the Ravens' holdings, leaving the inhabitants alone.

INTO THE HINTERLANDS

Interesting theories, but I have never found hard evidence of Frost Pines growing anywhere but in and around the frozen Boreal Mountains.

There is a creature that lives on Frost Pines that Patch introduced me to. She has been collecting caterpillars, beetles, birds, leaves, bits of stone, cravings of bark—whatever she can lay paws on. She introduced me to the Winter Pine Moth. A graceful creature unlike any City or Farmlands Sun Moth that I've seen. It is large, with a wingspan the size of my paw, its body is quite furry and plump, and its wings have felt so soft so that it emits a soft whir when it flies about. It is a curious creature to be sure. Patch pointed out the rather large nest growth on a Frost Pine and pulled out a few of the cocooned caterpillars explaining that this moth lives a life like any other moth, except that she used to be able to find these creatures in the Muck and closer to the Border Forts. Her conjecture is that the warmth of the Sparrow Life Magics is pushing these creatures further towards the Boreals. It is a Boreal creature that I am not sure can be classified as Ravenkind. If one can sit aside the threat of constant danger, which Patch seems to be able to do, this wilderness has a beauty to it that those of us from south of the Border wouldn't, or can't, imagine. There are insects, birds, signs of wilderness life that exist beyond the conflict between Sparrowkind and Ravenkind. I wonder if there are more creatures like the Winter Pine Moth out here, undiscovered or mislabeled.

Gwelf: Into the Hinterlands

Created by **Larry MacDougall**

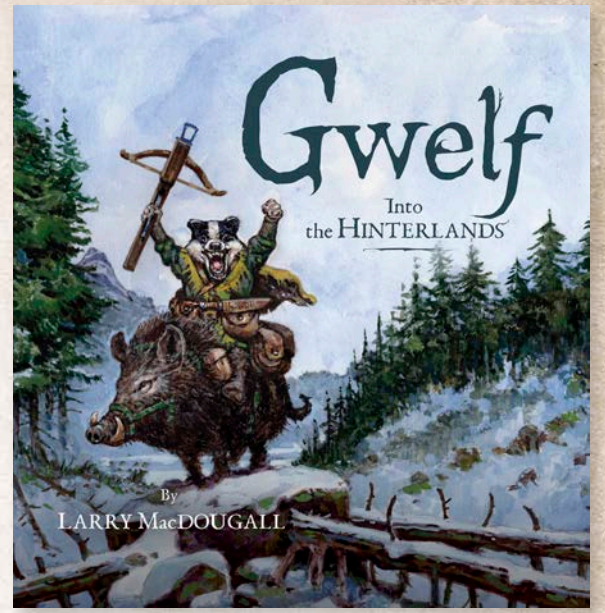
Spring 2024
 \$34.95 US/\$39.95 CAN
 10" x 10" • 130pp • HC
 ISBN: 978-1-7777918-5-8

Dear adventurer,

It is our belief that this is one of the most important texts you will read should you plan to adventure in Gwelf. Once more our dear Wilburton sets off on adventure in Gwelf, but this time he ventures into the North into the territory of the Ravens. As adventures often do, this voyage strays from its original path and this book details our hero's survival. Wilburton embarks on research, off-road trekking through the Farm- and Scrublands, and hails at Border Fort XI where he first sets paw outside Sparrowkind's territory.

Research is all well-and-good, dear adventurer, it is in experience that true wisdom lies. Wilburton, accompanied by a guide, a scout, a medic, and an exorcist encounters the wilds of the North and it's inhabitants, the Rats and Ravens of the Boreals. If you plan to voyage beyond the Border Forts, we beseech you to scour this text for within it may lie the key to your own survival...

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. 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.



Monsterpedia

An Illustrated Guide to the Scariest Creatures

By **Sebastiano Barcaroli & Andrea Fontana**
(Moscabianca)

Summer 2024
\$29.95 US | \$34.95 CAN
10.5" x 8" • 88pp • HC
ISBN: 978-1-7777918-9-6

A pop-culture and imagination-infused catalog of fantastical beasts, monsters, and creatures of myth and legend from around the world—complete with “things to watch & read”, a map, and delightful illustration. Welcome to *Monsterpedia!*

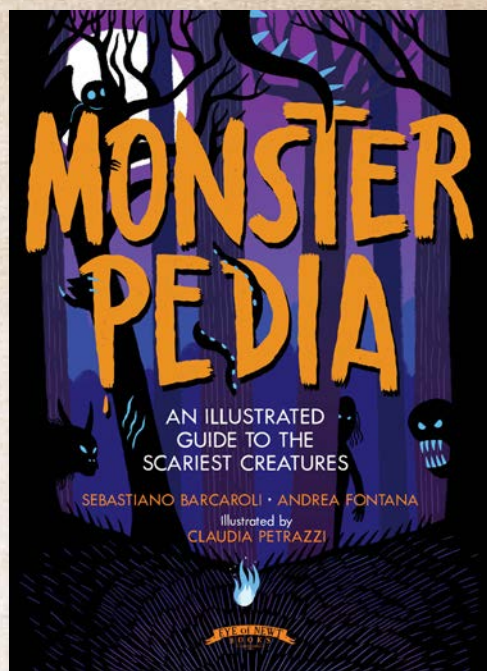
Welcome young readers to this codex of monsters that you should know before you venture out into the world. These are creatures from myth, legend, and popular culture, they exist, and you should be prepared to encounter them. Each monster’s description details strengths, weaknesses, cultural background, tips and tricks for spotting and eluding the monsters, and often a suggestion for further reading. The illustrations helpfully show how horrible and frightening the creature would be should you bump into one, and the map indicates where in the world monsters and creatures from mythology and folklore might be found should you decide to go looking for them . . .

This is a gorgeously illustrated and comprehensive catalog of monsters, beasts, and mythical creatures from around the globe, with an entertaining, easy-to-read text and incredible colour illustrations throughout.

SEBASTIANO BARCAROLI has been the driving force behind the film and illustration site chickenbroccoli.it. He has published *Il grande libro dei quiz sul cinema* and, with Federica Lippi, *Keep Calm e guarda un film* and *101 film per ragazze e ragazzi eccezionali*, all books that speak of his passion for cinema, including horror movies. He’s afraid of zombies and coats on hangers that pretend to be Babau the Bogeyman in the dark.

ANDREA FONTANA Born in Genoa, where he still lives, Andrea is an essayist, author, and screenwriter. He works with Fumettologica and Segnocinema. He edited and wrote *Studio Ghibli*, *La Bomba e l’onda* and the more recent *Satoshi Kon*. He wrote the graphic novel *Clara e le ombre* (Editrice Il Castoro), illustrated by Claudia Petrazzi, translated into Spanish and French. He’s afraid of vampires, and to overcome this fear he married one. vampires.

CLAUDIA PETRAZZI Born in 1985 in Arezzo, where she still lives and works, Claudia is an illustrator and cartoonist of children’s books. She is published in Italy and France. She illustrated the Nazar Malik books, a series written by Olivia Corio and translated into five languages. Clara e le ombre is her first graphic novel, written by Andrea Fontana and published in 2020 by Editrice Il Castoro. She often moves house, always hoping she won’t bump into the ghosts that haunt them.



THE VAMPIRE

BACKGROUND: unknown. **CHARACTERISTICS:** sleeps in a coffin, drinks blood, and curses into a bat. **WEAKNESSES:** can't stand sunlight, hates garlic, scared of crucifixes.

There isn't just one kind of vampire! There are several . . . Romanian strigoi, Greek vrykolakas, Bulgarian vespri, Basque mijinico, and let's not forget the Albanian vampir. Every place in the world has its own personal vampire. Maybe you didn't know but even where you live, there's probably some kind of vampire. Each one is unique, though they do share some features. First of all, the vampire is "undead", which means it's a kind of zombie, but it manages to talk and move more or less naturally. Like a living person but without life in them.

They can't have children but they can make new vampires. They're greedy for all kinds of blood that they suck with their sharp canines (which are sometimes considered from the pure victim). Sunlight is lethal for vampires, so they're only seen out at night and sleep during the day, preferably inside a coffin. Whether male or female, the vampire is pale and likes to dress in black. Physically, they're very strong, even when they look skinnier. They have the power to transform into other animals, usually bats.

If you do meet one, it's best to run for it, or find yourself an ash stake that's the only thing that will get rid of it. Although it's a very scary creature, the vampire is very polite: remember his that they only enter other people's houses if invited.

VAMPIRES LOVE GOING TO THE MOVIES: THAT'S THE ONLY PLACE THEY CAN ENJOY SUNRISES AND SUNSETS.

Thanks to the mystery surrounding it, the vampire has inspired many writers, artists, and film directors. The first vampire mentioned in books was Carmilla, whose life was written about by Joseph Sheridan Le Fanu, in 1872, a few years before Bram Stoker wrote his more famous *Dracula*, in 1897. Who knows if Carmilla and Dracula knew each other. Anyway, the first vampire tale was told in the tale by John Polkden, in his short story called *The Vampire*, which he thought up on the same night and in the same place where Mary Shelley invented Frankenstein's Monster. Coincidence?

VAMPIRES AT THE CINEMA

Vampires are in kind of films that they often star in them. Depending on how you feel, the films can be more like *Twilight* (sweet) or *The Bad Company* (dark). Most of them are meant to scare you (see *Dracula* (1931) if you're feeling fantastic; *Purple Heart* (2017) for the more romantic among you; *Hotel Transylvania* (2012) for everyone).

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KAPPAS

BACKGROUND: Japan, 1900s. **CHARACTERISTICS:** half-human, half-turtle, expert swimmer, and skilled fighter. **WEAKNESSES:** they lose their strength if the water-filled cavity on their head empties.

The kappa is a Japanese monster of the yūrei kind, a word composed of "yū", "evil", and "rei", "disturbing manifestation" kind. There are various types of yūrei: some are evil spirits, some are deceitful (hitotsume), and some live in the water (yūrei onna). A kappa, like a toad, has a human head and a more woman-like body with a woman's head, in one of those creatures we call hybrids, so half-animal and half-human.

To be honest, we can't be sure what a kappa looks like. Explorers have seen some with monkey features and some with the face of a frog, and others looking like a gorilla. But most of the sightings describe a small creature with the face of a turtle and crocodile legs. Not exactly a beauty!

Kappas are very good swimmers, splashing in Japan's rivers or soaking in its lakes. These creatures have a cavity on their head filled with water and covered in short hair, which is the source of their physical strength. They're very polite and rarely have bad intentions. Of course, if you go and bother them while they're taking a nap in the water, they could get cross and take revenge. In that case, to make them you should make the kappa spill the water from its head. To do this, we suggest you take advantage of their impeccable good manners: take a deep bow and the kappa must be polite and do the same, so the water on its head will spill out. Whoever fills that cavity with fresh water will become the kappa's master for life, having them as a faithful servant forever.

Some say it's a legend to teach children good manners, but if good manners can save your life, who are we to argue!

KAPPAS ARE ALSO STYLE ICONS: THEY INSPIRED A HAIRCUT CALLED OKAPPA ATAMA, WHICH COMES FROM THEIR ABSURD HAIRSTYLE.

But do be careful and don't let their friendliness bring you guard down. When it comes to eating, kappa aren't quite so polite: they feast on children, but fortunately their all-time favourite food is cucumber. Just give your name on this vegetable and then there is no one point where the kappa lives to avoid being on a menu in future. There's a typical Japanese sushi dish that also celebrates kappa: kappamaki, and of course it's filled with cucumber!

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ZOMBIES

BACKGROUND: Haiti, U.S.A. **CHARACTERISTICS:** dead who rise from the grave hungry for human flesh. **WEAKNESSES:** slow, bit of a dimwit, and kills itself by destroying its own brain.

Although the term "zombie" originated as part of African voodoo religion, the most famous undead are those of the U.S.A.

Zombies are corpses that rise out of graves and slowly but relentlessly walk around the world in search of human flesh. Warning: if a zombie bites you, then you'll soon become one too! The greatest expert on zombies was a film director called George A. Romero, who made so many films about these creatures—including the first ever night of the living dead—that they became real guides for surviving a zombie apocalypse.

As a homage to the great Romero and, above all, to help you in case they run out of room in hell and the dead walk the earth (as the director suggests in one of his films), here are ten rules to keep in mind when facing a invasion of walking corpses.

- 1) To stop zombies, destroy their brains but beware . . . a decapitated zombie bites!
- 2) Sleep fit. You'll often find yourself in hard-to-hand zombies.
- 3) Stay in a group. A team can work in shifts to protect its members.
- 4) Don't wear loose clothing and do not your hair. Sounds like advice from your mother? Not at all! If you don't follow this rule, the zombies can grab you more easily. They don't really like fashion.
- 5) It may seem strange but apart from a first aid kit, make sure you carry earplugs: zombies always complain, they never stop grumbling! It'll drive you crazy . . .
- 6) Avoid cities. Isolated locations are better: where there were fewer people there'll be fewer zombies.
- 7) Walk or use transport like bicycles: made will often be jammed by cars, buses, and trucks that have run out of petrol.
- 8) Be generous: share food, water, and shelter . . . One day you may need someone to help you out.
- 9) Best if you get the chance. Zombies never get tired and will chase you for hours.
- 10) Survivor at any cost . . . humankind is counting on you!

We hope this little list is useful for you. One thing is certain, zombies are no joke, because hit by bit they're ready to conquer the Earth.

IN RECENT YEARS, ZOMBIES HAVE BECOME NICER, AGAIN THANKS TO THE MOVIES: IN FILMS THEY'VE BEEN TEENAGERS, HITMAKERS, BOY SCOUTS, FOOTBALLERS, DANCERS, AND EVEN . . . SWEETHEARTS!

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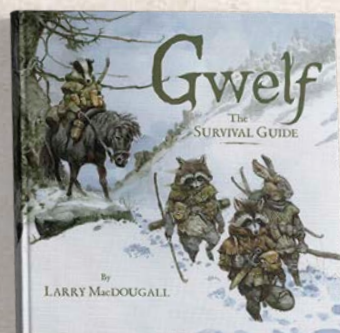


Highlights from
the backlist

Eye of Newt House Collection



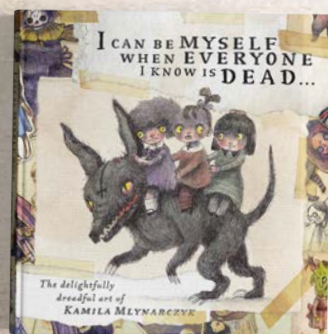
Faeries of the Faultlines
Iris Compiet
\$39.95 US/\$49.95 CAN • 8" x 10.3"
176pp • HCJ • ISBN: 978-1-7770817-2-0



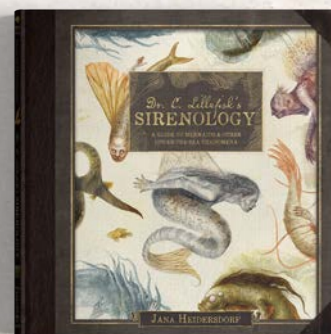
Gwelf: The Survival Guide
Larry MacDougall
\$34.95 US/\$42.95 CAN • 10" x 10"
214pp • HC • ISBN: 978-1-7770817-3-7



The Little Mermaid
Ashly Lovett
\$24.95 US/\$32.95 CAN • 8" x 11"
45pp • HCJ • ISBN: 978-1-7770817-4-4

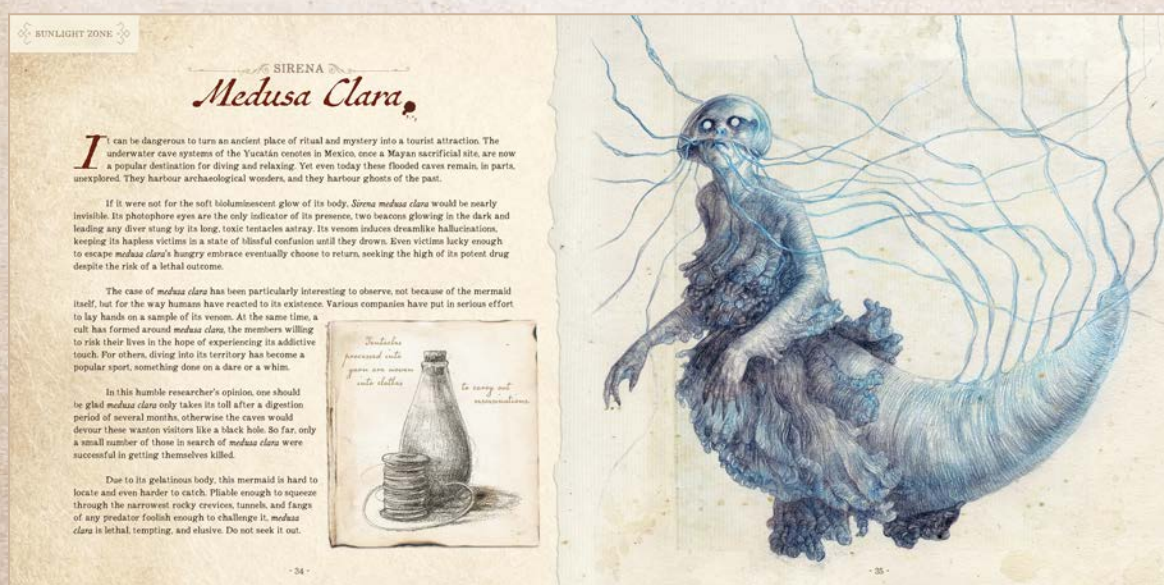
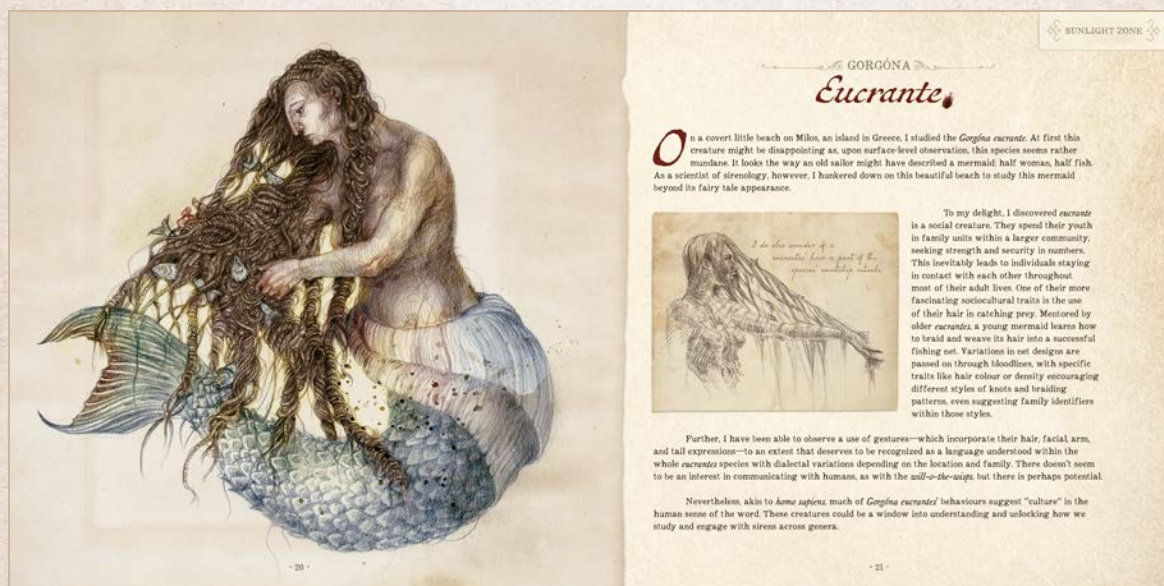


I can be myself when everyone I know is dead...
Kamila Mlynarczyk
\$34.95 US/\$39.95 CAN
9" x 9" • 197pp • HC
ISBN: 978-1-7770817-8-2



Dr. C. Lillefisk's Sirenology
Dr. Cecilia Lillefisk &
Jana Heidorsorf
\$34.95 US/\$39.95 CAN
9" x 9" • 116pp • HC
ISBN: 978-1-7777918-6-5



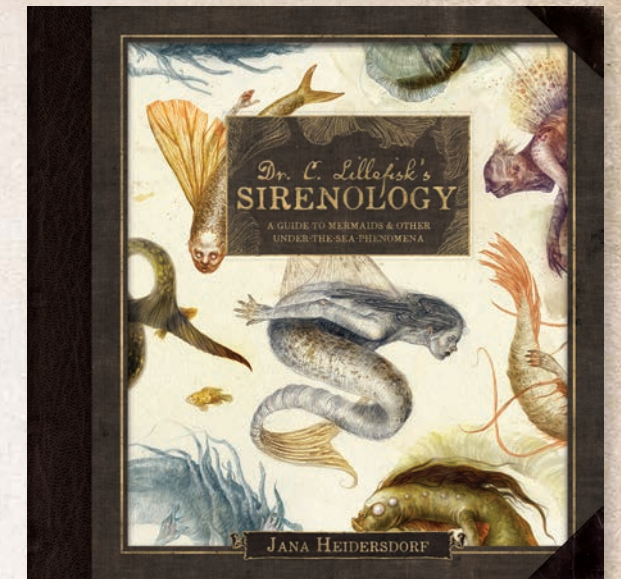


Dr. C. Lillefisk's Sirenology

A guide to mermaids and other under-the-sea-phenomenon

Created by Dr. C. Lillefisk (a.k.a. Jana Heidersorf)

\$34.95 US | \$39.95 CAN
9" x 9" • 116pp • HC
ISBN: 978-17777918-6-5



The future of mermaids is in peril. Open this book and learn about these wild and mysterious creatures before they are gone forever. Dr. Lillefisk presents her field notes, sketches, and research on the rich and expansive mermaid ecosystem and how it exists alongside the human world. Indeed, the growing environmental threat that humans impose on these creatures is at the fore of Dr. Lillefisk's appeal for attention and funding so that research and preservation of these creatures can continue.

Each mermaid is inspired by a real or mythological creature and blended with fantasy, Jana Heidersorf's imagination, and a fantastical pseudo-natural science that reveals the incredible world beneath the waves of planet Earth's lakes, oceans, and seas. *Dr. Cecilia Lillefisk's Sirenology: A Guide to Mermaids and other under-the-sea-Phenomenon* joins the Wool of Bat specialty series which aims to help preserve and promote folklore, mythology, and oral history whether it be real or imagined. If you are looking for myths, legends, and the supernatural, look no further than Wool of Bat.

DR. CECILIA LILLEFISK is most definitely a real person. She just prefers some privacy. Also, she is very busy researching mermaids and writing her numerous bestselling books. (In fact, they are so bestselling that copies are always out of stock). Some of her most popular titles include: *The Curious Case of the Pickled Mermaid*; *Mast-bound: Advice for the Modern Man*; and of course, *Pool Sharing—A personal account of Interspecies Relationships*.

JANA HEIDERSORF is a fantasy and horror illustrator with no life skills apart from drawing mermaids. Therefore it's a good thing Dr. Lillefisk discovered her during a research excursion to Berlin.

"I've always known mermaids to be real, I've seen proof of their existence. But for those who still think they're the stuff of fairytales, this book will certainly change their mind."

— Iris Compiet

Faeries of the Faultlines

Expanded, Edited Edition

By **Iris Compiet**

Forewords by **Brian Froud** and **Alan Lee**

\$39.95 US/\$49.95 CAN

10.3" x 8" • 176pp • HC

ISBN: 978-1-7770817-2-0

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





Once aboard a vessel, you will soon see the City of Gwelf on the northern bank, visible through a thin fence of trees. Smoke plumes, 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 tourist tax, orient yourself, and begin your journey in Gwelf.

A Note on Preparing for Your Journey

How 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 Farmlands, adventure in the Scrublands, head out towards the border, or embark into the great unknown Hinterlands? How long will you stay? Will you hire guards or 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.



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. Locavores who have collected lesser 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 reminders used in a large feast. While Gwelf does not offer the kinds of team sports favoured in the Scrublands (excepting Otter water polo), there are a few spectator sports associated with the Spring and Autumn Equinox Festivals. Favourites include races on pony, or on 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 disembark 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.



The Good-Hearted Inhabitants (Sparrowkind)

SPARROWS

The Sparrows are the leadership in Gwelf. They are in tune with the magic of Gwelf, and they create and maintain the Archives, which house the wisdom and tales of Gwelf passed down through generations. They oversee the ruling and running of the institutions of Gwelf, like the Home Guard and the yearly distribution of 'bonedays' basic panzer sets throughout the region. So, while they all in many respects like the politicians of Gwelf, they are at heart 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 adventures, medicines, and tinctures. Sparrows also defend Gwelf from external threats by researching and developing spells that deter trespassing Ravens and unwanted hunters.

Sparrows live all across the region. Most villages and towns throughout the Farmlands and Scrublands have a de facto Sparrow leader. These individuals are more immersed in the lives of the citizenry than their more research- or magical-minded brethren, knowing 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 adults that keep everyone safe and happy.



An Introduction to the Region of Gwelf

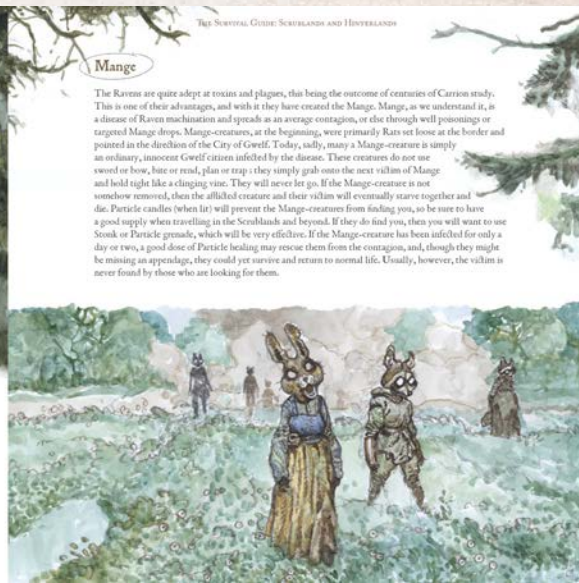
Some Sparrows can be found in the City, supplying shops, tending to gardens, and weaving magic to ensure its stability and defence. Notably, all Sparrows congregate and share knowledge and love periodically travelling and City-dwelling Sparrows can nearly always be found researching or attending some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

Eliza Berry and Trent's mushroom tea.

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.



Particle magic. These creatures are exactly why camping is not recommended in the Scrublands. If you insist on camping, be sure to post guards, light all your storm candles and have particle grenades on hand. If you encounter these creatures you will be in a fight for your life. Evasion is the best tactic. A Raven attack will usually involve a diversion and a primary strike. The diversion will come in the form of an incantation by Mange-creatures driven by Rats or Ragroths. The strike will be an aerial attack by Ravens in flight-chairs casting spells and dropping traps, then stealing victims from the ground and flying off with them back to the Boreal Mountains, trailed and guarded by the returning Rats or Ragroths. If the Ravens don't find a body, they will often resort to vandalism and arson to draw the good citizens of Gwelf out where any lone citizen might easily be captured. So be wary; Ravenland are devious.



Mange

The Ravens are quite adept at toxins and plagues, this being the outcome of centuries of Carrion study. This is one of their advantages, and with it they have created the Mange. Mange, as we understand it, is a disease of Raven machination and spreads as an average contagion, or else through well-poisonings or targeted Mange drops. Mange-creatures, at the beginning, were primarily Rats set loose at the border and pointed in the direction of the City of Gwelf. Today, sadly, many a Mange-creature is simply an ordinary, innocuous Gwelf citizen infected by the disease. These creatures do not use sword or bow, bite or mud, pin or trap; they simply grab onto the next victim of Mange and hold tight like a clinging vine. They will never let go. If the Mange-creature is not somehow removed, then the afflicted creature and their victim will eventually starve together and die. Particle candles (when lit) will prevent the Mange-creatures from finding you, so be sure to have a good supply when travelling in the Scrublands and beyond. If they do find you, then you will want to use Stook or Particle grenades, which will be very effective. If the Mange-creature has been infected for only a day or two, a good dose of Particle healing may rescue them from the contagion, and, though they might be missing an appendage, they could yet survive and return to normal life. Usually, however, the victim is never found by those who are looking for them.

Gwelf: The Survival Guide

Created by **Larry MacDougall**

\$34.95 US/\$39.95 CAN
10" x 10" • 214pp • HC
ISBN: 978-1-7770817-3-7

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.

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 beautiful 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. 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.

"Larry MacDougall has done that thing—created a fantasy world that is completely believable, super charming, and more than a little dangerous. I love it so much. I want to wander around in it but wouldn't want to get caught alone in it after dark."

— Mike Mignola

I can be myself when everyone I know is dead...

The delightfully dreadful art of Kamila Mlynarczyk

Written and illustrated by **Kamila Mlynarczyk**

\$34.95 US/\$39.95 CAN
9" x 9" • 197pp • HC
ISBN: 978-17770817-8-2

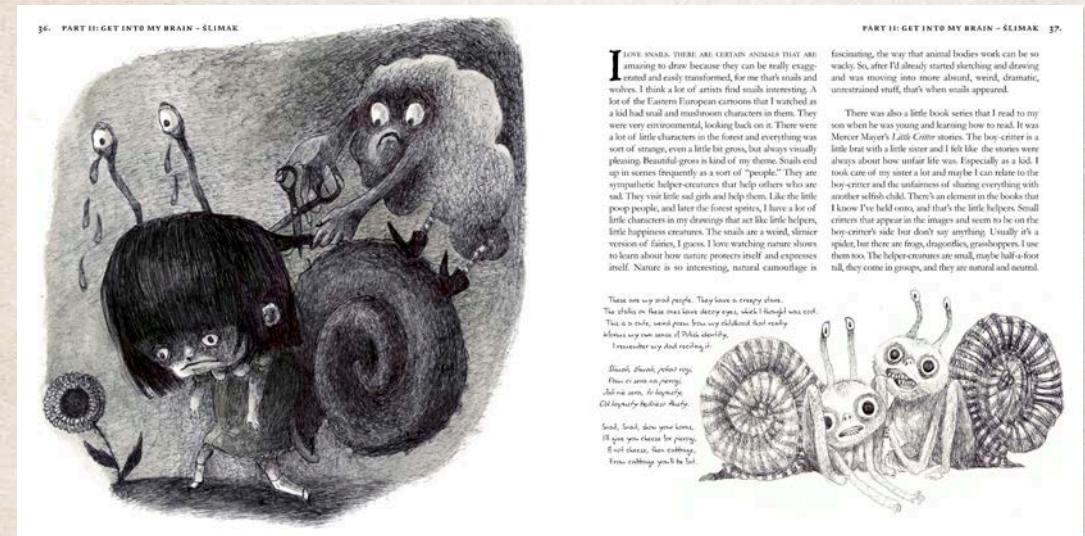
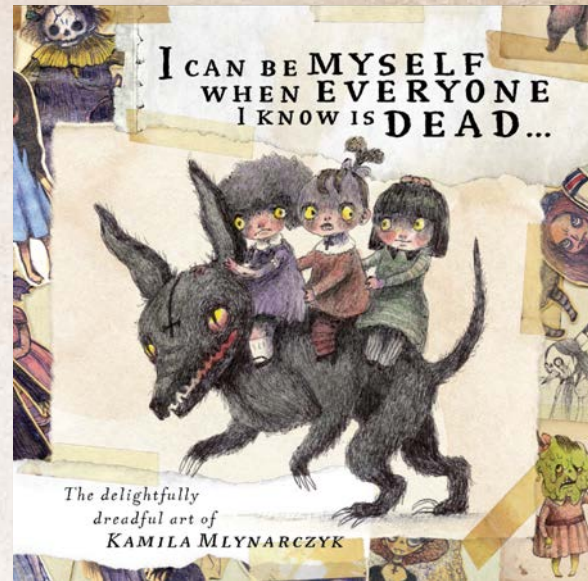
Welcome to the art and mind of Kamila Mlynarczyk (better known as @WoodedWoods). This book houses a collection of Kamila's art (some from online and some not) created from 2017-2019 and charts her progression into illustration art from her most famous art dolls. She describes her fascinating creative process and many of the inspirations behind her countless creepy, unsettling, yet poignant (and often hilarious) sketches. The text describes the rhyme and reason behind why everyone needs a little snail friend, why cute poops make this world a better place, and why werewolves always hesitate before devouring the sacrificial girl-child.

To Kamila, nothing fictional can ever be as frightening as reality, and so much of her inspiration comes from the life in the here and now. She strives to depict the most terrible things in a sympathetic light, and in that way they become more beautiful than reality, more light-hearted than realistically possible, and through their relatability they become cheeky and charming—they become cathartic. Features introductions by James O'Barr, creator of *The Crow*, and Neil Christopher, writer and publisher.

KAMILA MLYNARCZYK is an Ontario-based artist that hates good quality pencil crayons, paints with coffee, and generally enjoys portraits of poop. She made a name for herself with her horror-inspired art dolls. Her fresh, if gruesome, creations have been showcased internationally and she has garnered a sizeable online following. Kamila has always worked in various mediums, but over the past five years she has been what she terms "relearning how to draw" and drawing relentlessly.

"Kamila is a cornucopia of dreadfulness. Her works at once beautiful and terrible, each piece like being tickled by Death's cold little fingers, every bewitching creation a world I want to know more about."

— Brom





"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 -

"But I must also be paid," said the witch, "and it is not a trifle that I ask. You have the sweetest voice of any who dwell here in the depths of the sea, and you believe that you will be able to charm the prince with it also, but this voice you must give to me. This most precious thing you possess is the price for my draught. My own blood must be mixed with it too, so that it may be as sharp as a two-edged sword."

"But if you take away my voice," said the little mermaid frantically, "what is left for me?"

"Your beautiful form, your graceful walk, and your expressive eyes; surely with these, you can enchain a man's heart. Well, have you lost your courage? Stick out your little tongue, so that I may cut it off as my payment. Only then will you have the most powerful potion."

"So it shall be," the little mermaid whispered.

Then the witch placed her cauldron on the fire to prepare the magic draught.

"Cleanliness is a good thing," said the witch as she scoured the vessel with snakes that she had tied together in a large knot. Then she pricked herself in the breast and let the black blood drop into the cauldron. The potion began to boil. The steam that rose formed itself into horrible shapes that shifted and quivered. Every time the witch threw something else into the vessel, the sound was like the weeping of a crocodile. After a little more time had passed, the mixture began to slowly pulse. Then all fell silent, and its color shone as deep red as a ruby.

"There it is for you. Are you ready?" asked the sea witch.

She then cut off the mermaid's tongue so that she became mute and would never again speak or sing. With the last ingredient added, the potion was complete, and it turned a

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The Little Mermaid

Adapted and illustrated by **Ashly Lovett**
Foreword by **Cory Godbey**

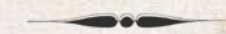
\$24.95 US/\$32.95 CAN
8" x 11" • 45pp • HCJ
ISBN: 978-1-7770817-4-4

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.

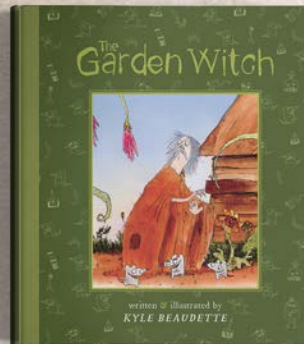


ASHLY LOVETT is known for her ethereal and hauntingly beautiful chalk pastel portraiture. Ashly has been drawing people and faces since childhood, and eventually found that chalk as medium captured the subtleties of emotion and expression just so. She began her career as an illustrator in 2015 and has 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.

"Lovett's undersea world is unique and haunting, lit with bioluminescent colour-charcoals it sparks imagination with the amount of worldbuilding poured into the illustrations."

— Megan's Book Stacks

*Eye of Newt
Children's Collection*



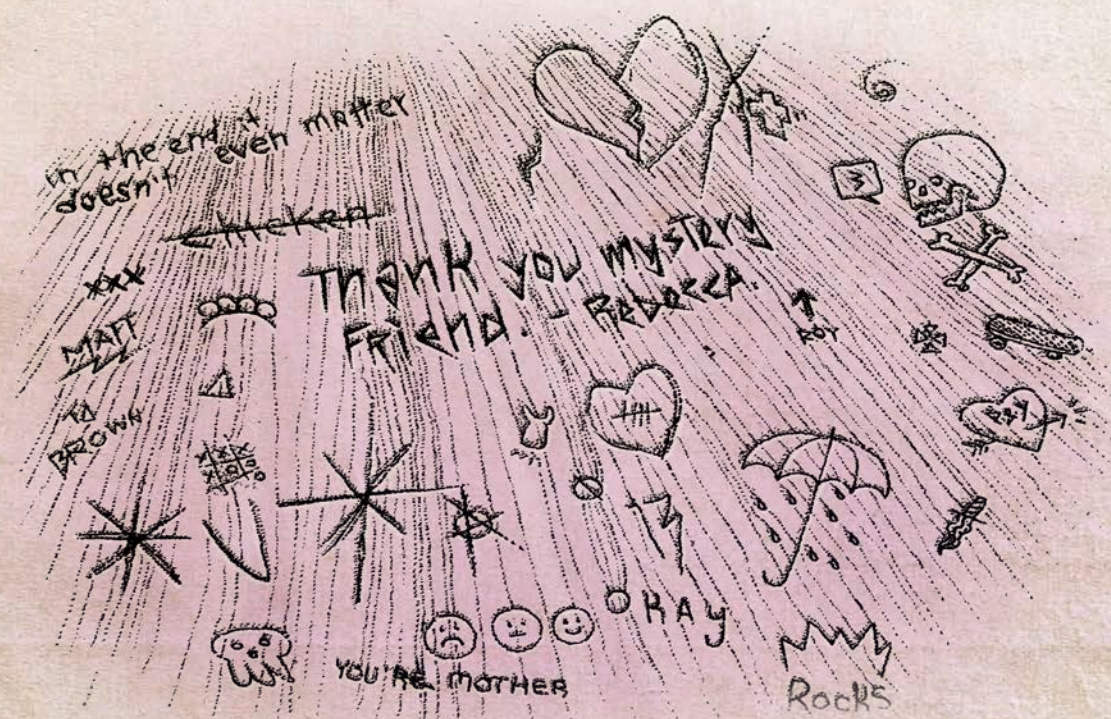
The Garden Witch
Kyle Beaudette
\$17.95 US/\$19.95 CAN • 8" x 9"
32pp • HC • ISBN: 978-1-7777918-4-1



Jonathan and the Giant Eagle
Danny Christopher
\$15.95 US/\$19.95 CAN • 9" x 10"
32pp • HC • ISBN: 978-1-7770817-5-1



Ghosts Are People Too
Peter Ricq
\$17.95 US/\$19.95 CAN • 8" x 8"
44pp • HC • ISBN: 978-1-7777918-0-3



“Come see my garden! I grow magical fruits!
Humongous flowers with big spiky roots!”

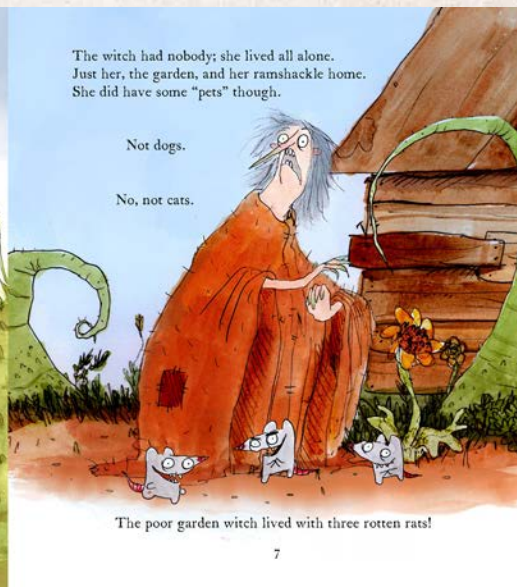
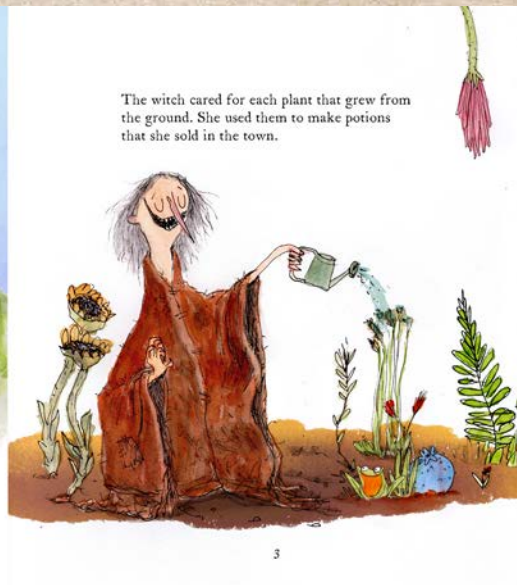
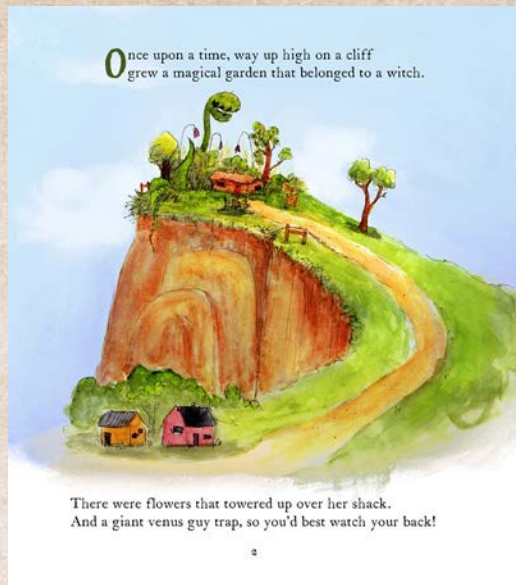


Adults
will learn
something;

kids will be
entertained!”



She promised they'd love it . . .



The Garden Witch

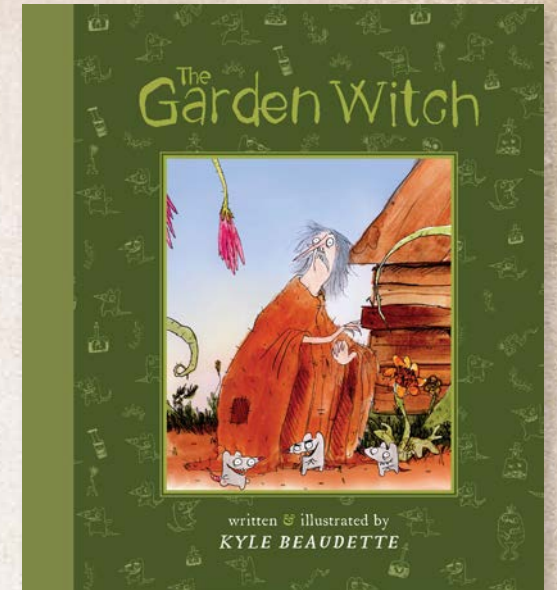
Written and illustrated by **Kyle Beaudette**

\$17.95 US | \$19.95 CAN

9" x 8" • 32pp • HC

ISBN: 978-1-7777918-4-1

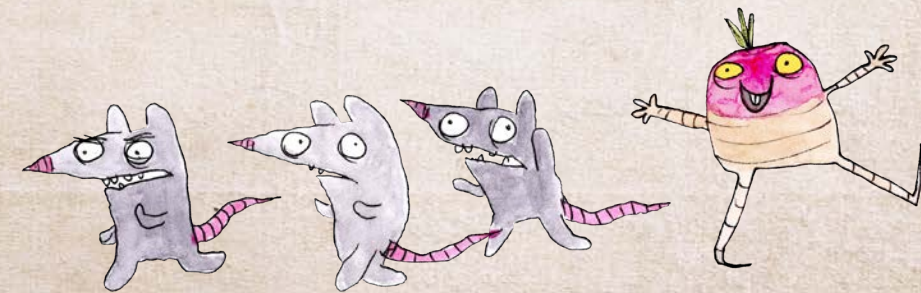
The Garden Witch is lonely, no one shops at her stall, no one visits her magical garden, and there is no one to talk to—except for the three evil rats she lives with. The rats will eat her if she upsets them, so she lives day-in and day-out the same until one morning she finds that her garden has grown her a little turnip boy. The turnip boy with his charm and bum wiggling helps the witch refresh her stall and make friends in the community. The Witch remembers that she is powerful and turns the table on the rats.



KYLE BEAUDETTE lives in Cornwall, Ontario where he teaches elementary school during the day and works obsessively on art projects at night. He loves creating dark and humorous art. His watercolour and ink illustrations have been compared to the work of Tim Burton, Ronald Searle, and Quentin Blake. He also makes fantasy sculptures, and they're...weird. Kyle has two cats and one wife. *The Garden Witch* will be his inaugural publication and it is a delightful one that he hopes you enjoy.

"I found you the perfect witch Halloween read! The Garden Witch is a wonderful tale full of dark humour and amazing characters!"

— A blue box full of books



Ghosts Are People Too

Written and illustrated by **Peter Ricq**

\$17.95 US/\$19.95 CAN

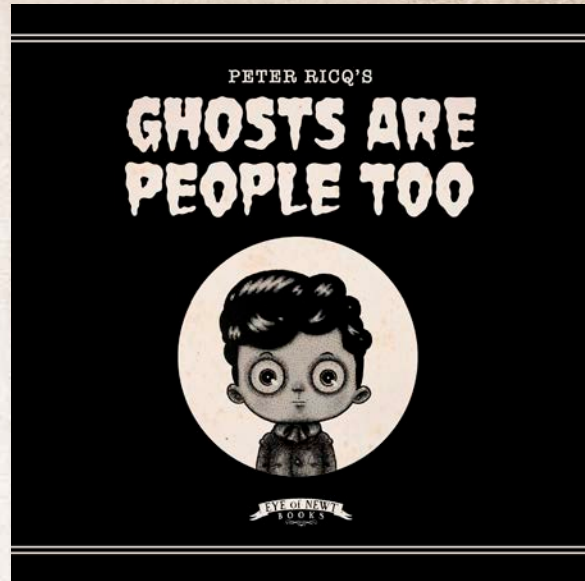
8" x 8" • 44pp • HC

ISBN: 978-1-7777918-0-3

Oh, hello spooky living person.

Welcome to my book which educates the living on what it's like to be a ghost and why we shouldn't be afraid of one another.

In his debut publication, Peter Ricq introduces us to Ethan Alby, a ghost who lives among us "spooky living people" and who genuinely wants to be friends. Charming and tongue-in-cheek text is paired with pointillism art giving the book a film noir meets Tim Burton mood and aesthetic.

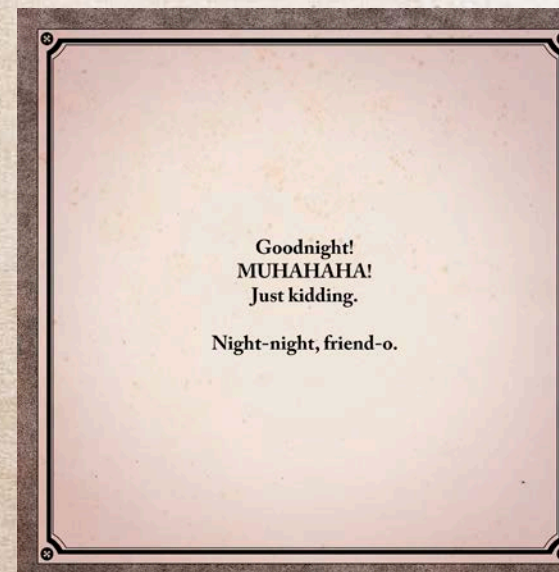
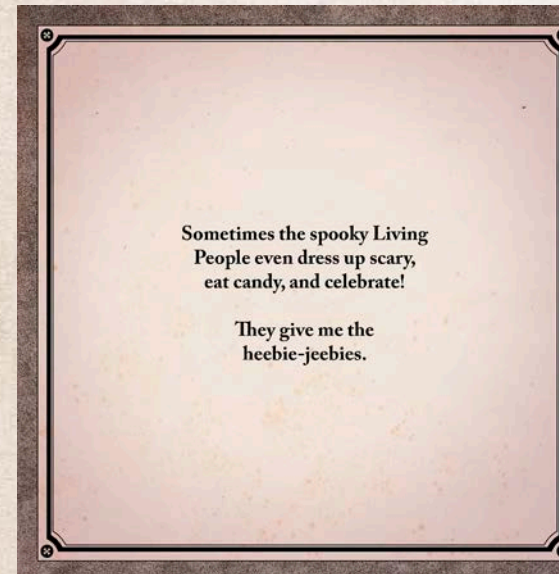


PETER RICQ is an award-winning creative force. Besides his work as a Visual Artist, he is also a Television Producer, Writer, Art Director, Designer, Director, Music Composer and Performer. Even before completing his BFA in film animation at Concordia University in Montreal, Ricq was well on his way to creating a name for himself. In 2005, the artist and his partners sold their first animated TV series: "The League of Super Evil" (YTV, CBBC, NICK) which ushered him into his role as Art Director in 2007. Ricq went on to co-create several other animated series with his creative collaborator Phil Ivanusic-Vallee including "Oh No! It's an Alien Invasion" (Teletoon, ABC3, Canal J) and "Freaktown" (Teletoon, Cartoon Network Asia, Disney SEA).

Peter Ricq currently lives and works out of Vancouver, Canada.

"Peter Ricq's Ghost Are People Too is a gorgeous book that brings to mind the best of Edward Gorey. Filled with stunning artwork and a charming story, it is a sincere, beautiful, and imaginative love letter to the gothic and bizarre."

— David Gallaher (*High Moon*)





Jonathan and the Giant Eagle

Written and illustrated by **Danny Christopher**

\$15.95 US/\$19.95 CAN

9" x 10" • 32pp • HC

ISBN: 978-1-7770817-5-1

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.

"Rhyming descriptions and whimsical mishaps compliment good-sized illustrations that lend especially well to adult read-aloud."

— Donovans Literary Resources

Book Series from
Eye of Newt



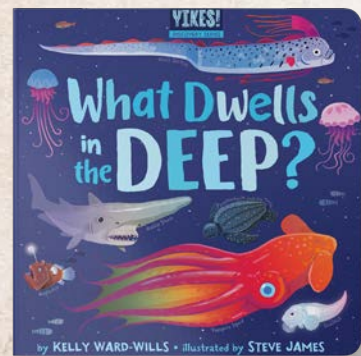
YIKES!

DISCOVERY SERIES

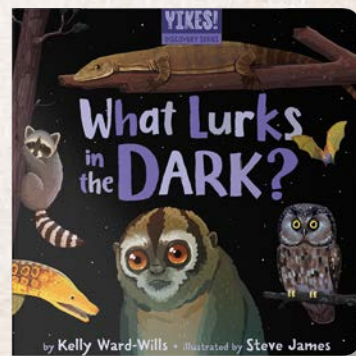
An approachable introduction to some of the planet's least understood and seldom represented creatures. Let's go deeper!

What animals live in the deepest depths of the ocean? What creatures lurk in the dark? What is that thing glowing in the gloom? **YIKES!** books bring rarely seen creatures to full-colour life for little eyes and little hands so that exploration of the natural world can move beyond the barnyard and out into the wild.

Each book presents a set of fully illustrated animals paired with a simple description and followed by a set of simple, fascinating facts about the creatures so that the book will inform and delight readers as they grow. These books are the perfect first deep dive into the animal kingdom and will spark a curiosity for the incredible creatures we share the planet with.



What Dwells in the Deep?
Kelly Ward-Wills
\$11.95 US/\$13.95 CAN • 8.5" x 8.5"
24pp • BB • ISBN: 978-1-7770817-9-9

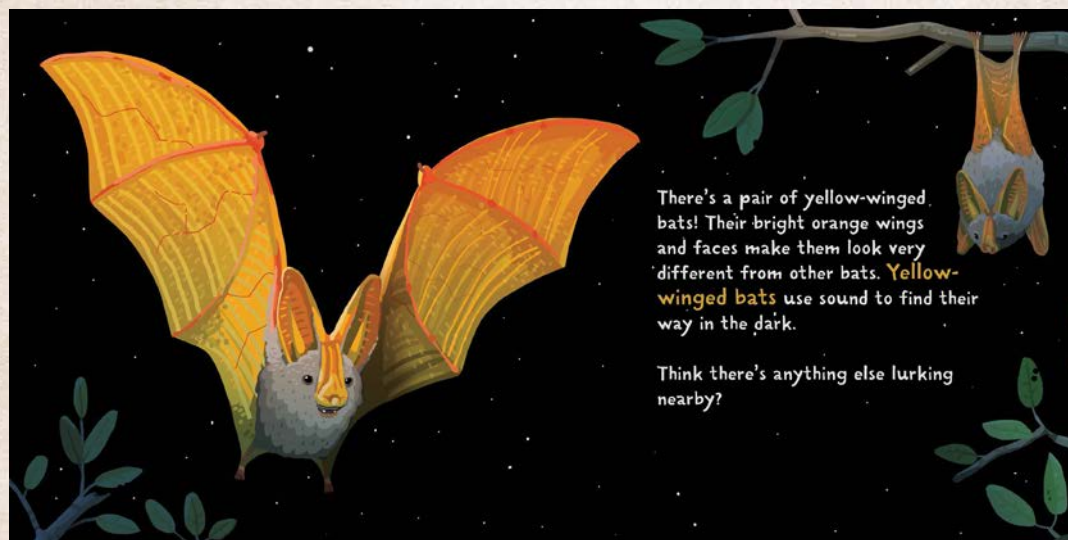


What Lurks in the Dark?
Kelly Ward-Wills
\$11.95 US/\$13.95 CAN • 8.5" x 8.5"
24pp • BB • ISBN: 978-1-777918-2-7

"These board books are perfect for little readers and are a wonderful tool to introduce some wild animal facts!"

— Three Little Loves Library





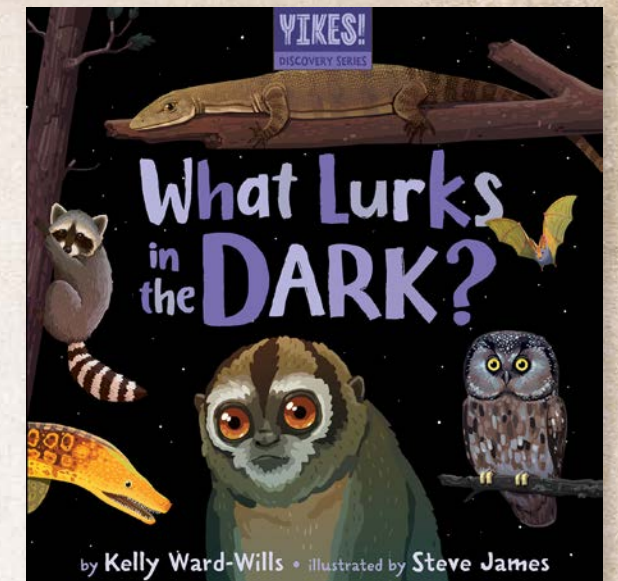
What Lurks in the Dark?

Written by **Kelly Ward-Wills**
 Illustrated by **Steve James**

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 8.5" x 8.5" • 24pp • BB
 ISBN: 978-1-7777918-2-7

Full of short, simple facts about creatures that lurk in the dark that will inform and delight babies, kids, and parents!

Mysterious creatures roam the earth in the dark of night. Each animal has a unique ability. Some use heightened senses to make their way in the night and some use the dark to their advantage. This book brings these creatures, rarely seen in the light of day, to full-colour life for little eyes and little hands so that exploring our landscapes at night can begin at even the earliest age. From the pangolin to the slow loris, this beautifully illustrated, full-colour non-fiction board book reveals the hidden world in the darkest night. Part of Eye of Newt's Yikes! Discovery series, aimed to spark an early curiosity for the wonderful animals we share our planet with.



KELLY WARD-WILLS is a writer and children's book editor. Her fiction, poetry, and journalism have appeared in various publications across Canada. Her short fiction has won the Lush Triumphant Award for Fiction and appeared in *The Journey Prize Stories: The Best of Canada's New Writers*. She is the author of one collection of short stories, *Keep it Beautiful* as well as *What Dwells in the Deep?* She lives in Toronto with her husband and daughter.

STEVE JAMES is originally from a small village in North Yorkshire, but he now lives on the outskirts of the vibrant city of Leeds with his partner and their daughter. There are lots of arty folk in Steve's family, so it was only natural that he should have a love for drawing from a young age, taking his early influence from the *Beano* and *Dandy* comics to Warner Brothers and Disney cartoons. When Steven isn't illustrating, he likes to see live music, watch films, play video games, take walks in the countryside, and play guitar.

What Dwells in the Deep?

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Illustrated by **Steve James**

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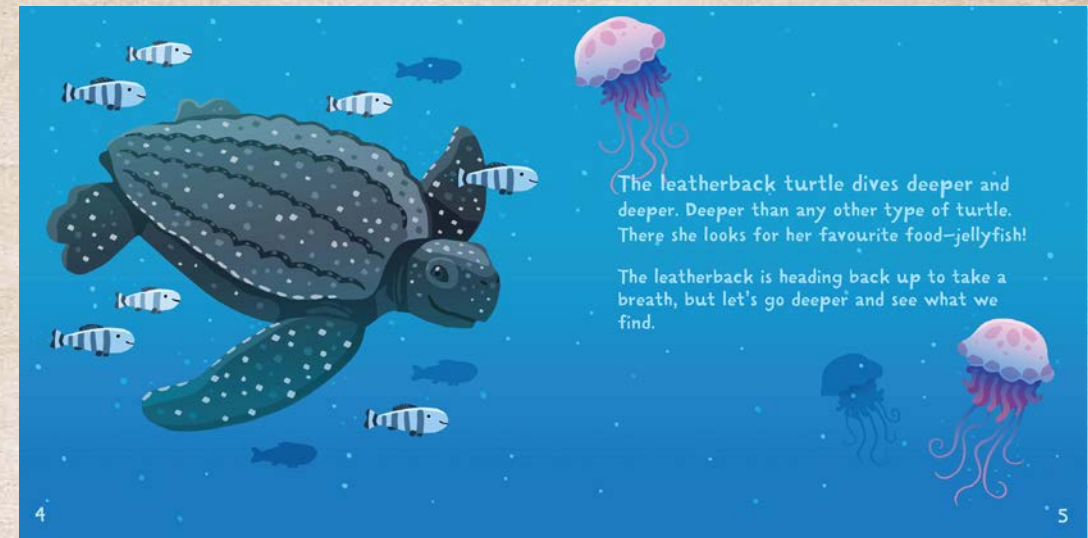
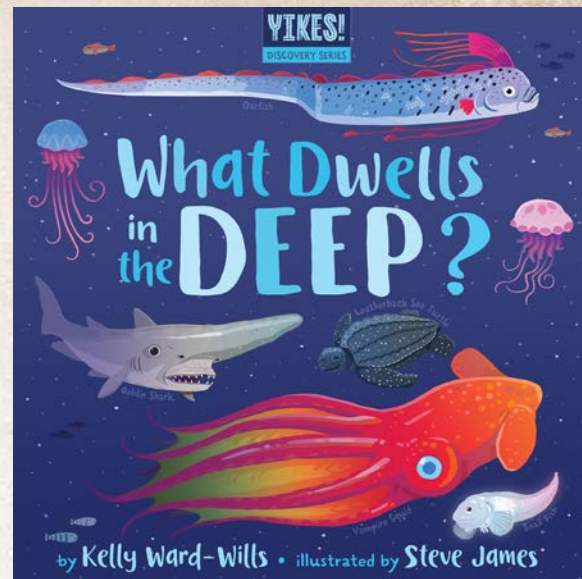
What animals lie in the deepest depths of the ocean? Some that are bioluminescent, some that have eyes the size of plates and that seem to be able to exist only in our imagination. This book brings these rarely seen creatures to full-colour life for little eyes and little hands so that deep-sea exploration can begin at even the earliest age.

Full of short, simple descriptions that will inform and delight babies, kids, and even parents! From the seldom seen vampire squid to the incredibly long oarfish, this beautifully illustrated, full-color non-fiction board book is an approachable guide to some of our least understood and seldom represented creatures.

A perfect first deep dive into the ocean to spark a curiosity for the incredible creatures we share our planet with.

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The leatherback turtle dives deeper and deeper. Deeper than any other type of turtle. There she looks for her favourite food—jellyfish!

The leatherback is heading back up to take a breath, but let's go deeper and see what we find.



Deeper down, the water starts to get colder, and a bit darker, too. There's a giant oarfish! He's as long as a school bus, and his silver scales shine as he snakes through the water.

What can we find if we go deeper? Let's find out!



Phew, this is deep! Here comes a little **dumbo octopus**. He lives deeper than any other octopus. He uses those fins that look like big ears to swim through the water.

I think we might be able to go a bit deeper. Let's see what we find.



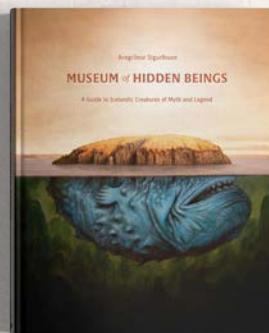
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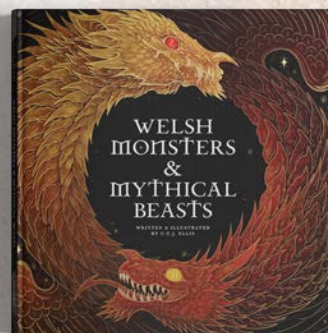
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Maria Bach Kreuzmann
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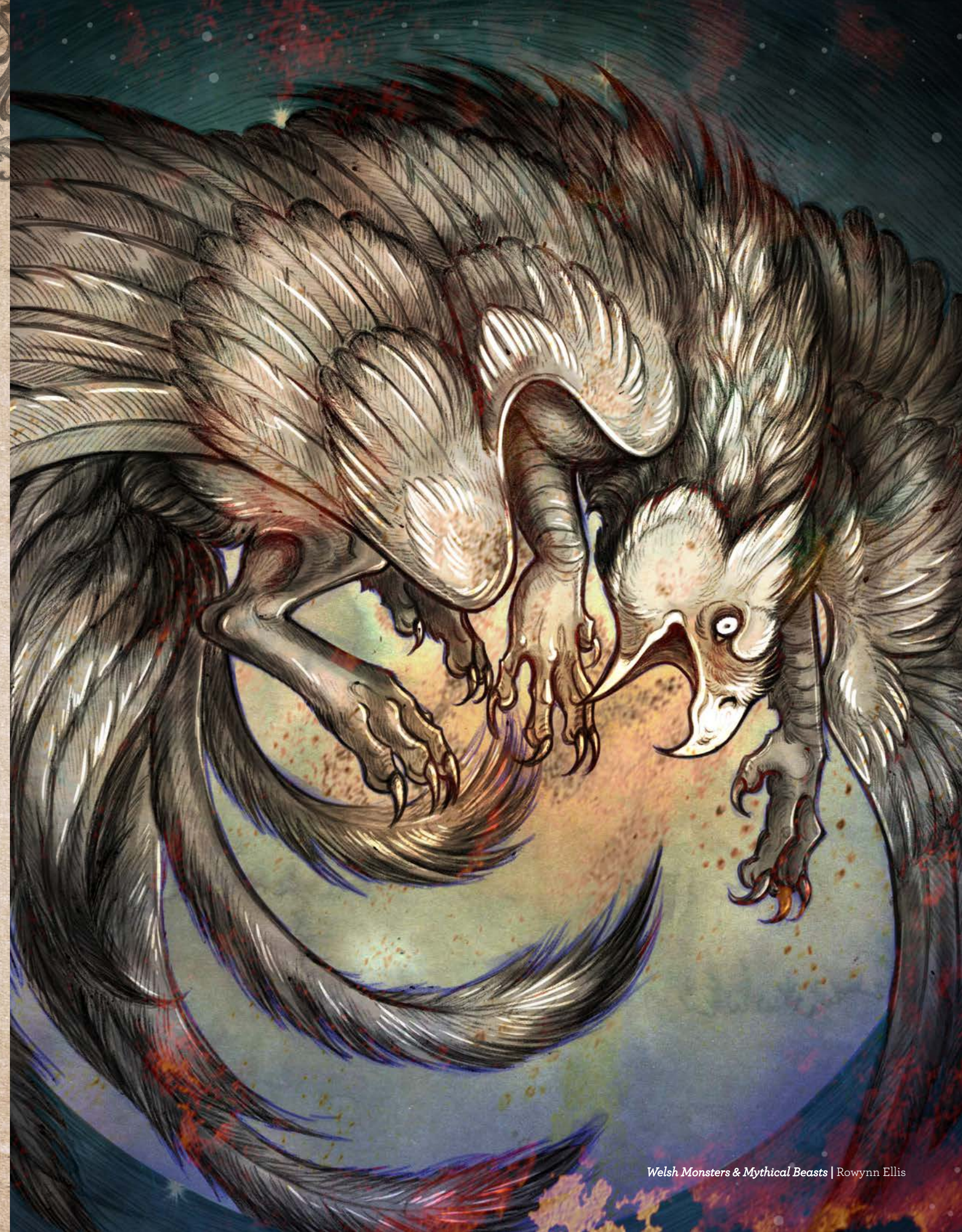
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Enter the world of ancient Germany where house-hold spirits and lesser-known creatures lurk within the tales that we know and love today.

The spirits of German folklore inhabit the pages of this book just as they settled the homesteads of ancient Germany. Belief in these creatures shaped daily life for centuries—first shared orally and later written down and compiled, most famously by the Brothers Grimm. Now, in the 21st century, a team of three German creators have set themselves the mission of bringing these creatures back from the fog of oblivion to the world. Domestic dragons and wild women, kobolds and wichtel are portrayed through the lens of narrative and mythological research showing their regional peculiarities within European folktales. Each creature is brought to life as a detailed sculpture in original size, based on historical descriptions and beautifully photographed in Germany, in the landscape that these creatures might once have walked. A new, spectacular approach that combines both art and cultural studies in an innovative way.



FORGOTTEN CREATURES is a nonprofit project started 2017. Its mission to reanimate the creatures of "lower mythology". This is done in an innovative way: We create sculptures whose exterior corresponds to the descriptions from historical documents. We combine art with cultural history and thus create a modern level of experiencing our own cultural past! Learn more: <https://forgottencreatures.de/en/our-team/>

"Playful, yet founded in wide-ranging archaeological, folkloric, linguistic, and historic scholarship, Hausgeister! peeps into "the dark corners of our houses" and shows why fascination with fantastic creatures continues even in contemporary culture."

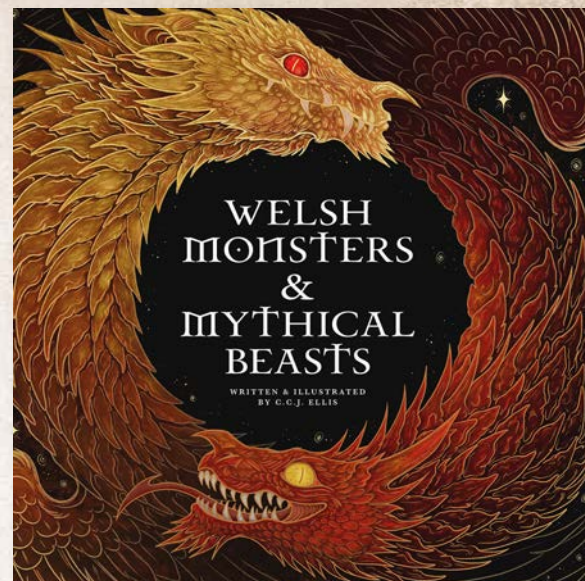
— Rachel Jagareski, Foreword Reviews

Welsh Monsters & Mythical Beasts

A Guide to the Legendary Creatures from Celtic-Welsh Myth and Legend

By **Rowynn Ellis** (Formerly C.C.J. Ellis)
Introductions by **Stephanie Law** & **Sian Powell**

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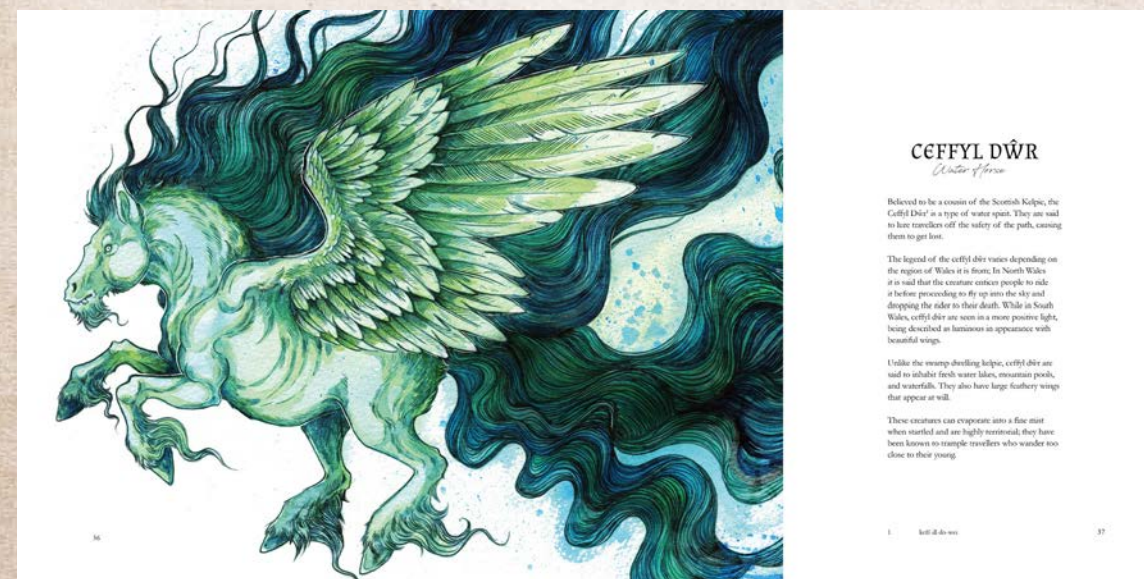
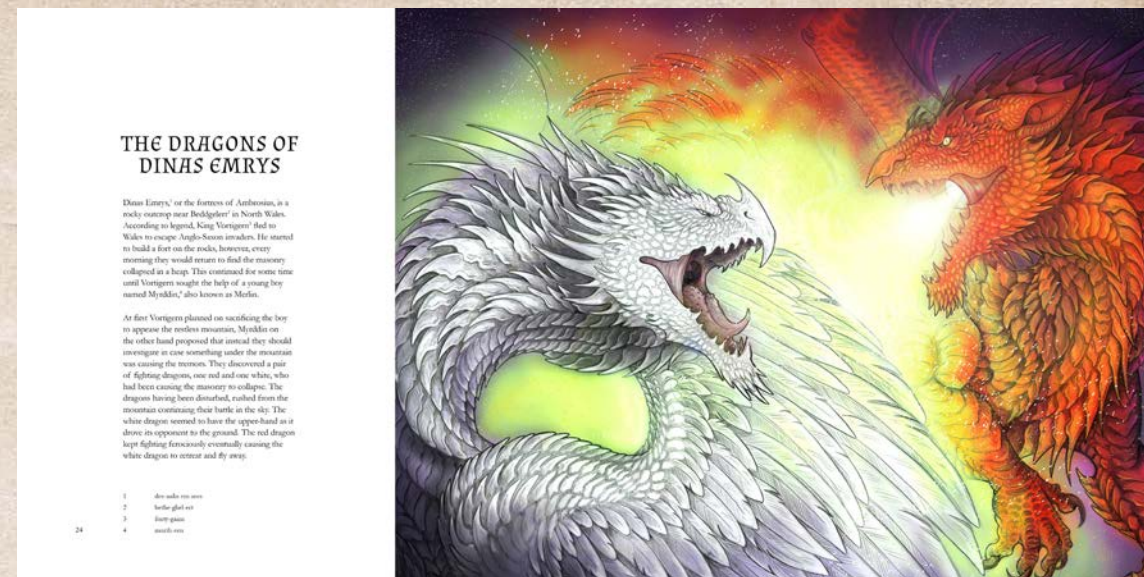
Upon the dramatic landscape of the Isle of Wales there have been born many creatures and beings of legend. This lushly illustrated guide delves into the dragons, beasts, fair folk, and spirits of Wales. Tales become blended and one with history, and this history meets illustration with Ellis' rich renderings of these creatures. Detail and colour lift these beings off the page and bring this compendium to life. Now available worldwide, this new edition includes a Welsh language guide so that each of the creatures might be known by their original Welsh names. You may have heard of the Red Dragon (Ddraig Goch) featured on the national flag of Wales, but have you heard of the Water Leaper (Llamhigyn Y Dŵr) or of the Mary White (Mari Lwyd)?

An introduction by Stephanie Law contextualizes Ellis' artistic journey, and an introduction by Sian Powell roots the creatures in myth and lore. With this book, Ellis aims to re-introduce the beasts of Welsh myth and legend to the world and bring a touch of Wales to your shelves.

ROWYNN ELLIS is a full-time illustrator, author, and researcher of mythozoology from North Wales, U.K, and their fantastic work is inspired by fantasy, legend, and Welsh culture. Their artwork has been exhibited across the U.K at numerous Comic Cons, solo exhibitions, and three successful Kickstarter campaigns, including *Welsh Monsters and Mythical Beasts*, the precursor to this book.

*“My first thought upon seeing Welsh Monsters was “Goodness, what a useful book!”
A must-have guide to those creatures you hope never to encounter except in story and imagination.”*

— John Howe

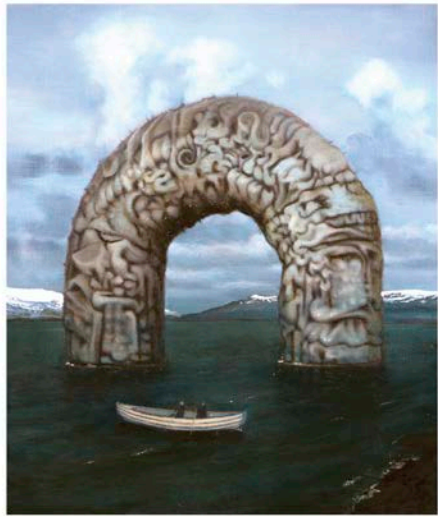


Ormur

It is said that a girl, who lived in either Hraunmör or Þingeyri in Skarðafell, wanted to see whether or not that placing a ring (in giverson a piece of gold would cause the ring, and the gold underneath it, to grow. She took a ring and placed it in a gold ring that she kept under their chair. But when she came back to look at the chair, it was close to bursting from the worms and gold within. The girl took fright and threw the chair and everything in it into the lake. The worms that grew on this girl's gold is the great worm that has occasionally been seen in Lake Skarðafellsvatn.

Its size is so great that residents on the north side of Skarðafell have been able to see the gold, on the south side of the valley, under the water's surface as it extends above the surface of the water, despite both its head and its tail being submerged. This has occurred only twice, once before the Black Death plague and once before the smallpox plague.

Jón Arason, *Skarðafell og annar hl. hl.*, p. 15.



Tröllbotnaland

Tales tell of a country northeast of Iceland and Greenland known as the Land of Giants. Many have paid dearly for attempting to explore the land and its people, including Gorm the Old, King of Denmark, whose mission was hindered by heavy rain, raging storms, and other obstacles. Later, Harald Hardrada embarked on an expedition to the land but had to deal with dangers, diversions, and disasters on the way before sailing his ship into a peculiar whirlpool, or vortex. He barely escaped and never reached the habitat of the giants. Many mocked Harald for his failure and presumed disappointment, and because of this, men from Norway and Iceland mounted another expedition to search for the Land of Giants. Their luck was not much better, as they endured countless insupportable perils before being met by Hermod, earth and sea. They also sailed into the great vortex, losing all sight of the sun during the ordeal.

They finally landed on the shore of the land and were met with high mountains and awesome cliffs. There were no houses or castles to be seen, but many caves and holes had been dug into the earth. The ground was covered with gold and silver, which the crewmen began collecting and taking to their ship. The natives saw this and descended upon them, armed with spears and bows. The crew succeeded in escaping, except for one man who was left behind by accident and promptly torn to bits from birth in the most horrific manner. It is said that bright daylight was seen in this land and that a great humming is constantly heard from the sky and sea.

Ólafur Halldórsson, *Ísland og Íslandsmenningar*, p. 12-13, written in 1922.



Úlfurður

When mothers abandon their newborn children, leaving them where they will not be found, they have seen a ghost known as an úlfurður. When they see one, their appearance resembles that of a bird, such as a raven. They raise their mothers up on one knee and one hand and burst about. Their colour depends on the colour of the rig in which they were wrapped. Those who see an úlfurður should not hesitate to follow it, as it will eventually lead to its mother. They have commonly been said to be seen in the mountains. An exception to this is the tale of an úlfurður visiting its mother in a sheepfold and reciting the following verse to her:

My mother in the fold of sheep,
Do not worry, do not weep,
I find and you my blood-red rig
For you to wear, for you to weep.

Jón Arason, *Skarðafell og annar hl. hl.*, p. 20.



Museum of Hidden Beings

A Guide to Icelandic Creatures of Myth and Legend

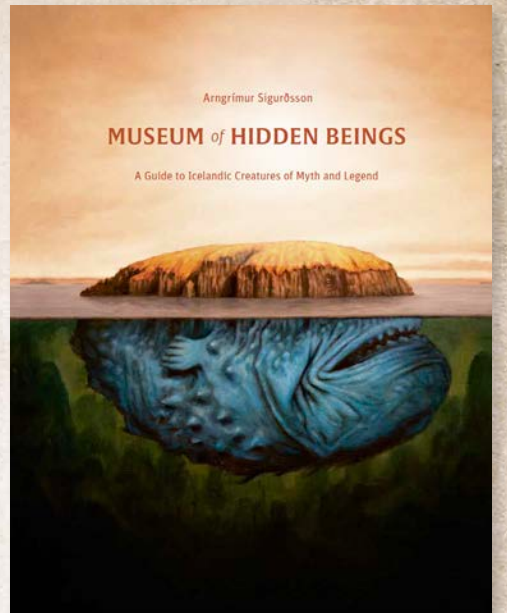
By **Arngrímur Sigurðsson**

\$24.95 US/\$29.95 CAN

8" x 10" • 80pp • SC

ISBN: 978-1-7770817-1-3

Series: Wool of Bat



Iceland, a country of striking and sometimes surreal beauty, is matched by its rich and extensive folklore. Since time immemorial, Icelanders have told tales of strange encounters and experiences they have had while on their travels. From the extraordinary Finngálkn, a halfbreed of man and beast to the Kráki, a giant octopus that preys on trawlers and oil rigs, Icelandic folklore is riddled with fantastic tales that expound natural phenomenon and circumstance with peculiar supernatural creatures from myth and legend. Take these tales, passed down from generation to generation throughout the centuries, make with them what you will and share them again.

First published in Iceland as *Duldýrasafnið*, *Museum of Hidden Beings* is now available in English, in North America, so that the creatures of Icelandic legend might knock on new doors.

ARNGRIMUR SIGURDSSON trained as a painter at the Iceland Academy of the Arts and at the Academy of Fine Arts in Vienna. He published *Duldýrasafnið*, the Icelandic version of the *Museum of Hidden Beings* in late 2014, and has since been involved with a number of commissions, collaborative projects, and exhibitions in Iceland and abroad.

“Very creepy and exceedingly well done in every respect and the illustrations added to the amazement of this small book. Almost inclined to say if I ever visit Iceland I will be sure to go with silver buttons or silver coins. Never can be too careful!”

— Goodreads Reviewer

Bestiarium Greenlandica

A compendium of the mythical creatures, landspirits, and strange beings of Greenland

Edited by **Maria Bach Kreutzmann**
 Introductions by **Neil Christopher**
 and **Ujammiugaq Engell**

CONTENT WARNING!

\$29.95 US/\$34.95 CAN
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 ISBN: 978-1-7770817-0-6
 Series: Wool of Bat

The world of Greenlandic mythology is inhabited by a motley crew of dangerous, cheeky, and fantastical beings that have played a vital role in Inuit beliefs and stories throughout the ages. The *Bestiarium Greenlandica* is a collection of what is generally known about these diverse beings, spirits, and animals and a description of their appearance and features paired with illustrations by various contributors. A brief history of Greenland and the shaman tradition launched the reader into the ancient traditions of Greenland.

This new, edited edition of the book features a re-translated and edited chapter on “*Shamans, witches, and witchcraft*” by Robin Fenrir Mansa Hillestrøm. Illustrations by contemporary Greenlandic and Nordic artists transport the mythological beings into the 21st Century.

MARIA BACH KREUTZMANN was born and bred in Nuuk, and has been fascinated by monsters ever since she was a little girl. She has used Greenlandic mythology and all its colourful creatures in many of her personal projects and has long dreamt of sharing greenlandic stories in a new and unique way. She graduated from the Animation Workshop in Viborg, Denmark, in 2012 with a bachelor’s degree in Computer Graphics Art. Since then she has worked in the gaming and advertising industry in Denmark and the UK. In January 2017 she moved back to Nuuk, and has since then worked on the Greenlandic film, culture, and literature scene as an illustrator and project manager with her company, Glaciem House.



AMARQ

[a mo soq#] The wolf

AMARQ is a giant wolf that haunts the edge of the ice cap and the ice cap itself. It likes to make its den on plains with cotton grass. Here it feeds on reindeer and it is so big that it can carry a whole reindeer in its mouth. It can be a great threat to people when it hunts as it likes to have the reindeer all to itself. If an area suddenly loses its reindeer population, people will often wonder if an AMARQ is about. If you hunt it or its offspring, it might take revenge by stealing your soul. AMARQs have been described as being able to change shape from human to wolf, or else convincingly disguise themselves as humans. When in human form or guise, they are described as skilled reindeer hunters. At times people catch them to use them as draught animals along with an AASSIK. The Arctic wolf isn't native to West Greenland, only to East Greenland, and this might explain why the wolf is a mythological being in stories from the west coast.

In one story the AMARQ is a kind of spiritual port back to life when a young man captures in his qajaq on a lake while out hunting reindeer. A flock of AMARQ offspring eat his body and their old AMARQ grandmother gathers their excrement and covers it with moss. The man is brought back to life and is a skilled reindeer hunter from that day onwards.

A YOUNG WIDOW developed from her settlement. Her father went to look for her and discovered that she was living in a beautiful house completely covered by reindeer fur. Her father crept up to the house and peered through the window where he saw his daughter sit with her little son on one side. He was so happy to see her again, but he didn't want to be in danger, so went home. Meanwhile the woman had started to wonder who her husband was so good at hunting reindeer so she secretly followed him to see what he did. She was heading towards the sea when she spotted him on a great plain and saw him turn from a human being into a huge wolf. She was terrified at the sight and fled with her son back to her parents' settlement.

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ASIAQ

[a si joq#] The wind

ASIAQ rules the wind and the weather. Her mouth sits vertically in her face, and her eyes and nose across it horizontally. Even her hair is the wrong way and she has a hollow back. Everything about her is generally kooky-burly, even in her house. Her bed is upside down and her rubber lamp points downwards.

She is said to be a woman who has wandered the earth since the dawn of time looking for a husband, but always in vain as nobody wants someone with a crooked face. As a result she stole a child from another woman and brought him up in order to marry him. Her husband is enormous and wears many bracelets, but ASIAQ can turn him into a baby again whenever she feels threatened. She gets food by stealing it from people's underground meat stores using a magic glove and a magic bag.

A SETTLEMENT WAS PLAGUED by bad weather and too much snow. Some people decided to go on a spirit journey with their spirit helpers to ASIAQ's home to ask for help. ASIAQ agreed to help and took a piece of hair with her which her child-husband had retained and stuck it in her hair. While she whirled rain towards them which it started to rain on the earth and the snow melted. However, the spirit journey was not to end but eventually as the rain would others too have faced several months of it would never have stopped raining at all.

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INNERSUIT & ALLIARUTSIT

[in 'nas su wiff# & 'at fi jo 'but tsit#] The fire people

INNERSUIT are small spirits that live just below the seashore or out on the rocks in beautiful and tidy houses. They have small noses, hollow cheeks, very pale or blue eyes, and human forms. On a night when the moon is bright, you can see INNERSUIT from far away as their veins glow. When you hear the squeaking sound of the ice grating against the rocks by the shore, it is really the INNERSUIT that are crying. If they feel threatened, they can make themselves invisible, unless they want to be helper spirits to an angakooq. In addition to acting as helper spirits, ALLIARUTSIT themselves have spiritual powers and can have their own helper spirits. They are very friendly and happy to help people whenever they can, they may even trade with them.

ALLIARUTSIT are more formidable creatures closely related to INNERSUIT. They live at the bottom of the sea near the shore. They are big and look like humans, but they have no noses or hair. They can also make themselves invisible. They are exceptional qajaq rowers and are capable of paddling under the sea and up again. They are often used as helper spirit by an angakooq as their spiritual abilities enable them to both defend the angakooq and avenge him. When not acting as helper spirits, they might conduct a qajaq row and keep him captive. They have been known to cut the noses off the people they abduct out of jealousy. If a man suddenly feels a strong current during a qajaq trip, it is the ALLIARUTSIT trying to abduct him. If he doesn't get free of the current and is pulled under, he must refrain from eating or drinking for five days or he can never return to the land of the living again.

Some people believe that ALLIARUTSIT and INNERSUIT are the same creatures and that the different names are merely the result of variances in dialect. But in several places they are considered separate as people will often talk of ALLIARUTSIT as "the INNERSUIT below", which is taken to mean that they live below the INNERSUIT by the shore. Besides, the ALLIARUTSIT are often described as more formidable than the INNERSUIT.

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