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# Tomb Raider The Ten Thousand Immortals

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Tomb Raider: The Beginning  
Tomb Raider Library Edition Volume 1  
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Tomb of the Ten Thousand Dead  
Tomb Raider Volume 1 : Season of the Witch  
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4.6 Billion Years in 12 Pithy Chapters  
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Rocket Raccoon & Groot  
The Amulet of Power  
The Lost Power  
20 Years of Tomb Raider

**LILIA WARREN****Tomb Raider: The Beginning** Titan Books (US, CA)

v. 2: "After surviving the events of the city of Kitez and the Deathless Prophet, Lara Croft finds herself attending an archaeology conference in America. When a man in need of help turns up dead at Lara's hotel, she becomes entwined in the search for a fabled mushroom that grants the gift of immortality. Desperate for answers, Lara hunts down Trinity at all costs, making sacrifices, and risking her life along the way. Follow Lara's search across the world in this dynamic story that bridges the gap between Crystal Dynamics' Rise of the Tomb Raider and Shadow of the Tomb Raider!"

*Tomb Raider Library Edition Volume 1* Skyla Dawn Cameron  
Bestselling Warhammer author Dan Abnett tells the story of an ancient and elite order of warriors, the Wield, the most feared and respected soldiers of their world. He charts their attempts to understand the ancient myths of "an Old Enemy" that led to their foundation, and the war they must fight when they inadvertently reawaken a dark and inhumanly terrible adversary... The Wield is both the name of a military culture and the part of the country they inhabit. The Wield faces a larger continent from which many threats have come over the years. It is a buffer state, a bastion. Though independent, the folk of the Wield owe fealty to the civilized states and fiefdoms that exist to the north of them. They are the watchmen at the gates, holding and defending the island nation's historical flashpoint of invasion and threat. According to legend, the Wield was forged centuries before to defend the land against a monstrous evil that came from the larger continent. This ancient evil was so mythically awful, so supernatural, that no one is allowed to know (or remember) much about it. But now a new recruit to the Wield is about to unwittingly release this ancient evil back into the world.

*Triage* Dark Horse Comics

THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new novels set in the universe of MASS EFFECT(TM): ANDROMEDA. The action will

weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga.

*Tomb of the Ten Thousand Dead* Penguin

"[A]n exuberant romp through evolution, like a modern-day Willy Wonka of genetic space. Gee's grand tour enthusiastically details the narrative underlying life's erratic and often whimsical exploration of biological form and function." —Adrian Woolfson, *The Washington Post* In the tradition of Richard Dawkins, Bill Bryson, and Simon Winchester—An entertaining and uniquely informed narration of Life's life story. In the beginning, Earth was an inhospitably alien place—in constant chemical flux, covered with churning seas, crafting its landscape through incessant volcanic eruptions. Amid all this tumult and disaster, life began. The earliest living things were no more than membranes stretched across microscopic gaps in rocks, where boiling hot jets of mineral-rich water gushed out from cracks in the ocean floor. Although these membranes were leaky, the environment within them became different from the raging maelstrom beyond. These havens of order slowly refined the generation of energy, using it to form membrane-bound bubbles that were mostly-faithful copies of their parents—a foamy lather of soap-bubble cells standing as tiny clenched fists, defiant against the lifeless world. Life on this planet has continued in much the same way for millennia, adapting to literally every conceivable setback that living organisms could encounter and thriving, from these humblest beginnings to the thrilling and unlikely story of ourselves. In *A (Very) Short History of Life on Earth*, Henry Gee zips through the last 4.6 billion years with infectious enthusiasm and intellectual rigor. Drawing on the very latest scientific understanding and writing in a clear, accessible style, he tells an enlightening tale of survival and persistence that illuminates the delicate balance within which life has always existed.

*Tomb Raider Volume 1 : Season of the Witch* Dark Horse Comics  
When her mentor, Professor Frys, destroys his research into the ancient Méne cult, only to fall victim to an unknown assassin, Lara Croft heads for the mysterious cloud forests of Peru to investigate the Méne ruins and discovers that a sinister cult is trying to revive the ancient Méne religion and its mind-controlling ways, in a new

volume in a series based on the new Eidos Interactive video game. Original.

*Lara Croft: Tomb Raider* Dark Horse Comics

A hilarious, action-packed look at the apocalypse that combines a touching tale of friendship, a thrilling war story, and an all out kung-fu infused mission to save the world. Gonzo Lubitch and his best friend have been inseparable since birth. They grew up together, they studied kung-fu together, they rebelled in college together, and they fought in the Go Away War together. Now, with the world in shambles and dark, nightmarish clouds billowing over the wastelands, they have been tapped for an incredibly perilous mission. But they quickly realize that this assignment is more complex than it seems, and before it is over they will have encountered everything from mimes, ninjas, and pirates to one ultra-sinister mastermind, whose only goal is world domination.

*VanOps* Marvel

In this prelude to the exciting new entry in the *Tomb Raider* video game saga, lead game writer Rhianna Pratchett reveals the untold story behind Lara Croft's earliest adventure. Join Lara and the crew of the *Endurance* as they prepare for a thrilling journey to uncover the lost kingdom of Yamatai. For over fifteen years, the *Tomb Raider* adventures have been some of the most enduring and popular in the world of video games. Now, Lara Croft's bold new re-imagining is further explored by some of comics' most talented creators in this exclusive volume.

*Tomb Raider #1* Games Workshop

The new Tomb Raider novel will broaden the world and enriches the storyline re-introduced in the highly successful Tomb Raider video game. The first novel in a trilogy will continue the exploration of Lara Croft's origins as the "Tomb Raider," featuring an entirely new, fast-paced adventure.

**A (Very) Short History of Life on Earth** Titan Books (US, CA)  
Superstar writer Gail Simone picks up Lara Croft's story where the smash hit Tomb Raider game left off in this collection of *Tomb Raider #1-#6!* Lara and the other survivors of the *Endurance* are experiencing horrific visions after their ordeal in the *Lost Kingdom* of Yamatai. But the visions lead to a darker fate . . . can Lara survive the calamities that await her as she struggles to piece this new mystery, and her life, back together?

*Lara Croft and the Blade of Gwynnever* Del Rey

Marvel's first original prose novel, featuring the stars of *Guardians*

of the Galaxy! These are not the Avengers or the Fantastic Four - in fact, they're barely even famous - but Rocket Raccoon and the faithful Groot are the baddest heroes in the cosmos, and they're on the run across the Marvel Universe! During a spaceport brawl, the infamous pair rescues an android Recorder from a pack of alien Badoons, Everyone in the galaxy, however, including the ruthless Kree Empire and the stalwart Nova Corps, seems to want that Recorder, who's about as sane as a sandwich with no mustard. Join Rocket and Groot on a free-for-all across the stars while they try to save all of existence-again!

#### **Tomb Raider Coloring Book** Gollancz

In the Middle East, Archaeologist, adventurer, and explorer Lara Croft is targeted by mysterious religious fanatics who believe that she has located the treasured Amulet of Mareish, a long-lost artifact rumored to grant the wearer extraordinary power, in the first volume in a series based on the new Eidos Interactive video game. Original.

#### Solomon's Seal Dark Horse Comics

"Originally published in single magazine form in The New Deadwardians 1-8."

#### **Tomb Raider Omnibus** Dorling Kindersley Ltd

Richelle Mead celebrates 10 years of Vampire Academy with an exclusive, never-before-seen collection of stories that sheds new light on the world and its players: The Turn and the Flame takes a deeper look into the dark stain on the Ozera dynasty... From the Journal of Vasilisa Dragomir unearths the princess's private thoughts from a transformative period of her life... The Meeting gives us a glimpse of Rose Hathaway through Dimitri's eyes... Hello My Name Is Rose Hathaway tracks the shenanigans that ensue when Rose and Dimitri become unlikely teammates in a high-stakes scavenger hunt... Lissa Dragomir is a Moroi princess: a mortal vampire with a rare gift for harnessing the earth's magic. She must be protected at all times from Strigoi; the fiercest vampires--the ones who never die. The powerful blend of human and vampire blood that flows through Rose Hathaway, Lissa's best friend, makes her a Dhampir. Rose is dedicated to a dangerous life of protecting Lissa from Strigoi, who are hell-bent on making Lissa one of them. After two years of freedom, Rose and Lissa are caught and dragged back to St. Vladimir's Academy, where vampire royalty and their guardians-to-be prepare for a life fraught with danger. Rose and Lissa must navigate their

treacherous world and never once let their guard down, lest the evil undead make Lissa one of them forever. But soon Rose finds herself gripped by temptation of forbidden love, leaving Lissa exposed to Strigoi attack. Now she must choose between the best friend she lives for, and the man she can't live without....

#### *Strange Fish* BradyGames

"Riveting, gut ripping, and utterly, utterly beautiful." - Rod Burn In the small fishing village of the Baai, somewhere on the west coast of Africa, a boy's line cuts through the water. With scissoring strokes he hauls a creature from the deep. It kicks, and bucks, an animal he does not know. Intently he watches as it rises... Jono is a lonely fisherman who must work hard to pay the debt he owes. Uncle Mike is a factory owner trying desperately to stay above water. The Baai is a tiny town, peopled with those who have fished the same way for generations. And now there are no fish. When a race of foreigners arrive with ships that stagger the ways of the Baai's simple folk, it seems the village will be washed away by the tide of the turning world. But for one boy with an uncommon talent: he can hear the thoughts of fishes. For in the deep a secret lies buried, and through Jono's line it must come tumbling out. Author Milton Schorr was born in 1981 in Cape Town, South Africa. He attended the University of Cape Town as a student of theatre, thereafter creating theatre works across South Africa. As a writer and actor he has received the Imbewu Scriptwriting award for his play The Heroin Diaries, and both the 'iDidTht Best of Reel for Direction Craft' and 'Vimeo Staff Pick' award for his short film Surrender, and has appeared in blockbuster Hollywood productions such as Resident Evil: The Final Chapter, Outlander, Tomb Raider, and Redeeming Love. He is a renowned travel and sports writer, with credits in many of South Africa's major publications. Strange Fish is his first novel.

#### **The Gone-Away World** Vertigo

Experience the world of Tomb Raider in a whole new way with the official Tomb Raider Coloring Book!! Featuring forty-five highly detailed, black-and-white images from fan favorite artists including Randy Green, Phillip Sevy, Tholia, and Katie Swindlehurst! Spanning the history of Lara Croft and her adventures, the official Tomb Raider Coloring Book is a must-have for all fans to add to their collection. After years of thrilling fans in video games, comics pages, and the silver screen, now join Lara Croft on a whole new journey that you get to color! Dark Horse

Books and Square Enix are proud to present the Tomb Raider Coloring Book!

#### *All Our Broken Idols* Dark Horse Comics

Follow Lara's search across the world in this dynamic story that bridges the gap between Crystal Dynamics' Rise of the Tomb Raider and Shadow of the Tomb Raider! After surviving the events of the city of Kitezh and the Deathless Prophet, Lara Croft finds herself attending an archaeology conference in America. When a man in need of help turns up dead at Lara's hotel, she becomes entwined in the search for a fabled mushroom that grants the gift of immortality. Desperate for answers, Lara hunts down Trinity at all costs, making sacrifices, and risking her life along the way. The second and final omnibus volume in this series, this collection is jam-packed with 472 pages of material. This omnibus collects issues #1-#12 of Dark Horse's 2016 Tomb Raider Volume 2 series, as well as the most recent Tomb Raider: Survivor's Crusade and Tomb Raider: Inferno complete story arcs.

#### *Vampire Academy 10th Anniversary Edition* Chronicle Books

Join Lara Croft on a global journey and prepare delicious food from around the world with Tomb Raider: The Official Cookbook and Travel Guide. Tomb Raider: The Official Cookbook and Travel Guide is a thrilling and delicious tutorial on recipes based on the cultural history of the many locations Lara Croft has visited throughout her 25 years of global adventures—bringing the taste back home to you. Inspired by the hit Tomb Raider videogame franchise, this book features over 40 recipes from the many locations Lara Croft visits and explores across the globe, with food and drinks inspired by key characters and locations. Also included is expert information on the cultural history of the many beautiful cities and countries to which she travels. A global exploration, this unique cookbook and travel guide takes fans on an exclusive journey across the planet chasing the thrills and adventures of Lara Croft. Featuring beautiful full color photography as well as stunning art from the games, this is the ultimate gift for fans, travelers, and food aficionados alike. OVER 40 RECIPES: Features over 40 recipes inspired by the many locations Lara Croft visits across the world TRAVEL GUIDE: In addition to over 40 recipes, this book includes a one-of-a-kind travel guide celebrating the many beautiful countries and cities Lara visits 25TH ANNIVERSARY: Officially licensed by and created in partnership with Square Enix and Crystal Dynamics for the 25th anniversary

of Tomb Raider

**League of Super Feminists** Del Rey

"This primer on feminism and media literacy teaches young readers why it matters. The League of Super Feminists is an energetic and fierce comic for tweens and younger teens. Cartoonist Mirion Malle guides readers through some of the central tenets of feminism and media literacy including consent, intersectionality, privilege, body image, inclusivity and more; all demystified in the form of a witty, down-to-earth dialogue that encourages questioning the stories we're told about identity. Malle's insightful and humorous comics transport lofty concepts from the ivory tower to the eternally safer space of open discussion. Making reference to the Bechdel test in film and Peggy McIntosh's dissection of white privilege through the metaphor of the "invisible knapsack," The League of Super Feminists is an asset to the classroom, library, and household alike. Knights and princesses present problems associated with

consent; superheroes reveal problematic stereotypes associated with gender; and grumpy onlookers show just how insidious cat-calling culture can be. No matter how women dress, Malle explains, there seems to always be someone ready to call it out. The League of Super Feminists articulates with both poise and clarity how unconscious biases and problematic thought processes can have tragic results. Why does feminism matter? Are feminists man-haters? How do race and feminism intersect? Malle answers these questions for young readers, in a comic that is as playful and hilarious as it is necessary."

Bloomsbury Publishing

THE POWER...An ancient relic called the All Seeing Eye that grants the owner the ultimate power in the universe. A power so immense that those who possess it could rule the world. THE ILLUMINATI...A secret brotherhood hell-bent on finding the All Seeing Eye and taking over the world. A sinister band of men who will stop at nothing to fulfill their diabolical plot. THE HERO...Lara

Croft The greatest tomb-raiding high-flying adventurer of all time, who just so happens to hold the key to finding the All Seeing Eye. Through the living jungles of Cambodia to the frozen wasteland of Siberia, Lara Croft takes you on her greatest adventure. THE CLOCK IS TICKING AND TIME IS RUNNING OUT...

**Uncharted: The Fourth Labyrinth** Marvel Entertainment

The official tie-in novel to the Shadow of the Tomb Raider video game. In a brand-new adventure, Lara Croft must evade the agents of Trinity and discover an ancient secret. When a mysterious stranger offers to help Lara uncover a clue that could give her the upper hand, she embarks on an expedition to a system of caves in Colombia. However, once they learn of Lara's plans, Trinity will stop at nothing to reach the location first. Trinity believes they can turn the tables on Lara, but in the darkness of the underground caverns, there are terrors in the depths that neither Lara nor Trinity anticipated. Game is due to release on 9/14/18 across all major platforms

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