Book Title	Content	Binding & Pages	# of pp.	Condition/ Grade	Price	Set Price	Notes
	A historical guide to Pahala, Ka'u district, Hawai'l island, where the last sugar cane plantation on the island closed in 1996.		74	As New	\$20	n/a	Out-of-Print. We have the last 23 new copies of this book.
	A pictorial guide to the area where the first Hawaiians lande, from Kahuku Ranch to Honu'apu.		63	As New	\$15	n/a	Out-of-Print. We have the last 12 new copies of this book.
Chiefs Vol.1	The Blood of Ten Chiefs tells the story of the previous chieftains of the Wolfrider Clan over ten thousand years on the World of Two moons, before Cutter, Blood of Ten Chiefs, was born to lead them to freedom.		314	Fair	\$10	n/a	See Elfquest comics
Chiefs Vol.2 Wolfsong	From the authors of Elfquest and the creators of Thieves' World, this second volume is set in the Elfquest worlda time when the Wolves and the Wolf-Riders were forming their deep emotional bonds and learning how to live on the World of Two Moons.		307	G - Good	\$10	n/a	See Elfquest comics

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
Mai the Psychic Girl Issue Complete Set. Issues 1-28	7.5 (VF-)	Issues 1-28 Sold as set.	\$60	Mai, the Psychic Girl (舞, Mai) is a Japanese manga series written by Kazuya Kudō [ja] and illustrated by Ryoichi Ikegami. It was serialized in Shogakukan's shōnen manga magazine Weekly Shōnen Sunday from March 1985 to April 1986, with its chapters collected in six tankōbon volumes; it was later republished by Media Factory.		Series is mature.
				Mai, the Psychic Girl was one of the first manga series to be fully published in English; it was published by Viz Communications, in partnership with Eclipse Comics, in a bi-weekly comic book format starting in 1987 and republished in collected volumes a few years later.		
				Story The story follows Mai Kuju (久住 舞, Kujū Mai), a 14- year-old girl with powerful psychic abilities. She is being pursued by the Wisdom Alliance, an organization which secretly strives to control the world. The alliance already controls four other powerful psychic children, and it has hired the Kaieda Intelligence Agency to capture Mai.		
Mai the Psychic Girl Issue #1	7.5 (VF-)	Issues 1-28 Sold as set.	\$60	See above	She is pretty. She is psychic. She is japanese.	
Mai the Psychic Girl Issue #2	8.0 (VF)	Issues 1-28 Sold as set.	\$60	See above	The psychic powers of a young girl defies the sinister Wisdom Alliance.	
Mai the Psychic Girl Issue #3	7.0 (FN/VF)	Issues 1-28 Sold as set.	\$60	See above	A young girl's pschic powers defies the sinister plans of the Wisdom Alliance.	
Mai the Psychic Girl Issue #4	8.0 (VF)	Issues 1-28 Sold as set.	\$60	See above	An ancestral power pitted against the wicked designs of the Wisdom Alliance.	
Mai the Psychic Girl Issue #5	7.0 (FN/VF)	Issues 1-28 Sold as set.	\$60	See above	What will happen if the Wisdom Alliance captures Mai and her psychic powers?	
Mai the Psychic Girl Issue #6	6.5 (FN+)	Issues 1-28 Sold as set.	\$60	See above	450 Gs of psychic energy. the ultimate weapon. is it safe in the hands of a young girl?	
Mai the Psychic Girl Issue #7	6.5 (FN+)	Issues 1-28 Sold as set.	\$60	See above	Hidden somewhere in Tokyo, can Mai find safety from Kaieda and the pursuing Wisdom Alliance?	
Mai the Psychic Girl Issue #8	7.0 (FN/VF)	Issues 1-28 Sold as set.	\$60	See above	Mai temporarily evades Kaieda's tight dragnet, but for how long will she really be safe?	
Mai the Psychic Girl Issue #9	7.0 (FN/VF)	Issues 1-28 Sold as set.	\$60	See above	Computer tapping, intellegence netowkrs, underworld organizations, how did a young girl get involved with all this?	
Mai the Psychic Girl Issue #10	7.0 (FN/VF)	Issues 1-28 Sold as set.	\$60	See above	Even if Mai managed to escape again, would there be a safe haven there for her anywhere in Japan?	
Mai the Psychic Girl Issue #11	6.0 (FN)	Issues 1-28 Sold as set.	\$60	See above	Alone and forlorn, Mai ponders the power she has to bring people either sorrow or joy.	

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
Mai the Psychic Girl Issue #12	6.0 (FN)	Issues 1-28	\$60	See above	The chase is over confined within	
1	(***)	Sold as set.	7		Kaieda's apartment, Mai struggles to control	
		00.0000			her emotions and her power.	
Mai the Psychic Girl Issue #13	6.0 (FN)	Issues 1-28	\$60	See above	From the other side of the world comes a	
	0.0 ()	Sold as set.	400		new threat to Mai's safety.	
Mai the Psychic Girl Issue #14	6.5 (FN+)	Issues 1-28	\$60	See above	Safe at Kaeeda's. Mai finds reasons for	
limar and r dyerind direction with	0.0 (1111)	Sold as set.	ΨΟΟ	000 00010	hope, yet danger is rapidly approaching.	
Mai the Psychic Girl Issue #15	7.0 (FN/VF)	Issues 1-28	\$60	See above	Visiting with her friends, Mai has no idea of	
mar the r systmo our losae #10	7.0 (114/41)	Sold as set.	ΨΟΟ		Garten's arrival and this threat to her very	
		0010 03 301.			life	
Mai the Psychic Girl Issue #16	7.5 (VF-)	Issues 1-28	\$60	See above	Shocked by Gartens power and cruelty,	
Mai the Esychic Girlissue #10	7.5 (VI -)	Sold as set.	φου	See above	Kenmochi and Kaieda devise a new plan.	
Mai the Psychic Girl Issue #17	7.5 (VF-)	Issues 1-28	\$60	See above	What awaits Mai at the hotel Okurei? Could	
Mai the Psychic Girl Issue #17	7.5 (VF-)		\$60	See above		
		Sold as set.			her father really be safe, or has she fallen	
	0.0.0(5)		***		into a trap?	
Mai the Psychic Girl Issue #18	8.0 (VF)	Issues 1-28	\$60	See above	In a nighmare chase, Garten pursues Mai	
		Sold as set.	4		through the Tokyo night.	
Mai the Psychic Girl Issue #19	7.0 (FN/VF)	Issues 1-28	\$60	See above	While Mai struggles to help her father regain	
		Sold as set.			his memory, Kaieda orders Garten's death.	
Mai the Psychic Girl Issue #20	7.0 (FN/VF)	Issues 1-28	\$60	See above	In a dangerous and risky maneuver,	
		Sold as set.			Kenmochi uses Mai as a decoy to lure	
					Garten close.	
Mai the Psychic Girl Issue #21	7.5 (VF-)	Issues 1-28	\$60	See above	Which girl will reach Shuichi first? Mai, to	
		Sold as set.			protect himor Garten to destroy him?	
Mai the Psychic Girl Issue #22	7.5 (VF-)	Issues 1-28	\$60	See above	In a frantic battle to protect her father Mai's	
		Sold as set.			biggest challenge is not only Garten, but the	
					decision to use her power or not.	
Mai the Psychic Girl Issue #23	7.0 (FN/VF)	Issues 1-28	\$60	See above	Garten is dead, Mai believes herself safe	
	, ,	Sold as set.			How soon will Ryu arrive in Tokyo and	
					shatter her illusion?	
Mai the Psychic Girl Issue #24	8.0 (VF)	Issues 1-28	\$60	See above	Ryu's orders include not only the destruction	
	,	Sold as set.	,		of May and her fathernow he wants Kaieda	
					dead as well!	
Mai the Psychic Girl Issue #25	7.5 (VF-)	Issues 1-28	\$60	See above	Ryu tantalizes Shuichi with a promise of	
	1.0(11)	Sold as set.	ΨΟΟ	000 00010	safety and happiness for Mai. Will Shuichi	
		0014 40 001.			accept Ryu's terms?	
Mai the Psychic Girl Issue #26	7.0 (FN/VF)	Issues 1-28	\$60	See above	What can May possibly dod to protect	
mar are r sycinc our resuc #20	7.0 (114/41)	Sold as set.	ΨΟΟ	000 00010	herself and her father from the vicious	
		Join as set.			attacks of Hong, Baion and David?	
Mai the Psychic Girl Issue #27	7.5 (VF-)	Issues 1-28	\$60	See above	Hong refues to kill Mai, but Baion and David	
wai the Psychic Girl Issue #21	1.3 (VF-)	Sold as set.	φου	See above	pursure her mercilessly!	
Mai the Bayohia Girl leave #29	0 E (\/E , \	Issues 1-28	\$60	See above	Shuichi and Intetsu watch helplessly as Mai	
Mai the Psychic Girl Issue #28	8.5 (VF+)		φου	See above		
		Sold as set.			tumbles to Earth Is this how it will all end?	

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
Black Orchid #1	7.5 (VF-)	Issues 1-3 Sold as set.	\$15	Black Orchid was a three-issue limited series published by DC Comics in 1988. Bringing the heroic character of Black Orchid back into the spotlight, the series was written by Sandman scribe, Neil Gaiman with painted illustrations by Dave McKean. All three issues were collected in a trade paperback edition in 1991. DC followed up the mini-series, with an ongoing title which began publication in 1993.	just have secrets. Meet the BLACK ORCHID, the beautiful and mysterious woman of action whose incredible powers an origins have long been shrouded in secrecy. Now, the veil of secrecy will be lifted. BLACK ORCHIDhere is the story of her haunted past and her haunted present. Hers is a journey through love and darkness, madness and horror - from death to redemption.	https://www.ebay.com/itm/116688249758 Series is mature.
Black Orchid #2	8.0 (VF)	Sold as set. See Issue #1.	See Issue #1	see issue 1 of 3	After the death of Doctor Sylvian, two of the Black Orchids escape and travel to Arkham-to find out more information from Poison Ivy.	
Black Orchid #3	8.0 (VF)	Sold as set. See Issue #1.	See Issue #1	see issue 1 of 3	With the Swamp Thing's aid, the Black Orchid penetrates to the heart of the Amazon basin rainforest to seek out her destiny and complete her quest before Lex Luthor's minions put an end to her once and for all.	
Lone Wolf Club Issue#1	8.0 (VF)	\$5		Written by Kazuo Koike and illustrated by Goseki Kojima, Lone Wolf and Cub chronicles the story of Ogami Ittō, the shōgun's executioner who uses a dōtanuki battle sword. Disgraced by false accusations from the Yagyū clan, he is forced to take the path of the assassin. Along with his three-year-old son, Daigorō, they seek revenge on the Yagyū clan and are known as "Lone Wolf and Cub".	Wrongfully accused of plotting to overthrow the Shogun, Itto Ogami becomes an outlaw, wandering through the provinces of feudal Japan, seeking vengeance for the murder of his wife and family.	Missing Issues: 21, 22, 28. Series is mature.
Lone Wolf Club Issue#2	8.0 (VF)	\$5		see issue#1	Ogami is feared by many in powerful places. They fear unseen enemies; they fear revenge from the families of those they murdered to attain their positions; they fear the Lone Wolf. They would kill Ogami before he has chance to strike if they did not have to face his deadly blade. Now the Lone Wolf lies unconcious, deathly ill. Now he is defenseless. Now they will come. Now only the infant Daigoro - the Lone Wolf's cub - stands between his father and an army of assassins determined to destroy the Lone Wolf.	
Lone Wolf Club Issue#3	7.5 (VF-)	\$5		see issue#1	The Lone Wolf has chosen the assasin's road; but can he truly trascemd himself and become the perfect assasin? Is it possible for him to reach the state of "Mu" — to feel nothing? "When you meet the Buddha, kill the Buddha." These words echo in Itto Ogami's mind when he is hired to kill a wise and benevolent priest who shows him the road to "The Gateless Barrier."	

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
Lone Wolf Club Issue#4	7.5 (VF-)	\$5		see issue#1	Once Ogami had been the Shogun's official executioner, using his deft swordmanship to end the lives of rebellious lords who defied the Shogun. His skills with the blade were legendary. But in a nation of samurai, there are many skilled warriors. Amongst the most fearsome are the Kurokuwashu ninja - the Shogun's dreaded secret agents. And the Kurokuwashu have legends of their own	
Lone Wolf Club Issue#5	6.0 (FN)	\$5		see issue#1	More than ever their swords were all they had In this segment of Kazuo Koike's and Goseki Kojima Lone Wolf and Cub two ronin meet. They have chosen different paths. One will survive, by the sword.	
Lone Wolf Club Issue#6	7.0 (FN/VF)	\$5		see issue#1	Before he became the Lone Wolf Itto Ogami walked in honor as the Shogun's executioner, using his invincible skills as a swordsman to end the lives of any who darea defy the Shogunate But the Yagyu clan, the Shogun's eadly assassins, changed Ogami's life forever. The complete origin story in a special 72 page issue!	
Lone Wolf Club Issue#7	7.0 (FN/VF)	\$5		see issue#1	The Lone Wolf befriends a young girl sold into prostitution by her destitute family and endures the tortures of the Kutsuwa to win her freedom from the shadowy Japanese underworld - the world of the dreaded Yakuza	
Lone Wolf Club Issue#8	7.5 (VF-)	\$5		see issue#1	They say that one who would catch the tiger's cub must enter the lair of the tiger. But what happens when the Lone Wolf uses his own cub as bait to lure the tiger out of his lair? Itto Ogami and his infant son Daigoro head straight into the jaws of and a "Dead End," the tiger.	
Lone Wolf Club Issue#9	8.5 (VF+)	\$5		see issue#1	In a bizarre rite of passage, the Lone Wolf is hired to fight three men marked as candidates to become the next Bell Warden of Edo. Ogami's task is to cut off their nght arms - and for a Bell Warden the loss of his right arm is the loss of his life!	
Lone Wolf Club Issue#10	7.5 (VF-)	\$5		see issue#1	Two children hire the Lone Wolf to avenge the death of their father at the hands of the "The Lawless Samurai." But Bushido the code of the samurai, demands that the youths exact their own revenge, and Itto Ogami cannot violate the samurai code or can he?	

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
Lone Wolf Club Issue#11	8.0 (VF)	\$5		see issue#1	Separated from his father, lost and alone, Daigoro must fend for himself and endure both hunger and the raging elements An ordinary child would surely perish under such circumstances. But Daigoro is no ordinary child he is the son of Itto Ogami. He is the Lone Wolf's cub	
Lone Wolf Club Issue#12	7.5 (VF-)	\$5		see issue#1	Both the Lone Wolf and his cub live by Meifu Mado: the dark road to hell But can Itto Ogami sacrifice his own son Daigoro becomes the pawn in the when scheme of samurai bounty hunters seeking the head of the Lone Wolf?	
Lone Wolf Club Issue#13	8.0 (VF)	\$5		see issue#1	The prequel to the saga of Lone Wolf and Cub reveals the events that led to ltto Ogami's appointment as the Shogun's officer of death - and the origins of the dreaded Yagyu's plot to overthrow Ogami and seize control of the Shogunate.	
Lone Wolf Club Issue#14	7.5 (VF-)	\$5		see issue#1	A simple gesture of atonement for the death of a serving girl, an innocent accidently sacrificed to the wav of the assassin leads the Lone Wolf to risk his freedom and his life when he discovers the meaning of the "Black Wind."	
Lone Wolf Club Issue#15	7.0 (FN/VF)	\$5		see issue#1	Itto Ogami became an outcast because he dared to challenge the treacherous Yagyu clan for the post of Kaishakunin the shogun's officer of death. And now his adversary from that fateful duel, Gunbei Yagyu, seeks the Lone Wolf's death.	
Lone Wolf Club Issue#16	8.5 (VF+)	\$5		see issue#1	Itto Ogami crosses paths and swords with Asaemon the Decapitator a master of dissection, unaware the Yagyu clan is tightening its deadly net around him.	
Lone Wolf Club Issue#17	8.0 (VF)	\$5		see issue#1	A group of "Deer Chasers," wandering masters of thievery and deceit lay a trap for Ogami Their leader decides to impersonate Lone Wolf, but first he must find a Cub.	
Lone Wolf Club Issue#18	7.5 (VF-)	\$5		see issue#1	Itto Ogami is hired to track down Shichirobei, the man they call the silent gunsmith. But Shichirobei has created a horrific new multiple firing weapon, and he is prepared to use it on Lone Wolf.	
Lone Wolf Club Issue#19	7.0 (FN/VF)	\$5		see issue#1		
Lone Wolf Club Issue#20	7.0 (FN/VF)	\$5		see issue#1		
Lone Wolf Club Issue#23	8.5 (VF+)	\$5		see issue#1		
Lone Wolf Club Issue#24	7.5 (VF-)	\$5		see issue#1		
Lone Wolf Club Issue#25	8.0 (VF)	\$5		see issue#1		
Lone Wolf Club Issue#26	8.0 (VF)	\$5		see issue#1		
Lone Wolf Club Issue#27	8.0 (VF)	\$5		see issue#1		

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price		Series Description	Issue Description	Notes
Lone Wolf Club Issue#29	8.0 (VF)	\$5		see issue#1			
Lone Wolf Club Issue#30	7.5 (VF-)	\$5		see issue#1			
Lone Wolf Club Issue#31	7.5 (VF-)	\$5		see issue#1			
Lone Wolf Club Issue#32	7.5 (VF-)	\$5		see issue#1			
Lone Wolf Club Issue#33	7.5 (VF-)	\$5		see issue#1			
Lone Wolf Club Issue#34	8.0 (VF)	\$5		see issue#1			
Lone Wolf Club Issue#35	8.0 (VF)	\$5		see issue#1			
Lone Wolf Club Issue#36	8.0 (VF)	\$5		see issue#1			
Lone Wolf Club Issue#37	7.0 (FN/VF)	\$5		see issue#1			
Sherlock Holmes: A Study in	7.5 (VF-)	\$10					
Scarlet							
Sherlock Holmes in the Case of	7.0 (FN/VF)	\$2					
the Missing Martian Issue#1							
Cases of Sherlock Holmes Volume	7.5 (VF-)	\$10					
Cases of Sherlock Holmes Issue#1	6.5 (FN+)	\$2	•				
Cases of Sherlock Holmes Issue#1	6.5 (FN+)	\$2	-				
Cases of Sherlock Holmes Issue#1	6.5 (FN+)	\$2					
Sherlock Holmes of the '30s Issue	7.5 (VF-)	\$3					Missing Issues 4, 5, and 7
Sherlock Holmes of the '30s Issue	8.0 (VF)	\$3					
Sherlock Holmes of the '30s Issue	8.0 (VF)	\$3					
Sherlock Holmes of the '30s Issue	7.0 (FN/VF)	\$3					
Sherlock Holmes Issue #1 Casebo	7.5 (VF-)	\$3					
Sherlock Holmes Issue#2 Caseboo	7.0 (FN/VF)	\$3					
Sherlock Holmes Issue#4 A Case of	7.5 (VF-)	\$3					
Sherlock Holmes Issue#1	6.0 (FN)	\$3					Missing 5 to 13, 15, 17, 18, 20, 24
Sherlock Holmes Issue#2	6.5 (FN+)	\$3					
Sherlock Holmes Issue#3	7.0 (FN/VF)	\$3					
Sherlock Holmes Issue#4	7.0 (FN/VF)	\$3					
Sherlock Holmes Issue#14	8.0 (VF)	\$3					
Sherlock Holmes Issue#16	7.5 (VF-)	\$3					
Sherlock Holmes Issue#19	8.0 (VF)	\$3					
Sherlock Holmes Issue#21	8.0 (VF)	\$3					
Sherlock Holmes Issue#22	7.5 (VF-)	\$3					
Sherlock Holmes Issue#23	7.5 (VF-)	\$3					
Scarlet in Gaslight - An Adventure	6.0 (FN)	\$8				The World's Greatest Detective comes face-	
in Terror						to-blood-drenched-face with the Lord Of The	
						Undead in a tale steeped in mystery and	
		 				horror.	
Stray Toasters Issue#1: Blood	8.0 (VF)	\$8					Series is Mature, missing issue 3
and Oranges		—					
Stray Toasters Issue#2: Carrion	7.5 (VF-)	\$8					
Stray Toasters Issue#4: Sixes and	9.0 (VF/NM)	\$10					
Sevens	0.5.0/5.	0.5	045				
Black Hawk Book One	8.5 (VF+)	\$5	\$15				
Black Hawk Book Two	8.5 (VF+)	\$5 \$5					
Black Hawk Book Three	8.5 (VF+)	\$5	640				
The Amazon Issue#1	7.0 (FN/VF)	\$3	\$10				
The Amazon Issue#2	7.0 (FN/VF)	\$3					
The Amazon Issue#3	6.5 (FN+)	\$3		ļ			

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
Teaser and the Blacksmith, A Comic	7.5 (VF-)	\$5			The god Pan posseses a boy's genitals.	Mature
Hand of Fate Issue#1	7.0 (FN/VF)	\$2				
Birdland	8.0 (VF)	\$15				Mature
Slow Death Issue#3	6.5 (FN+)	\$10				Mature
Up From The Deep	7.0 (FN/VF)	\$10				Mature
Dan O'Neill's Comics and Stories Issue#1	4.0 (VG)	\$5				
Untamed Love Issue#1	7.5 (VF-)	\$5			Lila schemes to wreck her boss's marriage; Kathys fiance Bart doesnt understand when she gives up small-town life to be a model in the city; actress Elaine finds her co-star cold and distant during love scenes; Mona meets a man on safari who makes her forget her fiance.	Mature(?)
Enigma Issue#1	9.0 (VF/NM)	\$5		Art imitates life; sometimes, life imitates art. Under rare and ominous conditions, the two become inextricably wound into each other, a snake eating its own tail. In ENIGMA, it's even stranger than that - comic art comes to life. Enigma is an existential super-hero, an extraordinary man in a less than extraordinary world. Enigma is a character from Michael Smith's favorite comic book. Michael has left behind his old world - home, job, girlfriend - to find the Enigma, and to find the world within himself. It is a strange, terrifying, exhilarating journey of self-discovery, one that may well be Michael Smith's last chance to find meaning in a seemingly meaningless world. Written by Peter Milligan, with art by Duncan Fegredo and full-process color by Sherilyn van Valkenburgh. Painted cover by Fegredo with an added fifth metallic color. Suggested for Mature Readers.		Mature
The Master Issue#2	8.0 (VF)	\$2		reddoro.		
Melody Issue#1	8.0 (VF)	\$5				Mature, missing issue 3
Melody Issue#2	7.5 (VF-)	\$5				inataro, mooning loodo o
Melody Issue#4	8.0 (VF)	\$5 \$5				
Melody Issue#5	8.0 (VF)	\$5 \$5				
Rockers Issue#1	7.5 (VF-)	\$3	\$25			Mature
Rockers Issue#2	8.0 (VF)	\$3	ΨΖΟ			Iviature
Rockers Issue#3	8.5 (VF+)	\$3 \$3				
Rockers Issue#4	7.5 (VF-)	\$3 \$3				
Rockers Issue#5	8.0 (VF)	\$3				
Rockers Issue#6	8.0 (VF)	\$3				
Rockers Issue#7	8.0 (VF)	\$3				
Rockers Issue#8	7.5 (VF-)	\$3				

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
ETC Issue#1	7.5 (VF-)	\$5		Dr. Victoria Gottway has had one passion her entire life:		Mature
				to retard the aging process, and push death's touch ever further from humanity. The spectre of her own		
				mortality drives her to a series of spectacular break-		
				throughs that completely transform society. Yet Dr.		
				Gottway desired more than merely staving off the		
				inevitable. And if the key to actual immortality lay		
				beyond her reach, then perhaps there was another goal		
				nearly as rewarding: the creation of perfect life. But at		
				135 years old, Dr. Gottway's high bitterness and		
				misanthropy. She seeks Of ideals have become twisted		
				by years to create a perfect woman, incapable of		
				subservience to any man. When Dr. Gottway's quest for		
				perfection clashes with her hatred of humanity, the		
				ensuing conflagration consumes a lifetime of good		
ETC Issue#2	7.5 (VF-)	\$5		deeds.		
ETC Issue#4	8.0 (VF)	\$5				
ETC Issue#5	7.5 (VF-)	\$5				
Green Arrow Book Three:	7.0 (FN/VF)	\$3			This is the story where it all comes	Mature
Tracking Snow	,	,			togetherthe mystery of "Shado"	
					revealedBlack Canary freedthe	
					nameless corpses are identifiedthe CIA	
					cover-up exposed! And for their efforts,	
					Green Arrow and Black Canary receive a	
					unique reward as well as the resolution to	
					the stormy relationship of Oliver Queen and	
					Dinah Lancebut only if Green Arrow can kill!	
Elektra Assassin	4.0 (VG)				Mii.	Mature. Pages not attached to spine
Arkham Asylum: A Serious	8.0 (VF)	\$15				
House on Serious Earth						
Black Kiss Number 1	6.5 (FN+)	\$2				Mature
Black Kiss Number 2	7.0 (FN/VF)	\$2				
Black Kiss Number 3	6.5 (FN+)	\$2				
Black Kiss Number 4	6.5 (FN+)	\$2				
Black Kiss Number 5 Black Kiss Number 6	7.0 (FN/VF)	\$2 \$2				
Black Kiss Number 7	7.0 (FN/VF) 7.0 (FN/VF)	\$2 \$2				
Black Kiss Number 8	7.0 (FN/VF) 7.5 (VF-)	\$2				
Black Kiss Number 9	7.0 (FN/VF)	\$2				
Black Kiss Number 10	7.0 (FN/VF)	\$2				
Black Kiss Number 11	6.5 (FN+)	\$2				
MICRA Graphic Album No. 1	8.0 (VF)	\$8		She could save Americaor destroy it! The most	Contains Issues 1 through 3	
				terrifying weapon ever created!	-	
MICRA Issue#4	7.0 (FN/VF)	\$2				
MICRA Issue#5	7.0 (FN/VF)	\$2				
MICRA Issue#6	6.5 (FN+)	\$2				
MICRA Issue#7	6.0 (FN)	\$2				

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
Beauty and the Beast: Portait of Love	5.0 (VG/FN)	\$4				
Anne Rice's The Vampire Lestat	7.5 (VF-)	\$2				
The Spiral Path Issue#1	9.0 (VF/NM)	\$2	\$5			
The Spiral Path Issue#2	9.0 (VF/NM)	\$2				
Roxanna & the Quest for the Time	8.5 (VF+)	\$10	\$20			
Bird: 1. Ramor's Conch						
Roxanna & the Quest for the Time	8.5 (VF+)	\$10				
Bird: 2. The Temple of Oblivian						
City People Notebook, Will Eisner	8.0 (VF)	\$10			Character sketches and timeless snapshots of the eccentric denizens of the American city that perfectly capture Eisner's genius and powers of observation.	
Love & Rockets	8.5 (VF+)	\$10		The series is comprised of two separate ongoing stories: Gilbert chronicles the colorful inhabitants of the fictional Latin American town of Palomar, while Jaime follows Latinx friends and sometime lovers Maggie and Hopey and their circle of friends in the punk scene of the fictional Californian town Hoppers. Over the course of L&R's multi-decade run, its characters have aged in real time, lending these stories a depth and weight that few literary works achieve.		signed front page "Jaime, 87"
Lava & Dankata Bank One	0.0 (\/\(\mathcal{\Gamma}\)	#00		lew illerary works acrileve.		
Love & Rockets Book One Love & Rockets No. 30	8.0 (VF)	\$20				
Wilderness Book 1: The	7.5 (VF-)	\$5 ************************************		Estable day and dad accept the Cost Acceptance		
Borderland	9.0 (VF/NM)	\$20		Enter the glory and darkness of the first American frontier, as seen through the eyes of the men who lived - and died - there.		
The Town That Didn't Exist	8.0 (VF)	\$10			The tale is set in a decaying French industrial hamlet called Jadencourt. As the town's corporate patriarch lies dying, the workers in his factories go on strike and the managers and executives from his global conglomerate gather to await his death and claim control of the huge empire. But the mogul's sole heir, an invalid daughter, surprises everyone: she buys out her executive rivals and confronts the town and union leaders with a fantastic scheme to use the corporation's immense wealth to build a new Jadencourt. The reborn city, completely domed in plastic, is designed to provide for every inhabitant.	
The Sisterhood of Steel	7.0 (FN/VF)	\$10				
Someplace Strange	8.0 (VF)	\$10			So you think it might be fun to leave the real world behind and enter a world of fantasy? Well, so did a group of kids who found themselves in an enchanted Never-Never Land until they wound up having to battle fearsome creatures from their nightmares in order to survive!	

Graphic Novel / Comic Title	Condition/ Grade	Indiv. Price	Set Price	Series Description	Issue Description	Notes
The Greatest Batman Stories Ever Told	7.0 (FN/VF)	\$20				
The Greatest Joker Stories Ever Told	6.5 (FN+)	\$15			This collected edition is a goldmine of joker stories that are now classics in the Batman mythos. Stories range from the golden age of comics to the modern age.	
Batman And If He Gets Past the FBI? #432	7.5 (VF-)	\$2				We have Batman Issues 432 to 454 in order
The Many Deaths of the Batman Part One #433	6.5 (FN+)	\$2				
The Many Deaths of the Batman Part Two #434	6.5 (FN+)	\$2				
The Many Deaths of the Batman Part Three #435	6.5 (FN+)	\$2				
Batman Year 3 Part 1 #436	6.5 (FN+)	\$2				
Batman Year 3 Part 2 #437	7.0 (FN/VF)	\$2				
Batman Year 3 Part 3 #438	8.0 (VF)	\$2				
Batman Year 3 Part 4 #439	0.0 (1.1)	¥-				
Batman A Lonely Place of Diving Part 3 #441	6.5 (FN+)	\$2				
Batman A Lonely Place of Diving Part 5 #442	6.5 (FN+)	\$2				
Batman #443	7.5 (VF-)	\$2				
Batman: Stalking the Crimesmith #444	5.0 (VG/FN)	\$2				
Batman #446	7.0 (FN/VF)	\$2				
Batman #447	7.5 (VF-)	\$2				
Batman The Penguin Affair Part 1 #448	7.5 (VF-)	\$2				
Batman The Penguin Affair Part 3 #449	7.0 (FN/VF)	\$2				
Batman #450	8.0 (VF)	\$2				
Batman #451	8.0 (VF)	\$2				
Batman Dark Knight Dark City Part 1 #452	7.0 (FN/VF)	\$2				
Batman Dark Knight Dark City Part 2 #453	7.0 (FN/VF)	\$2				
Batman Dark Knight Dark City Part 3 #454	7.0 (FN/VF)	\$2				
Detective Comics Part 1 #598	7.0 (FN/VF)	\$4	\$12			
Detective Comics Part 2 #599	6.5 (FN+)	\$2				
Detective Comics Part 3 #600	7.0 (FN/VF)	\$4				
Batman Legends of the Dark Knight #3	8.0 (VF)	\$5				
Batman All New Annual 13	8.0 (VF)	\$3				
A Tale of the Batman Gotham by Gaslight	7.5 (VF-)	\$3				
Batman The Cult Book One	8.0 (VF)	\$4				
Batman The Cult Book Two	8.0 (VF)	\$4				
Batman The Cult Book Three	8.0 (VF)	\$4				
Batman The Cult Book Four	8.0 (VF)	\$4				
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Batman a Death in the Family 1-4	9.0 (VF/NM)	\$15				
Batman Year One	8.0 (VF)	\$10				
Batman The Dark Knight Returns	5.0 (VG/FN)	\$10				
Batman Digital Justice	5.5 (FN-)	\$10				
Batman Son of the Demon	6.0 (FN)	\$10				
Barefoot Gen	7.0 (FN/VF)	\$10		Barefoot Gen is the powerful, tragic, auto-biographical story of the bombing of Hiroshima, as seen through the eyes of the author as a young boy growing up in a Japanese anti-militarist family. Of particulary interest is Barefoot Gen's focus not only on the bombing, but also on the ethical dilemmas facing a peace loving family in a militarized culture, and the special problems they encounter. Barefoot Gen brings home the reality of an event in our history which we must never allow to happens again.		
Barefoot Gen: The Day After	7.0 (FN/VF)	\$10				
Charlie Brown's All-Stars	5.0 (VG/FN)	\$4			Join the losers and be a winner. Charlie Brown & Snoopy & Linus & Lucy have never won a ball game yetbut they're the winningest losersin the world.	
Silver Fin: The Graphic Novel	8.5 (VF+)	\$10			There's something slithering in the dark waters around a scottish castle. Something that must be kept a secret. Something deadly. One man with a thirst for power will use it, whatever the cost. One boy stands in the way. His name is Bond. James Bond. The Legend begins with silverfin.	
ElfQuest Book 1	8.0 (VF)	\$15		Discover the legendary ElfQuest! Chief Cutter and the Wolfriders are driven from their forest home by threat of annihilation. As they wander an ever-changing landscape in search of a new home, they are confronted by fearful and vengeful humans, powerhungry trolls, and other mysterious elfin tribes.		
ElfQuest Book 2	8.0 (VF)	\$15				
ElfQuest Book 3	8.0 (VF)	\$15	_			
ElfQuest Book 4	8.0 (VF)	\$15				
The Complete ElfQuest: Book Five Siege at Blue Mountain	8.0 (VF)	\$15		-		_
ElfQuest Kings of the Broken Whe	7.5 (VF-)	\$2				
ElfQuest Kings of the Broken Whe	8.0 (VF)	\$2				
ElfQuest Siege at Blue Mountain 1		\$2	\$16			
ElfQuest Siege at Blue Mountain 2	7.5 (VF-)	\$2				
ElfQuest Siege at Blue Mountain 3	8.0 (VF)	\$2				
ElfQuest Siege at Blue Mountain 4 ElfQuest Siege at Blue Mountain 5	8.0 (VF)	\$2 \$2				
ElfQuest Siege at Blue Mountain 6	8.0 (VF) 8.0 (VF)	\$2 \$2				
ElfQuest Siege at Blue Mountain 7	7.5 (VF-)	\$2				
ElfQuest Siege at Blue Mountain 8		\$2 \$2				
Nausicaä of the Valley of the Wind		\$5				

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Nausicaä of the Valley of the Wind	8.0 (VF)	\$5				
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Nausicaä of the Valley of the Wind		\$5				
Pelleas & Melisande Part 1 of 2	8.0 (VF)	\$10		In Pelleas and Melisande, which adapts Claude Debussy's opera that is itself adapted from a story of doomed love by Maurice Mäterlinck, as well as his adaptation of Richard Strauss's Salomé, Russell creates illustrations featuring art nouveau elements popular during the late nineteenth century.		
Pelleas & Melisande Part 2 of 2	8.0 (VF)	\$10				
New, Improved! Dykes To Watch Out For	8.0 (VF)	\$15				Mature
Dykes To Watch Out For The Sequel	8.0 (VF)	\$50				Mature, this specific book can go for quite a lot (amazon - 100usd)
Richard Corben's Rowlf	5.5 (FN-)	\$3				
Young Master 1	7.5 (VF-)	\$3				