



The First Law: The Blade Itself (Graphic Novel)

Joe Abercrombie, Chuck Dixon

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Logen Ninefingers, infamous barbarian, has finally run out of luck. Caught up in one feud too many, he's on the verge of becoming a dead barbarian, leaving nothing behind but some bad songs, a few dead friends, and a lot of happy enemies. Captain Jezal dan Luthar has nothing more dangerous in mind than fleecing his friends at cards and dreaming of glory in the fencing circle. But war is brewing, and on the battlefields of the frozen North they fight by altogether bloodier rules. Inquisitor Glokta, cripple turned torturer, is cutting treason out of the Union one confession at a time. His latest trail of corpses may lead him right to the rotten heart of government ... if he can stay alive long enough to follow it. The First Law is a trilogy that combines the best of fantasy adventure, mystery, magic, and an epic scale with realism, cynicism, visceral action, plenty of surprises, a focus on vivid characters, and a heavy dose of black humour. Murderous conspiracies rise to the surface, old scores are ready to be settled, bloody battles will be won and lost, and the line between hero and villain is sharp enough to draw blood. This 128-page trade paperback features the first 4 issues of The Blade Itself comic book series, along with bonus pages that include behind-the-scenes production art and sketches and a character design section with commentary by Joe Abercrombie, as well as a foreword by Peter V. Brett.

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