

WINDMILL DRAGONS

A LEAH AND ALAN ADVENTURE



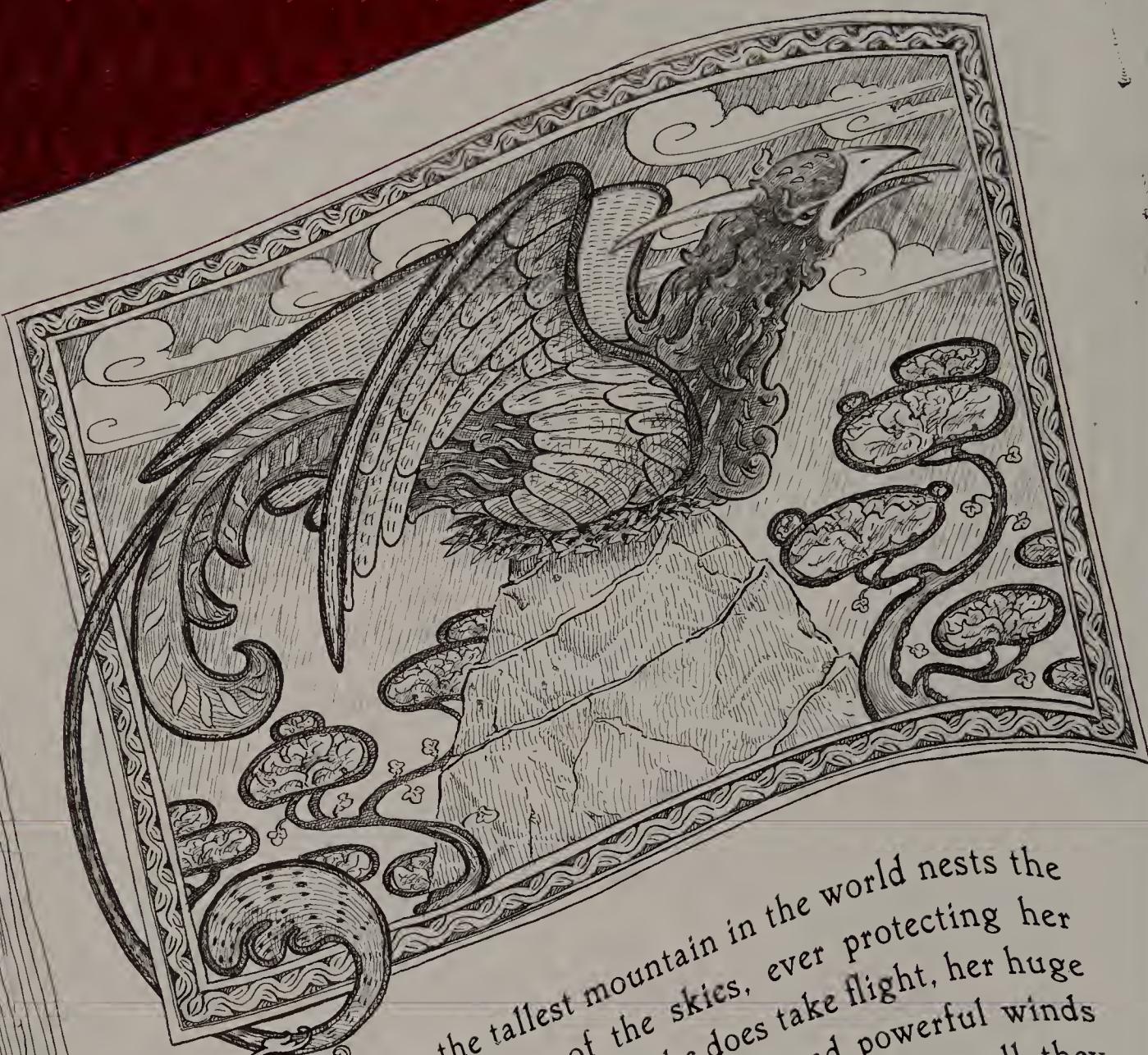
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GRAPHICS

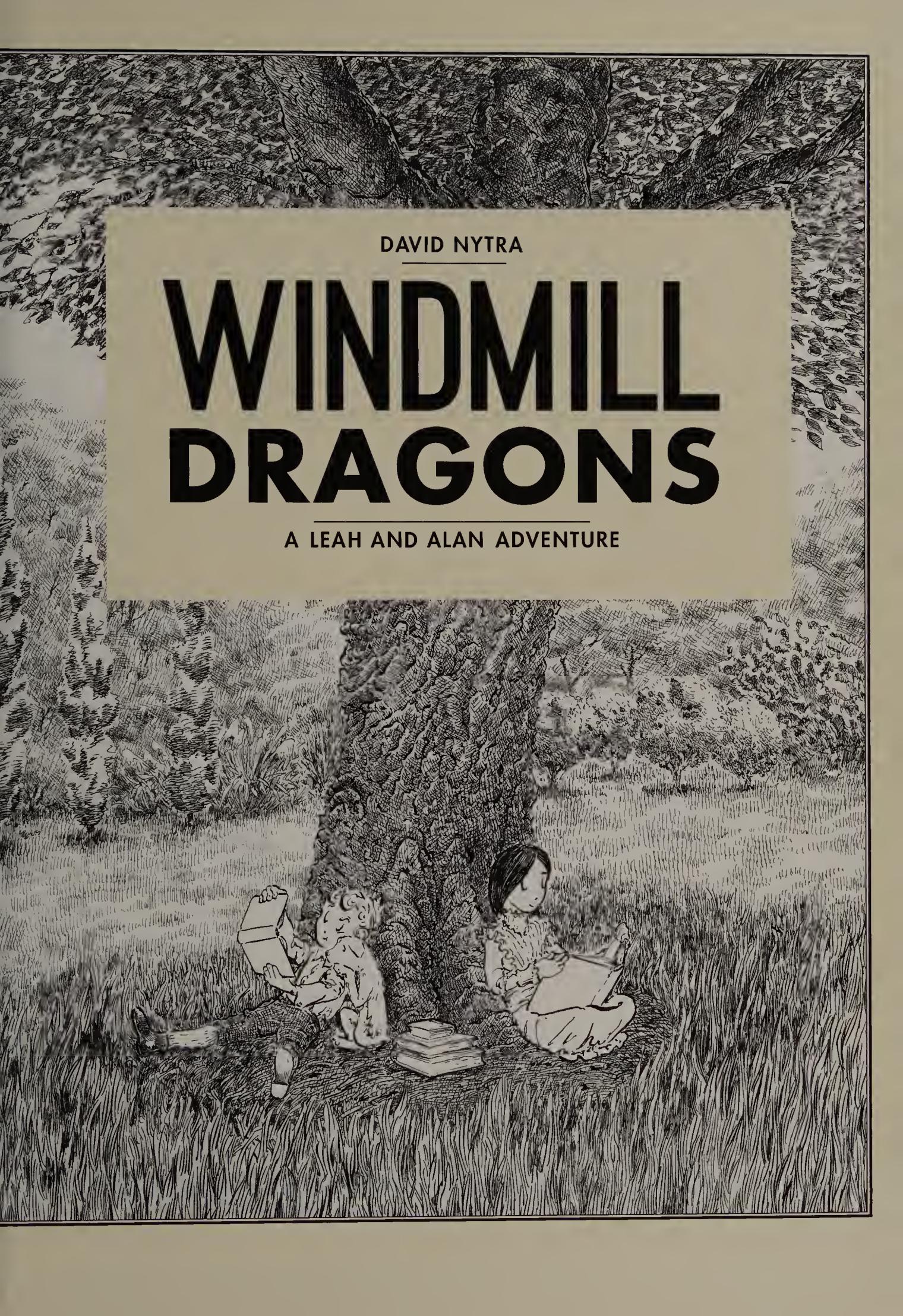
DAVID NYTRA

At the top the tallest mountain in the world nests the Ziz, queen of the skies, ever protecting her precious eggs. If she does take flight, her huge wings can block out the sun and send powerful winds across the lands-winds that breathe life into all they touch. On earth below roams the Behemoth, a mighty beast that grazes on forests as though they were fields of grass. And in the murky depths of the sea lurks every sailor's nightmare...the terrifying Leviathan. Though these three beasts can be dangerous and chaotic, when they stay in their own domains they live in harmony.



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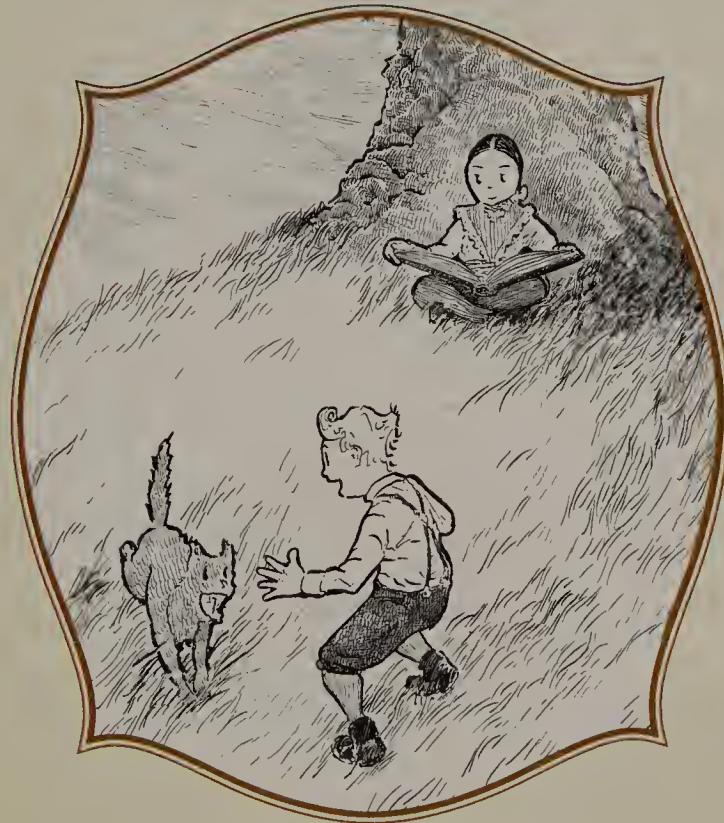


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WINDMILL DRAGONS

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A TOON GRAPHIC BY

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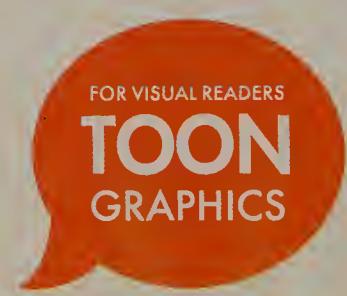
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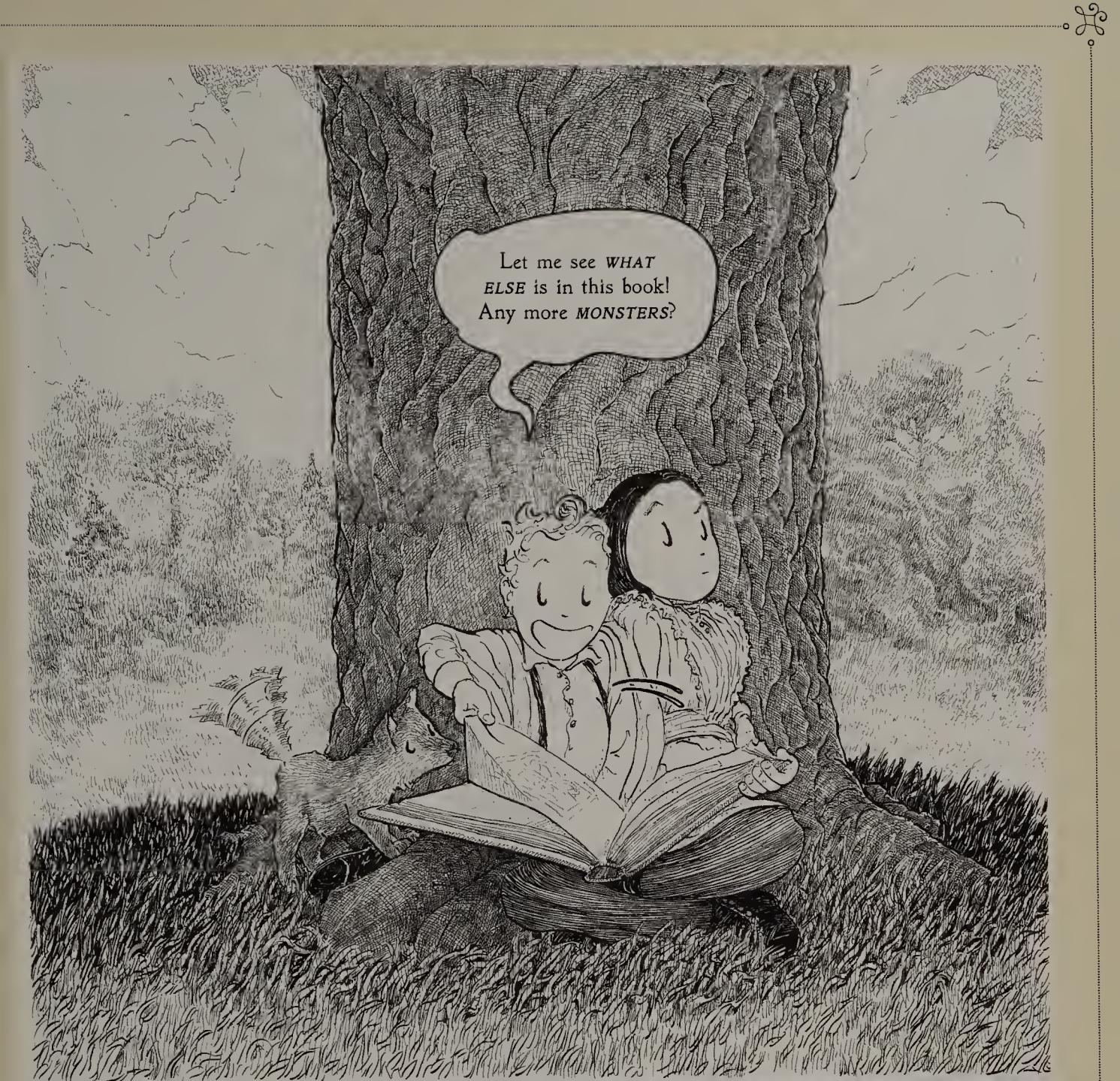
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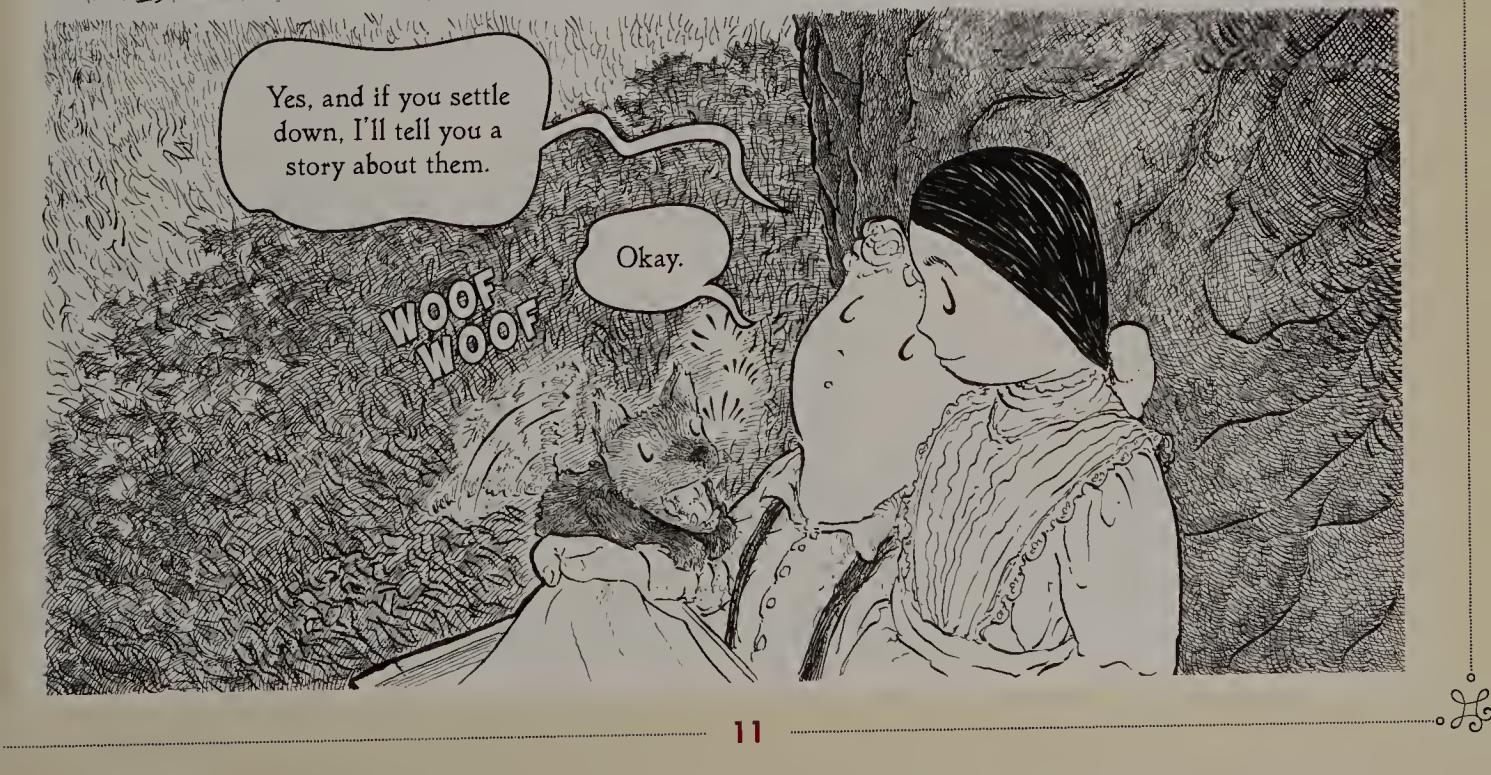




Hey, WHAT'S
THAT?!



Let me see **WHAT ELSE** is in this book!
Any more **MONSTERS**?



Yes, and if you settle down, I'll tell you a story about them.

WOOF
WOOF

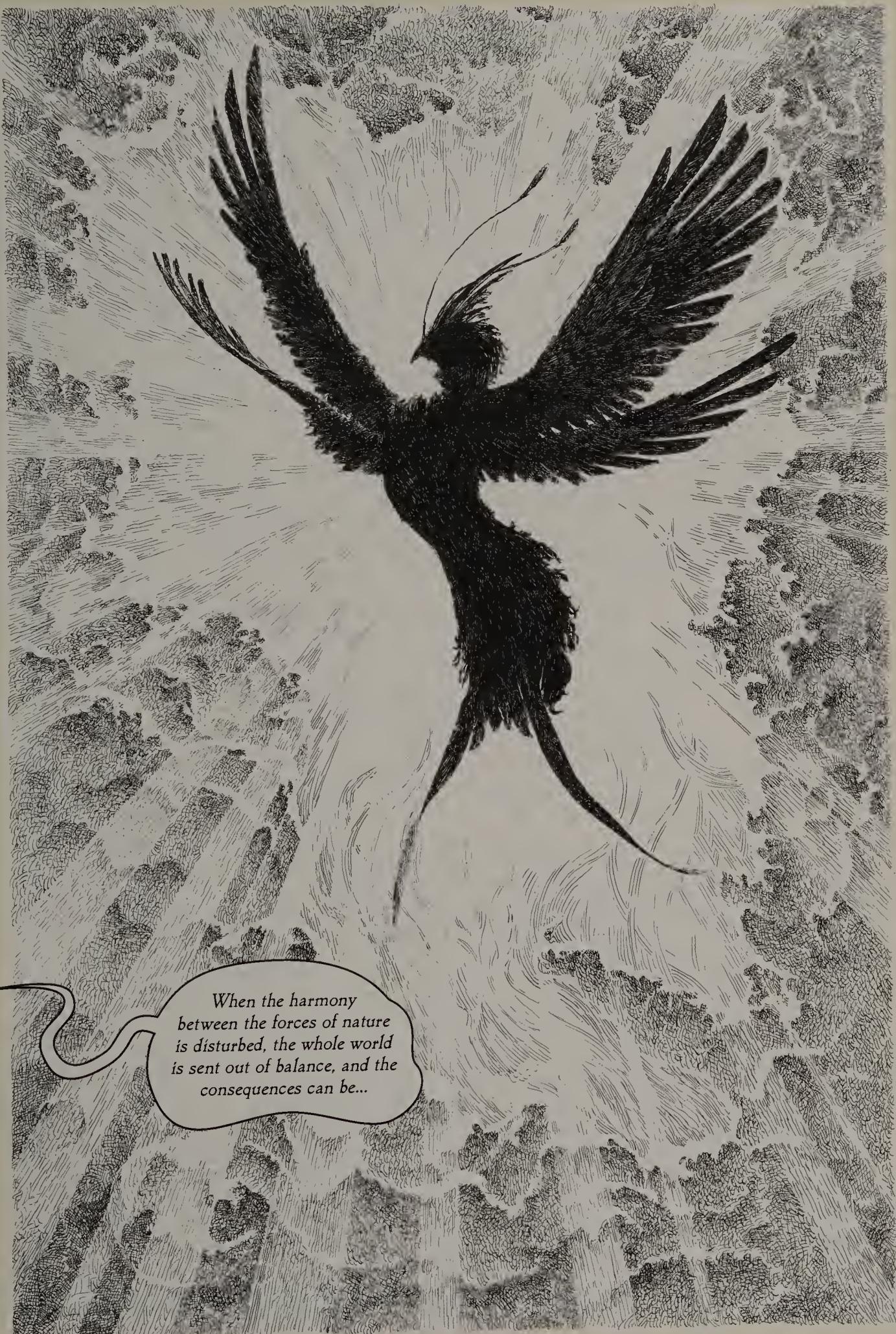
Okay.

Comfortable,
Alan?

YUP!

Good.
Let's start.

AWN!

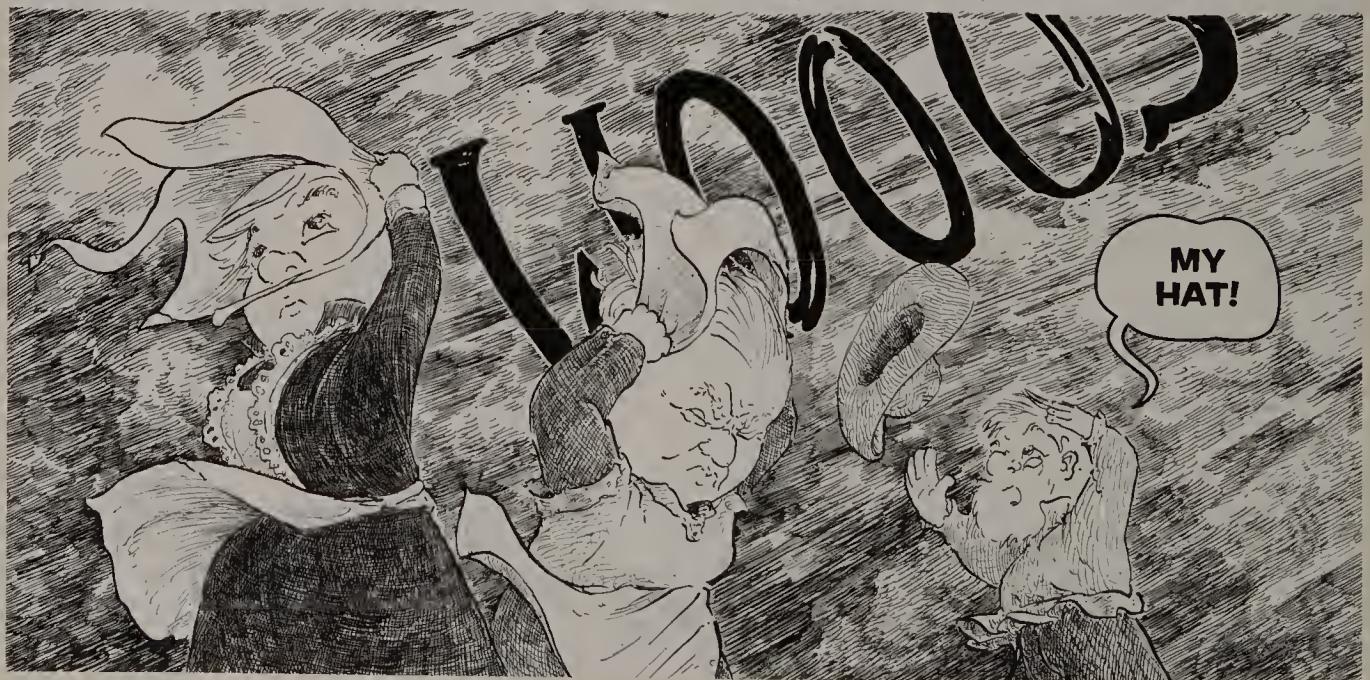


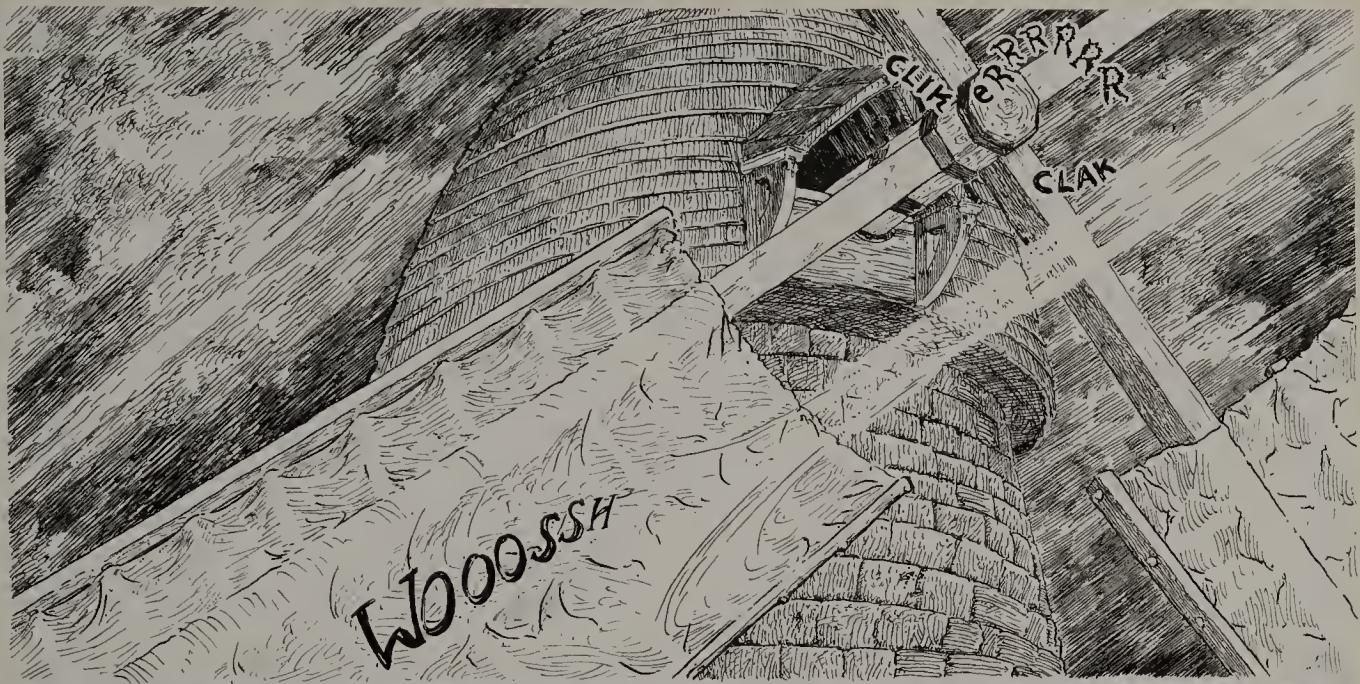
When the harmony
between the forces of nature
is disturbed, the whole world
is sent out of balance, and the
consequences can be...

...STORMY AND
TEMPESTUOUS!



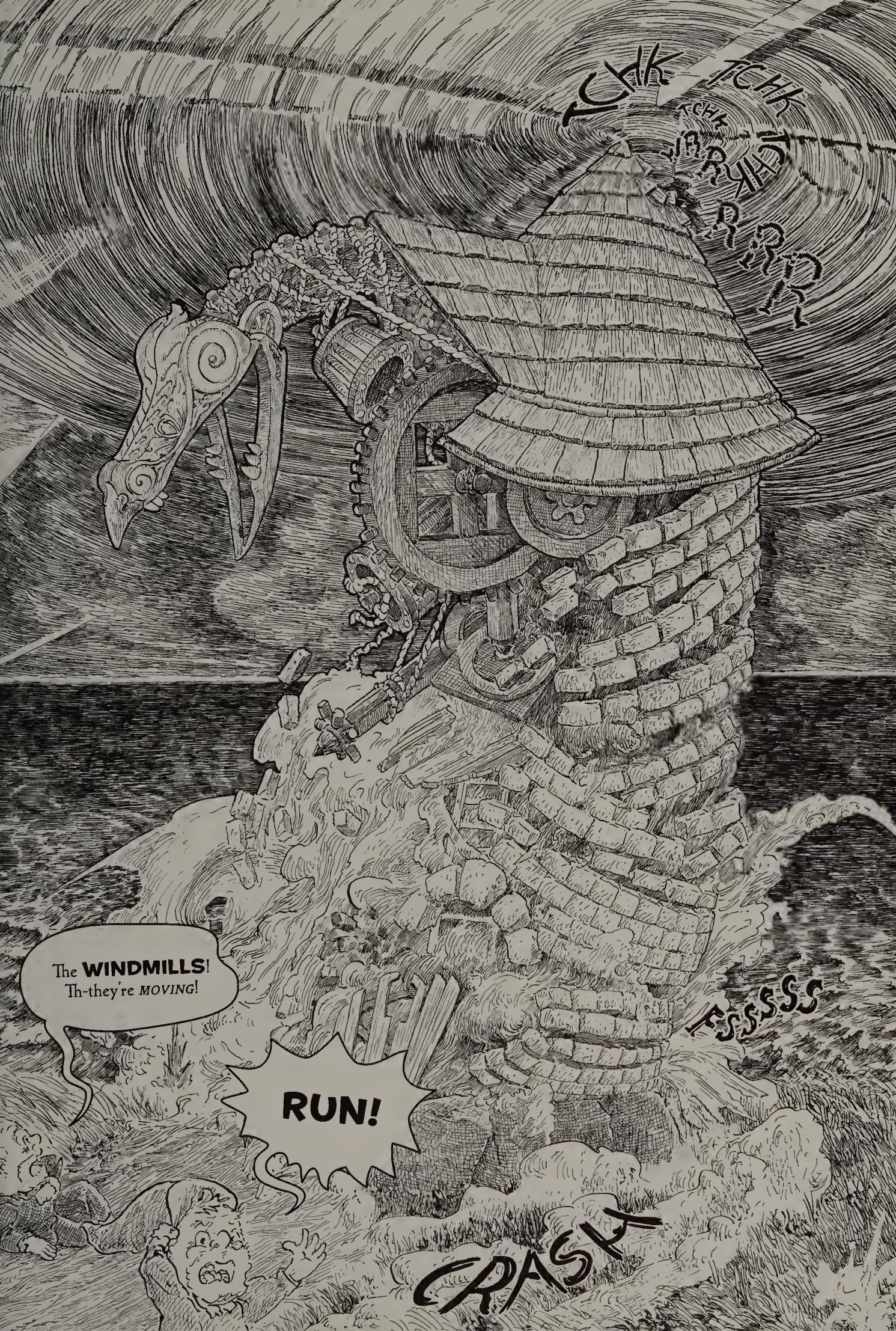






Magical wind storms stir up frightening
creatures everywhere they blow.



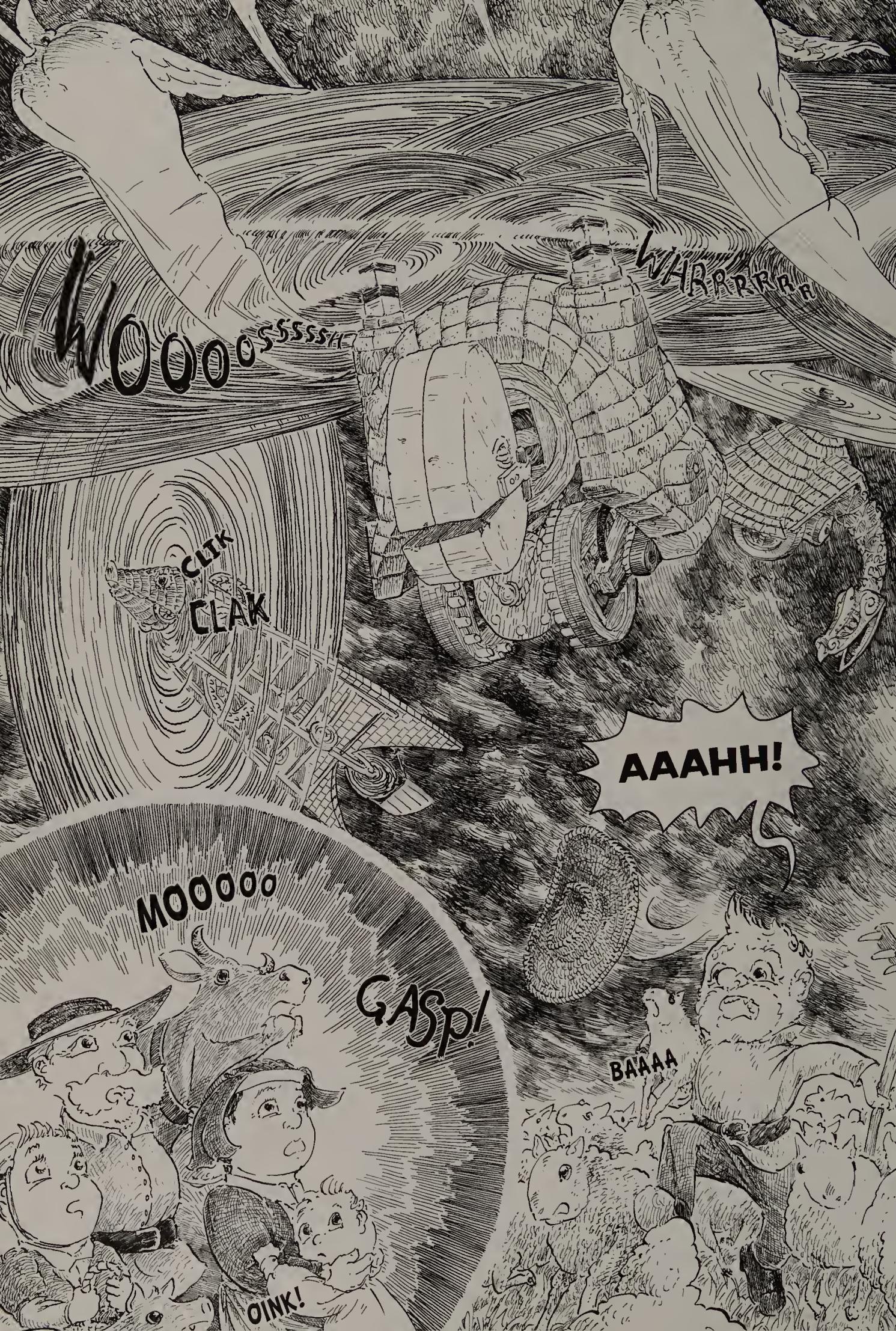


The **WINDMILLS!**
Th-they're **MOVING!**

RUN!

CRASH

FSSSSS



MOOOOOO

GASP!

OINK!

AAAHH!

BAAAA

CLIK
CLAK

MOOOSSSS

WRRRRRRR

woosh

eggo's

BAAAAA BAAAAA

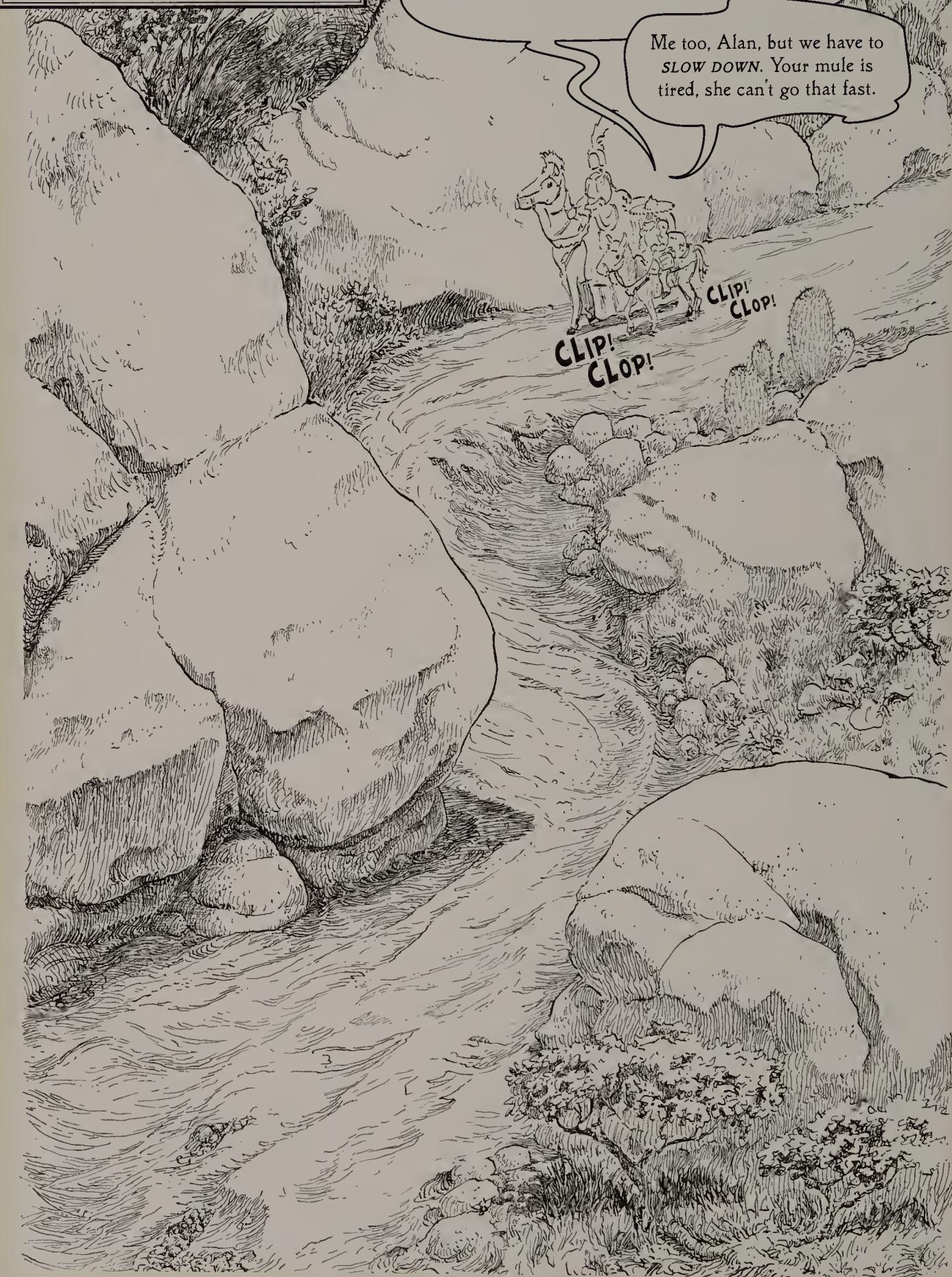
RUN!

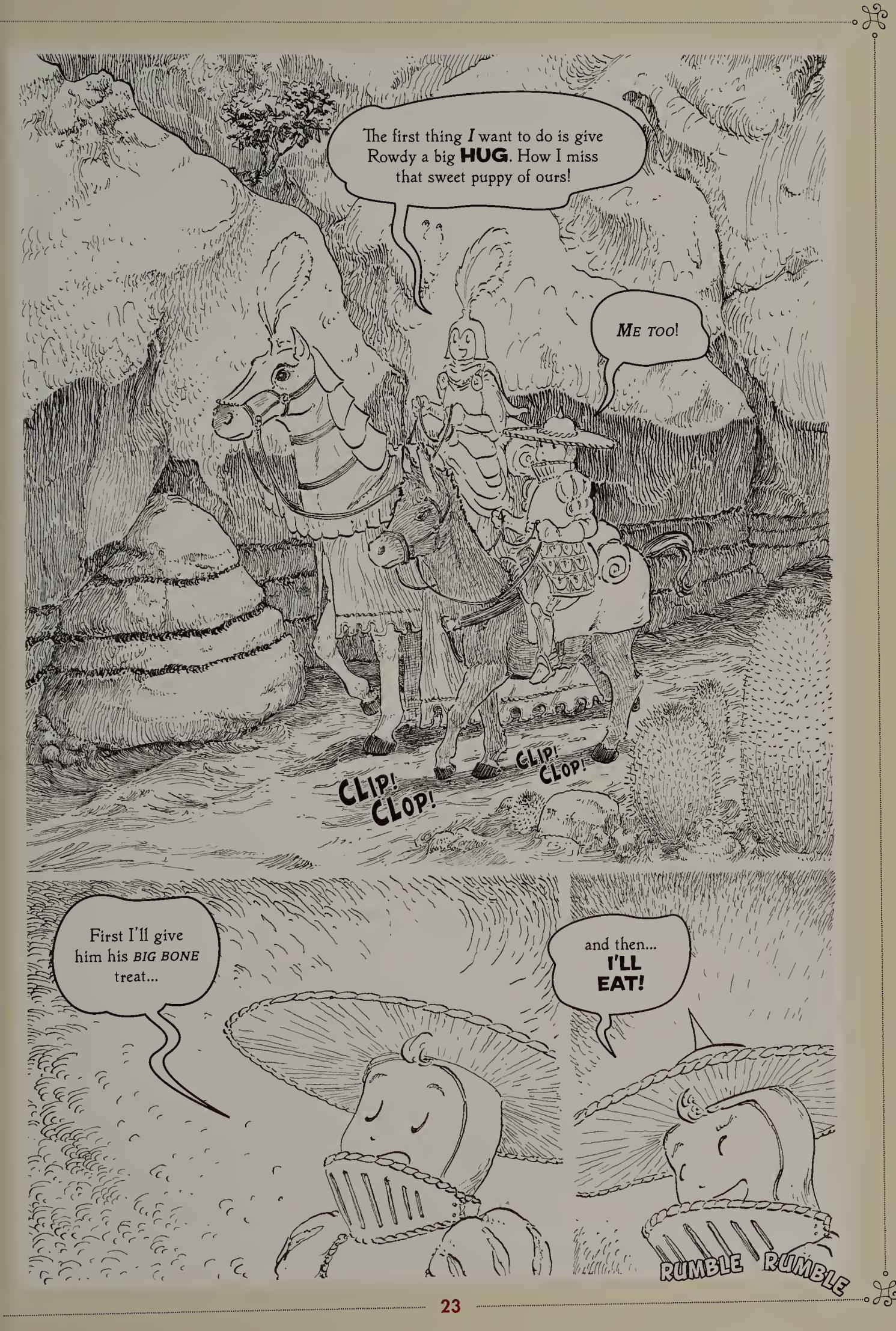
Meanwhile, unaware of the dangerous rift in the natural order, our two heroes are returning from a noble quest to get food for their dog.

...chicken pot pie! That's the *FIRST* thing I want to eat when we get home. No, wait...a steak! *Ooh*—maybe a nice filet of fish! I can't decide. All I know is that I'm *HUNGRY*!

Me too, Alan, but we have to *SLOW DOWN*. Your mule is tired, she can't go that fast.

CLIP!
CLOP!





The first thing I want to do is give Rowdy a big **HUG**. How I miss that sweet puppy of ours!

ME TOO!

CLIP!
CLOP!

CLIP!
CLOP!

First I'll give
him his **BIG BONE**
treat...

and then...
**I'LL
EAT!**

RUMBLE RUMBLE

LEAH! ALAN!
HELP US!

RUMBLE RUMBLE

?

!

THE WINDMILLS!

They've turned
into DRAGONS!

Dragons?! Is
ROWDY okay?

ROWDY?! He's trapped!
He was barking at those
monsters, even trying to
FIGHT them!

RUMBLE RUMBLE

WAHWAH

CLUCK CLUCK

ATTA BOY, ROWDY!
I'm coming for you!

Alan, **WAIT!**
don't be so
IMPULSIVE!

You need to
THINK before
you rush off!

CLIP!
CLOP!

BAAAA

BAH! Most of my best
work has been done
WITHOUT thinking!

You'd think my brother,
a **KNIGHT**, would be less
impulsive than our **DOG**!

CLIP!
CLOP!

Leah—aren't you always telling me
to **RESPECT** animals? Maybe we can
learn a thing or two from them!

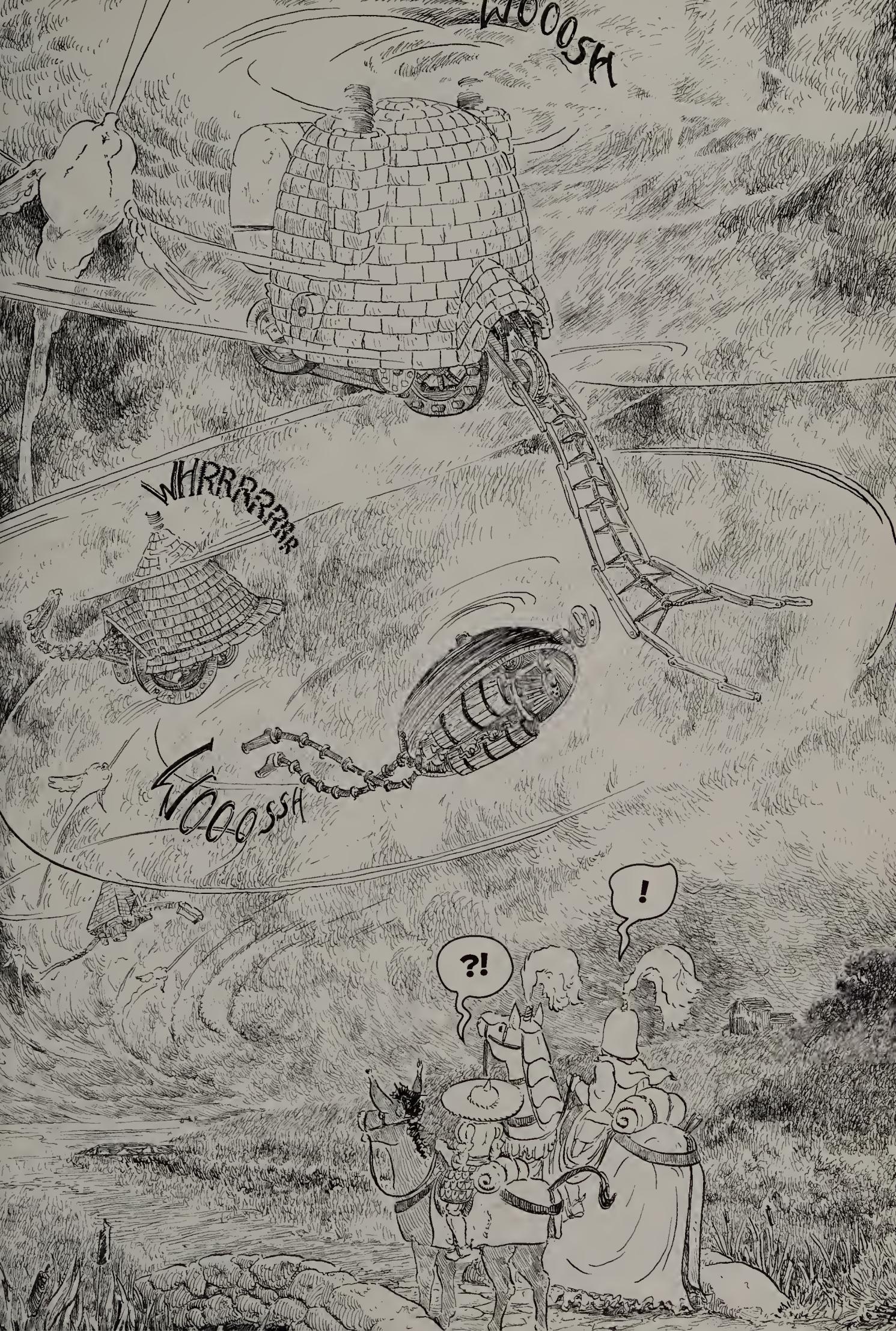
WOAH!

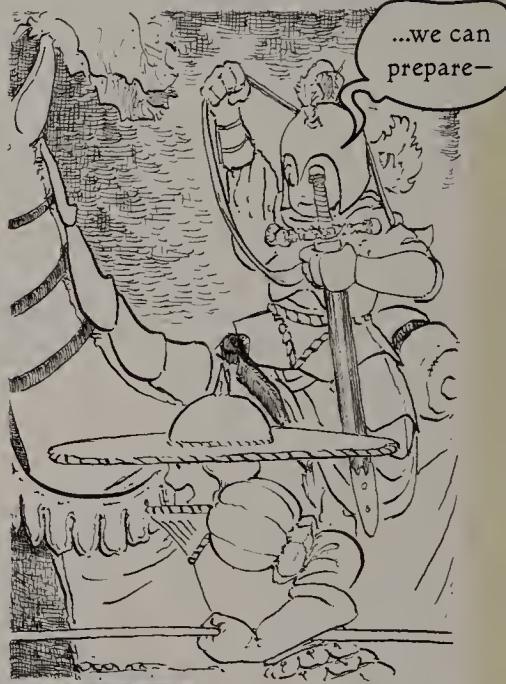
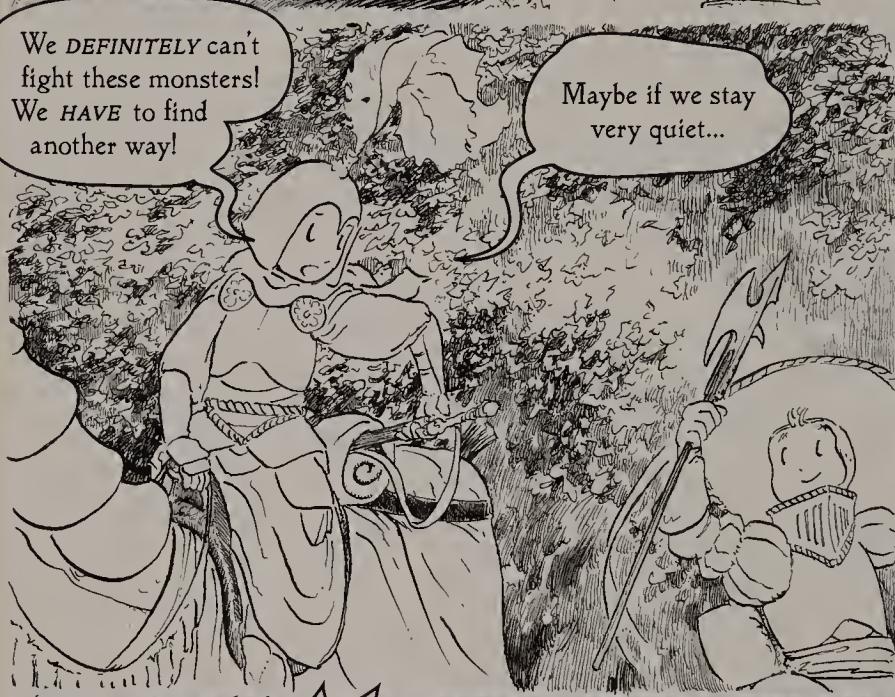
NEIGH!

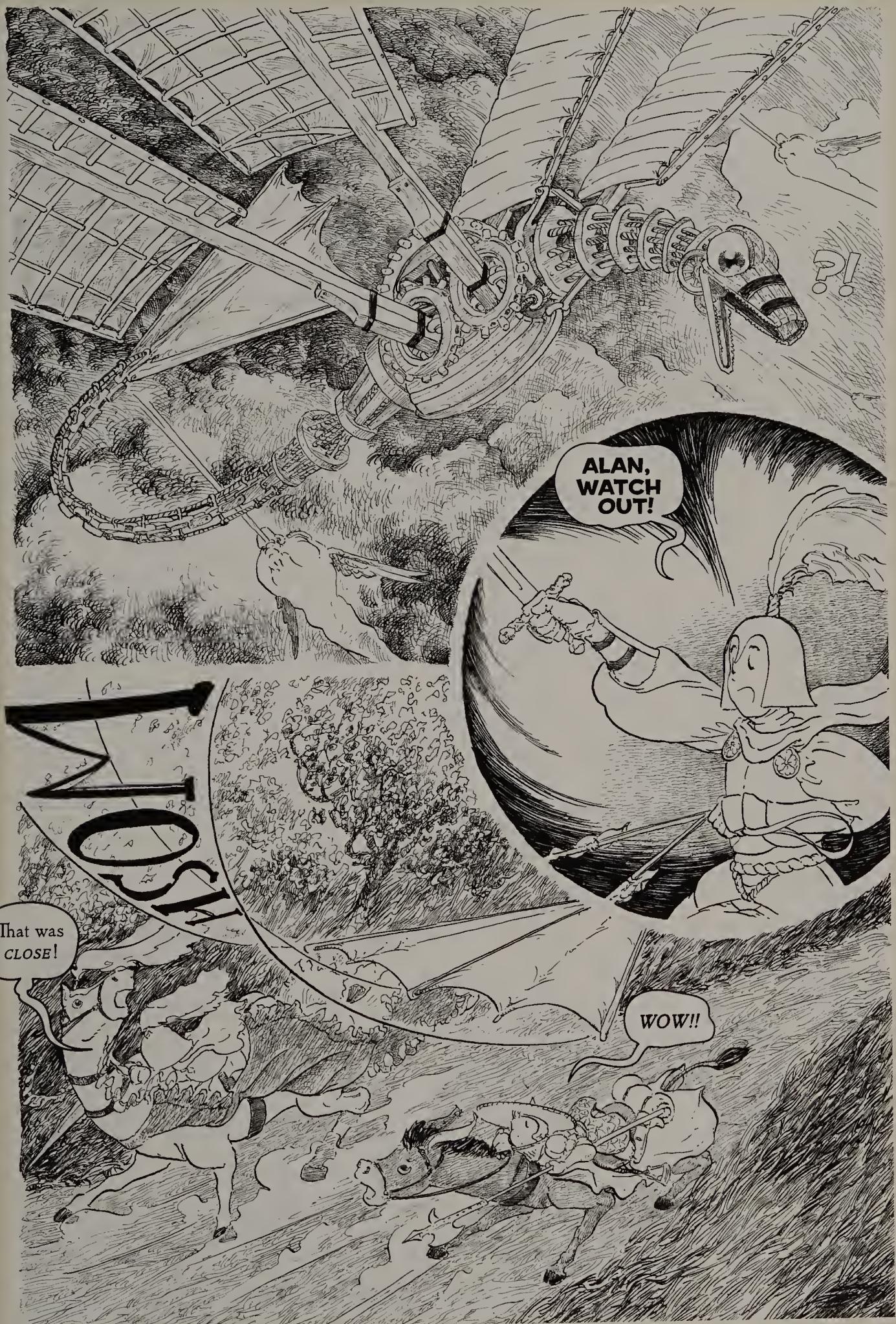
STOMP!

STOMP!









Pew! Let's stay back till—

LEAH! We have to be BRAVE. Rowdy's still in there!

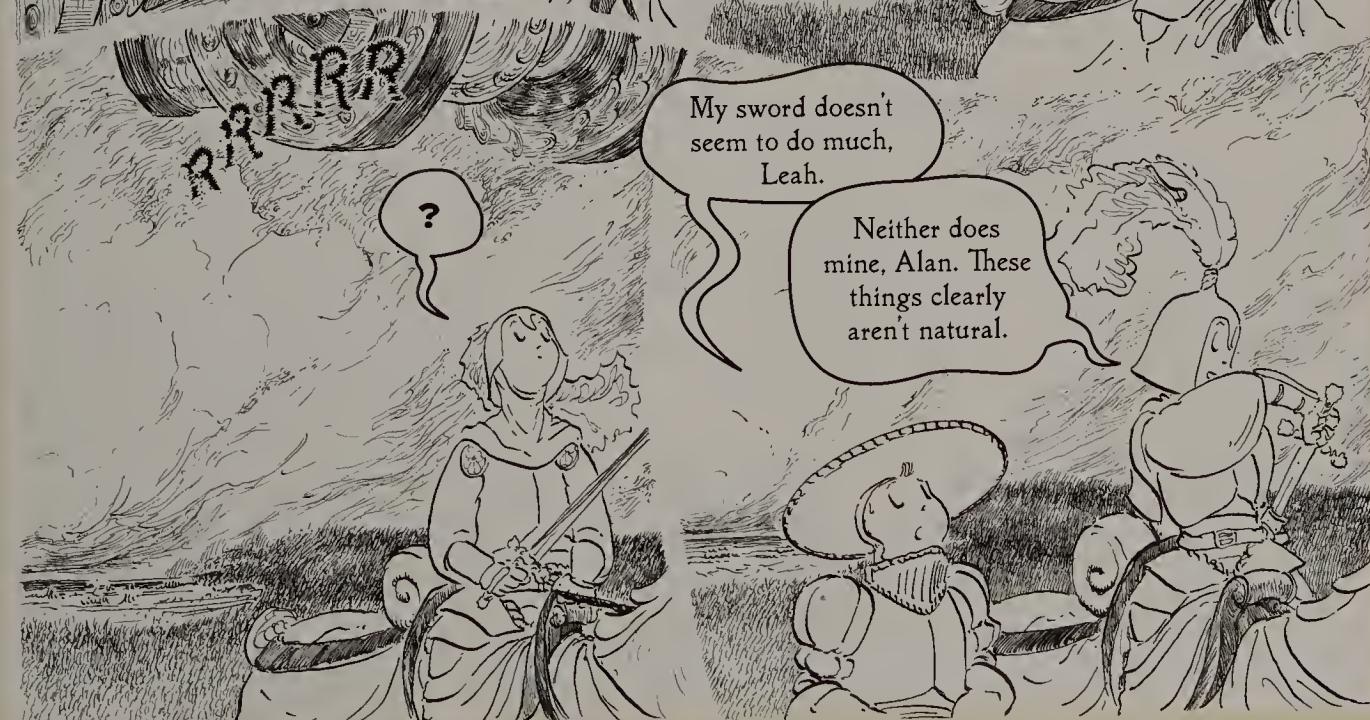
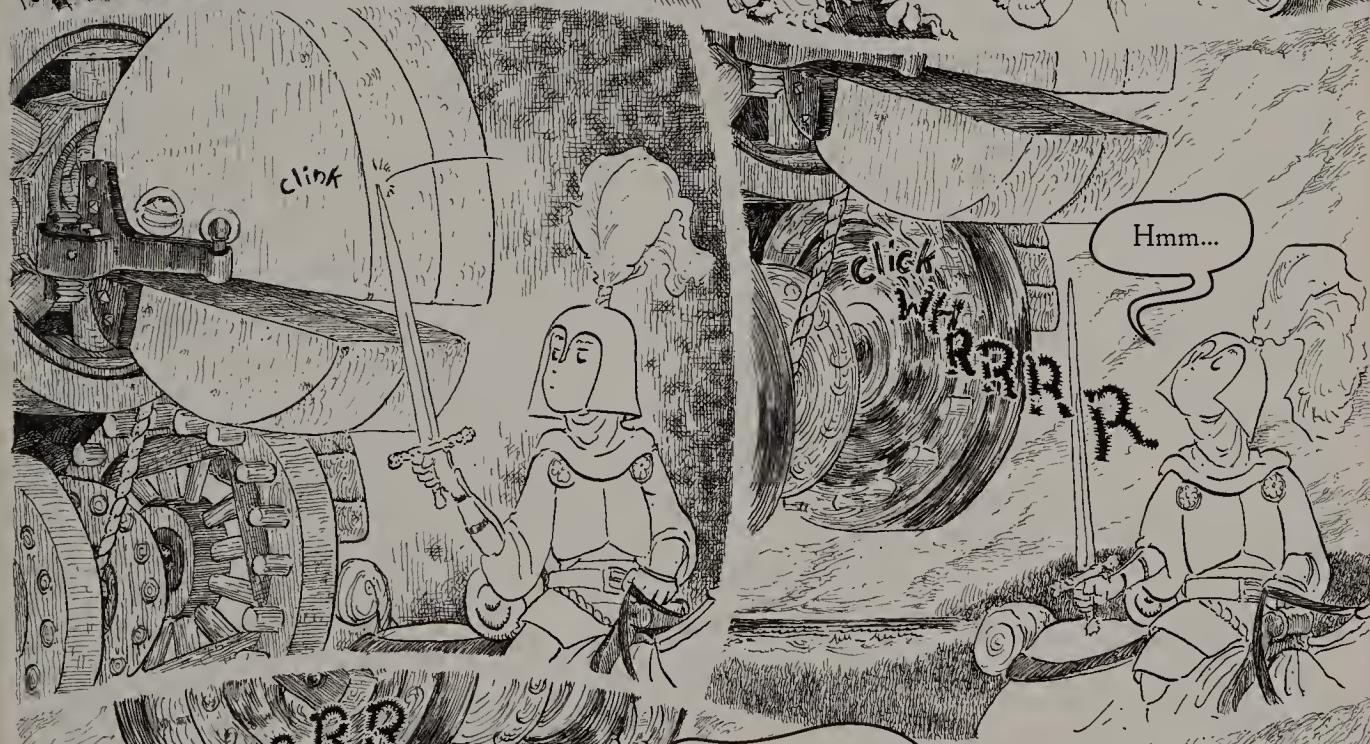
All right... for Rowdy!!

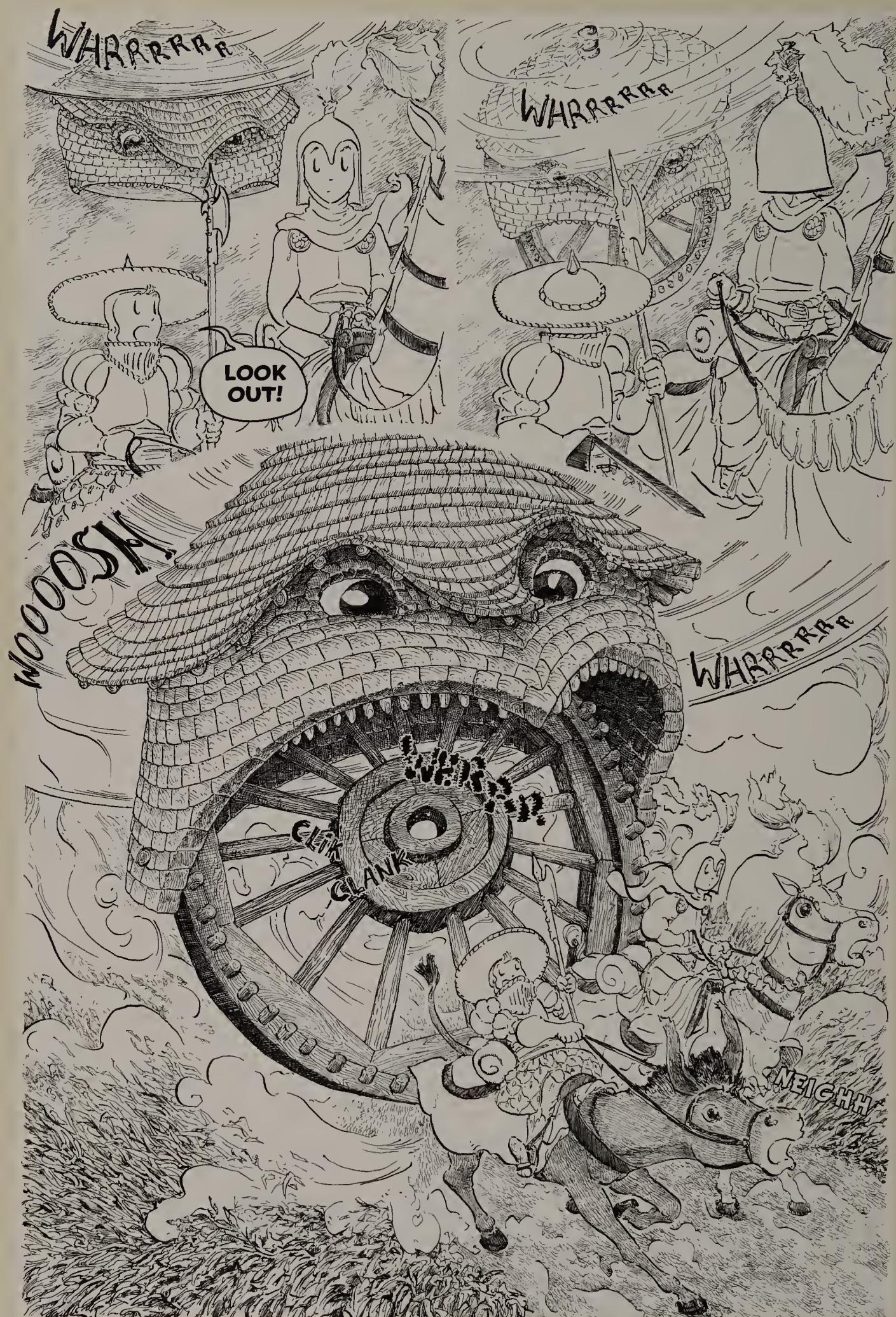
CHARGE!

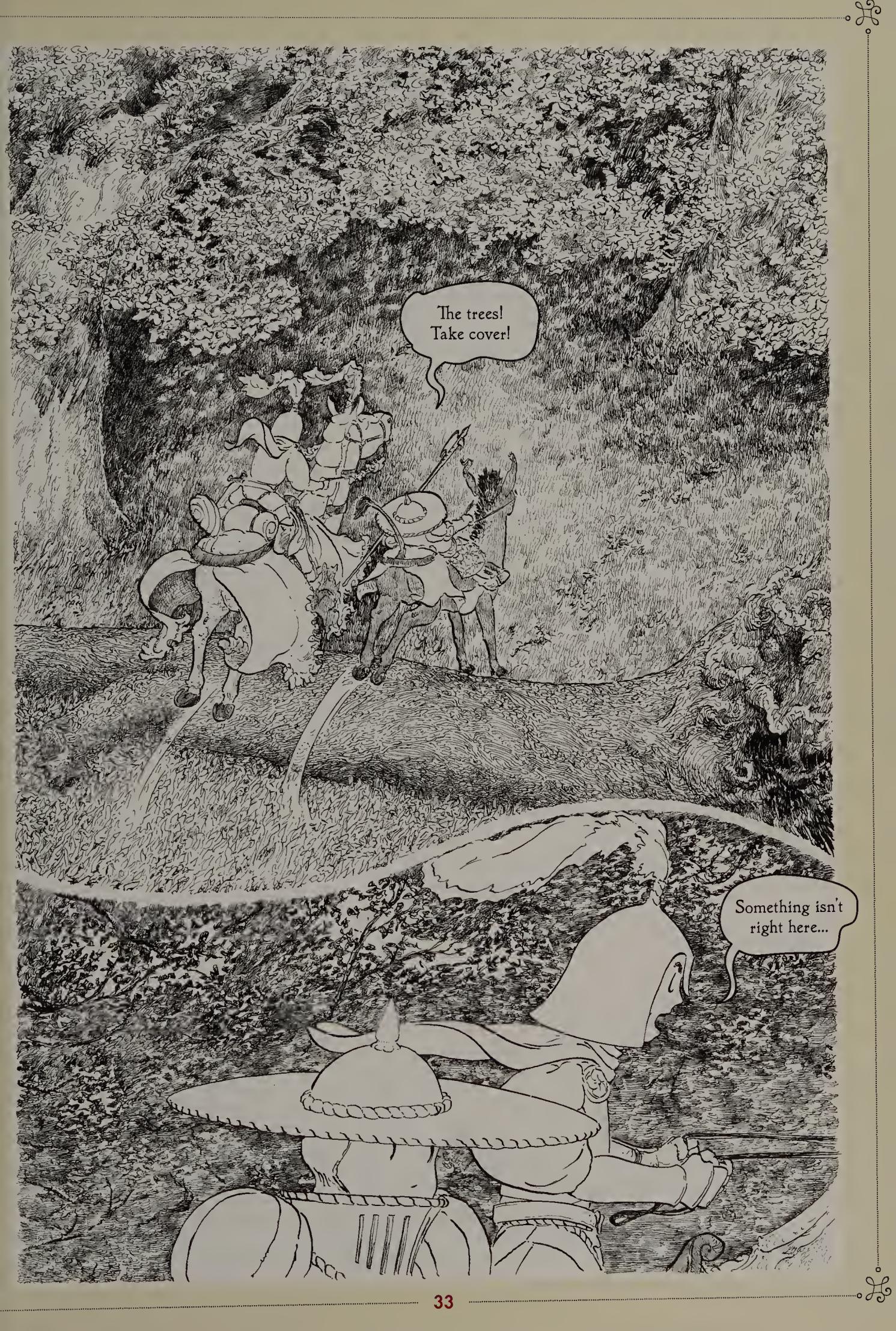
Wooooo SSSSS!

HEY! Come down here and fight fair!

CLIP!
CLOP!



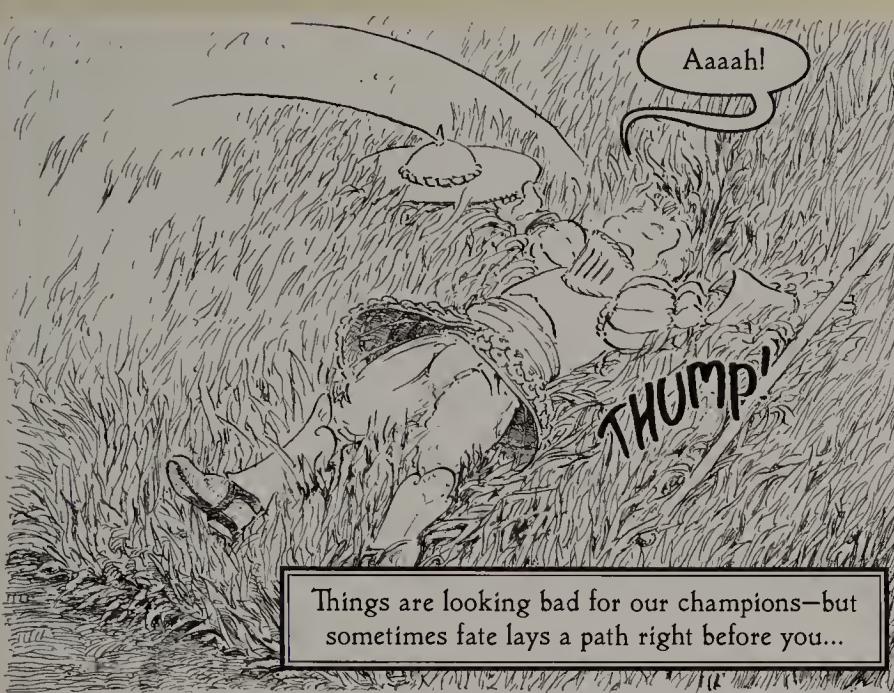




The trees!
Take cover!

Something isn't
right here...





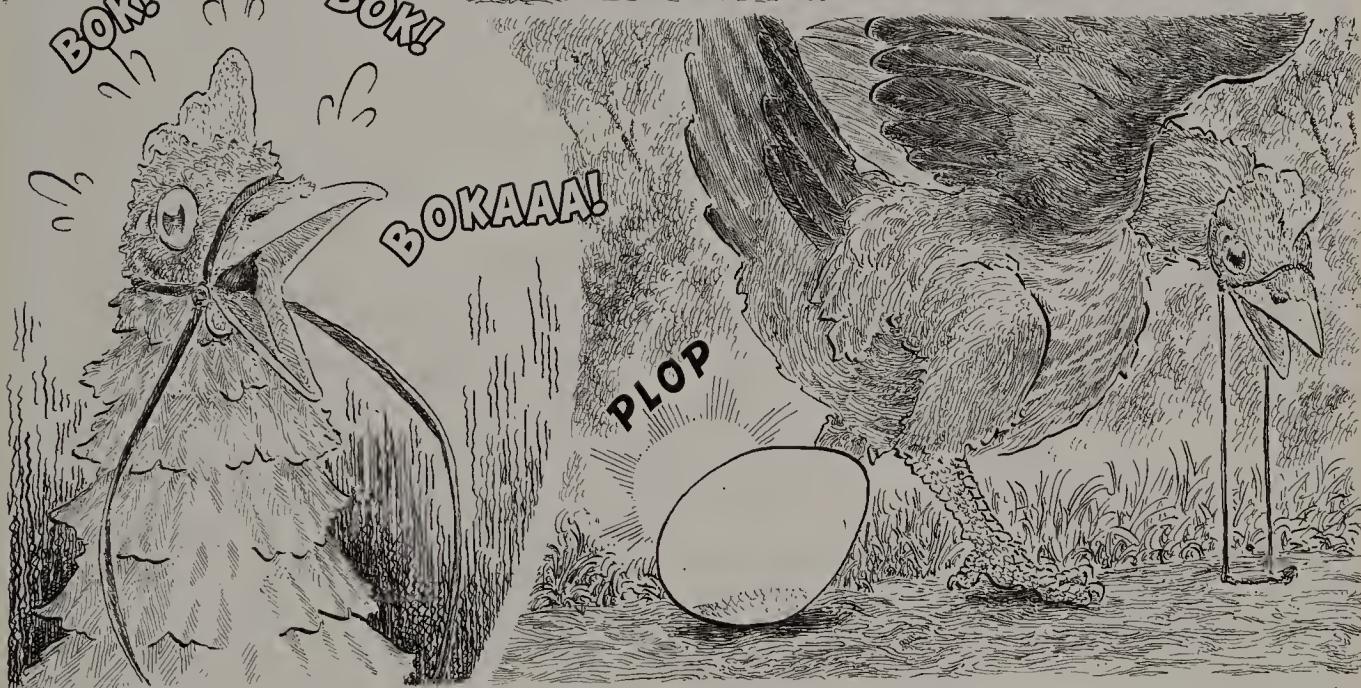
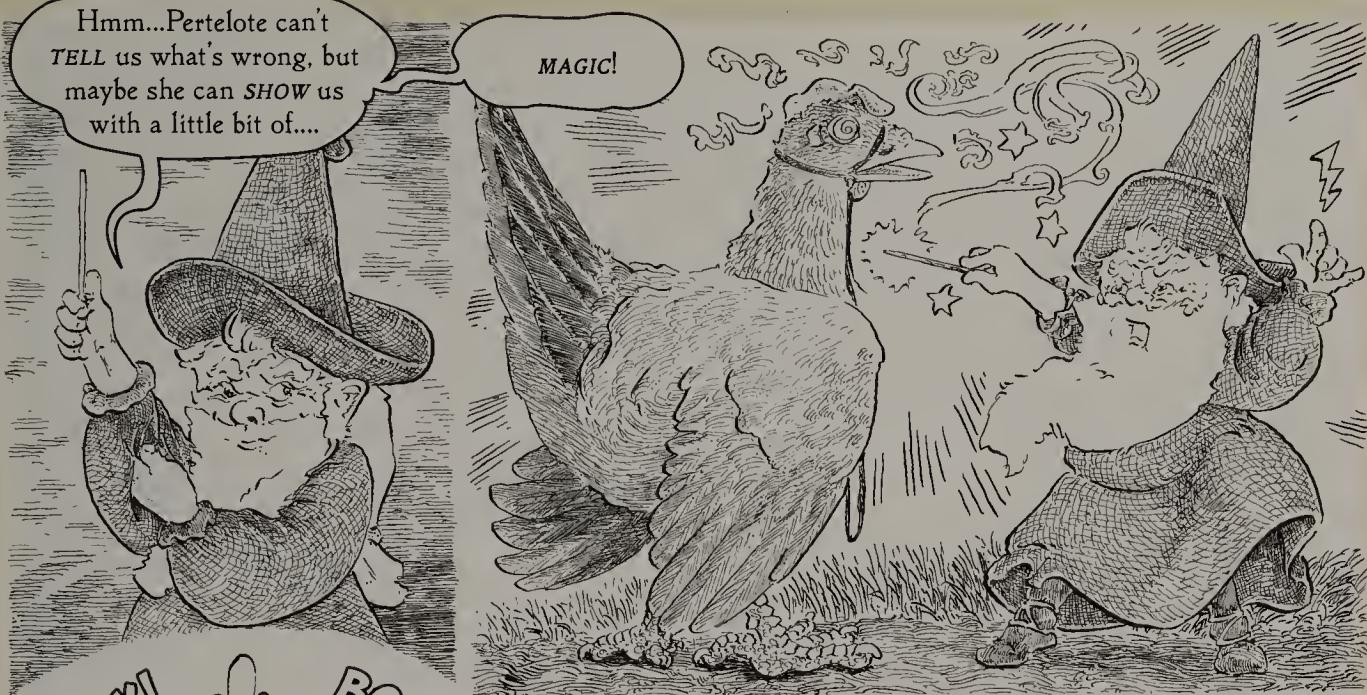






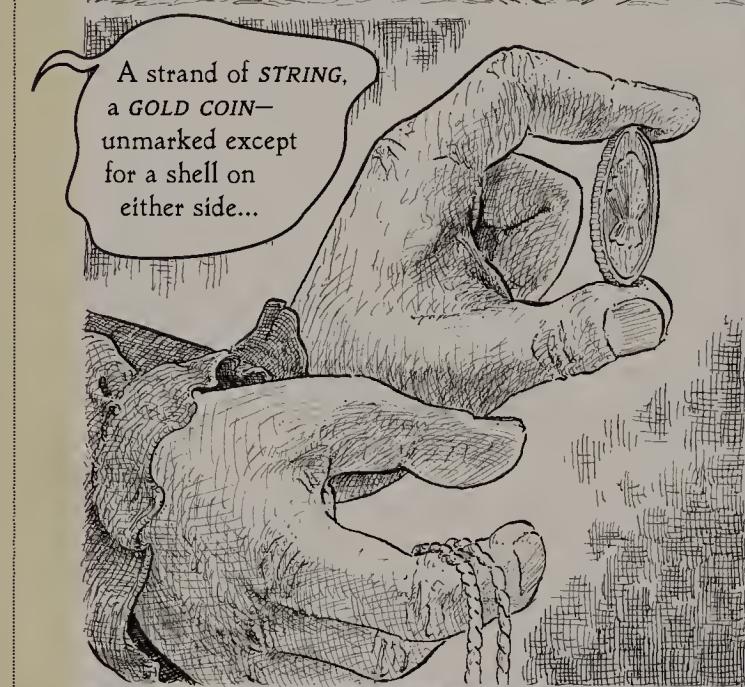
Hmm...Pertelote can't
TELL us what's wrong, but
maybe she can SHOW us
with a little bit of....

MAGIC!

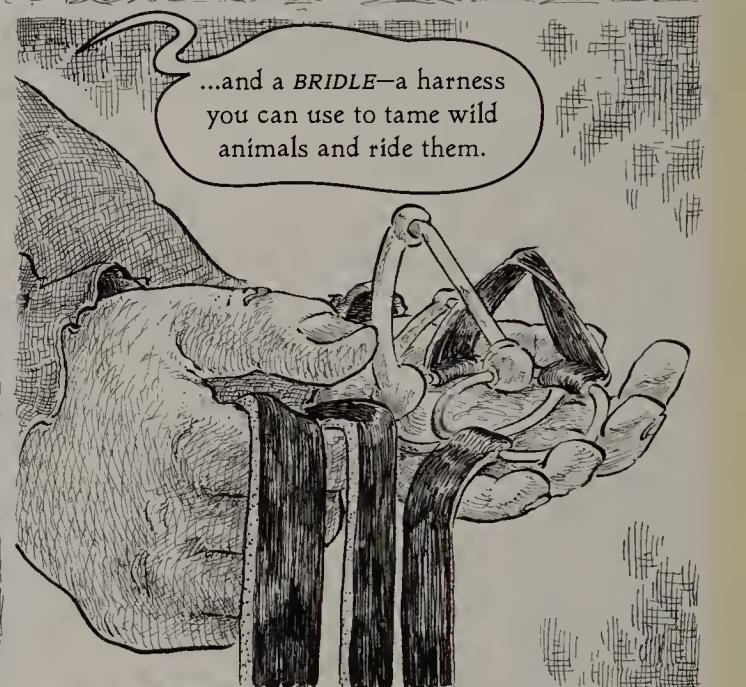




Hmm, what do we have here? It seems that Pertelote left some *GIFTS* she wants you to have.



A strand of *STRING*,
a *GOLD COIN*—
unmarked except
for a shell on
either side...



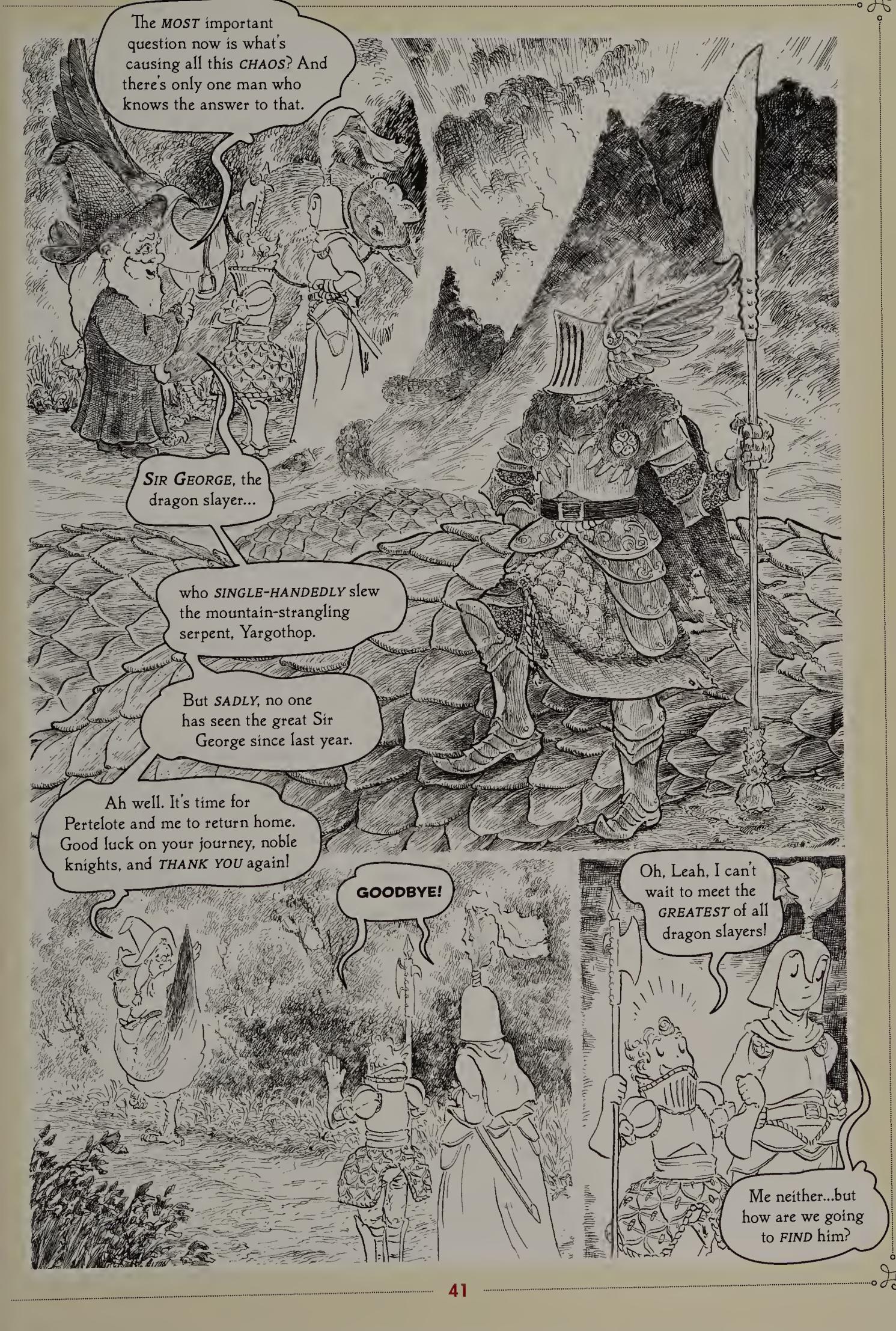
...and a *BRIDLE*—a harness
you can use to tame wild
animals and ride them.



But what are we
supposed to *DO*
with these things?



I'm *SURE* you
will know what
to do when the
time comes.



The **MOST** important question now is what's causing all this **CHAOS**? And there's only one man who knows the answer to that.

SIR GEORGE, the dragon slayer...

who **SINGLE-HANDEDLY** slew the mountain-strangling serpent, Yargothop.

But **SADLY**, no one has seen the great Sir George since last year.

Ah well. It's time for Pertelote and me to return home. Good luck on your journey, noble knights, and **THANK YOU** again!

GOODBYE!

Oh, Leah, I can't wait to meet the **GREATEST** of all dragon slayers!

Me neither...but how are we going to **FIND** him?

Once again our two heroes are at a loss for what to do when...

Look, an *INN*! Maybe someone here will know how to find the great Sir George.

Good, and maybe we can *EAT* here. I'm **STARVING!**

Should we knock first?

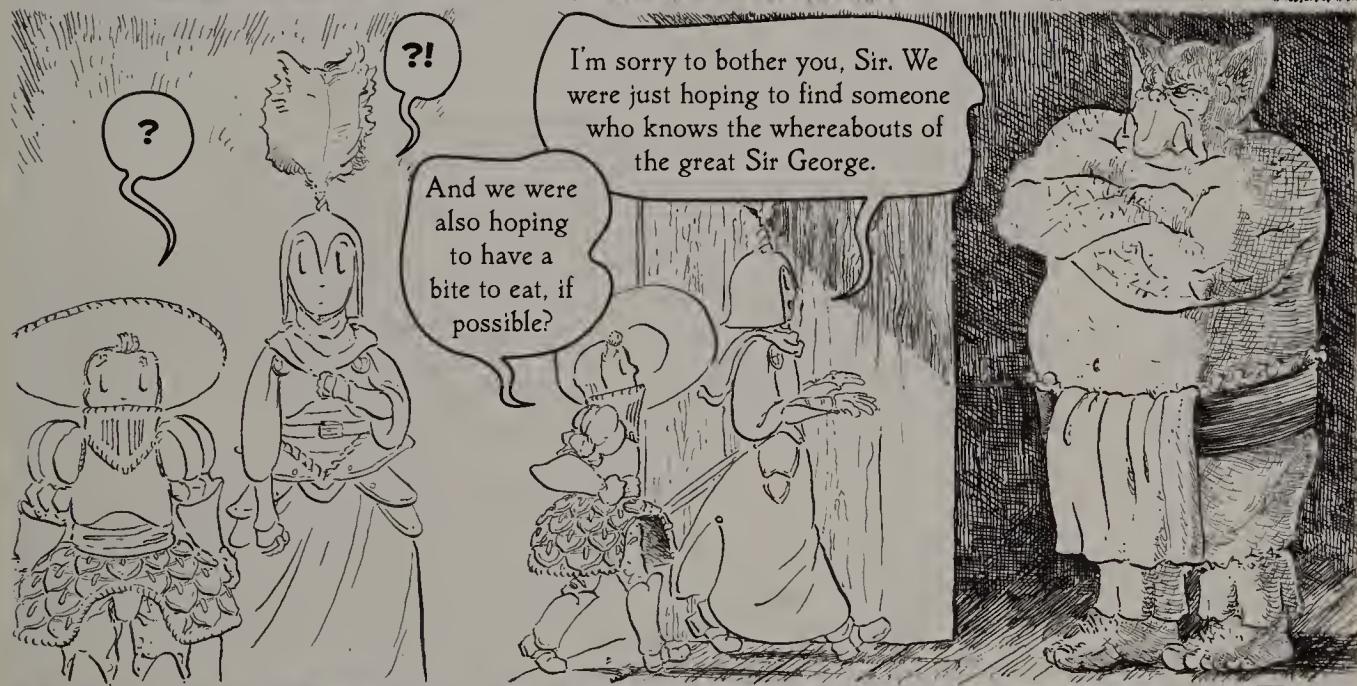
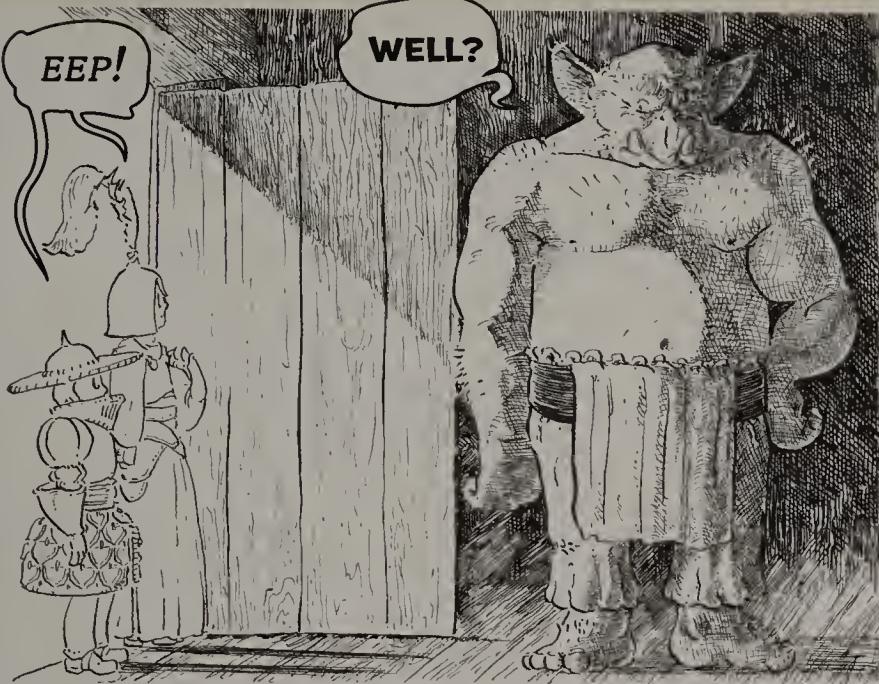
No, it's a *PUBLIC HOUSE*. We can just go inside.

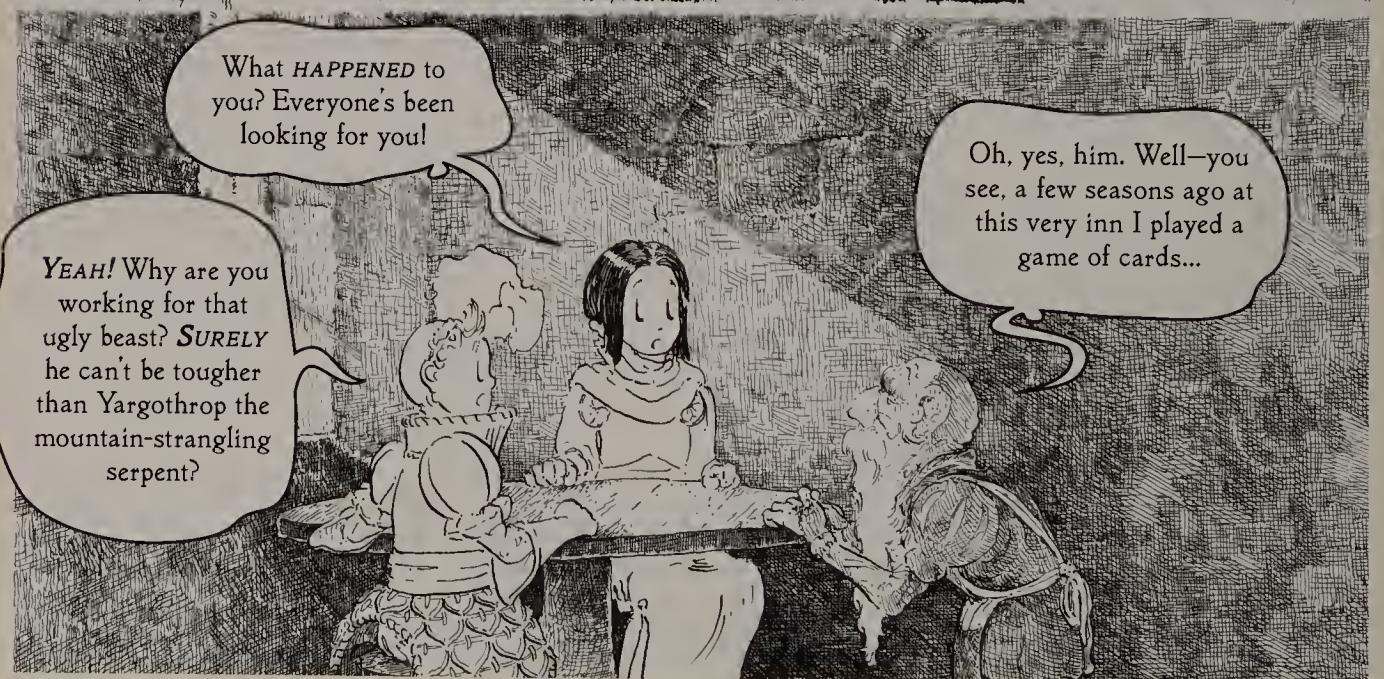
But I've always heard a lot of shady characters stay in inns.

creeeeeeak!

GRUNT!

...but sometimes, fate has a way of tying everything together.







...and won *ONCE* too often. The old ogre didn't take kindly to my winning over him, so he has held me here ever since to work off the *INSULT* to his *PRIDE*.

But why don't you just *RUN AWAY*?

Oh, I am *TOO OLD* to run fast, and this ogre is really quite a *FAST* runner when he is angry.

What's this! Are you telling **STORIES**? Take their order and get back to your **KITCHEN**!





Mr. Ogre, I have heard that you can run **VERY FAST**.



Yes, I **CAN**. What of it?



Yes, you must be fast indeed—clever, too—to keep a great knight like Sir George as your captive.



HA!



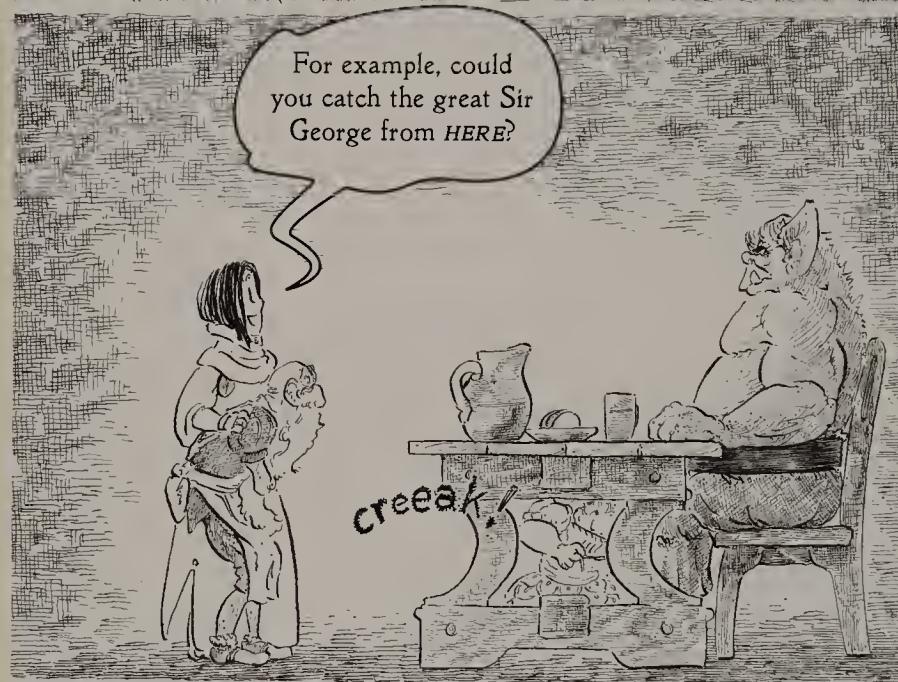
Quite right. I am **BOTH** of those things!

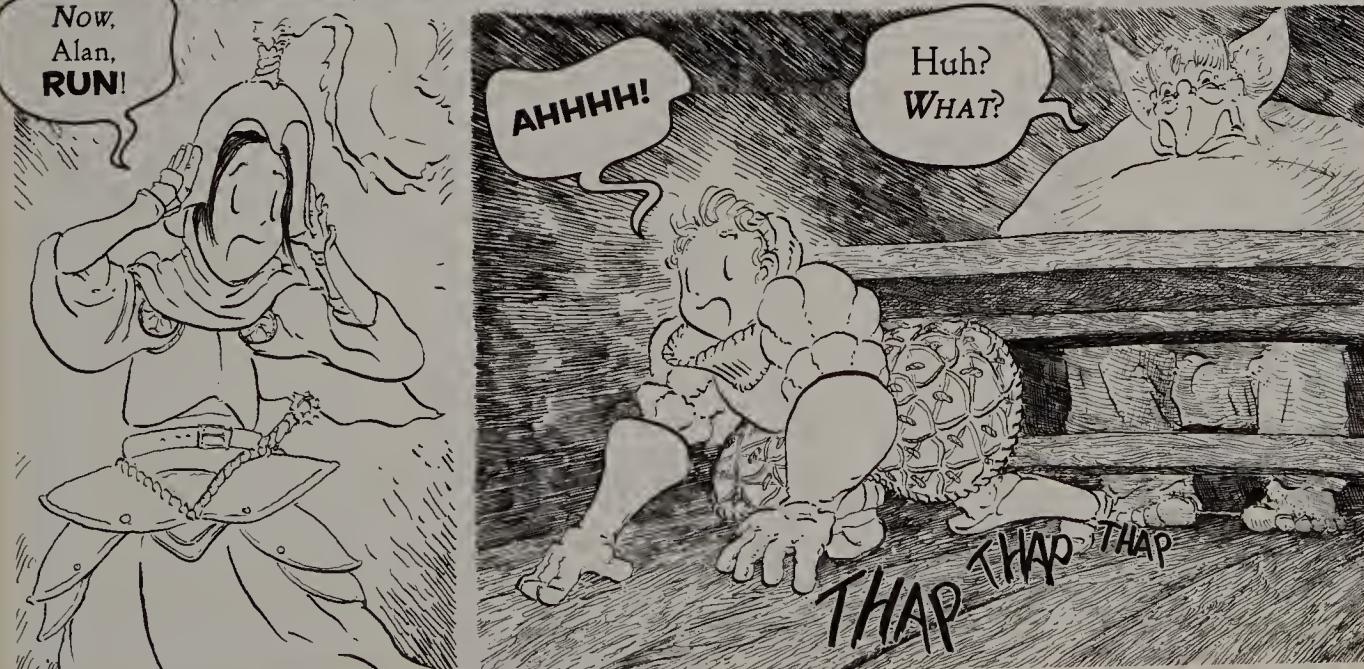


But I don't trust you knights, so what's this **ABOUT**?



creak!

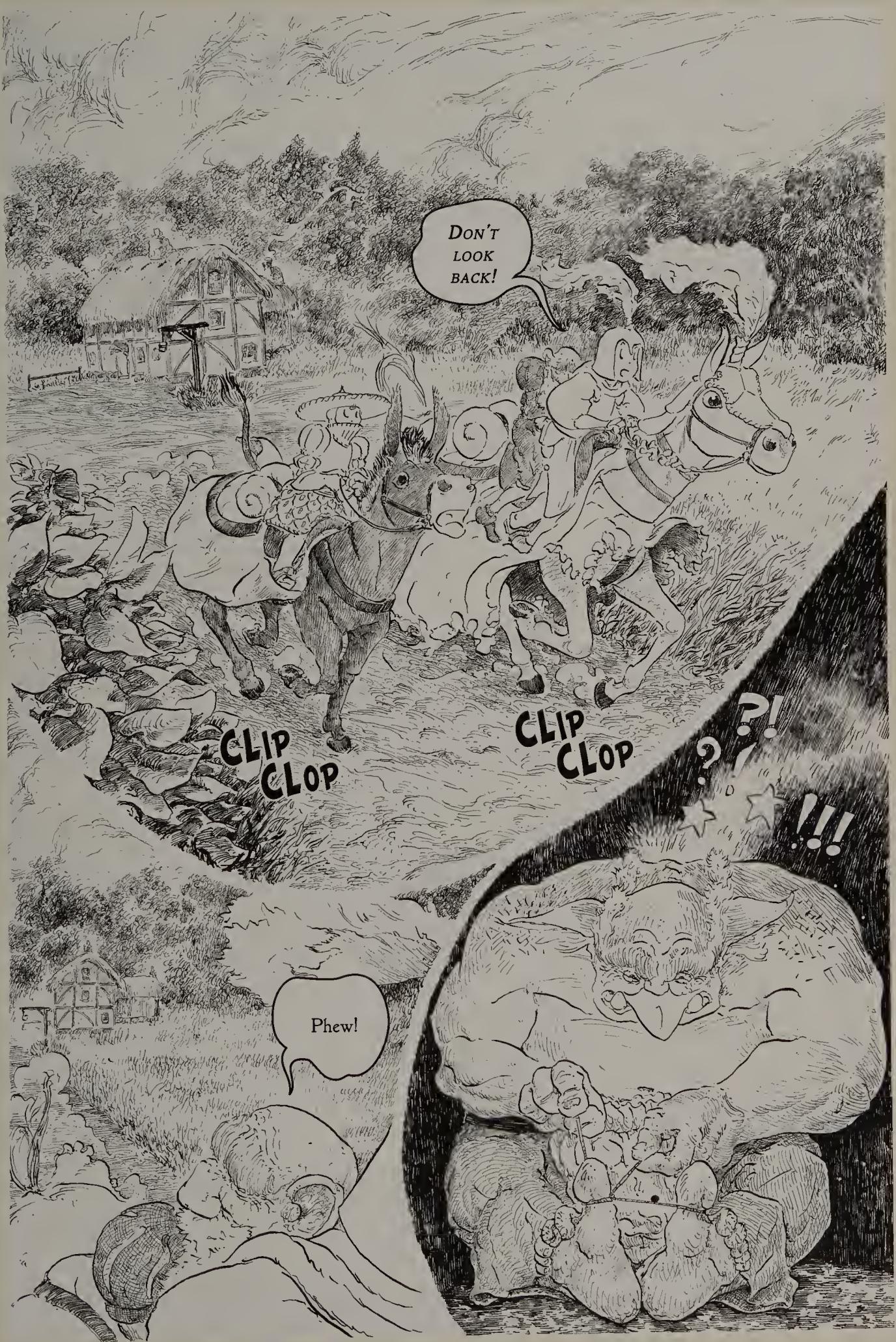




HEY,
STOP!

TWANG

CRASH



Saved by their quick thinking and a gift from a chicken, our heroes are out of danger for now. But have they taken on too formidable a task?

...and then, while the serpent was stunned, I clambered atop its brow and drove my sword right between its eyes—AH! **HERE WE ARE!**

Are you certain we can't carry you **FARTHER**, Sir George?





You were telling us about the imbalance in nature—could it have anything to do with our windmill dragons?



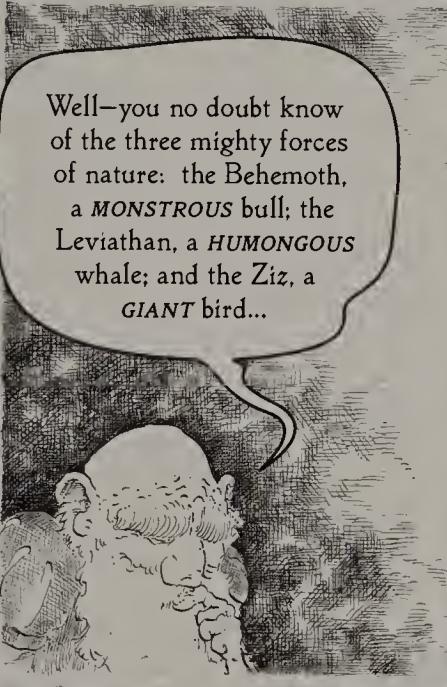
WINDMILL DRAGONS?!



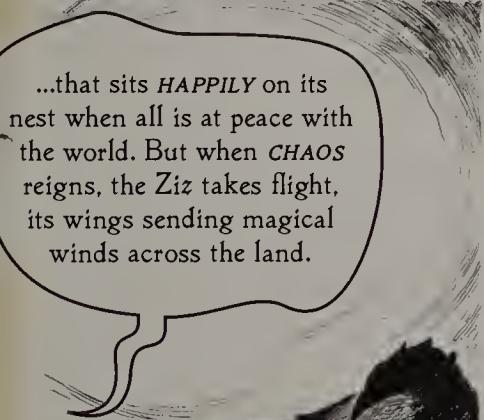
Yeah, the windmills came alive. We *TRIED* to save our dog Rowdy, but even *LEAH* couldn't beat them!



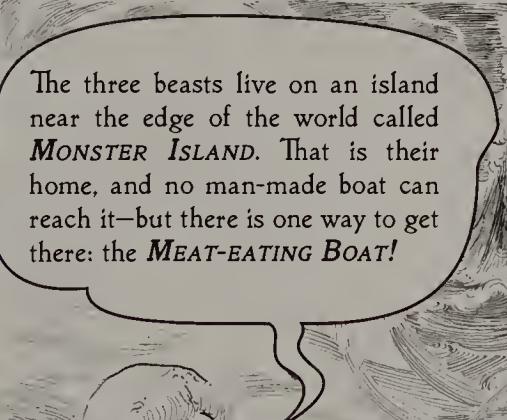
There was *NOTHING* we could do! We **HAVE** to figure out what's *CAUSING* this and make it right!



Well—you no doubt know of the three mighty forces of nature: the Behemoth, a *MONSTROUS* bull; the Leviathan, a *HUMONGOUS* whale; and the Ziz, a *GIANT* bird...

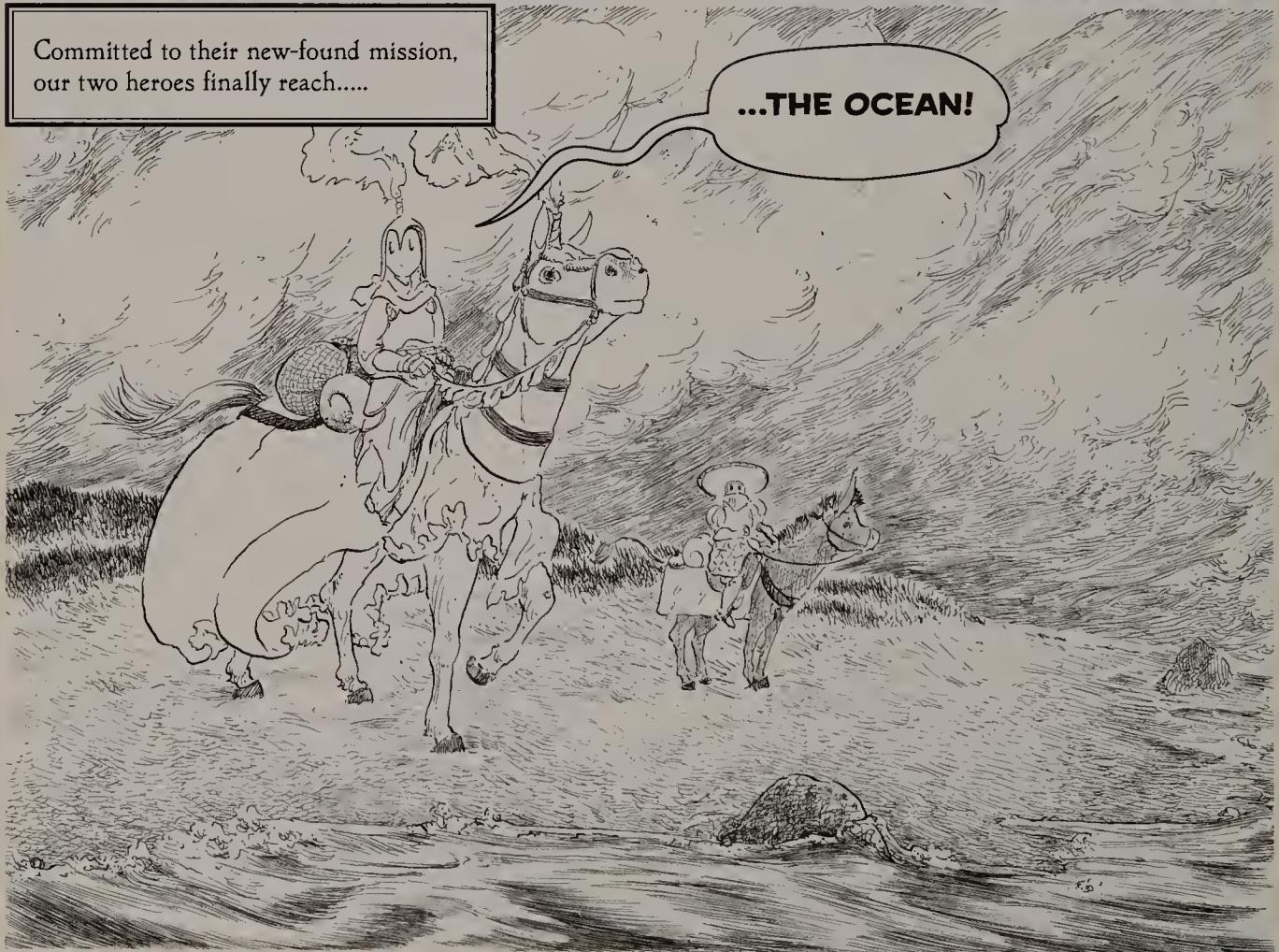
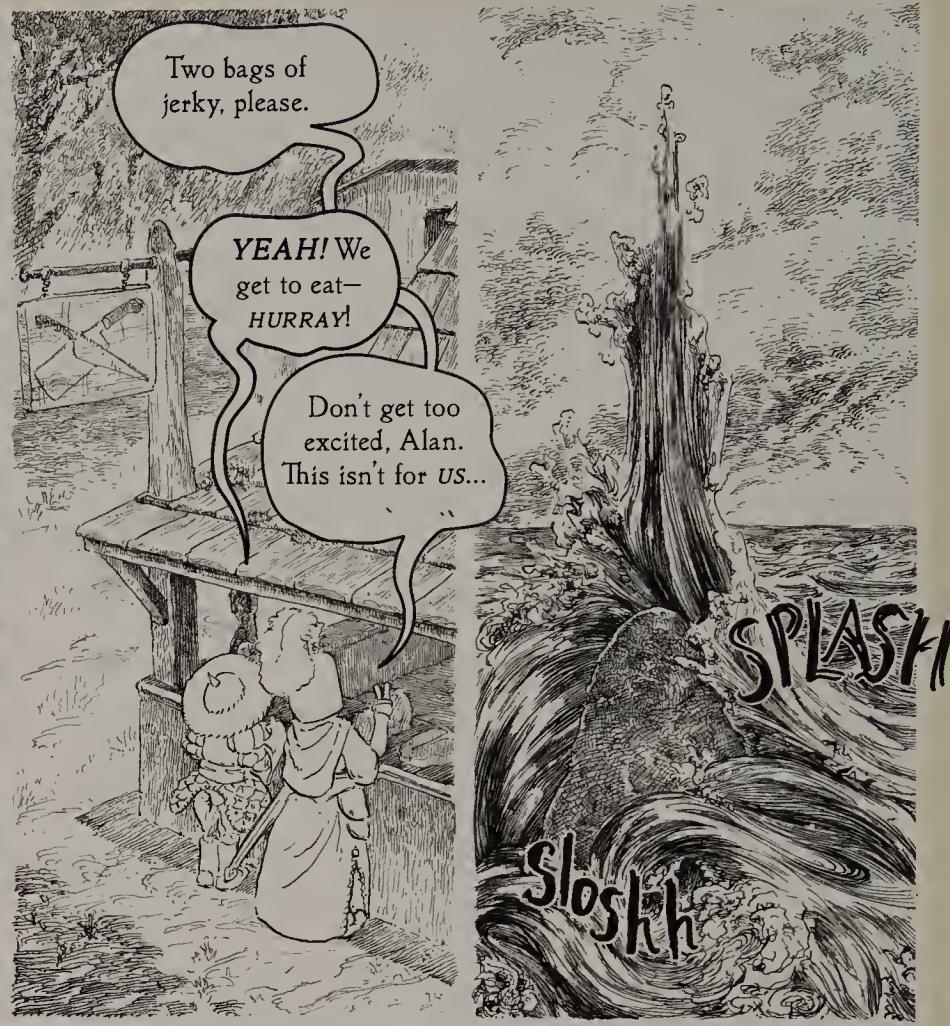
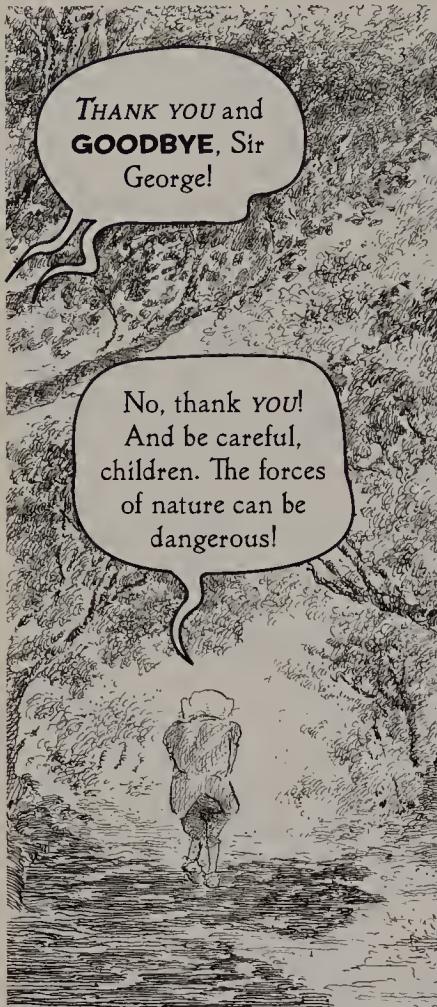


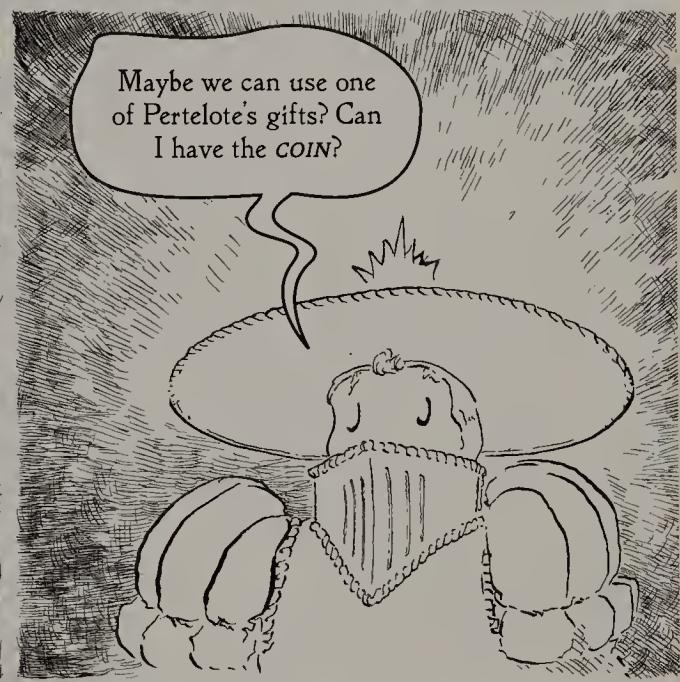
...that sits *HAPPILY* on its nest when all is at peace with the world. But when *CHAOS* reigns, the Ziz takes flight, its wings sending magical winds across the land.

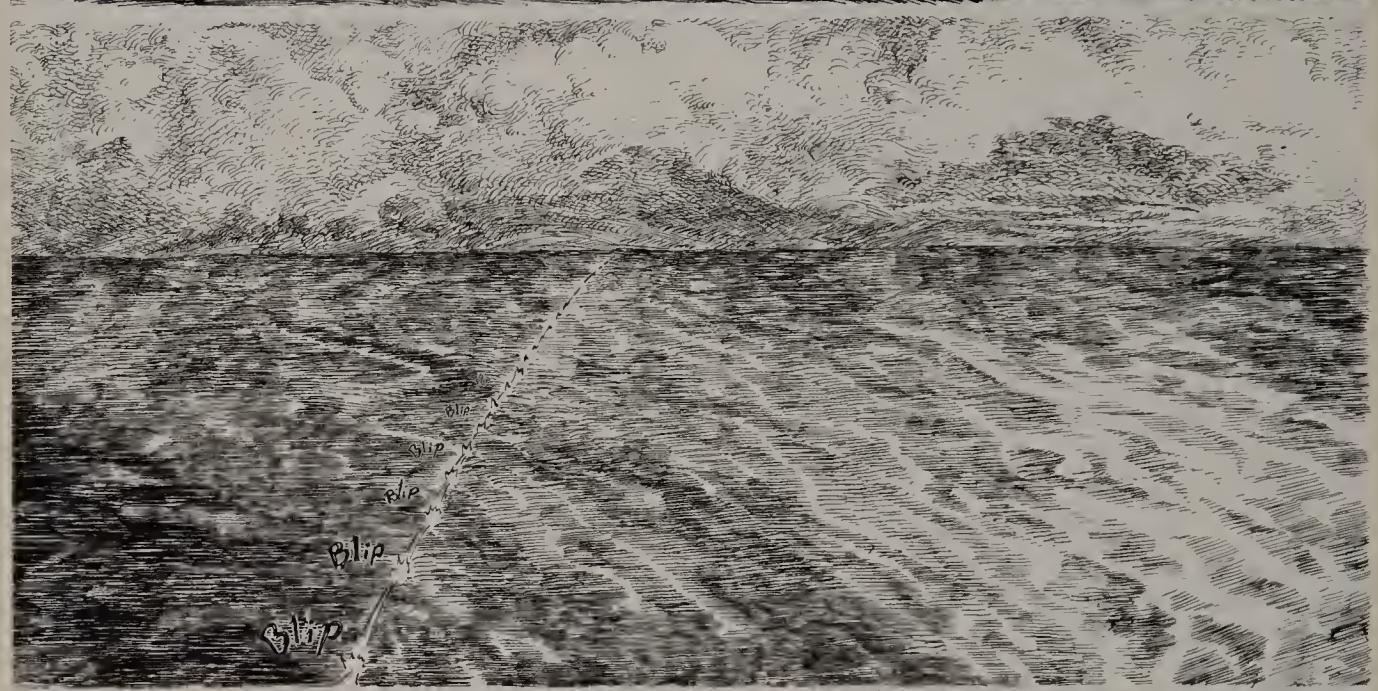


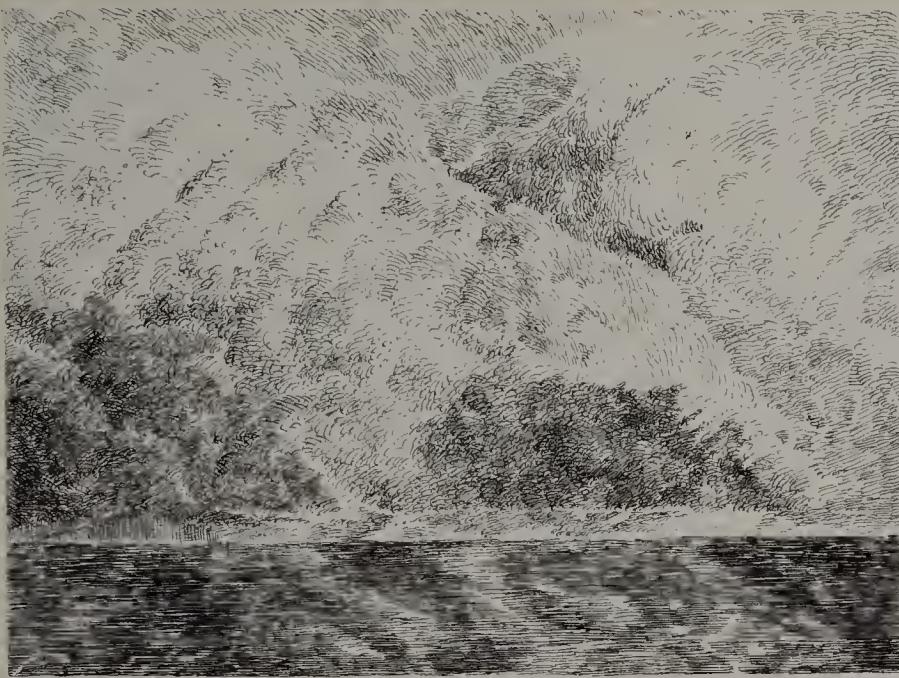
The three beasts live on an island near the edge of the world called *MONSTER ISLAND*. That is their home, and no man-made boat can reach it—but there is one way to get there: the *MEAT-EATING BOAT*!

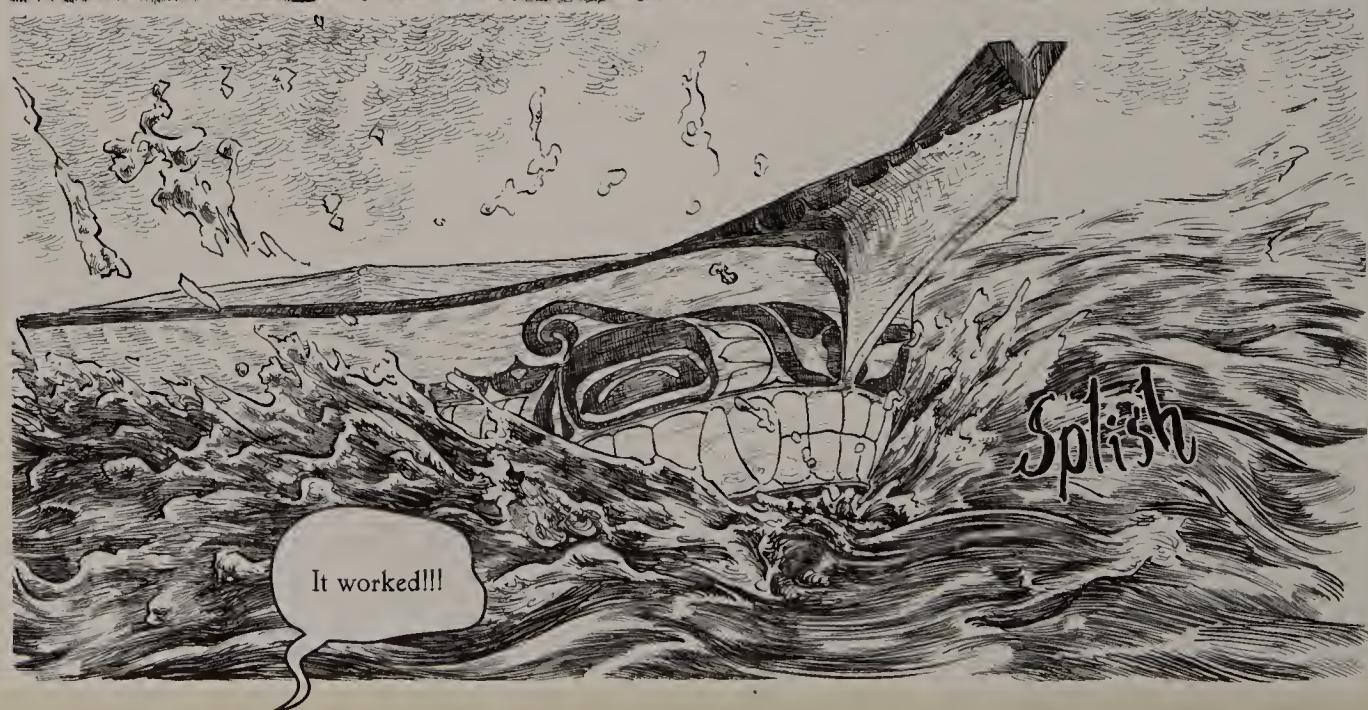




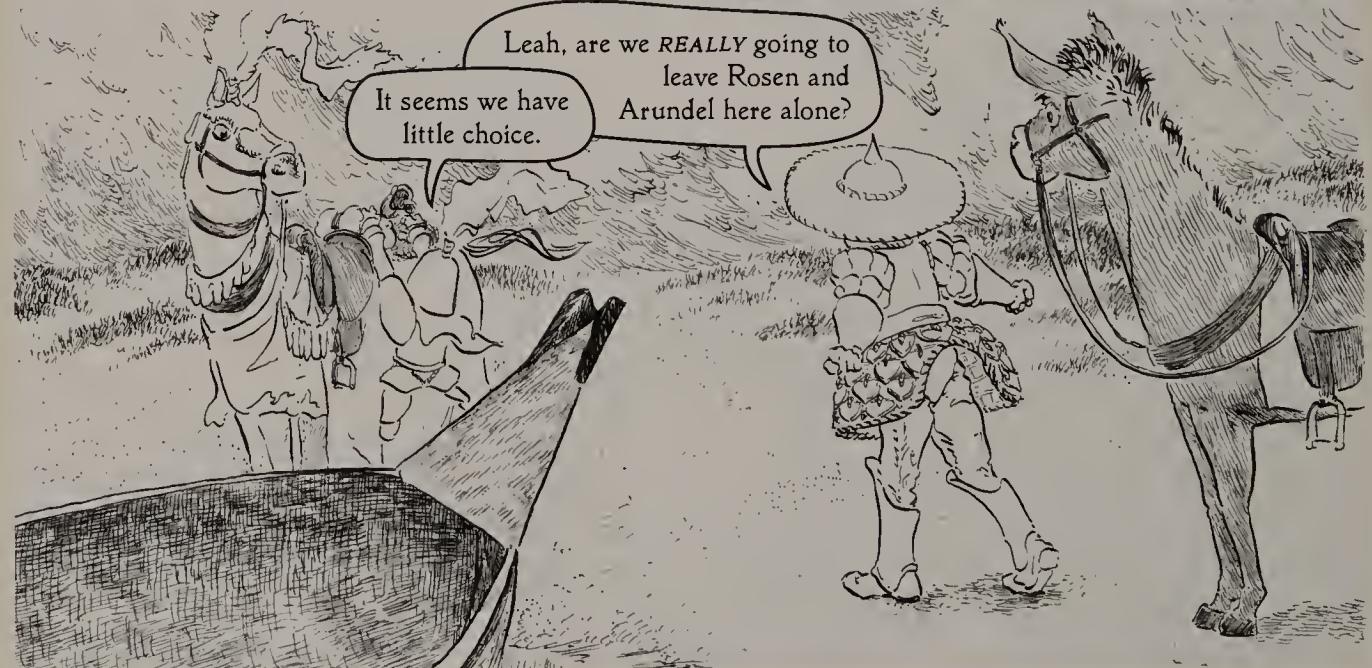
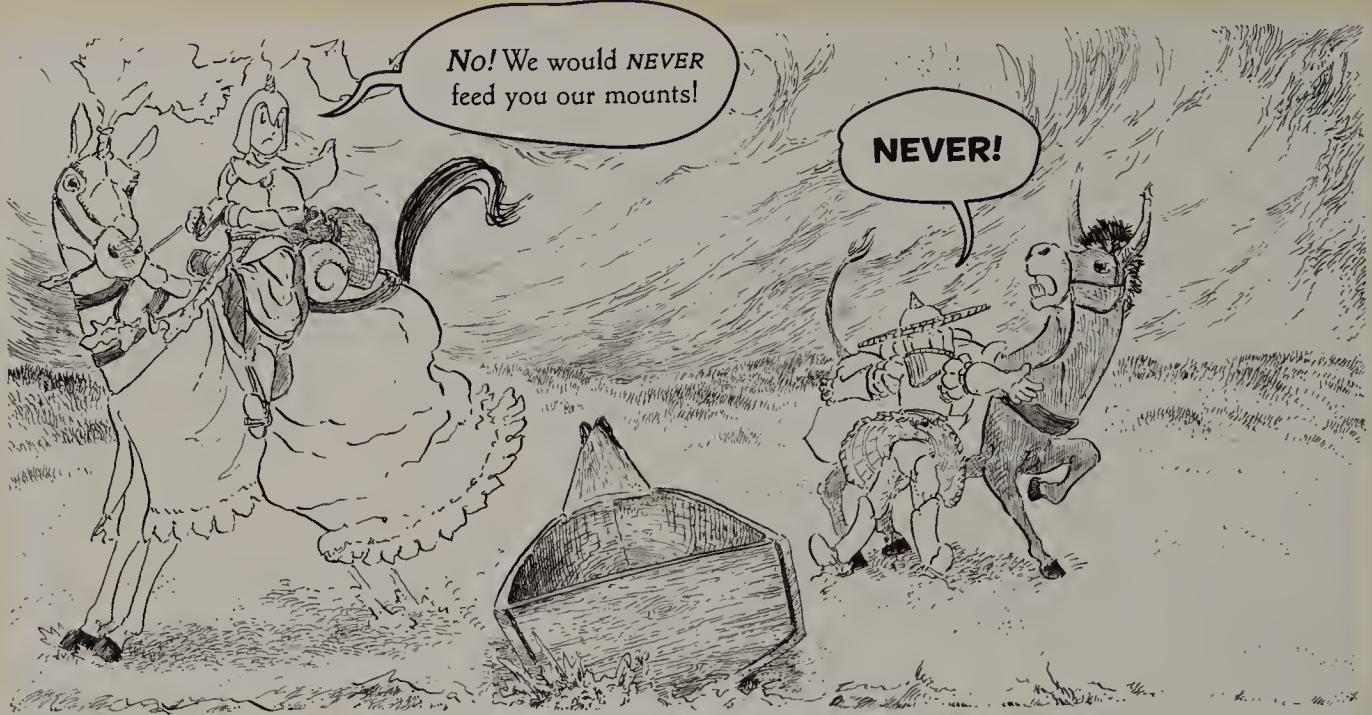


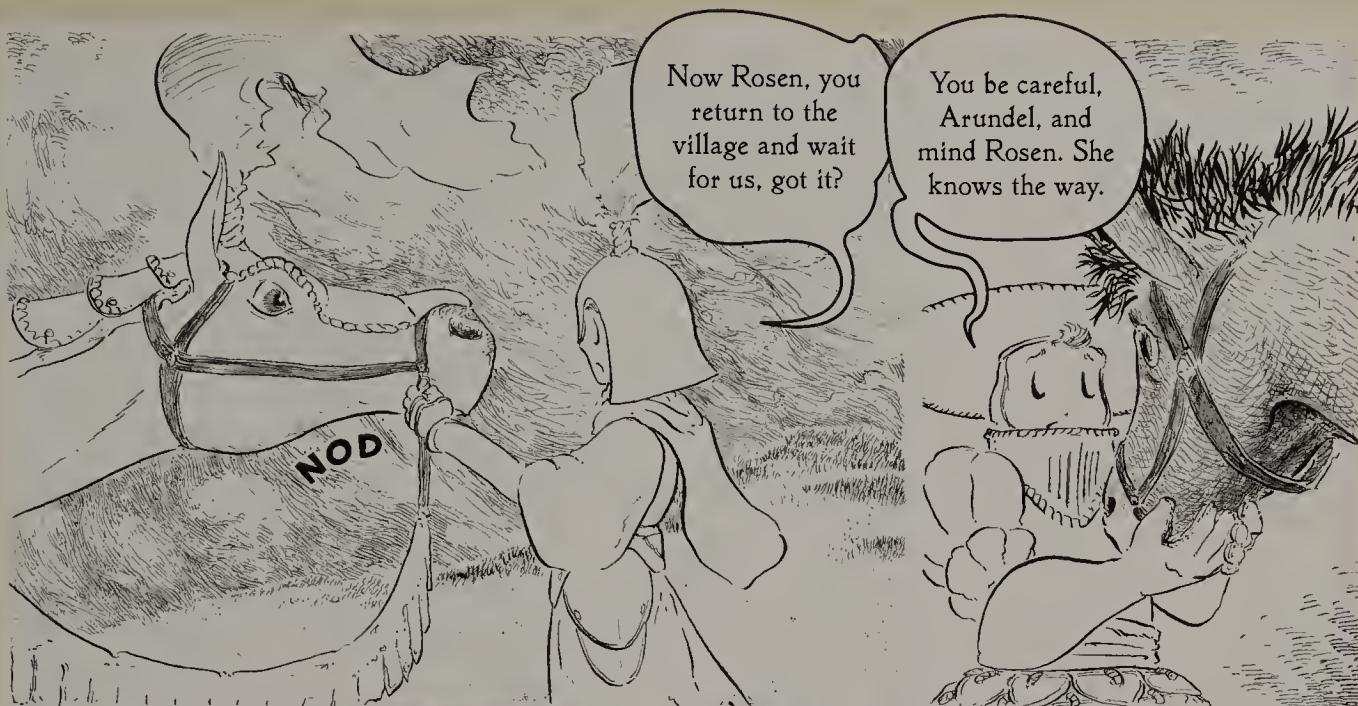


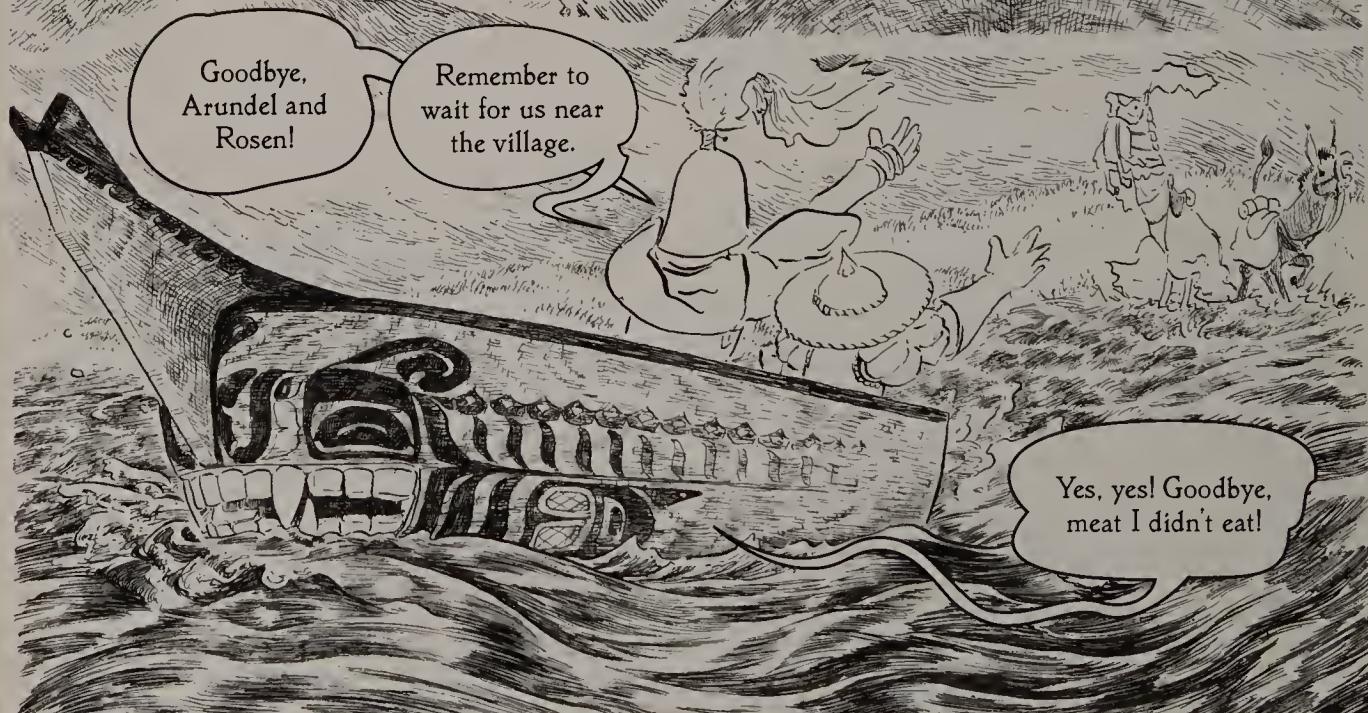
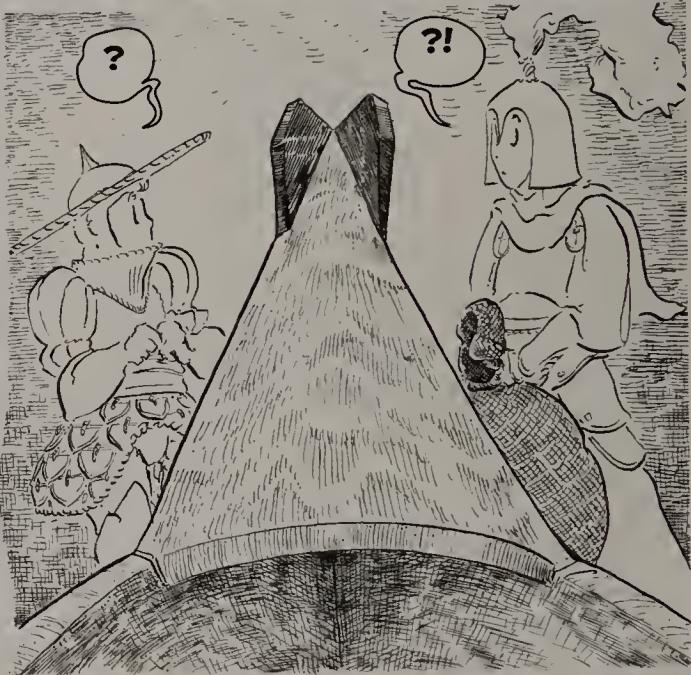
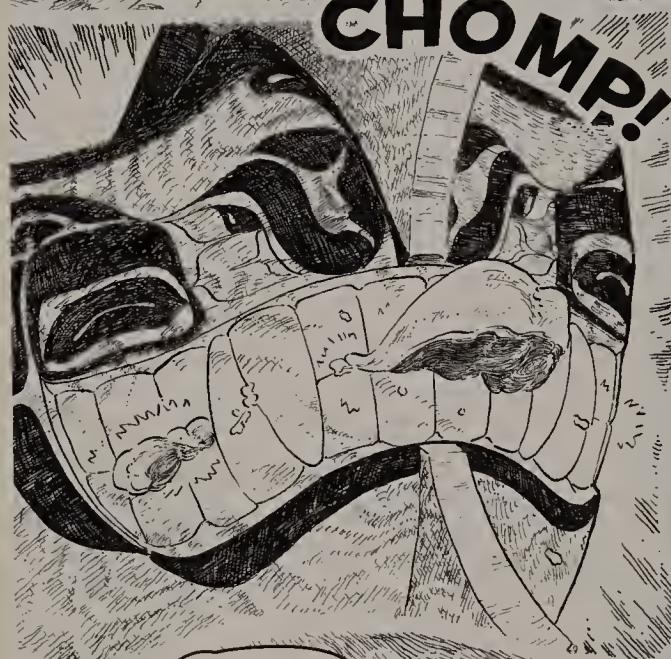
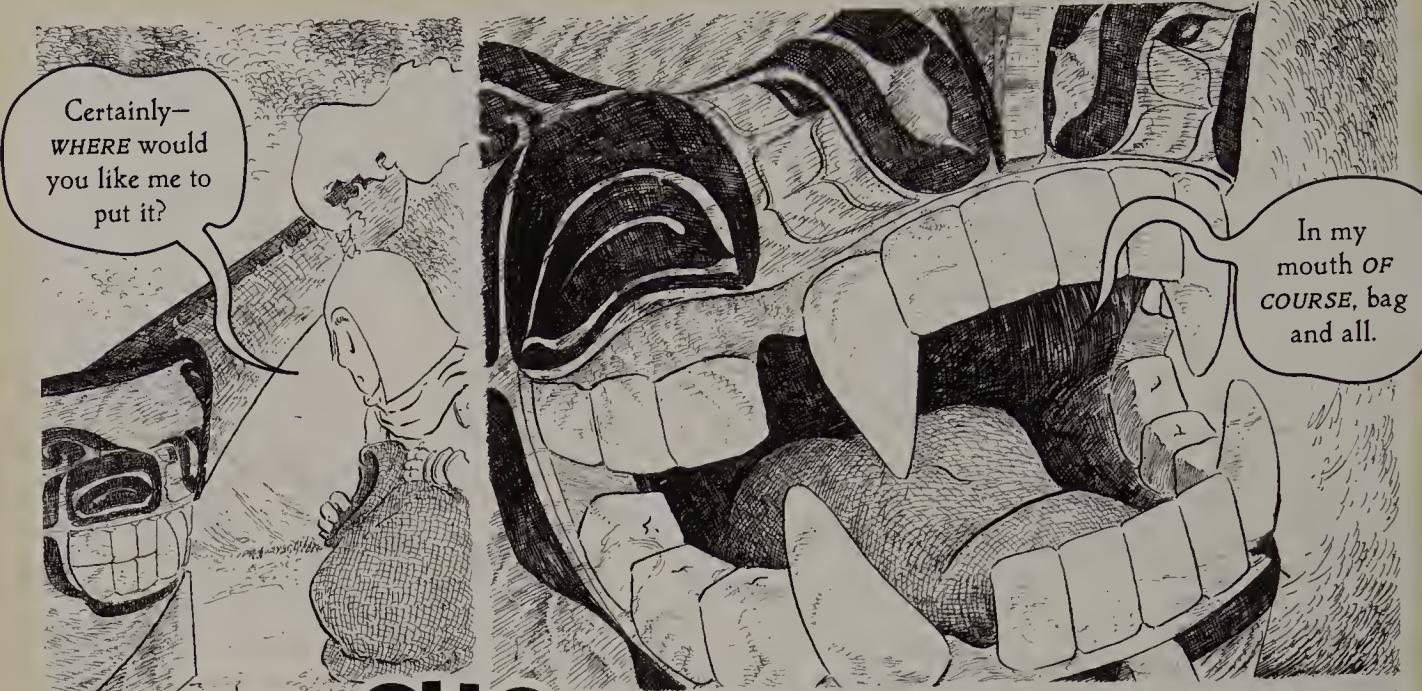




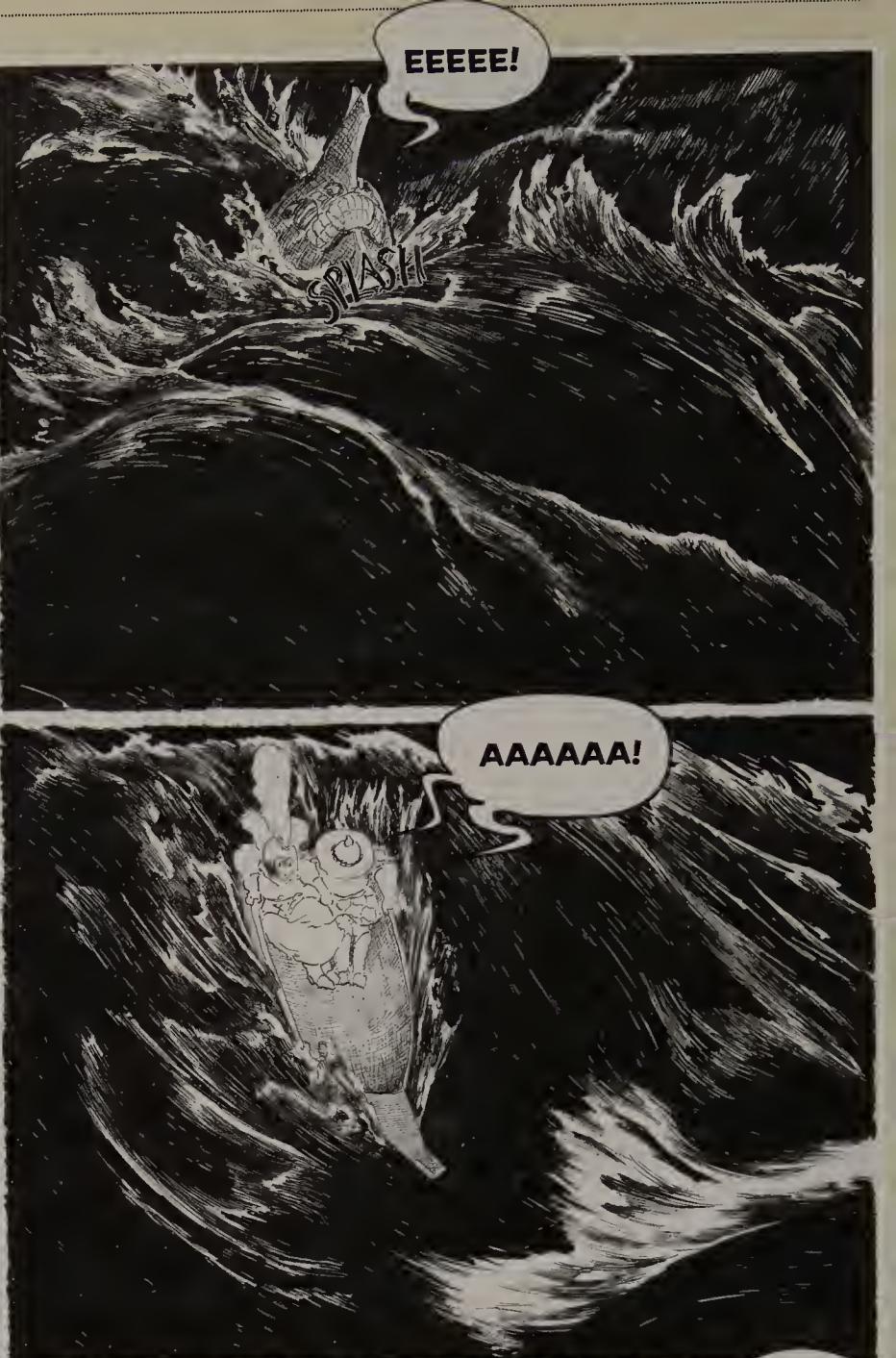




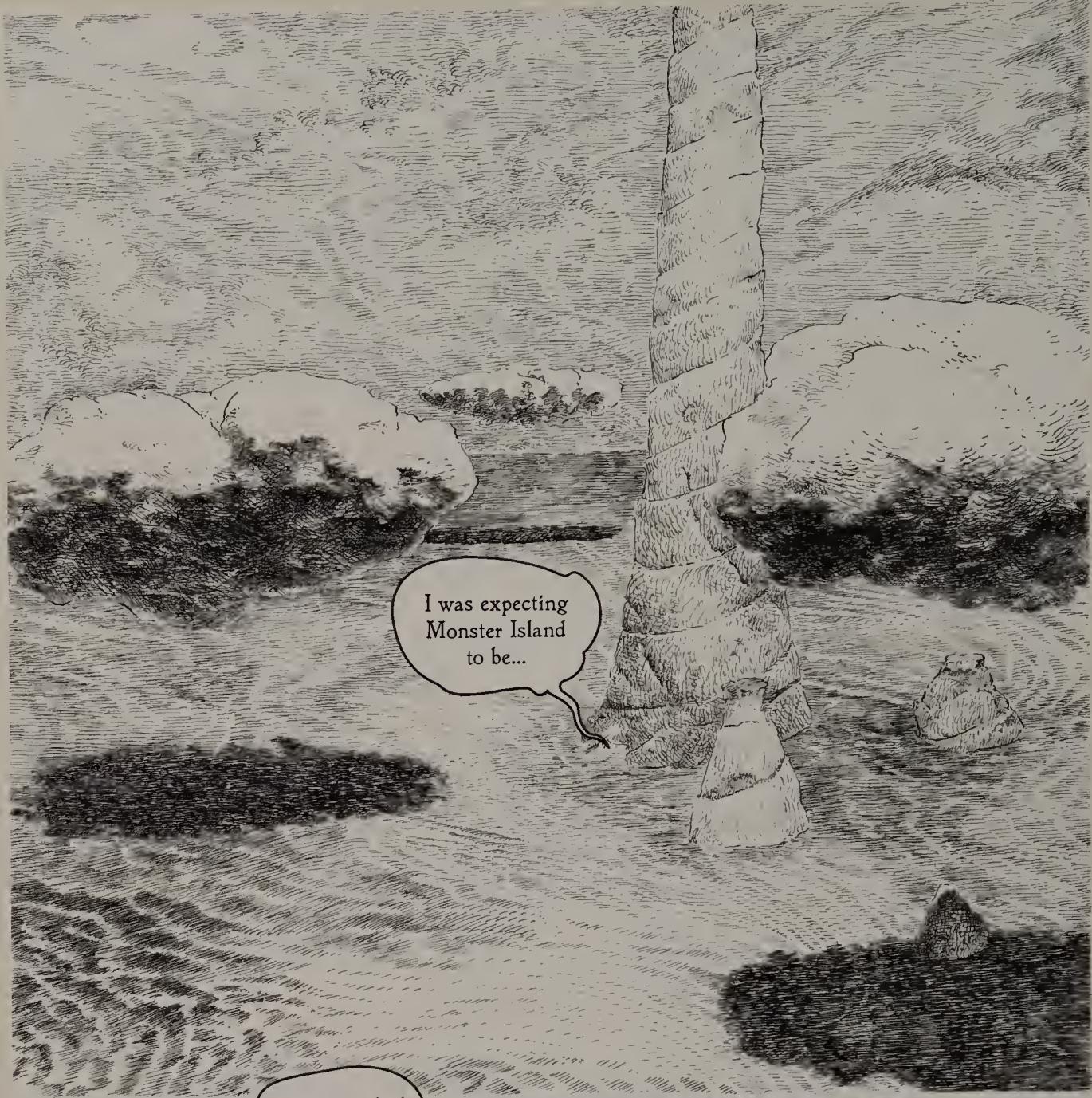








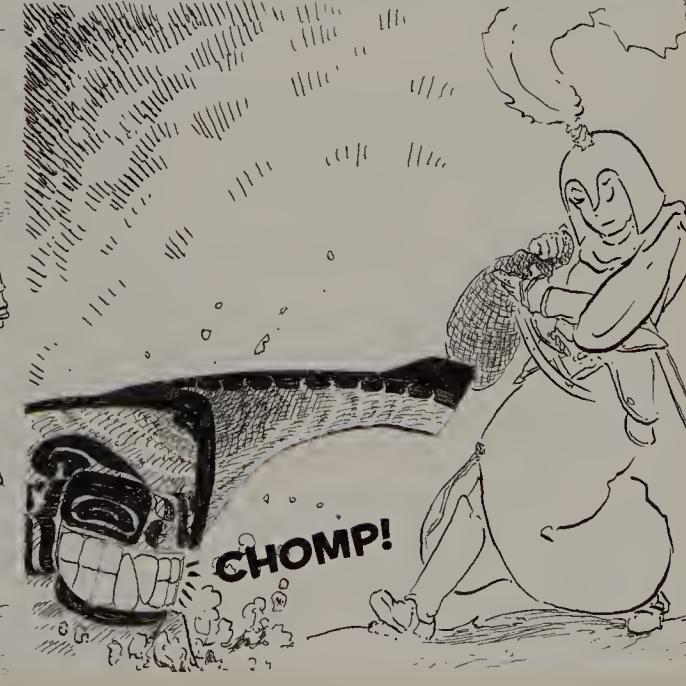




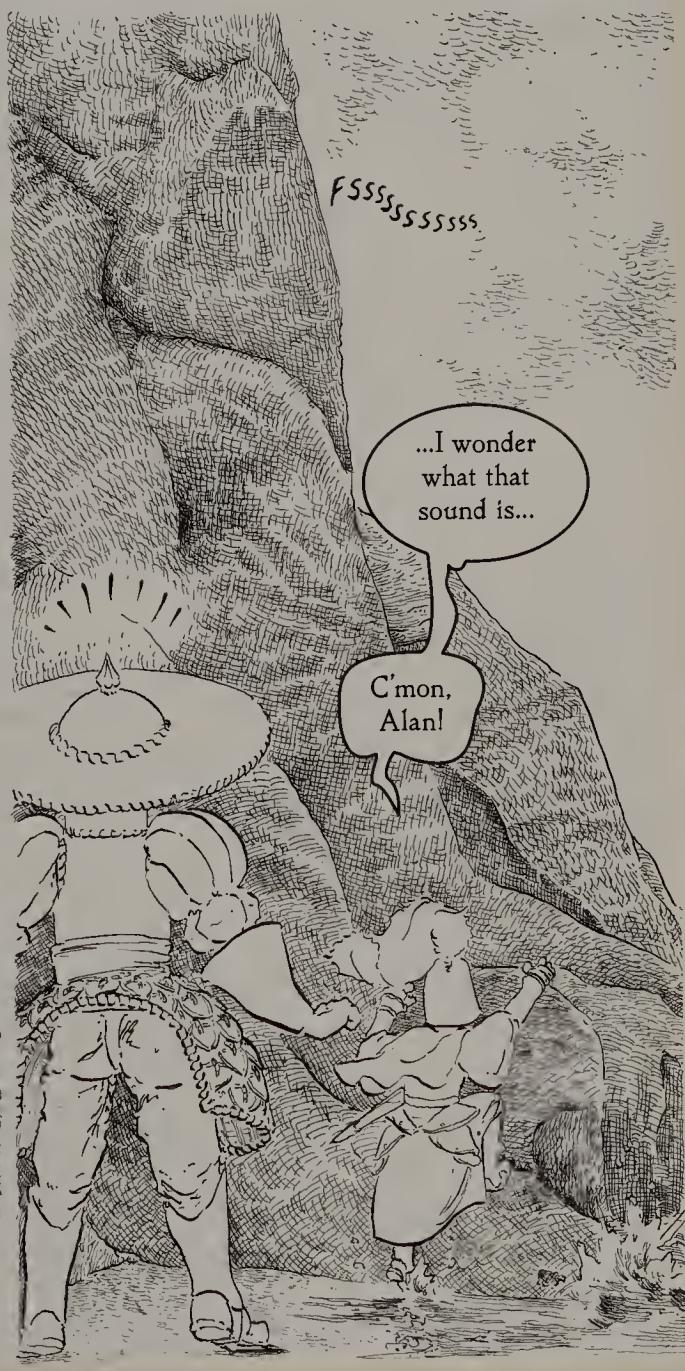
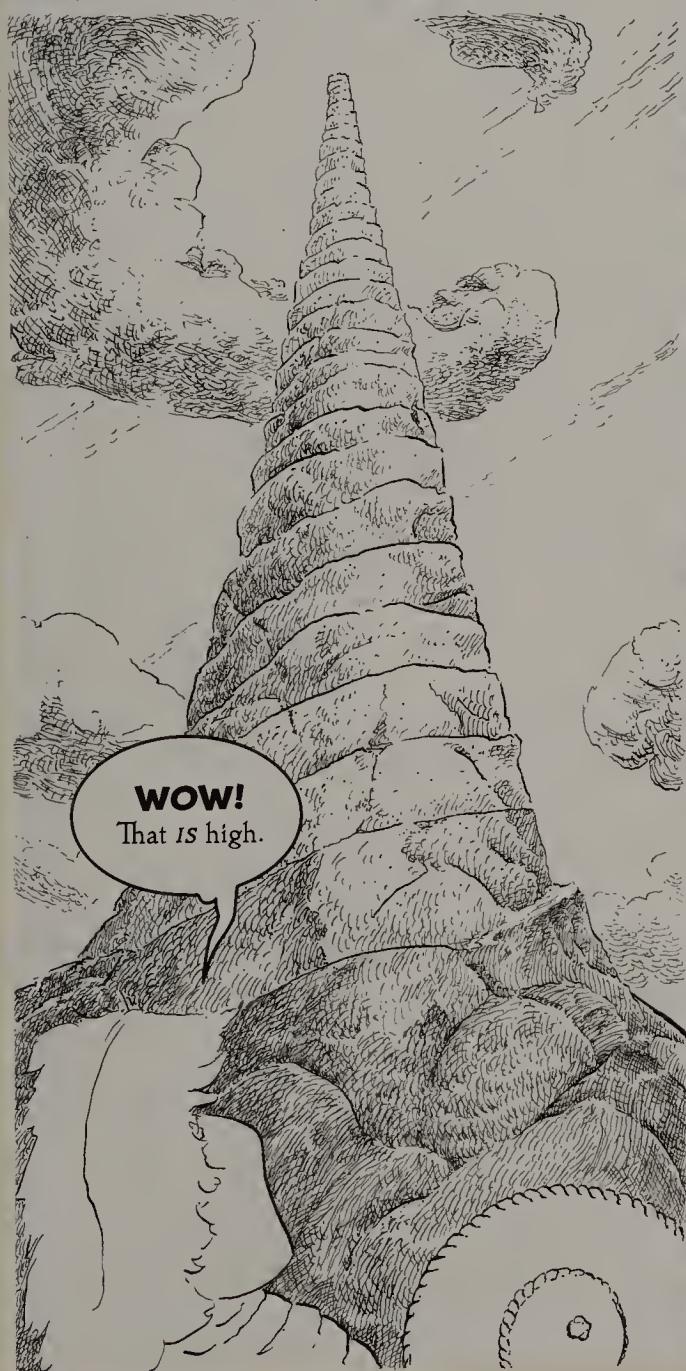
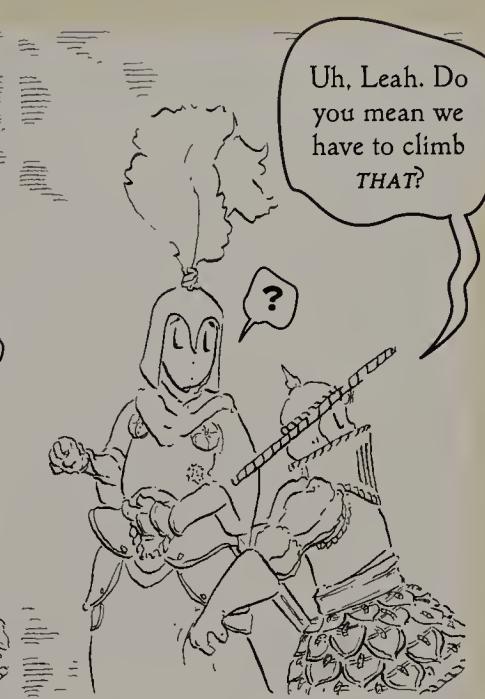
...a great deal
bigger than
THIS!

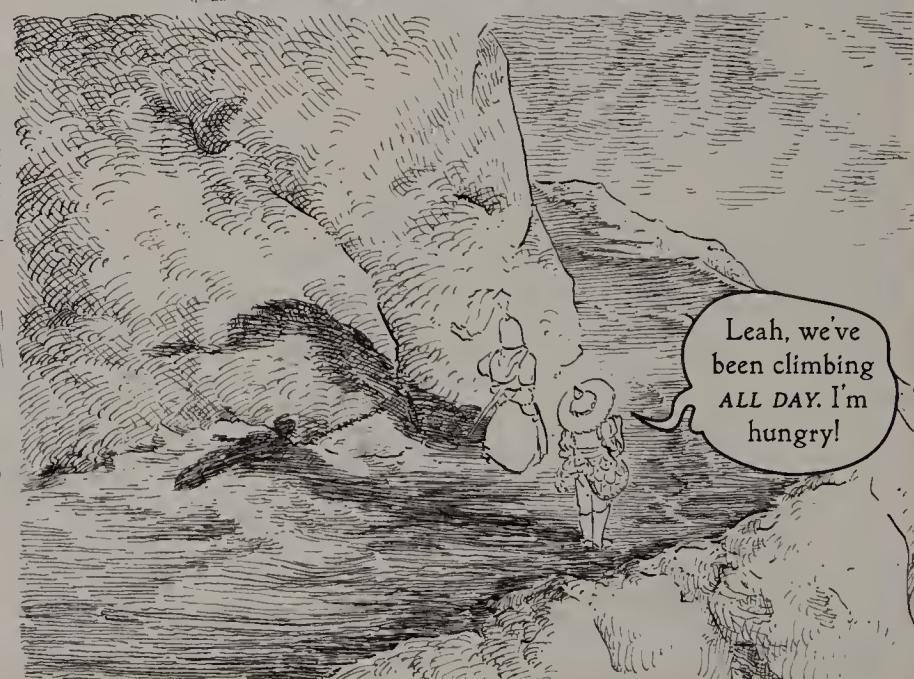
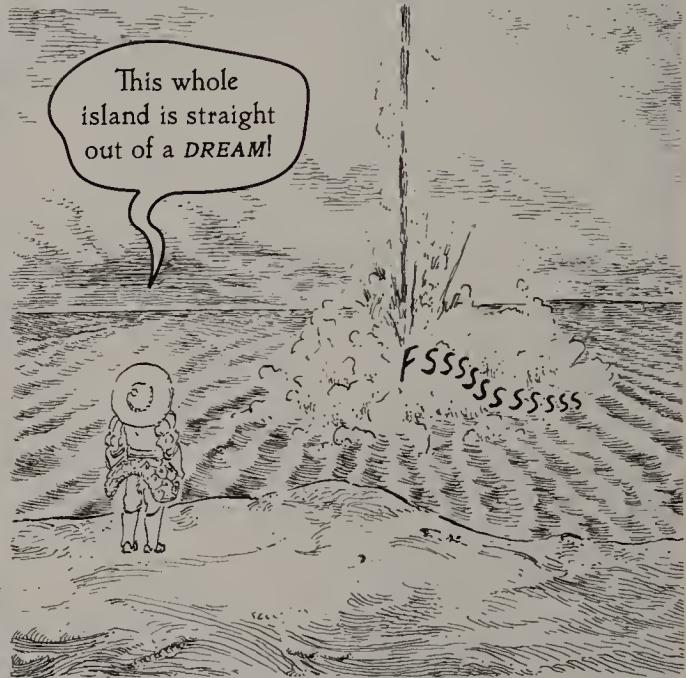
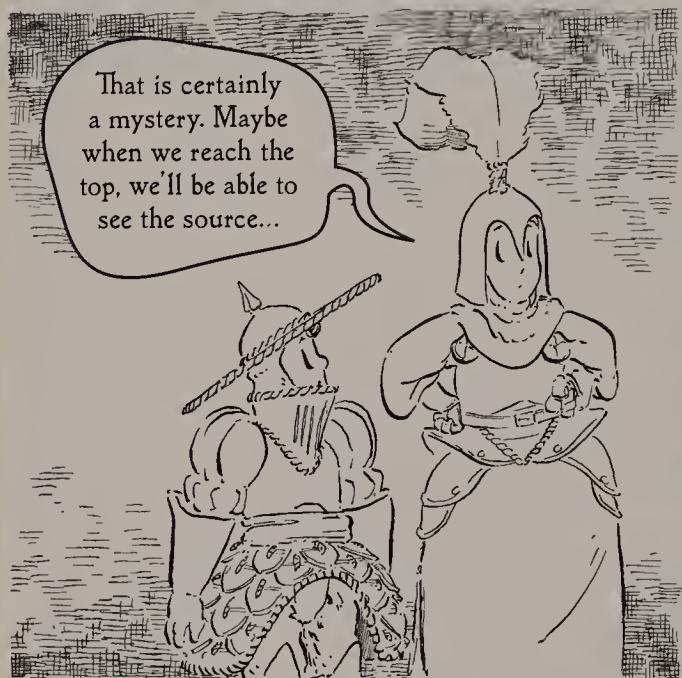
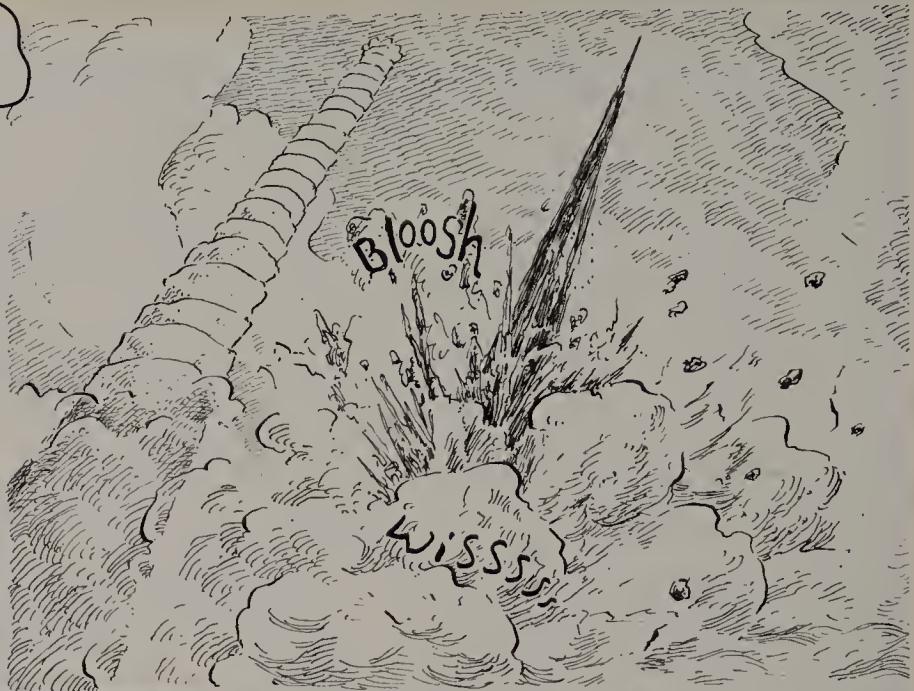
You're right...
I do remember vast
forests surrounding
this peak..

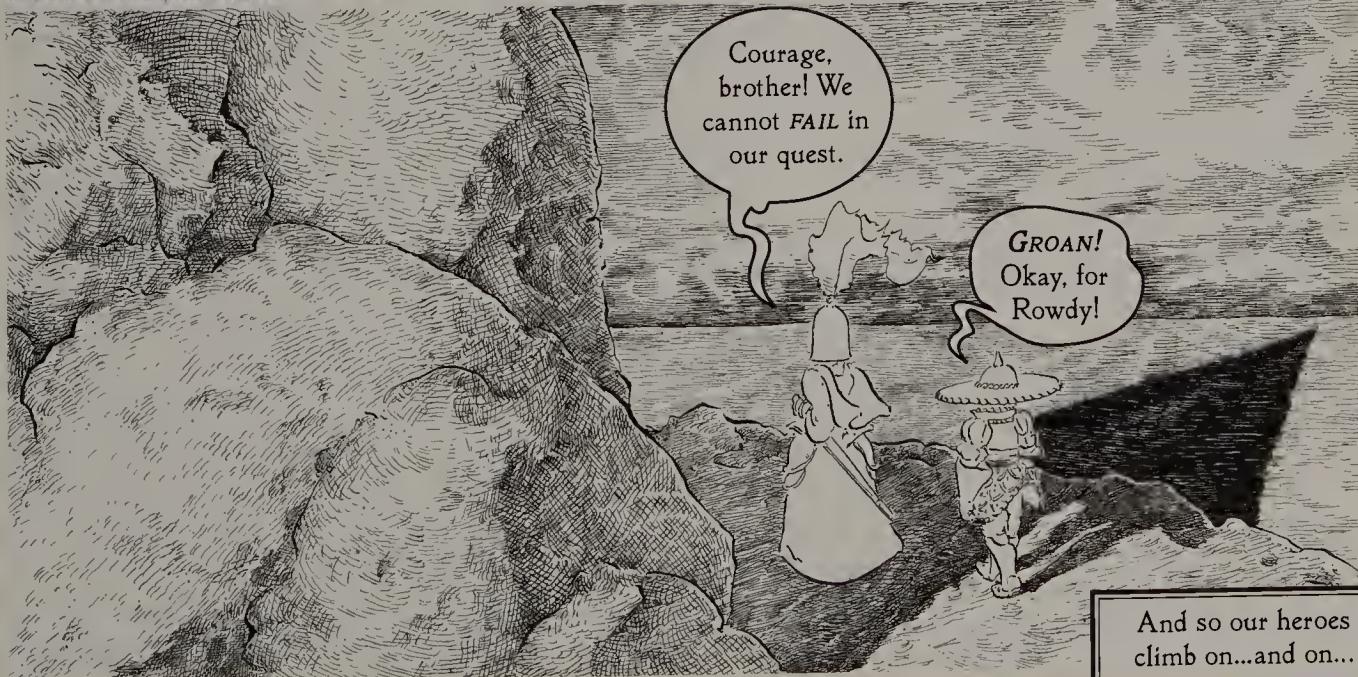








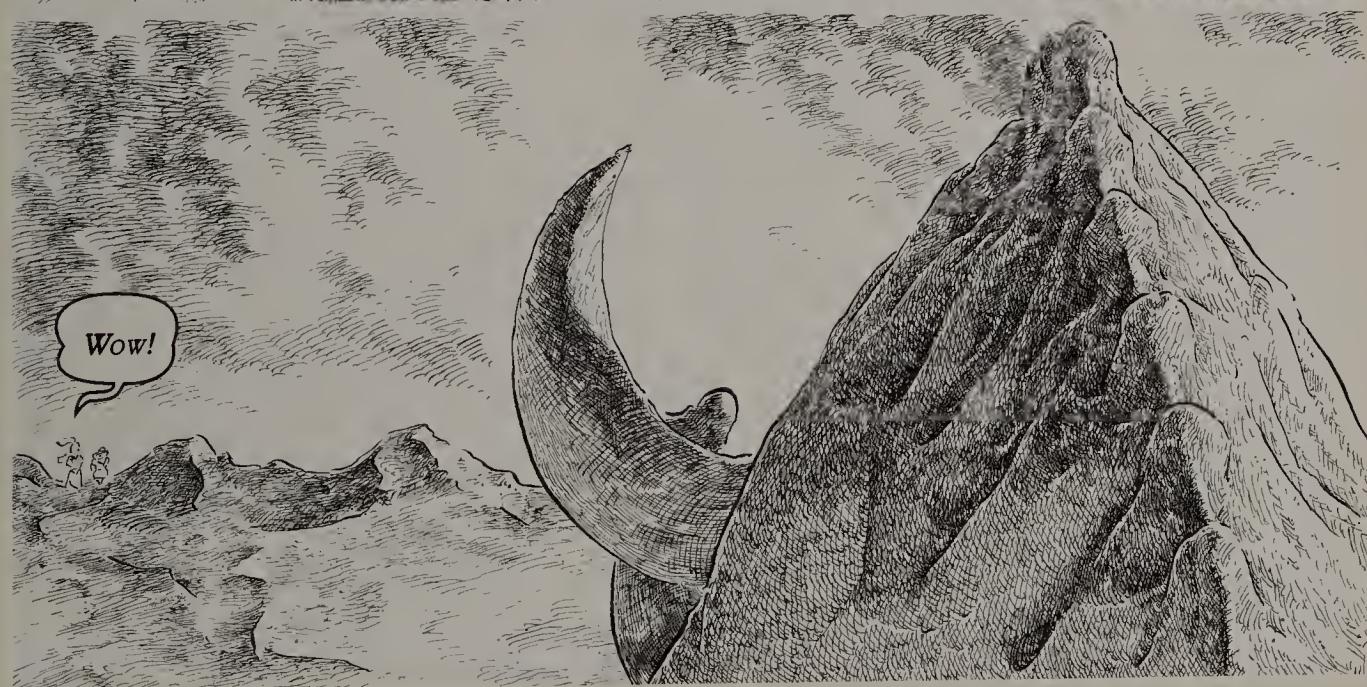




...all through the night...



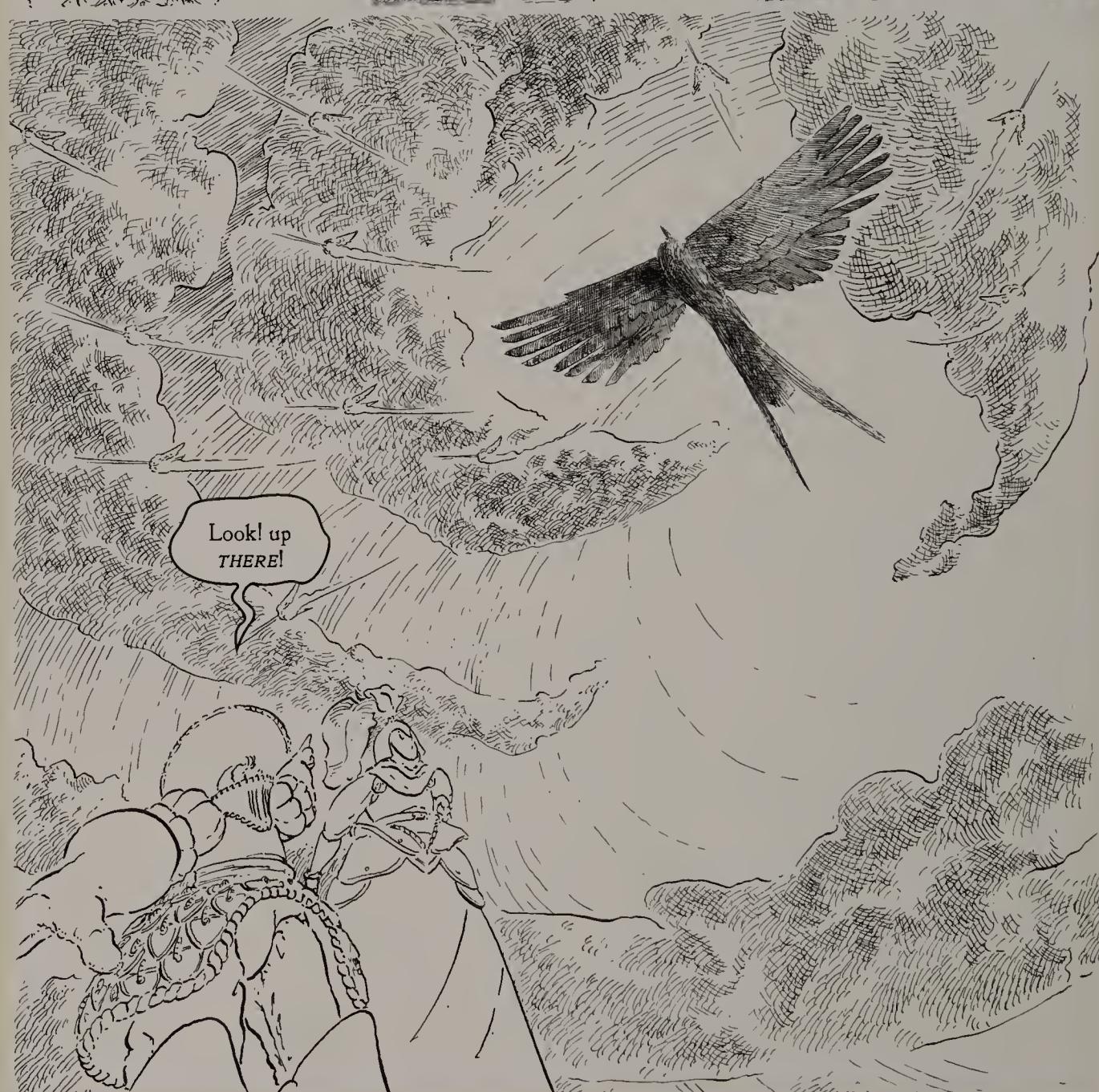
...until morning comes.

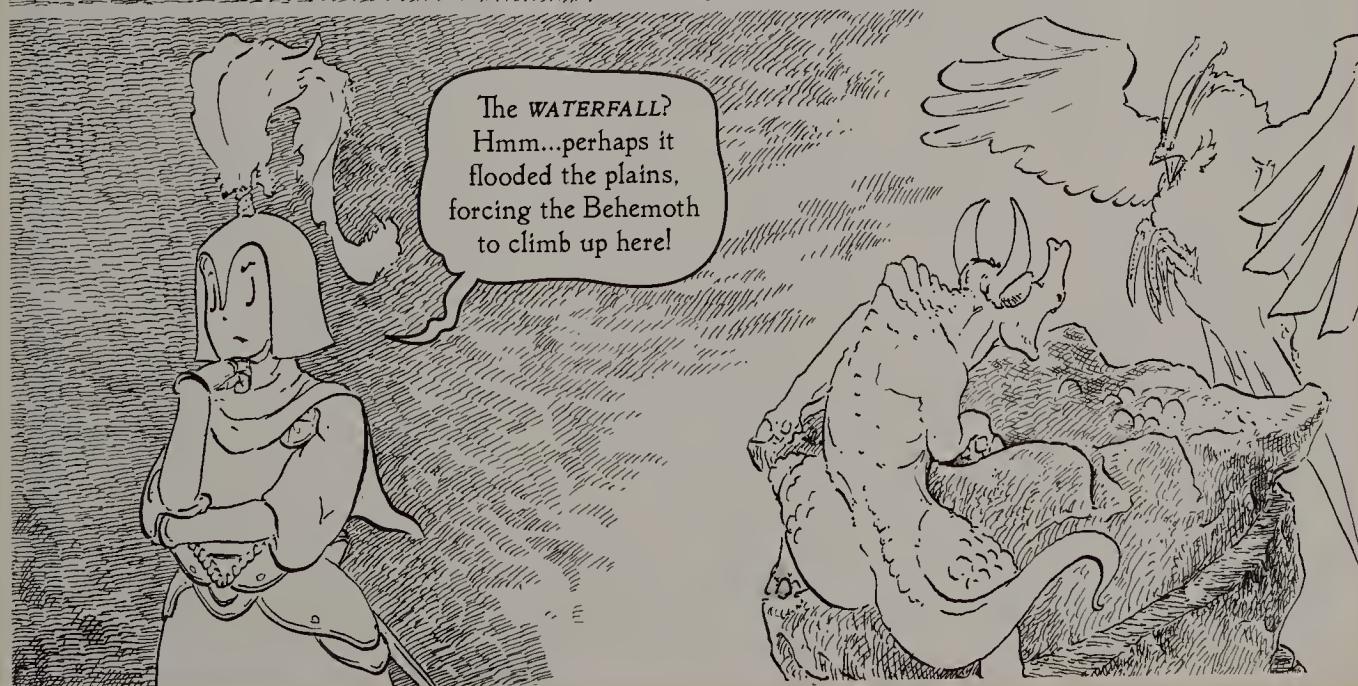
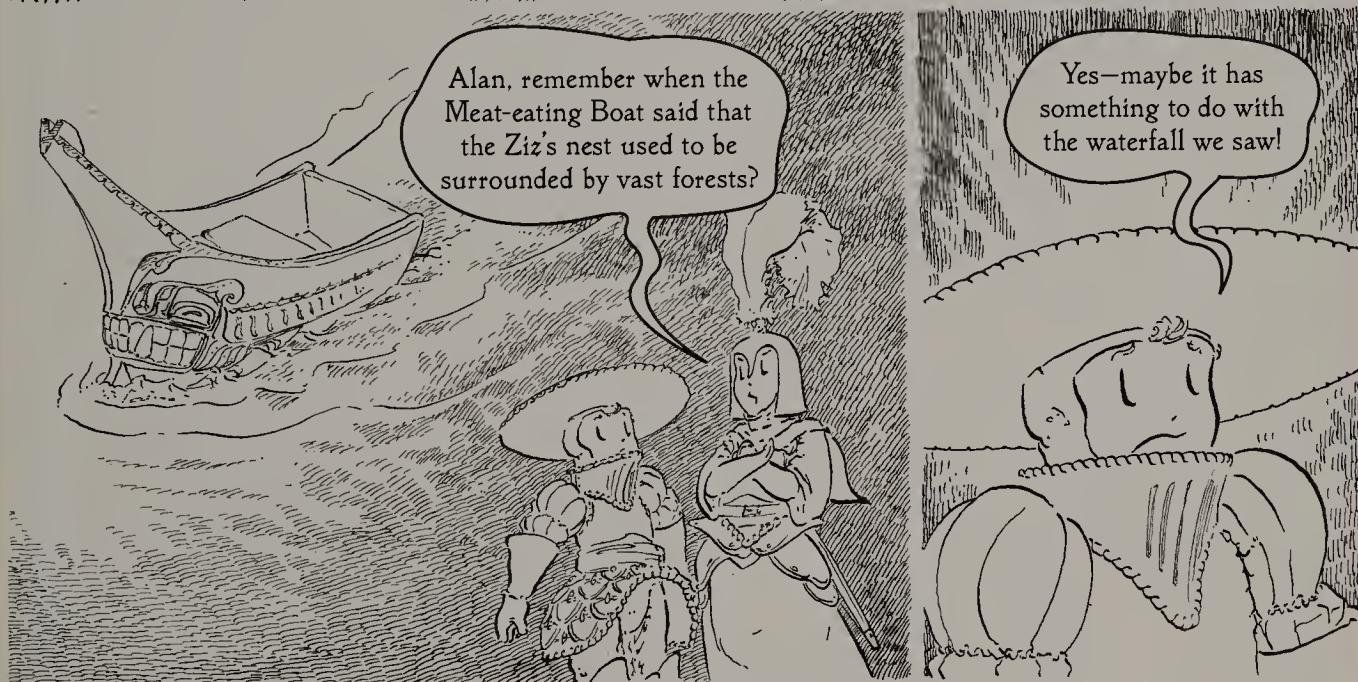


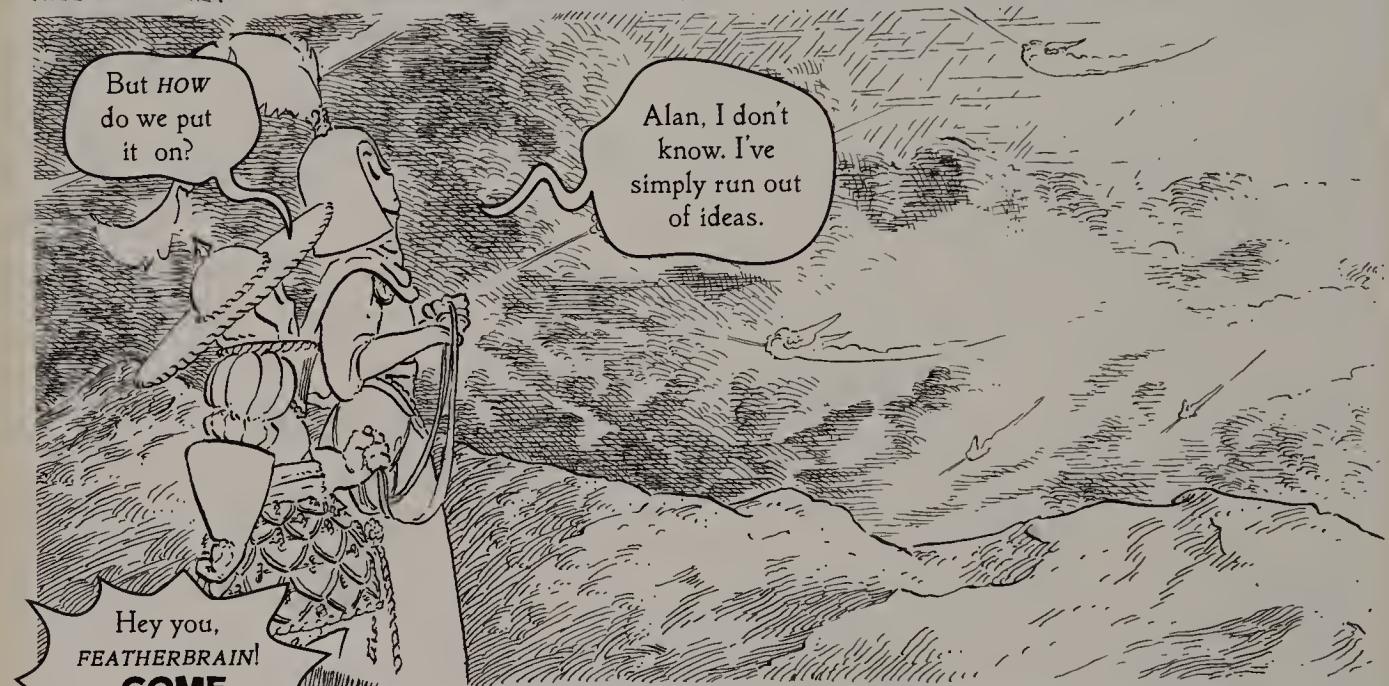
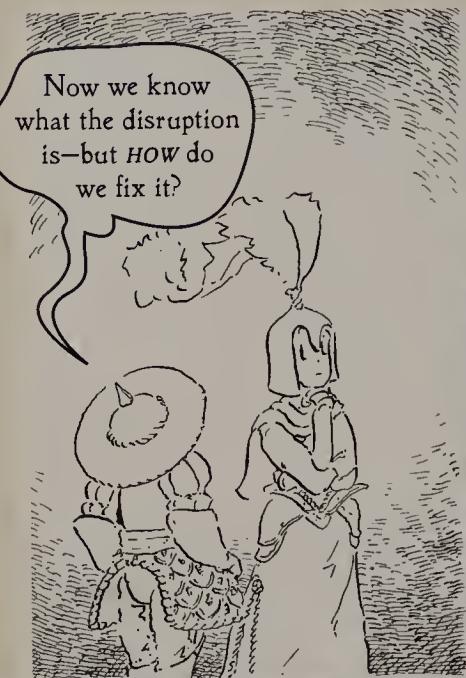




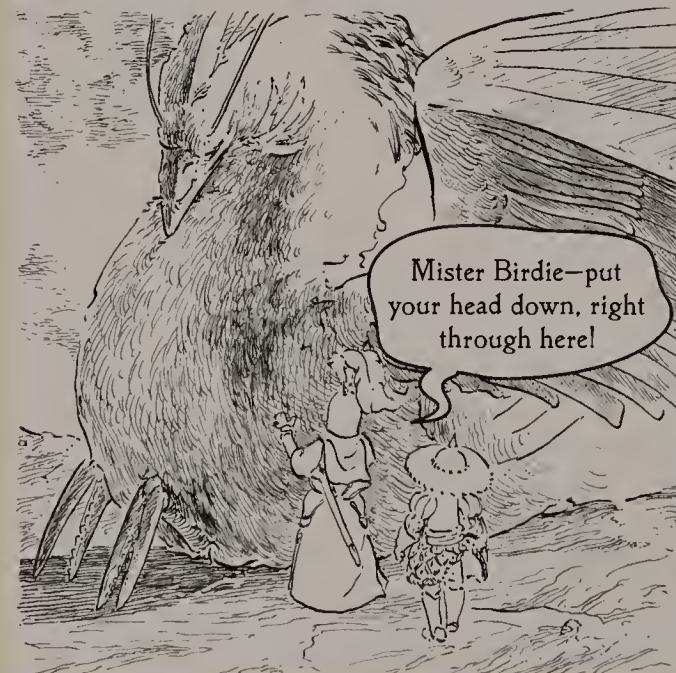
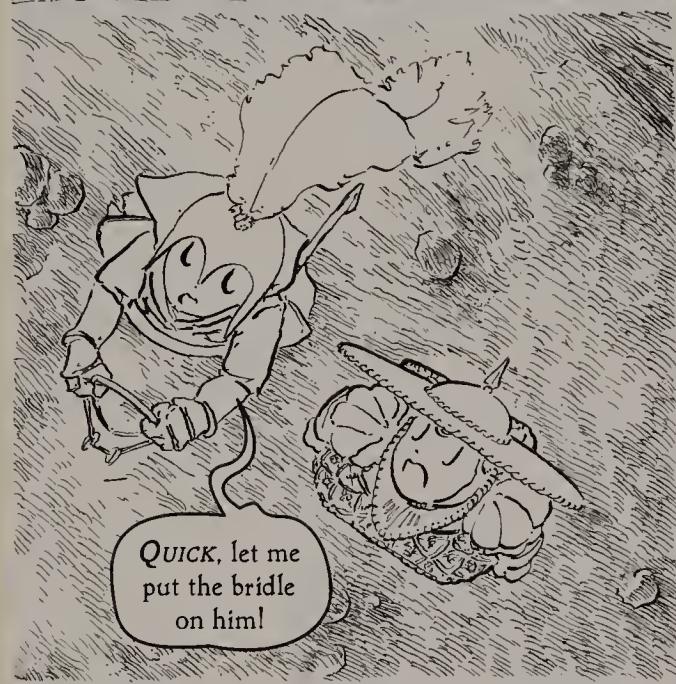
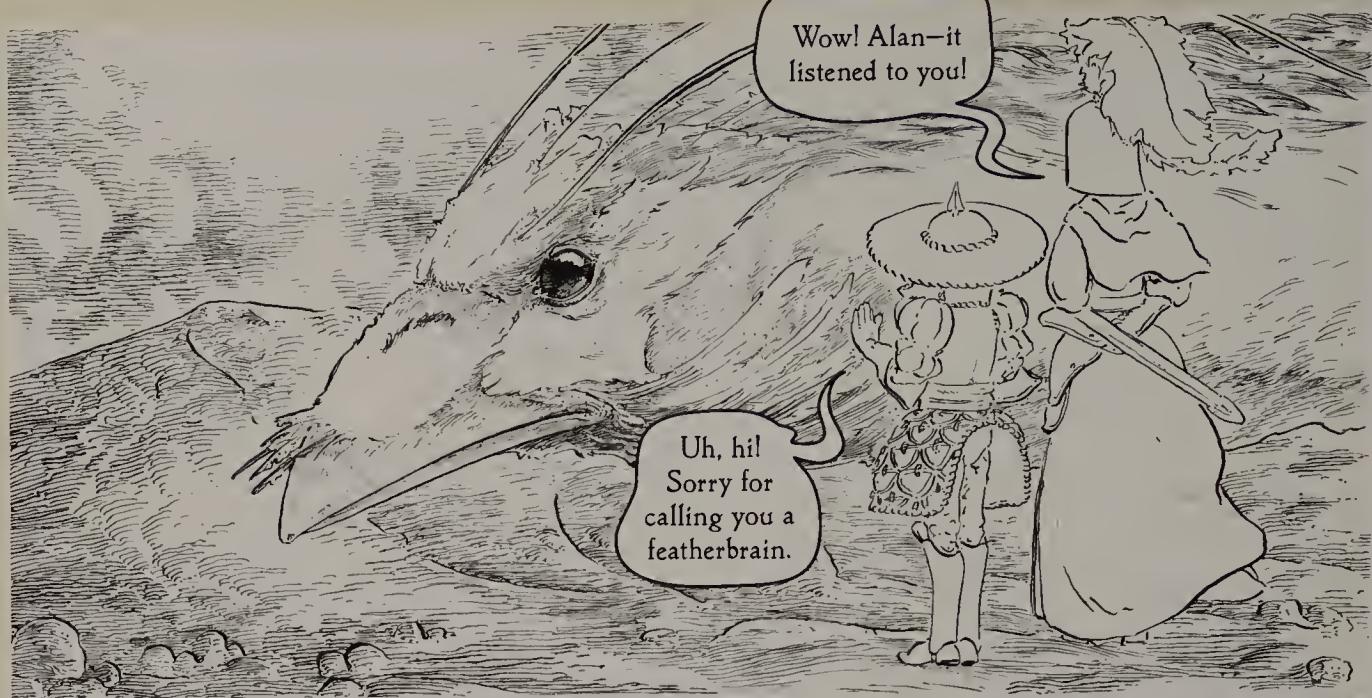
Leah, that
doesn't look like
a *BIRD* to me!

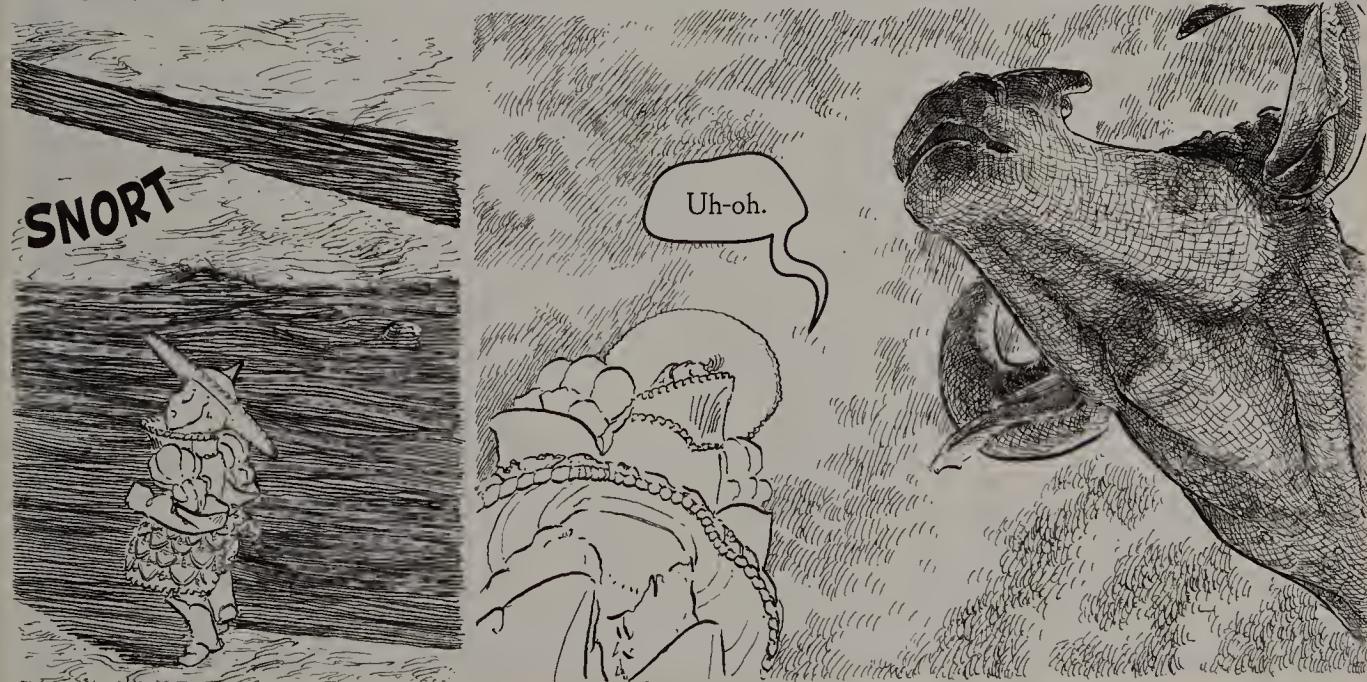


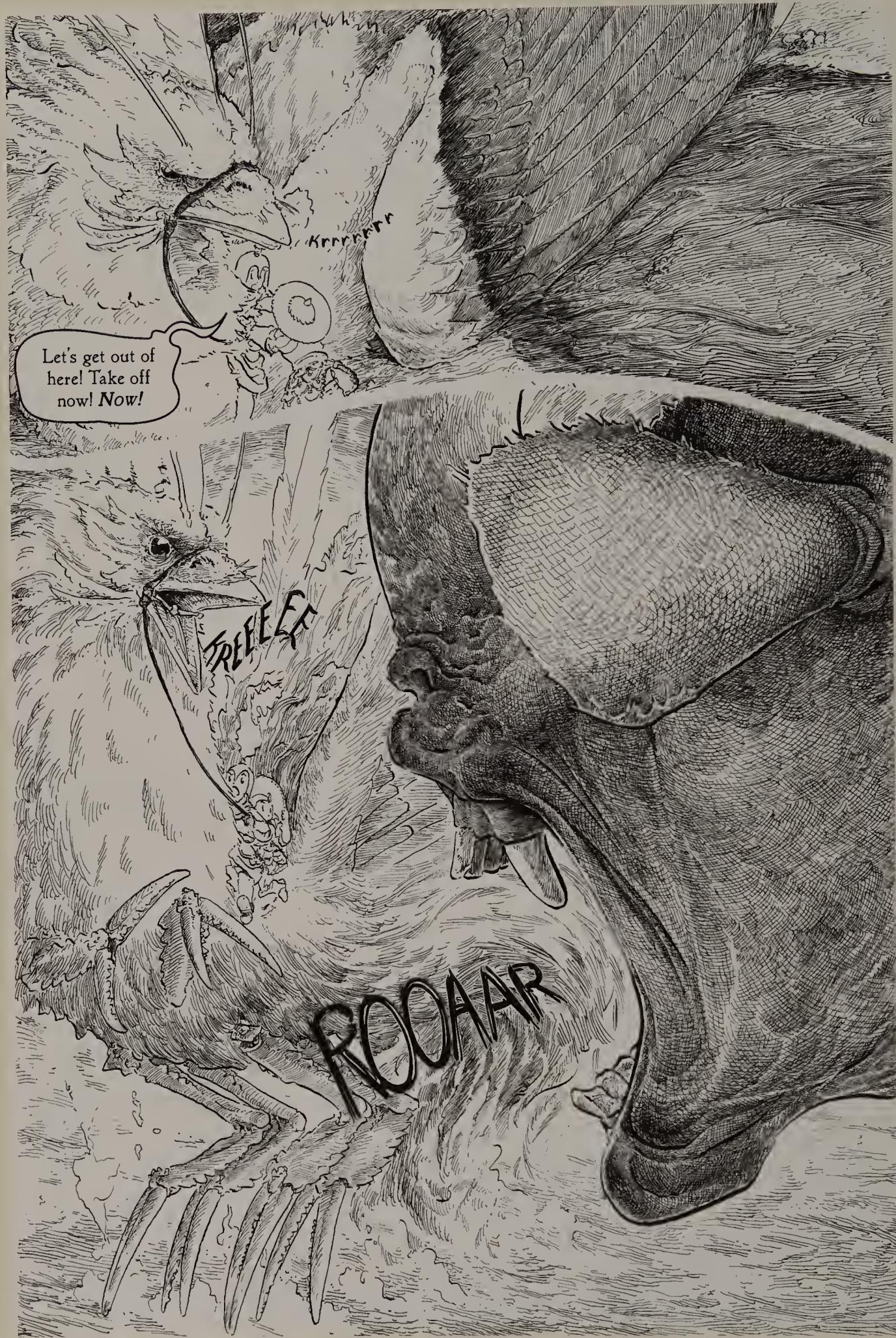


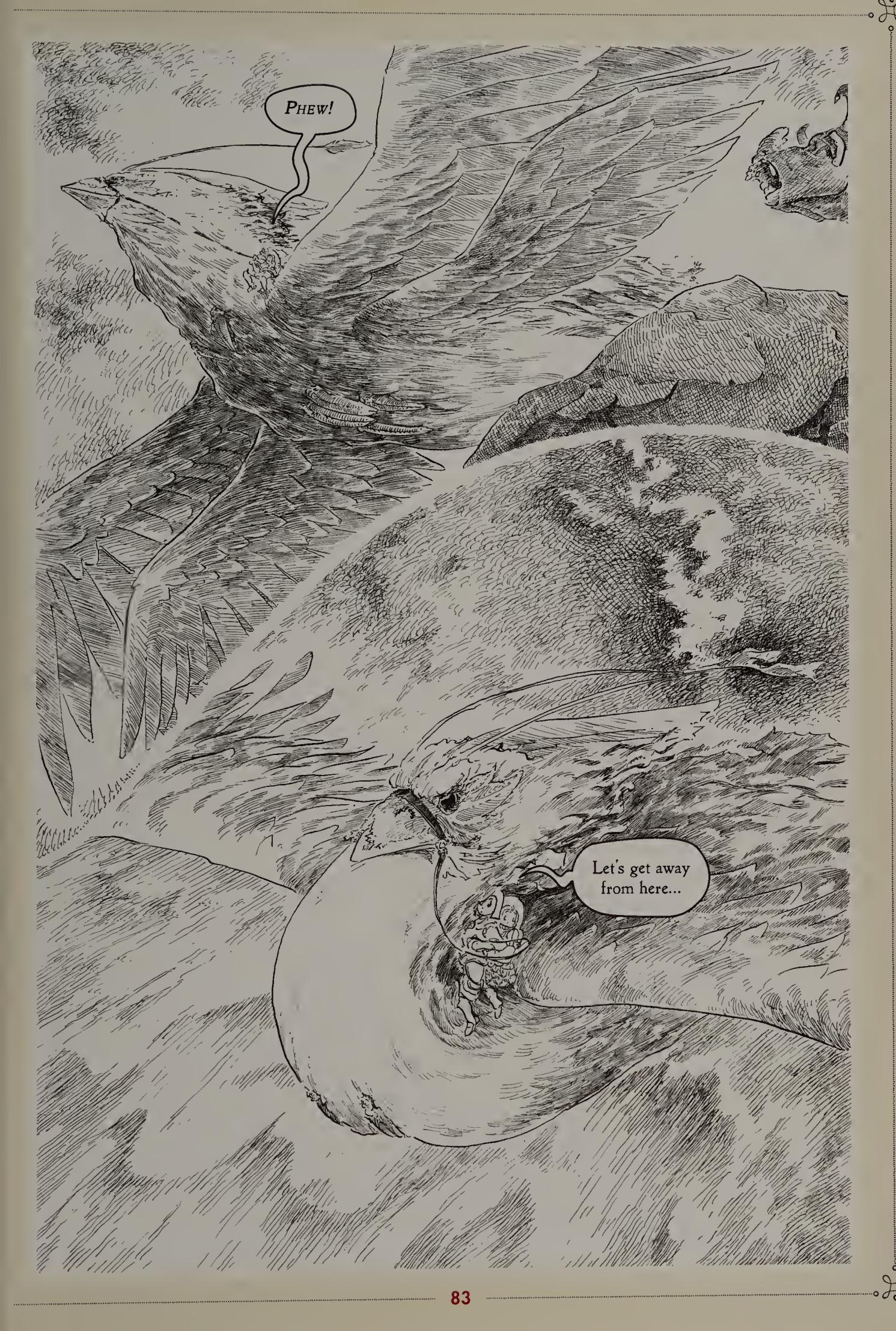




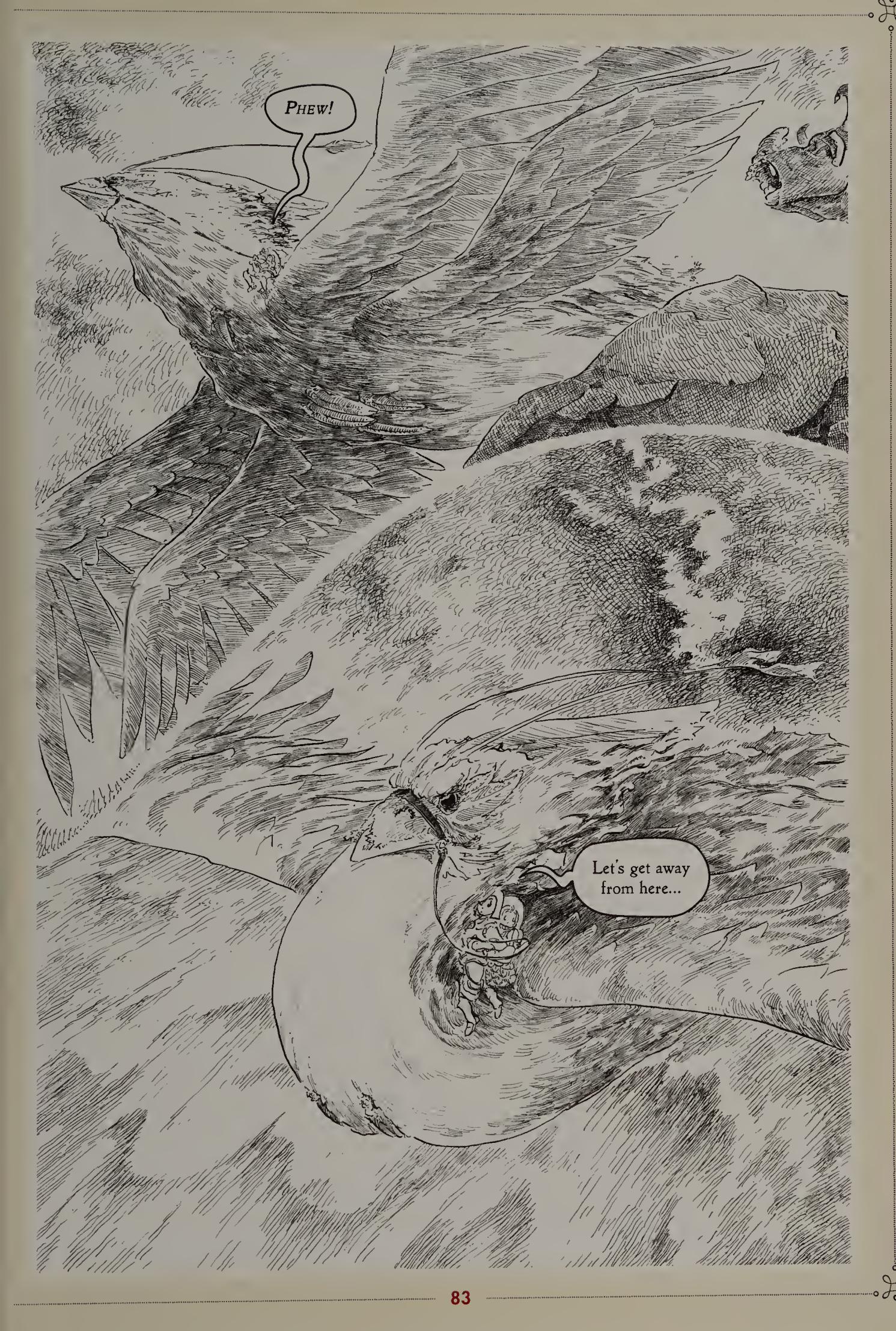




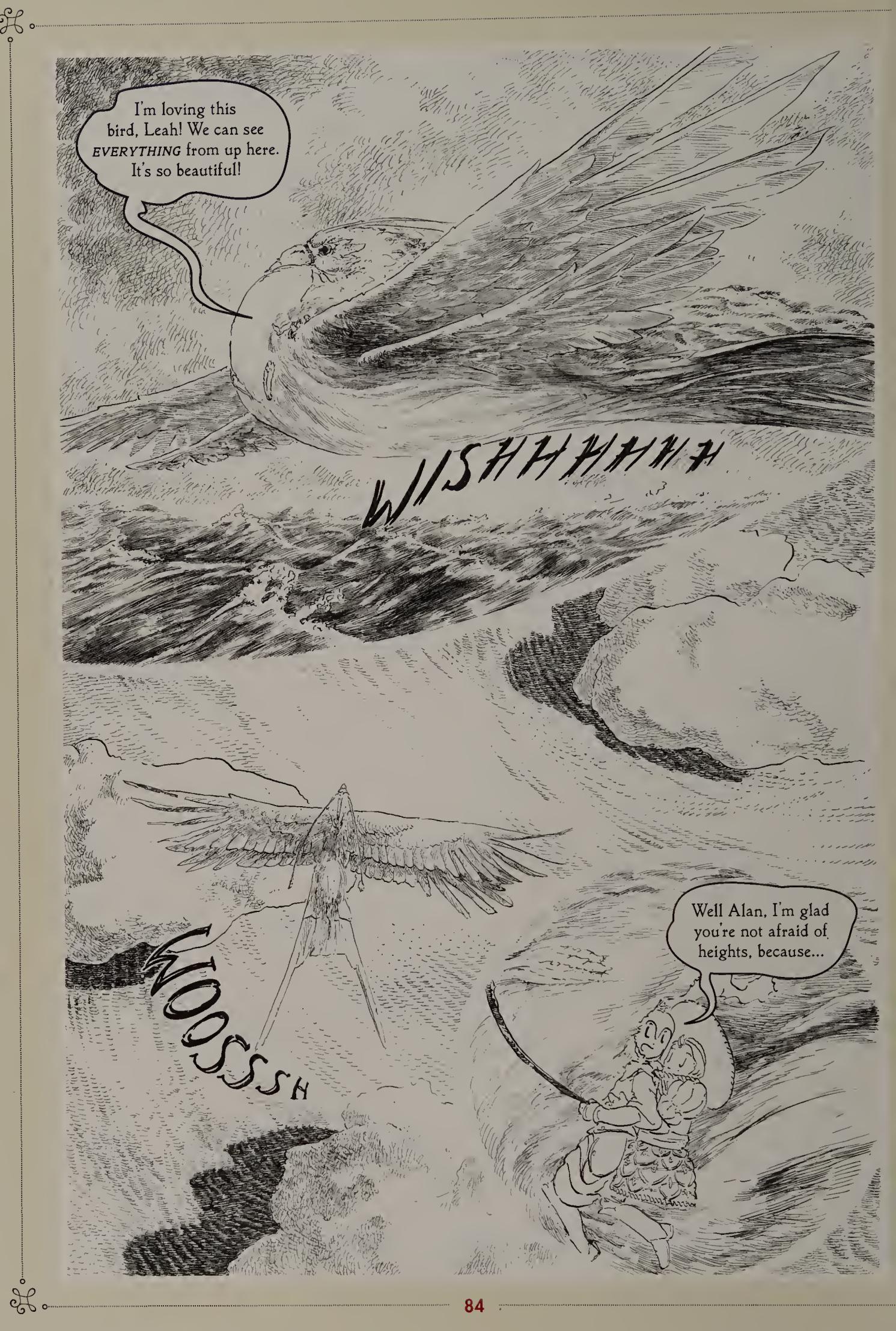




PHEW!



Let's get away
from here...



I'm loving this
bird, Leah! We can see
EVERYTHING from up here.
It's so beautiful!

WISHHHHHHH

WOSSSS

Well Alan, I'm glad
you're not afraid of
heights, because...



...we're going
UP!

Leah!
LEAH, LOOK!
A giant faucet!



It looks like some
careless person has left
the faucet running.

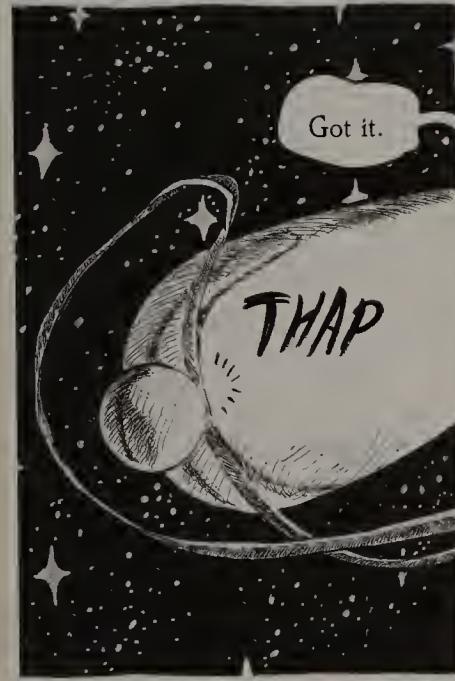
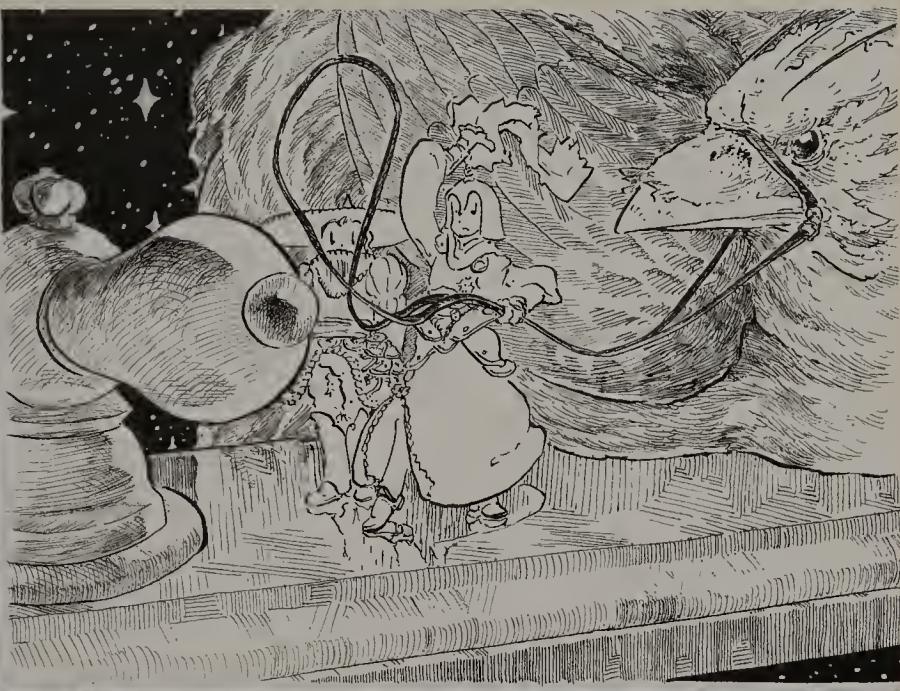
It sure
wasn't me,
Leah!



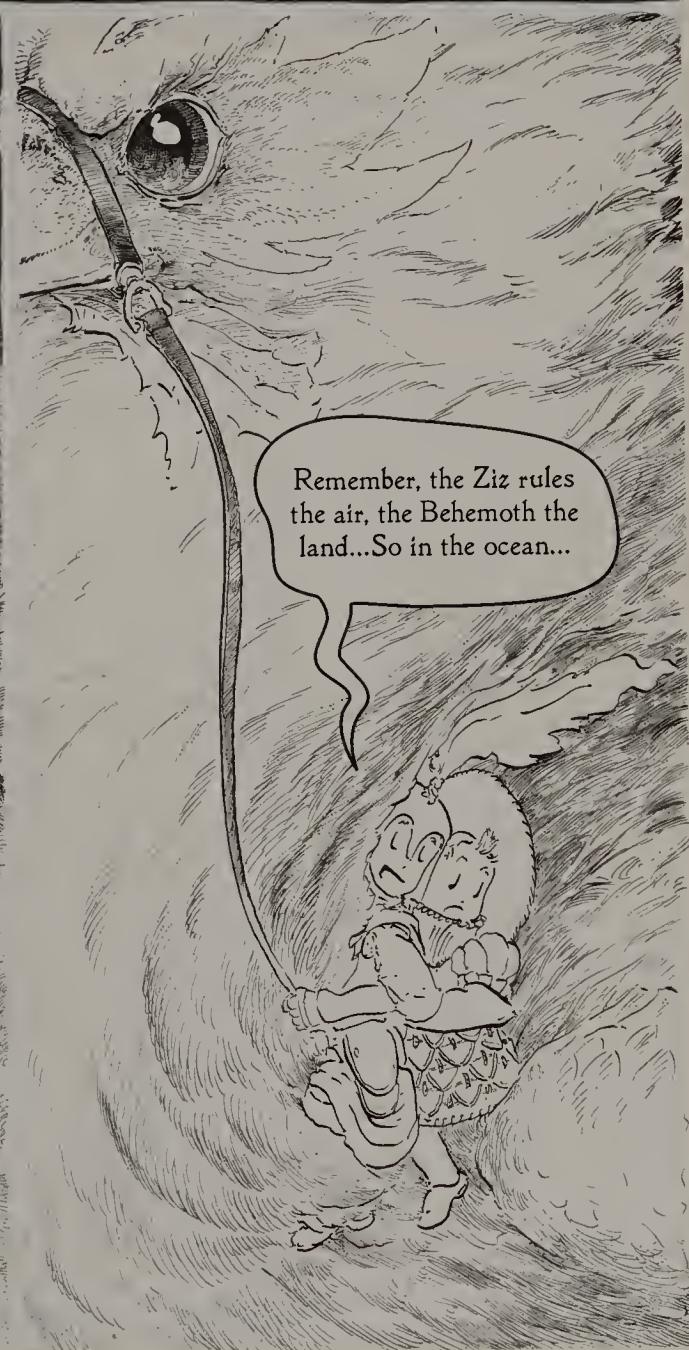
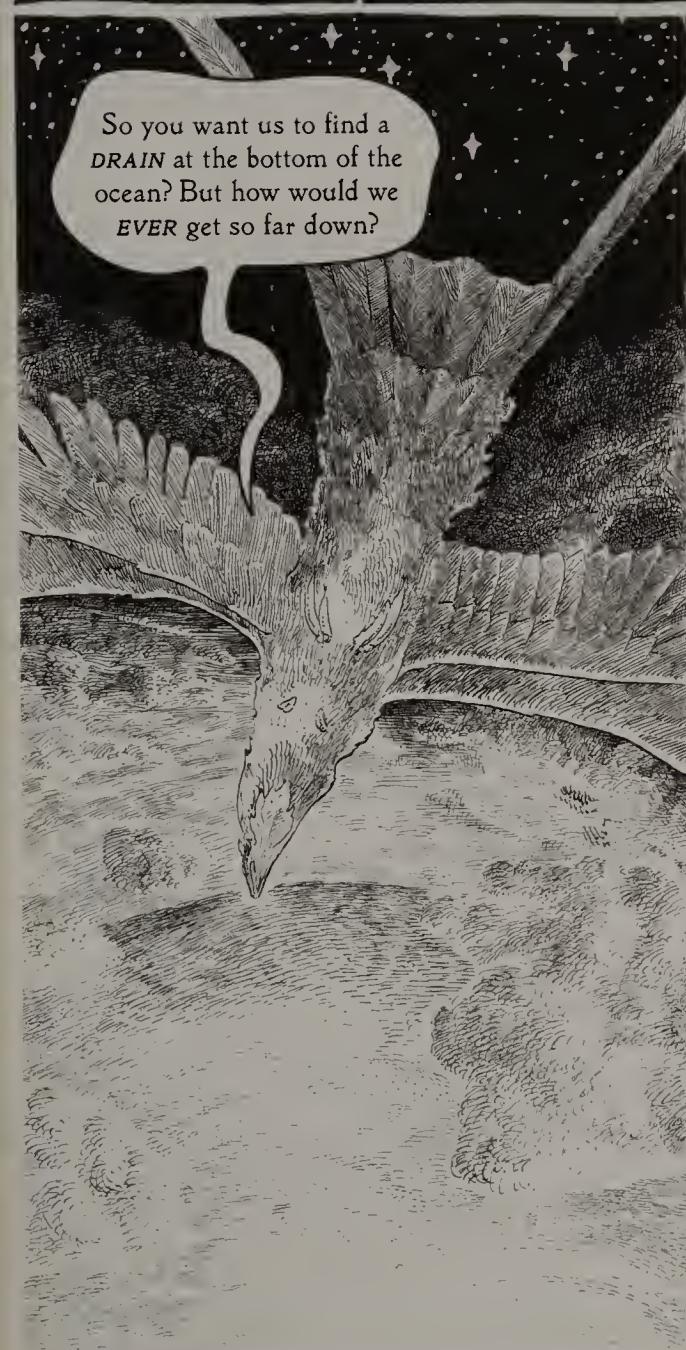
Go on now,
Ziz, sit down!

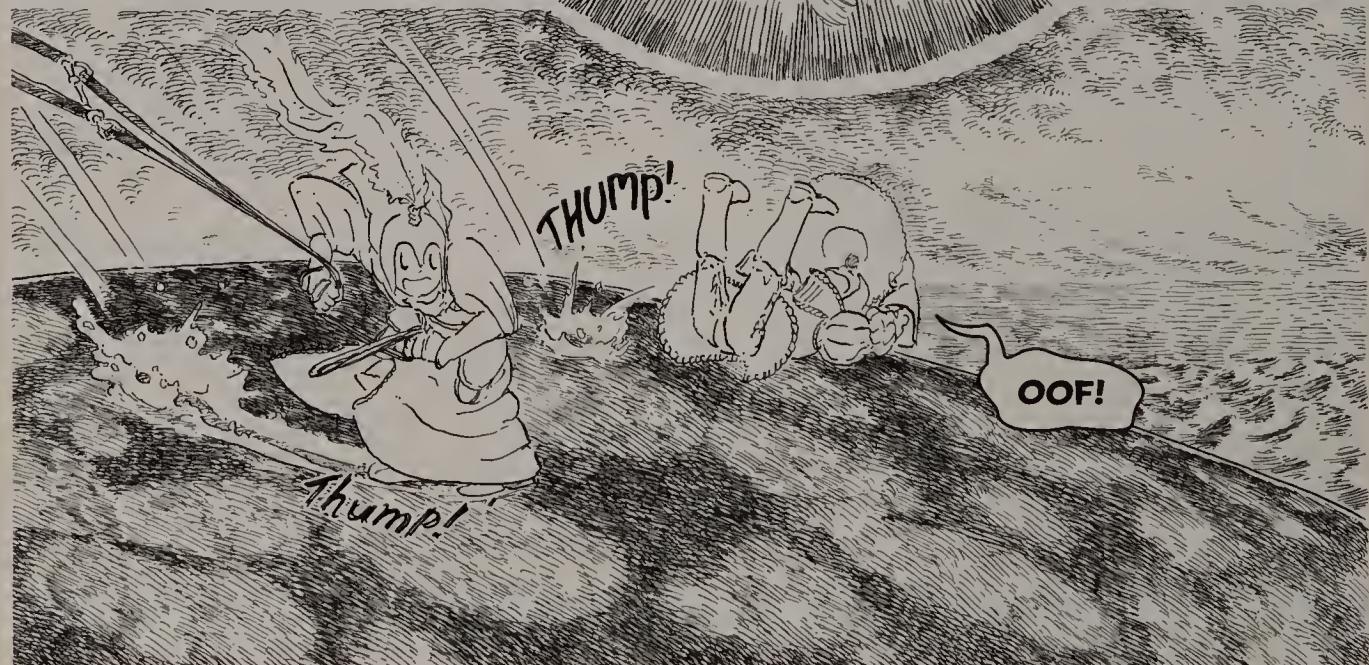
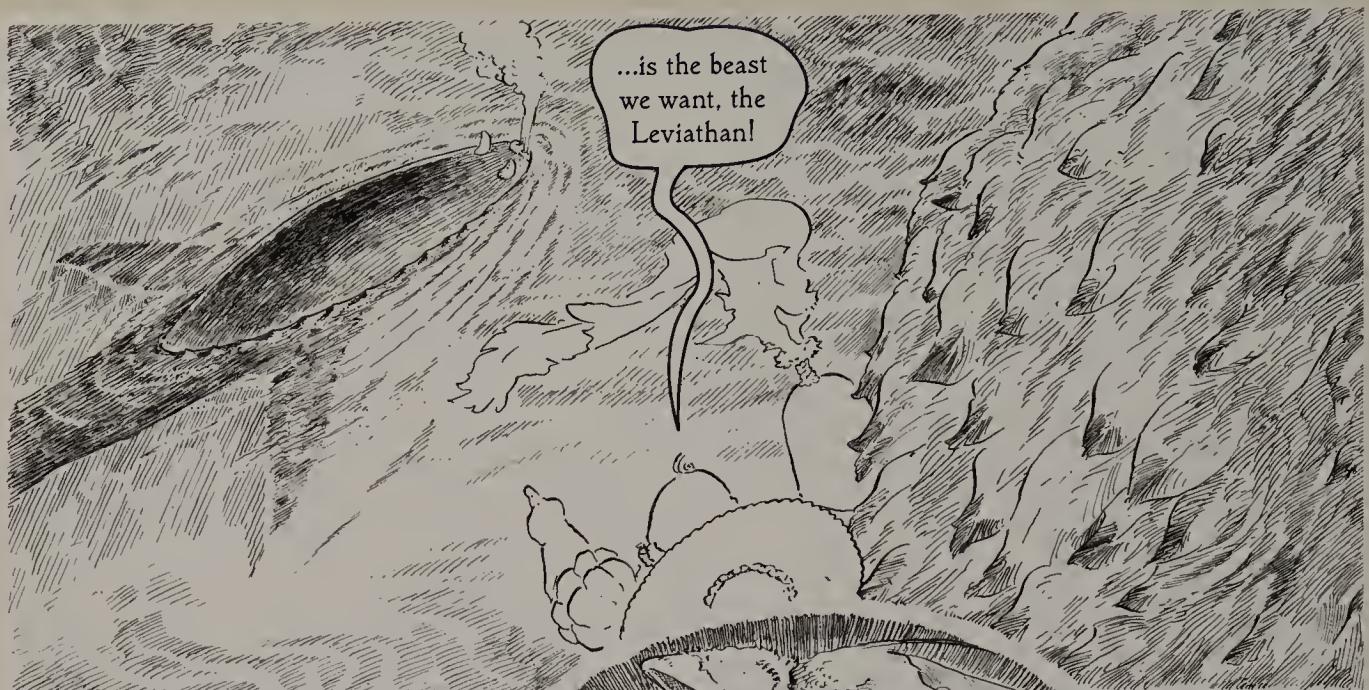


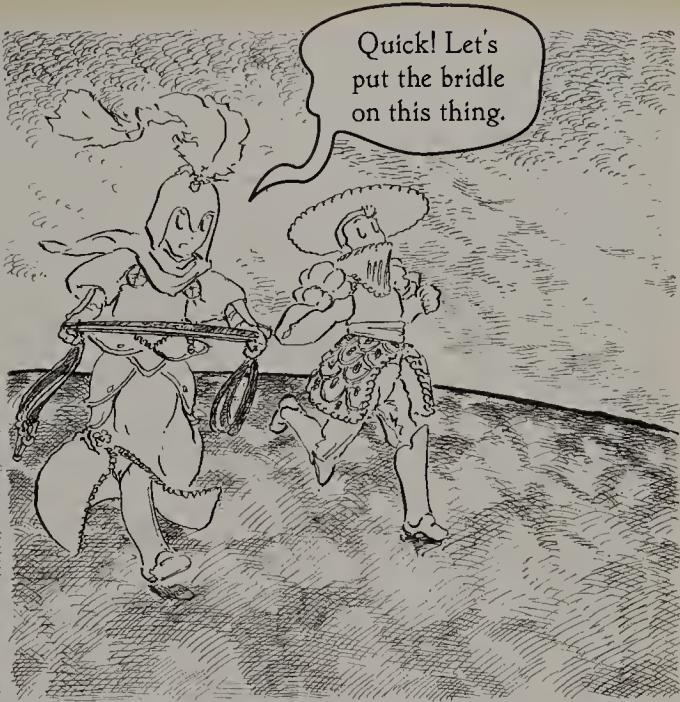
Well—I guess we
should do the right
thing and turn this
faucet off.

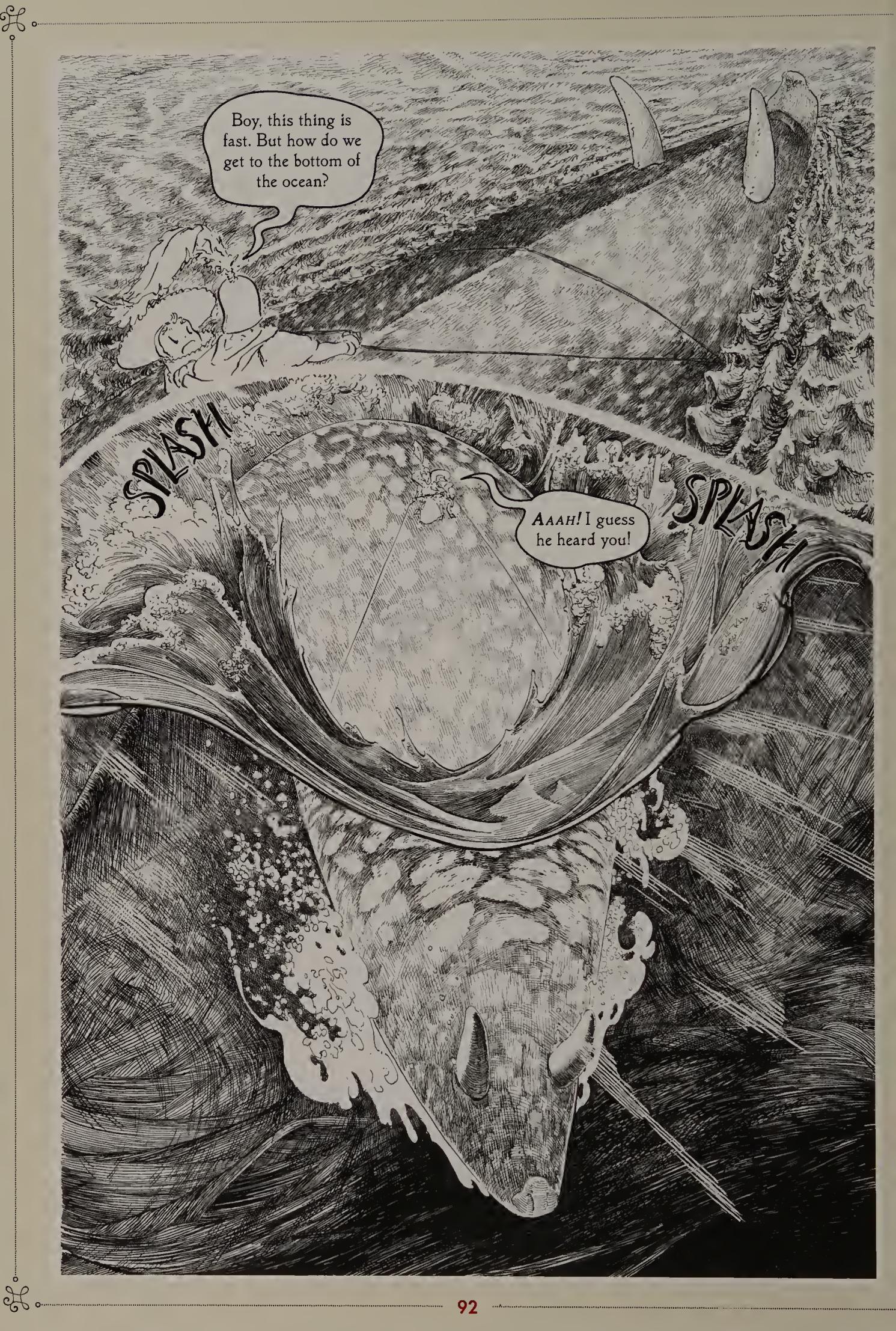










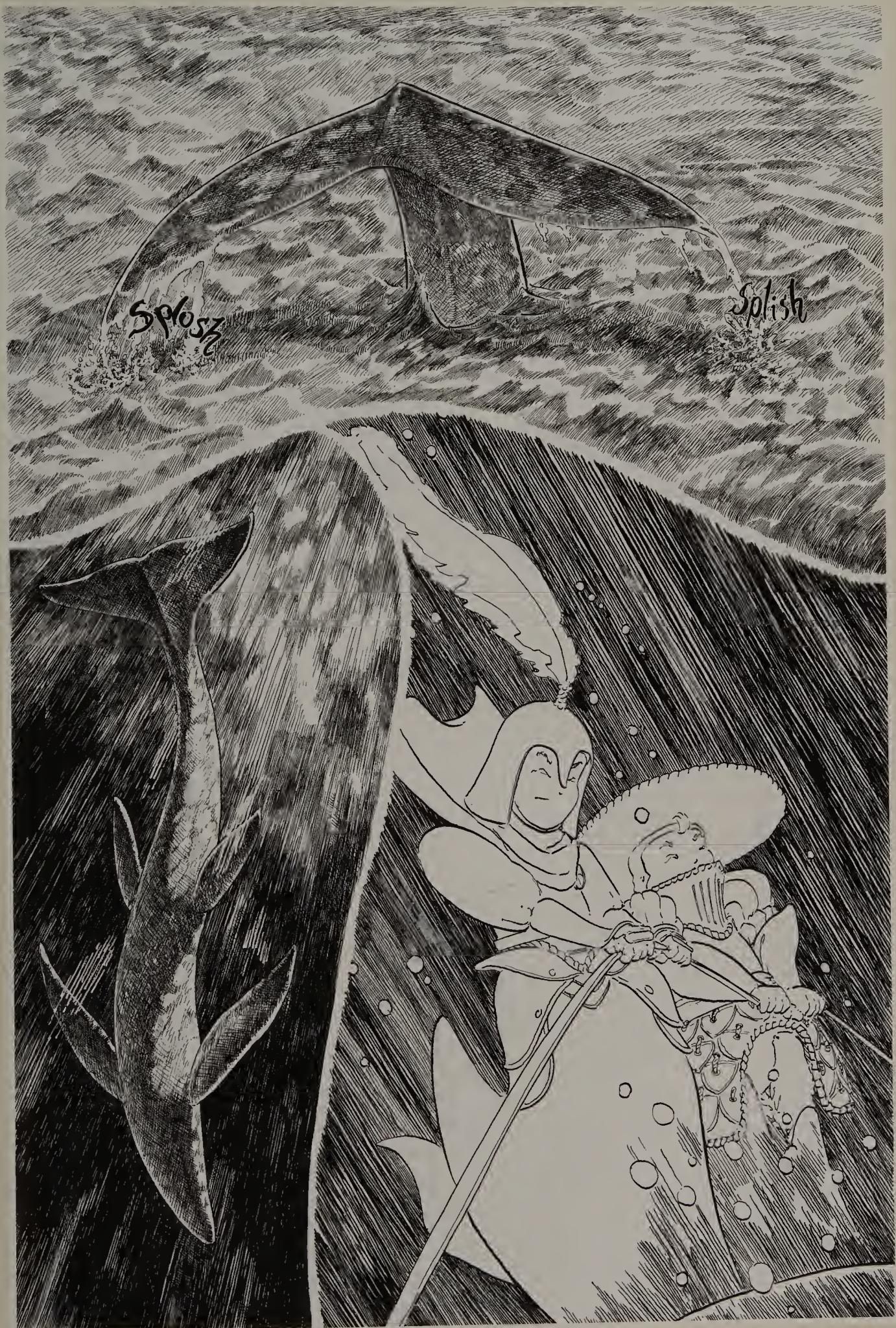


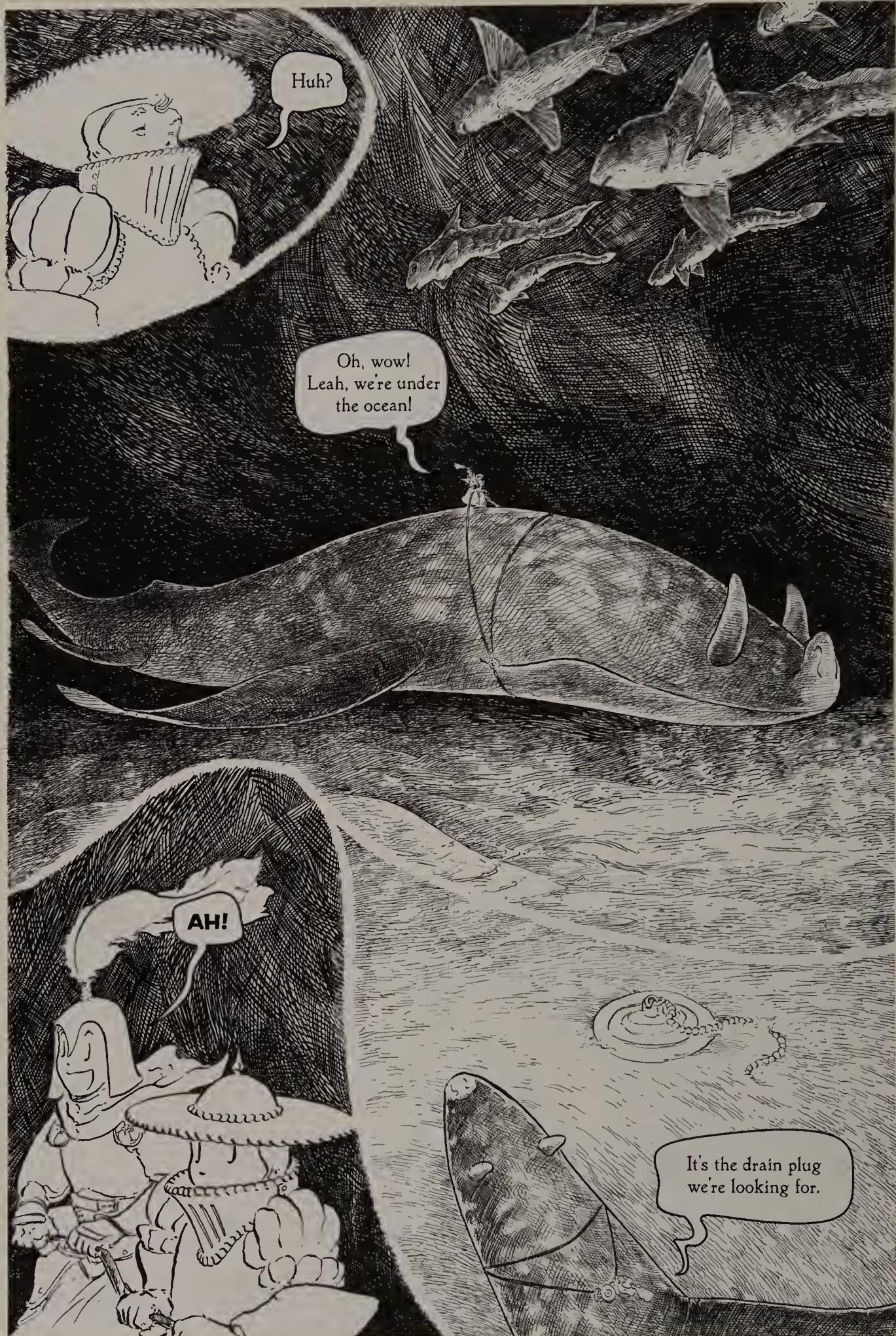
Boy, this thing is
fast. But how do we
get to the bottom of
the ocean?

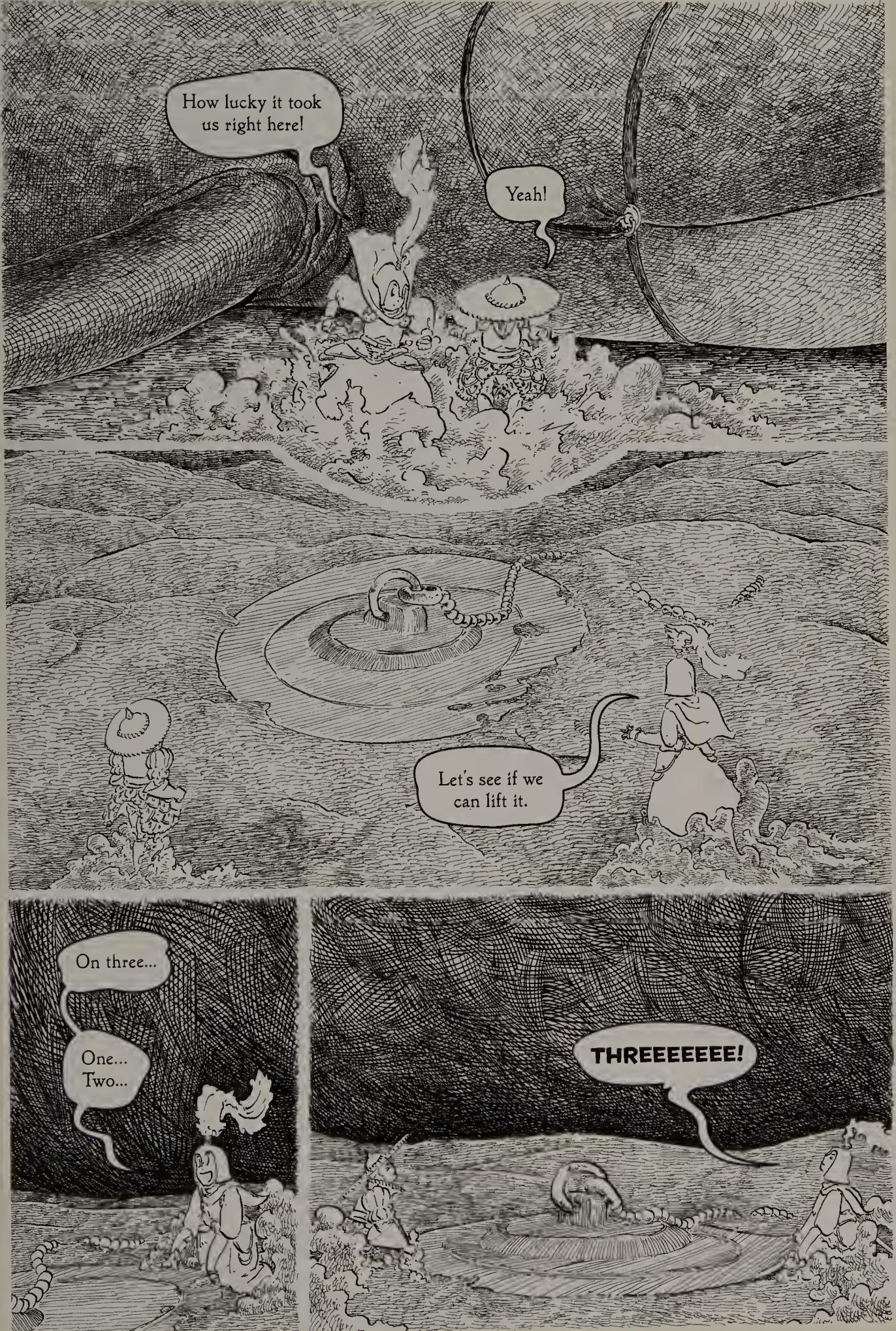
SPLASH

AAAHH! I guess
he heard you!

SPLASH







How lucky it took us right here!

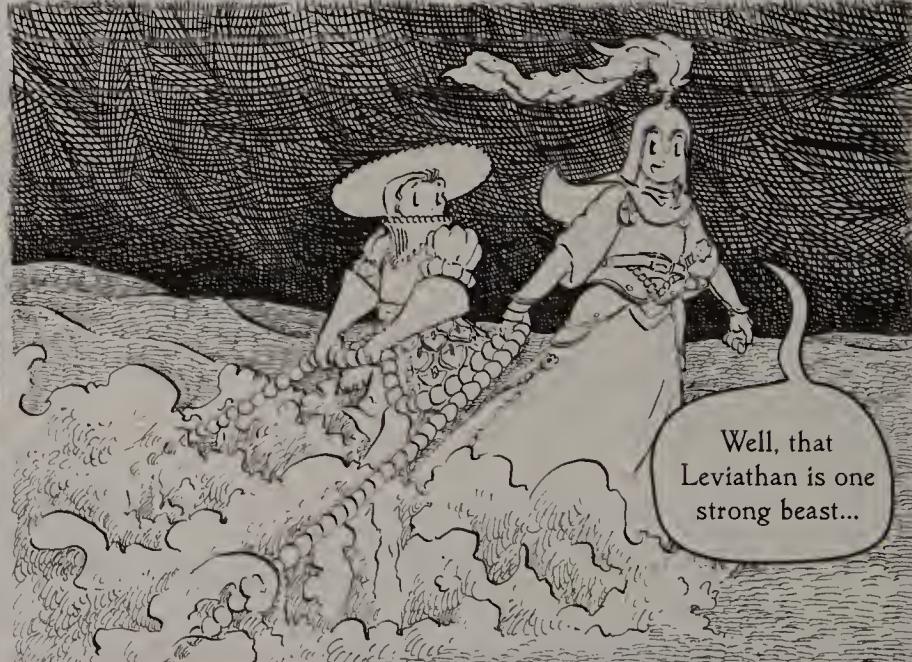
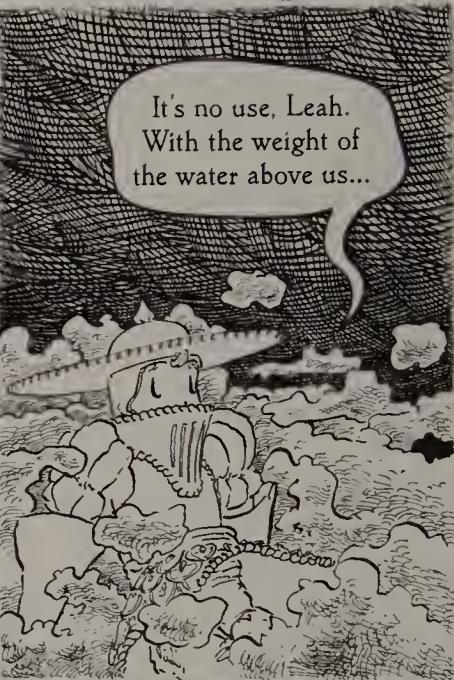
Yeah!

Let's see if we can lift it.

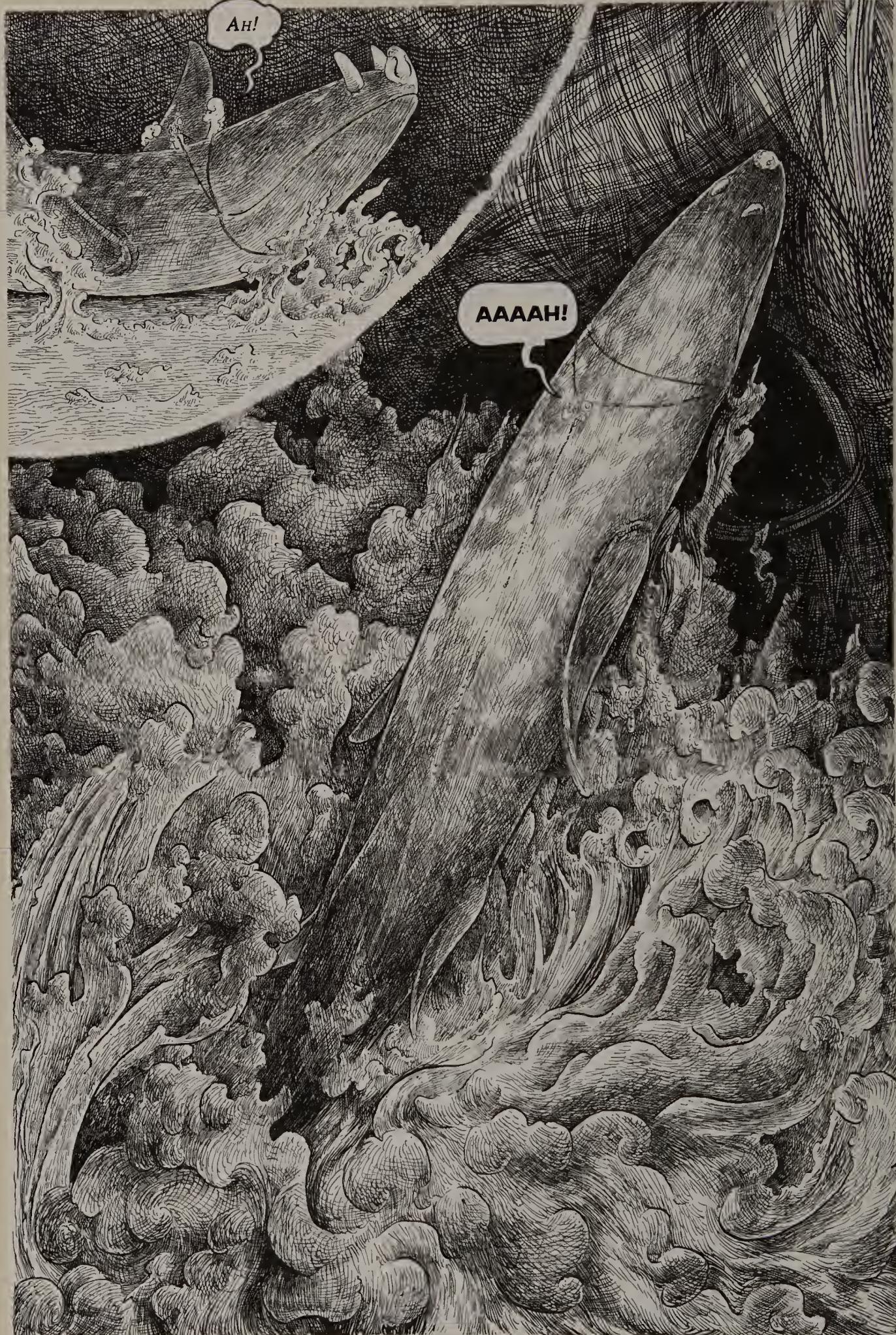
On three...

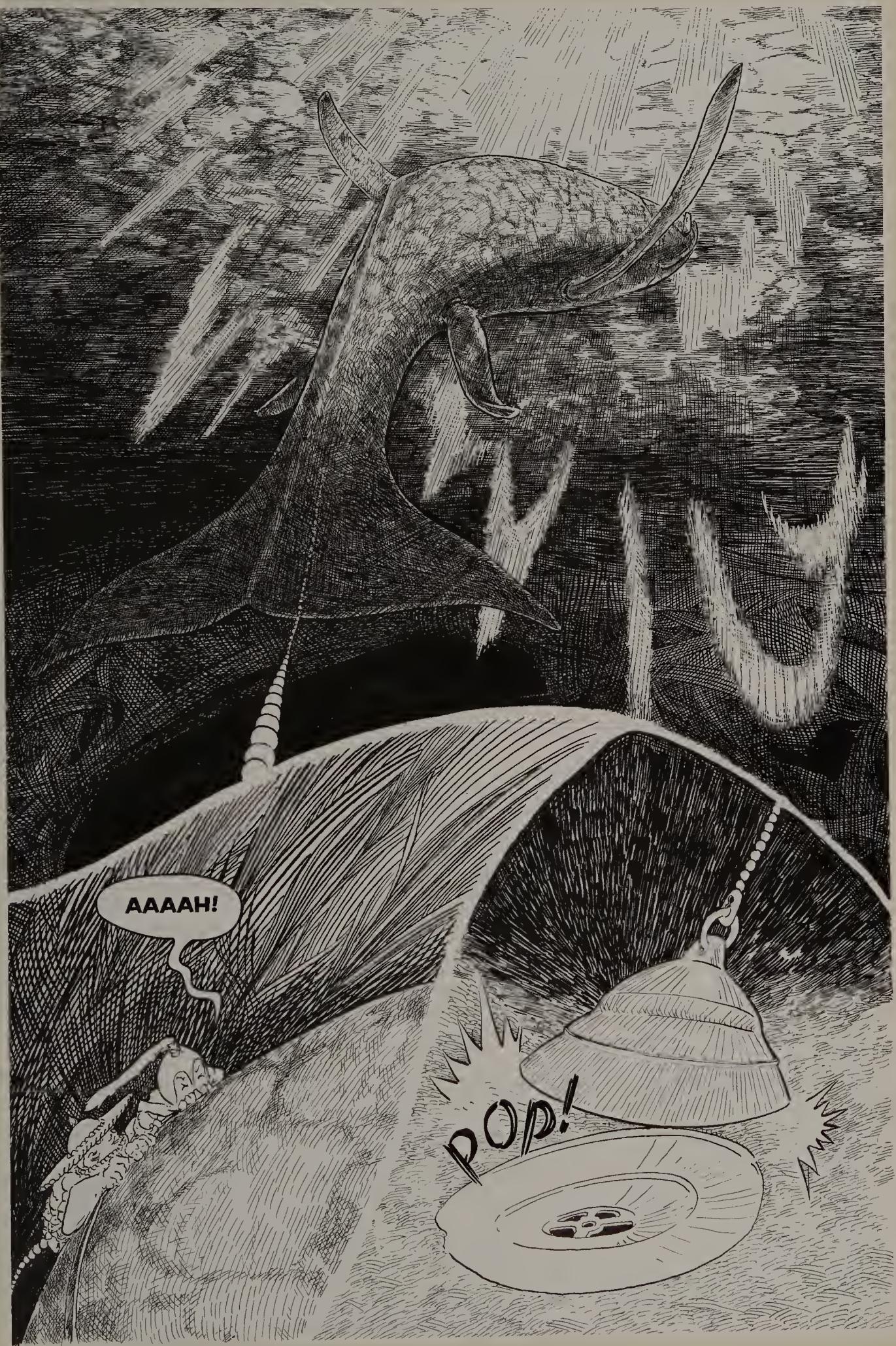
One...
Two...

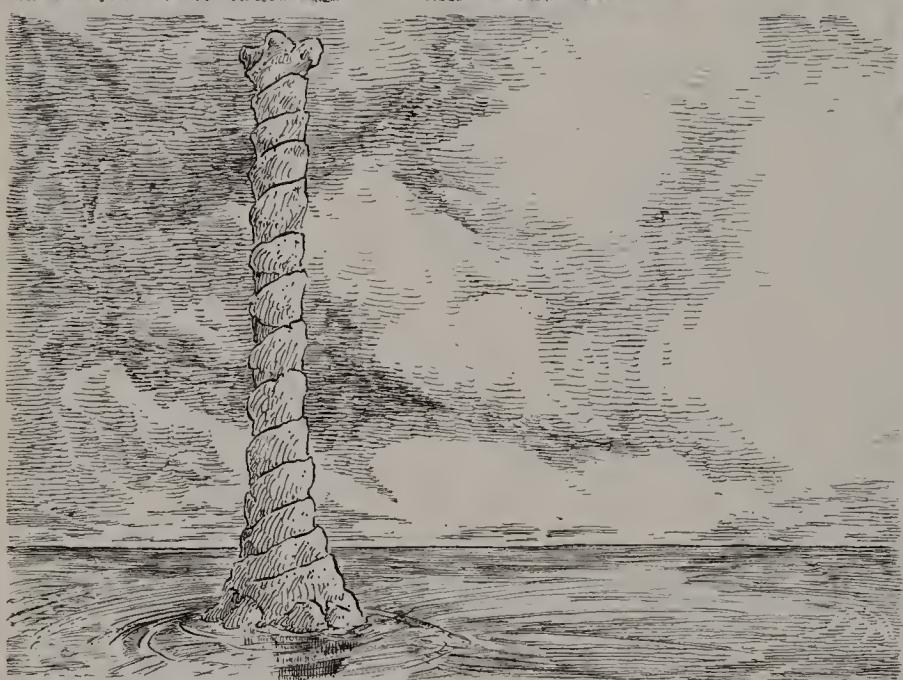
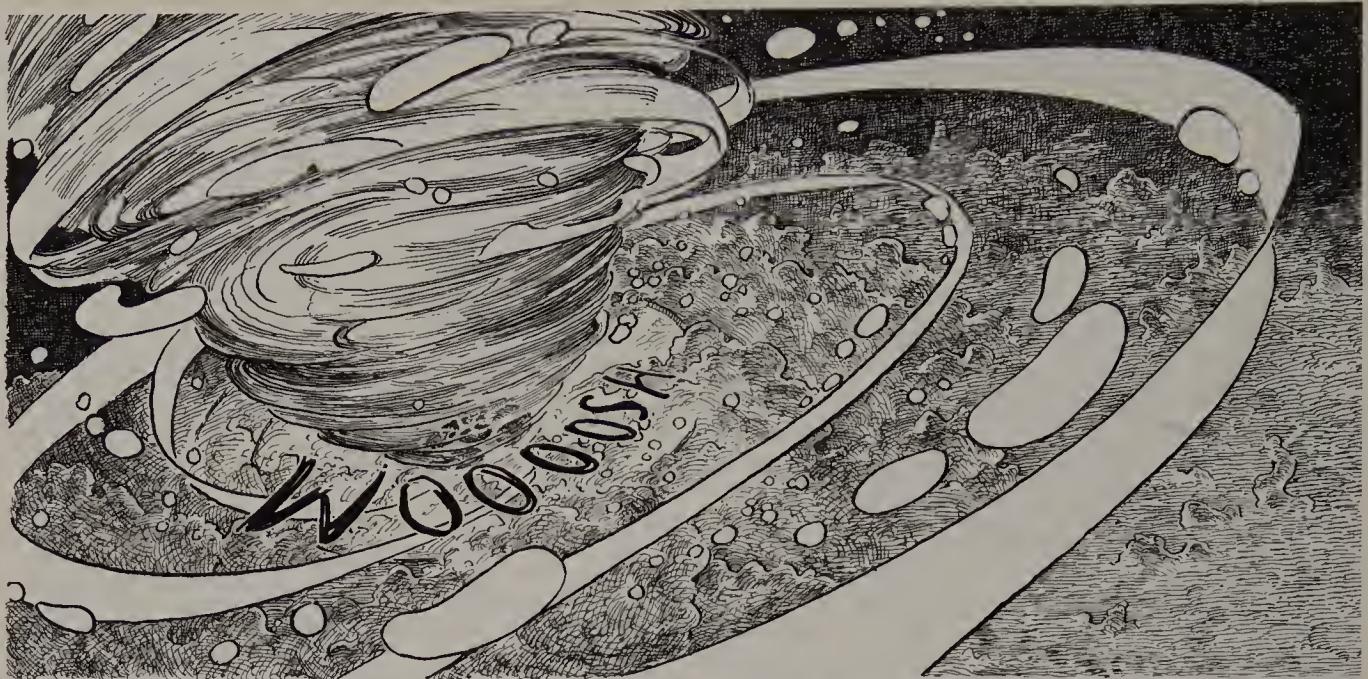
THREEEEEE!



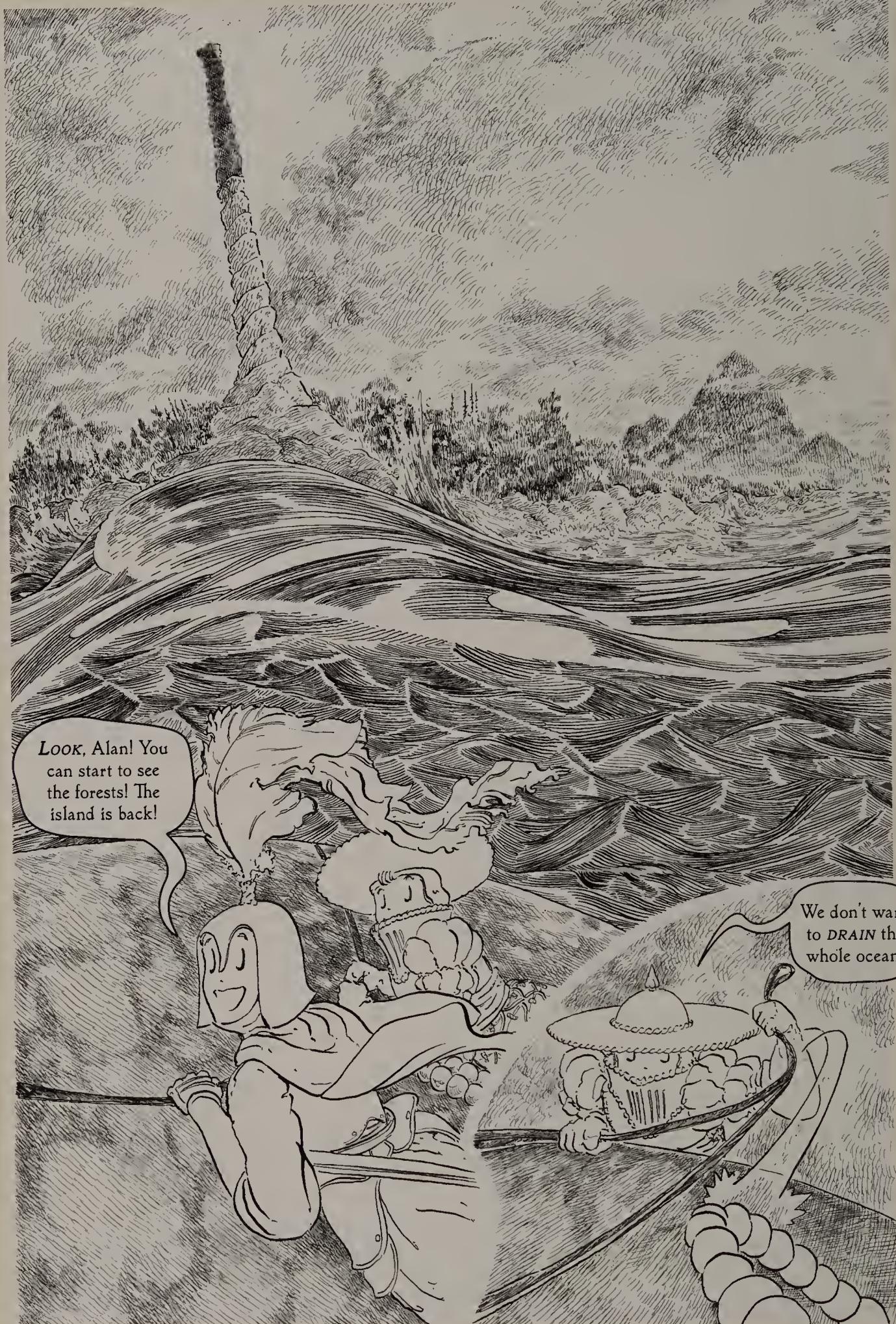


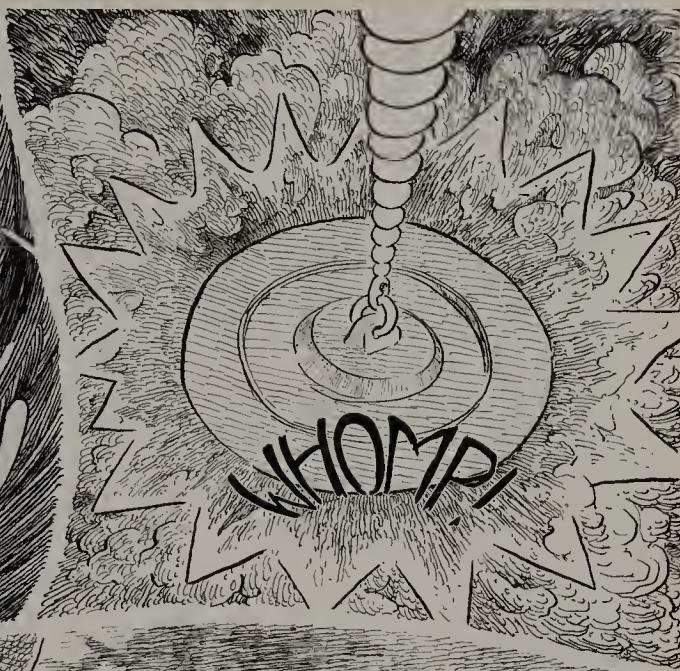
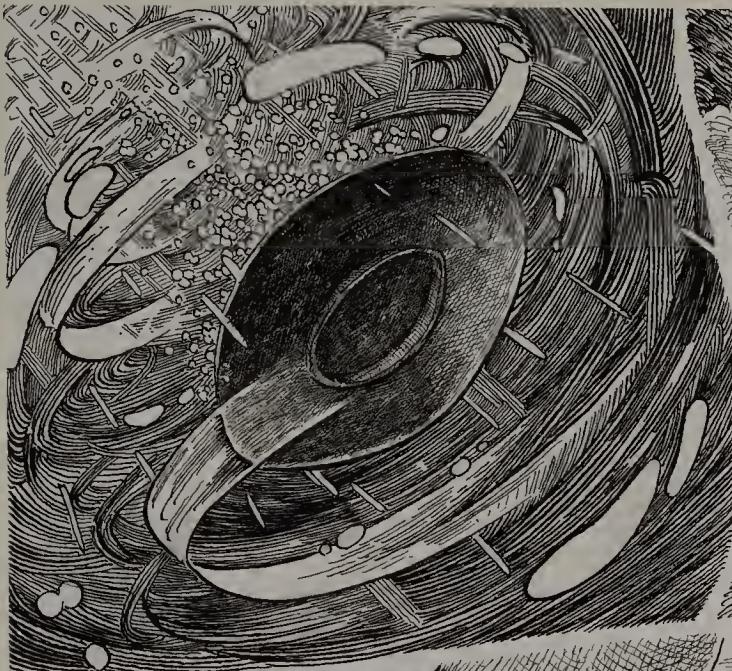






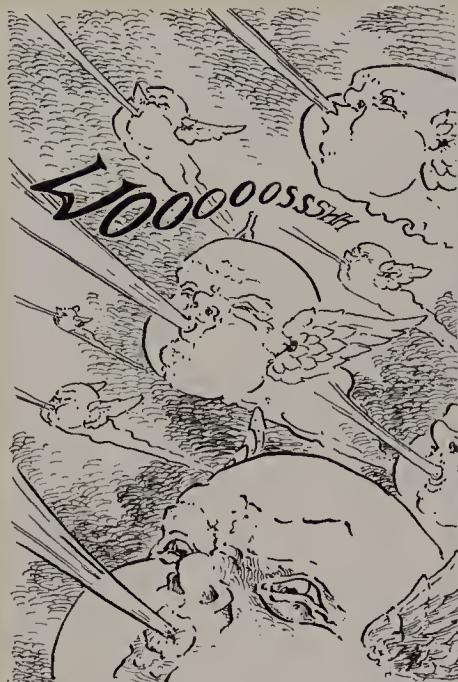


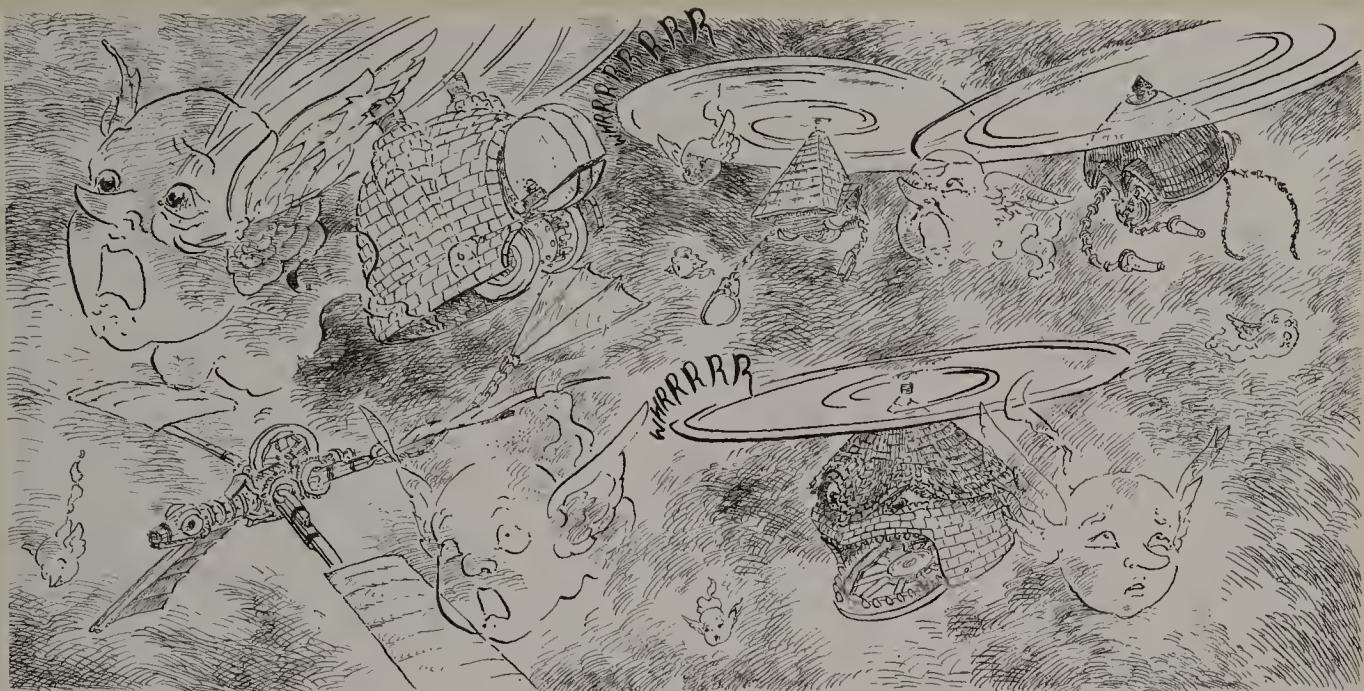


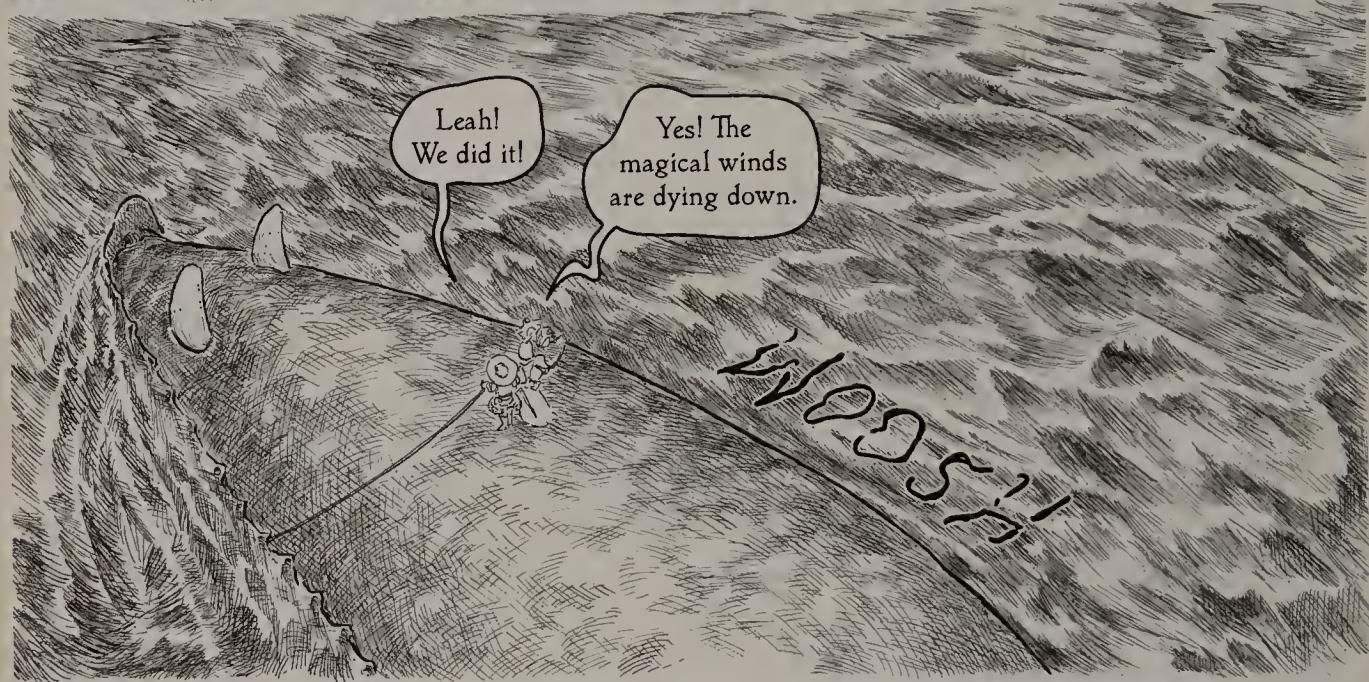


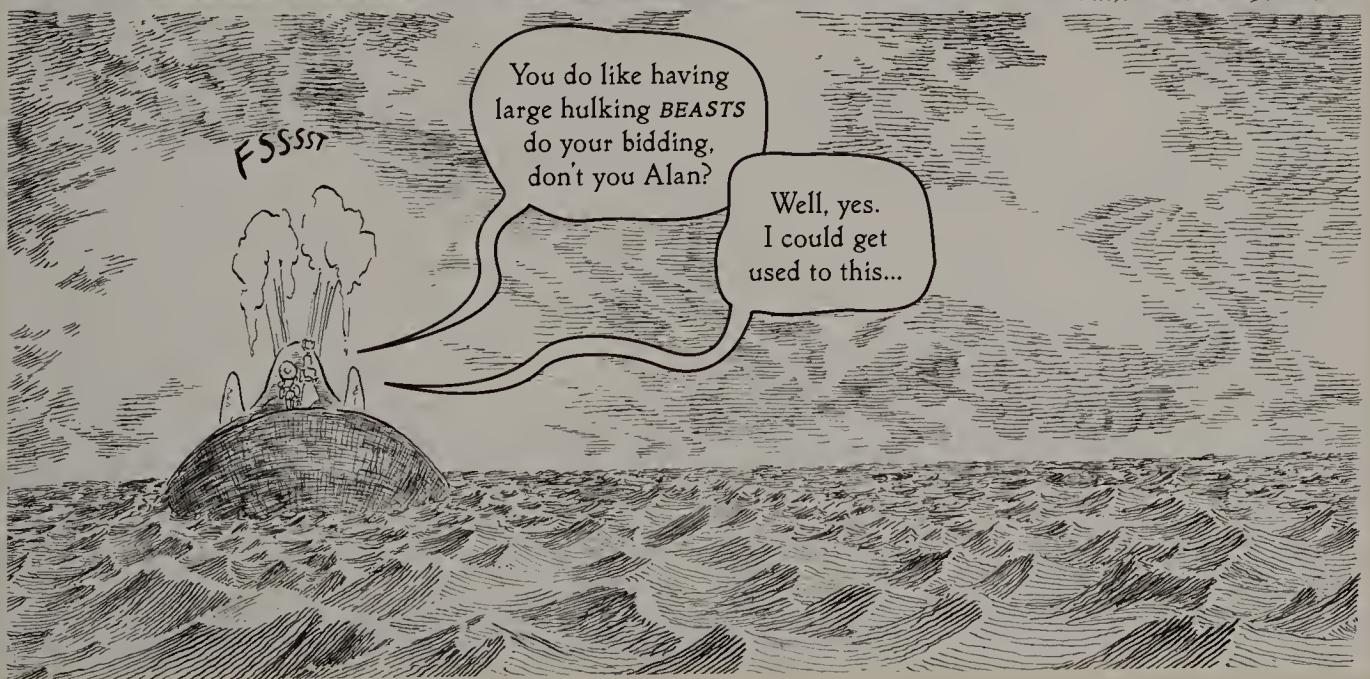
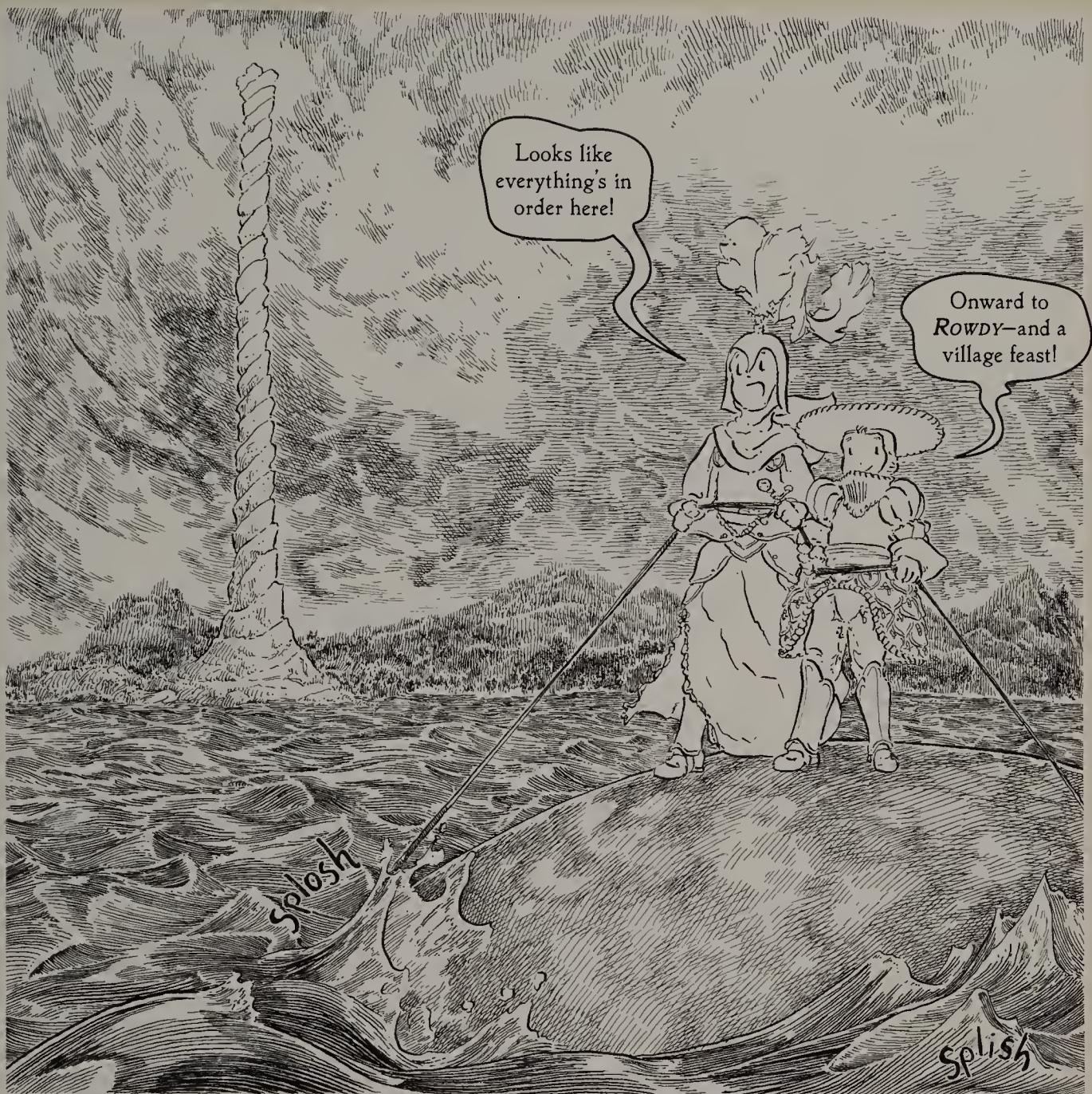


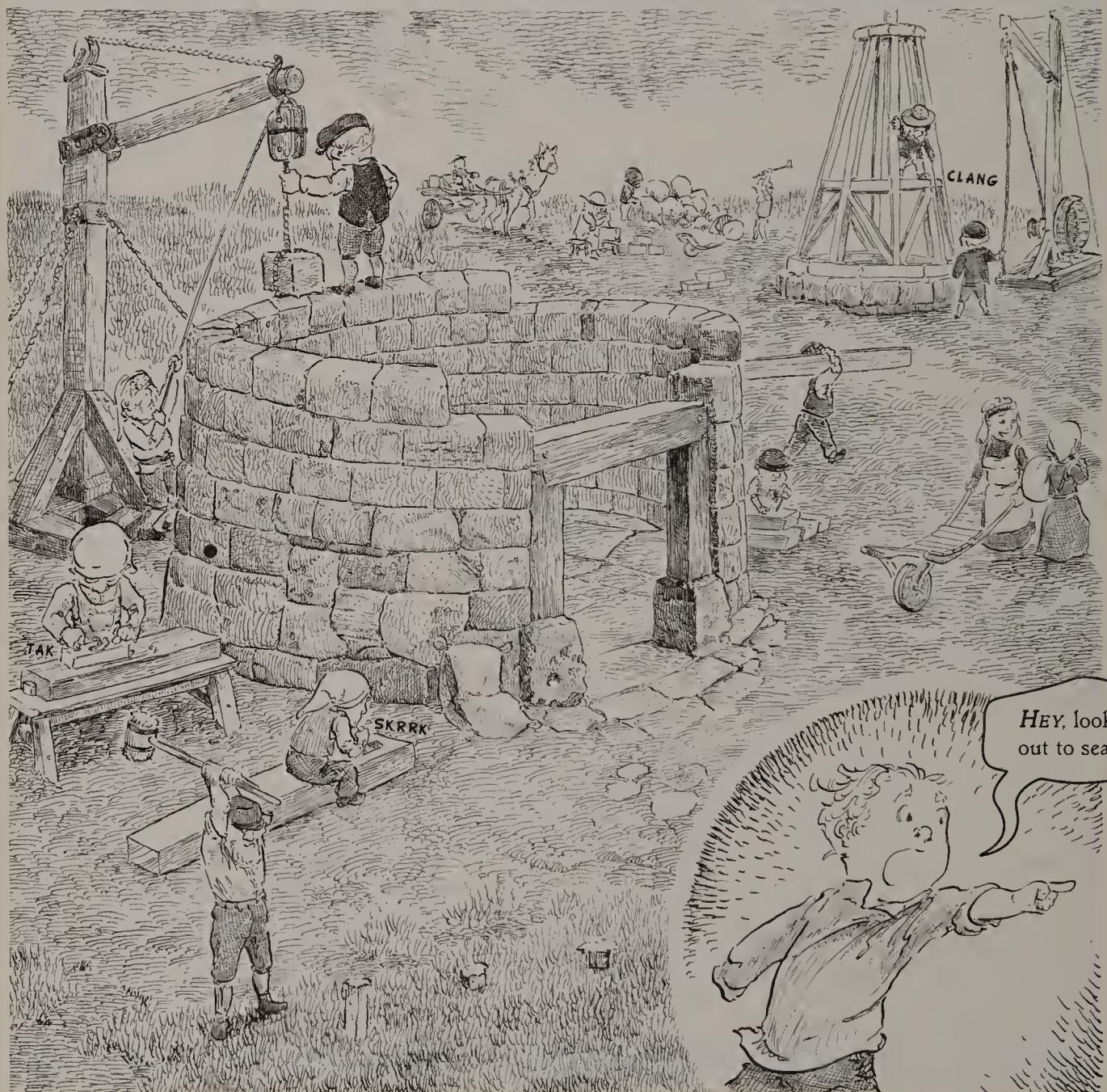
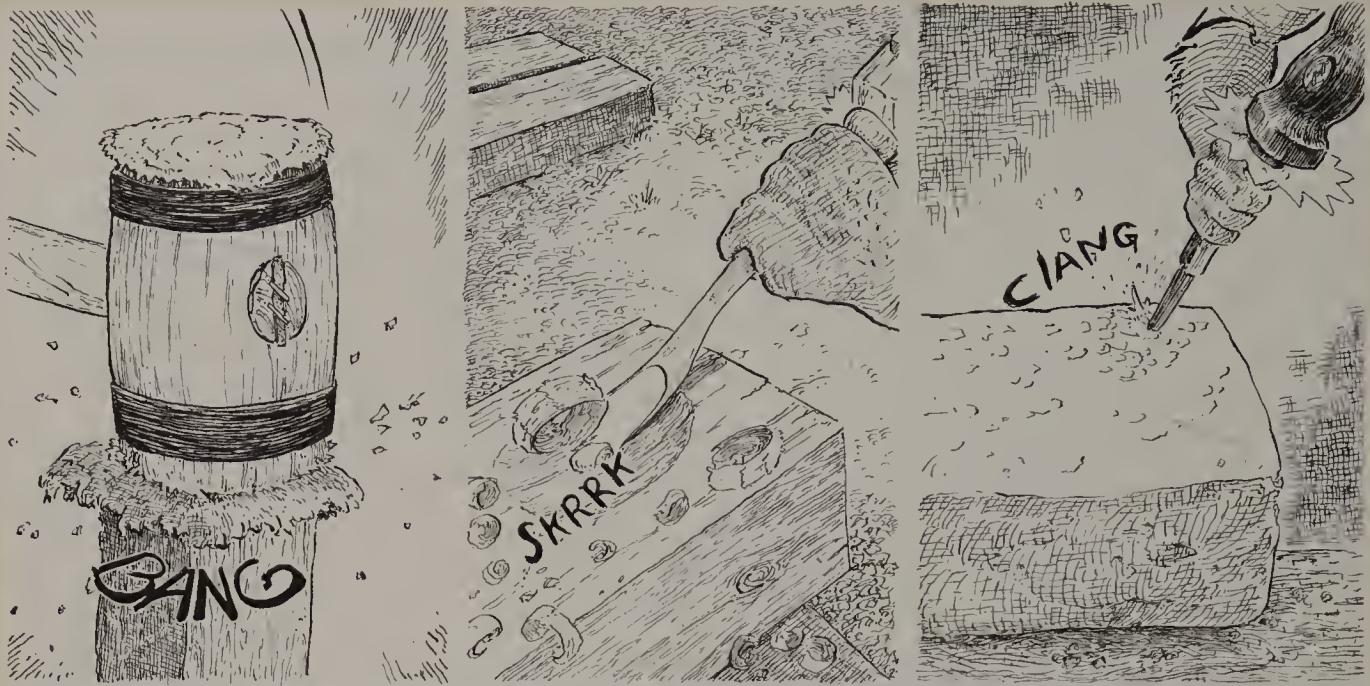


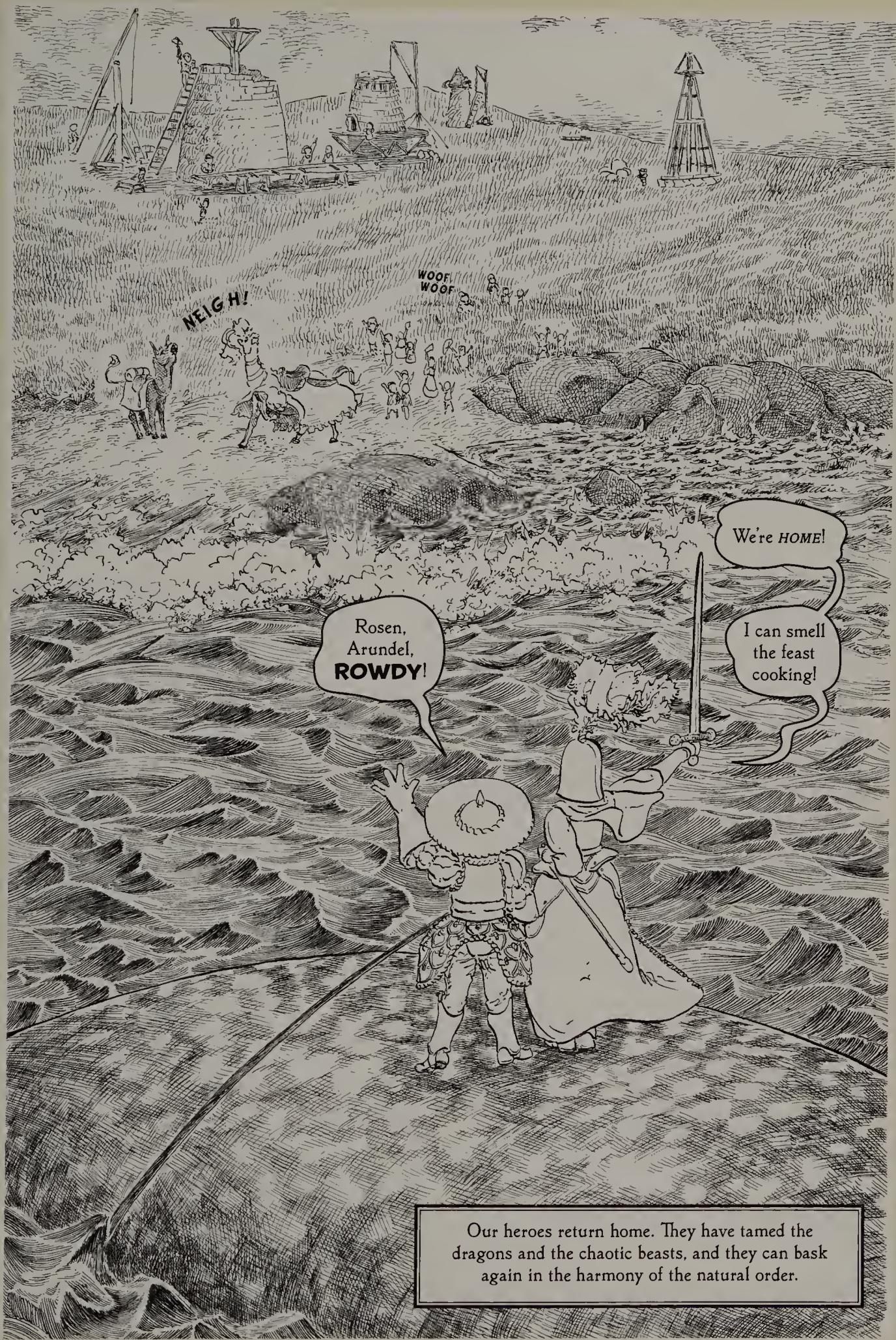




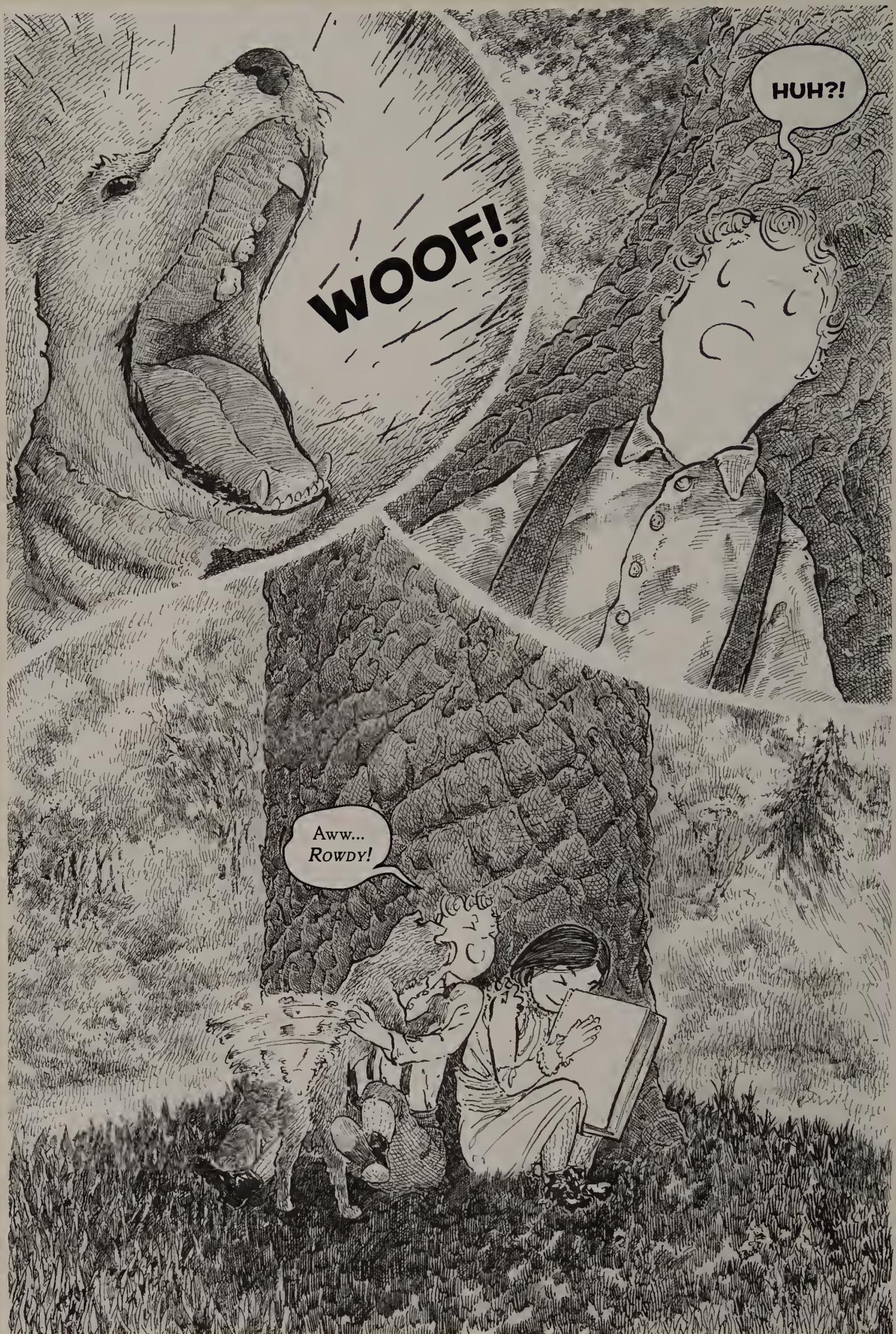


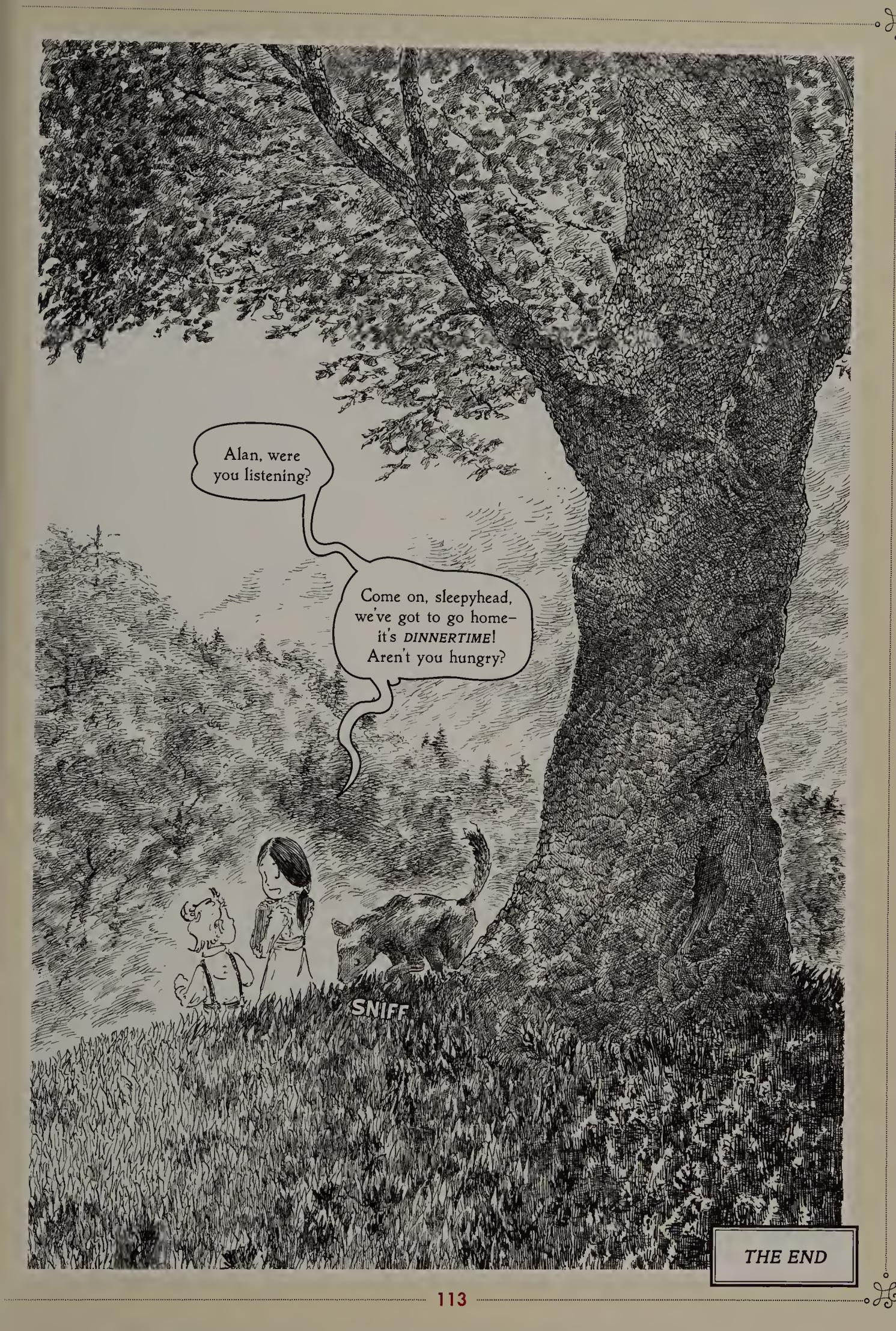






Our heroes return home. They have tamed the dragons and the chaotic beasts, and they can bask again in the harmony of the natural order.





Alan, were
you listening?

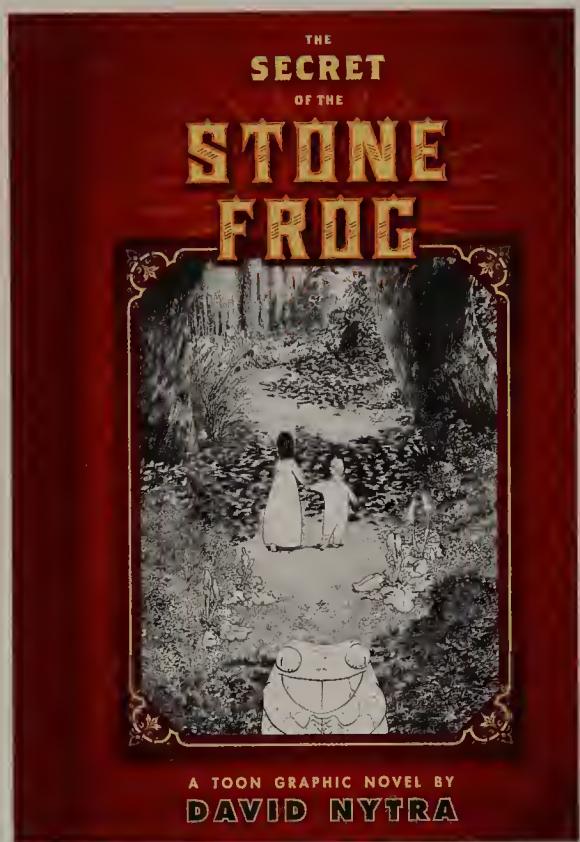
Come on, sleepyhead,
we've got to go home—
it's *DINNER TIME!*
Aren't you hungry?

SNIFF

THE END

The Leah and Alan Adventures

DAVID NYTRA has been drawing since he was old enough to hold a pencil. An artist who works in many media, including clay, wood, and animation, he lives in the small town of 100 Mile House in British Columbia, Canada. As a child, he loved books with many creatures in them and he has tried to fill his *Leah and Alan Adventures* with enough beasties to satisfy even the most demanding reader.



THE SECRET OF THE STONE FROG

David Nytra's award-winning debut book, a *TOON Graphic*.

When Leah and Alan awaken in an enchanted forest, they have only each other and their wits to guide them. In a world full of pet bees and giant rabbits, they befriend foppish lions and stone frogs. Learning to overcome danger, they find their way home—and their independence. David Nytra's breathtaking pictures break the boundaries of imagination, sending the reader on a wild flight of fantasy that tells a moving and universal coming-of-age story.

"The extraordinarily delicate and fine-lined art incorporates touches of manga aesthetic so that, like the story itself, it merges timeless narrative elements to craft something wonderfully innovative...A smashing success."

-BOOKLIST

- ★ ALSC's Graphic Novel Reading List
- ★ Horvey Award Nominee
- ★ Nutmeg Book Award
- ★ New York Public Library's Children's Book List of 100 Titles for Reading and Sharing
- ★ School Library Journal's Top Ten Graphic Novels of 2012



BEHIND THE STORY

Don Quixote

Don Quixote is a Spanish novel by Miguel de Cervantes, published in the early 1600s. It tells the story of an old nobleman who has read too many books about knights. He dons a suit of armor, names himself "Don Quixote," and finds a squire to help him on his own knightly adventures. In one episode, Don Quixote tries to attack a field of windmills that he thinks is a group of giants with huge swinging arms. This inspired the expression "tilting at windmills," which means attacking imaginary enemies. ("Tilting" comes from the medieval art of jousting.)



Pablo Picasso, "Don Quixote," 1955, *Les Lettres Françaises*.



G.A. Harker, "Don Quixote," ca 1910.

Ziz, Behemoth, Leviathan

The Ziz, the Behemoth, and the Leviathan are huge creatures from Jewish mythology mentioned in the Old Testament. Each rules over a specific kingdom: The Ziz rules the birds, the Behemoth the beasts, and the Leviathan the fish. The Ziz is a giant, griffin-like bird. Her wings are so large they can block out the sun, but they also protect the earth from wind. If one of her eggs falls from her nest, it causes earthquakes and flooding. No one knows exactly what the Behemoth looked like. Some scholars think of it as a hippopotamus, rhinoceros, dinosaur, or crocodile. The word now refers to any large or powerful being. The Leviathan is a sea monster, thought to resemble a giant serpent or whale.



An engraving of the Behemoth and the Leviathan by William Blake, 1826.

William Blake, Illustration from *Book of Job*, 1826.



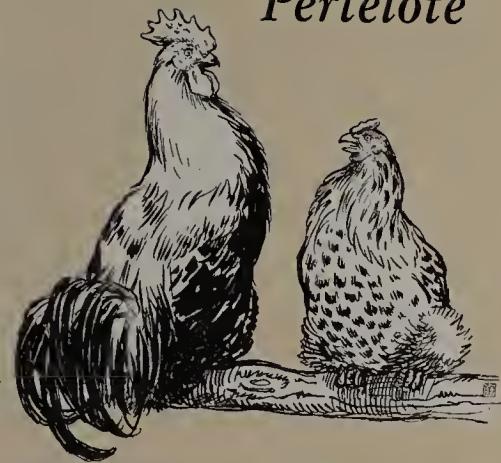
Harley Bestiary, ca. 1230. The British Museum.

Bestiaries

A bestiary, or *bestiarum vocabulum*, was a medieval European book that listed and described all kinds of animals, including birds, with Christian moral lessons. Imaginary animals, like the unicorn and griffin, were included. Bestiaries were beautifully hand-illustrated as "illuminated manuscripts."

Dragon entry from the Harley Bestiary, written in Latin ca. 1230.

Pertelote



Frank Adams, "Chanticleer and Pertelote," 1915, Children's Stories from the Poets.

Pertelote is the name of a hen in *The Canterbury Tales*, a work of medieval literature composed in the late 1300s by Geoffrey Chaucer. It is one of the great works of English literature. The tales follow a group of religious pilgrims who tell each other tales to pass the time on their journey. In one story, a proud rooster dreams that he will be killed by a fox. His favorite wife, Pertelote, pays no attention to his fears. In the end, a fox does try to eat him but is outsmarted by the crafty rooster.

Sir George

Sir George may be related to Saint George, a soldier born in Roman Palestine in the late 200s, who became a Christian and was martyred. He appeared in stories of lives of saints in the early 900s. According to legend, Saint George saved a city from a huge dragon that was killing its young women. With only his lance, George killed the monster and rescued the king's daughter, its next victim. Saint George and the dragon have been painted hundred of times and appear on the coat of arms of many European cities and the country of Georgia. He is the patron saint of England, and his cross forms its flag.



Paolo Uccello,
"St. George and the Dragon," 1470.

The Man-eating Boat

The design of the Man-eating Boat seems inspired by canoes of Native Americans and Canadians of the Northwest Coast, which stretches from Alaska to northern California. Artists carve canoes from a single log and paint them with animal designs that often honor family members. For First Nations people, creating artistic objects is an important way to transmit beliefs, histories, and stories to future generations.



Canoes at the Haida Heritage Centre, British Columbia.



David Nytra's award-winning siblings return for another breathtaking adventure!

When Leah and Alan arrive in a chaotic land, they are the only ones left to try to set things right. Their path takes them through a magical forest, past ancient monsters and aging knights. Relying on each other and a good deal of luck, they find their way to Monster Island—but in their quest to restore order, will they lose everything?

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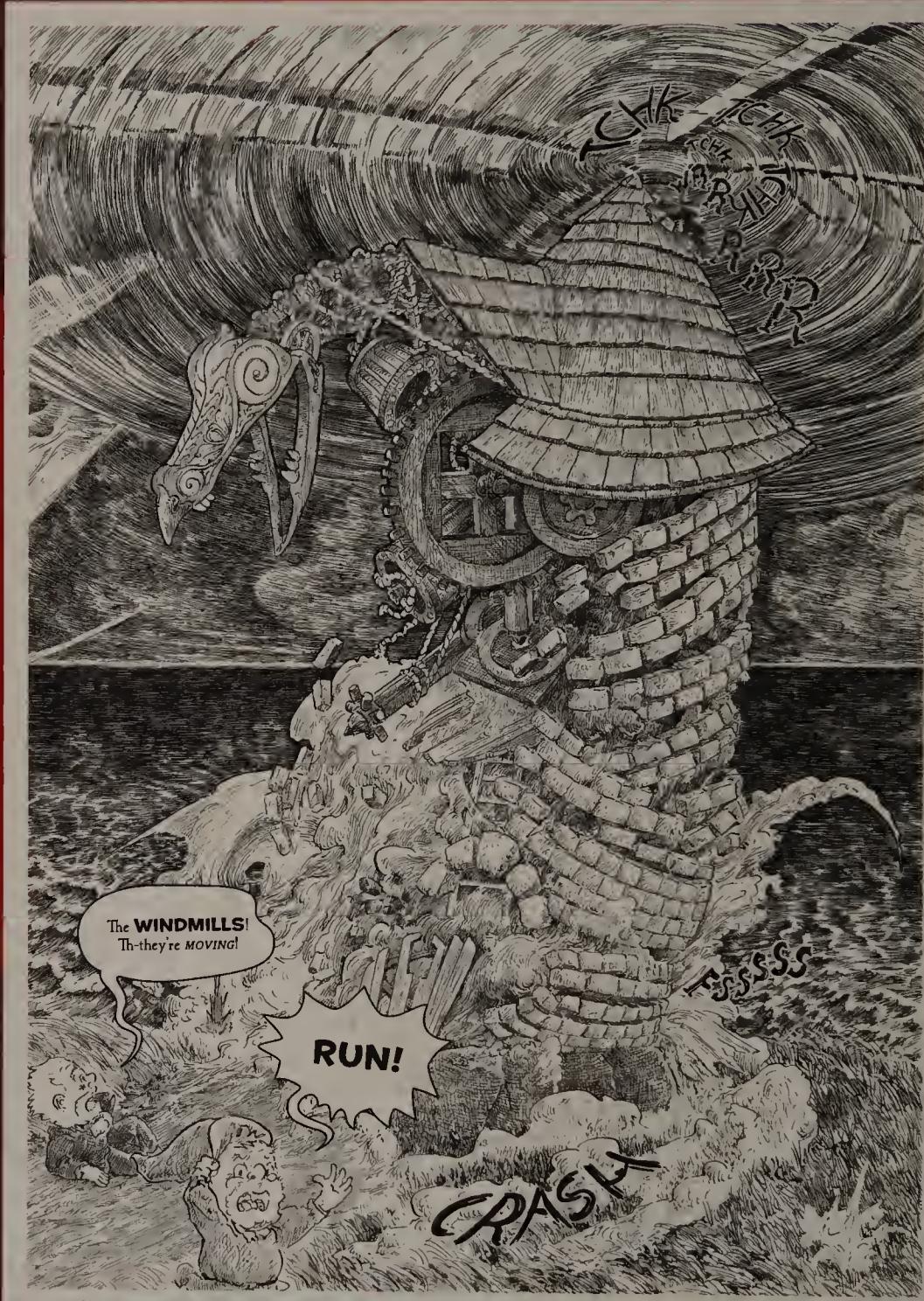
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