

Creator: Lyndon White

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Generation after generation, people are taught one thing – *never* use magic...

When a plague known as Dark-bark spreads over the land one by one infected villagers disappear into the enchanted forest never to be seen again. When it reaches her village, a young girl called Grace sets out to destroy the evil witch responsible and save her family by any means possible – even if she must steal the witch’s magic.

As candles flicker and wolves howl into the night sky, Idris, a flamboyant sorcerer, and his talented apprentice Ava, are cast out of their town when their talent for magic is discovered. Determined to find the source of the misery that has made them outsiders, they too begin to hunt the root of the Dark-bark... but all is not as it seems.

An all-ages story about magic, family and a plague that has no mercy, *Candles* is the latest graphic novel from Lyndon White, creator of *Reanimator*, for lovers of fantasy, fairy tales, monsters and magic.



My father used to tell me stories.

So there he was. At the door, standing in his long johns and wearing what can only be described as farmhouse sheik meets damp chicken.

Putting forward
a bouquet of half
dead dandelions, while
holding a turnip.

I'd climb into bed and he'd tuck
me in. Telling me tales of heroes
and the evils of the world.

And what did
our dear Kaden say
to this poor maiden
as he held out
his hands?

How do I look?

And her response?

You look like
an *utter* turnip

Did you ever manage that second date, Kaden?

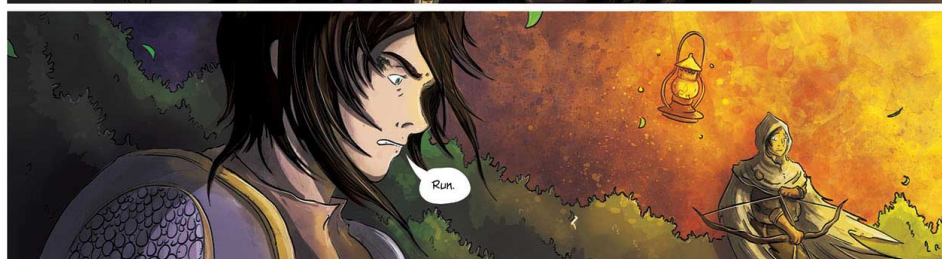
Kaden?

Where is he?

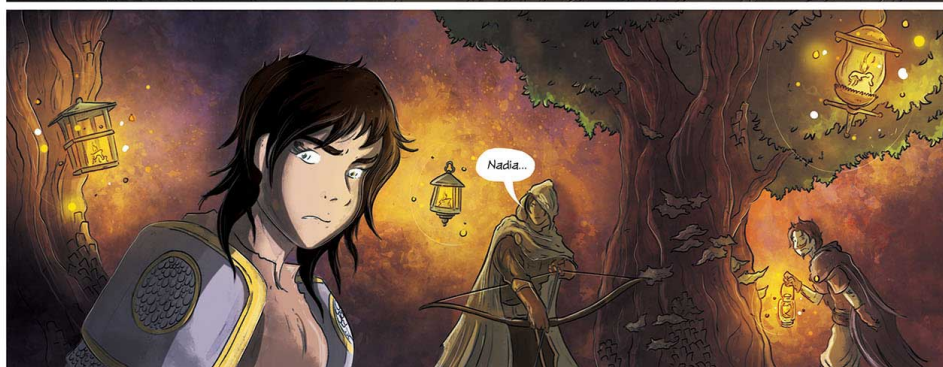
The knights would slay the dragons
and the kingdoms would be saved.

I swear he was just here.

Kaden

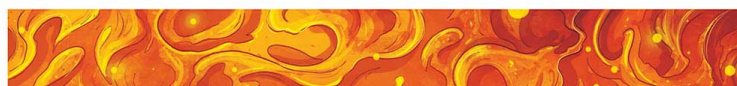


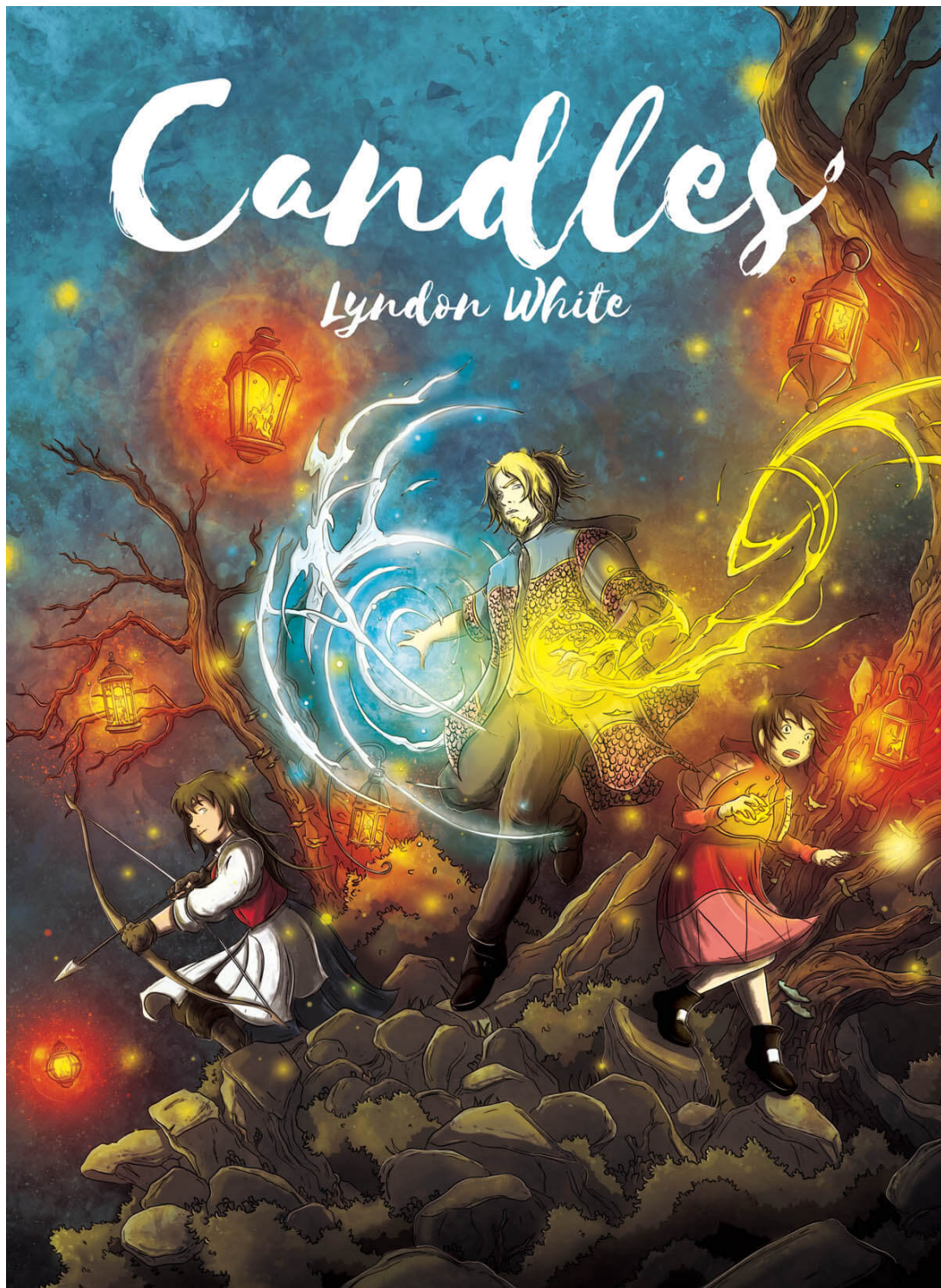














Lyndon White

Lyndon White is an illustrator, writer and comic artist, who has worked on a range of popular graphic novels, concertina books and comics. On occasion, you'll even find him teaching comics. Outside of comics he produces art work and designs for bands, book covers, textile illustration, storyboards and concept work. He spends most of his time drawing in his studio, playing loud music and drinking coffee.