

Promise Of Wrath The Hellequin Chronicles Book 6

A Thunder of War Theater as Metaphor Horsemen's War Promise of Wrath Prison of Hope An Etymological Dictionary of the Romance Languages Hild Sorcery Reborn The Lettered Knight The Book of Balder Rising The Encyclopedia of Demons and Demonology Scorched Shadows Teutonic Mythology Infinite Lives Asgard and the Gods Born of Hatred A Glimmer of Hope Martial Power Deathwish Crimes Against Magic The Crown of Bones Death Unleashed Dungeon Master For Dummies Stories of Your Life and Others Diamond Fire The Lost Stories of Sherlock Holmes Devil's Blood Bloodfever A Flicker of Steel Lies Ripped Open Archaic England Myths of the Norsemen from the Eddas and Sagas Witchcraft and the Gay Counterculture Chivalry and Violence in Medieval Europe A Short History of French Literature Where the Desert Meets the Sea With Silent Screams Stages of Evil Age of War Work Done for Hire

A Thunder of War

Over a hundred years have passed since a group of violent killers went on the rampage, murdering innocent victims for fun. But even back then, sorcerer Nate

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Garrett, aka Hellequin, knew there was more to it than simple savage pleasure--souls were being stolen. Nate's discovery of the souls' use, and of those supporting the group's plan, made him question everything he believed. Now the group Nate thought long dead is back. Violent, angry, and hell-bent on revenge, they have Hellequin firmly in their sights. And if he won't come willingly, they'll take those closest to him first. The battle begins again.

Theater as Metaphor

Horsemen's War

The papers of the present volume investigate the potential of the metaphor of life as theater for literary, philosophical, juridical and epistemological discourses from the Middle Ages through modernity, and focusing on traditions as manifold as French, Spanish, Italian, German, Russian and Latin-American.

Promise of Wrath

Nevada Frida Baylor and Connor Ander Rogan cordially invite you to join their wedding celebration. Summoning, weather manipulation, and other magical

activities strictly forbidden. Catalina Baylor is looking forward to wearing her maid of honor dress and watching her older sister walk down the aisle. Then the wedding planner gets escorted off the premises, the bride's priceless tiara disappears, and Rogan's extensive family overruns his mother's home. Someone is cheating, someone is lying, and someone is plotting murder. To make this wedding happen, Catalina will have to do the thing she fears most: use her magic. But she's a Baylor and there's nothing she wouldn't do for her sister's happiness. Nevada will have her fairy tale wedding, even if Catalina has to tear the mansion apart brick by brick to get it done.

Prison of Hope

Third Flatiron Anthologies presents 28 short science fiction/fantasy/horror stories in the original anthology, "InfiniteLives: Short Tales of Longevity." Tales range from dark to playful, featuring speculative fiction on the themes of longevity, lifeextension, and immortality, as well as a flash humor section, "Grins&Gurgles." An international group of new and established contributors includes Brian Trent, Sloane Leong, Matt Thompson, J. B. Toner, Larry C. Kay, David F. Schultz, D. A. Campisi, Russell Dorn, Samson Stormcrow Hayes, Ingrid Garcia, Maureen Bowden, Brandon Butler, Caias Ward, Leah Miller, Megan Branning, Robert Walton, K. G. Anderson, Louis Evans, John Paul Davies, David Cleden, Tom Pappalardo, Philip John Schweitzer, Martin M. Clark, Wulf Moon, Mack Moyer, Konstantine

Paradias, E. E. King, and Sarah Totton. Edited by Juliana Rew.

An Etymological Dictionary of the Romance Languages

How do you keep the people you care about safe from enemies you can't remember? Ten years ago, Nate Garrett awoke on a cold warehouse floor with no memory of his past and the only clues to his identity a piece of paper with his name on it and a propensity toward magic. Now he's a powerful sorcerer and a successful thief for hire, but it turns out that those who stole his memories aren't done with him yet. When they cause a job to go bad, threatening a sixteen-year-old girl, Nate swears to protect her. But with his enemies closing in and the barrier holding back his memories beginning to crumble, Nate is forced to confront his forgotten life in the hope of stopping an enemy he can't remember. Crimes Against Magic is a dark, fast-paced urban fantasy torn between modern-day London and fifteenth-century France.

Hild

Includes “Story of Your Life” the basis for the major motion picture Arrival, starring Amy Adams, Forest Whitaker, Jeremy Renner, and directed by Denis Villeneuve. “Shining, haunting, mind-blowing tales . . . Ted Chiang is so exhilarating, so

original, so stylish he just leaves you speechless.” —Junot Díaz *Stories of Your Life and Others* delivers dual delights of the very, very strange and the heartbreakingly familiar, often presenting characters who must confront sudden change—the inevitable rise of automatons or the appearance of aliens—with some sense of normalcy. With sharp intelligence and humor, Chiang examines what it means to be alive in a world marked by uncertainty, but also by beauty and wonder. An award-winning collection from one of today's most lauded writers, *Stories of Your Life and Others* is a contemporary classic.

Sorcery Reborn

While investigating the death of their client, the vampire Seamus, half-human Cal Leandros and his brother Niko, owners of a preternatural detective agency, must deal with the return of their nightmarish family, the Auphe.

The Lettered Knight

There's thunder on the horizon, and the lightning of war is about to strike. After years of struggle, Layla Cassidy has finally mastered the dark powers that threatened to control her and turned them to good. She's ready to fight, but the next battle will be her greatest test yet. The forces of Avalon are growing ever

stronger, reinforcing their dominance with almighty displays of brutality. When Abaddon comes close to crushing Layla and her friends, it's clear that the thunder of war is about to give way to lightning--and that they have no chance of surviving it alone. The final battle against Abaddon is drawing closer. Now Layla and her friends must fight for themselves--and the future of the world. To win, they will need every power and ally they can muster. But even with all their strength, will it be enough to stand against the impending doom?

The Book of Balder Rising

Possessing uncanny powers of observation that elevate her influence in turbulent seventh-century Britain, Hild, the king's youngest niece, is established as a seer and compelled to advise the king correctly at the risk of her loved ones. By the Nebula Award-winning author of Ammonite. 75,000 first printing.

The Encyclopedia of Demons and Demonology

An encounter between a warring knight and the world of learning could seem a paradox. It is nonetheless related with the Twelfth-Century Renaissance, an essential intellectual movement for western history. Knights not only fought in battles, but also moved in sophisticated courts. Knights were interested in Latin

classics, and reading and writing poetry. Supportive of ?jongleurs? and minstrels, they enjoyed literary conversations with clerics who would attempt to reform their behaviour, which was often brutal. These lettered warriors, while improving their culture, learned to repress their own violence and were initiated to courtesy: selective language, measured gestures, elegance in dress, and manners at the table. Their association with women, who were often learned, became more gallant. A revolution of thought occurred among lay elites who, in contact with clergy, began to use their weapons for common welfare. This new conduct was a tangible sign of Medievalist society?s leap forward towards modernity. This monograph contains a great deal of detailed information about the attitudes towards learning and written culture among members of the nobility in different parts of Europe in the Middle Ages.

Scorched Shadows

The recent decease of one of the descendants of Dr. Watson has brought to light his personal papers. These include a number of stories that Dr. Watson suppressed at the time for various reasons. As all involved are long dead, the inheritor has agreed to the publication of a set of eight of the most interesting adventures.

Teutonic Mythology

Infinite Lives

In the final chapter of the Hellequin Chronicles, secrets will be revealed, friendships tested, and destinies fulfilled. Avalon is under siege. A shadowy cabal, headed by a mysterious figure known only as "My Liege," has launched a series of deadly attacks across the globe, catching innocent human bystanders in the crossfire. Emerging from the debris of battle, Nate Garrett, the sixteen-hundred-year-old sorcerer also called Hellequin, and his friends must stop My Liege once and for all. But powerful forces stand in their way. To save Avalon, they will need to enlist the help of Mordred, once Nate's greatest nemesis, now his most formidable ally. But Mordred is grappling with a dark prophecy that could spell Nate's doom. The fate of the world hangs in the balance. Even if Nate can halt the war, will there be anything left worth saving?

Asgard and the Gods

Long ago, Olympian gods imprisoned the demon Pandora in a human—Hope—creating a creature whose only purpose was chaos and death. Remorseful, the gods locked Pandora away in Tartarus, ruled by Hades. Now, centuries later, Pandora escapes. Nate Garrett, a 1,600-year-old sorcerer, is sent to

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recapture her and discovers her plan to disrupt the 1936 Berlin Olympic Games, killing thousands in a misplaced quest for vengeance. Fast forward to modern-day Berlin, where Nate has agreed to act as guardian on a school trip to Germany to visit Hades at the entrance to Tartarus. When Titan King Cronus becomes the second ever to escape Tartarus, Nate is forced to track him down and bring him back, to avert a civil war between those who would use his escape to gain power. Prison of Hope is the fourth book in the highly acclaimed and action-packed dark urban fantasy series, the Hellequin Chronicles.

Born of Hatred

Explores this dark aspect of folklore and religion and the role that demons play in the modern world. Includes numerous entries documenting beliefs about demons and demonology from ancient history to the present.

A Glimmer of Hope

This tome focuses on the martial heroes: characters who rely on their combat talents and keen wits for survival. "Martial Power" is the first of a line of player-friendly supplements offering hundreds of new options for D&D characters.

Martial Power

This original and authoritative text reveals how chivalry was part of the problem of violence in medieval Europe, not merely its solution. The ideal was to internalize restraint in knights, but a close reading of chivalric literature shows chivalry also praised heroic violence by knights. This fascinating book lays bare the conflicts and paradoxes surrounding the concept of chivalry in medieval Europe.

Deathwish

Crimes Against Magic

After twenty years of meditation and studying, Robert Blumetti has compiled a modern perspective on the Norse myths for anyone of European ancestry who seeks a personal connection with the Gods of their ancestors. He has discovered a new understanding of the death and resurrection legend of Balder and its meaning for all people of European ancestry in the twenty-first century. The Book of Balder Rising is a religious guide on how the old myths can be a path to a new spirituality in the present modern age. Blumetti's new understanding of the old myths is presented as a guide for personal and spiritual transformation. Discover the

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meaning and role that the Gods can play in leading you to the dawning of the New Age of Gimli. Blumetti explains how the old Gods still live on within us, and how we can once again make them a living part of our lives. This book is a must read for all who are interested in the old pagan religions of Europe and its a message of hope and joy for the future that will change your life in ways that will amaze you.

The Crown of Bones

He doesn't need a weapon. He is the weapon. After losing his powers in an epic battle between good and evil, former sorcerer Nate Garrett finds himself living as a humble human in Clockwork, Oregon. While the world thinks Nate is dead, his friends continue to fight against Avalon and the evil it's intent on spreading. Avalon's forces turn up in Clockwork, and Nate's frustration grows with every passing day his magic doesn't return. He finds himself trying to stop Avalon's plans while hiding from enemies who would destroy everything in their path to see him dead. Avalon's darkness begins to threaten the people Nate cares about, and an old nemesis returns; magic or no magic, he has no choice but to fight. But will Nate see his magical powers reborn before the entire town--and everyone he loves--is destroyed?

Death Unleashed

“The evil that men do” has been chronicled for thousands of years on the European stage, and perhaps nowhere else is human fear of our own evil more detailed than in its personifications in theater. In *Stages of Evil*, Robert Lima explores the sociohistorical implications of Christian and pagan representations of evil and the theatrical creativity that occultism has engendered. By examining examples of alchemy, astronomy, demonology, exorcism, fairies, vampires, witchcraft, hauntings, and voodoo in prominent plays, *Stages of Evil* explores American and European perceptions of occultism from medieval times to the modern age.

Dungeon Master For Dummies

Joe Haldeman’s “adept plotting, strong pacing, and sense of grim stoicism have won him wide acclaim” (*The Washington Post*) and numerous honors for such works as *The Forever War*, *The Accidental Time Machine*, and the *Marsbound* trilogy. Now, the multiple Hugo and Nebula award-winning author pits a lone war veteran against a mysterious enemy who is watching his every move—and threatens him with more than death unless he kills for them. Wounded in combat and honorably discharged nine years ago, Jack Daley still suffers nightmares from when he served his country as a sniper, racking up sixteen confirmed kills. Now a struggling author, Jack accepts an offer to write a near-future novel about a serial killer, based on a Hollywood script outline. It’s an opportunity to build his writing career, and a future with his girlfriend, Kit Majors. But Jack’s other talent is also in

demand. A package arrives on his doorstep containing a sniper rifle, complete with silencer and ammunition—and the first installment of a \$100,000 payment to kill a “bad man.” The twisted offer is genuine. The people behind it are dangerous. They prove that they have Jack under surveillance. He can’t run. He can’t hide. And if he doesn’t take the job, Kit will be in the crosshairs instead.

Stories of Your Life and Others

Gisela knows about sacrifice all too well. She abandoned her education, friends, and fairy tales to support her family and care for her sister. But when she jilts a wealthy suitor, Gisela is chosen for another type of sacrifice. As an Offering to the Goddess Bergot, Gisela and seven others are sent on a deadly quest for a mythical crown. To return home, Gisela must overcome obstacles which darkly resemble the fairy tales she once believed. Weaving through a tapestry of friendship, romance, violence, and magic—Gisela becomes the target of an ancient evil force, while an ominous detail from the past haunts her at every turn. To what lengths will Gisela go to save the ones she loves? Sometimes sacrifices must be made. **Warnings:** This novel contains graphic violence, cursing, and sexual situations.

Diamond Fire

The Lost Stories of Sherlock Holmes

Devil's Blood

It's a dark day for the earth realms. Will it be the last? Sorcerer Nate Garrett lost much in the battle that devastated Asgard, but the war against darkness is far from over. He's spent a year searching for Arthur, hell-bent on stopping the evil leader of Avalon and rescuing his friend Tommy from his clutches. Nate's investigation brings him to Washington, DC, where he finds the city under siege. Just when all hope seems lost, Layla Cassidy and her team arrive to join the fight, but Avalon's deadly plan to conquer the earth realm is underway. Meanwhile, Mordred is on a quest to find allies in the upcoming war against Avalon, hoping to find Arthur and stop him before it's too late. As the rebellion forces close in on Arthur, each of them know this could be their last fight. But with Arthur massing an unstoppable army of his own, will Nate's fury be enough to defeat him once and for all?

Bloodfever

NEW YORK TIMES BESTSELLER I used to be your average, everyday girl but all that

changed one night in Dublin when I saw my first Fae, and got dragged into a world of deadly immortals and ancient secrets. . . . In her fight to stay alive, MacKayla must find the Sinsar Dubh—a million-year-old book of the blackest magic imaginable, which holds the key to power over the worlds of both the Fae and Man. Pursued by assassins, surrounded by mysterious figures she knows she can't trust, Mac finds herself torn between two deadly and powerful men: V'lane, the immortal Fae Prince, and Jericho Barrons, a man as irresistible as he is dangerous. For centuries the shadowy realm of the Fae has coexisted with that of humans. Now the walls between the two are coming down, and Mac is the only thing that stands between them. Look for all of Karen Marie Moning's sensational Fever novels: DARKFEVER | BLOODFEVER | FAEFEVER | DREAMFEVER | SHADOWFEVER | ICED | BURNED | FEVERBORN | FEVERSONG

A Flicker of Steel

Lies Ripped Open

The greatest trick the First Vampire ever pulled was convincing the world that he didn't exist. Before the now-infamous Count Dracula ever tasted his first drop of blood, Sorin Ambrogio owned the night and now he's back. Fleeing Europe and

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starting a new chapter in his diary of death--one not written in blood--Sorin finds new meaning to his life when he is adopted into a Native American tribe in the American Colonies. A wife and a miracle child give this monster a new beginning. Until his vampiric past comes back to haunt him, to eradicate him, to burn his name from their histories and to murder anyone who ever met him--especially his family. Wounded and on the brink of death, Sorin vows to avenge the fallen if the tribe's Medicine Man--the only other survivor--will put Sorin into a healing slumber. His sleep was only supposed to be brief--days or weeks. But Sorin is awoken centuries later by a fledgling Shaman named Nosh--a descendant of the very Medicine Man who first put Sorin to sleep centuries before--who will risk anything to avenge his own murdered tribe from the vampires and other monsters now openly walking the streets of present-day Manhattan. Sorin steps into a world that has drastically changed from the virginal American Colonies he had come to call home. When humanity's only savior is the first man-made devil, the streets of New York City will flow with rivers of blood.

Archaic England

Nathan Garrett is asked to help a friend find a serial killer whose gruesome patterns reveal pure evil. Though Nate is powerful, he fears he may be defeated until he remembers why his enemies will not triumph.

Myths of the Norsemen from the Eddas and Sagas

An old nemesis brings a new threat to Nate Garrett who must find the connection between several murder victims, a madman, and an alchemist in order to save his world.

Witchcraft and the Gay Counterculture

Chivalry and Violence in Medieval Europe

Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures, and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The Dungeon Adventure, The Wilderness Adventure. The Event-Based

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adventure (including how to use flowcharts and timelines), The Randomly Generated Adventure, and the High-Level adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, Dungeon Master For Dummies includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular Dungeons and Dragons For Dummies. Bill has been a game designer since 1986 and leads the D&D creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller Condemnation. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector Using miniatures, maps, and other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, The Necromancer's Apprentice, that's the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnoll warriors to be annihilated, worgs to be wiped out, treasures

to be discovered, worlds to be conquered.

A Short History of French Literature

A deadly venom. A looming rebellion. A vicious siege. And the clock is ticking. For sorcerer Nate Garrett, the stakes have risen. If Asgard falls, he may lose much more than his home--he may lose the thing dearest to him. To stand a fighting chance against Avalon, he must be ready to go to war. But when his best friend and father are poisoned, Nate must race against the clock in a desperate quest to find a cure. Layla Cassidy is tasked with gaining the aid of the Valkyrie in Valhalla, but once there, she finds herself involved in another rebellion and must pick a side. Meanwhile, Mordred finds himself on a hunt for Excalibur, a weapon of incredible power that would aid the rebellion in their fight against Arthur and his allies. But to retrieve it, Mordred must face uncomfortable truths about himself. War looms over the rebellion, and the battle for Asgard is at hand. Time is running out as Avalon's forces threaten total destruction. But Nate can't be in two places at once. Can he find the cure, and can he, Layla, and Mordred save the realms before it's too late?

Where the Desert Meets the Sea

An illuminating and heart-stirring historical novel set in post-WWII Palestine, where

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the boundaries of love and friendship are challenged by the intractable conflicts of war. Jerusalem, 1947: Judith, a young Jewish survivor of the Dachau concentration camp, arrives in Mandatory Palestine, seeking refuge with her only remaining relative, her uncle. When she learns that he has died, she tries to take her own life in despair. After awakening in the hospital, Judith learns that Hana, a Muslim Arab nurse, has saved her life by donating her own blood. While the two women develop a fragile bond, each can't help but be drawn deeper into the political machinations tearing the country apart. After witnessing the repeated attacks inflicted on the Jews, Judith makes the life-changing decision to join the Zionist fight for Jerusalem. And Hana's star-crossed love for Dr. David Cohen, an American Jew out of his element and working only to save lives, will put her own life in danger. Then the political situation worsens. When tensions erupt, a shocking act of violence threatens Judith and Hana's friendship--and the destinies of everyone they love.

With Silent Screams

From Steve McHugh, the bestselling author of The Hellequin Chronicles, comes a new urban fantasy series packed with mystery, action, and, above all, magic. Layla Cassidy has always wanted a normal life, and the chance to put her father's brutal legacy behind her. And in her final year of university she's finally found it. Or so she thinks. But when Layla accidentally activates an ancient scroll, she is bestowed with an incredible, inhuman power. She plunges into a dangerous new world, full of

mythical creatures and menace--all while a group of fanatics will stop at nothing to turn her abilities to their cause. To protect those she loves most, Layla must take control of her new powers before they destroy her. All is not yet lost--there is a light shining, but Layla must survive long enough to see it.

Stages of Evil

The epic battle between humankind and their godlike rulers finally ignites in the masterful follow-up to Age of Myth and Age of Swords. The alliance of humans and renegade Fhrey is fragile—and about to be tested as never before. Persephone keeps the human clans from turning on one another through her iron will and a compassionate heart. The arrogant Fhrey are barely held in check by their leader, Nyphron, who seeks to advance his own nefarious agenda through a loveless marriage that will result in the betrayal of the person Persephone loves most: Raithe, the God Killer. As the Fhrey overlords marshal their army and sorcerers to crush the rebellion, old loyalties will be challenged while fresh conspiracies will threaten to undo all that Persephone has accomplished. In the darkest hour, when hope is all but lost, new heroes will rise . . . but at what terrible cost? Magic, fantasy, and mythology collide in Michael J. Sullivan's Legends of the First Empire series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR

Age of War

Avalon stands revealed, but the war is far from over. For Layla Cassidy, it has only just begun. Thrust into a new world full of magic and monsters, Layla has finally come to terms with her supernatural powers--and left her old life behind. But her enemies are relentless. Sixteen months after her life changed forever, Layla and her team are besieged during a rescue attempt gone awry and must fight their way through to freedom. It turns out that Avalon has only grown since their last encounter, adding fresh villains to its horde. Meanwhile, revelations abound as Layla confronts twists and betrayals in her own life, with each new detail adding to the shadow that looms over her. As Layla fights against the forces of evil, her powers begin to increase--and she discovers more about the darkness that lies in her past. As this same darkness threatens her future, will she be ready to fight for everything she holds dear?

Work Done for Hire

A powerful sorcerer. A forgotten past. Hellequin is back, and the end is near. A terrible storm is brewing in London, and Nathan Garrett, the sorcerer known as Hellequin, is the only one who can stop it. But his enemies have other plans. Harnessing the power of an ancient stone tablet, they cast Nate and his allies into

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another realm, where a bloody conflict rages between creatures twisted by magic. Meanwhile, with his friends' lives in danger, Nate must put centuries of differences aside, and place his trust in one of his greatest foes. Time is running out. Trapped and outnumbered, Nate must use all his wits and power to survive and find his way home before his enemies start a war that could destroy everything he holds close. Welcome to the penultimate chapter of the Hellequin Chronicles.

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