

Monster Hunter Epic: 1 (J POP)

FIRST TIME IN PAPERBACK. LATEST ENTRY IN THE NEW YORK TIMES BEST-SELLING MONSTER HUNTER INTERNATIONAL SERIES. REVIEWS IS A MOTHER When Owen Pitt and the rest of the Monster Hunter International crew are called away to mount a months-long rescue mission in a monster-infested nightmare dimension, Julie Shackleford-Owen's wife and descendant of MHI founder Bubba Shackleford—left behind. Her task: hold down the fort and take care of her new baby son, Ray. But when a routine field call brings her face-to-face with an unspeakable evil calling itself Brother Death, Julie is the Guardian of a powerful ancient artifact known as the characters' . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoub "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with necromantic death cults, child-stealing monsters, and worse. And she'll have to do it all before Brother Death can unleash the Kamaresh Yar. It may be one woman against an army of monsters, but Julie Shackleford is no ordinary woman—she's maybe the toughest mother on the planet! About Monster Hunter Guardian: "Once you open the cover, be prepared for an evening to disappear like a werewolf with a portal ring."—New York Journal of Books About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters. . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoub "Three Musketeers creator) Alexandre Dumas would give [Sarah A. Hoyt] a thumbs up."—Steve Forbes "[P]ainful and charming."—Library Journal "First-rate space opera with a moral lesson. You won't be disappointed."—Glenn Reynolds, Instapundit.com "[A] tour de force: logical, built from assumptions with no contradictions. . . . gripping."—Jery Pournelle "Exceptional, wonderful, and enormously entertaining."—Booklist

In Monsters On the Prowl, it's the Hulk, the Thing, Giant-Man and the Beast vs. a tidal wave of the most terrible monsters of the Marvel Universe! The Collector has inadvertently unleashed classic creatures Droom, Grogg, Goom, Rombuu, Grattu and more on New York City! Can our heroes save the day and have fun doing it? In Devil Dinosaur, two young Celestials get into a debate about who the superior life form is on prehistoric Earth – the Small Folk or the Killer Folk. But when the ferocity of Devil Dinosaur proves no match for the savage Killer Folk, a savage from the future is brought back to even the odds. In Fin Fang Four, four giant monsters – incarcerated for years for their crimes against humanity – now find themselves shrunk to human size and working at the home of the very people who captured them: the Fantastic Four! But when Goom's mad plan to rescue his father goes awry, the quartet must put aside their differences and become – The Fin Fang Four! And in Where Monsters Dwell, take a time machine back to the age of classic monsters in this incredible special featuring three new tales of magnificent creatures, aliens and beasts. Witness the terror of Monstrollo, the horror of Manoo and the fright of Bombu! Also reprinting four classic monster tales from the 1950s! Collects Marvel Monsters! Devil Dinosaur, Fin Fang Four, Monsters on the Prowl and Where Monsters Dwell.

When sassy old Doc tricks Alligator, king of the swamps, it starts a feud that continues to this day in the Louisiana Bayous. The Andromeda Strain meets The Stand in this startling and stunning thriller that brings to life a unique vision of the apocalypse and plays brilliantly with vampire mythology, revealing what becomes of human society when a top-secret government experiment spins wildly out of control. At an army research station in Colorado, an experiment is being conducted by the U.S. Government: twelve men are exposed to a virus meant to weaponize the human form by super-charging the immune system. But when the experiment goes terribly wrong, terror is unleashed. Amy, a young girl abandoned by her mother and set to be the thirteenth test subject, is rescued by Brad Wolgast, the FBI agent who has been tasked with handing her over, and together they escape to the mountains of Oregon. As civilization crumbles around them, Brad and Amy struggle to keep each other alive, clinging to hope and unable to comprehend the nightmare that approaches with great speed and no mercy.

Monster Hunter Guardian

Marvel Monsters

Why Alligator Hates Dog

Inquisitor's Foil

Monster: Punk Horizon

In a world of magic, clockwork gunslinger must stop a demon apocalypse from wiping out worlds. Starting in an old west you'd mostly recognize, this six-book series journeys beyond the boundaries of our own world and becomes an epic fantasy tale culminating in a demon war that tears deep... straight into the heart of Texas. Alien Worlds-A Demon Civilization-Ancient CorruptionTHE BLOOD WAR CHRONICLESBlood Oath, the third book in the Blood War Chronicles, finds Giss and a bad Orfeo n Tsoch's minions seeking a relic that could lead them straight to Laila Corina Dineși. With Corina as Orfeo's captive, they could kick off a demon apocalypse and ignite a war that would destroy one world after another.However, intel from Mad Emperor Norton has given Jake and his friends a fighting chance to beat Giss to the punch. Leaving Corina behind, they brave passage across the Trailei Sea to a world called Illewnikakian, a world which once crafted the heart of a demon civilization. To reach their goal, they must cross a corrupted forest and enter an ancient keep that hungrily awaits the taste of fresh meat. Before the end, Jake will risk his very soul to steal away Giss' prize, paying one heavy toll after another in search of victory.The first battle of Third Demon War has begun."Prepare for shocks, grit, and a voice you'll want to read forever." #1 NYT Bestselling author Sherilyn Kenyon"Just like the first book in the series, Blood Ties, Blood Curse pulls you along on Jake and Cole's wild ride across the West. Quincy does a great job blending magic with steampunk and wrapping it in the grittiness of a western. I didn't want to put this one down, and almost missed my bus stop a couple of times! I highly recommend the series. You won't be disappointed." Niara"Quincy Allen offers a brisk, thoughtful story that weaves together the necessary tropes to create a satisfying Steampunk adventure... The tight prose goes on into an evocative tale that spins on intrigue and double-crosses. Go for it." Mario Acevedo, Acclaimed Author and Artist He's a part-time Imperial hero, full-time thief. Lucky for him, she's not that kind of Inquisitor. Illusionist and novice spy Alan Campbell just got out of one relationship only to have another woman walk into his life: the Lady Camilla Favonius of the Imperial Inquisition. He's close to broke and left without money. She wears plate armor in the field and around her heart. Is the lady just what the Plague Doctor ordered, or will his efforts to get a job and win her only leave him jaded...or dead? From the city of Harrowick to the perilous depths of the Grass Sea, Alan will have to fight a corrupt syndicate, earn his place in the Thieves' Union, and face down monsters and the risen dead if he wants a happy ending. All the while, in the real world, Robert Osmark is as close to losing his company as he's ever been, and both Sandra and Jeff will have to pick sides once the battle lines are drawn. Brazen theater. Death caught off-balance, the Dawn Elves' dirty secret, and unexpected love in Inquisitor's Foil, the third book of the Illusionist series. From James A. Hunter-author of Viridian Gate Online, Rogue Hunter, War Gods Mante, and the Yancy Lazarus Series-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

Evil always seeks a foothold. We must not give it one. The electrifying conclusion to the New York Times and Indiebound bestselling *Serpent & Dove* trilogy is perfect for fans of Sarah J. Maas and Kendare Blake. Lou has spent her whole life running. Now, after a crushing blow from Morgane, the time has come to go home—and claim what is rightfully hers. But this is no longer the Lou her friends knew. No longer the Lou who captured a thief's heart. A darkness has settled over her, and this time it will take more than love to drive out. From *Serpent & Dove* to *Blood & Honey* and concluding with *Gods & Monsters*, Shelby Mahurin's stunning fantasy trilogy delivers thrills and romance.

IN A BUSINESS LIKE MONSTER HUNTING, IT'S ALL ABOUT SETTING PRIORITIES The chaos god Asag has been quiet since the destruction of the City of Monsters, but Monster Hunter International know that he is still out there, somewhere—plotting, waiting for his chance to unravel reality. When Owen and the MHI team discover that one of Isaac Newton's Ward Stones is being auctioned off by Reipolds who live deep beneath Atlanta, they decide to steal the magical superweapon and use it to destroy Asag once and for all. But before the stone can be handed off, it is stolen by a mysterious hit with ties to MHI and the Vatican's Secret Guard. It's a race against time, the Secret Guard, a spectral blood hunter, and a whole bunch of monsters to acquire the Ward Stone and use it against Asag. For as dangerous as the chaos god is, there is something much older—and infinitely more evil—awakening deep in the jungles of South America. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—BookReporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books]...The plotting is excellent, and Correia makes you care about the characters. . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoub "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on Monster Hunter Vendetta

House of Earth and Blood

Viridian Gate Online

Sellbook

Mary Molds a Monster

Monster Hunter Nemesi

Read Along or Enhanced eBook: Camille is excited to start a new project at school. She's given two choices: she can build a kite or plant a vegetable. Making a decision is difficult for Camille. With the support of friends and her teacher, Camille soon learns to make thoughtful, timely choices. Part of the sixteen book I SEE I LEARN® series for happier, healthier, more confident children!

NEW YORK TIMES BESTSELLER From the New York Times best-selling creator of Monster Hunter International: Book #2 in the hard-hitting Grimnoir Chronicles. Jake Sullivan is a hardboiled private eye at war with evil magical powers in a dark and gritty urban fantasy that's a cross between the The Maltese Falcon, Angels and Demons and Twilight. Dark fantasy goes hardboiled in #2 of the hard-hitting Grimnoir Chronicles by the New York Times best-selling creator of Monster Hunter International. The Grimnoir Society's mission is to protect people with magic, and they've done so—successfully and in secret—since the mysterious arrival of the Power in the 1850s. When a magical assassin makes an attempt on the life of President Franklin Roosevelt, the crime is pinned on the Grimnoir. The knights must become fugitives while they attempt to discover who framed them. Things go from bad to worse when Jake Sullivan, former PI and knight of the Grimnoir, receives a telephone call from a dead man—a man he helped kill. Turns out the Power jumped universes because it was fleeing from a predator that eats magic and leaves destroyed worlds in its wake. That predator has just landed on Earth. About Larry Correia's Monster Hunter series: "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books]...The plotting is excellent, and Correia makes you care about the characters. . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some...for yourself and for stocking stuffers."—Massad Ayoub About Larry Correia's Monster Hunter Vendetta: "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly

Join Jacob and Margaret as they travel back in time to Lake Geneva, Switzerland. It's 1816, and George Gordon, Lord Byron has challenged Mary and Percy Shelley and himself to compose a scary story. Jacob and Margaret know that Mary's tale will be Frankenstein. But Mary is struggling with writer's block! Can Jacob and Margaret help Mary mold a monster? Aligned to Common Core Standards and correlated to state standards. Calico is an imprint of Magic Wagon, a division of ABDO.

Or the Evening Redness in the West

Target Rich Environment, Volume 2

Gods & Monsters

Reading Insanity from Homer to Statius

Astro-Birds

The Kingdom of Luka is controlled by the decrees of God-King Elizer. Break one and become a twisted monster. From the author of Frith Chronicles and Star Marque Rising, comes a new fantasy epic.

Hardcover Edition! Beloved by fans the world over, the Monster Hunter series takes players on an epic quest to hunt or capture the most dangerous and fantastic monsters imaginable. Monster Hunter Illustrations collects the unparalleled artwork behind the first two generations of games in this landmark series. Inside you'll find hundreds of designs for characters, monsters, armor, weapons, and more, plus tons of rough drawings and sketch work. LARRY CORREIA'S BEST-SELLING EPIC FANTASY SERIES, SAGA OF THE FORGOTTEN WARRIOR, CONTINUES. Ashok Vadai was once a member of the highest caste in all of Lok. As a Protector, he devoted his life to upholding the Law, rooting out those who still practiced the old ways and delivering swift justice with his ancestor blade Angruvadal. None was more merciless than he in stamping out the lingering belief in gods and demons among the castelless. His brutality was legendary and celebrated. But soon Ashok learned that his life to that point had been a lie. He himself, senior member of the Protector Order, was casteless. He had been nothing more than an unwitting pawn in a political game. His world turned upside down and finding himself on the wrong side of the Law, he began a campaign of rebellion, war, and destruction unlike any Lok had ever seen. There had been first daughter of Vane. A member of the Warrior Order, she had spent her life training for combat. Until a strange sight in the heavens appeared one day. There was struck by lightning and from that day forward she heard the Voice. A reluctant prophet with the power to see into the future, she fought alongside Ashok Vadai and his company of men known as the Sons of the Black Sword until a shapeshifting wizard with designs on her powers of precognition spirited her away. He holds her prisoner in the House of Assassins. Ashok Vadai and the Sons of the Black Sword march to rescue Thera. With his sword Angruvadal, Ashok was unstoppable. But Angruvadal is gone, shattered to pieces on the demon possessed husk of a warrior. Now, Ashok must fight without the aid of the magic blade for the first time. Thera's life depends on it. But there is much more at risk in the continent of Lok. Strange forces are working behind the scenes. Ashok Vadai and the Sons of the Black Sword are caught up in a game they do not fully understand, with powerful forces allied against them. Ashok no longer knows what to believe. He is beginning to think perhaps the gods really do exist. If so, he's warned them to stay out of his way. They would do well to listen. At the publisher's request, this title is sold without DRM (Digital Rights Management). About House of Assassins: "Correia piles on the intrigue, action, and cliffhangers in the invigorating second Saga of the Forgotten Warrior epic fantasy. . . . Correia also weaves in elements that question the value of belief and the cost of giving authority to those who find more profit in preying on the weak. . . . Brisk fight scenes, lively characters, and plenty of black humor continue to make this series a real pleasure."—Publishers Weekly

In a world of magic, clockwork gunslinger Jake Lasater must prevent a demon apocalypse from wiping out two worlds and fights a destiny he doesn't want. In this gaslight portal fantasy, he'll see worlds, people, and creatures he never knew existed.

The Madness of Epic

Monster Hunter Illustrations

Monster Hunter International, Second Edition

The Monster Hunter Files

Hex Tonquest

Hex Tonquesthas a Khezu and the disturbance in the mountains seems to have settled, but then another monster appears. Raiga and his companions set out for the hunting ground, but that leaves only two hunters in Pokke Village who are able to fight as two Blangonga monsters driven from their territory approach...— VIZ Media

Three titles in this series together for the first time in one huge volume. Monster Hunter International! With the clock ticking towards Armageddon, Monster Hunter Owen Pitt must face down legions of undead minions!and the cursed family of the woman he loves. Monster Hunter Vendetta: Accountant turned monster hunter Owen made himself the enemy of the most powerful beings in the universe. Now an evil death cult known as the Church of the Temporary Mortal Condition wants to capture Owen in order to gain the favor of the great Old Ones. The Condition is led by a fanatical necromancer known as the Shadow Man. The government wants to capture the Shadow Man and has assigned the enigmatic Agent Franks to be Owen. s full time bodyguard, which is a polite way of saying that Owen is monster bait. With supernatural assassins targeting his family, a spy in their midst, and horrific beasts lurking around every corner, Owen and the staff of Monster Hunter International don t need to go hunting, because this time the monsters are hunting them. Fortunately, this bait is armed and very dangerous... At the publisher's request, this title is sold without DRM (Digital Rights Management).

Chirp, Squawk, and Tweet are in outer space when their ship gets hit by an asteroid. Using modeling clay, they patch up the hole and manage to rescue Squawk, who has fallen out.

Alex is a Glitch Hunter, wielder of a magical bracer that allows him to see the world in terms of things such as hit points and experience. He was brought from another world to hunt dangerous creatures called Glitch that defy the natural order. With enough experience he can unlock powerful abilities of his own to fight them.A whole new lifeThe life of a Glitch Hunter has its perks. Being able to move among the powerful, being desired by women, but it holds great risks as well. Saving the city of Falkirk will require Alex to master his new abilities or watch the populace perish in agony.

Dirty Harry needs Twilight #3 in the break-out series and a follow-up to Monster Hunter International and Monster Hunter Vendetta. Earl Harbinger may be the leader of Monster Hunter International, but he's also got a secret. Nearly a century ago, Earl was cursed to be a werewolf. When Earl receives word that one of his oldest foes, a legendary vicious werewolf that worked for the KGB, has mysteriously appeared in the remote woods of Michigan, he decides to take care of some unfinished business. But another force is working to bring about the creation of a whole new species of werewolf. When darkness falls, the final hunt begins, and the only thing standing in their way is a handful of locals, a lot of freprower, and Earl Harbinger's stubborn refusal to roll over and play dead. At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 730

Great Choice, Camille!

The Final Decree

The Passage

A Cajun Folktae

Monster Hunter: Flash Hunter

For well over a century, Monster Hunter International has kept the world safe from supernatural threats small and large—and in some cases very, very large. Now, join us as MHI opens their archives for the first time. From experienced Hunters on their toughest cases, to total newbies' initial encounters with the supernatural, *The Monster Hunter Files* reveals the secret history of the world's most elite monster fighting force. Discover what happened when Agent Franks took on the Nazis in World War Two. Uncover how the Vatican's Combat Exorcists deal with Old Ones in Mexico. And find out exactly what takes place in a turf war between trapper park elves and gnomes. From the most powerful of mystical beings to MHI's humble janitor, see the world of professional monster hunting like never before. Featuring seventeen all new tales based on Larry Correia's bestselling series, from *New York Times* best-selling authors Jim Butcher, John Ringo, Jessica Day George, Jonathan Maberry, John Hunter, and many more. Contributors: Larry Correia Jim Butcher Mike Kupan Jessica Day George John C. Wright Maurice Broadbus Brad R. Torgersen Faith Hunter Jody Lynn Nye Quincy J. Allen Alex S. Diamond John Ringo Bryan Thomas Schmidt & Julie C. Frost Sarah A. Hoyt Jonathan Maberry About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters. . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoub "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on Monster Hunter Vendetta About Mission: Tomorrow, edited by Bryan Thomas Schmidt: "This themed anthology . . . will appeal to a wide range of readers, who will appreciate the diversity of stories . . . a solid introduction to a classic genre."—Kirkus "Editor Schmidt adds grandmasters to a mix of newer established names and balances the tragic with the humorous."—Publishers Weekly About Shattered Shields, edited by Jennifer Brozek and Bryan Thomas Schmidt: "In this well-built anthology, seventeen original stories cut to the heart of military fantasy, diving directly into the most exciting moments of dramatic bravery, grand battles, and life-changing heroism. . . . Readers who prefer to cut straight to the action, but want more depth than pure hack-and-slash, will find these offerings appealing."—Publishers Weekly "An inventive and thought-provoking set of tales that capture the bravery and terrors of battle. Carries the banner of military fantasy proudly."—John Marco, author of *The Bitchious Comedy Adventures* "This is a great read."—Library Journal The Monster Hunter Memoirs series by Larry Correia and John Ringo: *Monster Hunter Memoirs: Grunge Monster Hunter Memoirs: Sinners The Monster Hunter series by Larry Correia: Monster Hunter*

Hardcover edition! Monster Hunter Illustrations continues with another mammoth-sized, 400-page artwork collection! Monster Hunter Illustrations 2 covers all the third generation Monster Hunter games including Monster Hunter Tri and Monster Hunter Portable 3rd. Featured are creature designs, character designs, armor, weapons, tons of rough sketches, and more Contains an all-new afterword by New York Times best-selling author Larry Correia! Welcome to Monster Hunter International. Five days after Owen Zastava Pitt pushed his insufferable boss out of a fourteenth story window, he woke up in the hospital with a scarred face, an unbelievable memory, and a job offer. It turns out that monsters are real. All the things from myth, legend, and B-movies are out there, waiting in the shadows. Officially secret, some of them are evil, and some are just hungry. On the other side are the people who kill monsters for a living. Monster Hunter International is the premier eradication company in the business. And now Owen is their newest recruit. It's actually a pretty sweet gig, except for his little problem. An ancient entity known as the Cursed One has returned to settle a centuries old vendetta. Should the Cursed One be freed, it means the end of the world, and MHI is the only thing standing in his way. With the clock ticking towards Armageddon, Owen finds himself trapped between legions of undead minions, belligerent federal agents, a cryptic ghost who has taken up residence inside his head, and the cursed family of the woman he loves. Business is good

Spanning eight decades and chronicling the wild ride of a Greek-American family through the vicissitudes of the twentieth century, Jeffrey Eugenides' witty, exuberant novel on one level tells a traditional story about three generations of a fantastic, absurd, lovable immigrant family – blessed and cursed with generous doses of tragedy and high comedy. But there's a provocative twist. Cal, the narrator – also Callie – is a hermaphrodite. And the explanation for this takes us spooling back in time, through a breathtaking review of the twentieth century, to 1922, when the Turks sacked Smyrna and Callie's grandparents fled for their lives. Back to a tiny village in Asia Minor where two lovers, and one rare genetic mutation, set our narrator's life in motion. Middlesex is a grand, utterly original fable of crossed bloodlines, the intricacies of gender, and the deep, untidy promptings of desire. It's a brilliant exploration of divided people, divided families, divided cities and nations – the connected halves that make up ourselves and our world.

Read Along or Enhanced eBook

Memoirs of a Monster Hunter

Monster Hunter Illustrations 2

Around the World with Captain Cook

House of Slaughter #1

In 1768, an 11-year-old sailor named Nicholas took to the seas with British explorer James Cook on a 3-year expedition of discovery, venturing into an uncharted world filled with strange lands, mysterious peoples, and peculiar creatures. *Sailing the Unknown*, written by Michael J. Rosen in the shorthand style of a historical journal and illustrated with panoramic vistas by Maria Cristina Pitrelli, depicts this historic journey from the viewpoint of young Nick.

A #1 New York Times bestseller! Sarah J. Maas's brand-new CRESCENT CITY series begins with House of Earth and Blood: the story of half-Fae and half-human Bryce Quinlan as she seeks revenge in a contemporary fantasy world of magic, danger, and searing romance. Bryce Quinlan had the perfect life—working hard all day and partying all night—until a demon murdered her closest friends, leaving her bereft, wounded, and alone. When the accused is behind bars but the crimes start up again, Bryce finds herself at the heart of the investigation. She'll do whatever it takes to avenge their deaths. Hunt Athalar is a notorious Fallen angel, now enslaved to the Archangels he once attempted to overthrow. His brutal skills and incredible strength have been set to one purpose—to assassinate his boss's enemies, no questions asked. But with a demon weaving havoc in the city, he's offered an irresistible deal: help Bryce find the murderer, and his freedom will be within reach. As Bryce and Hunt dig deep into Crescent City's underbelly, they discover a dark power that threatens everything and everyone they hold dear, and they find, in each other, a blazing passion-one that could set them both free, if they'd only let it. With unforgettable characters, sizzling romance, and page-turning suspense, this richly inventive new fantasy series by #1 New York Times bestselling author Sarah J. Maas delivers into the heartache of loss, the price of freedom—and the power of love.

25th ANNIVERSARY EDITION • An epic novel of the violence and depravity that attended America's westward expansion, *Blood Meridian* brilliantly subverts the conventions of the Western novel and the mythology of the Wild West—from the bestselling, Pulitzer Prize-winning author of *The Road* Based on historical events that took place on the Texas-Mexico border in the 1850s, it traces the fortunes of the Kid, a fourteen-year-old Tennesseean who stumbles into the nightmarish world where Indians are being murdered and the market for their scalps is thriving.

Hard-hitting stories from the creator of Monster Hunter International. The second volume of short stories from nationally best-selling author Larry Correia. More stories from the creator of Monster Hunter International, The Grimnoir Chronicles, and the Saga of the Forgotten Warrior. The second volume collecting all of best-selling author Larry Correia's short stories, novelettes, and novellas. Correia's novels are known for their hard-hitting, no-holds-barred action sequences, in-depth worldbuilding, and vivid characterization. Now, Correia turns to the short form to deliver short stories that take no prisoner. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher on *Son of the Black Sword* "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. . . . The plotting is excellent, and Correia makes you care about the characters. . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoub "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on Monster Hunter Vendetta

Book 1 of the Blood War Chronicles

Monster Hunter Epic

Monster Hunter Alpha

Sailing the Unknown

Return to Exile

When it comes to women, Hunter Keaton has rules. Those rules ensure his life stays uncomplicated and controlled. Control is what he craves, what he needs to keep his inner demons quiet. Private investigator by day, his life is nothing but a pit of regret, devoid of any and every emotion. Hired to find an elusive runaway-wild, hot-headed woman with sinfully enticing curves-Hunter's self-control is pushed to the limit. Scarlet Woods challenges him in ways that have him wanting to break his own damn rules. But she has secrets-secrets he's determined to uncover. He just didn't count on getting his own past dragged into what turns out to already be a deadly game of lies. This is not a tale of how love conquers all. This is a story of how two people equally shattered by their pasts realize that two broken souls can't make a whole.

#5 in multiple New York Times bestseller Larry Correia's Monster Hunter series. Agent Franks of the U.S. Monster Control Bureau is a man of many parts&parts from other people, that is. Franks is nearly seven feet tall and all muscle. He's nearly indestructible. Plus he's animated by a powerful alchemical substance and inhabited by a super-intelligent spirit more ancient than humanity itself. Good thing he's on our side. More or less. Sworn to serve and protect the United States of America from all monsters by one of the country's founding fathers, Franks has only one condition to the agreement: no matter what the government learns of him, no matter what is discovered concerning his odd physiology or the alchemy behind the elixir that made him, the government is never, ever allowed to try and make more like him. Such is absolutely forbidden and should the powers-that-be do so, then the agreement is null and void. Proctur Nemesi: In a secret location, using sophisticated technology and advanced genetic engineering, the director of the very agency Franks works for is making more like him. And the director is not content with making one. Nope, he's making thirteen. Now all bets are off, and Hell hath no fury like a monster betrayed. Particularly if that monster happens to be an undying killing machine capable of taking out vampires and werewolves with one hand tied behind his back. At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 800 About Larry Correia's Monster Hunter series: "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."Knotclan.com "A gun person who likes science fiction&or, heck, anyone who likes science fiction&will enjoy these books."The plotting is excellent, and Correia makes you care about the characters&read both books without putting them down except for works&whaddaya waitin' for? Go and buy some&for yourself and for stocking stuffers."Massad Ayoub About Larry Correia's Monster Hunter Vendetta: "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."Publishers Weekly The Monster Hunter Series Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesi

Discover the inner workings of the House of Slaughter in this new horror series exploring the secret history of the Order that forged Erica Slaughter into the monster hunter she is today. You know Aaron Slaughter as Erica's handler and rival. But before he donned the black mask, Aaron was a teenager training within the House of Slaughter. Surviving within the school is tough enough, but it gets even more complicated when Aaron falls for a mysterious boy destined to be his competition.

Pinochio, the Tale of a Puppet Follows the adventures of a talking wooden puppet whose nose grew longer whenever he told a lie and who wanted more than anything else to become a real boy.As carpenter Master Antonio begins to carve a block of pinewood into a leg for his table the log shouts out, "Don't strike me hard! Frightened by the talking log, Master Cherry does not know what to do until his neighbor Geppetto drops by looking for a piece of wood to build a marionette. Antonio gives the block to Geppetto. And thus begins the life of Pinochio, the puppet that turns into a boy.Pinochio. The Tale of a Puppet is a novel for Carlo Collodi is about the mischievous adventures of Pinochio, an animated marionette, and his poor father and woodcarver Geppetto. It is considered a classic of children's literature and has spawned many derivative works of art. But this is not the story we've seen in film but the original version full of harrowing adventures faced by Pinochio. It includes 40 illustrations.

The Monster Hunters

Middlesex

The Epic of Gilgamesh

House of Assassins

Madness plays a vital role in many ancient epics: not only do characters go mad, but madness also often occupies a central thematic position in the texts. In this book, Debra Herschkowitz examines from a variety of theoretical angles the representation and poetic function of madness in Greek and Latin epic from Homer through the Flavians, including individual chapters devoted to the Iliad and Odyssey, Virgil's Aeneid, Ovid's Metamorphoses, Lucan's Bellum Civile, and Statius' Thebaid. The study also addresses the difficulty of defining madness, and discusses how each epic explores this problem in a different way, finding its own unique way of conceptualizing madness. Epic madness interacts with ancient models of madness, but also, even more importantly, with previous representations of madness in the literary tradition. Likewise, the reader's response to epic madness is influenced by both ancient and modern views of madness, as well as by an awareness of intertextuality.

Dive into this monstrously massive guide and explore all of the hunting fields, monsters, weaponry and lore that teamed Capcom's beloved Monster Hunter franchise into a global hit! Monster Hunter: World is one of the biggest games to hit shelves in years, and an epic game deserves an epic book! This 560-page tome features all of the lore, myths and info that made Monster Hunter: World such a hit. Get all the details on the ecosystems of the hunting fields, find out just what makes a Rathalos such a ferocious predator, and explore the New World!

Monster Hunter EpicGreat Choice, Camille!Read Along or Enhanced eBookTriangle Interactive, Inc.

Blood Ties

Blood Meridian

Monster Hunter Vendetta