

Lies Ripped Open The Hellequin Chronicles Book 5

This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.

This book explores the relationships between ancient witchcraft and its modern incarnation, and by doing so fills an important gap in the historiography. It is often noted that stories of witchcraft circulated in Greek and Latin classical texts, and that treatises dealing with witch-beliefs referenced them. Still, the role of humanistic culture and classical revival in the developing of the witch-hunts has not yet been fully researched. Marina Montesano examines Greek and Latin literature, revealing how particular features of ancient striges were carried into the Late Middle Ages, through the Renaissance and into the fifteenth century, when early Italian trials recall the myth of the strix common in ancient Latin sources and in popular memory. The final chapter also serves as a conclusion, to show how in Renaissance Italy and beyond, classical accounts of witchcraft ceased to be just stories, as they had formerly been, and were instead used to attest to the reality of witches' powers. 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.

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 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....

Sorcery Reborn

A Hellequin Novell

Monster Manual II

Prison of Hope

Promise of Wrath

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?

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.

The Realm of Dreich is a getaway for the rich and powerful, a medieval-inspired town in the middle of a vast frozen wilderness. Now it's the site of a wedding, intended to join two feuding families who have spent centuries in an uneasy truce with each other. When Tommy Carpenter asks his best friend, Nate Garrett, to help him with the security of the wedding, Nate reluctantly agrees, knowing that it will be a long weekend of work and, in all probability, treachery. It is only a matter of time before members of each family are found murdered and it is up to Nate and Tommy to find the killer before more bodies fall, potentially reigniting a war.

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 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.

Dungeons & Dragons For Dummies

A Flicker of Steel

Roleplaying Game Core Rules

The Encyclopedia of Demons and Demonology

Concerning "Letters from the Devil's Forest: An Anthology of Writings on Traditional Witchcraft, Spiritual Ecology, and Provenance Traditionalism," the latest published work by Robin Artisson, occultist & writer of some renown. IN THIS latest work, witch, metaphysician, and traditionalist Robin Artisson presents an in-depth and darksome interior vision of many dimensions of the old and nearly forgotten Art of true Witchcraft. "Letters from the Devil's Forest" is a lengthy anthology of Artisson's writings regarding every topic of essence and interest to the student or researcher of the half-remembered occult practices of "spirit-pacting" and spirit-allegiance: the timeless root-practices that underlie the genuine sorcerous traditions of the West. Over 130 chapters, representing public and private writings done by Artisson in the last five years, but drawing on over 20 years of his own practice and in-depth researches, are brought together into one informative tome, to better serve the needs of the modern mystic or malcontent in search of a roadmap to the hidden angles of life's most seductive mystery: the mystery of sorcery, and the parallel mystery of spiritual ecology. The generous amounts of material housed in this encyclopedia of lore comes divided into nine major portions, including a detailed treatment of the lost occult anthropology—the very oldest human beliefs on death, the soul, and dying— and what these beliefs can mean for us alive today; many ethical, practical, and instructional essays on various forms of sorcerous art, focusing on material long pre-dating the modern occult emergence; essays on the strange themes and practices of the "Hidden Seasons" or the Witch-sabbats; in-depth daimonological ponderings and writings on the "Master Entity" himself, the Witchfather who stands behind genuine covenants of Witchcraft and the Master-Spirits who share our world and act as tutelary spirits to Witch-kind; scathing criticisms of the lies and falsehoods of modernity and insightful essays offering soul-satisfying alternatives to unquestioned faith in modern myths; sharp philosophical countering and criticism of the mainstream religions that have besmirched the world with their hatreds and absolutisms for centuries, and continue to torment the world today; foundational essays concerning "Provenance Traditionalism" or the secret tradition that emerges from the origins of Western culture and whose metaphysics and insights are still to be discovered encoded in folklore and mythology. Also included is a potent selection of folktales and traditional stories, some original but most from deep in the folk-tradition, analyzed and elucidated to reveal the potent "soul-deep" codes that can transform men and women into wiser, more cunning people as they undergo their fateful journeys through this world. "Letters from the Devil's Forest" is a true treasury of the Hidden and Despised Art; it contains, in over 700 pages, almost ceaseless "Art-teaching" material, sorcerous maxims, gems of practice, some quite old invocations, poems, channeled writings, warnings, ethical and moral ponderings with regard to the sorcerous arts and to living outside of the mainstream of the modern and greedy spirit, inspirational quotes from past and present masters, wrapped together with Artisson's own sometimes sparkling, sometimes questionable brand of humor and wit, and crowned with original art flourishes and atmospheric ornamentation by Stephanie Houser.

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

*Lies Ripped Open*47North

Much to the chagrin of his girlfriend, Gia, Repairman Jack doesn't deal with electronic appliances—he fixes situations for people, situations that usually involve putting himself in deadly danger. His latest project is recovering a stolen necklace, which carries with it an ancient curse that may unleash a horde of Bengali demons. Jack is used to danger, but this time Gia's daughter Vicky is threatened. Can Jack overcome the curse of the yellow necklace and bring Vicky safely back home? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM)

applied.

The Sight

Special Reference Work : a Compiled Volume of Information for Players of Advanced Dungeons & Dragons, Including, Character Races, Classes, and Level Abilities; Spell Tables and Descriptions; Equipment Costs; Weapons Data; and Information on Adventuring

Classical Culture and Witchcraft in Medieval and Renaissance Italy

Longinus the Vampire

The Quintessential Rogue II

In the fifteenth-century kingdom of Brittany, seventeen-year-old Ismae escapes from the brutality of an arranged marriage into the sanctuary of the convent of St. Mortain, where she learns that the god of Death has blessed her with dangerous gifts--and aviolent destiny.

Faith, Love, Hope and Popular Romance Fiction explores romance novels from a theological perspective and suggests a new definition of the romance novel to complement other definitions which focus on structural elements: "modern popular romances are novels whose authors have assumed pastoral roles, offering hope to their readers through works which propagate faith in the goodness and durability of love." Part one outlines how romance authors offer hope and pastoral care to their readers through works which propagate faith in the goodness and durability of love. Part two explores aspects of faith, hope, love and pastoral care in more detail: words and power; the different "faith" traditions in the precursors to the modern romance; what it means to hope for a "prince" as saviour; damnation as the absence of love, and metaphorical devils and hells; false or damaging forms of love and how to discern them.

This indispensable supplement contains information on nearly 200 new monstersfor any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers withtougher foes to overcome. (Gamebooks)

From the New York Times bestselling author of the Chicagoland Vampire novels, a brand new Devil's Isle Novel... The paranormal war that engulfed New Orleans seven years ago is over. But the battle for the city is just beginning . . . Claire Connolly is a Sensitive, infected with magic when the Veil that divides humanity from the world beyond fell. Magic can easily consume and destroy a Sensitive, and if Claire's secret is discovered she'll be locked into the walled district of Devil's Isle along with every other Paranormal left in the city. Bounty hunter Liam Quinn discovered Claire's secret, but refused to turn her in. Together they saved New Orleans from the resurgence of magic that nearly destroyed it. But now a dangerous cult is on the rise, and it will take both Claire and Liam--and magical allies within Devil's Isle's towering walls--to defeat the growing threat before magic corrupts them both...

Born of Hatred

The Complete Official Guide

Player's Handbook 2

Letters from the Devil's Forest

Chivalry and Violence in Medieval Europe

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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.

In the forgotten back alleys and flophouses that lie in the shadows of Rigus, the finest city of the Thirteen Lands, is Low Town. It is an ugly place, and its champion is an ugly man. Disgraced intelligence agent. Forgotten war hero. Independent drug dealer. After a fall from grace five years ago, a man known as the Warden leads a life of crime, addicted to cheap violence and expensive drugs. Every day is a constant hustle to find new customers and protect his turf from low-life competition. The Warden's life of drugged iniquity is shaken by his discovery of a murdered child down a dead-end street, setting him on a collision course with the life he left behind. As a former agent with Black House--the secret police--he knows better than anyone that murder in Low Town is an everyday thing, the kind of crime that doesn't get investigated. To protect his home, he will take part in a dangerous game of deception between underworld bosses and the psychotic head of Black House, but the truth is far darker than he imagines.

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. This companion to the 'Player's handbook' core rulebook introduces the primal power source, which draws on the spirits that preserve and sustain the world. This book includes four classes tied to the primal power

source: the barbarian, the druid, the shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

Men and Bears

Death Unleashed

Lies Ripped Open

Rivers of London

Dungeon Master For Dummies

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?

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 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 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.

The time of Carnival represents a "wild" time at the end of winter and pointing to the beginning of a new season. It is characterized by the irruption of border figures, animal masks, characters which recall the world of the dead and which bring within themselves the germ of a vital force, of the energy that produces the reawakening of nature and announces the growth and fertility of the new crops. This wild domain shows itself under the shapes of a contiguity between human and animal: the costumes, the masks, refer to a world in which the characteristics of the human and those of the animal are fused and intertwined. Among these figures, in particular, emerge those of the Wild Man, the human being who takes on animal-like attributes and aspects, and of the Bear, the animal that, more than all the others, gets as close as possible to the human and seems to reflect a deformed image of it. Such symbolic images come from far off times and places to tell a story that belongs to our common origins. The bear assumes attributes and functions alike in very different cultural contexts, such as the Sámi of Finland or North-American hunter-gatherers, and represents a boundary between the world of nature and the human world, between the domain of animals and the difficult construction of humanity: a process continued for centuries, perhaps millennia, and which cannot still be said complete.

Low Town

A Novel

Advanced Dungeons & Dragons, Players Handbook

How To Be a Good Wife

Ghost Brothers

Devastating losses caused by diseases such as smallpox led to an epidemic of bereavement among the Natives. This loss resonated with the French, who had dealt with smaller epidemics in France and were also mourning their absent communities through a nostalgia for home. Blum traces how ghosts provided transgenerational and transcultural links that guided understanding rather than encouraging violence. Ghost Brothers insightfully examines the process of this colonial interdependent alliance between Native and European worlds.

Gladiator Meets Blade In This Stake-Pounding Shocker Love, honour, revenge, horrific vampires, exciting fight scenes - all with a healthy topping of horror and a dark lair of depravity. The Revenant was created to destroy Lilith's enemies and lead her vanguard at the battle of Armageddon. Unfortunately, there was one, very serious flaw in his unholy perfection - a much higher power - gave him a conscience. Not only must he battle against the terrifying creatures of the night - he must also fight to retain the last vestiges of his humanity and honour - otherwise the beast inside him will take over completely. The Past He was the centurion who pierced the body of Christ with his spear. Damned for eternity, he carried the Spear of Destiny. He was seduced and turned by Lilith, The Queen of the Night. She made him her Revenant - a vampire of immense power. She used him to destroy her enemies. Firstly, vampire heretics who refused to worship her. Then innocent women and children. He rebelled and escaped her power. For centuries, he wandered the earth and fought in the wars of men. He met his soul mate, the beautiful vampire Carmilla. They lived together in peace, solitude, and

contentment. The Present Now - the vampire Lord of New York has tortured and killed his true love. Now - Longinus will once again unleash the beast inside him and the full power of the spear. Now - Longinus will bring down his vampire kingdom in a sea of blood and fire - or die trying. But Lillith is watching and waiting...to reclaim what is rightfully hers. There is no redemption for the damned. Latest Reviews From Amazon UK - 5 stars "Great book, with a great storyline" By covgal72 "This book is great value for money. It takes on a different angle of vampire story, rather than the usual Vlad the Impaler, or teen love story. I loved the little snippets of background on each character, and I can see lots of scope for a series of books. This book would make a great movie. Five stars from me." 5 stars Actual Vampires! By Siobhan Malloy Absolutely loved this book! There were no sparkles, no magic daylight rings... Just blood, guts, gore and sex - exactly what you want in a vampire book! Excellent :) 5 stars "Longinus The Vampire" By miss g duncan Highly enjoyable novel, it has many twists and turns filled with passion and war, unmissable reading, a must buy for all! 5 stars: "Great read" By David "Nice to see someone writing a vampire story that's not aimed at teenage girls! Great wee read, got through it in a weekend." 4 stars: Fantastic story that ticks all the boxes By Andrew Morrison I really loved this book and I would recommend it to any vampire fans (Twilight fans need not apply, this is a real vampire story)." Five Stars: Great Read For Holidays By SusieV "I do not usually read vampire books but having read The Passage and Twelve I thought I would try this. I found the story kept your attention and must admit did not guess the ending. It's an easy read with possibly more sexual perversion than I would like but that did not spoil my enjoyment of it. Give it a go." Watch The Videos! Please click on Visit Amazon's Alan Kinross Page just under the "Product Details" below to watch the exciting videos about the book. Official Website Visit the official website for more details, photos, and exciting videos about the dark and dangerous world of Longinus The Vampire. <http://www.longinusthevampire.com>

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 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.

Series order found on publisher's website.

Trauma in Medieval Society

Assassin's Creed Brotherhood

Blood Engines

Frozen Rage

Monster Manual 3

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?

The edited volume, *Trauma in Medieval Society*, draws upon skeletal and archival evidence to build a picture of trauma as part of the literary and historical lives of individuals and communities in the Middle Ages.

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.

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.

Advanced Tactics

With Silent Screams

The Hunt

Morphology of the Wild

Adoption of a French Tribe by Bereaved Native America: A Transdisciplinary Longitudinal Multilevel Integrated Analysis

- This is the 100% complete guide to Assassin's Creed Brotherhood - A colossal 40+page Extras chapter features every Secret along with a Behind-the-Scenes section, an Artwork

Gallery and an in-depth examination of key events and protagonists in the Assassin's Creed series - The user-friendly Walkthrough chapter charts a successful and rewarding path through the main story with step-by-step action on the left-hand page and advanced data and new features on the right - A 40+page Side Quests chapter presents a game roadmap, all optional activities and Metagames and every secret collectible on highly detailed area maps - The Reference & Analysis chapter offers lists and analysis of all Enemies, Weapons, Equipment, Moves, Shop Items and Achievements & Trophies - The dedicated Multiplayer chapter details all Multiplayer features and maps and includes expert advice on the scoring system & bonuses, abilities, streaks, perks, challenges and level progression - Carefully designed to avoid unnecessary story spoilers - Quick search index for ease-of-use - Includes a large map poster with the collectibles marked

Takes the Quintessential series to the next level. This first book deals with one the most common classes, the rogue.

Meet Marla Mason—smart, saucy, slightly wicked witch of the East Coast. . . . Sorcerer Marla Mason, small-time guardian of the city of Felport, has a big problem. A rival is preparing a powerful spell that could end Marla's life—and, even worse, wreck her city. Marla's only chance of survival is to boost her powers with the Cornerstone, a magical artifact hidden somewhere in San Francisco. But when she arrives there, Marla finds that the quest isn't going to be quite as cut-and-dried as she expected . . . and that some of the people she needs to talk to are dead. It seems that San Francisco's top sorcerers are having troubles of their own—a mysterious assailant has the city's magical community in a panic, and the local talent is being (gruesomely) picked off one by one. With her partner-in-crime, Rondeau, Marla is soon racing against time through San Francisco's alien streets, dodging poisonous frogs, murderous hummingbirds, cannibals, and a nasty vibe from the local witchery, who suspect that Marla herself may be behind the recent murders. And if Marla doesn't figure out who is killing the city's finest in time, she'll be in danger of becoming a magical statistic herself. . . .

How To Be a Good Wife by Emma Chapman is a haunting literary debut about a woman who begins having visions that make her question everything she knows Marta and Hector have been married for a long time. Through the good and bad; through raising a son and sending him off to life after university. So long, in fact, that Marta finds it difficult to remember her life before Hector. He has always taken care of her, and she has always done everything she can to be a good wife—as advised by a dog-eared manual given to her by Hector's aloof mother on their wedding day. But now, something is changing. Small things seem off. A flash of movement in the corner of her eye, elapsed moments that she can't recall. Visions of a blonde girl in the darkness that only Marta can see. Perhaps she is starting to remember—or perhaps her mind is playing tricks on her. As Marta's visions persist and her reality grows more disjointed, it's unclear if the danger lies in the world around her, or in Marta herself. The girl is growing more real every day, and she wants something.

All the Rage

Popular Tales from the Norse

Theater as Metaphor

An Anthology of Writings on Traditional Witchcraft, Spiritual Ecology and Provenance Traditionalism

Scorched Shadows

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.

My name is Peter Grant and until January I was just probationary constable in that mighty army for justice known to all right-thinking people as the Metropolitan Police Service (and as the Filth to everybody else). My only concerns in life were how to avoid a transfer to the Case Progression Unit - we do paperwork so real coppers don't have to - and finding a way to climb into the panties of the outrageously perky WPC Leslie May. Then one night, in pursuance of a murder inquiry, I tried to take a witness statement from someone who was dead but disturbingly valuable, and that brought me to the attention of Inspector Nightingale, the last wizard in England. Now I'm a Detective Constable and a trainee wizard, the first apprentice in fifty years, and my world has become somewhat more complicated: nests of vampires in Purley, negotiating a truce between the warring god and goddess of the Thames, and digging up graves in Covent Garden ... and there's something festering at the heart of the city I love, a malicious vengeful spirit that takes ordinary Londoners and twists them into grotesque mannequins to act out its drama of violence and despair. The spirit of riot and rebellion has awakened in the city, and it's falling to me to bring order out of chaos - or die trying.

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?

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?

A Glimmer of Hope

A Thunder of War

Faith, Love, Hope and Popular Romance Fiction

Grave Mercy
Crimes Against Magic