

Terrible Beauty Schwalb Entertainment

Abandon the networking-for-networking's-sake mentality in favor of a more powerful and effective approach to creating and enhancing connections. STOP NETWORKING. Seriously, stop doing it. Now. It is time to ditch the old networking-for networking's-sake mentality in favor of a more powerful and effective approach to creating and enhancing connections. In *Superconnector*, Scott Gerber and Ryan Paugh reveal a new category of professionals born out of the social media era: highly valuable community-builders who make things happen through their keen understanding and utilization of social capital. Superconnectors understand the power of relationship-building, problem-solve by connecting the dots at high levels, and purposefully cause different worlds and communities to interact with the intention of creating mutual value. How can you become a Superconnector? Gerber and Paugh share instructive anecdotes from a who's who roster of high achievers, revealing how to systematically manage a professional community and maximize its value. Of utmost importance is practicing Habitual Generosity, acting on the knowledge that your greatest returns come when you least expect them, and that by putting others' needs first the good karma will flow back to you tenfold. Gerber and Paugh also explore winning strategies such as *The Art of Selectivity*, a well-honed ability to define which relationships matter most for you and decide how you will maintain them over time. Full of helpful advice on how to communicate with anyone about anything, Google-proof your reputation, and much more, *Superconnector* is a must-read for those seeking personal and business success.

When Violet runs away from home in 1918 to find her suffragist sister, she ends up in Nashville, Tennessee, where "Suffs" and "Antis" are gathered, awaiting the crucial vote on the nineteenth amendment.

The Mau Mau - the name of a secret society that once struck terror into the hearts of British settlers in Kenya. An episode in history that ended in a State of Emergency, with violent and brutal acts dividing a nation. This is an intensely personal and vivid story of two boys: one black, one white. Once they were friends even though their circumstances are very different. But in a country driven by fear and prejudice, even the best of friends can betray one another . . . Internationally acclaimed and award-winning author Beverley Naidoo explores new territory in this beautifully realized and moving story set in Britain's colonial past.

This installment in the New York Times bestselling *I Survived* series from Lauren Tarshis shines a spotlight on the Normandy landings, just in time for the 75th anniversary of D-Day!

The Scribe of Siena

Beast

Love, Theodosia

Someone Named Eva

The Trojan War

Shadow of the Demon Lord

A Player's Guide to Trickery and Ingenuity

A Romeo & Juliet tale for Hamilton! fans. In post-American Revolution New York City, Theodosia Burr, a scholar with the skills of a social climber, is charming the right people on behalf of her father—Senator Aaron Burr, who is determined to win the office of president in the pivotal election of 1796. Meanwhile, Philip Hamilton, the rakish son of Alexander Hamilton, is all about being charming on behalf of his libido. When the two first meet, it's clear the ongoing feud between their politically opposed fathers may be hereditary. But soon, Theodosia and Philip must choose between love and loyalty, and preserving the legacy their flawed fathers fought for or creating their own. Love, Theodosia is a smart, funny, swoony, and intelligent woman with feminist ideas ahead of her time who has long-deserved center stage. A refreshing spin on the Hamiltonian era. We have grown to know and love. It's also a heartbreaking romance of two star-crossed lovers, an achingly bittersweet "what if." Despite the bitter rivalry, Theodosia and Philip are drawn to each other and, in what unrolls like a Jane Austen novel of manners, we find ourselves in the world of Hamilton and Burr once again as these heirs of famous enemies are driven together despite every reason not to be.

Paris, 1890. When Sherlock Holmes finds himself chasing an art dealer through the streets of Paris, he's certain he's smoked out one of the most cunning forgery rings responsible for the theft of some of the Louvre's greatest masterpieces. But for once, Holmes is dead wrong. He's chasing a dealer, Theo Van Gogh, who is rushing to the side of his brother, who lies dying of a gunshot wound in Auvers. He doesn't know that the dealer is penniless misfit artist named Vincent, known to few and mourned by even fewer. Officialdom pronounces the death a suicide, but a few people convince Holmes it was murder. And he's bulldog-determined to discover why a penniless painter who harmed no one had to be killed—himself. Who could profit from Vincent's death? How is the murder entwined with his own forgery investigation? Holmes must retrace the steps of Vincent's life, testing his mettle against men like the brutal Paul Gauguin and the secretive Toulouse-Lautrec, all the while searching for the woman whom Vincent named with his dying breath. She can provide the truth, but can anyone provide the proof? From the madhouse of St. Rémy to the streets of Paris, Holmes hunts a killer—while the killer hunts him.

Detailing the land of Kislev in lavish detail, this book presents both the people and the places of the Ice Queen's realm. Inside you will find the gods and creatures as well the secrets of Ice Magic revealed for the first time.

For the last sixty years discussion of 1950s science fiction cinema has been dominated by claims that the genre reflected US paranoia about brainwashing and the nuclear bomb. However, classic films, such as *Invasion of the Body Snatchers* (1956) and *It Came from Outer Space* (1955), and more familiar productions, such as *It! The Terror from Beyond Space* (1958), were regularly exported to countries across the world. The history of these encounters with foreign audiences have not yet been told. *Science Fiction Cinema and 1950s Britain* begins this task by recounting the stories of British cinema-goers and the aliens and monsters they watched on the silver screen. Drawing on extensive archival research, Matthew

exciting and important intervention by locating American science fiction films alongside their domestic counterparts in their British con reception. He offers a radical reassessment of the genre, demonstrating for the first time that in Britain, which was a significant market for science fiction, these films gave voice to different fears than they did in America. While Americans experienced an economic boom, low unemployment, and the conferring of statehood on Alaska and Hawaii, Britons worried about economic uncertainty, mass immigration and the dissolution of the British Empire. *Science Fiction Cinema and 1950s Britain* uses these and other differences between the British and American experiences of the 1950s to explore the decade's science fiction cinema, exploring for the first time the ways in which the genre came to mean something unique to British audiences.

A Novel

Realm of the Ice Queen

Volume II

A D20 System Adventure for Characters Level 2 to 5

Complete Scoundrel

The Hope Chest

Exemplars of Evil

Provides information on vampires, including bloodlines, adversaries, and vampire hunters, to create adventures for the fantasy roleplaying game Warhammer.

The Black Company Campaign SettingA Mythic Vistas Campaign Setting for the d20

SystemWritten by Robert J Schwalb and Owen KC StephensCover by Wayne Reynolds320 page

hardbackMSRP: \$44.95GRR1409ISBN: 1-932442-38-3In 1984, Glen Cook introduced the world to

the Black Company. Readers followed the Company's service to the Lady, watched as they battled the Dominator, and traveled with them to find their origins in fabled Khatovar.

Now, 20 years later, the world of the Black Company is finally yours to explore in this campaign setting for the popular d20 System.The Black Company Campaign Setting is

suitable for games set in any era in the novels, during either the Books of the North or the Books of the South. Moreover, it is suitable for any style of play, from low-magic

fantasy to epic excitement. Players can take part in the Lady's consolidation of the Empire in the north, become embroiled in the intrigues of Taglios, and even lead armies

at the Tower of Charm. They might take the role of unsavory thieves in Oar, or face Kina in an epic showdown. Players can explore the time before the novels, or even pick up

where the novels left off. The Black Company Campaign Setting has it all, promising new worlds of excitement for fans of the series both new and old.Characters take the role of

powerful wizards, terrifying berserkers, or dastardly thieves, taking advantage of new

skills and feats to achieve the heights of power as generals or as the terrible Taken. For campaigns set within the novels, this new sourcebook details everyone's favorite characters in the novels from Sleepy and Croaker, to the enigmatic Raven, and the terrifying Lady. With new classes, monsters, setting information, mass combat rules, and an all-new magic system, this book gives you everything you need to play from 1st to epic levels and beyond. Relive favorite moments of the novels, or tell your own stories, but watch out... 'cause the Black Company is looking for you!

The world has gone to hell and nearly everyone who has lived through it has gone mad. In PunkApocalyptic: The RPG, based on the wild and irreverent miniatures game of the same name by Bad Roll Games, you and your friends assume the roles of mercenaries who roam the Wasteland. In this bleak and radioactive land, you fight to survive, explore the ruins of what came before, and trade blood, sweat, and tears for the precious bullets that have become the land's currency. Explore the radioactive ruins, fight battle-crazed mutants, negotiate with bizarre cultists, bargain with junkers and scavengers, and unearth fantastic relics from the past. Brutal and filthy, PunkApocalyptic: The RPG offers thrilling adventures steeped in the carnage of a bleak and devastated future.

Green Ronin first delved into the Bronze Age in Testament: Roleplaying in the Biblical Era. Now the Trojan War picks up where Testament left off, bringing Homer's Iliad to life. Fight under Achilles for the honor of Helen or stand up with Hector and defend Troy with your life. The Trojan War gives you everything to bring Bronze Age Greece to life, including new classes, feats, and magic items, and game stats for all the war's famous heroes. An update of Testament's mass combat system is also included. Gods plot, chariots thunder, and hoplites charge beneath the walls of Troy. Battle lines have been drawn.

Which side are you on?

Heart

I Survived the Battle of D-Day, 1944 (I Survived #18)

Militaria & Miscellanea

Recontextualizing Cultural Anxiety

Dark Sun Campaign Setting

The City Beneath

Stop Networking and Start Building Business Relationships that Matter

“What are you reading?” That’s the question Will Schwalbe asks his mother, Mary Anne, as they sit in the waiting room of the Memorial Sloan-Kettering Cancer Center. In 2007, Mary Anne returned from a humanitarian trip to Pakistan and Afghanistan suffering from what her doctors believed was a rare type of hepatitis. Months later she was diagnosed with a form of advanced pancreatic cancer, which is almost always fatal, often in six months or less. This is the inspiring true story of a son and his mother, who start a “book club” that brings them together as her life comes to a close. Over the next two years, Will and Mary Anne carry on conversations that are both wide-ranging and deeply personal, prompted by an eclectic array of books and a shared passion for reading. Their list jumps from classic to popular, from poetry to mysteries, from fantastic to spiritual. The issues they discuss include questions of faith and courage as well as everyday topics such as expressing gratitude and learning to listen. Throughout, they are constantly reminded of the power of books to comfort us, astonish us, teach us, and tell us what we need to do with our lives and in the world. Reading isn’t the opposite of doing; it’s the opposite of dying. Will and Mary Anne share their hopes and concerns with each other—and rediscover their lives—through their favorite books. When they read, they aren’t a sick person and a well person, but a mother and a son taking a journey together. The result is a profoundly moving tale of loss that is also a joyful, and often humorous, celebration of life: Will’s love letter to his mother, and theirs to the printed page. This eBook edition includes a Reading Group Guide.

“Like Outlander with an Italian accent.” —Real Simple “A detailed historical novel, a multifaceted mystery, and a moving tale of improbable love.” —Publishers Weekly, starred review A NEW YORK POST MUST-READ BOOK Readers of Diana Gabaldon’s Outlander and Tracy Chevalier’s Girl with a Pearl Earring...will be swept away by the spell of medieval Siena” (Library Journal, starred review) in this transporting love story and gripping historical mystery. Accomplished neurosurgeon Beatrice Trovato knows that her deep empathy for her patients is starting to impede her work. So when her beloved brother passes away, she welcomes the unexpected trip to the Tuscan city of Siena to resolve his estate, even as she wrestles with grief. But as she delves deeper into her brother’s affairs, she discovers intrigue she never imagined—a 700-year-old conspiracy to decimate the city. As Beatrice explores the evidence further, she uncovers the journal and paintings of the fourteenth-century artist Gabriele Accorsi. But when she finds a startling image of her own face, she is suddenly transported to the year 1347. She awakens in a Siena unfamiliar to her, one that will soon be hit by the Plague. Yet when Beatrice meets Accorsi, something unexpected happens: she falls in love—not only with Gabriele, but also with the beauty and cadence of medieval life. As the Plague and the ruthless hands behind its trajectory threaten not only her survival but also Siena’s very existence, Beatrice must decide in which century she belongs. The Scribe of Siena is the captivating story of a brilliant woman’s passionate affair with a time and a place that captures her in an impossibly romantic and dangerous trap—testing the strength of fate and the bonds of love.

Using modern biology and history to investigate a series of grisly deaths in the countryside of 18th-century France. Something unimaginable occurred from 1764 to 1767 in the remote highlands of south-central France. For three years, a real-life monster, or monsters, ravaged the region, slaughtering by some accounts more than 100 people, mostly women and children, and inflicting severe injuries upon many others. Alarmed rural communities—and their economies—were virtually held hostage by the marauder, and local officials and Louis XV deployed dragoons and crack wolf hunters from far-off Normandy and the King’s own court to destroy the menace. And with the creature’s reign of terror occurring at the advent of the modern newspaper, it can be said the ferocious attacks in the Gévaudan region were one of the world’s first media sensations. Despite extensive historical documentation about this awesome predator, no one seemed to know exactly what it was. Theories abounded: Was it an exotic animal, such as a hyena, that had escaped

from a menagerie? A werewolf? A wolf-dog hybrid? A new species? Some kind of conspiracy? Or, as was proposed by the local bishop, was it a scourge of God? To this day, debates on the true nature of La Bête, "The Beast," continue. With historical illustrations, composite sketches by the author, on-the-scene modern-day photographs, autopsy analysis, and fictionalized accounts, Beast takes a fascinating look at all the evidence, using a mix of history and modern biology to advance a theory that could solve one of the most bizarre and unexplained killing sprees of all time: France's infamous Beast of the Gévaudan.

When an ambitious tyrant threatens genocide against the Jews, an inexperienced young queen must take a stand for her people. When Xerxes, king of Persia, issues a call for beautiful young women, Hadassah, a Jewish orphan living in Susa, is forcibly taken to the palace of the pagan ruler. After months of preparation, the girl known to the Persians as Esther wins the king's heart and a queen's crown. But because her situation is uncertain, she keeps her ethnic identity a secret until she learns that an evil and ambitious man has won the king's permission to exterminate all Jews--young and old, powerful and helpless. Purposely violating an ancient Persian law, she risks her life in order to save her people...and bind her husband's heart.

Secrets from the Realm of Chaos

Monsters of the Gévaudan

Warhammer Fantasy Roleplay Realms of Sorcery

Tome of Corruption

Prisoner B-3087

The Dorothy Dunnett Companion

A Guide to Vampires

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings.

Your Planar Adventures Begin Now! The latest book in the critically acclaimed Races of Renown series fully details aasimar and tieflings, as well as half-fiends, half-celestials, and many of their cousin races. If you've been looking for an easy way to integrate planar elements into your campaign, look no further. Aasimar & Tiefling is your one stop shop for planar adventuring, and includes: Seven new planetouched races, including the jinx, nergaz, and silvan. A complete rules system for creating your own planetouched races. Full PC write-ups for cambions and nephilim. Dozens of ancestry feats, which allow planetouched characters to gain some of the spell-like, supernatural, and extraordinary abilities of full-blooded outsiders. A bevy of planar prestige classes (such as the Astral Reaver, Planomancer, Warrior Maiden of the Valkyrie, and Xen Chi Mystic) that includes Epic-level progressions. Dozens of new spells, including adaptation, magma burst, and Shara's scornful subjugation. New magic items, like the staff of chaos, planar chronometer, and chime of dismissal. Planar perils, a collection of new monsters like the chaos horror, fundamental gel, and organ thief. Bursting with new rules and options, Aasimar & Tiefling gives you all the tools needed to build and play planetouched characters and to take your campaign to the planes.

In a grim world of perilous adventures you need to be well prepared or you will face certain death. This supplement is a complete

inventory of everything an adventurer needs to equip himself to survive and also a few other choice items as well.

In addition to presenting various "scoundrel" archetypes for characters, this volume includes new feats and prestige classes that serve the archetypes, as well as new tricks, spells, equipment, and magic items.

A Sourcebook for the Freeport Campaign Setting

Old World Armoury

The Flag Raisings in Myth, Memory, & Esprit de Corps

Freeport Companion

Priests of the Old World

Advanced Options for Players and Game Masters

Roleplaying game set in a strange undercity that warps to match your heart's desire.

Fantasirollespil.

Discover the secret missions behind America's greatest conflicts. Danny Manion has been fighting his entire life. Sometimes with his fists. Sometimes with his words. But when his actions finally land him in real trouble, he can't fight the judge who offers him a choice: jail... or the army. Turns out there's a perfect place for him in the US military: the Studies and Observation Group (SOG), an elite volunteer-only task force comprised of US Air Force Commandos, Army Green Berets, Navy SEALs, and even a CIA agent or two. With the SOG's focus on covert action and psychological warfare, Danny is guaranteed an unusual tour of duty, and a hugely dangerous one. Fortunately, the very same qualities that got him in trouble at home make him a natural-born commando in a secret war. Even if almost nobody knows he's there. National Book Award finalist Chris Lynch begins a new, explosive fiction series based on the real-life, top-secret history of US black ops.

This in-depth guide to the four Chaos Powers - Khorne, Slaanesh, Nurgle and Tzeentch - allows players to experience the full horror of the Dark Gods. Packed full of information for players and games masters, this tome includes mutation tables, Chaos creatures, maps, artwork, and a whole lot more.

Royal Beauty

Tome of Salvation

Unconventional Warfare (Special Forces, Book 1)

A Darker Shade of Magic

Aasimar and Tiefling

PunkApocalyptic the RPG

Investigating Iwo

A Darker Shade of Magic, from #1 New York Times bestselling author V.E. Schwab Kell is one of the last Antari—magicians with a rare, coveted ability to travel between parallel Londons; Red, Grey, White, and, once upon a time, Black. Kell was raised in Arnes—Red London—and officially serves the Maresh Empire as an

ambassador, traveling between the frequent bloody regime changes in White London and the court of George III in the dullest of Londons, the one without any magic left to see. Unofficially, Kell is a smuggler, servicing people willing to pay for even the smallest glimpses of a world they'll never see. It's a defiant hobby with dangerous consequences, which Kell is now seeing firsthand. After an exchange goes awry, Kell escapes to Grey London and runs into Delilah Bard, a cut-purse with lofty aspirations. She first robs him, then saves him from a deadly enemy, and finally forces Kell to spirit her to another world for a proper adventure. Now perilous magic is afoot, and treachery lurks at every turn. To save all of the worlds, they'll first need to stay alive. "A Darker Shade of Magic has all the hallmarks of a classic work of fantasy. Schwab has given us a gem of a tale...This is a book to treasure."—Deborah Harkness, New York Times bestselling author of the All Souls trilogy Shades of Magic series 1. A Darker Shade of Magic 2. A Gathering of Shadows 3. A Conjuring of Light At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Tome of Secrets is a collection of advanced and optional rules for players and game masters of The Pathfinder Roleplaying Game. The 192-page rulebook features: - 8 new classes, including the Artificer, Knight, Priest, Shaman, Spellblade, Swashbuckler, Warlock and Warlord. - Rules for character occupations (what your heroes did before they were heroes). - A system for character drawbacks, fleshing out your heroes with flaws. - New rules for The Pathfinder Roleplaying Game, including Chases, Morale, Stunts, and more! - Game Master tools including a random adventure generator, a monster modifier, and a generator capable of creating over one million magic items!

The third book in the sweeping, multi-generational saga that began with The Tea Rose, The Wild Rose is a "lush story of epic proportions" (Romantic Times Book Review). The Wild Rose is a part of the sweeping, multi-generational saga that began with The Tea Rose and continued with The Winter Rose. It is London, 1914. World War I looms on the horizon, women are fighting for the right to vote, and explorers are pushing the limits of endurance in the most forbidding corners of the earth. Into this volatile time, Jennifer Donnelly places her vivid and memorable characters: Willa Alden, a passionate mountain climber who lost her leg while summiting Kilimanjaro with Seamus Finnegan, and who will never forgive him for saving her life; Seamus Finnegan, a polar explorer who tries to forget Willa as he marries a beautiful young schoolteacher back home in England; Max von Brandt, a handsome German sophisticate who courts high society women, but has a secret agenda in wartime London. Many other beloved characters from The Winter Rose continue their adventures in The Wild Rose as well. With myriad twists and turns, thrilling cliffhangers, and fabulous period detail and atmosphere, The Wild

Rose provides a highly satisfying conclusion to an unforgettable trilogy.

Shadow of the Demon Lord Punk Apocalyptic the RPG

The Making of a Beast

The Black Company Campaign Setting

Esther

The End of Your Life Book Club

Night's Dark Masters

Deadly Foes to Vex Your Heroes

Science Fiction Cinema and 1950s Britain

From New York Times bestselling author Meg Waite Clayton comes a riveting novel based on one of the most volatile and intoxicating real-life love affairs of the twentieth century. Key West, 1936. Headstrong, accomplished journalist Martha Gellhorn is confident with words but less so with men when she meets disheveled literary titan Ernest Hemingway in a dive bar. Their friendship--forged over writing, talk, and family dinners--flourishes into something undeniable in Madrid while they're covering the Spanish Civil War. Martha reveres him. The very married Hemingway is taken with Martha--her beauty, her ambition, and her fearless spirit. And as Hemingway tells her, the most powerful love stories are always set against the fury of war. The risks are so much greater. They're made for each other. With their romance unfolding as they travel the globe, Martha establishes herself as one of the world's foremost war correspondents, and Hemingway begins the novel that will win him the Nobel Prize for Literature. Beautiful Exiles is a stirring story of lovers and rivals, of the breathless attraction to power and fame, and of one woman--ahead of her time--claiming her own identity from the wreckage of love.

Tome of Salvation provides a detailed look at religion in the Empire, exploring faith's role and function within the nation's convoluted and complex society. Inside this massive sourcebook you will find new magic spells, new rituals and artifacts, new careers, and extensive details on gods, festivals, holy days, and the lives of Old World priests. In 1942, blonde and blue-eyed Milada is taken from her home in Czechoslovakia to a school in Poland to be trained as "a proper German" for adoption by a German family, but all the while she remembers her true name and history. "Investigating Iwo encourages us to explore the connection between American visual culture and World War II, particularly how the image inspired Marines, servicemembers, and civilians to carry on with the war and to remember those who made the ultimate sacrifice to ensure victory over the Axis Powers. Chapters shed light on the processes through which history becomes memory and gains meaning over time. The contributors ask only that we be willing to

take a closer look, to remain open to new perspectives that can deepen our understanding of familiar topics related to the flag raising, including Rosenthal's famous picture, that continue to mean so much to us today"--

The Beast of Gévaudan

Werewolves, Serial Killers, and Man-Eaters: The Mystery of the Monsters of the Gévaudan

A Guidebook to the Planetouched

Tome of Secrets

Eliyahu's Branches

A Novel of Theodosia Burr and Philip Hamilton

The Strange Case of the Dutch Painter

An indispensable and comprehensive sourcebook for games masters and players of the world-renowned Warhammer Fantasy Roleplay contains new adventures and background information.

Freeport (the pirate-themed fantasy setting) has proven popular with gamers, spawning multiple editions and titles. This sourcebook provides all the rules needed to run campaigns in the Freeport setting using the Pathfinder RPG system from Paizo Publishing. The Freeport Companion features game stats for the setting's major characters, new core classes and prestige classes, new magic items and spells, and rules for character insanity. An introductory adventure is also included.

La Bete du Gevaudan was a real wolf-like monster living in the Auvergne from 1764 to 1767. She killed about one hundred people. Prowling Catholic pre-Revolutionary France, she spread terror among the aristocrats and peasants of the beautiful Auvergne countryside. Her story beats most mystery novels in false trails, horror and atmosphere. The big difference is La Bete was real, not fiction, and leaves for ever the unanswered question, "What was she?" All efforts to stop her failed and she became infamous throughout France. The king - Louis XV - took a personal interest in her activities and how to destroy her. Many explanations - alien, prehistoric beast, mutant etc. - were put forward at the time and during the two centuries since but none have ever been widely accepted. A mass of evidence remains that La Bete did exist and was not just a legend. Compared with other monster mysteries she is unique, leaving graves, witnessed parish records, and archives of official documents, many of them included in this book, proving her real and guilty beyond doubt. Read Pourcher's book carefully and draw your own conclusions. Even if you arrive at a conventional solution to the mystery, doubts might linger as darkness falls. If twigs crack, don't whistle."

Awesome archvillains for any Dungeons & Dragons(R) campaign. The Exemplars of Evil supplement shows Dungeon Masters how to construct memorable campaign villains and presents nine ready-to-play villains of various levels that can be easily incorporated into any D&D campaign. Each villainous entry provides

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complete statistics for the villain (or villains), as well as adventure seeds, campaign hooks, pregenerated minions, and a fully detailed lair.

Burn My Heart

A Guide to Kislev

The Descendants of the Vilna Gaon (of Blessed and Saintly Memory) and His Family

Superconnector

Beautiful Exiles

The Wild Rose

Terror in Freeport

Dorothy Dunnnett has earned worldwide acclaim for the masterful blending of historical fact and imagination in her two series of novels set in brilliantly reconstructed fifteenth- and sixteenth-century landscapes. The Dorothy Dunnnett Companion II is an encyclopedic resource that completes and expands the reach of the first Companion in documenting the historical and literary riches of Dunnnett's Lymond Chronicles and House of Niccolo novels. In this second guide, Elspeth Morrison not only covers the final three Niccolo novels for the first time, but also provides a wealth of additional information about all of the earlier novels and highlights the links between the two now-completed series. Once again, she illuminates the real figures and events and the cultural and literary allusions Dunnnett weaves into her works, translating foreign phrases and offering up fascinating background details, from the history of golf and the argot of galley slaves to the uses of puffins and polar bears. Together with the first Companion, The Dorothy Dunnnett Companion II provides a complete and essential guide to the world of Lymond and Niccolo.

"After decades of research, a noted Israeli genealogist has produced a book about the Vilna Gaon that contains a rare portrait of the illustrious 18th-century Eastern European sage, a discussion of his substantial influence on the Jewish world and a thoroughly-documented family tree listing more than 20,000 descendants of the rabbi and his siblings ... Besides exploring the life and times of the Vilna Gaon, the 704-page book identifies, provides documentation for more than 20,000 descendants of the Vilna Gaon and his siblings. There is an index listing all persons in the book. The Gaon's descendants seem as diverse as the Jewish people itself, Freedman said. Some descendants were prominent rabbis and academicians. Some were involved in a rare agricultural settlement experiment in Russia, while others variously served in the American Civil War and emigrated to places like England and Australia well before the mass migrations of the 1880s.

Survive. At any cost. 10 concentration camps. 10 different places where you are starved, tortured, and worked mercilessly. It's something no one could imagine surviving. But it is what Yanek Gruener has to face. As a Jewish boy in

1930s Poland, Yanek is at the mercy of the Nazis who have taken over. Everything he has, and everyone he loves, have been snatched brutally from him. And then Yanek himself is taken prisoner -- his arm tattooed with the words PRISONER B-3087. He is forced from one nightmarish concentration camp to another, as World War II rages all around him. He encounters evil he could have never imagined, but also sees surprising glimpses of hope amid the horror. He just barely escapes death, only to confront it again seconds later. Can Yanek make it through the terror without losing his hope, his will -- and, most of all, his sense of who he really is inside? Based on an astonishing true story.

In a brilliant, original rendition, Monsters of the Gévaudan revisits a spellbinding French tale that has captivated imaginations for over two hundred years, and offers the definitive explanation of the strange events that underlie this timeless story. In 1764 a peasant girl was killed and partially eaten while tending a flock of sheep. Eventually, over a hundred victims fell prey to a mysterious creature, or creatures, whose cunning and deadly efficiency terrorized the region and mesmerized Europe. The fearsome aggressor quickly took on mythic status, and the beast of the Gévaudan passed into French folklore. What species was this killer, why did it decapitate so many of its victims, and why did it prefer the flesh of women and children? Why did contemporaries assume that the beast was anything but a wolf, or a pack of wolves, as authorities eventually claimed, and why is the tale so often ignored in histories of the ancien régime? Smith finds the answer to these last two questions in an accident of timing. The beast was bound to be perceived as strange and anomalous because its ravages coincided with the emergence of modernity itself. Expertly situated within the social, intellectual, cultural, and political currents of French life in the 1760s, Monsters of the Gévaudan will engage a wide range of readers with both its recasting of the beast narrative and its compelling insights into the allure of the monstrous in historical memory.