

Medieval Madness A Fantasy Adventure For Kids And Teens Aged 9 15 Volume 1

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Dungeon Madness - Dakota Krout 2017-02-15

Both Cal and Dale have become stronger, each in spite of the other. The dungeon - Cal - knows exactly how much their strength has increased, and is working hard to become exponentially more powerful. His schemes are becoming more complex, and his dungeon - his body - more deadly. Dale has a nasty surprise waiting for him as he works to thwart the plans of the devious dungeon. Hearing a voice in his head that distracts him in critical moments, he must fight his mind as he battles deadly creatures. Unbeknownst to both, they are in for the fight of their lives as madness threatens the land...

The Book of Madness and Cures - Regina O'Melveny 2012-04-10

Dr. Gabriella Mondini, a strong-willed, young Venetian woman, has followed her father in the path of medicine. She possesses a singleminded passion for the art of physick, even though, in 1590, the male-dominated establishment is reluctant to accept a woman doctor. So

when her father disappears on a mysterious journey, Gabriella's own status in the Venetian medical society is threatened. Her father has left clues--beautiful, thoughtful, sometimes torrid, and often enigmatic letters from his travels as he researches his vast encyclopedia, The Book of Diseases. After ten years of missing his kindness, insight, and guidance, Gabriella decides to set off on a quest to find him--a daunting journey that will take her through great university cities, centers of medicine, and remote villages across Europe. Despite setbacks, wary strangers, and the menaces of the road, the young doctor bravely follows the clues to her lost father, all while taking notes on maladies and treating the ill to supplement her own work. Gorgeous and brilliantly written, and filled with details about science, medicine, food, and madness, THE BOOK OF MADNESS AND CURES is an unforgettable debut.

Science Fiction & Fantasy Book Review Annual - Robert A. Collins 1988

Knights of Madness - Peter Haining 2000

Famous humorists take on the rich topic of knights and heraldry, in a collection that includes contributions from Woody Allen, Mark Twain, G. K. Chesterton, Philip K. Dick, Donald E. Westlake, Tom Sharpe, A. A. Milne, Ray Bradbury, Robert Bloch, L. Frank Baum, and other notable authors. Original.

Knights of the Alliance - Stefanie Chu 2021-10-19

Ten years have passed and he has forgotten her. But Mirari would still do anything to save her childhood friend from the executioner's sword.

Meanwhile, Fangbane has spent his life trying to end centuries of social and political hostility. As his fame spreads, brave Knights rally to his cause. But to truly succeed, Fangbane must have two others: Gaven, the headstrong warrior he helped put on death row, and Mirari, a simple merchant with a past as secretive as her formidable magical ability.

Their aid could be the difference between success and failure. Can Gaven put aside his apathy to fully commit to the alliance? Will Mirari become a worthy fighter and subdue her desire for revenge? With the threat of a growing movement of underground vigilantes bent on tipping the system, the Knights must act quickly. Time is running out to rid the world of evil.

*** PRAISE FOR "KNIGHTS OF THE ALLIANCE" *** Finalist for Book of the Year - Indies Today Awards 1st Place Debut Author - Feathered Quill Book Awards 2nd Place Best Fantasy - Feathered Quill Book Awards Best New Fiction - Firebird Book Awards "Strong, solid, and a world fully imagined." -Reader Views "Rare and dazzling. Combines the best of contemporary imagination." -AuthorsReading "Actually original. No cliches or love triangles. Just a good fantasy read." -Goodreads Review If you thrive on quality action, humor, and political intrigue, then you'll love this Young Adult / New Adult series. Immerse in this epic heroic tale today!

In the Mountains of Madness - W. Scott Poole 2016-08-22

This brilliant and page-turning book reveals the importance of H.P. Lovecraft in a way no one has before--a survey of his life but, more importantly, an examination of his influence that stretches throughout the entertainment industry and into society as a whole. Interweaving the

biography of the legendary writer with an exploration of Lovecraft as a phenomenon, *In the Mountains of Madness* strives to explain this reclusive, cultish figure while challenging some of the general views held by Lovecraft devotees. Focusing specifically on the large cross-section of horror and science fiction fans who know Lovecraft through films, role-playing games, and video games directly influenced by his work, but who know little or nothing about the man himself, *In the Mountains of Madness* places Lovecraft and his work in a cultural context, as an artist more in tune with our time than his own. More than a traditional biography, this provocative book reclaims the true essence of Lovecraft in relation to the comics of Joe Lansdale, the novels of Stephen King, and some of the biggest blockbuster films in contemporary America, proving the undying influence of this rare and significant figure.

The Literature of Fantasy - Roger C. Schlobin 1979

Frostborn Omnibus One - Jonathan Moeller

Combined for the first time in one volume are the first three books of the internationally bestselling FROSTBORN saga - FROSTBORN: THE GRAY KNIGHT, FROSTBORN: THE EIGHTFOLD KNIFE, FROSTBORN: THE UNDYING WIZARD, and the prequel novel FROSTBORN: THE FIRST QUEST. RIDMARK ARBAN was once a Swordbearer, a knight of renown. Now he is a branded outcast, stripped of his sword, and despised as a traitor. But he alone sees the danger to come, and undertakes the dangerous quest to stop the return of the Frostborn.

Medieval Madness - Paul Johnson-Jovanovic 2017-11-19

Magic. Mayhem. And Nerf crossbows. If you like wizards, dragons, knights and magical adventures, you'll love this ... Welcome to Medieval Madness. Thomas Tinkler is ten years old. He's too mature for a trip to the soft play centre, in his opinion. He's adamant that he won't go. But his parents insist he goes anyway, because his younger brother, Finlay, needs to burn off some energy. When they arrive, they see that the play centre is no longer called Tumble Kids. It's been taken over by a mysterious man, who's rebranded the place as MEDIEVAL MADNESS. Once inside, the boys meet some new friends, Brady and Ella, who help

them explore. They enjoy playing together. They chase each other down padded aisles. They race down slides and muck about in the ball pool. They even have a friendly contest, trying to knock each other off a balance beam with foam axes. All is going well - until Thomas discovers a door that leads to another part of the centre. And that's when the real adventure begins ...

Index, A History of the: A Bookish Adventure from Medieval Manuscripts to the Digital Age - Dennis Duncan 2022-02-15

A New York Times Editors' Choice Book Named a Most Anticipated Book of 2022 by Literary Hub and Goodreads A playful history of the humble index and its outsized effect on our reading lives. Most of us give little thought to the back of the book—it's just where you go to look things up. But as Dennis Duncan reveals in this delightful and witty history, hiding in plain sight is an unlikely realm of ambition and obsession, sparring and politicking, pleasure and play. In the pages of the index, we might find Butchers, to be avoided, or Cows that sh-te Fire, or even catch Calvin in his chamber with a Nonne. Here, for the first time, is the secret world of the index: an unsung but extraordinary everyday tool, with an illustrious but little-known past. Charting its curious path from the monasteries and universities of thirteenth-century Europe to Silicon Valley in the twenty-first, Duncan uncovers how it has saved heretics from the stake, kept politicians from high office, and made us all into the readers we are today. We follow it through German print shops and Enlightenment coffee houses, novelists' living rooms and university laboratories, encountering emperors and popes, philosophers and prime ministers, poets, librarians and—of course—indexers along the way. Revealing its vast role in our evolving literary and intellectual culture, Duncan shows that, for all our anxieties about the Age of Search, we are all index-rakers at heart—and we have been for eight hundred years.

Sophie is Scarlet - Greg Neyman 2021-02-11

Sophie is entering her last year of college, and is doing all the normal things. Taking classes. Dating. Thinking about a Masters Degree. Helping in her community. Being a Witch. You know, the usual. But when an ordinary student paper gets her embroiled in a life or death game

with one of the largest Tech Conglomerates in the world, Sophie must choose. Will she follow in the occult traditions passed down to witches over the centuries, and back out of the fray? Or will she fight for what's right, even going to lengths she knows are wrong? And, when the dust settles, just which sort of witch will she end up being? Trigger Warnings: Discussion of rape, suicide. Depiction of self-harm.

Tales from the Perilous Realm - J. R. R. Tolkien 2008

Adventure fiction. Fantasy fiction. This the definitive collection of Tolkien's four acclaimed modern classic 'fairie' tales in the vein of The Hobbit.

The Hero and the Crown - Robin McKinley 1984-10-15

Robin McKinley's mesmerizing history of Damar is the stuff that legends are made of. The Hero and the Crown is a dazzling "prequel" to The Blue Sword. Aerin is the only child of the king of Damar, and should be his rightful heir. But she is also the daughter of a witchwoman of the North, who died when she was born, and the Damarians cannot trust her. But Aerin's destiny is greater than her father's people know, for it leads her to battle with Maur, the Black Dragon, and into the wilder Damarian Hills, where she meets the wizard Luthe. It is he who at last tells her the truth about her mother, and he also gives over to her hand the Blue Sword, Gonturan. But such gifts as these bear a great price, a price Aerin only begins to realize when she faces the evil mage, Agsded, who has seized the Hero's Crown, greatest treasure and secret strength of Damar.

House of Hell - Steve Jackson 2010-06-03

This is the latest title to join Fighting Fantasy's brand-new look! The multi-million selling gamebook series is back with a hugely popular revamped, updated package, a brilliant new interactive website and the monsters, dungeons and peril to capture a whole new generation of imaginations. Stranded miles from anywhere on a dark and stormy night, your only refuge is a distant ramshackle mansion. But the dangers outside are nothing compared to the nightmarish creatures that await you within its gruesome walls. Can you make it through the night without being scared - to death?

ZWEIHÄNDER Grim & Perilous RPG - Daniel D. Fox 2019-06-11

Powered by HTML, this Zweihander eBook edition is published with a nuanced reflowable document layout. It includes: Reflowable text and images Sidebar navigation via device contents Hyperlinked Table of Contents and Index for fast, easy searches Hyperlinked cross-references throughout the book Tap and zoom illustrations This digital format differs from standard fixed layouts and PDFs. We highly suggest users download a sample before purchasing. WELCOME TO GRIM & PERILOUS GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata. ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski's The Witcher, George R.R. Martin's Game of Thrones, Glen Cook's Black Company, Myke Cole's The Armored Saint, Robert E. Howard's Solomon Kane, Scott Lynch's Gentlemen Bastard series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim &

Perilous RPG awaits, and the fate of your grim & perilous tale hangs in the balance!

The Master of Whitestorm - Janny Wurts 2021-03-09

This classic fantasy adventure from the acclaimed author of the Wars of Light and Shadow series "is storytelling at its best" (Raymond E. Feist, #1 New York Times–bestselling author). Chained at the oar on a Mhurgai galley, a sullen slave who never speaks is considered a madman by his fellow captives—until the hour Korendir announces a plan, which is certainly doomed to failure, for no one ever escapes the merciless Mhurgai alive . . . Korendir's silence hides a devious intellect. And his benchmate, Haldeth, is desperate to end his cruel captivity, even if mercy comes to him under the murderous knives of the Mhurgai. When Korendir's daring plan frees them both, Haldeth is compelled to follow his determined companion on an even more impossible quest: to lift a curse that despoils the kingdom of Torresdyr by recovering a legendary wardstone from a witch. His prize if he succeeds? A wizard's treasure. If he fails? A grave with the legion of defeated champions before him. Far from content to retire from danger, Korendir's restless nature will not embrace peace, his insatiable taste for impossible odds skating the thin edge toward insanity . . . "Powerful . . . Epic grandeur . . . Magnificent." —Anne McCaffrey, New York Times–bestselling author "Feeling like an old-fashioned episodic adventure fantasy, the novel gradually reveals an underlying thread that explains the main character's personality. Think Lethal Weapon in a complex fantasy setting." —Tor.com "A large, varied, and original fantasy world, a unique magic concept, and a beautiful romance." —Fantasy Literature

Bangalee - Stephen Cosgrove 2018-03-15

Bangalee lives in Kritter Castle where few things, if any, are ever put away. A bit of clothing here, a few toys there, everywhere there is clutter and junk. All would have stayed the same had it not been for the appearance of the mysterious and very hungry Grunk, who loves to eat clutter and junk. Children of all ages and some adults, too, learn to tidy up with this engaging story.

Maggie Goes Medieval - Kate Danley 2017-01-12

Just when things couldn't get worse, the fate of the world depends upon surviving a mad king's games at a Renaissance Festival. Maggie and Killian will be trading more barbs than an historically inaccurate iron maiden. WARNING: This story contains cussing, brawling, and unladylike behavior. Proceed with caution. Book Eight in the Maggie MacKay: Magical Tracker series

X4 - Thirteen O'Clock Press 2016-05-19

X4 is a diverse and intriguing collection of stories which are weird, unclassifiable and experimental... dive into this eclectic mix and enjoy a wide range of stories from Thirteen's impressive authors who raided their archives for unpublished extraordinary tales - and look out for more editions soon.

The Sunken - S C Green 2017-09-04

"... one of the most original books I've ever read." - I Heart Reading
"One of my most enjoyable reads of this year, cracking along at high speed and using intriguing ideas to create a world that's like a cracked mirror version of our own history." - BookieMonster
In the heart of London lies the Engine Ward, a district forged in coal and steam, where the great Engineering Sects vie for ultimate control of the country. For many, the Ward is a forbidding, desolate place, but for Nicholas Thorne, the Ward is a refuge. Deep within the bowels of the Ward, Nicholas can finally escape his strange affliction - the thoughts of animals that crowd his head. The shadows of his past hang over him, forcing him to remain hidden alongside the Stokers - a forgotten people who toil day and night to keep the boilers of the Ward constantly firing, so that the engine of progress may continue to hum. But rebellion is stirring within the ranks of The Stokers, led by Nicholas' childhood friend, the brilliant engineer, Isambard Kingdom Brunel. Forbidden to do the work that brings him his only joy, Brunel innovates in secret, his mind growing ever more twisted by the desire for knowledge. Battles rage in the shadows of bizarre buildings at the heart of this nightmarish alternative London. As men transform into flesh-eating monsters, Nicholas and Brunel seek a way to restore peace - will London's salvation come from a mechanical army, or on the backs of prehistoric beasts? The Sunken is the first book in the

Engine Ward fantasy series by S C Green. For fans of China Mieville and Neal Stephenson who want to explore the clash of religion, technology, and bestiary in a city on the cusp of industrial revolution. metaphysical fantasy, dark fantasy, epic fantasy, grim dark, steampunk, science fiction, alternate history, Victorian, Georgian, London, dragons, dinosaurs, zombies, vampires, dystopian, gothic, historical fantasy
Manga Fantasy Madness - David Okum 2006-04-21

Enter the magical world of fantasy manga! Draw wizards, warriors, elves, knights, dragons, goblins and many more enchanted beings and creatures from faraway lands! With over 60 step-by-step lessons plus countless tips and ideas for creating your own incredible fantasy characters and scenes, Manga Fantasy Madness shows you how to: • Style and pose a variety of heroes and villains • Draw details, from wings to weapons • Invent lively settings and unique stories Make your best fantasy drawings yet, and bring to life every merciless netherworld and majestic kingdom you can dream up!

The Scientifiction Novels of C.S. Lewis - Jared Lobdell 2004-07-01

Used by C.S. Lewis himself, the term "scientifiction" is revived here as it once encompassed not only what we call science fiction, but also that indeterminate field of the 1940s and 1950s sometimes referred to as science fantasy (leading up to Ray Bradbury), along with a portion of that great realm that has come, since the advent of The Lord of the Rings, to be called fantasy. Rather as an eighteenth-century novel may pre-date the divide between novel and romance, so C.S. Lewis's "interplanetary" novels may be considered to pre-date the modern divide between fantasy and science fiction and thus be thought of as "scientifictional" in nature. The stories dealt with are those in which Elwin Ransom is a character, the three usually called the "space trilogy": Out of the Silent Planet, Perelandra, and That Hideous Strength--and the time-fragment entitled The Dark Tower. Lengthy chapters are devoted to each of the four Ransom stories. The book presents a study of Lewis, the nature of science fiction, the nature of Lewis's "Arcadian" science fiction and his (and its) place in English literary history.

The Buried Giant - Kazuo Ishiguro 2015-03-03

NATIONAL BESTSELLER • From the winner of the Nobel Prize in Literature and author of *Never Let Me Go* and the Booker Prize-winning novel *The Remains of the Day* comes a luminous meditation on the act of forgetting and the power of memory. In post-Arthurian Britain, the wars that once raged between the Saxons and the Britons have finally ceased. Axl and Beatrice, an elderly British couple, set off to visit their son, whom they haven't seen in years. And, because a strange mist has caused mass amnesia throughout the land, they can scarcely remember anything about him. As they are joined on their journey by a Saxon warrior, his orphan charge, and an illustrious knight, Axl and Beatrice slowly begin to remember the dark and troubled past they all share. By turns savage, suspenseful, and intensely moving, *The Buried Giant* is a luminous meditation on the act of forgetting and the power of memory.

A Wizard of Earthsea - Ursula K. Le Guin 2012

A boy grows to manhood while attempting to subdue the evil he unleashed on the world as an apprentice to the Master Wizard.

[The Kingdom of Little Wounds](#) - Susann Cokal 2013-10-08

A 2014 Michael L. Printz Honor Book A young seamstress and a royal nursemaid find themselves at the center of an epic power struggle in this stunning young-adult debut. On the eve of Princess Sophia's wedding, the Scandinavian city of Skyggehavn prepares to fete the occasion with a sumptuous display of riches: brocade and satin and jewels, feasts of sugar fruit and sweet spiced wine. Yet beneath the veneer of celebration, a shiver of darkness creeps through the palace halls. A mysterious illness plagues the royal family, threatening the lives of the throne's heirs, and a courtier's wolfish hunger for the king's favors sets a devious plot in motion. Here in the palace at Skyggehavn, things are seldom as they seem — and when a single errant prick of a needle sets off a series of events that will alter the course of history, the fates of seamstress Ava Bingen and mute nursemaid Midi Sorte become irrevocably intertwined with that of mad Queen Isabel. As they navigate a tangled web of palace intrigue, power-lust, and deception, Ava and Midi must carve out their own survival any way they can.

X2 - Thirteen O'Clock Press

The Baker's Boy - J. V. Jones 2000-12-15

Melliandra, forced into a betrothal with a sinister prince, flees Castle Harvell with Jack, a kitchen apprentice with an uncontrolled power to work miracles. The Book of Words is a new fantasy adventure series featuring lethal conspiracies.

[Sharp Ends](#) - Joe Abercrombie 2016-04-26

Sharp Ends is the ultimate collection of award winning tales and exclusive new short stories from the master of grimdark fantasy, Joe Abercrombie. Violence explodes, treachery abounds, and the words are as deadly as the weapons in this rogue's gallery of side-shows, back-stories, and sharp endings from the world of the First Law. The Union army may be full of bastards, but there's only one who thinks he can save the day single-handed when the Gurkish come calling: the incomparable Colonel Sand dan Glokta. Curnden Craw and his dozen are out to recover a mysterious item from beyond the Crinna. Only one small problem: no one seems to know what the item is. Shevedieh, the self-styled best thief in Styria, lurches from disaster to catastrophe alongside her best friend and greatest enemy, Javre, Lioness of Hoskopp. And after years of bloodshed, the idealistic chieftain Bethod is desperate to bring peace to the North. There's only one obstacle left -- his own lunatic champion, the most feared man in the North: the Bloody-Nine . . .

[Medieval](#) - Dallas S. Paskell 2014-12-23

Deep in the heart of the beast, Taj finds himself a slave in more ways than one and yet, he is still unyielding in his attempt to end the madness of Corvana. Corvana initially pledged war for fear that the southern pantheon of Runethedian didn't know how to control itself and/or the magic it managed to uncover and/or otherwise harness. The war Corvana waged against the entire pantheon came to be known as "The White War" by Corvanians. Nearly all those that have walked alongside Taj Odin Xavier have fallen. Only Malakai and Giovanni remain and Giovanni is not always the most accountable person. Allies from the Northern land, from Corvana are made and a united people under new leadership fight together, refusing to be divided by a common enemy far greater than even Raino Shadowblood, the last Forsaken. In the end, Thedia is

forever changed and the lands of the world become even more calloused. Are the sins of the father truly past to the son? When the door on Taj's quest is finally shut, another opens when his sons Legion and Dauge and his daughter Dusk set out on an adventure of their own. Perhaps they seek fame and fortune or perhaps the answer to the lone question. "Do we belong in the Republic of New Magic or Eternis?" After all, they were all raised in the Republic but their origins are divided. Will Taj see them grow and live to guide them through the mistakes he made or will he die somewhere amidst the smoke of a scarred land, never to see home again? Perhaps he will live to an old ripe age and laugh at the thought of his father's words to him when he was a child? Or, will it be the legacy of a fallen hero left behind guiding them? Or, maybe... just maybe... Falling Star proves too great of a threat for the scarred world of Thedia and the entire plane is hurled into a state of Darkness, where the shadow reigns supreme forever?

Beyond the Sapphire Gate - R.V. Johnson 2015-03-09

Rewriting Medieval French Literature - Leah Tether 2021-07-05

Jane H. M. Taylor is one of the world's foremost scholars of rewriting or réécriture. Her focus has been on literature in medieval and Renaissance France, but rewriting, including continuation, translation, and adaptation, lies at the heart of literary traditions in all vernaculars. This book explores both the interdisciplinarity of rewriting and Taylor's remarkable contribution to its study. The rewriting and reinterpretation of narratives across chronological, social and/or linguistic boundaries represents not only a crucial feature of text transmission, but also a locus of cultural exchange. Taylor has shown that the adaptation of material to conform to the expectations, values, or literary tastes of a different audience can reveal important information regarding the acculturation and reception of medieval texts. In recent years, numerous scholars across disciplines have thus turned to this field of enquiry. This collection of studies dedicated to the rewriting of medieval French literature from the twelfth to the twenty-first centuries by Taylor's friends, colleagues, and former students offers not only a fitting tribute to Taylor's career,

but also a timely consolidation of the very latest research in the field, which will be vital for all scholars of medieval rewriting. With contributions from Jessica Taylor, Keith Busby, Leah Tether, Logan E. Whalen, Mireille Ségué, Christine Ferlampin-Acher, Ad Putter, Anne Salamon, Patrick Moran, Nathalie Koble, Bart Besamusca, Frank Brandsma, Richard Trachsler, Carol J. Chase, Maria Colombo Timelli, Laura Chuhan Campbell, Joan Tasker-Grimbert, Jean-Claude Mühlethaler, Michelle Szkilnik, Thomas Hinton, Elizabeth Archibald.

Madness in Medieval French Literature - Sylvia Huot 2003

"This new book, from one of the leading critics in medieval studies, ties in with contemporary interest in the politics of identity, and literary constructions of identity. There are many studies of gender, sexuality, race and ethnicity, and class in medieval literature and society, but far fewer of madness. Yet madness is the ultimate 'queerness' or 'otherness,' the limit of the human condition. Madness has been identified as an important topic in feminist criticism, but has been explored largely with regard to nineteenth- and twentieth-century studies. The cultural significance of madness in the Middle Ages is often misrepresented in contemporary discussions. Sylvia Huot redresses that imbalance."--
Résumé de l'éditeur.

The Blackgloom Bounty - Jon F. Baxley 2006

Daynin is led on a hair-raising adventure where he meets and falls in love with the beautiful and cunning Sabritha. Daynin must overcome a host of almost insurmountable enemies, objects and circumstances to return the bounty and Sabritha to his clan's ancestral home. He must use every ounce of wit and guile to outthink, outfight or outrun a litany of adversaries and indeed, even change the future of the highlands forever.

Sorceress - Lisa Jackson 2007

Tormented by strange visions and voices, and bound by destiny to save the life of an innocent, Bryanna, the only one who can lift the curse of darkness, must place her trust in a mysterious and darkly sensual stranger when she is surrounded by evil. Original.

Internet Horror, Science Fiction and Fantasy Television Series, 1998-2013 - Vincent Terrace 2014-05-05

This is the first ever compilation on Internet television and provides details of 405 programs from 1998 to 2013. Each entry contains the storyline, descriptive episode listings, cast and crew lists, the official website and comments. An index of personnel and programs concludes the book. From Barry the Demon Hunter to Time Traveling Lesbian to Hamilton Carver, Zombie P.I., it is a previously undocumented entertainment medium that is just now coming into focus. Forty-eight photos accompany the text.

The Rise of Tolkienian Fantasy - Jared Lobdell 2005

Challenging the misconception that J. R. R. Tolkien was "just a fantasy writer," the author presents essays exploring the rich veins of historical, literary, and mythical influence underpinning Tolkien's work and analyzing such heirs to the fantasy tradition as J. K. Rowling, Ursula K. Le Guin, and Stephen King. Original.

Graceling - Kristin Cashore 2008

In a world where some people are born with extreme and often-feared skills called Graces, Katsa struggles for redemption from her Grace of killing, and teams up with another young fighter to save their land from a corrupt king.

The European Renaissance 1400-1600 - Robin Kirkpatrick
2014-10-17

With Italy at its centre, but encompassing the whole of Renaissance Europe, this evocative history challenges some of the popularly-held views on the Renaissance period. In particular, whilst always acknowledging the brilliance and exuberance of Renaissance culture, Robin Kirkpatrick draws equal attention to the strangeness and often unresolved tensions that lay beneath the surface of that culture. Insisting on a European rather than purely Italian viewpoint, he embraces Renaissance thinking and culture in all its diversity: from Northern thinkers such as Cusanus, Luther and Calvin, to the painting of Van der Weyden and El Greco, and the music of the Flemish musicians, Josquin des Prez and Orlando Lassus. Special attention is also paid to the unique contribution made by Marguerite of Navarre to the development of humanist culture. The book concludes with a study of Shakespeare in

which his plays are viewed as a searching critique of some of the main principles of Renaissance culture.

All the Seas of the World - Guy Gavriel Kay 2022-05-17

"This is an immersive reading experience; readers will taste the dust in their mouths, see the high seas from the deck of a merchant ship, feel the bustle of the city market. What results is necessary sustenance for the starving reader. A masterpiece from a master of the craft." —Booklist (starred review) Returning triumphantly to the brilliantly evoked near-Renaissance world of A Brightness Long Ago and Children of Earth and Sky, international bestselling author Guy Gavriel Kay deploys his signature 'quarter turn to the fantastic' to tell a story of vengeance, power, and love. On a dark night, along a lonely stretch of coast, a small merchant ship sends two people ashore: their purpose is assassination. They have been hired by two of the most dangerous men alive to alter the balance of power in the world. The consequences of that act will affect the destinies of empires as well as lives both great and small. One of those arriving on that stony strand is a young woman who had been abducted by corsairs as a child and sold into years of servitude far from her home. Having escaped, she is trying to chart her own course—and is bent upon revenge. The man who will bring the others out from the city on his ship—if they survive their mission—still remembers being exiled as a boy with his family, for their faith; it is a moment that never leaves him. In what follows, through a story both intimate and epic, unforgettable characters are immersed in the fierce and deadly struggles that define their time. All the Seas of the World is a stand-alone page-turning drama that also offers moving reflections on memory, fate, and the random events that can shape our lives—in the past, and today.

Harbinger of Doom - Glenn G. Thater 2008-02-04

In Harbinger of Doom, Glenn G. Thater transports you to a time of legendary heroes, armored knights, spectacular duels, courtly intrigue, otherworldly evils, and ancient forbidden magics. When mad sorcerers open a gateway to the very pits of hell, releasing outre demons of darkest nightmare upon the world, only the intrepid knights of House Eotrus stand in their way. Claradon Eotrus takes up the mantle of his noble

house to avenge his father and hold back the tide of chaos that threatens to engulf the world and destroy mankind. Claradon recruits Angle Theta and Gabriel Garn, mysterious knights of mystical power to stand with him. Theta and Garn take up their swords one last time against the

coming darkness - a darkness from which only one will emerge. But Claradon has bought far more than he's bargained for, when his comrade Ob discovers the terrifying secret of Angle Theta. A secret so horrifying as to shatter a man's mind and call into question the very nature of good and evil.