

Demigods And Monsters Welcome Borders Customer

In the 1950s, a young Indianapolis minister named Jim Jones preached a curious blend of the gospel and Marxism. His congregation was racially integrated, and he was a much-lauded leader in the contemporary civil rights movement. In this riveting narrative, Jeff Guinn examines Jones's life, from his extramarital affairs, drug use, and fraudulent faith healing to the fraught decision to move almost a thousand of his followers to a settlement in the jungles of Guyana in South America. Guinn provides stunning new details of the events leading to the fatal day in November, 1978 when more than nine hundred people died--including almost three hundred infants and children--after being ordered to swallow a cyanide-laced drink. Guinn examined thousands of pages of FBI files on the case, including material released during the course of his research. He traveled to Jones's Indiana hometown, where he uncovered fresh information from Jonestown survivors.

From #1 NYT bestselling author Victoria Schwab comes a sweeping, spooky, evocative adventure, perfect for fans of "Stranger Things" and Miss Peregrine's Home for Peculiar Children. A New York Times bestseller! Ever since Cass almost drowned (okay, she did drown, but she doesn't like to think about it), she can pull back the Veil that separates the living from the dead . . . and enter the world of spirits. Her best friend is even a ghost. So things are already pretty strange. But they're about to get much stranger. When Cass's parents start hosting a TV show about the world's most haunted places, the family heads off to Edinburgh, Scotland. Here, graveyards, castles, and secret passageways teem with restless phantoms. And when Cass meets a girl who shares her "gift," she realizes how much she still has to learn about the Veil -- and herself. And she'll have to learn fast. The city of ghosts is more dangerous than she ever imagined. #1 NYT bestselling author Victoria Schwab delivers a thrillingly spooky and action-packed tale of hauntings, history, mystery, and the bond between friends (even if that friend is a ghost . . .).

Percy Jackson isn't expecting freshman orientation to be any fun. But when a mysterious mortal acquaintance appears on campus, followed by demon cheerleaders, things quickly move from bad to diabolical. In this latest installment of the blockbuster series, time is running out as war between the Olympians and the evil Titan lord Kronos draws near.

Denver Michaels runs down the many stories of giants around the world and testifies to the reality of their existence in the past. Chapters and subchapters on: Giants in the Bible; Extrabiblical Sources; The Book of Enoch; The Kebra Nagast; The Book of Giants; The Book of Moses; Apocryphal Texts; Mesoamerican & South American Stories; Tales from the Maya; Stories from the South Pacific; New Zealand; Hawaiian Giants; Giants of Ancient America; The Stonish Giants; Mescalero Tales; The Nahullo; Mastodons, Mammoths & Mound Builders; Pawnee Giants; The Si-Te-Cah; Tsul 'Kalu; Native Legends: Giants or Bigfoot?; Greek Mythology; Primordial Giants; The Titans & Olympians; The Hyperboreans; European Myths; The Giants of Britain & Ireland; Norse Giants; Myths from the Indian Subcontinent; Daityas, Rakshasas, & More; Jainism: Giants & Inconceivable Lifespans; It All Goes Back to Sumer; Ullikummi; The Conquistadors Meet the Sons of Anak; Hernando de Soto; Cabeza de Vaca; Vázquez de Coronado; Other Spanish Explorers; More New World Encounters; Amerigo Vespucci and the Island of the Giants; Jean Ribault; Captain John Smith; The Bigfeet & The Long Ears; Easter Island; Ancient America: We Have it All Wrong; The Allegewi & The Adena; The Seri; Cliff-Dwelling Giants; The Giants of the Channel Islands; The Wa-gas & Ancient Giants; Putting it All Together; The Builders; Strange Tablets & Other Artifacts; Where is the Evidence?; Ancient Astronaut Theorists Say Yes!; more. Tons of illustrations with an 8-page color section.

All year the half-bloods have been preparing for battle against the Titans, knowing the odds of victory are grim. Kronos's army is stronger than ever, and with every god and half-blood he recruits, the evil Titan's power only grows. While the Olympians struggle to contain the rampaging monster Typhon, Kronos begins his advance on New York City, where Mount Olympus stands virtually unguarded. Now it's up to Percy Jackson and an army of young demigods to stop the Lord of Time.

Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles--until they are hired to pilfer a famed sword. What appears to be just a simple job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J. Sullivan self-published the first books of his Riyria Revelations, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores everywhere. Theft of Swords was originally published as: The Crown Conspiracy and Avempartha. BOOKS IN THE RIYRIA REVELATIONS Theft of Swords (The Crown Conspiracy & Avempartha) Rise of Empire (Nyphron Rising & The Emerald Storm) Heir of Novron (Wintertide & Percepliquis)

After a summer spent trying to prevent a catastrophic war among the Greek gods, Percy Jackson finds his seventh-grade school year unnervingly quiet. His biggest problem is dealing with his new friend, Tyson—a six-foot-three, mentally challenged homeless kid who follows Percy everywhere, making it hard for Percy to have any "normal" friends. But things don't stay quiet for long...

Demigods, brandish your pencils! Over the past decade, millions of young readers, parents, and teachers have come to adore Rick Riordan's classic series Percy Jackson and the Olympians, which made ancient Greek mythology contemporary, relevant, and entertaining as it turned kids on to reading. Now fans can literally color Percy's world with the amusing portraits, dramatic scenes, and intricate designs on every spread of this large format paperback. This book is a great way to introduce young children to the series, to allow older fans to reminisce, and to augment classroom units on Greek mythology.

Rick Riordan's Norse hero faces his greatest challenge yet in the final instalment of the series. Loki the trickster god is free from his chains. Now he's readying Naglfar, the Ship of the Dead, armed with a host of giants and zombies, to sail against the Norse gods and begin the final battle of Ragnarok. It's up to Magnus Chase and his friends to stop Loki's plans, but to do so they will have to sail across the oceans of Midgard, Jotunheim and Niflheim in a desperate race to reach Naglfar before it's ready to sail on Midsummer's Day. Along the way, they will face angry sea gods, hostile giants, and an evil fire-breathing dragon who happens to be a former acquaintance. But Magnus's biggest challenge will be facing his own inner demons. To defeat Loki,

Magnus will need to use words, not force. This will require finding a magical elixir so deadly that it will either make Magnus Chase powerful enough to out-talk the silver-tongued Loki, or destroy Magnus utterly.

An exiled goddess goes on a quest to clear her name and save Mount Olympus in Talia Rothschild & A C Harvey's action-packed young adult debut, *The Immortal Game!* Galene, daughter of Poseidon, desperately wants to earn her place among the gods. But when a violent attack leaves Mount Olympus in chaos and ruins, she is accused of the crime. Banished from Olympus, Galene sets out to prove her innocence and discovers a more deadly plot—one that threatens even the oldest of Immortals. Fortunately, she has allies who willingly join her in exile: A lifelong friend who commands the wind. A defiant warrior with deadly skill. A fire-wielder with a hero's heart. A mastermind who plays life like a game. All-out war is knocking at the gates. Galene and her friends are the only ones who can tip the scales toward justice, but their choices could save Olympus from total annihilation, or be the doom of them all.

A scrappy maid must outsmart both palace nobles and Low Gods in a new YA fantasy by Margaret Owen, author of the *Merciful Crow* series. Once upon a time, there was a horrible girl... Vanja Schmidt knows that no gift is freely given, not even a mother's love—and she's on the hook for one hell of a debt. Vanja, the adopted goddaughter of Death and Fortune, was Princess Gisele's dutiful servant up until a year ago. That was when Vanja's otherworldly mothers demanded a terrible price for their care, and Vanja decided to steal her future back... by stealing Gisele's life for herself. The real Gisele is left a penniless nobody while Vanja uses an enchanted string of pearls to take her place. Now, Vanja leads a lonely but lucrative double life as princess and jewel thief, charming nobility while emptying their coffers to fund her great escape. Then, one heist away from freedom, Vanja crosses the wrong god and is cursed to an untimely end: turning into jewels, stone by stone, for her greed. Vanja has just two weeks to figure out how to break her curse and make her getaway. And with a feral guardian half-god, Gisele's sinister fiancé, and an overeager junior detective on Vanja's tail, she'll have to pull the biggest grift yet to save her own life. Margaret Owen, author of *The Merciful Crow* series, crafts a delightfully irreverent retelling of "The Goose Girl" about stolen lives, thorny truths, and the wicked girls at the heart of both.

Ken Mooney brings the Greek gods to life in this exciting dark fantasy Olympus has fallen; new gods must rise. The Greek gods have been betrayed by one of their own. Zeus is dead, and Olympus is under siege by the demonic forces of Chaos. Their only chance of survival is to abandon the city, buying them time to regroup and rebuild. Thousands of years later, the children of the gods walk among us, guiding and protecting humanity. But there are some who don't know of the powers they have, or the secrets they must keep. The gods are no more, eliminated by their greatest enemy. And now, she wants to return home; no matter who is standing in her way.

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

Virgil, *Aeneid* 8 provides the first full-scale commentary on one of the most important and popular books of the great epic of imperial Rome. The commentary is accompanied by a new critical text and a prose translation.

The story of Earth's last war starts with Hope's sticky fingers... The multiple award-winning Batwoman team, J. H. WILLIAMS III (*Promethea*, *The Sandman: Overture*, *Batman*) and W. HADEN BLACKMAN (*Star Wars*, *Elektra*), reunites for an all-new ongoing series! They're joined once again by colorist supreme DAVE STEWART and master letterer TODD KLEIN. In a bizarre future world that has forgotten its history, a reckless thief, Hope Red Hood, holds the key to excavating its dark, strange past—if only she and her crew can escape a tyrannical wizard and his unstoppable daughter. But fate will send them all on a path leading to a war between worlds. *ECHOLANDS* is a landscape format, mythic-fiction epic where anything is possible—a fast-paced genre mashup adventure that combines everything from horror movie vampires to classic mobsters and cyborg elves, to Roman demigods and retro rocket ships. It's going to be a helluva ride! Early praise for *ECHOLANDS*: "It's every fictional world, each with its own artistic style, intersecting and exploding with JHW3 magic and crackle. I can't wait to see where he and Haden Blackman are taking us—into a world in which anything can happen, and undoubtedly will." --Neil Gaiman "So complex and unique and expertly executed it pushes the medium forward in new directions and leads to invigorated interest in the medium of comics itself." --Robert Kirkman "A dazzling, kinetic ride through an exquisitely realized fantasy world, bursting with graphic energy and excitement." --Dave Gibbons "Echoland's fallen fantasy San Francisco is painted as a monstrous blend of magic and technology, and reads like a blockbuster car chase." --Kyle Shutt (*The Sword*) "Getting an eyeful is a massive understatement. I love looking at the drawings as they expand with more detail emerging every time I look." --Debbie Harry (*Blondie*, *Face It: A Memoir*)

When Isabella's friend disappears, she volunteers to guide the search party. As a mapmaker's daughter, she's equipped with elaborate ink maps and knowledge of the stars, eager to navigate the island's forgotten heart. But beneath the mountains a legendary fire demon awakens, and her journey is fraught with danger ...

It's not easy being Apollo, especially when you've been turned into a human and banished from Olympus. On his path to restoring five ancient oracles and reclaiming his godly powers, Apollo (aka Lester Papadopoulos) has faced both triumphs and tragedies. Now his journey takes him to Camp Jupiter in the San Francisco Bay Area, where the Roman demigods are preparing for a desperate last stand against the evil Triumvirate of Roman emperors. Hazel, Reyna, Frank, Tyson, Ella, and many other old friends will need Apollo's aid to survive the onslaught. Unfortunately, the answer to their salvation lies in the forgotten tomb of a Roman ruler . . . someone even worse than the emperors Apollo has already faced.

"A bold and subversive retelling of the goddess's story," this #1 New York Times bestseller is "both epic and intimate in its scope, recasting the most infamous female figure from the *Odyssey* as a hero in her own right" (Alexandra Alter, *The New York Times*). In the house of Helios, god of the sun and mightiest of the Titans, a daughter is born. But Circe is a strange child -- not powerful, like her father, nor viciously alluring like her mother. Turning to the world of mortals for companionship, she discovers that she does possess

power -- the power of witchcraft, which can transform rivals into monsters and menace the gods themselves. Threatened, Zeus banishes her to a deserted island, where she hones her occult craft, tames wild beasts and crosses paths with many of the most famous figures in all of mythology, including the Minotaur, Daedalus and his doomed son Icarus, the murderous Medea, and, of course, wily Odysseus. But there is danger, too, for a woman who stands alone, and Circe unwittingly draws the wrath of both men and gods, ultimately finding herself pitted against one of the most terrifying and vengeful of the Olympians. To protect what she loves most, Circe must summon all her strength and choose, once and for all, whether she belongs with the gods she is born from, or the mortals she has come to love. With unforgettably vivid characters, mesmerizing language, and page-turning suspense, Circe is a triumph of storytelling, an intoxicating epic of family rivalry, palace intrigue, love and loss, as well as a celebration of indomitable female strength in a man's world. #1 New York Times Bestseller -- named one of the Best Books of the Year by NPR, the Washington Post, People, Time, Amazon, Entertainment Weekly, Bustle, Newsweek, the A.V. Club, Christian Science Monitor, Refinery 29, BuzzFeed, Paste, Audible, Kirkus, Publishers Weekly, Thrillist, NYPL, Self, Real Simple, Goodreads, Boston Globe, Electric Literature, BookPage, the Guardian, Book Riot, Seattle Times, and Business Insider.

Soon to be a Netflix Original Series! "Wildly imaginative." —President Barack Obama on The Three-Body Problem trilogy This near-future trilogy is the first chance for English-speaking readers to experience this multiple-award-winning phenomenon from Cixin Liu, China's most beloved science fiction author. In The Dark Forest, Earth is reeling from the revelation of a coming alien invasion-in just four centuries' time. The aliens' human collaborators may have been defeated, but the presence of the sophons, the subatomic particles that allow Trisolaris instant access to all human information, means that Earth's defense plans are totally exposed to the enemy. Only the human mind remains a secret. This is the motivation for the Wallfacer Project, a daring plan that grants four men enormous resources to design secret strategies, hidden through deceit and misdirection from Earth and Trisolaris alike. Three of the Wallfacers are influential statesmen and scientists, but the fourth is a total unknown. Luo Ji, an unambitious Chinese astronomer and sociologist, is baffled by his new status. All he knows is that he's the one Wallfacer that Trisolaris wants dead. The Three-Body Problem Series The Three-Body Problem The Dark Forest Death's End Other Books Ball Lightning Supernova Era To Hold Up The Sky (forthcoming) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The struggle to get into a top-tier college consumes sixteen-year-old Genie's every waking thought. But when she discovers she's a celestial spirit who's powerful enough to bash through the gates of heaven with her fists, her perfectionist existence is shattered. Enter Quentin, a transfer student from China whose tone-deaf assertiveness beguiles Genie to the brink of madness. Quentin nurtures Genie's outrageous transformation—sometimes gently, sometimes aggressively—as her sleepy suburb in the Bay Area comes under siege from hell-spawn. This epic YA debut draws from Chinese folklore, features a larger-than-life heroine, and perfectly balances the realities of Genie's grounded high school life with the absurd supernatural world she finds herself commanding.

When the goddess Artemis disappears while hunting a rare, ancient monster, a group of her followers joins Percy and his friends in an attempt to find and rescue her before the winter solstice, when her influence is needed to sway the Olympian Council regarding the war with the Titans.

Which Greek god makes the best parent? Would you want to be one of Artemis' Hunters? Why do so many monsters go into retail? Spend a little more time in Percy Jackson's world—a place where the gods bike among us, monsters man snack bars, and each of us has the potential to become a hero. Find out: • Why Dionysus might actually be the best director Camp Half-Blood could have • How to recognize a monster when you see one • Why even if we aren't facing manticores and minotaurs, reading myth can still help us deal with the scary things in our own lives Plus, consult our glossary of people, places, and things from Greek myth: how Medusa got her snake hair extensions, why Chiron isn't into partying and paintball like the rest of his centaur family, and the whole story on Percy's mythical namesake.

Percy Jackson is a good kid, but he can't seem to focus on his schoolwork or control his temper. And lately, being away at boarding school is only getting worse—Percy could have sworn his pre-algebra teacher turned into a monster and tried to kill him.

The Immortals is a lively re-imagining of classical mythology with an engaging premise, a page-turning plot, and an eye for the arresting and uncanny in contemporary urban life." --Deborah Harkness, New York Times bestselling author of A Discovery of Witches Manhattan has many secrets. Some are older than the city itself. Summer in New York: a golden hour on the city streets, but a dark time for Selene. She's lost her home and the man she loves. A cult hungry for ancient power has kidnapped her father and targeted her friends. To save them, Selene must face the past she's been running from - a past that stretches back millennia, to when the faithful called her Huntress. Moon Goddess. Artemis. With the pantheon at her side, Selene must journey back to the seat of her immortal power: from the streets of Rome and the temples of Athens -- to the heights of Mount Olympus itself. Olympus BoundThe ImmortalsWinter of the GodsOlympus Bound

In The Son of Neptune, Percy, Hazel, and Frank met in Camp Jupiter, the Roman equivalent of Camp Halfblood, and traveled to the land beyond the gods to complete a dangerous quest. The third book in the Heroes of Olympus series will unite them with Jason, Piper, and Leo. But they number only six—who will complete the Prophecy of Seven? The Greek and Roman demigods will have to cooperate in order to defeat the giants released by the Earth Mother, Gaea. Then they will have to sail together to the ancient land to find the Doors of Death. What exactly are the Doors of Death? Much of the prophecy remains a mystery. . . . With old friends and new friends joining forces, a marvelous ship, fearsome foes, and an exotic setting, The Mark of Athena promises to be another unforgettable adventure by master storyteller Rick Riordan.

The exploitation film industry of Italy, Spain and France during the height of its popularity from 1960 to 1980 is the focus of this entertaining history. With subject matter running the gamut from Italian zombies to Spanish werewolves to French lesbian vampires, the shocking and profoundly entertaining motion pictures of the "Eurocult" genre are discussed from the standpoint of the films and the filmmakers, including such internationally celebrated auteurs as Mario Bava, Jess Franco, Jean Rollin and Paul Naschy. The Eurocult phenomenon is also examined in relation to the influences that European culture and environment have had on the world of exploitation cinema. The author's insight and expertise contribute to a greater understanding of what made these films special—and why they have remained so popular to later generations.

In this book, Eric Havelock presents a challenging account of the development of the idea of justice in early Greece, and particularly of the way justice changed as Greek oral tradition gradually gave way to the written word in a literate society. He begins by examining the educational functions of poets in preliterate Greece, showing how they conserved and transmitted the traditions of society, a thesis adumbrated in his earlier book *Preface to Plato*. Homer, he demonstrates, has much to say about justice, but since that idea is nowhere in the epics directly stated or expressed, it must be deduced from the speech and actions of the characters. Havelock's careful reading of the *Iliad* and the *Odyssey* is original and revealing; it sheds light both on Homeric notions of justice and on the Archaic Greek society depicted in the poems. As Havelock continues his inquiry from Hesiod to Aeschylus, his findings become more complex. The oral Greek world shades into a literate one. Words lose some kinds of meanings, gain others, and steadily become more suited to the conceptualization that Plato strove for and achieved. This evolution of language itself, Havelock shows, was one of the principal accomplishments of the Greek world. Lucidly written and forcefully argued, this book is a major contribution to our knowledge of ancient Greece--its politics, philosophy, and literature, from Homer to Plato.

The second volume of the ultimate guide to monster girls which has taken the fandom by storm! The definitive source guide for the entire monster girl genre! Told from the perspective of a wandering scholar of monsters, this tantalizing tome includes 100 gorgeous full-color illustrations of seductively-dangerous monster girls. Replete with fascinating lore, elaborate bios, and intricate descriptions, this book has everything you ever wanted to know about monster girls, and more. From centaurs to succubi, from mermaids to slimes--if it's a monster girl you seek, you will find her within these pages!

Read the #1 New York Times best-selling series before it continues in *A Map of Days*. Bonus features • Q&A with author Ransom Riggs • Eight pages of color stills from the film • Sneak preview of *Hollow City*, the next novel in the series *A mysterious island. An abandoned orphanage. A strange collection of very curious photographs. It all waits to be discovered in Miss Peregrine's Home for Peculiar Children*, an unforgettable novel that mixes fiction and photography in a thrilling reading experience. As our story opens, a horrific family tragedy sets sixteen-year-old Jacob journeying to a remote island off the coast of Wales, where he discovers the crumbling ruins of Miss Peregrine's Home for Peculiar Children. As Jacob explores its abandoned bedrooms and hallways, it becomes clear that the children were more than just peculiar. They may have been dangerous. They may have been quarantined on a deserted island for good reason. And somehow—impossible though it seems—they may still be alive. A spine-tingling fantasy illustrated with haunting vintage photography, *Miss Peregrine's Home for Peculiar Children* will delight adults, teens, and anyone who relishes an adventure in the shadows. “A tense, moving, and wondrously strange first novel. The photographs and text work together brilliantly to create an unforgettable story.”—John Green, New York Times best-selling author of *The Fault in Our Stars* “With its X-Men: First Class-meets-time-travel story line, David Lynchian imagery, and rich, eerie detail, it's no wonder *Miss Peregrine's Home for Peculiar Children* has been snapped up by Twentieth Century Fox. B+”—*Entertainment Weekly* “‘Peculiar’ doesn't even begin to cover it. Riggs' chilling, wondrous novel is already headed to the movies.”—*People* “You'll love it if you want a good thriller for the summer. It's a mystery, and you'll race to solve it before Jacob figures it out for himself.”—*Seventeen*

Percy is confused. When he awoke after his long sleep, he didn't know much more than his name. His brain-fuzz is lingering, even after the wolf Lupa told him he is a demigod and trained him to fight. Somehow Percy managed to make it to the camp for half-bloods, despite the fact that he had to continually kill monsters that, annoyingly, would not stay dead. But the camp doesn't ring any bells with him. Hazel is supposed to be dead. When she lived before, she didn't do a very good job of it. When the Voice took over her mother and commanded Hazel to use her "gift" for an evil purpose, Hazel couldn't say no. Now, because of her mistake, the future of the world is at risk.

A companion guide to THE TRIALS OF APOLLO series, set in the world of PERCY JACKSON. Camp Half-Blood FYI is the funny insider's guide to the demigod training camp in Long Island, narrated by none other than Percy Jackson himself, and other favourite characters will be heard from, too. In response to an awful camp orientation video created by the god Apollo, Percy Jackson and other residents of Camp Half-Blood answer such questions as "What is this place?" and "Do I get to keep the T-shirt?" Newbies can check out the section on the Divine Cabins, read up on Magical Landmarks, and consult the chapter of Training Arenas. But Camp Half-Blood Confidential explores much more than just the buildings and grounds. It includes info that can only be learned from those who live there. For instance, campers do not always co-exist in peace and harmony. The camp is not run with superior efficiency. Prophecies do not flow forth with great regularity. Sprinkled throughout are stories from heroes who have called Camp Half-Blood home or just passed through on their way to places unknown. Chiron himself introduces the book with a brief history of training based on his millennia of experience. And, of course, divine words of wisdom from the god Apollo himself are included, because the demigod authors would prefer not to be struck down by him, thank you very much.

From the #1 New York Times best-selling author of *The Darkest Minds* comes a sweepingly ambitious, high-octane tale of power, destiny, love, and redemption. Every seven years, the Agon begins. As punishment for a past rebellion, nine Greek gods are forced to walk the earth as mortals. They are hunted by the descendants of ancient bloodlines, all eager to kill a god and seize their divine power and immortality. Long ago, Lore Perseous fled that brutal world, turning her back on the hunt's promises of eternal glory after her family was murdered by a rival line. For years she's pushed away any thought of revenge against the man—now a god—responsible for their deaths. Yet as the next hunt dawns over New York City, two participants seek her out: Castor, a childhood friend Lore believed to be dead, and Athena, one of the last of the original gods, now gravely wounded. The goddess offers an alliance against their mutual enemy and a way to leave the Agon behind forever. But Lore's decision to rejoin the hunt, binding her fate to Athena's, will come at a deadly cost—and it may not be enough to stop the rise of a new god with the power to bring humanity to its knees.

More than 160 tales from eighty tribal groups gives us a rich and lively panorama of the Native American mythic heritage. From across the continent comes tales of creation and love; heroes and war; animals, tricksters, and the end of the world. In addition to mining the best folkloric sources of the nineteenth century, the editors have also included a broad selection of contemporary Native American voices. With black-and-white illustrations throughout Selected and edited by Richard Erdoes and Alfonso Ortiz Part of the Pantheon Fairy Tale and Folklore Library

The 1st ed. includes an index to v. 28-36 of St. Nicholas.

The Last God is a high-power, brutal, and nuanced dark fantasy epic. Thirty years ago, a fellowship of brave heroes traveled beyond the borders of reality and killed the last living god, saving the world of Cain Anuun from the tyrant's apocalyptic army of the undead. The legendary companions became the rulers of their world and ushered in a new age of peace and prosperity. But

it did not last. Now the foul legions of the Last God march once more, laying waste to all of Cain Anuun and revealing that the aging fellowship may not be the great heroes they claim to be. This collects the entirety of Phillip Kennedy Johnson & Riccardo Federici's bestselling high-fantasy horror masterpiece The last god: book one of the fellspyre chronicles in all its glory, along with Songs of lost children and an expanded edition of the role-playing campaign sourcebook Tales from the book of ages.

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