

Elfhome

Wolf Who Rules

A New Breed of Adventure! Tinker: just a quick-witted girl from Pittsburgh - who happens to be responsible for depositing high elves and her hometown humans into a melting pot of magic. Now the draconian oni seek to destroy the elves by breeding human git to do their evil bidding. But half-breeds who are half-human may not be the slaves the oni imagined. The revolt is on! Its leader A certain newly-minted elven princess from Pittsburgh, PA, by the name of Tinker. The thrilling sequel to Tinker by Wen Spencer, winner of the 2003 John W. Campbell Award for Best New Writer. At the publisher's request, this title is sold without DRM (Digital Rights Management). \ "Wit and intelligence. Buffy fans should find a lot to like in [Spencer's] resourceful heroine.\ " ¾ Publishers Weekly

Tinker

When a pack of wargs chases an Elven noble into her Pittsburgh junkyard on the edge of elven lands, Tinker, a genius female inventor, is forced to take on the Elven court, the NSA, the Elven Interdimensional Agency, and technology smugglers.

Children of Darkness

\ "I picked up a life form reading. Someone's alive over there.\ " With that short phrase, Captain Marcus Drake's partner, navigator Solomon Keys, will drastically alter the course of their lives. After picking up the signal of a distress beacon far into the galaxy, the two ex-smugglers decide to investigate the source-a large ship with a gaping hole in the side of the hull. Aboard the derelict spaceship floating millions of miles from the nearest civilization, a single woman-undercover Earth Force Agent Iaka Kazumi-survives in a sealed cryochamber. When Captain Drake wakes her, he inadvertently steps into a conspiracy that could destroy the Earth's government. The Omni Corporation from Earth has been engaged in the strictly forbidden practice of conducting medical experiments on sentient life forms. But Omni's scientists aren't working alone. Drake, Keys, and Kazumi soon find themselves on the run from enemies, new and old-all of whom want them silenced. Their only chance for survival takes the trio to a primitive jungle planet where they must convince the shaman of an alien tribe to trust them when every human encounter has caused the tribe nothing but destruction. Can the shaman survive long enough to bear witness to the atrocities threatening his people?

The Master of Magic

After a long and brutal conflict, the war is over. Otto controls all the portals on the continent and Garenland has made vassals of the other kingdoms. But some people can't accept defeat. While Otto hunts King Villares in Rolan, Axel chases Prince Uther across Straken. With Markane scheming to help their enemies, the future of the New Garen Empire is far from certain. Even worse, the Wizards Guild is challenging Otto for leadership of the empire's wizards and they'll use any means necessary to win. The war may be over, but the battles are far from won.

The Heart of Alchemy

With the Chamber of Eternity secure, Otto must now recover the second piece of the Immortality Engine. But that task will be far from easy. For the second piece, The Heart of Alchemy, lies far to the east in the fabled Celestial Empire. Assassins, undead, monstrous beast, and demon worshippers all stand between Otto and his

prize. And even more daunting, Valtan, the last living arcane lord, is determined to stop him. The cost be damned. Can Otto overcome the forces arrayed against him and take the next step down the road to immortality? Find out in *The Heart of Alchemy*, the sixth book in the Portal Wars Saga.

The Chamber of Eternity

The road to immortality is a long one. With the empire secure, Otto turns his focus west. The first piece of The Immortality Engine lies across the ocean in Lord Colt's Workshop. Complicating Otto's mission, Eddred of Markane already in Colt's Land trying to persuade them to help him defeat the empire. Can Otto navigate a web of politics and intrigue unlike anything he's ever encountered? Or will his mission fail before he even reaches Colt's Workshop?

Workers' Tales

A collection of political tales—first published in British workers' magazines—selected and introduced by acclaimed critic and author Michael Rosen. In the late nineteenth and early twentieth centuries, unique tales inspired by traditional literary forms appeared frequently in socialist-leaning British periodicals, such as the *Clarion*, *Labour Leader*, and *Social Democrat*. Based on familiar genres—the fairy tale, fable, allegory, parable, and moral tale—and penned by a range of lesser-known and celebrated authors, including Schalom Asch, Charles Allen Clarke, Frederick James Gould, and William Morris, these stories were meant to entertain readers of all ages—and some challenged the conventional values promoted in children's literature for the middle class. In *Workers' Tales*, acclaimed critic and author Michael Rosen brings together more than forty of the best and most enduring examples of these stories in one beautiful volume. Throughout, the tales in this collection exemplify themes and ideas related to work and the class system, sometimes in wish-fulfilling ways. In "Tom Hickathrift," a little, poor person gets the better of a gigantic, wealthy one. In "The Man Without a Heart," a man learns about the value of basic labor after testing out more privileged lives. And in "The Political Economist and the Flowers," two contrasting gardeners highlight the cold heart of Darwinian competition. Rosen's informative introduction describes how such tales advocated for contemporary progressive causes and countered the dominant celebration of Britain's imperial values. The book includes archival illustrations, biographical notes about the writers, and details about the periodicals where the tales first appeared. Provocative and enlightening, *Workers' Tales* presents voices of resistance that are more relevant than ever before.

The Hidden Tower

Otto Shenk is the youngest son of a minor baron and a wizard. Abused by his family and considered less than human by his kingdom, Otto does his best to survive. But everything changes when Otto stumbles across a tower hidden deep in a dark part of the forest near his home. A tower that was once the home of an Arcane Lord, the immortal wizards that long ago ruled the world. Otto's life will be changed forever. And so will the world.

Hell's Gate

#1 in the Hell's Gate science fiction/fantasy series returns! Matched with new hardcover entry *The Road to Hell*, a popular series by internationally best-selling author David Weber continues! *They Thought They Knew How The Universes Worked—THEY WERE WRONG* In the almost two centuries since the discovery of the first inter-universal portal, Arcana has explored scores of other worlds . . . all of them duplicates of their own. Multiple Earths, virgin planets with a twist, because the "explorers" already know where to find all of their vast, untapped natural resources. Worlds beyond worlds, effectively infinite living space and mineral wealth. And in all that time, they have never encountered another intelligent species. No cities, no vast empires, no civilizations and no equivalent of their own dragons, gryphons, spells, and wizards. But all of that is about to change. It seems there is intelligent life elsewhere in the multiverse. Other human intelligent

life, with terrifying new weapons and powers of the mind . . . and wizards who go by the strange title of "scientist." The Hell's Gate Series: Hell's Gate Hell Hath No Fury The Road to Hell About Hell's Gate: "Magic and high tech collide in this exciting military SF novel from bestseller Weber . . . The authors treat both societies sympathetically and realistically, with human vices and virtues evenly distributed."—Publishers Weekly

Darkness Rising

Damien St. Cloud is a failure. Born into a family of warlords and with the most powerful soul force in history, he's unable to make it work. A disappointment to his legendary father and a weakling compared to his sister, Damien's life is miserable. His life changes forever when a visiting sorcerer proclaims Damien isn't a warlord at all but a sorcerer. Thrust into a world of magic and danger, can Damien master his power in time to save his family and the kingdom from long forgotten evil? Darkness Rising is the first in a thrilling fantasy series. Dive into the adventure for free.

A Brother's Price

In a world where males are rare and treated like property, Jerin Whistler, after a daring rescue, falls in love with a princess, and he must, amidst political tensions, prove his worth to her sisters in order to win her hand in marriage. Original.

The Impossible Wizard

Men can't be wizards. Everyone knows that. But everyone is wrong. Conryu has his life all planned out. Then the wizard exam arrives. He passes. The first man ever. His carefully laid plans die in an instant. His hopes for a simple life gone forever. Some consider him a monster. Others a threat. Can Conryu survive long enough to make it to wizard school? It's going to be a long summer. Try The Impossible Wizard for free.

Alien Taste

Abandoned as a child, Ukiah Oregon was found running with a wolf pack. Now considered one of the greatest trackers in the country, this private investigator puts his nose to the ground to track down missing fugitives. When he crosses paths with a criminal gang called the Pack, Ukiah discovers just how much he has in common with the Pack.

Tinker

Move Over, Buffy! Tinker Not Only Kicks Supernatural Butt Shes a Techie Genius, Too! Inventor, girl genius Tinker lives in a near-future Pittsburgh which now exists mostly in the land of the elves. She runs her salvage business, pays her taxes, and tries to keep the local ambient level of magic down with gadgets of her own design. When a pack of wargs chase an Elven noble into her scrap yard, life as she knows it takes a serious detour. Tinker finds herself taking on the Elven court, the NSA, the Elven Interdimensional Agency, technology smugglers and a college-minded Xenobiologist as she tries to stay focused on what's really important her first date. Armed with an intelligence the size of a planet, steel toed boots, and a junk yard dog attitude, Tinker is ready to kick butt to get her first kiss. At the publisher's request, this title is sold without DRM (Digital Rights Management). "Each and every character is fascinating, extraordinarily well-developed, and gets right under your skin. . . . A terrific, memorable story." ¾Julie E. Czerneda, author of In the Company of Others "Spencer takes her readers on a fast-paced journey into disbelief. [Her] timing is impeccable and the denouement stunning." ¾Romantic Times (four-star review) "This novel [Alien Taste] is keeper-shelf material." ¾BookBrowser "Wonderfully inventive . . . a fun protagonist." ¾Locus

The Magic Cup : A World of Magika Novel

About Book: Four good friends from Bangalore are mysteriously transported to another world called Magika. This is a world of magic and is populated by Elves, Dwarves, Giants and other such fantastic creatures! Upon arrival, they are told that they've been brought here to help as an evil sorcerer - the Dark One - has stolen The Magic Cup, and now wants to take over the world of Magika. Hearing this and having no way to return home, the children agree to join a quest to get the Magic Cup back from the Dark One. Accompanying them are a dwarf, an elf, and a troll. On the way to the Damned Lands where the Dark One dwells, they encounter strange beings, face challenges and attacks, and have many adventures. Their bond of friendship grows stronger and they discover the reason why they've been brought to this world to help. In the Damned Lands, they finally come face to face with the Dark One who wields the most powerful magic of all. Will the children survive? Will they ever return to Earth? Or will the Dark One use the Magic Cup to become the Lord of Magika? About the Author: rajesh k k has been writing short stories for children for the past fifteen years and has published in leading newspapers and magazines. Earlier in his career, he worked in large IT companies but has now taken up writing full-time. This is his first book.

Harbinger

The Long-Awaited New Entry in Wen Spencer's Popular Tinker Series The war against the oni heats to a flashpoint even as Tinker learns that the enemy has a dangerous new weapon, the nactka. What's more, the Stone Clan has sent its most famous warlords, the Harbingers, to take control of the allied war effort. Are these elves friends or foes? Tinker's newfound baby siblings are up for grabs. The babies, though, are wood sprites and aren't going to take things lying down. Team Mischief go! At the publisher's request, this book is sold without DRM (Digital Rights Management). About Wen Spencer: "Each and every character is fascinating, extraordinarily well-developed, and gets right under your skin. . . . A terrific, memorable story." —Julie E. Czerneda, author of *In the Company of Others* "Spencer takes her readers on a fast-paced journey into disbelief. [Her] timing is impeccable and the denouement stunning." —Romantic Times (four-star review) "This novel [Alien Taste] is keeper-shelf material." —BookBrowser "Wonderfully inventive . . . a fun protagonist." —Locus

Magic of Light

Magic of Light By Tom Costa For thirty years, the Dark Magic has laid dormant in The World. But now, a Dark Witch is rising, and no one in Farion is safe. Can the Alliance find a new Master of Light Magic in time to stop her from destroying everything they hold dear? Join brothers Kit and Rune Marco as they chase their destinies from their farming home in Doora across the lands of Farion on a quest to defeat the Dark Magic. With the help of Elves, Centaurs, and the Grand Wizard, the Marcos will battle Orcs and Giants and the creatures of the Dark Magic. But will it be enough to save The World once and for all?

Project Elfhorne

Stories exploring the fascinating realm of Elfhorne, a world where modern day Pittsburgh has collided with the kingdom of the Elves. A special entry in the the best-selling Romantic Times Sapphire award winning Elfhorne series. Contains some of Wen Spencer's best shorter works including gems \"Bare Snow Falling on Fairywood,\" \"Pittsburgh Backyard and Garden,\" \"Peace Offering,\" and more tales set in the world of best-selling Elfhorne series entries Tinker, Wolf Who Rules, Elfhorne, and Wood Sprites! Pittsburgh: a sprawling modern Earth city stranded in the heart of a virgin forest on Elfhorne. Sixty thousand humans, twenty thousand black-winged tengu, ten thousand elves, an unknown number of invading oni, four unborn siblings of an elf princess, three dragons, and a pair of nine-year olds geniuses. For every story written, there's a thousand others not told. Lives interweave. Fates intersect. People change one another, often without realizing the impact they've made on others. They come together like a mosaic, little pieces creating a greater picture. Project Elfhorne tells the stories of those impacted by Tinker and Windwolf as they struggle to make

Pittsburgh a safe haven. Some of the characters are familiar: Stormsong, Pony, Blue Sky, and Lain. Others are new to readers. Law forages for wild plants and fish to sell to elf enclaves. A social misfit, she drives a hundred year old Dodge, has a pet porcupine, and saves damsels in distress in her spare time. A mysterious phone call sets her on a collision course with danger as she races to save a young female elf. Jane Kryskill is the producer for the popular TV series Pittsburgh Backyard and Garden. She spends her days keeping her host, Hal Rogers, from getting himself killed as he takes on man eating plants. She's not happy when the network drops famed naturalist Nigel Reid and his cameraman in her lap to film *Chased by Monsters*. Olivia is sixteen, a runaway wife of a religious cultist, illegal immigrant, and soon to be mother. As Pittsburgh plunges into war, she makes a desperate bargain with the mad elf lord, Forest Moss. As the war between the elves and the oni builds to a head, these three women struggle with their own problems, supported by a circle of unique friends, yet entangled with each other. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Wen Spencer's *Elfhome* series: "Spencer's intertwining of current Earth technology and otherworldly elven magic is quite ingenious." —Booklist "[M]aintains the series' solid quality. . . . The girls are endearing without being twee, and bright but not implausibly brilliant, and Spencer's prose remains engaging. The melange of science fiction and fantasy tropes, starships rubbing shoulders with proud elf warriors, is uncommon but tasty. Established fans will enjoy this installment, and those unfamiliar with the series or Spencer may find it an intriguing introduction to her work." —Publishers Weekly About Wen Spencer: "Wit and intelligence inform this off-beat, tongue-in-cheek fantasy. . . . Furious action . . . good characterization, playful eroticism and well-developed folklore. . . . lift this well above the fantasy average. . . . Buffy fans should find a lot to like in the book's resourceful heroine." —Publishers Weekly on series debut *Tinker* About Wen Spencer's *Eight Million Gods*: *Eight Million Gods* is a wonderfully weird romp through Japanese mythology, culture shock, fan culture and the ability to write your own happy ending. It is diverting and entertaining fantasy." —Galveston County Daily News The *Elfhome* Series *Tinker Wolf Who Rules Elfhome Wood Sprites*

Genreflecting

Librarians who work with readers will find this well-loved guide to be a treasure trove of information. With descriptive annotations of thousands of genre titles mapped by genre and subgenre, this is the readers' advisor's go-to reference. Next to author, genre is the characteristic that readers use most to select reading material and the most trustworthy consideration for finding books readers will enjoy. With its detailed classification and pithy descriptions of titles, this book gives users valuable insights into what makes genre fiction appeal to readers. It is an invaluable aid for helping readers find books that they will enjoy reading. Providing a handy roadmap to popular genre literature, this guide helps librarians answer the perennial and often confounding question "What can I read next?" Herald and Stavole-Carter briefly describe thousands of popular fiction titles, classifying them into standard genres such as science fiction, fantasy, romance, historical fiction, and mystery. Within each genre, titles are broken down into more specific subgenres and themes. Detailed author, title, and subject indexes provide further access. As in previous editions, the focus of the guide is on recent releases and perennial reader favorites. In addition to covering new titles, this edition focuses more narrowly on the core genres and includes basic readers' advisory principles and techniques.

Workers' Tales

"Plain-language, kid-friendly introductions to socialist politics . . . striking allegories that remain pertinent now, even on the other side of the Atlantic." —J. C. Pan, *The Atlantic* In the late nineteenth and early twentieth centuries, unique tales inspired by traditional literary forms appeared frequently in socialist-leaning British periodicals, such as the *Clarion*, *Labour Leader*, and *Social Democrat*. Based on familiar genres—the fairy tale, fable, allegory, parable, and moral tale—and penned by a range of lesser-known and celebrated authors, including Schalom Asch, Charles Allen Clarke, Frederick James Gould, and William Morris, these stories were meant to entertain readers of all ages—and some challenged the conventional values promoted in children's literature for the middle class. In *Workers' Tales*, acclaimed critic and author Michael Rosen brings together more than forty of the best and most enduring examples of these stories in one beautiful

volume. Throughout, the tales in this collection exemplify themes and ideas related to work and the class system, sometimes in wish-fulfilling ways. In “Tom Hickathrift,” a little, poor person gets the better of a gigantic, wealthy one. In “The Man Without a Heart,” a man learns about the value of basic labor after testing out more privileged lives. And in “The Political Economist and the Flowers,” two contrasting gardeners highlight the cold heart of Darwinian competition. Rosen’s informative introduction describes how such tales advocated for contemporary progressive causes and countered the dominant celebration of Britain’s imperial values. The book includes archival illustrations, biographical notes about the writers, and details about the periodicals where the tales first appeared. Provocative and enlightening, *Workers’ Tales* presents voices of resistance that are more relevant than ever before.

Storm Furies

THE GODDESS OF WAR RIDES, HERALDED BY STORM FURIES The oni have invaded Pittsburgh on Elfhame. And, so far, it looks like they are winning. All this is according to prophecy. But the prophecy is big on symbols and light on specifics. Tinker and her allies are doing the best they can to defend the city and the civilians caught in the crossfire of a war between elves that’s been brewing for centuries. But the enemy has no hesitation whatsoever in involving innocents. All the pieces in this deadly game are in place—and everyone trusts Tinker will save them. All she needs is a plan. And then the lights go out, and the storm begins to rage . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Praise for Wen Spencer: “Each and every character is fascinating, extraordinarily well-developed, and gets right under your skin . . . A terrific, memorable story.” —Julie E. Czerneda, author of *In the Company of Others* “Spencer takes her readers on a fast-paced journey into disbelief. [Her] timing is impeccable and the denouement stunning.” —*Romantic Times* four-star review “This novel [*Alien Taste*] is keeper-shelf material.” —*BookBrowser* “Wonderfully inventive . . . a fun protagonist.” —*Locus*

World Breakers

Formed from cold steel and superpowered computing brains, these gigantic tanks with the firepower of an entire army have been the decisive factors in interplanetary battle. But are humans worthy of the extraordinary instruments of war that they have created? Are the Worldbreakers the greatest protector of human liberty, or its worst threat? For, while these Worldbreakers very definitely have minds of their own, the question remains: within their iron and superluminal quantum breasts, does there lie a faithful heart? Stories of world breakers and world makers in the great tradition of Keith Laumer’s *Bolos* from David Weber, Larry Correia, Wen Spencer, and more! At the publisher's request, this title is sold without Digital Rights Management (DRM). About *Star Destroyers*, edited by Tony Daniel & Christopher Ruocchio: “. . . spectacular space battles and alien contacts . . . themes of military ethics, the uses of artificial intelligence, and the limits of the capacity of the human mind. . . . it is the human interactions and decisions that ultimately drive the stories. . . . will appeal to fans of military and hard science fiction and any readers fascinated by the possibilities of space travel.”—*Booklist* “. . . stories of giant spaceships at war, at peace, and in the often-gray areas between. . . . a worthy addition to a long tradition of ship-based fiction, and its authors portray captains, arcane astrogators, and civilian child passengers with equal depth. It’s recommended for fans of military SF and space adventure.”—*Publishers Weekly* “. . . you’d probably expect some tight, action-filled space opera stories of giant space battles . . . and there’s some of that. But there are also espionage stories, rescue missions, political conflicts, alternate histories, even a few humorous tales. . . . each author took the premise in a different direction . . . if I had to identify one common feature to all the stories, it would be that they’re all fun. . . . Like it says, big ships blowing things up. What’s not to like?”—*Analog*

Wood Sprites

Even though they attend a school of gifted students in New York City, child geniuses Louise Mayer and her twin sister Jillian have always felt alone in the world, isolated by their brilliance. Shortly before their ninth

birthday, they make an amazing discovery. They're not alone. Their real mother was astronaut Esme Shenske and their father was the famous inventor, Leonardo Dufae. They have an older sister, Alexander, living on the planet of Elfhome, and four siblings still in cryogenic storage at the fertility center. There's only one problem: the frozen embryos are scheduled to be destroyed within six months. The race is on to save their baby brother and sisters. As a war breaks out on Elfhome and riots start in New York City, the twins use science and magic to plow over everything standing in their way. But when they come face to face with an ancient evil force, they're soon in over their heads in danger. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Wen Spencer's Elfhome series: _Spencer's intertwining of current Earth technology and otherworldly elfen magic is quite ingenious.Ó _Booklist About Wen Spencer: _Wit and intelligence inform this off-beat, tongue-in-cheek fantasy. . . . Furious action . . . good characterization, playful eroticism and well-developed folklore. . . . lift this well above the fantasy average. . . . Buffy fans should find a lot to like in the book's resourceful heroine.Ó¾Publishers Weekly on series debut Tinker About Wen Spencer's Eight Million Gods: _Eight Million Gods is a wonderfully weird romp through Japanese mythology, culture shock, fan culture and the ability to write your own happy ending. It is diverting and entertaining fantasy.\" ¾Galveston County Daily News The Elfhome Series Tinker Wolf Who Rules Elfhome Wood Sprites

Elfhome

Pittsburgh, PA has been magically transported to a world of elves and magic in order to stave off a monstrous invasion of Earth. Now Tinker, once a downtrodden waif from that city, but now a full-blooded elf ruler, must root out and destroy an evil plot that involves the kidnapping and breeding of elf children. Tinker uncovers ancient secrets and a web of betrayal as she searches for the lost elflings. Meanwhile, the orc-like oni gangster kidnappers will stop at nothing to win, so neither can she. At five foot nothing, Tinker's greatest weapon has always been her intelligence. Politics, she discovers, is a battle of wits, and Tinker comes heavily armed. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Integrating Technology in Positive Psychology Practice

Most research on the psychological impact of computers and the Internet has focused on the negative side of technology – i.e. how the use (abuse) of interactive systems and videogames can negatively affect mental health and behavior. On the other hand, less attention has been devoted to understanding how emerging technologies can promote optimal functioning at individual, group, and community levels. Integrating Technology in Positive Psychology Practice explores the various roles that technology can play in the development of psychological interventions aimed at helping people thrive. Exploring the ways in which ICT can be utilized to foster positive emotions, promote engagement in empowering activities, and support connectedness between individuals, groups, and communities, this timely publication is designed for use by psychologists, IT developers, researchers, and graduate students.

The Stories of the Kings of Norway Called the Round World (Heimskringla)

Betrayed! The battle with the Demon King was fierce, but in the end, Danny emerged victorious and alive. At least, he was alive until his teacher and ally, the elf-blood Lyra, stabbed him in the back, literally. Unbeknownst to those who wanted him dead, Danny had made prior arrangements to return should the worst happen. Though he'd expected the Demon King to be the one who killed him, the magic worked just as well when Lyra did the killing. Alive once more, Danny takes the name Ronin, and sets out on the path of an adventurer unaware that, despite her death, the Demon King's dark plans continue to unfold. Can Danny set aside his anger to save the Five Kingdoms or will he let it all burn?

The Birth of Ronin

In the magical woodland realm, two lovers from two races, Prince Caer of the woodland elves and Princess

Andra of the woodland dwarfs, are forced to take a quest and seek the counsel of the mythical Old Ones after their parents forbade them to marry, believing that the princess may never conceive an heir since the couple come from different races. Together with the prince's fearsome personal guards who call themselves the Companions, and a huge ax-wielding dwarf named Taydon, the princess's sworn protector, they journey through mystical lands filled with beguiling fairies, flesh-eating goblins, and blood-thirsty vines in a journey that would test the group's loyalty and resolve, and the young couple's love. And just when they thought they had survived it all, they unknowingly attract sinister company. Lurking unseen in the shadows, the gruesome creature finds the scent of the lovely young princess irresistible. The Quest takes fantasy to a whole new level in a deeply entrancing story of young love, friendship, and breaking age-old boundaries.

The Quest

From the Romantic Times Sapphire award winning author of the Internationally best-selling Elfhome series. REBUILD A LIFE, SAVE A CITY Silas Decker had his world destroyed when he was attacked by vampires outside of New Amsterdam. He has rebuilt his life a dozen times in the last three hundred years—each time less and less successfully. Now he lives alone, buried under a hoarding habit, struggling to find some reason to wake up with the setting of the sun. Eloise is a Virtue, pledged to hunting evil. What she doesn't know is how to live alone in a city full of strangers who know nothing about monsters. Seth is the sixteen-year old Prince of Boston, ward of the Wolf King. Now he is left in a city that desperately needs his protection with enemies gathering all around. Joshua believes he is a normal, college-bound high school senior. His life is shattered when he wakes up in a field, covered with blood, and the prom committee scattered in pieces about him like broken dolls. These four must now come together to unravel a plot by Wickers, witches who gain power from human sacrifices and have the power to turn any human into their puppet. Four people who lost everything struggle to save Boston by saving each other. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Wen Spencer's Elfhome series: "Spencer's intertwining of current Earth technology and otherworldly elven magic is quite ingenious." —Booklist "The melange of science fiction and fantasy tropes, starships rubbing shoulders with proud elf warriors, is uncommon but tasty. Established fans will enjoy this installment, and those unfamiliar with the series or Spencer may find it an intriguing introduction to her work." —Publishers Weekly About Wen Spencer: "Wit and intelligence inform this off-beat, tongue-in-cheek fantasy. . . . Furious action . . . good characterization, playful eroticism and well-developed folklore. . . . lift this well above the fantasy average. . . . Buffy fans should find a lot to like in the book's resourceful heroine." —Publishers Weekly on series debut Tinker About Wen Spencer's Eight Million Gods: Eight Million Gods is a wonderfully weird romp through Japanese mythology, culture shock, fan culture and the ability to write your own happy ending. It is diverting and entertaining fantasy." —Galveston County Daily News

The Black Wolves of Boston

SIZE MATTERS From the dragons of legend to Jack the Giant Killer's colleague to King Kong and Godzilla, people have found the idea of giant creatures both scary and fascinating. Why so many should find accounts of a critter big enough to gulp down a puny human like an insignificantly small hor d'oeuvre or step on said human and leave a grease spot might be explained by the psychologists, but such yarns are undeniable fun, and here's a book crammed full of things that you can't outrun because they take big steps, by writers with equally large reputations, including: David Drake, best-selling author of the Hammer's Slammers and RCN series, describes the far future plight of an unusual descendant of present-day humans, who's being pursued by the descendants of another species, which are much larger than they were in our time. Robert Bloch, winner of the Hugo award and the lifetime achievement award of the World Fantasy Convention, and author of the classic horror novel Psycho, introduces an unusual orphan and aspiring thespian who was much more than he seemed and was destined to play the biggest role of anyone's lifetime. Philip Wylie, co-author of the SF classic, When Worlds Collide, and other imaginative works, tells of the arrival of a very, very tall giant on Earth and what happened next, in a sharp-edged satiric tale. Murray Leinster, known as the Dean of Science Fiction Writers, spins a yarn of a

stranded starship whose crew must get replacement parts from an abandoned outpost in order to take off again³if they can reach the outpost through the swarming gigantic insect life of the planet. H.P. Lovecraft, renowned master of horror, is on board with a story of a star-spawned thing which was not only huge, but invisible as well. Plus all-new stories by New York Times best-selling author Larry Correia, and award-winning authors Sarah A. Hoyt and Wen Spencer. And much more. At the publisher's request, this title is sold without DRM (Digital Rights Management). About some of the contributors: [David Drake is] a superb storyteller. ³Library Journal [Robert] Bloch has become a virtual fixture on the popular culture landscape. ³Publishers Weekly Don't plan on getting anything else done if you start a Wen Spencer novel; they are exceedingly hard to put down! ³Catherine Asaro, Nebula Award winning author [Sarah A. Hoyt's science fiction is] exciting and appealing . . . so fast-paced . . . the reader will reach escape velocity. ³Kevin J. Anderson [H.P. Lovecraft was] the twentieth century's greatest practitioner of the classic horror tale. ³Stephen King

The Baen Big Book of Monsters

'The experience of reading Daimler's book is rather like being taken firmly by the hand and danced through a whirlwind tour of both historical fairylore and the author's own lived experiences and hard-won gnosis. From academic perspectives and informed theories to pragmatic advice and practical rituals, a desperately-needed guidebook to the realities of working with the Good People, written by one of the foremost modern practitioners at the intersection of witchcraft and the Fairy Faith.' Misha Magdalene, author of *Outside the Charmed Circle: Exploring Gender & Sexuality in Magical Practice* The human world and the Otherworld have always been intrinsically connected just as the beings within them are, but these connections have been strained in the Western world over the last millennia. Cultural and religious shifts have pushed the Other to the fringes and centred humanity in the world and in many spiritual frameworks. As we move into the 21st century the Othercrowd is pushing back, seeking a return to their place in things. Many witches are feeling this shift. *Living Fairy* is a look at ways to deepen your practice of fairy witchcraft by actively calling the Good Neighbours back, and connecting to them more experientially. It emphasizes older ways of relating to them within a modern framework, while acknowledging the good and the bad that comes with this work. There is also an emphasis on moving away from solar and lunar holy days into a system focused on the stars, which may be an older way to relate to both the fairies and our spirituality.

“The” Stories of the Kings of Norway Called the Round World (Heimskringla): The preface of Snorri Sturluson. The story of the Ynglings. The story of Halfdan the Black. The story of Harald Hairfair. The story of Hakon the Good. The story of King Harald Greycloak and of Earl Hakon the son of Sigurd. The story of King Olaf Tryggvison. Explanation of the metaphors of the verses. 1893

Sam Elfwing is living in what used to be Willings Park, Named after Cap Willings, who defeated an invading army single-handedly. (with the help of elves of course!) The park is now a swamp, but that 's the least of the troubles and Sam has to remember he 's a wizard before anything else goes wrong!

Pagan Portals - Living Fairy

The most current and complete guide to a favorite teen genre, this book maps current releases along with perennial favorites, describing and categorizing fantasy, paranormal, and science fiction titles published since 2006. Speculative fiction continues to be of consuming interest to teens, so if you work with that age group, keeping up with the explosion of new titles in this category is critical. Likewise, understanding the many genres and subgenres into which these titles fall—wizard fantasy, alternate worlds, fantasy mystery, dystopian fiction, science fantasy, and more—is also key if you want to motivate young readers and direct them to books they'll enjoy. Written to help you master a complex array of genres and titles, this guide includes more than 1,500 books, most published since 2006, organizing them by genre, subgenre, and theme.

Subgenres growing in popularity such as \"steampunk\" are highlighted to keep you current with the latest trends. The guide will serve three audiences. Of course, you can turn to it as you help your teenage patrons select the books and genres that will interest them most. Teen readers, whether devoted fans or newcomers, can use it themselves to find titles and subgenres they might like. In addition, the guide will help teachers and parents match students with the right books.

The Saga Library

This book offers a new history of the fairy tale, revealing the creative role of periodical publication in shaping this popular genre. Sumpter explores the fairy tale's reinvention for (and by) diverse readerships in unexpected contexts, including debates over evolution, colonialism, socialism, gender and sexuality and decadence.

The Willings

A contemporary fantasy of mystery and death as American expats battle Japanese gods and monsters to retrieve an ancient artifact that can destroy the world. On Saturday afternoon, Nikki Delany thought, \"George Wilson, in the kitchen, with a blender.\" By dinner, she had killed George and posted his gory murder to her blog. The next day, she put on her mourning clothes and went out to meet her best friend for lunch to discuss finding a replacement for her love interest. Nikki is a horror novelist. Her choice of career is dictated by an Obsessive Compulsive Disorder that forces her to write stories of death and destruction. She can't control it, doesn't understand it, but can use it to make money anywhere in the world. Currently \"anywhere\" is in Japan, hiding from her mother who sees Nikki's OCD as proof she's mentally unstable. Nikki's fragile peace starts to fall apart when the police arrest her for the murder of an American expatriate. Someone killed him with a blender. Reality starts to unravel around Nikki. She's attacked by a raccoon in a business suit. After a series of blackouts, she's accompanied by a boy that no one else can see, a boy who claims to be a god. Is she really being pursued by Japanese myths or is she simply going insane? What Nikki does know for sure is that the bodies are piling up, her mother has arrived in Japan to lock her up for the rest of her life and her novels always end with everyone dead. At the publisher's request, this title is sold without DRM (Digital Rights Management).

The Stories of the Kings of Norway Called the Round World (Heimskringla): The story of Magnus the Good. The story of Harald the Hard-Redy. The story of Olaf the Quiet. The story of Magnus Barefoot. The story of Sigurd the Jerusalem-farer. Eystein, and Olaf. The story of Magnus the Blind and Harald Gilli. The story of Ingi, son of Harald, and his brethren. The story of Hakon Shoulder-Broad. The story of King Magnus, son of Erling. Explanations of the metaphors in the verses. 1895

When an enormous army of ogres attacks the civilized kingdoms around their homeland of Sylvannia, three friends set out on a dangerous quest to find the last known living wizard to enlist his aid in the war. Little did the three know that among themselves, one had the potential to become a wizard, and if they can find and recover the Crystal of Enhancement, he could become a very powerful wizard.

Encountering Enchantment

The Victorian Press and the Fairy Tale

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