

Lost Covenant Widdershins Adventures 3 Ari Marmell

The Widdershins Adventures come to a thrilling conclusion in an action-packed fantasy in which the young outlaw with a heart of gold (and the pesky voice of a god in her ear) returns home to face her destiny... After almost a year away from the grand city of Davillon, wandering thief Widdershins has finally come to terms with the pain and grief that drove her to leave. When she returns, all she can hope is that her old friends can forgive her hasty actions. But even that may be too much to ask...because home is not what it used to be. The entire city is on edge, with unrest and rumors of upheaval spreading through the darkened streets, and Shins is shocked to discover that she already knows the person behind the strife all too well—her dreaded nemesis, Lisette Suvagne. Thanks to an unholy bargain with otherworldly powers, the vindictive Lisette is far more dangerous than before—and far too formidable even for Shins and her personal god, Olgun, to confront alone. Now, for the sake of her friends, her city, and her own soul, Shins must gather allies from every corner of Davillon—lawful, unlawful, and seriously unlawful—if she hopes to face the greatest challenge of her life. Because the greatest challenge of Widdershins' life might also be the end of it...

Dark incantations expose the minds of Miskatonic University students to supernatural horrors, in this chilling mystery novel of Arkham Horror The mysterious disappearance of a gifted student at Miskatonic University spurs his troubled roommate, Elliot Raslo, into an investigation of his own. But Elliot already struggles against the maddening allure of a ceaseless chant that only he can hear... When Elliot's search converges with that of a Greenland Inuk's hunt for a stolen relic, they are left with yet more questions. Could there be a connection between Elliot's litany and the broken stone stele covered in antediluvian writings that had obsessed his friend? Learning the answers will draw them into the heart of a devilish plot to rebirth an ancient horror.

When an alchemical formula is stolen, the soldiers of Cygnar must find it before their enemies do, but all their hopes are pinned on a frighteningly small group about to go up against the most brutal martial power Cygnar has ever known.

In this struggle for influence and power, for the keys to magical knowledge, everything you knew about novels based on Magic: The Gathering® is changing . . . Jace Beleren is a planeswalker who has taken the path of least resistance. He is gifted and powerful, but chooses not to push himself. Part of an inter-planar consortium that deals in magical artifacts, Jace has some power and influence. He also has a certain amount of security. That's all about to change. When Liliana, a dark temptress with demons of her own (quite literally), comes into his life, she brings with her more possibilities, but also more problems. Under attack from external interests, a friend dies because of decisions Jace made. Upset with himself and fearing for his life, Jace sets out to find who is behind this new threat. What he uncovers along the way, an inter-planar chase filled with peril, will alter everything he knows.

The Plane Below

The Element Encyclopedia of Secret Signs and Symbols: The Ultimate A–Z Guide from Alchemy to the Zodiac

The Red Wolf Conspiracy

Agents of Artifice

The Chaos Queen Quintet

The #1 New York Times Bestseller: “ A hilarious take on that age-old problem: getting the beloved child to go to sleep ” (NPR). “ Hell no, you can ’ t go to the bathroom. You know where you can go? The f**k to sleep. ” Go the Fuck to Sleep is a book for parents who live in the real world, where a few snoozing kitties and cutesy rhymes don ’ t always send a toddler sailing blissfully off to dreamland. Profane, affectionate, and radically honest, it captures the familiar—and unspoken—tribulations of putting your little angel down for the night. Read by a host of celebrities, from Samuel L. Jackson to Jennifer Garner, this subversively funny bestselling storybook will not actually put your kids to sleep, but it will leave you laughing so hard you won ’ t care.

The fifth and final book in the epic Chaos Queen series. “ Perfect for fans of Daniel Abraham and Brandon Sanderson. ” (Library Journal on Duskfall) Nothing is as it seems. Sfaera-shattering revelations reveal there is more to the Nine Daemons--and Canta--than anyone could have imagined, and deep in the heart of Triah, a threat that has lurked below the surface for years finally rises, gathering unimaginable power. Knot, still reeling from a shocking death, tries to put himself back together in time to fight. Two ex-Nazaniin assassins, Code and Kali, form an unlikely alliance. Cinzia, more suspicious than ever of her sister Jane Oden--Canta ’ s prophetess--rallies as many people as she can to save the Sfaera from imminent destruction. And Winter, the Chaos Queen herself, realizes she must finally choose sides and face the greatest test of her life: finding the humility to seek help. Deep in the heart of Triah, a threat that has lurked below the surface for years finally rises, gathering unimaginable power. Only the unlikely alliance formed between the two former Nazaniin assassins, Code and Kali, stands in its way. Characters old and new join forces to preserve life as they know it. The darkest night the Sfaera has ever known is about to end, but whether it ends in daylight or destruction remains to be seen...

Trapped by Magic. Trapped by Politics. Trapped by Destiny. Trapped in the form of the knight who supposedly slew him, the dragon Tzavalantsaval--with a loathsome goblin steward as his only true ally--struggles to navigate the Kirresci royal court and humanity itself, even as politics and intrigues he scarcely understands push the southern kingdoms ever nearer to open war.

Unlock the lost and hidden meanings of the world's ancient and modern signs and symbols with the latest in the hugely popular series of 'Element Encyclopedias'. This is the biggest A-Z reference book on symbolic objects you'll ever find.

In Truth and Claw (A Mick Oberon Job #4)

Vampire

The Goblin Corps

Chaos Queen - Dawnrise

Tiger Moon

King Dororam, grief stricken by the death of his daughter, assembles the Allied Forces to attack the Dark Lord known as Morthul, the Charnel King, who in turn brings together a Demon Squad made up of such creatures as goblins, ogres, trolls, doppelgangers, and gremlins to defend Kirol Syrreth.

Witch Wood is a 1927 novel by the Scots author John Buchan, set in the Scottish Borders during the Wars of the Three Kingdoms. Critics have called it Buchan's masterpiece.

A comprehensive illustrated reference guide with more than 400 entries on the subjects of magic and alchemy.

Already a publishing sensation in England, The Red Wolf Conspiracy marks the debut of a remarkably gifted young writer. Robert V. S. Redick has been compared to Philip Pullman, George R. R. Martin, and China Miéville, among others, and like them he is a spellbinding storyteller, unafraid to sail his imagination into uncharted waters. With The Red Wolf

Conspiracy he launches the first book of a trilogy destined to take its place among the classics of epic fantasy. The Imperial Merchant Ship Chathrand is the last of her kind. Six hundred years old, the secrets of her construction long forgotten, the massive vessel dwarfs every other sailing craft in the world. It is a palace with sails, a floating outpost of the Empire of Arqual. And it is on its most vital mission yet: to deliver a young woman whose marriage will seal the peace between Arqual and its mortal enemy, the secretive Mzithrin Empire. But the young woman in question—Thasha, the daughter of the Arquali ambassador—has no intention of going meekly to the altar. For the ship's true mission is not peace but war—a war that threatens to unleash an ancient, all-consuming evil. As the dark conspiracy at the heart of the voyage unfurls, Pazel Pathkendale, a lowly tarboy with an uncanny gift, will find himself in an unlikely alliance with Thasha and her protectors: Hercól, a valet who is more than he appears; Dri, the queen of a race of tiny stowaways who have their own plans for the great ship; and Ramachni, a powerful sorcerer from another world. Arrayed against them are the Chathrand's brutal captain, Nilus Rose; the Emperor's spymaster and chief assassin, Sandor Ott; and the enigmatic Dr. Chadfallow, a longtime friend to Pazel's family whose kind words may hide a vicious betrayal. As the Chathrand navigates treacherous waters to complete its mission, Pazel, Thasha, and their allies—including a singularly heroic rat—must also navigate a treacherous web of intrigue to uncover the secret of the legendary Red Wolf. Praise for *The Red Wolf Conspiracy* “What can I say about a book as exciting and fresh as *The Red Wolf Conspiracy*? I can't remember when I've been so enthralled. Maybe when I first read Philip Pullman. This is one terrific read.”—Terry Brooks “Wonderfully inventive—Robert Redick is an extraordinary talent.”—Karen Miller, author of *The Innocent Mage*

Witch Wood Annotated

Dead Beat

Dead to Rites

A Planeswalker Novel

The Enchantment Emporium

Nolan doesn't see darkness when he closes his eyes. Instead, he's transported into the mind of Amara, a girl living in a different world. Nolan's life in his small Arizona town is full of history tests, family tension, and laundry; his parents think he has epilepsy, judging from his frequent blackouts. Amara's world is full of magic and danger—she's a mute servant girl who's tasked with protecting a renegade princess. Nolan is only an observer in Amara's world—until he learns to control her. At first, Amara is terrified. Then, she's furious. But to keep the princess—and themselves—alive, they'll have to work together and discover the truth behind their connection. A fascinating premise, clearly and compellingly written and imagined by a startlingly original debut writer.

A former evil villain is out to save the realm he once tried to conquer in this “action-packed” debut fantasy with “an intriguingly twisty plot” (Booklist). In the realm of Imphallion, there once was a nightmare known only as the Terror of the East. Nigh invulnerable in his magical black armor and aided by unholy minions, he laid waste to all in his path on his all-consuming quest to take control of the land. But at the crucial moment, his will failed. His army fell. And taking a young noblewoman hostage, he vanished without a trace. Years later, Corvis Rebaine is a simple man, content with his loving wife and children. The terrible deeds of his past life are dead and buried along with his former name—until his daughter is taken by a maniacal young warlord looking to complete the Terror's conquest. Now, spurred to action by a newborn fury, Rebaine must do the unthinkable—don the dark armor once again, gather his once-loyal minions, and

fight to save both the family he loves and the country he once almost destroyed. And all who stand in his way will have one final thought before death . . . The Terror has returned. “Fans of Joe Abercrombie, Scott Lynch and Patrick Rothfuss will find Ari Marmell much to their liking.” —SF Site

Mick Oberon may look like just another 1930s private detective, but beneath the fedora and the overcoat, he’s got pointy ears and he’s packing a wand. The third title in this popular series.

The Tempel ov Blood exists as a Nexion to the Dark Gods, as well as a guidance and filtration system for aspiring Noctulians. Known widely as an esoteric society that employs the most forbidden practices, it remains a secret society. Now, in celebration of its first decade, the Tempel releases certain of its teachings to the public. This authorized volume contains secret practices which the Tempel ov Blood wishes to be studied and used, in hopes of reaching those few adepts who are willing to go beyond all limits - in search of a truly demonic awakening.

Hot Lead, Cold Iron

Thief's Covenant

Iron Kingdoms Chronicles

Otherbound

The Stress of Her Regard

It’s been over half a year, now, since the brutal murder of Archbishop William de Laurent during his pilgrimage to the Galicien city of Davillon. During that time, the Church of the Hallowed Pact has assigned a new bishop to the city—but it has also made its displeasure at the death of its clergyman quite clear. Davillon’s economy has suffered beneath the weight of the Church’s displeasure. Much of the populace—angry at the clergy—has turned away from the Church hierarchy, choosing private worship or small, independent shrines. And the bishop, concerned for his new position and angry at the people of Davillon, plans to do something about it. But a supernatural threat is stalking the nighttime streets—a creature of the other world has come to infiltrate the seedier streets of Davillon, to intertwine its tendrils through the lower echelons of society. Faced with both political upheaval and a supernatural threat to its citizenry, the local representatives of the Church are paralyzed and the Guardsmen are in over their heads. And then there’s Widdershins—who’s tried, and failed, to stay out of trouble since taking over Genevieve’s tavern; who’s known to the Church and the Guard both, and trusted by neither; who may, with some of her Thieves’ Guild contacts, have unwittingly played a part in the bishop’s plans; and who, along with her personal god Olgun, may be the only real threat to the supernatural evil infesting Davillon. From the Hardcover edition.

Death and War, two of the feared Horsemen, are sent to stop a group of renegades from locating a hoard of weapons possessing ultimate power and malice and unleashing total destruction.

Builds on the overview of the Manual of the Planes™ game supplement, providing coverage of Elemental Chaos topics ranging from the City of Brass to

the githzerai monastery of Zerthadlun, in a reference that also profiles an array of new monsters, demons and adventure options.

The continuing fantastical adventures of the young-but-wise thief Widdershins, who carries a deity in her head—and carries the weight of the past on her shoulders... After the tragic events that befell her and her friends, Widdershins--along with her aggravating personal god Olgun—fled her home city of Davillon searching for respite. But there is little peace to be found in the increasingly troubled land. And no place is more troubled than the town of Lourveaux, where intrigues and conspiracies against both the church and the government buzz like flies. But Shins is more concerned with the local Delacroix family than whoever wants to take down the powers-that-be. Because her beloved, late adoptive father was a Delacroix. Now, the last remnants of House Delacroix are under siege. Their crops are being blighted. A rival noble house is striving against them. And a ruthless criminal gang with their very own alchemist is working from the shadows to take them down. But Widdershins isn't the kind of girl who forgets her family... ...and the enemies of the Delacroix have no idea what they're about to come up against.

Litany of Dreams

Witch's Pyre

The Time of Judgment Trilogy, Part 1: Gehenna, the Final Night

William Shakespeare's Star Wars

The Encyclopedia of Magic and Alchemy

The bestselling author of the Blood Books delivers a masterful new urban fantasy. Alysha Gale is a member of a family capable of changing the world with the charms they cast. Then she receives word that she's inherited her grandmother's junk shop in Calgary, only to discover upon arriving that she'll be serving the fey community. And when Alysha learns just how much trouble is brewing in Calgary, even calling in the family to help may not be enough to save the day.

An army of shadows has been amassed. Its one goal: to destroy the Pirate Lords for their Shadow Master--an alchemist who has created a special gold that grants him unfathomable power. But the soothsayer, Tia Dalma has other plans for the Lords and cannot allow them to be destroyed. So she calls on the one man who can turn the tide--Captain Jack Sparrow...

Haley's mother disappeared while on a trip to Iceland, and a year later, when her father takes her there to find out what happened, Haley finds herself deeply involved in an ancient saga that began with her Nordic ancestors.

This book will tell all you need to know about British English spelling. It's a reference work intended for anyone interested in the English language, especially those who teach it, whatever the age or mother tongue of their students. It will be particularly useful to

those wishing to produce well-designed materials for teaching initial literacy via phonics, for teaching English as a foreign or second language, and for teacher training. English spelling is notoriously complicated and difficult to learn; it is correctly described as much less regular and predictable than any other alphabetic orthography. However, there is more regularity in the English spelling system than is generally appreciated. This book provides, for the first time, a thorough account of the whole complex system. It does so by describing how phonemes relate to graphemes and vice versa. It enables searches for particular words, so that one can easily find, not the meanings or pronunciations of words, but the other words with which those with unusual phoneme-grapheme/grapheme-phoneme correspondences keep company. Other unique features of this book include teacher-friendly lists of correspondences and various regularities not described by previous authorities, for example the strong tendency for the letter-name vowel phonemes (the names of the letters) to be spelt with those single letters in non-final syllables.

Pirates of the Caribbean: Legends of the Brethren Court: Day of the Shadow

Liber 333

The Book of Solomon's Magick

Covenant's End

Darksiders

Ben Hatke brings back our intrepid space heroine for another delightful sci-fi/fantasy adventure. Zita is determined to find her way home to earth, following the events of the first book. But things are never simple, and certainly never easy, in space. Zita's exploits from her first adventure have made her an intergalactic megastar! But she's about to find out that fame doesn't come without a price. And who can you trust when your true self is being eclipsed by your public persona, and you've got a robot doppelganger wreaking havoc . . . while wearing your face? Still, if anyone can find their way through this intractable mess of mistaken identity and alien invaders, it's the indomitable Zita, in Legends of Zita the Spacegirl. Legends of Zita the Spacegirl is one of Kirkus Reviews' Best Children's Books of 2012.

“The wildest, strangest, best Dresden adventure to date...Butcher's blending of modern fantasy with classic noir sensibilities ensures that there's never a dull moment.”—SF Site Paranormal investigations are Harry Dresden's business and Chicago is his beat, as he tries to bring law and order to a world of wizards and monsters that exists alongside everyday life. And though most inhabitants of the Windy City don't believe in magic, the Special Investigations Department of the

Chicago PD knows better. Karrin Murphy is the head of S. I. and Harry's good friend. So when a killer vampire threatens to destroy Murphy's reputation unless Harry does her bidding, he has no choice. The vampire wants the Word of Kemmler (whatever that is) and all the power that comes with it. Now, Harry is in a race against time—and six merciless necromancers—to find the Word before Chicago experiences a Halloween night to wake the dead...

Hot Lead, Cold Iron is the first novel in a brand-new fantasy detective series that will appeal to fans of Rivers of London and The Dresden Files Chicago, 1932. Mick Oberon may look like just another private detective, but beneath the fedora and the overcoat, he's got pointy ears and he's packing a wand. Oberon's used to solving supernatural crimes, but the latest one's extra weird. A mobster's daughter was kidnapped sixteen years ago, replaced with a changeling, and Mick's been hired to find the real child. The trail's gone cold, but what there is leads Sideways, to the world of the Fae, where the Seelie Court rules. And Mick's not really welcome in the Seelie Court any more. He'll have to wade through Fae politics and mob power struggles to find the kidnapper - and of course it's the last person he expected.

Once she was Adrienne Satti. An orphan of Davillon, she had somehow escaped destitution and climbed to the ranks of the city's aristocracy in a rags-to-riches story straight from an ancient fairy tale. Until one horrid night, when a conspiracy of forces--human and other--stole it all away in a flurry of blood and murder. Today she is Widdershins, a thief making her way through Davillon's underbelly with a sharp blade, a sharper wit, and the mystical aid of Olgun, a foreign god with no other worshippers but Widdershins herself. It's not a great life, certainly nothing compared to the one she once had, but it's hers. But now, in the midst of Davillon's political turmoil, an array of hands are once again rising up against her, prepared to tear down all that she's built. The City Guard wants her in prison. Members of her own Guild want her dead. And something horrid, something dark, something ancient is reaching out for her, a past that refuses to let her go. Widdershins and Olgun are going to find answers, and justice, for what happened to her--but only if those who almost destroyed her in those years gone by don't finish the job first. From the Hardcover edition.

A Widdershins Adventure

Dictionary of the British English Spelling System

Grave Mercy

Lost Covenant

Go the F**k to Sleep

Retired villain Corvis Rebaine must become the Terror once again to stop an evil impostor in this “thoroughly entertaining” sequel to *The Conqueror’s Shadow* (Graeme’s Fantasy Book Review). In the land of Imphallion, one legend is remembered with horror—the Terror of the East. Once he came to conquer it. Then to save it. And both times, he vanished without a trace. Removing his dark armor to return to his humble life, Corvis Rebaine has nothing but memories left. Like the memory of his beloved wife and children fleeing from him in horror when they learned of his terrible legacy. Rebaine wants no more of war. But what Rebaine wants no longer matters. Because the Terror has returned . . . without him. A merciless killer seemingly clad in the Terror’s armor is sweeping across the land, slaughtering all in his path. And worse, an old enemy has returned to claim revenge, aided by a woman whose soul is consumed with hatred towards Rebaine—his own daughter. Now Rebaine must again wear the dreaded dark armor if he is going to save Imphallion, as well as all he holds dear, from a terrifying impostor. But after so much war, and so much pain, can he summon the strength to truly become the Terror once more? “The sequel to *The Conqueror’s Shadow* fills a vital niche in the fantasy adventurer genre, one occupied by the heroes of Michael Moorcock’s *Elric Melniboné* novels and C.S. Friedman’s *Coldfire Trilogy*.” —Library Journal

Safia tries to escape her fate as the wife of a cruel merchant by telling stories of Farhad the thief, his companion Nitish the white tiger, and their efforts to save a kidnapped princess from becoming the bride of a demon king. A Batchelder Honor Book. Reprint.

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

In this pathbreaking book, a well-known feminist and sociologist--who is also the Founding Editor of *Gender & Society*--challenges our most basic assumptions about gender. Judith Lorber views gender as wholly a product of socialization subject to human agency, organization, and interpretation. In her new paradigm, gender is an institution comparable to the economy, the family, and religion in its significance and consequences. Drawing on many schools of feminist scholarship and on research from anthropology, history, sociology, social psychology, sociolinguistics, and cultural studies, Lorber explores different paradoxes of gender: --why we speak of only two "opposite sexes" when there is such a variety of sexual behaviors and relationships; --why transvestites, transsexuals, and hermaphrodites do not affect the conceptualization of two genders and two sexes in Western societies; --why most of our cultural images of women are the way men see them and not the way women see themselves; --why all women in modern society are expected to have children and be the primary caretaker; --why domestic work is almost always the sole responsibility of wives, even when they earn more than half the family income; --why there are so few women in positions of authority, when women can be found in substantial numbers in many occupations and professions; --why women have not benefited from major social revolutions. Lorber argues that the whole point of the gender system today is to maintain structured gender inequality--to produce a subordinate class (women) that can be exploited as workers, sexual partners, childbearers, and emotional nurturers.

Calling into question the inevitability and necessity of gender, she envisions a society structured for equality, where no gender, racial ethnic, or social class group is allowed to monopolize economic, educational, and cultural resources or the positions of power.

False Covenant

Verily, A New Hope

Secrets of the Elemental Chaos

An Arkham Horror Novel

Legends of Zita the Spacegirl

Lily Proctor has come a long way from the weak, sickly girl she used to be. She has gained power as a witch and a leader, found her way home, chosen to face battle again, and (after losing her first love and being betrayed by her new love) she has learned more about loss and grief than she ever wanted to know. Thrust once again into a society different from anything they have ever seen, Lily and her coven are determined to find answers—to find a new path to victory, a way to defeat the monstrous Woven without resorting to nuclear weapons or becoming a tyrannical mass murderer like her alternate self, Lillian. But sometimes winning requires sacrifices . . . and when the only clear path to victory lies at Lillian's side, what price will Lily be willing to pay? Internationally bestselling author Josephine Angelini takes us on another emotionally wrenching thrill ride in the stunning conclusion to her Worldwalker Trilogy.

This third YA novel starring the young thief Widdershins combines the angst and vulnerability of any teenage girl with the high action of the best fantasy adventures. It's been six months since Widdershins and her own "personal god" Olgun fled the city of Davillon. During their travels, Widdershins unwittingly discovers that a noble house is preparing to move against the last surviving bastion of the Delacroix family. Determined to help the distant relatives of her deceased adopted father, Alexandre Delacroix, she travels to a small town at the edge of the nation. There, she works at unraveling a plot involving this rival house and a local criminal organization, all while under intense suspicion from the very people she's trying to rescue. Along the way she'll have to deal with a traitor inside the Delacroix family, a mad alchemist, and an infatuated young nobleman who won't take no for an answer.

World Fantasy Award Winner Michael Crawford is forced to flee when discovers his bride brutally murdered in their

wedding bed. Yet it is not the revengeful townspeople he fears but the deadly embrace of the malignant spirit that is claiming him as her bridegroom. Crawford will not travel alone; soon he is aided by his fellow victims, the greatest poets of his day—Byron, Keats, and Shelley. Together they embark upon a desperate journey, crisscrossing Europe and battling the vampiric fiend who seeks her ultimate pleasure in their ravaged bodies and imperiled souls. Telling a secret history of passion and terror, Tim Powers (*The Anubis Gates*, *Declare*, *Three Days to Never*) masterfully recasts the tragic lives of the Romantics into a uniquely frightening tale. Back in print for the first time since 1994, this newly revised edition of *The Stress of Her Regard* will thrill both Powers fans and newcomers to this gripping Gothic tour de force.

Highly anticipated fourth book in the Mick Oberon urban fantasy series from the critically acclaimed Ari Marmell. Mick Oberon may look like just another 1930s private detective, but beneath the fedora and the overcoat, he's got pointy ears and he's packing a wand. A series of brutal murders is sweeping Chicago, baffling both the local police and the Seelie Court, who sense that an aura of corruption and death has touched Mick himself. When Mick's associates become targets, and a vampire appears in his office, Mick is drawn into his most dangerous hunt yet. A hunt that will lead him to seek answers about his mysterious past and what it could mean for those in his present.

The Conqueror's Shadow

The Warlord's Legacy

A Mick Oberon Job

Chimneysmoke

Thief Eyes

The New York Times Best Seller Experience the Star Wars saga reimagined as an Elizabethan drama penned by William Shakespeare himself, complete with authentic meter and verse, and theatrical monologues and dialogue by everyone from Darth Vader to R2D2. Return once more a galaxy far, far away with this sublime retelling of George Lucas's epic Star Wars in the style of the immortal Bard of Avon. The saga of a wise (Jedi) knight and an evil (Sith) lord, of a beautiful princess held captive and a young hero coming of age, Star Wars abounds with all the valor and villainy of Shakespeare's greatest plays. Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs throughout will entertain and impress fans of Star Wars and Shakespeare alike. Every scene and character from the film appears in the play, along with twenty woodcut-style illustrations that depict an Elizabethan version of the Star Wars saga. Zounds! This is the book you're looking for.

A Vampire: the Masquerade novel featuring the official end of the World of Darkness.

Paradoxes of Gender

Ash & Ambition
In Thunder Forged
The abomination vault
A Mick Oberon Job 3