

# Asuras Wrath Official Complete Works

Fans of Castlevania will covet this opportunity to learn all there is to know about the development of the animated series with this beautiful, expertly designed, full color, hardcover art book featuring concept art and commentary from all four seasons of the hit animated series. Gothic adventure and horror abound in Netflix's Castlevania. Now explore the work behind the scenes of the popular show that was originally inspired by the classic video games! Hundreds of pieces of ultra-detailed artwork are contained in these pages, including stunning, never-before-seen illustrations of monsters, characters, and environments. Experience the labor of love expressed while adapting the design for Dracula's castle, and get a closer look at the intricacies of each prop's fastidiously created components!

Spawn Origins Book 3 includes classic Spawn stories written by Todd McFarlane, as well as a story by industry giant Alan Moore. Revisit epic battles against Jason Wynn and Violator, and relive the introduction of many new characters into the Spawn universe, such as the Curse, the Redeemer, and the Freak. Boasting a wraparound, painted cover by master Spawn artist Greg Capullo, this oversized hardcover collects Spawn issues #26-37, and

features bonus material including a color and black & white cover gallery as well as behind-the-scenes art. From Africa to Asgard, to an invisible island in the Pacific and the Bone Road of a forgotten world, Fi and Zeke must come to grips with who they are - and accept what they are becoming -wielders of ancient and dangerous powers, warriors, and hopefully, heroes. But the end of worlds is coming, and time is short. Titans will clash. Gods will battle. Monsters will swarm. Can Peter and the Deva possibly defeat their age-old enemy in the face of overwhelming odds against them? There's only one way to find out. CRY HAVOC, AND LET SLIP THE GODS OF WAR.

The classic Breath of Fire series stands out as Capcom's most acclaimed foray into the fantasy RPG genre. Now, gamers can revisit the many worlds and characters of this beloved franchise through it's wonderful characters and visuals. Breath of Fire: Official Complete Works collects the artwork of all five games in the the series, including character designs, rough sketches, game covers, pinups, character profiles, creator commentary, and more!

A vengeful Hiranyakashyap seeks to destroy Indra's kingdom, but he's haunted by his son Prahlad's decision to oppose him. Narasimha is on a quest to find Prahlad but, on his way, he comes across an old friend and an ancient poison that threatens to derail

his plans. A furious Holika hunts for her nephew, only to discover painful details about his childhood that make her rethink her actions. Will Hiranyakashyap be able to defeat Indra? Can Holika forget her rage against her nephew? And will Narasimha find Prahlad and fulfil his destiny? The adventure continues with the second book in the thrilling Narasimha Trilogy by bestselling author Kevin Missal.

Gathers illustrations of characters from the "Mega Man" video games, with notes on their history and how they were drawn.

In his hugely influential and tempestuous career, Robert E. Howard created the genre that came to be known as sword and sorcery—and brought to life one of fantasy's boldest and most enduring figures: Conan the Cimmerian—reaver, slayer, barbarian, king. "Stories such as 'The People of the Black Circle' glow with the fierce and eldritch light of [Howard's] frenzied intensity."—Stephen King This lavishly illustrated volume gathers together three of Howard's longest and most famous Conan stories—two of them printed for the first time directly from Howard's typescript—along with a collection of the author's previously unpublished and rarely seen outlines, notes, and drafts. Longtime fans and new readers alike will agree that *The Bloody Crown of Conan* merits a place of honor on every fantasy lover's bookshelf. **THE PEOPLE OF THE BLACK**

CIRCLE Amid the towering crags of Vendhya, in the shadowy citadel of the Black Circle, Yasmina of the golden throne seeks vengeance against the Black Seers. Her only ally is also her most formidable enemy—Conan, the outlaw chief. THE HOUR OF THE DRAGON Toppled from the throne of Aquilonia by the evil machinations of an undead wizard, Conan must find the fabled jewel known as the Heart of Ahriman to reclaim his crown . . . and save his life. A WITCH SHALL BE BORN A malevolent witch of evil beauty. An enslaved queen. A kingdom in the iron grip of ruthless mercenaries. And Conan, who plots deadly vengeance against the human wolf who left him in the desert to die.

"...Collects the artwork of the ultimate weapons-based fighting game, SoulCalibur V. Included are character designs, rough concepts, storyboards, creator commentary, exclusive interviews, and more!"--Page [4] of cover.

Today, Shiva is a god. But four thousand years ago, he was just a man - until he brought his people to Meluha, a near-perfect empire founded by the great king Lord Ram. There he discovered he was the Neelkanth, a barbarian long prophesied to be Meluha's savior. But in his hour of victory fighting the Chandravanshis - Meluha's enemy - he discovered they had their own prophecy. Now he must fight to uncover the treachery within his inner circle, and unmask those who are about to destroy all that he

has fought for. Shiva is about to learn that good and evil are two sides of the same coin...

250 years ago, Ascalon burned . . . Desperate to defend his land from advancing hordes of bestial charr, King Adelbern summoned the all-powerful Foefire to repel the invaders. But magic can be a double-edged sword—the Foefire burned both charr and human alike. While the charr corpses smoldered, the slain Ascalonians arose again, transformed by their king’s rage into ghostly protectors and charged with guarding the realm . . . forever. The once mighty kingdom became a haunted shadow of its former glory. Centuries later, the descendants of Ascalon, exiled to the nation of Kryta, are besieged on all sides. To save humankind, Queen Jennah seeks to negotiate a treaty with the hated charr. But one obstacle remains. The charr legions won’t sign the truce until their most prized possession, the Claw of the Khan-Ur, is returned from the ruins of fallen Ascalon. Now a mismatched band of adventurers, each plagued by ghosts of their own, sets forth into a haunted, war-torn land to retrieve the Claw. Without the artifact, there is no hope for peace between human and charr—but the undead king who rules Ascalon won’t give it up easily, and not everyone wants peace!

Mega Man Battle Network reinvented the classic Capcom franchise as an exciting, action-packed RPG, and reintroduced Mega Man to a whole new

generation of gamers. Mega Man Battle Network: Official Complete Works collects the stunning artwork of all six Battle Network games, as well as Network Transmission and Operate Shooting Star. Inside you'll find character designs, promotional art, rarely seen pieces, and plenty of creator commentary

Halfway to the heavens, in a realm hidden by clouds, a divine beauty-a yakshini-is facing a sentence for her folly. Down on Earth, a couple in Maharashtra is expecting their seventh child and is performing a special yajna to fulfil their desires.

In the post-apocalyptic Junkyard, a mysterious religious order known only as the Church watches over the brutal competition between warring tribes as they vie to unify six territories and thereby gain access to Nirvana, the promised land. But the rules of the competition have changed, and the Junkyard has been thrown into chaos after its inhabitants are granted not only demonic transformation powers, but their first taste of human emotion. The Church demands that any tribe seeking entry to paradise must also deliver the strange girl named Sera to them. Serph and the other members of the Embryon struggle to keep Sera safe from enemies on all sides, all while striving to find whatever allies they can in order to beat the Church at their own game. Avatar Tuner, Vol. 2 continues the Quantum Devil Saga, a series inspired by the Shin Megami Tensei

video games, which are widely popular in their native Japan and have gained a considerable following in the West. Translated into English for the first time, experience the story of Serph and his tribe as they fight not only to win, but to understand the supernatural forces that govern the Junkyard.

This masterfully designed oversized hardcover art book invites the reader on a visual journey through the world of Assassin's Creed Valhalla: A world defined by the harsh beauty of Viking life, rich with fascinating characters and breathtaking landscapes. The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights. This deluxe edition includes:

- An exclusive cover
- A decorative slipcase
- A gallery-quality lithograph print

Ubisoft and Dark Horse Books offer this enticing collection of art and commentary that is sure to attract returning fans and newcomers alike.

An Instant New York Times Bestseller! Contains an extended excerpt from *The Gilded Wolves*. Fate and fortune. Power and passion. What does it take to be the queen of a kingdom when you're only

seventeen? Maya is cursed. With a horoscope that promises a marriage of Death and Destruction, she has earned only the scorn and fear of her father's kingdom. Content to follow more scholarly pursuits, her whole world is torn apart when her father, the Raja, arranges a wedding of political convenience to quell outside rebellions. Soon Maya becomes the queen of Akaran and wife of Amar. Neither roles are what she expected: As Akaran's queen, she finds her voice and power. As Amar's wife, she finds something else entirely: Compassion. Protection. Desire... But Akaran has its own secrets -- thousands of locked doors, gardens of glass, and a tree that bears memories instead of fruit. Soon, Maya suspects her life is in danger. Yet who, besides her husband, can she trust? With the fate of the human and Otherworldly realms hanging in the balance, Maya must unravel an ancient mystery that spans reincarnated lives to save those she loves the most. . .including herself. A lush and vivid story that is steeped in Indian folklore and mythology. The Star-touched Queen is a novel that no reader will soon forget.

The Street Fighter IV and Super Street Fighter IV games rejuvenated the fighting game genre, and solidified Street Fighter once again as the king of all fighting games. Collected in this volume is all the spectacular artwork behind the ultimate fighting game, including character designs, development

sketches, promotional art, story boards, creator commentary, and more!

The Price of a Promise Paid in Blood The deadly Halahala, the alldevouring poison churned from the depths of the White Lake by the devas and asuras, was swallowed by Shiva to save the universe from extinction. But was the Halahala truly destroyed? A small portion still remains – a weapon powerful enough to guarantee victory to whoever possesses it. And both asuras and devas, locked in battle for supremacy, will stop at nothing to claim it. As the forces of Devaloka and Patala, led by Indra and Shukracharya, plot to possess the Halahala, Shiva turns to mankind to guard it from their murderous clutches. It is now up to Samrat Vikramaditya and his Council of Nine to quell the supernatural hordes – and prevent the universe from tumbling into chaos! A sweeping tale of honour and courage in the face of infinite danger, greed and deceit, The Guardians of the Halahala is a fantastical journey into a time of myth and legend. Doortodoor salesman, copywriter, business journalist and assistant editor at The Economic Times, SHATRUJEET NATH was all this before he took to writing fiction fulltime. He debuted with The Karachi Deception in 2013, followed by The Guardians of the Halahala and The Conspiracy at Meru, the first two books in the Vikramaditya series. At present, he is writing volume three of the series. Shatrujeet lives in Mumbai, but spends much of his time in the fantasy worlds of his stories. He can also be found at [facebook.com/ShatrujeetNath](https://facebook.com/ShatrujeetNath) and [@shatrujeet](https://twitter.com/shatrujeet). Long ago, before humans forgot them for all eternity,

monsters and immortals retreated below ground to seek shelter. But what do the Greek Gods do when they're bored? They bring back the Olympic games--only a lethal version. The newest contender in these bigger, deadlier games is a young human girl they kidnapped from the streets above. For Kira Lier, it's kill or be killed as she races against beasts she thought were just myths, to cross the finish line and win a chance to earn her freedom.

Arjuna is the immortal tale of one of India's greatest heroes. These pages retell in riveting detail the story of the Pandava Warrior-Prince who has captured the imagination of millions across centuries. This is the intense and human story of his loves, friendship, ambitions, weaknesses and follies, as well as his untimely death and revival, his stint as a eunuch, and the innermost reaches of his thoughts. Told in a refreshingly modern and humorous style and set against the staggering backdrop of the Mahabharata. Arjuna's story appeals equally to the average, discerning reader and the scholar. It spans the epic journey from before his birth, when omens foretold his greatness, across the fabled, wondrous landscape that was his life.

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.

The Art of Grasshopper Manufacture is a highly

specialized title showcasing the design work and artistry of the video-game developing company Grasshopper Manufacture. Director-designer-CEO of Grasshopper, Suda51 is known internationally for his original, imaginative style. Most major Grasshopper games are covered within this book including Lollipop Chainsaw, Killer 7, No More Heroes and more. The main visuals for each game are covered, along with package designs, sketches, model sheets and greeting card designs. A must have for fans of high quality Japanese video games! Featured animations and video games include: Shadows of the DAMNED Sine Mora LOLLIPOP CHAINSAW KILLER IS DEAD NO MORE HEROES Diabolical Pitch Fatal Frame - Project Zero Flower, Sun, and Rain Evangelion: 3.0 You Can (Not) Redo BLOOD+ ONE NIGHT KISS michigan SAMURAI CHAMPLOO killer7 The Silver Case Shining Soul II FROG MINUTES and more...! All Suda51 s comments on his video game works are perfectly translated into English so that global fans of Grasshopper Manufacture can enjoy the secret stories of each game.

Victory is Temporary the Battle is Eternal Vikramaditya and his Council of Nine have fought valiantly to repel the rampaging hordes from Devaloka and Patala – but Avanti has been brought to its knees. Ujjayini lies battered; its citizens are scared, and morale is badly shaken. Meanwhile, the barbaric Hunas and Sakas are gathering on the horizon, and cracks are emerging between the allied kingdoms of Sindhuvartha... The only silver lining is that the deadly Halahala is safe. For now. Bent on vengeance, Indra is already scheming to destroy

Vikramaditya, while Shukracharya has a plan that can spell the doom for the Guardians of the Halahala. How long can the human army hold out against the ferocity and cunning of the devas and asuras? And will Vikramaditya's love for his queen come in the way of his promise to Shiva? Doortodoor salesman, copywriter, business journalist and assistant editor at The Economic Times, SHATRUJEET NATH was all this before he took to writing fiction fulltime. He debuted with The Karachi Deception in 2013, followed by The Guardians of the Halahala and The Conspiracy at Meru, the first two books in the Vikramaditya series. At present, he is writing volume three of the series. Shatrujeet lives in Mumbai, but spends much of his time in the fantasy worlds of his stories. He can also be found at [facebook.com/ShatrujeetNath](https://facebook.com/ShatrujeetNath) and [@shatrujeet](https://twitter.com/shatrujeet). Patience is a Drawn Bow. Rage, its Relentless Arrow. Shukracharya's plan to break the unity of Vikramaditya's Council has borne bitter fruit. Friends have become sworn enemies, and brother has turned against brother, setting Avanti on the path to self-destruction. Even as Vikramaditya prepares to counter a Huna invasion, a rebellion brews within Ujjayini, while a devious conspiracy is hatched to humiliate him. With Indra's spies swarming the palace and Shukracharya making a bold bid to take the Halahala, the king is dangerously close to the brink of defeat. Alone and abandoned by those dear to him, fighting to protect his people, trying his best to keep his promise to Shiva, will the samrat rise one last time to defend his love, his city and his honour? As the asura and deva forces muster in

a final, desperate gamble to claim the Halahala, *The Wrath of the Hellfires* brings an explosive conclusion to Vikramaditya's epic tale of action and adventure.

SHATRUJEET NATH is the creator of the runaway national bestseller series *Vikramaditya Veergatha*, a four-book mytho-fantasy arc which comprises *The Guardians of the Halahala*, *The Conspiracy at Meru*, *The Vengeance of Indra* and *The Wrath of the Hellfires*.

Described as "a new face to Indian mythology" by DNA, Shatrujeet writes for movies and web shows as well. He is also the author of *The Karachi Deception*, an Indo-Pak spy thriller. "Flawlessly clubs fiction with Indian mythology" —DNA

*Dragon's Dogma* is one of the newest franchises from fan-favorite game publisher Capcom, set in a rich world full of dangerous monsters and classic action-RPG style adventure. *Dragon's Dogma: Official Design Works* collects the development artwork behind this expansive new setting, including character, creature, and weapon designs, plus rough sketches, key visuals, and plenty of creator commentary.

- *DmC Devil May Cry* depicts a duplicitous world where nothing is ever as it seems and the line between good and evil is constantly blurred. Spurred into action by the promises of a trusted relation, Dante bursts into this new world intent on revenge at any cost. - *DmC Devil May Cry Visual Art* collects all the concept art behind this modern reimaging of the *Devil May Cry* universe and its characters. Included are key visuals, character and location designs, unused concepts, and creator commentary.

- Collecting over 10 years of UDON's Capcom artwork in one epic 600-page hardcover volume! UDON's *Art of Capcom*:

Complete Edition gathers more than 80 UDON artists' renditions of the cast of Street Fighter, Darkstalkers, Rival Schools, Mega Man, Strider, and other classic Capcom franchises. Included are comic covers, toy designs, video game sprites, game box art, tribute art, and much more!

Ideally, Kama should have been happy. But what he felt was apprehension and there was no shaking the feeling that he had been tempered with fire to prepare him solely for what lay ahead. Kamadeva, the charming wielder of the sugarcane bow and the flower-tipped arrows, born out of the wellspring of Brahma's latent passion, has for long remained an enigma. This enthralling story of the God of Desire explores his many wondrous adventures, as well as his heady romance with Rati, his chief consort. Best friends with Indra, the King of the Gods, tutor to the Apsaras in the art of lovemaking, Kamadeva lives a dream life in the magnificent Kingdom of Amaravathi-until danger strikes when he incurs the wrath of Shiva because of a preordained curse. Follow Kama as he hurtles towards his destiny and the Destroyer's dreaded third eye. Find out if he will rise from the ashes to reign supreme as the King of Hearts or if he will be doomed to spend an eternity as Ananga - the bodiless one. In Kamadeva: The God of Desire, the author masterfully marries imagination with stellar research to bring to vivid life one of the most intriguing Gods of the Hindu pantheon. Laced with wit and narrated in contemporary flavour, Kamadeva will take you on a rollicking ride into the heart of desire and its tantalizing dark side. Key Features: An entertaining yet insightful look at Kamadeva, one of the most intriguing Gods of the Hindu pantheon. The narrative is a powerful combination of remarkable research and creative embellishments. Kamadeva: The God of Desire is one of the most anticipated books in the mythology genre from the bestselling author of the critically acclaimed Arjuna: Saga of a Pandava Warrior-Prince. The author's wit

and vivid imagination make Kamadeva's story an extremely delightful and engaging read.

About 16 centuries ago, an unknown Indian author or authors gathered together the diverse threads of already ancient traditions and wove them into a verbal tapestry that today is still the central text for worshippers of the Hindu Devi, the Divine Mother. This spiritual classic, the *Devimahatmya*, addresses the perennial questions of the nature of the universe, humankind, and divinity. How are they related, how do we live in a world torn between good and evil, and how do we find lasting satisfaction and inner peace? These questions and their answers form the substance of the *Devimahatmya*. Its narrative of a dispossessed king, a merchant betrayed by the family he loves, and a seer whose teaching leads beyond existential suffering sets the stage for a trilogy of myths concerning the all-powerful Divine Mother, Durga, and the fierce battles she wages against throngs of demonic foes. In these allegories, her adversaries represent our all-too-human impulses toward power, possessions, and pleasure. The battlefields symbolize the field of human consciousness on which our lives' dramas play out in joy and sorrow, in wisdom and folly. The *Devimahatmya* speaks to us across the ages of the experiences and beliefs of our ancient ancestors. We sense their enchantment at nature's bounty and their terror before its destructive fury, their recognition of the good and evil in the human heart, and their understanding that everything in our experience is the expression of a greater reality, personified as the Divine Mother.

For fans of the Aru Shah and *Serpent's Secret* series, this action-packed fantasy-adventure sees a girl's drawings of Indian mythology spring to vivid life--including the evil god who seeks to enter the real world and destroy it. Kiki Kallira has always been a worrier. Did she lock the front door? Is there a terrible reason her mom is late? Recently her anxiety

has been getting out of control, but one thing that has always soothed her is drawing. Kiki's sketchbook is full of fanciful doodles of the rich Indian myths and legends her mother has told her over the years. One day, her sketchbook's calming effect is broken when her mythological characters begin springing to life right out of its pages. Kiki ends up falling into the mystical world she drew, which includes a lot of wonderful discoveries like the band of rebel kids who protect the kingdom, as well as not-so-great ones like the ancient deity bent on total destruction. As the one responsible for creating the evil god, Kiki must overcome her fear and anxiety to save both worlds--the real and the imagined--from his wrath. But how can a girl armed with only a pencil defeat something so powerful?

Over 300 full-color pages collected into a hardcover volume that explores the secrets and strategies of Square Enix's NieR:Automata! Revisit the characters, combat, and environment that enchanted players with stunning action and profound adventure from video game director Yoko Taro. Discover the intricacies of Submergence City, learn more about the characters and enemies with the Data Library, and master the Androids' arsenal! Also featuring concept art and commentary, this second volume of the NieR:Automata World Guide is a must have item for fans of the game! Dark Horse Books and Square Enix come together again to present this adaptation of the original Japanese volume, officially offered in English for the first time!

When Kayu Saitoh wakes up, she is in an unfamiliar place. Taken to a snowy mountainside, she was left there by her family and her village according to the tradition of sacrificing the lives of the elderly for the benefit of the young. Kayu was supposed to have passed quickly into the afterlife. Instead, she finds herself in Dendera, a utopian community built over decades by old women who, like her, were abandoned.

Together, they must now face a new threat: a hungry mother bear. “Dendera is riveting, hilarious, dark, gory, and absolutely brilliant...it’s as if Elena Ferrante and Stephen King collided on a Japanese mountaintop.” —Jami Attenberg, New York Times best-selling author of *The Middlesteins* -- VIZ Media

Epic urban fantasy

Bayonetta is a butt-kicking, havoc-wreaking witch who wields sweet weapons like pistols, whips, hammers, flamethrowers, and poison bows. But it's not just about brawn -- it's also about style. *The Eyes of Bayonetta 2* collects all the fabulous artwork behind this celebrated video game sequel. Included are character designs, development sketches, weapon & environment designs and promotional artwork. It's all topped off with character & enemy profiles, journal entries, and plenty of exclusive creator commentary.

Presents the mystery of the Divine Mother in all her manifold aspects • Explores more than 30 different goddess aspects of the Shakti force, both beneficial and malefic • Includes Sanskrit hymns and classic verses by Sri Auribindo for each of the goddesses Shakti is synonymous with the Devi, the Divine Mother or divine power that manifests, sustains, and transforms the universe. She is the womb of all creatures, and it is through her that the One becomes the many. Our first and primary relationship to the world is through the mother, the source of love, security, and nourishment. Extending this relationship to worship of a cosmic being as mother was a natural step found not only in the Shakti cult of Hinduism but also in ancient Greek, Egyptian, and Babylonian cultures. Shakti presents more than 30 goddess incarnations of the Divine Mother that represent both the beneficial and malefic aspects of the Shakti force. From Lakshmi, Parvati, and Saraswati to Durga, Chandika, and Kali--each of the different functions of the female goddesses

in the Hindu pantheon is revealed, accompanied by traditional Sanskrit hymns, classic verses by Sri Auribindo, and discussions of tantric philosophy. The author draws from the Devi Bhagavatham, which describes all the stories of Shakti, and the Devi Mahatmyam, the most powerful scriptural text that glorifies Shakti in her form as Durga. Using these texts she shows that through the power and grace of the Divine Mother we may be released from the darkness of ignorance and taken to the abode of knowledge, immortality, and bliss--the source from which we have come.

Featuring the stunning artwork of Valkyria Chronicles 3, the third chapter in SEGA's critically acclaimed tactical RPG series! Valkyria Chronicles 3: Complete Artworks includes story summaries, character designs & profiles, vehicle and weapon designs, and promotional art, all accompanied by creator commentary and interviews. Complete your Valkyria collection with this spectacular volume!

Fusing Asian mythology with sci-fi, Asura's Wrath seamlessly blends relentless action with an exciting narrative to produce one of Capcom's most unique video game experiences.

Asura's Wrath: Official Complete Works collects the imagery and artwork behind this cinematic thrill-ride. Included are character designs, key visuals, storyboards, rough concepts, interviews, and plenty of creator commentary.

Book 1 of the completed Paternus Trilogy Even myths have legends. Described as American Gods meets The Avengers and Supernatural meets The Lord of the Rings, Paternus combines myths from around the world in a modern story of action and intrigue that is "urban fantasy on the surface, but so much more at its core!" "Terrific! Paternus is intelligent, intricate, suspenseful, and epic." -Nicholas Eames, Gemmell Award winning author of Kings of the Wyld and Bloody Rose "Ashton's story is a crucible in which myths are melted and remade to thrilling effect." -M. R. (Mike) Carey, author of The

Girl with All the Gifts and the Felix Castor series And not all legends are myth. When a local hospital is attacked by strange and frightening men, Fiona Patterson and Zeke Prisco save a catatonic old man named Peter-and find themselves running for their lives with creatures beyond imagination hounding their every step. With nowhere else to turn, they seek out Fi's enigmatic Uncle Edgar. But the more their questions are answered, the more they discover that nothing is what it seems-not Peter, not Edgar, perhaps not even themselves. The gods and monsters, heroes and villains of lore-they're real. And now they've come out of hiding to hunt their own. In order to survive, Fi and Zeke must join up with powerful allies against an ancient evil that's been known by many names and feared by all. The final battle of the world's oldest war has begun. \*\*\*\*\* Genre: Contemporary Fantasy / Urban Fantasy / Mythic Fiction. Market: Adult to New Adult (as opposed to Teen or YA, though savvy 16 or 17 year olds might survive without permanent damage).

Asura's Wrath Official Complete Works Udon Entertainment Two worlds collide in one of the most beloved fighting game franchises of all time! Marvel VS Capcom: Official Complete Works collects the spectacular artwork behind this legendary fighting game franchise. Inside you'll find character designs, game covers, promotional art, rare never-before-seen sketches, and more. Plus, it's all topped off by a special bonus gallery featuring all-new pin-ups from the hottest artists in comics!

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