

Besieged Stories From The Iron Druid Chronicles

New York Times bestselling author Kevin Hearne returns to the world of his beloved Iron Druid Chronicles in a spin-off series about an eccentric master of rare magic solving an uncanny mystery in Scotland. “Ink & Sigil is escape reading, and I loved every word.”—Charlaine Harris, New York Times bestselling author of *A Longer Fall* Al MacBharras is both blessed and cursed. He is blessed with an extraordinary white moustache, an appreciation for craft cocktails—and a most unique magical talent. He can cast spells with magically enchanted ink and he uses his gifts to protect our world from rogue minions of various pantheons, especially the Fae. But he is also cursed. Anyone who hears his voice will begin to feel an inexplicable hatred for Al, so he can only communicate through the written word or speech apps. And his apprentices keep dying in peculiar freak accidents. As his personal life crumbles around him, he devotes his life to his work, all the while trying to crack the secret of his curse. But when his latest apprentice, Gordie, turns up dead in his Glasgow flat, Al discovers evidence that Gordie was living a secret life of crime. Now Al is forced to play detective—while avoiding actual detectives who are wondering why death seems to always follow Al. Investigating his apprentice’s death will take him through Scotland’s magical underworld, and he’ll need the help of a mischievous hobgoblin if he’s to survive.

Thor, the Norse god of thunder, is worse than a blowhard and a bully—he’s ruined countless lives and killed scores of innocents. After centuries, Viking vampire Leif Helgarson is ready to get his vengeance, and he’s asked his friend Atticus O’Sullivan, the last of the Druids, to help take down this Norse nightmare. One survival strategy has worked for Atticus for more than two thousand years: stay away from the guy with the lightning bolts. But things are heating up in Atticus’s home base of Tempe, Arizona. There’s a vampire turf war brewing, and Russian demon hunters who call themselves the Hammers of God are running rampant. Despite multiple warnings and portents of dire consequences, Atticus and Leif journey to the Norse plain of Asgard, where they team up with a werewolf, a sorcerer, and an army of frost giants for an epic showdown against vicious Valkyries, angry gods, and the hammer-wielding Thunder Thug himself. Don’t miss any of Kevin Hearne’s phenomenal Iron Druid Chronicles novels: **HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED**

Atticus, Granuaile, and the wolfhound Oberon flee from Olympian goddesses Artemis and Diana and the Norse god of mischief, Loki, racing across modern-day Europe in search of a friend who can help them defeat the angry gods.

Selected works of Victor Hugo from the series "Best of the Best" is the book that everyone should read to understand themselves and each other. The authors and works for this book series were selected, as a result of numerous studies,

analysis of the texts over the past 100 years and the demand for readers. It must be read in order to understand the world around us, its history, to recognize the heroes, to understand the winged expressions and jokes that come from these literary works. Reading these books will mean the discovery of a world of self-development and self-expression for each person. These books have been around for decades, and sometimes centuries, for the time they recreate, the values they teach, the point of view, or simply the beauty of words. This volume of the Best of the Best series includes famous works Les Miserables Notre-Dame de Paris Toilers of the Sea Ninety-Three The Man Who Laughs Under Sentence of Death Or, a Criminal

The ancient gods are alive and well in the modern world in this hilarious, action-packed collection of original short stories featuring Atticus O'Sullivan, the two-thousand-year-old Irishman from Kevin Hearne's New York Times bestselling Iron Druid Chronicles. * In ancient Egypt, Atticus agrees to raid a secret chamber underneath the library of Alexandria, dodging deadly traps, only to learn that on-site security includes two members of the Egyptian pantheon. * At a Kansas carnival, fun and games turns to murder and mayhem, thanks to soul-snatching demons and flesh-craving ghouls luring visitors into an all-too-real house of horrors. * Verily, in olde England, striking up a friendship with William Shakespeare lands both Atticus and the Bard in boiling hot water with a trio of infamous witches. * During the Gold Rush, the avatar of greed himself turns the streets of San Francisco red with blood and upsets the elemental Sequoia. Atticus may have to fight fire with fire if he's going to restore balance. More, you say? Indeed there is--including bogeymen, vampire hordes, wrathful wraiths, and even a journey to the realm of the dead. Prepare to be besieged with nine tantalizing tales--not to be missed, never to be forgotten. Praise for Kevin Hearne's Iron Druid Chronicles "Clever, fast paced and a good escape."--Jason Weisberger, Boing Boing "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."--Kelly Meding, author of Chimera "Outrageously fun."--The Plain Dealer, on Hounded "Superb . . . plenty of quips and zap-pow-bang fighting."--Publishers Weekly (starred review), on Hounded "An exciting mix of comedy, action, and mythology . . . [Atticus] is one of the best main characters currently present in the urban fantasy genre."--Fantasy Book Critic, on Tricked "Funny, razor-sharp . . . plenty of action, humor, and mythology."--Booklist (starred review), on Shattered

NEW YORK TIMES BESTSELLER • Iron Druid Atticus O'Sullivan, hero of Kevin Hearne's epic urban fantasy series, has a point to make—and then drive into a vampire's heart. When a Druid has lived for two thousand years like Atticus, he's bound to run afoul of a few vampires. Make that legions of them. Even his former friend and legal counsel turned out to be a bloodsucking backstabber. Now the toothy troublemakers—led by power-mad pain-in-the-neck Theophilus—have become a huge problem requiring a solution. It's time to make a stand. As always, Atticus wouldn't

mind a little backup. But his allies have problems of their own. Ornery archdruid Owen Kennedy is having a wee bit of troll trouble: Turns out when you stiff a troll, it's not water under the bridge. Meanwhile, Granuaile is desperate to free herself of the Norse god Loki's mark and elude his powers of divination—a quest that will bring her face-to-face with several Slavic nightmares. As Atticus globetrots to stop his nemesis Theophilus, the journey leads to Rome. What better place to end an immortal than the Eternal City? But poetic justice won't come without a price: In order to defeat Theophilus, Atticus may have to lose an old friend. Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: **HOUNDED** | **HEXED** | **HAMMERED** | **TRICKED** | **TRAPPED** | **HUNTED** | **SHATTERED** | **STAKED** Praise for Kevin Hearne and The Iron Druid Chronicles “[The Iron Druid books] are clever, fast paced and a good escape.”—Jason Weisberger, Boing Boing “Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series.”—Kelly Meding, author of Chimera “Outrageously fun.”—The Plain Dealer, on Hounded “Superb . . . plenty of quips and zap-pow-bang fighting.”—Publishers Weekly (starred review), on Hounded “Exciting . . . [Atticus] is one of the best main characters currently present in the urban fantasy genre.”—Fantasy Book Critic, on Tricked “Funny, razor-sharp . . . plenty of action, humor, and mythology.”—Booklist (starred review), on Shattered After having escaped from vengeful Norse gods in the Arizona desert with the help of the Navajo trickster god Coyote, ancient Druid Atticus O'Sullivan finds himself facing off against bloodthirsty desert shape-shifters called skinwalkers. From the author of The Iron Druid Chronicles, a thrilling novel that kicks off a fantasy series with an entirely new mythology—complete with shape-shifting bards, fire-wielding giants, and children who can speak to astonishing beasts **MOTHER AND WARRIOR** Tallynd is a soldier who has already survived her toughest battle: losing her husband. But now she finds herself on the front lines of an invasion of giants, intent on wiping out the entire kingdom, including Tallynd's two sons—all that she has left. The stakes have never been higher. If Tallynd fails, her boys may never become men. **SCHOLAR AND SPY** Dervan is an historian who longs for a simple, quiet life. But he's drawn into intrigue when he's hired to record the tales of a mysterious bard who may be a spy or even an assassin for a rival kingdom. As the bard shares his fantastical stories, Dervan makes a shocking discovery: He may have a connection to the tales, one that will bring his own secrets to light. **REBEL AND HERO** Abhi's family have always been hunters, but Abhi wants to choose a different life for himself. Embarking on a journey of self-discovery, Abhi soon learns that his destiny is far greater than he imagined: a powerful new magic thrust upon him may hold the key to defeating the giants once and for all—if it doesn't destroy him first. Set in a magical world of terror and wonder, this novel is a deeply felt epic of courage and war, in which the fates of these characters intertwine—and where ordinary people become heroes, and their lives become legend. Praise for A Plague of Giants “You'll laugh and cry and crave mustard as you're immersed in the literal magic of

storytelling in Kevin Hearne's vivid new epic fantasy. I have experienced acute withdrawal symptoms since the book ended. I don't want to leave this world."—Beth Cato, author of *Breath of Earth* and *The Clockwork Dagger* "A Plague of Giants is an absorbing epic fantasy, with clever storytelling that allows its many threads to each feel important, personal, and memorable. I'm very much looking forward to the sequel!"—James Islington, author of *The Shadow of What Was Lost* "A Plague of Giants is a rare masterpiece that's both current and timeless, groundbreaking yet traditional, merging the fantasy bones of Tolkien and Rothfuss with a wide cast of characters who'll break your heart while reminding you of your humanity."—Delilah S. Dawson, author of *Star Wars: Phasma*

The war in Georgia. Tensions with Ukraine and other nearby countries. Moscow's bid to consolidate its "zone of privileged interests" among the Commonwealth of Independent States. These volatile situations all raise questions about the nature of and prospects for Russia's relations with its neighbors. In this book, Carnegie scholar Dmitri Trenin argues that Moscow needs to drop the notion of creating an exclusive power center out of the post-Soviet space. Like other former European empires, Russia will need to reinvent itself as a global player and as part of a wider community. Trenin's vision of Russia is an open Euro-Pacific country that is savvy in its use of soft power and fully reconciled with its former borderlands and dependents. He acknowledges that this scenario may sound too optimistic but warns that the alternative is not a new version of the historic empire but instead is the ultimate marginalization of Russia.

NEW YORK TIMES BESTSELLER • For nearly two thousand years, only one Druid has walked the Earth—Atticus O'Sullivan, the Iron Druid, whose sharp wit and sharp sword have kept him alive as he's been pursued by a pantheon of hostile deities. Now he's got company. Atticus's apprentice Granuaile is at last a full Druid herself. What's more, Atticus has defrosted an archdruid long ago frozen in time, a father figure (of sorts) who now goes by the modern equivalent of his old Irish name: Owen Kennedy. And Owen has some catching up to do. Atticus takes pleasure in the role reversal, as the student is now the teacher. Between busting Atticus's chops and trying to fathom a cell phone, Owen must also learn English. For Atticus, the jury's still out on whether the wily old coot will be an asset in the epic battle with Norse god Loki—or merely a pain in the arse. But Atticus isn't the only one with daddy issues. Granuaile faces a great challenge: to exorcise a sorcerer's spirit that is possessing her father in India. Even with the help of the witch Laksha, Granuaile may be facing a crushing defeat. As the trio of Druids deals with pestilence-spreading demons, bacon-loving yeti, fierce flying foxes, and frenzied Fae, they're hoping that this time, three's a charm. Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: **HOUNDED** | **HEXED** | **HAMMERED** | **TRICKED** | **TRAPPED** | **HUNTED** | **SHATTERED** | **STAKED** Praise for *Shattered* "Funny, razor-sharp . . . Plenty of action, humor, and mythology keep this book fun and interesting."—Booklist (starred review) "Uproariously entertaining in a way that Hearne is uniquely able to achieve . . .

[Shattered] has the feeling of a new beginning for its hero and for the series.”—RT Book Reviews “This series just gets bigger and better, and Shattered shows no signs of it slowing down.”—Vampire Book Club “Well and truly awesome.”—Fangs for the Fantasy “So much fun to read!”—Hidden in Pages “[With] clever writing and engrossing storytelling, it’s impossible not to get completely absorbed into the world Kevin [Hearne] has created.”—Yummy Men and Kick Ass Chicks Praise for Kevin Hearne and The Iron Druid Chronicles “Clever, fast paced and a good escape.”—Jason Weisberger, Boing Boing “[Kevin] Hearne is a terrific storyteller with a great snarky wit. . . . Neil Gaiman’s American Gods meets Jim Butcher’s Harry Dresden.”—SFFWorld “Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series.”—Kelly Meding, author of Tempest “[Atticus is] a strong modern hero with a long history and the wit to survive in the twenty-first century. . . . A snappy narrative voice.”—Library Journal, on Hounded “Outrageously fun.”—The Plain Dealer, on Hounded “Superb . . . plenty of quips and zap-pow-bang fighting.”—Publishers Weekly (starred review), on Hounded

In this stunning follow-up to his epic fantasy debut, Alan Campbell propels readers into a captivating city battling for its own survival—and that of humankind—in a world of deities and demons, fallen angels and killers. After a destructive battle, the ancient swaying city of Deepgate has been overtaken. Most of the chains that suspend it have given way, toxic fumes are emanating from blazing structures, and the temple once inhabited by the ruling Presbyter now dangles upside down above the once-uncharted abyss. The victorious Spine have initiated martial law and are ruthlessly pursuing all who attempt to leave. Amid the turmoil, two captives are returned. Arriving by ship are the young angel Dill, now toughened by war, and traitor assassin Rachel Hael. Incarcerated in the slowly crumbling temple, the two await their fate, while from the abyss beneath them ghosts rise—for the death of the god Ulcis has left open the gates to Hell. But on orders from his divine brethren, Cospinol, the god of brine and fog, is traveling the world to Deepgate to seal this breach. His great skyship is being dragged through the air by the giant John Anchor, a monster of a man enslaved to pull the god’s vessel, moving slowly, inevitably, toward the city. As the city waits, teetering on the brink, myriad plans for vengeance are set in motion, from the continent of Pandemeria to Heaven itself. Among them is a ghostly archon sent to deliver a message to the gods on earth—using Dill as his vessel. Thrust from his body, Dill’s own soul returns to Hell. When Dill and Rachel are attacked by Spine assassins, Rachel has no choice but to try to escape with the creature that calls itself Dill...and to somehow find a way to restore her friend’s soul before it’s too late. For powerful forces are stirring, and in the coming battle between gods, it is the world of men that is at stake.

Before he can bind his apprentice, Granuaile, to the earth and double the number of Druids in the world, Atticus O’Sullivan, along with his trusted Irish wolfhound and Granuaile, must travel to the base of Mount Olympus where the

Roman god Bacchus is waiting to take his sworn revenge. Original.

Atticus O'Sullivan is back in an action-packed, laugh-out-loud novella from the author of *The Iron Druid Chronicles*. Two-thousand-year-old Atticus may have outwitted and outfought everyone from Odin to Bacchus, but he's about to discover that what comes around when you go around messing with gods. Six years into the training of his beautiful apprentice, Granuaile, a large crow swoops down and transforms into none other than the Morrigan, a goddess who insists that Atticus come with her at once. He must leave his apprentice behind, along with his Irish wolfhound, Oberon—and he must also leave his sword. The Morrigan has always taken extreme pleasure in pronouncing the Druid's mortal danger and imminent doom, so the fact that she won't reveal the purpose of their journey makes him very nervous. Of course, any time the Celtic Chooser of the Slain drops in unannounced, it's never good. When she does let slip that she'll be saving his life in the near future, Atticus is left to wonder . . . will he soon be giving his legions of enemies something to crow about? Includes an excerpt from Kevin Hearne's *Iron Druid Chronicles* novel *Trapped!* Praise for Kevin Hearne and *The Iron Druid Chronicles* "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of *Three Days to Dead* "[Atticus is] a strong modern hero with a long history and the wit to survive in the twenty-first century. . . . A snappy narrative voice . . . a savvy urban fantasy adventure."—*Library Journal*, on *Hounded*

NEW YORK TIMES BESTSELLER • Kevin Hearne creates the ultimate Atticus O'Sullivan adventure in the grand finale of the New York Times bestselling *Iron Druid Chronicles*: an epic battle royale against the Norse gods of Asgard. Unchained from fate, the Norse gods Loki and Hel are ready to unleash Ragnarok, a.k.a. the Apocalypse, upon the earth. They've made allies on the darker side of many pantheons, and there's a globe-spanning battle brewing that ancient Druid Atticus O'Sullivan will be hard-pressed to survive, much less win. Granuaile MacTiernan must join immortals Sun Wukong and Erlang Shen in a fight against the Yama Kings in Taiwan, but she discovers that the stakes are much higher than she thought. Meanwhile, Archdruid Owen Kennedy must put out both literal and metaphorical fires from Bavaria to Peru to keep the world safe for his apprentices and the future of Druidry. And Atticus recruits the aid of a tyromancer, an Indian witch, and a trickster god in hopes that they'll give him just enough leverage to both save Gaia and see another sunrise. There is a hound named Oberon who deserves a snack, after all. Praise for *Scourged* "[Kevin] Hearne draws his *Iron Druid Chronicles* to a pitch-perfect close in this dizzy, world-hopping adventure. But amidst the battles and bargaining that goes into saving the world, there is also an enormous amount of heart."—*RT Book Reviews*
From the New York Times bestselling author of *Hounded*—"a superb urban fantasy debut" (*Publishers Weekly*, starred review)—comes an *Iron Druid Chronicles* short story in the captivating *Carniepunk* anthology. The ancient Druid Atticus O'Sullivan gets more than greasy corn dogs

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and flat soda when he visits a carnival in Kansas to which his apprentice, Granuaile, drags him. He runs across a barker with a strange power over the crowd: attractive women leave their men and disappear into an unmarked tent, never to be seen again, and the men wander away, forgetting that they ever had girlfriends or wives. When Granuaile falls under the barker's influence and enters the tent, Atticus isn't about to forget it and move on. He and his Irish wolfhound, Oberon, pursue her and discover the horrifying secret to the carnival's success.

Mankind for has polluted the seas, lakes and rivers. The Iron Woman has come to take revenge. Lucy understands the Iron Woman's rage and she too wants to save the water creatures from their painful deaths. But she also wants to save her town from total destruction. She needs help. Who better to call on but Hogarth and the Iron Man . . . ? A sequel and companion volume to Ted Hughes' The Iron Man, this new, child-friendly setting will be treasured by a new generation of readers.

Experience the incredible adventure and heart-stopping romance of the Iron Seas in this thrilling steampunk tale from New York Times bestselling author Meljean Brook. A former smuggler and thief, Ariq—better known as the Kraken King—doesn't know what to make of the clever, mysterious woman he rescues from an airship besieged by marauders. Unsure if she's a spy or a pawn in someone else's game, Ariq isn't about to let her out of his sight until he finds out... After escaping her fourth kidnapping attempt in a year, Zenobia Fox has learned to vigilantly guard her identity. While her brother Archimedes is notorious for his exploits, Zenobia has had no adventures to call her own—besides the stories she writes. But when she jumps at the chance to escape to the wilds of Australia and acquire research for her next story, Zenobia quickly discovers that the voyage will be far more adventurous than any fiction she could put to paper...

Uncover the larger-than-life story of World War I's "Lost Battalion" and the men who survived the ordeal, triumphed in battle, and fought the demons that lingered. In the first week of October, 1918, six hundred men attacked into Europe's forbidding Argonne Forest. Against all odds, they surged through enemy lines—alone. They were soon surrounded and besieged. As they ran out of ammunition, water, and food, the doughboys withstood constant bombardment and relentless enemy assaults. Seven days later, only 194 soldiers from the original unit walked out of the forest. The stand of the US Army's "Lost Battalion" remains an unprecedented display of heroism under fire. Never in Finer Company tells the stories of four men whose lives were forever changed by the ordeal: Major Charles Whittlesey, a lawyer dedicated to serving his men at any cost; Captain George McMurtry, a New York stockbroker who becomes a tower of strength under fire; Corporal Alvin York, a country farmer whose famous exploits help rescue his beleaguered comrades; and Damon Runyon, an intrepid newspaper man who interviews the survivors and weaves their experiences into the American epic. Emerging from the patriotic frenzy that sent young men "over there," each of these four men trod a unique path to the October days that engulfed them—and continued to haunt them as they struggled to find peace. Uplifting and compelling, Never in Finer Company is a deeply moving and dramatic story on an epic scale.

Denied citizenship by the Roman Empire, a soldier named Alaric changed history by unleashing a surprise attack on the capital city of an unjust empire. Stigmatized and relegated to the margins of Roman society, the Goths were violent "barbarians" who destroyed "civilization," at least in the conventional story of Rome's collapse. But a slight shift of perspective brings their history, and ours, shockingly alive. Alaric grew up near the river border that separated Gothic territory from Roman. He survived a border policy that separated migrant children from their parents, and he was denied benefits he likely expected from military service. Romans were deeply conflicted over who should enjoy the privileges of citizenship. They wanted to buttress their global power, but were insecure about Roman identity; they depended on foreign goods, but scoffed at and denied foreigners their own voices and humanity. In stark contrast to the rising bigotry, intolerance, and zealotry among Romans during Alaric's lifetime, the Goths, as practicing Christians, valued religious pluralism and tolerance. The marginalized

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Goths, marked by history as frightening harbingers of destruction and of the Dark Ages, preserved virtues of the ancient world that we take for granted. The three nights of riots Alaric and the Goths brought to the capital struck fear into the hearts of the powerful, but the riots were not without cause. Combining vivid storytelling and historical analysis, Douglas Boin reveals the Goths' complex and fascinating legacy in shaping our world.

For a two-thousand-year-old Druid, Atticus O'Sullivan is a pretty fast runner. Good thing, because he's being chased by not one but two goddesses of the hunt - Artemis and Diana - for messing with one of their own. Dodging their slings and arrows, Atticus, his apprentice Granuaile and his wolfhound Oberon are making a mad dash across modern-day Europe to seek help from a friend of the Tuatha Dé Danann. His usual magical option of shifting planes is blocked, so instead of playing hide and seek, the game plan is . . . run like hell. Crashing the pantheon marathon is the Norse god Loki. Killing Atticus is the only loose end he needs to tie up before unleashing Ragnarok - AKA the Apocalypse. Atticus and Granuaile have to outfox the Olympians and contain the god of mischief if they want to go on living - and still have a world to live in.

The greatest Chinese novel of the twentieth century, *Fortress Besieged* is a classic of world literature, a masterpiece of parodic fiction that plays with Western literary traditions, philosophy, and middle-class Chinese society in the Republican era. Set on the eve of the Sino-Japanese War, our hapless hero Fang Hung-chien (à la Emma Bovary), with no particular goal in life and with a bogus degree from a fake American university in hand, returns home to Shanghai. On the French liner home, he meets two Chinese beauties, Miss Su and Miss Pao. Qian writes, "With Miss Pao it wasn't a matter of heart or soul. She hadn't any change of heart, since she didn't have a heart." In a sort of painful comedy, Fang obtains a teaching post at a newly established university where the effete pseudo-intellectuals he encounters in academia become the butt of Qian's merciless satire. Soon Fang is trapped into a marriage of Nabokovian proportions of distress and absurdity. Recalling Fielding's *Tom Jones* in its farcical litany of misadventures and Flaubert's "style indirect libre," *Fortress Besieged* is its own unique feast of delights.

The first novel in the New York Times bestselling *Iron Druid Chronicles*—the hilarious, action-packed tales of a two-thousand-year-old Druid pursued by ancient gods in the modern world “A page-turning and often laugh-out-loud-funny caper through a mix of the modern and the mythic.”—Ari Marmell, author of *The Warlord's Legacy* Atticus O'Sullivan is the last of the ancient druids. He has been on the run for more than two thousand years and he's tired of it. The Irish gods who want to kill him are after an enchanted sword he stole in a first-century battle, and when they find him managing an occult bookshop in Tempe, Arizona, Atticus doesn't want to uproot his life again. He just wants everything to end one way or another, but preferably the way in which he can continue to enjoy fish and chips. He does have some small hope of survival: The Morrigan, the Irish Chooser of the Slain, is on his side, and so is Brigid, First Among the Fae. His lawyer is literally a bloodsucking vampire, and he has a loyal Irish wolfhound with opinions about poodles. But he's facing down some mighty enemies: Aenghus Óg, a vengeful Irish god, plus a coven of witches and even the local police. On top of all that, Aenghus has a direct line to the firepower of hell. Atticus will need all the luck of the Irish and more if he's going to stay alive. Don't miss any of Kevin Hearne's phenomenal *Iron Druid Chronicles* novels:

HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED

What if V-E Day didn't end World War II in Europe? What if, instead, the Allies had to face a potent, even fanatical, postwar Nazi resistance? Such a movement, based in the fabled Alpine Redoubt, was in fact a real threat, ultimately neutralized by Germany's flagging resources and squabbling officials. But had SS Obergruppenführer Reinhard Heydrich, the notorious Man with the Iron Heart, not been assassinated in 1942, fate might have taken a different turn. We might likely have seen a German guerrilla war launched against the conquerors, presaging by more than half a century the protracted conflict with an unrelenting enemy that now engulfs the United States and its allies in Iraq. How might today's clash of troops versus terrorists have played out in 1945? In this imagined world, Nazi forces resort to unconventional warfare, using the quick and dirty tactics of terrorism—booby traps, time bombs, mortar and rocket strikes in the night, assassinations, even kamikaze-style suicide attacks—to overturn what seemed to be a decisive Allied victory. In November 1945, a truck bomb blows up the Nuremberg Palace of Justice, where high-ranking Nazi officials are about to stand trial for war crimes. None of the accused are there when the bomb goes off, but their judges, all of them present and accounted for, are annihilated. Worse acts of terrorism follow all over Europe. Suddenly the Allies—especially the United States—must battle an invisible enemy and sacrifice countless lives in a long, seemingly pointless, unwinnable conflict. On the home front, patriotism corrodes, political fortunes are made and lost in the face of an antiwar backlash, and a once-proud country wonders how the righteous fight for freedom overseas has collapsed into a hopeless quagmire. At once a novel of thrilling military suspense, intriguing alternate history, and profound insight into contemporary affairs, *The Man with the Iron Heart* is a tour de force by a storyteller of exceptional imaginative power.

Presents the French Revolution as the prototype of all revolutions and struggles of the people for freedom. Much of the plot is concerned with the safety of three little children.

“A can't-miss entry in one of the best urban-fantasy series currently being published.”—Booklist (starred review) As Chicago's only professional wizard, Harry Dresden has faced demons, vampires, werewolves, dark sorcerers, and hosts of horrors from beyond the mortal realm. But nothing could have prepared him for this... Long ago, Susan Rodriguez was Harry's Dresden's lover—until she was attacked by his enemies, leaving her caught between humanity and the relentless bloodlust of the vampiric Red Court. She disappeared to South America, where she could fight both her savage gift and those who cursed her with it. Now, she needs Harry's help more than ever. For the vengeful Duchess of the Red Court has discovered a secret Susan has long kept from everyone—including Harry—and she plans to use it. To prevail, Harry may have to unleash the full fury of his untapped power—and he may have no choice but to embrace the darkness within himself. Because this time, he's fighting to save his child.

Besieged Stories from the Iron Druid Chronicles Iron Druid Chronicles

"Imprisoned in a remote Turkish prison camp during World War I, having survived a two-month forced march and a terrifying shootout in the desert, two British officers, Harry Jones and Cedric Hill, join forces to bamboozle their iron-fisted captors"--

In the second novel in the New York Times bestselling Iron Druid Chronicles, two thousand-year-old Druid Atticus O'Sullivan faces off against witches, Bacchants, and a ravenous fallen angel. "A page-turning and often laugh-out-loud-funny caper through a mix of the modern and the mythic."—Ari Marmell, author of *The Warlord's Legacy* Atticus O'Sullivan has had cause to mistrust witches in his storied past, but he's willing to live and let live with the Sisters of the Three Auroras, a legendary local coven, even going so far as to sign a non-aggression treaty with them. But that treaty is tested immediately when a deadly new coven sweeps into town seeking to take over, along with some Bacchants from Las Vegas and a fallen angel who's decided to snack on high school students like they were trail mix. It's more than Atticus can handle alone and he must enlist the trickster Coyote, the headhopping abilities of the witch Laksha Kulesekar, and his neighbor's illegal arsenal if he wants to keep the city safe from diabolical takeover. He must also exchange favors with his vampire attorney, Leif Helgarson, in a deal that might prove to be the worst of his long life—for Leif doesn't want to be paid by the hour. To defeat the mortal hexes of this new coven and keep his apprentice—and his city—safe, Atticus must think fast, make promises, keep his sword handy, and hope he'll survive to fight another day.

Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: **HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED**

Musaicum Books presents to you a meticulously edited Victor Hugo collection. This ebook has been designed and formatted to the highest digital standards and adjusted for readability on all devices. Content: *Les Misérables* *The Hunchback of Notre-Dame* *Toilers of the Sea* *The Man Who Laughs* *Hans of Iceland* *Bug-Jargal* *The Last Day of a Condemned Man*; or, *A Criminal's Last Hours* *Ninety-Three* *Claude Gueux (A Crime Story)* *A Fight with a Cannon*

"On the eve of the San Francisco Earthquake of 1906, Mercy Wong--daughter of Chinese immigrants--is struggling to hold her own among the spoiled heiresses at prestigious St. Clare's School. When tragedy strikes, everyone must band together to survive"--

This collection combines stories from his previous books *THE SILVER AGE* and *THREE EVENINGS*. In these stories James Lasdun views greed and excess from illuminating angles and the impulse of those who own too much to dispossess themselves. He examines the callousness by which adults lose influence over children and the instinctive tactics devised by children for gaining power over adults. He calls corruption, in its ingenious guises, to account while acknowledging the perverse fascination of human foibles. Each story casts a curious spell, in which objects and the natural world are tinged with an aura of the magical. A sensuous lyricism of prose governed by a witty and subtle intelligence brings these stories their very special flavour.

Ninety-Three (1874) is the final novel of Victor Hugo. As a work of historical fiction, the story is set during the period of conflict between the

newly formed French Republic and the Royalists who sought to reverse the gains of the revolution. Praised for its morality and honest depiction of the horrors of war, *Ninety-Three* influenced such wide-ranging political thinkers as Joseph Stalin and Ayn Rand. "The soldiers forced cautiously. Everything was in full bloom; they were surrounded by a quivering wall of branches, whose leaves diffused a delicious freshness. Here and there sunbeams pierced these green shades." Advancing through the countryside, a band of Republican soldiers discovers a family of refugees, a mother and two children who fled for their lives during the insurrection of Royalists in Brittany. Taken in, they are swept up in an attack by the merciless Marquis de Lantenac, a counterrevolutionary leader who has just landed with a unit of Royalist troops. Separated from her children, Michelle is protected by a local beggar who hides her from Lantenac and his men. Meanwhile, Robespierre, Marat, and Danton have sent Commander Gauvain from Paris to stamp out the Royalist threat in Brittany, knowing all too well that Lantenac is his distant relative. As families are torn apart in the name of political struggle, as mercy gives way to death and betrayal, Hugo examines the human cost of war without losing sight of the gravity of the historical moment. With a beautifully designed cover and professionally typeset manuscript, this edition of Victor Hugo's *Ninety-Three* is a classic work of French literature reimagined for modern readers.

"1893" tells of the counter-revolutionary revolts in 1793 during the French Revolution. It is divided into three parts, and each part tells a different story, offering a different view of historical general events. The action mainly takes place in Brittany and in Paris. "*Les Misérables*" is considered one of the greatest novels of the 19th century. Beginning in 1815 and culminating in the 1832 June Rebellion in Paris, the novel follows the lives and interactions of several characters, particularly the struggles of ex-convict Jean Valjean and his experience of redemption. Examining the nature of law and grace, the novel elaborates upon the history of France, the architecture and urban design of Paris, politics, moral philosophy, antimonarchism, justice, religion, and the types and nature of romantic and familial love. *Les Misérables* has been popularized through numerous adaptations for film, television and the stage, including a musical.

The ancient gods are alive and well in the modern world in this hilarious, action-packed collection of original short stories featuring Atticus O'Sullivan, the two-thousand-year-old Irishman from Kevin Hearne's New York Times bestselling *Iron Druid Chronicles*. • In ancient Egypt, Atticus agrees to raid a secret chamber underneath the library of Alexandria, dodging deadly traps, only to learn that on-site security includes two members of the Egyptian pantheon. • At a Kansas carnival, fun and games turns to murder and mayhem, thanks to soul-snatching demons and flesh-craving ghouls luring visitors into an all-too-real house of horrors. • Verily, in olde England, striking up a friendship with William Shakespeare lands both Atticus and the Bard in boiling hot water with a trio of infamous witches. • During the Gold Rush, the avatar of greed himself turns the streets of San Francisco red with blood and upsets the elemental Sequoia. Atticus may have to fight fire with fire if he's going to restore balance. More, you say? Indeed there is—including bogeymen, vampire hordes, wrathful wraiths, and even a journey to the realm of the dead. Prepare to be besieged with nine tantalizing tales—not to be missed, never to be forgotten. Praise for Kevin Hearne's *Iron Druid Chronicles* "Clever, fast paced and a good escape."—Jason Weisberger, *Boing Boing* "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of *Chimera* "Outrageously fun."—*The Plain Dealer*, on *Hounded* "Superb . . . plenty of quips and zap-pow-bang fighting."—*Publishers Weekly* (starred review), on *Hounded* "An exciting mix of comedy, action, and mythology . . . [Atticus] is one of the best main characters currently present in the urban fantasy genre."—*Fantasy Book Critic*, on *Tricked* "Funny, razor-sharp . . . plenty of action, humor, and mythology."—*Booklist* (starred review), on *Shattered*

Download Free Besieged Stories From The Iron Druid Chronicles

From the New York Times bestselling creator of the Iron Druid Chronicles comes the highly anticipated sequel to A Plague of Giants: A world-breaking war—an invasion of giant warriors—inspires a movement to fight back. SOLDIER AND AVENGER Daryck is from a city that was devastated by the war with the Bone Giants, and now he and a band of warriors seek revenge against the giants for the loved ones they've lost. But will vengeance be enough to salve their grief? DREAMER AND LEADER Hanima is part of a new generation with extraordinary magical talents: She can speak to fantastical animals. But when this gift becomes a threat to the powers-that-be, Hanima becomes the leader of a movement to use this magic to bring power to the people. SISTER AND SEEKER Koesha is the captain of an all-female crew on a perilous voyage to explore unknown waters. Though her crew is seeking a path around the globe, Koesha is also looking for her sister, lost at sea two years ago. But what lies beyond the edges of the map is far more dangerous than storms and sea monsters. . . . In this sequel to A Plague of Giants, these characters and more will become the voices of a new generation bringing hope and revolution to a war-torn world. Don't miss any of Kevin Hearne's action-packed Seven Kennings series A PLAGUE OF GIANTS • A BLIGHT OF BLACKWINGS • A CURSE OF KRAKENS (Coming Later!)

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