

## Hounded Druid Chronicles Kevin Hearne

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**

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With a sly blend of fantasy, humor, and paranormal adventure, Kevin Hearne has established a reputation as the trickster god of action-packed mash-ups. His signature creation, Atticus O’Sullivan, is a folk hero for the twenty-first century, battling legendary beasts, shadowy mystics, and demonic demigods from around the world. Now this addictive eBook bundle brings together the first six novels of The Iron Druid Chronicles (with bonus novellas and short stories) in one supersized dose of genre-smashing mayhem: **HOUNDED HEXED HAMMERED TRICKED TWO RAVENS AND ONE CROW (NOVELLA) TRAPPED HUNTED GRIMOIRE OF THE LAMB (NOVELLA)** Also includes the short stories “Clan Rathskeller” and “Kaibab Unbound,” as well as a special preview of Kevin Hearne’s upcoming novel **A Plague of Giants!** Atticus O’Sullivan, last of the Druids, lives peacefully in Arizona, running an occult bookshop and shape-shifting in his spare time to hunt with his Irish wolfhound. His neighbors and customers think that this handsome, tattooed Irish dude is about twenty-one years old—when in actuality, he’s twenty-one centuries old. Not to mention: He draws his power from the earth, possesses a sharp wit, and wields an even sharper magical sword known as Fragarach, the Answerer. Unfortunately, a very angry Celtic god wants that sword, and he’s hounded Atticus for centuries. Now the determined deity has tracked him down, and Atticus will need all his power—plus the help of a seductive goddess of death, his vampire and werewolf team of attorneys, a bartender possessed by a Hindu witch, and some good old-fashioned luck of the Irish—to kick some Celtic arse

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and deliver himself from evil. Praise for Kevin Hearne and The Iron Druid Chronicles “Neil Gaiman’s American Gods meets Jim Butcher’s Harry Dresden.”—SFFWorld “[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 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 “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

THE START OF A BRAND NEW URBAN FANTASY SET IN SMALL TOWN MAINE WHERE EVERYTHING IS NOT AS IT SHOULD BE... Living in small town Rockabill, Maine, Jane True always knew she didn't quite fit in with so-called normal society. During her nightly, clandestine swim in the freezing winter ocean, a grisly find leads Jane to startling revelations about her heritage: she is only half-human. Now, Jane must enter a world filled with supernatural creatures alternatively terrifying, beautiful, and deadly- all of which perfectly describe her new "friend," Ryu, a gorgeous and powerful vampire. It is a world where nothing can be taken for granted: a dog can heal with a lick; spirits bag your groceries; and whatever you do, never-ever-rub the

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genie's lamp. If you love Sookie Stackhouse, then you'll want to dive into Nicole Peeler's enchanting debut novel. 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.

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. "A terrific kick-off of a new, action-packed, enchantingly fun series."—Booklist Al MacBharrais 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,

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and he'll need the help of a mischievous hobgoblin if he's to survive.

Snarky magician Atticus O'Sullivan and his apprentice, Granuaile, travel to India to battle an ancient plague-summoning demon, only to encounter a person from Atticus's past.

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 Brighid, 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

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phenomenal Iron Druid Chronicles novels: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED

In the third novel in the New York Times bestselling Iron Druid Chronicles, two-thousand year-old Druid Atticus O'Sullivan must take down the Norse god of thunder himself. "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* When the naysayers say, "Nay, don't mess with the man who wields the lightning bolts," ninety-nine times out of a hundred, the ancient Druid Atticus O'Sullivan would nod along and agree. But when multiple people convince him that Thor, the Norse god of thunder, needs to get got, he thinks maybe this is the one time he should ignore the advice of the wise--even if those sages include deities who tend not to be wrong about very much. Because Thor has undeniably done somebody wrong--many somebodies, in fact, and Atticus doesn't think he can simply dismiss it as someone else's problem. Plus he has made promises that he doesn't feel he can break, promises that will take him away from Midgard to the planes of the Norse, where his actions will create ripples throughout the nine realms. On top of that there's a turf war brewing amongst the vampires, a zealous group of mystic hunters called the Hammers of God running rampant, and a pack of werewolves who very much don't wish to see their leader taken off to Valhalla. In order to avoid being the nail underneath the hammer Mjöllnir, Atticus will need every ounce of Irish luck he can muster, and maybe the help of a few deities in his corner. Don't

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miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED

To defeat Thor, the Norse god of thunder who has killed scores of innocents, Viking vampire Leif Helgarson teams up with Atticus O'Sullivan, the last of the Druids, a werewolf, a sorcerer and an army of frost giants to take down the hammer-wielding bully once and for all. Original.

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

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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*

The ancient gods are alive and well in the modern



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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

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“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  
A collection of urban fantasy stories that take place at carnivals. From vampires and creepy clowns to mermaids, Druids, and wisecracking Irish wolfhounds, you'll find out that carnivals aren't the healthiest types of places to hang out at....

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

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the Olympians and contain the god of mischief if they want to go on living - and still have a world to live in. Hounded introduces the character of Atticus O'Sullivan, and his world, an alternate history where magic, vampires, werewolves, gods and other supernatural elements exist (albeit in hiding). O'Sullivan, the last Druid and proprietor of Third Eye Books and Herbs occult shop, comes into contact with many of the supernatural characters of his home city of Tempe, Arizona. He draws his power from the earth, possesses a sharp wit, and wields an even sharper magical sword known as Fragarach, the Answerer.

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

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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

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.

**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

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always, Atticus wouldn't mind a little backup. But his allies have problems of their own. Ornerly 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

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“Funny, razor-sharp . . . plenty of action, humor, and mythology.”—Booklist (starred review), on *Shattered*

From the New York Times bestselling author of *The Iron Druid Chronicles* comes book two of an “action-packed, enchantingly fun” (Booklist) spin-off series, as an eccentric master of rare magic solves a supernatural mystery *Down Under!* There’s only one Al MacBharras: Though other Scotsmen may have dramatic mustaches and a taste for fancy cocktails, Al also has a unique talent. He’s a master of ink and sigil magic. In his gifted hands, paper and pen can work wondrous spells. But Al isn’t quite alone: He is part of a global network of sigil agents who use their powers to protect the world from mischievous gods and strange monsters. So when a fellow agent disappears under sinister circumstances in Australia, Al leaves behind the cozy pubs and cafes of Glasgow and travels to the Dandenong Ranges in Victoria to solve the mystery. The trail to his colleague begins to pile up with bodies at alarming speed, so Al is grateful his friends have come to help—especially Nadia, his accountant who moonlights as a pit fighter. Together with a whisky-loving hobgoblin known as Buck Foi and the ancient Druid Atticus O’Sullivan, along with his dogs, Oberon and Starbuck, Al and Nadia will face down the wildest wonders Australia—and the supernatural world—can throw at them, and confront a legendary monster not seen in centuries.

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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.

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 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.

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.

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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

A kingdom at war. A royal family at war with itself. After the massacre of his people, Damien Dreadfire leads a patchwork army of unlikely allies against the Kingdom of Betanthia. The alliance teeters on the edge of a knife, as old rivalries between clans



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threaten to tear it apart. With the help of his trusted friend, Einarr, and a strange mystic, Damien launches a bold offensive that will decide the future of the free lands. Short on time, and even shorter on men, the fate of a once vibrant culture and its people rests on the outcome of the next battle. Meanwhile, Betanthia's crown prince, Gareth Bethard, faces dangers of his own. With his family coming apart at the seams and a growing conspiracy afoot, he tries desperately to hold everything together. Even as Gareth grapples with inner demons, he must learn to take up his father's mantle as the protector of civilization and defeat Damien's invading horde. It's only the fate of a thousand-year dynasty resting on his shoulders, after all.

Atticus O'Sullivan is a Druid who has walked the earth for over 2,000 years--and had many adventures along the way. *Besieged* gives us a never-before-seen look into the life and back story of this popular series hero in a collection of new short stories.

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

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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*

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 “A spectacular work of epic fantasy .

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. . . an absolute delight.”—Shelf Awareness

**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. 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!)

With a sly blend of fantasy, humor, and paranormal adventure, Kevin Hearne is the trickster god of action-

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packed mash-ups. In *The Iron Druid Chronicles*, Atticus O'Sullivan is a folk hero for the twenty-first century, battling legendary beasts, shadowy mystics, and demonic demigods from around the world. Now get *Hounded*, *Hexed*, and *Hammered* all at once in this eBook bundle, a triple dose of mayhem straight out of Hearne's genre-smashing imagination. This ebook edition includes a special preview of Kevin Hearne's upcoming novel *A Plague of Giants*, as well as two bonus short stories set in the world of *The Iron Druid Chronicles*: "Clan Rathskeller" and the eBook exclusive "Kaibab Unbound." **HOUNDED** Atticus O'Sullivan, last of the Druids, lives peacefully in Tempe, Arizona, running an occult bookshop and shape-shifting in his spare time. A handsome, tattooed Irish dude, he looks like he's about twenty-one years old—actually, he's twenty-one centuries old and he wields a magical sword known as *Fragarach*, the Answerer. Unfortunately, a very angry Celtic god wants that sword, and now Atticus will need all his power—plus the help of a seductive goddess of death, his vampire and werewolf team of attorneys, and a sexy bartender possessed by a Hindu witch—to kick some Celtic arse and deliver himself from evil. **HEXED** Atticus doesn't care much for witches, but he's about to make nice with the local coven when suddenly the witch population in Tempe quadruples overnight. And the new girls are not just bad, they're badasses with a dark history on the German side of World War II. But with a fallen angel feasting on local students, a horde of Bacchantes blowing in from Vegas, and a dangerously sexy Celtic goddess of fire vying for his attention, Atticus

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is having trouble scheduling the witch hunt. HAMMERED Thor, the Norse god of thunder, is a blowhard and a bully, and Viking vampire Leif Helgarson has asked his friend Atticus for help taking down this Norse nightmare. As a rule, Atticus generally tries to stay away from the guy with the lightning bolts. Soon, though, Atticus and Leif are off to the plane 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. Hounded (with two bonus short stories)The Iron Druid Chronicles, Book OneDel Rey

From the author of The Iron Druid Chronicles comes a rollicking urban-fantasy adventure featuring Atticus O'Sullivan. Atticus has a history of messing with the gods, and now he'll have to outfox a deity at her own deadly cat-and-mouse game. When he's not vanquishing villainous gods or dodging demons, two-thousand-year-old Druid Atticus O'Sullivan can be found behind the counter of Third Eye Books and Herbs in modern-day Tempe, Arizona, literally minding his own business. But when an evil sorcerer—and amateur shoplifter—snatches an ancient Egyptian tome of black magic, The Grimoire of the Lamb, Atticus is not sheepish about pursuing him to the ends of the earth . . . or at least to the Land of the Pharaohs. Unfortunately, Atticus already has enemies in Egypt—including cat goddess Bast, who wants her own book of mischief back from the Druid. In the streets of Cairo, she sends a feline phalanx after Atticus and his Irish wolfhound, Oberon. With fur still flying, Atticus must locate the sorcerer's secret

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lair—where he will face killer crocodiles, spooky sarcophagi, and an ancient evil Egyptian who's determined to order the sacrificial lamb special tonight. Includes an excerpt from Kevin Hearne's Iron Druid Chronicles novel *Hunted!* 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** • 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

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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 story-telling, 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

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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

\*\*\*OVER A MILLION COPIES OF THE IRON DRUID BOOKS SOLD\*\*\* 'American Gods meets Jim Butcher's Harry Dresden' SFF World Atticus O'Sullivan, last of the Druids, doesn't care much for witches. Still, he's about to make nice with the local coven by signing a mutually beneficial nonaggression treaty - when suddenly the witch population in modern-day Tempe, Arizona, quadruples overnight. And the new girls are not just bad, they're bad-asses with a dark history on the German side of World War II. With a fallen angel feasting on local high school students, a horde of Bacchants blowing in from Vegas with their special brand of deadly decadence and a dangerously sexy Celtic goddess of fire vying for his attention, Atticus is having trouble scheduling the witch hunt. But aided by his magical sword, his neighbor's rocket-propelled grenade launcher, and his vampire attorney, Atticus is ready to sweep the town and show the witchy women they picked the wrong Druid to hex. Praise for the Iron Druid Chronicles: 'Atticus and his crew are a breath of fresh air! . . . I love, love, love this series' My Bookish Ways 'Entertaining, steeped in a ton of mythology, populated by awesome characters' Civilian Reader 'This is one series no fantasy fan should miss. Mystery, suspense, magic and mayhem' SciFiChick The Iron Druid Chronicles Hounded Hexed Hammered



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Tricked Trapped Hunted Shattered Staked Scourged Besieged (short stories) HAVE YOU TRIED . . . Kevin Hearne's epic fantasy novel A PLAGUE OF GIANTS - described by Delilah S. Dawson as 'a rare masterpiece that's both current and timeless . . . merging the fantasy bones of Tolkien and Rothfuss with a wide cast of characters who'll break your heart'. Out now!

Atticus O'Sullivan, the last of the Druids, finds his peaceful life in Arizona shattered by the arrival of an angry Celtic god who wants Atticus's magical sword, forcing Atticus to call upon some unlikely allies for help. 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 Kulesekarán, 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,

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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** \*\*\*OVER A MILLION COPIES OF THE IRON DRUID BOOKS SOLD\*\*\* 'American Gods meets Jim Butcher's Harry Dresden' SFF World 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

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Valkyries, angry gods, and the hammer-wielding Thunder Thug himself. Praise for the Iron Druid Chronicles: 'Atticus and his crew are a breath of fresh air! . . . I love, love, love this series' My Bookish Ways 'Entertaining, steeped in a ton of mythology, populated by awesome characters' Civilian Reader 'This is one series no fantasy fan should miss. Mystery, suspense, magic and mayhem' SciFiChick The Iron Druid Chronicles Hounded Hexed Hammered Tricked Trapped Hunted Shattered Staked Scourged Besieged (short stories) HAVE YOU TRIED . . . Kevin Hearne's epic fantasy novel A PLAGUE OF GIANTS - described by Delilah S. Dawson as 'a rare masterpiece that's both current and timeless . . . merging the fantasy bones of Tolkien and Rothfuss with a wide cast of characters who'll break your heart'. Out now!

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

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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 In an irreverent series in the tradition of Monty Python, the bestselling authors of the Iron Druid

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Chronicles and Star Wars: Phasma reinvent fantasy, fairy tales, and floridly written feast scenes. “Ranks among the best of Christopher Moore and Terry Pratchett.”—Chuck Wendig “When you put two authors of this high caliber together, expect fireworks. Or at least laughs. What a hoot!”—Terry Brooks Once upon a time, in a faraway kingdom, a hero, the Chosen One, was born . . . and so begins every fairy tale ever told. This is not that fairy tale. There is a Chosen One, but he is unlike any One who has ever been Chosened. And there is a faraway kingdom, but you have never been to a magical world quite like the land of Pell. There, a plucky farm boy will find more than he’s bargained for on his quest to awaken the sleeping princess in her cursed tower. First there’s the Dark Lord, who wishes for the boy’s untimely death . . . and also very fine cheese. Then there’s a bard without a song in her heart but with a very adorable and fuzzy tail, an assassin who fears not the night but is terrified of chickens, and a mighty fighter more frightened of her sword than of her chain-mail bikini. This journey will lead to sinister umlauts, a trash-talking goat, the Dread Necromancer Steve, and a strange and wondrous journey to the most peculiar “happily ever after” that ever once-upon-a-timed. Praise for Kill the Farm Boy “A rollicking fantasy adventure that upends numerous genre tropes in audacious style . . . a laugh-out-loud-funny fusion of

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Monty Python–esque humor and whimsy à la Terry Pratchett’s Discworld.”—Kirkus Reviews “Dawson and Hearne’s reimagining of a traditional fairy tale is reminiscent of William Goldman’s *The Princess Bride* and William Steig’s *Shrek!* Irreverent, funny, and full of entertaining wordplay, this will keep readers guessing until the end.”—Library Journal “Will have you laughing out loud until strangers begin to look at you oddly.”—SyFy “A smart comedy . . . nuanced, complicated, and human.”—Tordotcom “[Delilah Dawson and Kevin Hearne] make fun of the typical ‘white male power fantasies,’ and in that, they succeed, with their heroes all characters of color and/or falling somewhere under the LGBTQ umbrella.”—Publishers Weekly

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

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