

Monster Hunter Epic 1 J Pop

THRILLING SCIENCE FICTION ADVENTURE FROM BEST-SELLING AUTHORS LARRY CORREIA AND JOHN BROWN The Heart of a Warrior Once, Jackson Rook was a war hero. Raised from boyhood to pilot an exosuit mech, he'd fought gallantly for the rebellion against the Collectivists. But that was a long time ago, on a world very far away. Now, Jackson Rook is a criminal, a smuggler on board the Multipurpose Supply Vehicle Tar Heel. His latest mission: steal a top-of-the-line mech called the Citadel and deliver it to the far-flung planet Swindle, a world so hostile even the air will kill you. The client: a man known only as the Warlord. Rook has been in the smuggling business long enough to know that it's best to take the money and not ask questions. But Rook cannot stand by and watch as the Warlord runs roughshod over the citizens of Swindle, the way the Collectivists did on his homeworld. For all his mercenary ways, Rook is not a pirate. And deep within the smuggler, the heart of a warrior still beats. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Humanity has spent its time enjoying a peace that can only be had through blissful ignorance. For centuries, stories of monsters have been handed down through the generations. When creatures of the night proved to be real, the best of America's military came together to form an elite band of rapid response teams. Their mission: to keep the civilian populace safe from the creatures that go bump in the night and hide all evidence of their existence. During a routine mission things go horribly wrong and the Monster Squad finds themselves having to rebuild from the ashes of what they once were. This time they face not only the monsters, but their own government as a dark storm brews on the horizon. A storm that will threaten not just the

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squads and their existence, but the lives of every human on earth.

Welcome to the Science Squad, a citizen science organization for curious kids who love nature and science! Follow along as Squad members journal their efforts to make a difference in the world around them. It's summer vacation, but twelve-year-old Raksha isn't doing much relaxing. There is one project left before her Science Squad team earns their last badge (and a trip to Hawaii on the line!), when she gets an opportunity to attend a highly competitive fashion camp that is too good to pass up. It isn't long before her Science Squad work hunting for zombie bees is taking over her life. She hardly has time to prepare for her fashion camp runway show. Can Raksha pull it all together and prove that she can be a fashion queen, or is she destined to be a science geek forever?

Cuneiform records made some three thousand years ago are the basis for this essay on the ideas of death and the afterlife and the story of the flood which were current among the ancient peoples of the Tigris-Euphrates Valley. With the same careful scholarship shown in his previous volume, *The Babylonian Genesis*, Heidel interprets the famous Gilgamesh Epic and other related Babylonian and Assyrian documents. He compares them with corresponding portions of the Old Testament in order to determine the inherent historical relationship of Hebrew and Mesopotamian ideas.

In 1768, an 11-year-old sailor named Nicholas took to the seas with British explorer James Cook on a 3-year expedition of discovery, venturing into an uncharted world filled with strange lands, mysterious peoples, and peculiar creatures. *Sailing the Unknown*, written by Michael J. Rosen in the shorthand style of a historical journal and illustrated with panoramic vistas by Maria Cristina Pritelli, depicts this historic journey from the viewpoint of young Nick.

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Scarlett Hart, orphaned daughter of two legendary monster hunters, is determined to carry on in her parents' footsteps—even if the Royal Academy for the Pursuit and Eradication of Zoological Eccentricities says she's too young to fight perilous horrors. But whether it's creepy mummies or a horrid hound, Scarlett won't back down, and with the help of her loyal butler and a lot of monster-mashing gadgets, she's on the case. With her parent's archrival, Count Stankovic, ratting her out to T.R.A.P.E.Z.E. and taking all the monster-catching rewards for himself, it's getting hard for Scarlett to do what she was born to do. And when more monsters start mysteriously manifesting than ever before, Scarlett knows she has to get to the bottom of it and save the city . . . whatever the danger! In his first adventure for middle-grade readers, acclaimed YA author Marcus Sedgwick teams up with Thomas Taylor (illustrator of the original edition of *Harry Potter and the Philosopher's Stone*) to create a rip-roaring romp full of hairy horrors, villainous villains, and introducing the world's toughest monster hunter—Scarlett Hart! After playing boisterously at the playground, Percy learns how to keep himself and his friends safe and still have a good time. Includes questions about the text and a note to parents about visual learning.

TWO MULTIPLE NEW YORK TIMES BEST-SELLING AUTHORS TEAM UP TO EXPAND LARRY CORREIA'S MONSTER HUNTER UNIVERSE! When Marine Private Oliver Chadwick Gardenier is killed in the Marine barrack bombing in Beirut, somebody who might be Saint Peter gives him a choice: Go to Heaven, which while nice might be a little boring, or return to Earth. The Boss has a mission for him and he's to look for a sign. He's a Marine: He'll choose the mission. Unfortunately, the sign he's to look for is "57." Which, given the food services contract in Bethesda Hospital, creates some difficulty. Eventually, it appears that God's will is

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for Chad to join a group called "Monster Hunters International" and protect people from things that go bump in the night. From there, things trend downhill. *Monster Hunter Memoirs* is the (mostly) true story of the life and times of one of MHI's most effective--and flamboyant--hunters. Pro-tips for up and coming hunters range from how to dress appropriately for jogging (low-profile body armor and multiple weapons) to how to develop contacts among the Japanese yakuza, to why it's not a good idea to make billy goat jokes to trolls. Grunge harkens back to the Golden Days of Monster Hunting when Reagan was in office, Ray and Susan Shackelford were top hunters and Seattle sushi was authentic. About *Black Tide Rising* series entry *Under a Graveyard Sky* by John Ringo: ". . .the thinking reader's zombie novel. . . Ringo fleshes out his theme with convincing details ... the proceedings become oddly plausible."--Publishers Weekly "If you think the zombie apocalypse will never happen, if you've never been afraid of zombies, you may change your mind after reading *Under a Graveyard Sky*. . .Events build slowly in the book at the outset, but you can't stop reading because it's like watching a train wreck in slow motion: inexorable and horrible. And the zombie apocalypse in these pages is so fascinating that you can't stop flipping pages to see what happens next."--Bookhound About John Ringo: "[Ringo's work is] peopled with three-dimensional characters and spiced with personal drama as well as tactical finesse."--Library Journal ". . . Explosive. . . fans. . .will appreciate Ringo's lively narrative and flavorful characters."--Publishers Weekly ". . . practically impossible not to read in one sitting . . . exceedingly impressive . . . executed with skill, verve, and wit."--Booklist "Crackerjack storytelling."--Starlog About Larry Correia and the *Monster Hunter International* series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling

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against the darkness, and most of all people--gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."--Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."--Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."--Knotclan.com "A gun person who likes science fiction--or, heck, anyone who likes science fiction--will enjoy [these books]. . . The plotting is excellent, and Correia makes you care about the characters...I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."--Massad Ayoob "This lighthearted, testosterone-soaked sequel to 2009's *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."--Publishers Weekly on *Monster Hunter Vendetta*

Monster Hunter Epic
Monster Hunter Vendetta Baen Publishing Enterprises

"Never fight a demon with dessert." Monster hunting isn't just a job, it's a way of life. Freddie Westman, a reporter for a paranormal magazine, is one of the best in the business, but now it's personal. His good friend, Jim Penderry, has disappeared, and the signs point to sinister forces from beyond the grave. Sophie Penderry, who is more at home with her nose in a book, insists on helping Westman find her missing brother. Even a loner like Westman needs an ally to watch his back. He knows firsthand these demons are not just the stuff of folklore and children's nightmares. These dark

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monsters lurk in plain sight. Young Adult Victorian fun, filled with monsters, mystery and romance. Winner of the Wattys 2014 HQ Love Award.

They came after the Diseray. Some were terrors ripped from our collective imaginations, remnants of every mythology across the world. And some were like nothing anyone had ever dreamed up, even in their worst nightmares. Monsters. Long ago, the barriers between our world and the Otherworld were ripped open, and it's taken centuries to bring back civilization in the wake of the catastrophe. Now, the luckiest Cits live in enclosed communities, behind walls that keep them safe from the hideous creatures fighting to break through. Others are not so lucky. To Joyeaux Charmand, who has been a Hunter in her tight-knit mountain community since she was a child, every Cit without magic deserves her protection from dangerous Othersiders. Then she is called to Apex City, where the best Hunters are kept to protect the most important people. Joy soon realizes that the city's powerful leaders care more about luring Cits into a false sense of security than protecting them. More and more monsters are getting through the barriers, and the close calls are becoming too frequent to ignore. Yet the Cits have no sense of how much danger they're in-to them, Joy and her corp of fellow Hunters are just action stars they watch on TV. When an act of sabotage against Joy takes an unbearable toll, Joy uncovers a terrifying conspiracy in the city. There is something much worse than the usual monsters infiltrating Apex. And it may be too late to stop them

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Hardcover edition! Monster Hunter Illustrations continues with another mammoth-sized, 400-page artwork collection! Monster Hunter Illustrations 2 covers all the third generation Monster Hunter games including Monster Hunter Tri and Monster Hunter Portable 3rd. Featured are creature designs, character designs, armor, weapons, tons of rough sketches, and more

We set them free, now we have to take them down. The Crimson Pact Volume 3 features fifteen action packed and frightening short stories, including, "That Which We Fear" by New York Times bestselling author Larry Correia, and Steven Diamond, which features Diego Santos, a bad ass marine who knows the exact time of his death, and Jarvis "Lazarus" Tombs, a federal agent who investigates the paranormal, and has the strange habit of coming come back from the dead. "The Ronin's Mark" by Donald Darling is a story from an arch demon's point of view and provides a fascinating study of what happens when a demon becomes too close to the world he is trying to destroy. "Whispers in the Code" by Patrick M. Tracy uncovers the sinister truth about the secrets found inside the internet, and those trying to stop the end of days. "Stumble and Fall" by Isaac Bell tells a tale of his famous character, John Olshoe, who recalls a time when he failed to be the hero. "Singe, Smolder, Torch, Whither" by Eric M. Bosarge is a creepy tale Stephen King could have written if he decided to write a story with a more literary style. "The Jar of Needs" by Patrick M. Tracy is about a depraved customer who will do anything for the sullen barrista he's fallen in lust with. "Monsters on the Trail" by

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Patrick S. Tomlinson shows us what happens when investigators find out a demon may be involved with a political campaign. "David in Disguise" by Kelly Swails takes us to a 1960's Chicago protest march where a young woman, who wants to be a journalist, finds out she may have to join the family business after all . . . and hunt demons. "Fallout from My Former Life" by Valerie Dircks proves that a young woman can never escape her past, especially at her high school prom. "The Recruit" by Craig Nybo profiles the boxing champion, Micky Atlas, in what may be his last fight . . . on Earth. EA Younker gives us a steampunk apocalypse story, "Fight" where the rebels steal an airship and take the battle to the demon-possessed bots who have destroyed their world. "The Third Eye" by Chante McCoy tells the tragic story of a failed Greek Orthodox priest in the early 1900's, who is unable to convince his countrymen that the demons are indeed coming. "A Contract Between Thieves" by Stephanie M. Loree is one of the most entertaining stories in the anthology and is set in a "Italian Renaissance steampunk meets traditional sword & sorcery world" and features a rogue named Feni, and her lover, Raf, and their travails after Feni accepts the absolutely wrong job-that feels so right. "Shen Llamo's Daughters," takes us on a trip to Tibet in a time when the old customs of the mountain people, typified by pragmatic Yumi, battle with the new religion of Buddhism, and demonic spirits roam a haunted valley in the Himalayas. "The Scarlet Cloak" by Karen Bovenmyer, which book-ends this collection and will not soon be forgotten, is about a young woman who takes revenge on her enemies by using an

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artifact of terrible power that may consume her in the end, or perhaps it will set her true self free.

Up2U Adventures,,where the ending is Up2U! Dylan's creepy hobby is getting gravestone rubbings from the old cemetery. He thinks that one from Dr. Naper, Cedarville's own Dr. Frankenstein, would make a perfect addition to his history project. Getting the rubbing is more difficult than Dylan thought! Will he and his history partner uncover the mystery of Dr. Naper? The ending is Up2U, so which ending will you choose? Calico Chapter Books is an imprint of Magic Wagon, a division of ABDO Group. Grades 2-5.

When hunters from around the world gather in Las Vegas for a conference, a creature left over from a World War Two weapons experiment wakes up and goes on a rampage across the desert. A not-so-friendly wager between the rival companies turns into a race to see who can bag the mysterious creature first. Only there is far more to this particular case than meets the eye, and as Hunters fall prey to their worst nightmares, Owen Zastava Pitt and the staff of Monster Hunter International have to stop an ancient god from turning Sin City into a literal hell on earth. At the publisher's request, this title is sold without DRM (Digital Rights Management).

A NEW NOVEL IN THE MONSTER HUNTER MEMOIRS SERIES. TWO AUTHORS, WHO COMBINED HAVE OVER FOUR MILLION BOOKS IN PRINT AND 10 NEW YORK TIMESBESTSELLERS, TEAM UP TO EXPAND LARRY CORREIA'S

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MONSTER HUNTER UNIVERSE! NIGHTMARE IN THE BIG EASY With New Orleans out of control, Chad Oliver Gardenier, one of Monster Hunter International's premier hunters, has been dispatched from Seattle to reinforce the beleaguered members of MHI'S Hoodoo Squad in their fight against the darkness. Chad had once taken a werewolf while wearing only jogging gear. With half a dozen or more loup garou appearing every full moon, mysterious shadow demons, houdoun necromancers, fifty-foot bipedal crocodiles showing up every couple of months and more vampires than a Goth concert, New Orleans in the '80s gives a whole new perspective to the term "Hell on Earth." In fact, more monsters are popping up than crawfish at a fais do do! Chad may be able to collect enormous bounties for the monsters he kills. But there's one catch: he has to stay alive to do it! At the publisher's request, this title is sold without Digital Rights Management (DRM). About Black Tide Rising series entry *Under a Graveyard Sky* by John Ringo: ". . . the thinking reader's zombie novel . . . Ringo fleshes out his theme with convincing details . . . the proceedings become oddly plausible."—Publishers Weekly "If you think the zombie apocalypse will never happen, if you've never been afraid of zombies, you may change your mind after reading *Under a Graveyard Sky* . . . Events build slowly in the book at the outset, but you can't stop reading because it's like watching a train wreck in slow motion: inexorable and horrible. And the zombie apocalypse in these pages is so fascinating that you can't stop flipping pages to see what happens next."—Bookhound About John Ringo: "[Ringo's work is]

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peopled with three-dimensional characters and spiced with personal drama as well as tactical finesse.”—Library Journal “. . . Explosive . . . fans . . . will appreciate Ringo’s lively narrative and flavorful characters.”—Publishers Weekly “. . . practically impossible not to read in one sitting . . . exceedingly impressive . . . executed with skill, verve, and wit.”—Booklist “Crackerjack storytelling.”—Starlog About Larry Correia and the Monster Hunter International series: “[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow.”—Jim Butcher “[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read.”—Bookreporter.com “If you love monsters and action, you’ll love this book. If you love guns, you’ll love this book. If you love fantasy, and especially horror fantasy, you’ll love this book.”—Knotclan.com “A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin’ for? Go and buy some . . . for yourself and for stocking stuffers.”—Massad Ayoob “This lighthearted, testosterone-soaked sequel to 2009’s *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts.”—Publishers Weekly on *Monster Hunter Vendetta* The

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Monster Hunter Memoirs series by Larry Correia and John Ringo: Monster Hunter Memoirs: Grunge Monster Hunter Memoirs: Sinners The Monster Hunter series by Larry Correia: Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis

Gabe Brown has the coolest stepbrother in the world. Ben is a monster hunter! He tracks down cryptids, mythical legendary creatures that may actually exist. Ben has his own show on the Internet - Discover Cryptids. Gabe and his friends Tyler and Sean help Ben on his hunts and make sure the show does go on! Along the way, the team learns interesting information about the states they visit while hunting monsters. Calico Chapter Books is an imprint of Magic Wagon, a division of ABDO.

On the eve of his twelfth birthday, Sky, who has studied traps, puzzles, science, and the secret lore of the Hunters of Legend, realizes his destiny as a monster hunter.

Beast hunter and local hero Keltin Moore joins a desperate campaign to save faraway Krendaria, a nation on the verge of revolution. A swarm of beasts threatens to destroy the country's desperately needed crops, and an unprecedented team of hunters is assembled to cleanse the infested farmlands. But the grand adventure quickly becomes a desperate fight for survival as the horde of beasts seems endless and distrust among the hunters eats away at the campaign from within. In desperation, Keltin and his new friends embark on a dangerous mission into the heart of the deadly swarm, prepared to make a final stand against the oncoming beasts to try and save all of Krendaria from starvation.

In the mid-1800s thousands of pioneers crossed the western plains of the United States using

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the 2,000-mile pathway called the Oregon Trail. Minnow and her family live in one of the many native villages scattered across the plains. She has a lively sense of adventure and her favorite pastime is swimming in the nearby river where she rightly earns her nickname. Rose and her family are traveling in one of the many wagon trains making their way west. It's been a tedious journey with little excitement. Rose can't wait for something thrilling to happen. And one day it does. On the banks of a rushing river that divides one way of life from another, two very different cultures come face-to-face, with life-changing results. In addition to writing children's books, Judy Young teaches poetry writing workshops for children and educators across the country. Her other books with Sleeping Bear Press include the popular R is for Rhyme: A Poetry Alphabet and The Lucky Star. Judy lives near Springfield, Missouri. A graduate of the Ringling School of Art and Design, Bill Farnsworth has created paintings for magazines, advertisements, children's books, and fine art commissions. He has illustrated more than 50 children's books and his book awards include a Teachers' Choice Award, the 2005 Patricia Gallagher Award, and the 2007 Volunteer State Book Award. Bill lives in Venice, Florida. Carefully leveled text and fresh, vibrant photos engage young readers in learning about how police cars work and what they do. Age-appropriate critical thinking questions and a photo glossary help build nonfiction learning skills.

Discusses the use of leveled texts in kindergarten through eighth-grade classrooms, examines the "text base" needed for effective language literacy instruction, provides guidelines for creating a high-quality leveled book collection and matching books to readers, and explains how to analyze and level books.

"The fulfilled renown of Moby-Dick and of As I Lay Dying is augmented by Blood Meridian,

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since Cormac McCarthy is the worthy disciple both of Melville and Faulkner," writes esteemed literary scholar Harold Bloom in his Introduction to the Modern Library edition. "I venture that no other living American novelist, not even Pynchon, has given us a book as strong and memorable." Cormac McCarthy's masterwork, *Blood Meridian*, chronicles the brutal world of the Texas-Mexico borderlands in the mid-nineteenth century. Its wounded hero, the teenage Kid, must confront the extraordinary violence of the Glanton gang, a murderous cadre on an official mission to scalp Indians and sell those scalps. Loosely based on fact, the novel represents a genius vision of the historical West, one so fiercely realized that since its initial publication in 1985 the canon of American literature has welcomed *Blood Meridian* to its shelf. "A classic American novel of regeneration through violence," declares Michael Herr. "McCarthy can only be compared to our greatest writers."

#6 in multiple New York Times bestseller Larry Correia's *Monster Hunter* series. **GO BIG OR GO HOME** When *Monster Hunter International's* top hunter, Owen Zastava Pitt, was given a tip about some hunters who had gone missing in action, he didn't realize their rescue mission would snowball into the single biggest operation in MHI's history. Their men are being held prisoner in a horrific nightmare dimension, and the only way to reach them is through the radioactive ruins of a monster-infested war zone. As if that wasn't bad enough, it's also the home base of the powerful creature behind the devastating attacks on the Last Dragon and Copper Lake. It turns out ancient gods of chaos really hate trespassers. But this god picked a fight with the wrong crew, and now MHI wants payback. Calling on their allies, a massive expedition is formed, and with the odds stacked against them, a legion of hunters goes to war. It's D-Day at the City of Monsters. About: *Monster Hunter Siege*: "Correia's latest slugfest

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between men and demons covers all the bases: heavy-duty weaponry, slick military banter, humor, tough evil dudes, and a strong-jawed hero who's ready to save the world."—Publishers Weekly About Larry Correia's Monster Hunter series: "...once it grabs a hold of you it can be a tough fight to put [it] down." —iGeekOut "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books]...The plotting is excellent, and Correia makes you care about the characters...I read both books without putting them down except for work...so whaddaya waitin' for? Go and buy some...for yourself and for stocking stuffers."—Massad Ayoob "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly About Larry Correia: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher on Son of the Black Sword The Monster Hunter Series Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis Monster Hunter Siege Monster Hunter Memoirs: Grunge The Monster Hunters (Omnibus contains Monster Hunter International, Monster Hunter Vendetta, and Monster Hunter Alpha)

#1 IN A NEW EPIC FANTASY SERIES from Monster Hunter series creator and

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New York Times best-selling author, Larry Correia! After the War of the Gods, the demons were cast out and fell to the world. Mankind was nearly eradicated by the seemingly unstoppable beasts, until the gods sent the great hero, Ramrowan, to save them. He united the tribes, gave them magic, and drove the demons into the sea. Ever since the land has belonged to man and the oceans have remained an uncrossable hell, leaving the continent of Lok isolated. It was prophesized that someday the demons would return, and only the descendants of Ramrowan would be able to defeat them. They became the first kings, and all men served those who were their only hope for survival. As centuries passed the descendants of the great hero grew in number and power. They became tyrannical and cruel, and their religion nothing but an excuse for greed. Gods and demons became myth and legend, and the people no longer believed. The castes created to serve the Sons of Ramrowan rose up and destroyed their rulers. All religion was banned and replaced by a code of unflinching law. The surviving royalty and their priests were made casteless, condemned to live as untouchables, and the Age of Law began. Ashok Vadal has been chosen by a powerful ancient weapon to be its bearer. He is a Protector, the elite militant order of roving law enforcers. No one is more merciless in rooting out those who secretly practice the old ways. Everything is black or white, good or evil, until he

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discovers his entire life is a fraud. Ashok isn't who he thinks he is, and when he finds himself on the wrong side of the law, the consequences lead to rebellion, war, and destruction. At the publisher's request, this title is sold without DRM (Digital Rights Management).

FIRST IN THE GUILD HUNTER SERIES! Nalini Singh introduces readers to a world of beauty and bloodlust, where angels hold sway over vampires. Vampire hunter Elena Deveraux is hired by the dangerously beautiful Archangel Raphael. But this time, it's not a wayward vamp she has to track. It's an archangel gone bad. The job will put Elena in the midst of a killing spree like no other—and pull her to the razor's edge of passion. Even if the hunt doesn't destroy her, succumbing to Raphael's seductive touch just may. For when archangels play, mortals break.

Piper thought taking care of Cosmo, her magical pet slime, was a big responsibility. Now she's on a mission to keep him safe from a nefarious corporation! Join Piper and Cosmo on an out-of-this-world adventure in Book 3 of the My Pet Slime series. After her pet slime came to life and her grandma got kidnapped, Piper didn't think life could get any stranger. But then she found herself trapped in the headquarters of the mysterious MaLa corporation with her Grandma Sadie, her enemy-turned-friend Claire, and Cosmo, her pet slime.

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Luckily, Piper has an out-of-this-world plan to escape from MaLa and make sure sweet, cuddly Cosmo stays safe forever!

Ever since Bertie moved to Texas, everything is going wrong. The Science Squad kids avoid him, their monarch butterfly project proves surprisingly hard, and something strange is happening with the few specimens they do find. Can Bertie solve the mystery and collect and tag enough butterflies before they migrate south?

"A bold and subversive retelling of the goddess's story," this #1 New York Times bestseller is "both epic and intimate in its scope, recasting the most infamous female figure from the Odyssey as a hero in her own right" (Alexandra Alter, The New York Times). In the house of Helios, god of the sun and mightiest of the Titans, a daughter is born. But Circe is a strange child -- not powerful, like her father, nor viciously alluring like her mother. Turning to the world of mortals for companionship, she discovers that she does possess power -- the power of witchcraft, which can transform rivals into monsters and menace the gods themselves. Threatened, Zeus banishes her to a deserted island, where she hones her occult craft, tames wild beasts and crosses paths with many of the most famous figures in all of mythology, including the Minotaur, Daedalus and his doomed son Icarus, the murderous Medea, and, of course, wily Odysseus. But

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there is danger, too, for a woman who stands alone, and Circe unwittingly draws the wrath of both men and gods, ultimately finding herself pitted against one of the most terrifying and vengeful of the Olympians. To protect what she loves most, Circe must summon all her strength and choose, once and for all, whether she belongs with the gods she is born from, or the mortals she has come to love. With unforgettably vivid characters, mesmerizing language, and page-turning suspense, Circe is a triumph of storytelling, an intoxicating epic of family rivalry, palace intrigue, love and loss, as well as a celebration of indomitable female strength in a man's world. #1 New York Times Bestseller -- named one of the Best Books of the Year by NPR, the Washington Post, People, Time, Amazon, Entertainment Weekly, Bustle, Newsweek, the A.V. Club, Christian Science Monitor, Refinery 29, BuzzFeed, Paste, Audible, Kirkus, Publishers Weekly, Thrillist, NYPL, Self, Real Simple, Goodreads, Boston Globe, Electric Literature, BookPage, the Guardian, Book Riot, Seattle Times, and Business Insider. FIRST TIME IN PAPERBACK. LATEST ENTRY IN THE NEW YORK TIMES BEST-SELLING MONSTER HUNTER INTERNATIONAL SERIES. REVENGE IS A MOTHER When Owen Pitt and the rest of the Monster Hunter International crew are called away to mount a months-long rescue mission in a monster-infested nightmare dimension, Julie Shackleford—Owen's wife and descendant of

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MHI founder Bubba Shackelford—is left behind. Her task: hold down the fort and take care of her new baby son, Ray. But then a routine field call brings her face-to-face with an unspeakable evil calling itself Brother Death. Julie is the Guardian of a powerful ancient artifact known as the Kamaresh Yar, and Brother Death longs for it. In the wrong hands, it could destroy reality as we know it. Julie would die before giving it up. Then little Ray goes missing, taken by Brother Death. The price for his safe return? The Kamaresh Yar. To reclaim her son, Julie Shackelford must fight her way through necromantic death cults, child-stealing monsters, and worse. And she'll have to do it all before Brother Death can unleash the Kamaresh Yar. It may be one woman against an army of monsters, but Julie Shackelford is no ordinary woman—she's maybe the toughest mother on the planet! About *Monster Hunter Guardian*: “Once you open the cover, be prepared for an evening to disappear like a werewolf with a portal ring.”—New York Journal of Books About Larry Correia and the *Monster Hunter International* series: “[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow.” —Jim Butcher “[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read.”

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—Bookreporter.com “If you love monsters and action, you’ll love this book. If you love guns, you’ll love this book. If you love fantasy, and especially horror fantasy, you’ll love this book.” —Knotclan.com “A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin’ for? Go and buy some . . . for yourself and for stocking stuffers.” —Massad Ayoob “This lighthearted, testosterone-soaked sequel to 2009’s *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts.” —Publishers Weekly on *Monster Hunter Vendetta* About Sarah A. Hoyt: “[Three Musketeers creator] Alexandre Dumas would give [Sarah A. Hoyt] a thumbs up.” —Steve Forbes “[F]anciful and charming.” —Library Journal “First-rate space opera with a moral lesson. You won’t be disappointed.” —Glenn Reynolds, Instapundit.com “[A] tour de force: logical, built from assumptions with no contradictions . . . gripping.” —Jerry Pournelle “Exceptional, wonderful, and enormously entertaining.” —Booklist

Dive into this monstrously massive guide and explore all of the hunting fields, monsters, weaponry and lore that turned Capcom’s beloved *Monster Hunter*

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franchise into a global hit! Monster Hunter: World is one of the biggest games to hit shelves in years, and an epic game deserves an epic book! This 560-page tome features all of the lore, myths and info that made Monster Hunter: World such a hit. Get all the details on the ecosystems of the hunting fields, find out just what makes a Rathalos such a ferocious predator, and explore the New World! The Monster Hunters head to Nevada where their destination is Lake Tahoe. While seeking a monster called Tahoe Tessie, they discover how much damage invasive species can do. A close call underwater shows the team the importance of scientific research, and a glimpse of Tahoe Tessie! Calico Chapter Books is an imprint of Magic Wagon, a division of ABDO.

IF IT'S WAR YOU WANT . . . The best of military epic fantasy as the bestselling Saga of the Forgotten Warrior series continues. The Great Extermination has begun. In the Capitol, Grand Inquisitor Omand Vokkan hatches a plot to kill every member of the untouchable caste in all of Lok, down to the last man, woman, and child. As a member of the Order of Inquisition, Vokkan has no official say in the creation of Law, but he has powerful allies willing to do his bidding. Through them, he has convinced the Judges that the genocide will be swift, complete, and without complication. Nothing is farther from the truth. Lord Protector Devedas has sworn to uphold the Law. Once, he and the traitor Ashok Vadal had been like brothers. Now, he hunts Vadal and the Sons of the

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Black Sword, heretics and rebels who seek to live outside the rule of the Law. All Devedas must do is find and kill his best friend and order will be restored to Lok. The rebels seek the secret kingdom spoken of by the Prophet Thera, a paradise where water is pure and food plentiful, where there are no castes, where the people rule themselves, and are not slaves to the Capitol. Ashok Vadal is not sure he believes in such a Paradise, but he—along with his allies—does seek refuge in the rebellion's hideout in Akershan. But Vadal, a former High Protector who has turned his back on the corrupt Law, will not merely wait meekly, hoping that fleeing to Akershan will spare the rebellion from the clutches of the Great Extermination. No, if it's a war the Capitol wants, Vadal, who has faced down gods and demons, will be all too willing to give it to them. About House of Assassins: "Correia piles on the intrigue, action, and cliffhangers in the invigorating second Saga of the Forgotten Warrior epic fantasy. . . . Correia also weaves in elements that question the value of belief and the cost of giving authority to those who find more profit in preying on the weak. . . . Brisk fight scenes, lively characters, and plenty of black humor continue to make this series a real pleasure."—Publishers Weekly About prequel Son of the Black Sword: "This book has everything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher, creator of the New York Times best-selling Dresden Files "Best-

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selling fantasy author Correia casts a compelling spell with this India-influenced series opener. . . . Correia skillfully sets in motion this story of plots within plots, revealing complex, sympathetic characters and black-hearted villains with equal detail and insight. Full of action, intrigue, and wry humor, this exciting series launch promises many more thrills to come."—Publishers Weekly (starred review) "Fans who like Correia's fast-moving style will be pleased with the plethora of action scenes, and epic fantasy readers interested in delving into a new universe should be equally satisfied. A solid choice for admirers of Brent Weeks and Brandon Sanderson's Mistborn series."—Library Journal "Correia is, above all, a storyteller, and he weaves a unique and entertaining tale. Without question, his action sequences pop on the page, his magic system has a nice wrinkle, and he has the foundations laid out for some excellent character growth as the series continues . . . [A] definite hit."—Bookreporter "The lore here is fascinating and well told. I enjoyed learning the history of the world and the legend of Ramrowan. The politics are just complicated enough to feel real without being too difficult to follow. Where the book truly shines, however, is in the characters. All are well drawn and distinctively voiced."—SFCrowsnest "I loved the book, it was great, fast paced, with wonderful characters, and also a lot of wonderful scenes that screamed to be painted."—Larry Elmore, legendary, award-winning artist, and cover artist for Son of the Black Sword. "Son of the Black Sword: Saga of the Forgotten Warrior tells of what happens after the war with the gods, when demons were

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cast out and fell to the world to nearly destroy these unstoppable beasts until the gods sent a hero to save them. Centuries have passed since this event and the people have regulated these events to legend. One Ashok has been chosen to be a protector with a powerful weapon in hand, uncovering those who still practice old ways and are potential dangers to the order—but when he discovers all his efforts have been based on a lie, everything's about to change. A powerful epic fantasy evolves into a solid, compelling read."—Midwest Book Review About the Urban Fantasy of Larry Correia: "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoob "This lighthearted, testosterone-soaked sequel to 2009's *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on *Monster Hunter Vendetta* Contains an all-new afterword by New York Times best-selling author Larry Correia! Welcome to *Monster Hunter International*. Five days after Owen Zastava Pitt pushed his insufferable boss out of a fourteenth story window, he woke up in the hospital with a scarred face, an unbelievable memory, and a job offer. It turns out that monsters are

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real. All the things from myth, legend, and B-movies are out there, waiting in the shadows. Officially secret, some of them are evil, and some are just hungry. On the other side are the people who kill monsters for a living. Monster Hunter International is the premier eradication company in the business. And now Owen is their newest recruit. It's actually a pretty sweet gig, except for one little problem. An ancient entity known as the Cursed One has returned to settle a centuries old vendetta. Should the Cursed One succeed, it means the end of the world, and MHI is the only thing standing in his way. With the clock ticking towards Armageddon, Owen finds himself trapped between legions of undead minions, belligerent federal agents, a cryptic ghost who has taken up residence inside his head, and the cursed family of the woman he loves. Business is good . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 710

Accountant turned professional monster hunter, Owen Zastava Pitt, managed to stop the nefarious Old One's invasion plans last year, but as a result made an enemy out of one of the most powerful beings in the universe. Now an evil death cult known as the Church of the Temporary Mortal Condition wants to capture Owen in order to gain the favor of the great Old Ones. The Condition is led by a fanatical necromancer known as the Shadow Man. The government wants to capture the Shadow Man and has assigned the enigmatic Agent Franks to be Owen's full time bodyguard, which is a polite way of saying that Owen is monster bait. With supernatural assassins targeting

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his family, a spy in their midst, and horrific beasts lurking around every corner, Owen and the staff of Monster Hunter International don't need to go hunting, because this time the monsters are hunting them. Fortunately, this bait is armed and very dangerous... At the publisher's request, this title is sold without DRM (Digital Rights Management).

For well over a century, Monster Hunter International has kept the world safe from supernatural threats small and large—and in some cases very, very large. Now, join us as MHI opens their archives for the first time. From experienced Hunters on their toughest cases, to total newbies' initial encounters with the supernatural, *The Monster Hunter Files* reveals the secret history of the world's most elite monster fighting force. Discover what happened when Agent Franks took on the Nazis in World War Two. Uncover how the Vatican's Combat Exorcists deal with Old Ones in Mexico. And find out exactly what takes place in a turf war between trailer park elves and gnomes. From the most powerful of mystical beings to MHI's humble janitor, see the world of professional monster hunting like never before. Featuring seventeen all new tales based on Larry Correia's bestselling series, from New York Times best-selling authors Jim Butcher, John Ringo, Jessica Day George, Jonathan Maberry, Faith Hunter, and many more. Contributors: Larry Correia Jim Butcher Mike Kupari Jessica Day George John C. Wright Maurice Broaddus Brad R. Torgersen Faith Hunter Jody Lynn Nye Quincy J. Allen Alex Shvartsman Kim May Steve Diamond John Ringo Bryan Thomas

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Schmidt & Julie C. Frost Sarah A. Hoyt Jonathan Maberry About Larry Correia and the Monster Hunter International series: “[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow.”—Jim Butcher “[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read.”—Bookreporter.com “If you love monsters and action, you’ll love this book. If you love guns, you’ll love this book. If you love fantasy, and especially horror fantasy, you’ll love this book.”—Knotclan.com “A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin’ for? Go and buy some . . . for yourself and for stocking stuffers.”—Massad Ayoob “This lighthearted, testosterone-soaked sequel to 2009’s *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts.”—Publishers Weekly on *Monster Hunter Vendetta* About *Mission: Tomorrow*, edited by Bryan Thomas Schmidt: “This themed anthology . . . will appeal to a wide range of readers, who will appreciate the diversity of stories . . . a solid introduction to a classic genre.”—Kirkus “Editor Schmidt adds grandmasters to a mix of newer established names and balances the tragic with the

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humorous.”—Publishers Weekly About Shattered Shields, edited by Jennifer Brozek and Bryan Thomas Schmidt: “In this well-built anthology, seventeen original stories cut to the heart of military fantasy, diving directly into the most exciting moments of dramatic bravery, grand battles, and life-changing heroism. . . . Readers who prefer to cut straight to the action, but want more depth than pure hack-and-slash, will find these offerings appealing.”—Publishers Weekly “An inventive and thought-provoking set of tales that capture the bravery and terrors of battle. Carries the banner of military fantasy proudly.”—John Marco, author of The Bronze Knight Series About The Raygun Chronicles, edited by Bryan Thomas Schmidt: “Fans of sf should enjoy this stylistically varied homage to a genre as old as the fiction”—Library Journal The Monster Hunter Memoirs series by Larry Correia and John Ringo: Monster Hunter Memoirs: Grunge Monster Hunter Memoirs: Sinners The Monster Hunter series by Larry Correia: Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis

Think Game of Thrones meets Buffy the Vampire Slayer with a drizzle of E.L. James - Telegraph Perfect for fans of Jessica Jones and True Blood, this is a blockbuster modern fantasy set in a divided world where one woman must uncover the truth to seek her revenge. Half-Fae, half-human Bryce Quinlan loves her life. Every night is a party and Bryce is going to savour all the pleasures Lunathion – also known as Crescent City – has to offer. But then a brutal murder shakes the very foundations of the city, and

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brings Bryce's world crashing down. Two years later, Bryce still haunts the city's most notorious nightclubs – but seeking only oblivion now. Then the murderer attacks again. And when an infamous Fallen angel, Hunt Athalar, is assigned to watch her every footstep, Bryce knows she can't forget any longer. As Bryce and Hunt fight to unravel the mystery, and their own dark pasts, the threads they tug ripple through the underbelly of the city, across warring continents, and down to the deepest levels of Hel, where things that have been sleeping for millennia are beginning to stir ... With unforgettable characters and page-turning suspense, this richly inventive new fantasy series by #1 New York Times bestselling author Sarah J. Maas delves into the heartache of loss, the price of freedom – and the power of love.

ORIGINAL MASS MARKET. Sequel to thriller Dead Six. From the author of the New York Times bestselling Monster Hunter series and an Air Force weapons expert, an edge-of-your-seat military-political thriller. A master thief and a hardhitting mercenary team up to defeat a Central Asian warlord with world-wide destruction on his mind. The hard-hitting sequel to groundbreaking military adventure Dead Six. On the far side of the world, deep in former Soviet Central Asia, lies a stronghold called the Crossroads. It is run with an iron fist by a brutal warlord calling himself Sala Jihan. He is far more than a petty dictator, for Jihan holds the fate of nations in his grasp. To save a world slipping into chaos, Jihan must either fall or be controlled. One secret military organization called Exodus plans to see that this happens. For this mission, they need the best of

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the best. Unfortunately the man they need is rotting in an almost unassailable foreign prison. Enter Lorenzo, thief extraordinaire. Lorenzo is now retired, happily married and living in paradise. His Achilles heel: an FBI-agent brother who has gone missing^¾disappeared into the stronghold of warlord Jihan. Exodus promises to give Lorenzo his chance to rescue his brother if and only if Lorenzo will perform one service for them: break Michael Valentine out of a captivity from which no one has ever emerged alive. And if Lorenzo can accomplish that^¾well then, the Crossroads awaits the sword of Exodus. At the publisher's request, this title is sold without DRM (Digital Rights Management).

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