

The World Of The Witcher

Herein lies the main saga of Geralt the Witcher - revered and hated - who holds the line against the monsters plaguing humanity. These five novels make up the bestselling series that inspired the Witcher video games and a major Netflix show. Geralt of Rivia is a Witcher, a man whose magic powers and lifelong training have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary killer: he hunts the vile fiends that ravage the land and attack the innocent. But not everything monstrous-looking is evil; not everything fair is good . . . and in every fairy tale there is a grain of truth. Read the epic Witcher saga now with this eBook boxset, which contains all five novels in the groundbreaking series. Blood of Elves translated by Danusia Stok. Time of Contempt, Baptism of Fire, The Tower of the Swallow, The Lady of the Lake translated by David French. Andrzej Sapkowski, winner of the World Fantasy Lifetime Achievement award, started an international phenomenon with his Witcher series. The Last Wish is the perfect introduction to this one-of-a-kind fantasy world.

From the incomparable Emmy, Grammy, and Tony Award winner, a powerful and revealing autobiography about race, sexuality, art, and healing It's easy to be yourself when who and what you are is in vogue. But growing up Black and gay in America has never been easy. Before Billy Porter was slaying red carpets and giving an iconic Emmy-winning performance in the celebrated TV show Pose; before he was the groundbreaking Tony and Grammy Award-winning star of Broadway's Kinky Boots; and before he was an acclaimed recording artist, actor, playwright, director, and all-around legend, Porter was a young boy in Pittsburgh who was seen as different, who didn't fit in. At five years old, Porter was sent to therapy to "fix" his effeminacy. He was endlessly bullied at school, sexually abused by his stepfather, and criticized at his church. Porter came of age in a world where simply being himself was a constant struggle. Billy Porter's Unprotected is the life story of a singular artist and survivor in his own words. It is the story of a boy whose talent and courage opened doors for him, but only a crack. It is the story of a teenager discovering himself, learning his voice and his craft amidst deep trauma. And it is the story of a young man whose unbreakable determination led him through countless hard times to where he is now; a proud icon who refuses to back down or hide. Porter is a multitalented, multifaceted treasure at the top of his game, and Unprotected is a resonant, inspirational story of trauma and healing, shot through with his singular voice.

Geralt's journey leads him aboard a ship of fools, renegades, and criminals—but some passengers are more dangerous than others, and one hides a heinous secret that could lead crew and passengers to a bitter and hideous fate at the hand of a vengeful fox mother! Collects The Witcher: Fox Children #1–#5. * The Witcher games have collectively earned over 250 industry awards and have sold more than 5.5 million copies worldwide! * For fans of Hellboy and B.P.R.D.! "Paul Tobin has an exceptional grasp of the lore."—Bloody Disgusting

The vibrant, sprawling saga of Empress Maria Theresa—one of the most renowned women rulers in history—and three of her extraordinary daughters, including Marie Antoinette, the doomed queen of France. Out of the thrilling and tempestuous eighteenth century comes the sweeping family saga of beautiful Maria Theresa, a sovereign of uncommon strength and vision, the only woman ever to inherit and rule the vast Habsburg Empire in her own name, and three of her remarkable daughters: lovely, talented Maria Christina, governor-general of the Austrian Netherlands; spirited Maria Carolina, the resolute queen of Naples; and the youngest, Marie Antoinette, the glamorous, tragic queen of France, and perhaps the most famous princess in history. Unfolding against an irresistible backdrop of brilliant courts from Vienna to Versailles, embracing the exotic lure of Naples and Sicily, this epic history of Maria Theresa and her daughters is a tour de force of desire, adventure, ambition, treachery, sorrow, and glory. Each of these women's lives was packed with passion and heart-stopping suspense. Maria Theresa inherited her father's thrones at the age of twenty-three and was immediately attacked on all sides by foreign powers confident that a woman would be too weak to defend herself. Maria Christina, a gifted artist who alone among her sisters succeeded in marrying for love, would face the same dangers that destroyed the monarchy in France. Resourceful Maria Carolina would usher in the golden age of Naples only to face the deadly whirlwind of Napoleon. And, finally, Marie Antoinette, the doomed queen whose stylish excesses and captivating notoriety have masked the truth about her husband and herself for two hundred and fifty years. Vividly written and deeply researched, In the Shadow of the Empress is the riveting story of four exceptional women who changed the course of history.

Bundled With Exclusive Bonus Items: - The Witcher Grimoire: This 96-page book of lore is brimming with rare knowledge about the lands, monsters, people and pastimes of the world of The Witcher. Created by David S. Hodgson, this book can only be found in the Collectible Hardcover Guide. - Art Section featuring more than 30 pages devoted to the beautiful world of The Witcher 3. Collectible Hardcover Guide Includes: - Deluxe foil stamped hardcover strategy guide featuring exclusive art specifically created by the artists at CD Projekt Red. - 100% complete walkthrough for all the quests in the game! - Comprehensive Witcher Training including lengthy tutorials for combat, skills and abilities, crafting, the game of Gwent, and more! - A full atlas of locations and detailed information devoted to the areas within the world of The Witcher. - Complete bestiary covering all types of foes and monsters in the world of The Witcher 3—discover the best strategies for dispatching every enemy you face! - Free Mobile-Friendly eGuide: Unlock the enhanced eGuide for access to updated content, all optimized for a second-screen experience. These limited edition guides will only be printed once. When they are sold out, they will be gone forever!

NOW A NETFLIX ORIGINAL SERIES The world is at war and the prophesied savior is nowhere to be found. The Witcher, Geralt of Rivia, races to find her—but time is short, and an army is on his heels in the fourth novel of Andrzej Sapkowski's New York Times bestselling series that inspired the hit Netflix show and the blockbuster video games. The

world has fallen into war. Ciri, the child of prophecy, has vanished. Hunted by friends and foes alike, she has taken on the guise of a petty bandit and lives free for the first time in her life. But the net around her is closing. Geralt, the Witcher, has assembled a group of allies including Dandelion, Milva, Regis, and Cahir, to rescue her. Both sides of the war have sent brutal mercenaries to hunt her down. Her crimes have made her famous. There is only one place left to run. The tower of the swallow is waiting. . . Look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy, available now! Witcher collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake ?Season of Storms Hussite Trilogy The Tower of Fools The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only) Translated from original Polish by David French

It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

Aestheticization of evil is a frequently used formula in cinema and television. However, the representation of evil as an aesthetic object pushes it out of morality. Moral judgments can be pushed aside when evil is aestheticized in movies or TV series because there is no real victim. Thus, situations such as murder or war can become a source of aesthetic pleasure. Narratives in cinema and television can sometimes be based on a simple good-evil dichotomy and sometimes they can be based on individual or social experiences of evil and follow a more complicated method. Despite the various ways evil is depicted, it is a moral framework in film and television that must be researched to study the implications of aestheticized evil on human nature and society.

International Perspectives on Rethinking Evil in Film and Television examines the changing representations of evil on screen in the context of the commonness, normalization, aestheticization, marginalization, legitimization, or popularity of evil. The chapters provide an international perspective of the representations of evil through an exploration of the evil tales or villains in cinema and television. Through looking at these programs, this book highlights topics such as the philosophy of good and evil, the portrayal of heroes and villains, the appeal of evil, and evil's correspondence with gender and violence. This book is ideal for sociologists, professionals, researchers and students working or studying in the field of cinema and television and practitioners, academicians, and anyone interested in the portrayal and aestheticization of evil in international film and television.

Geralt is a witcher, a man whose magic powers, enhanced by long training and a mysterious elixir, have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary murderer: his targets are the multifarious monsters and vile fiends that ravage the land and attack the innocent. He roams the country seeking assignments, but gradually comes to realise that while some of his quarry are unremittingly vile, vicious grotesques, others are the victims of sin, evil or simple naivety. One reviewer said: 'This book is a sheer delight. It is beautifully written, full of vitality and endlessly inventive: its format, with half a dozen episodes and intervening rest periods for both the hero and the reader, allows for a huge range of characters, scenarios and action. It's thought-provoking without being in the least dogmatic, witty without descending to farce and packed with sword fights without being derivative. The dialogue sparkles; characters morph almost imperceptibly from semi-cliche to completely original; nothing is as it first seems. Sapkowski succeeds in seamlessly welding familiar ideas, unique settings and delicious twists of originality: his Beauty wants to rip the throat out of a sensitive Beast; his Snow White seeks vengeance on all and sundry, his elves are embittered and vindictive. It's easily one of the best things I've read in ages.'

Forty-five colorable images from the fantastical world of The Witcher! Journey along with Geralt, Ciri, Triss, Yennefer, Roach, Shani, and all of your favorite Witcher characters in a variety of fantastic settings . . . all inspired by the hit video game franchise with The Witcher Adult Coloring Book. Featuring uniquely designed and highly detailed black and white illustrations inspired by the games; this compilation of exquisitely crafted images is a must-have for Witcher fans worldwide!

NOW A NETFLIX ORIGINAL SERIES A deadly coup within the Wizard's Guild leaves the Witcher, Geralt of Rivia, gravely injured, and his ward Ciri missing in the third novel of Andrzej Sapkowski's New York Times bestselling series that inspired the hit Netflix show and the blockbuster video games. The Wizards Guild has been shattered by a coup and, in the uproar, Geralt was seriously injured. The Witcher is supposed to be a guardian of the innocent, a protector of those in need, a defender against powerful and dangerous monsters that prey on men in dark times. But now that dark times have fallen upon the world, Geralt is helpless until he has recovered from his injuries. While war rages across all of the lands, the future of magic is under threat and those sorcerers who survive are determined to protect it. It's an impossible situation in which to find one girl—Ciri, the heiress to the throne of Cintra—until a rumor places her in the Niflgaard court, preparing to marry the Emperor. Injured or not, Geralt has a rescue mission on his hands. Look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy,

available now! Witcher collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake ?Season of Storms Hussite Trilogy The Tower of Fools The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only) Translated from original Polish by David French

Trapped in a world ruled by the Elves, separated from Geralt and her destiny, Ciri will need all her training as a fighter and sorceress to survive in the fifth novel of the Witcher, Andrzej Sapkowski's groundbreaking epic fantasy series that inspired the hit Netflix show and the blockbuster video games. After walking through the portal in the Tower of Swallows and narrowly escaping death, Ciri finds herself in a completely different world. . . an Elven world. Time does not seem to exist and there are no obvious borders or portals to cross back into her home world. She is trapped. But this is the child of prophecy, and she will not be defeated. She knows she must escape to finally rejoin the Witcher and his companions—and also to conquer her worst nightmare. Leo Bonhart, the man who chased, wounded, and tortured Ciri, is still on her trail. And the world is still at war. Witcher collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Season of Storms Hussite Trilogy The Tower of Fools Warriors of God Translated from original Polish by David French

Flames rise as a witch is burned at the stake. As Geralt searches for his next job, disturbing images of the fatal persecution appear before him, bringing an ominous warning.

NOW A NETFLIX ORIGINAL SERIES Before he was the guardian of Ciri, the child of destiny, Geralt of Rivia was a legendary swordsman. Join the Witcher as he undertakes a deadly mission in this stand-alone adventure set in the world that inspired the hit Netflix show and the blockbuster video games. Geralt of Rivia is a Witcher, one of the few capable of hunting the monsters that prey on humanity. A mutant who is tasked with killing unnatural beings. He uses magical signs, potions, and the pride of every Witcher—two swords, steel and silver. But a contract has gone wrong, and Geralt finds himself without his signature weapons. Now he needs them back, because sorcerers are scheming, and across the world clouds are gathering. The season of storms is coming. . . Look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy, available now! Witcher collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake ?Season of Storms Hussite Trilogy The Tower of Fools The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only) Translated from original Polish by David French

Whether played on the exotic felt tabletop in a palatial casino, or on the rough-hewn bar in a tavern's smoky din, the game of Gwent is never a dull one! With cards that feature fantastic art that only adds to the strategic thrill of crushing one's opponent, Gwent: The Witcher Card Game offers a singular gaming experience. Now, Dark Horse is proud to present each cards' gorgeous artwork in a stunning hardbound volume. Celebrate wondrous artistry and cutthroat gameplay with The Gwent Gallery: Art of the Witcher Card Game!

“Copiously and brilliantly illustrated with fine examples of what can be achieved in the realms of fantasy and dungeons and dragons wargaming.” —Books Monthly The Art and Making of Fantasy Miniatures is a showcase of some of the best talent in the industry. Compiled with the cooperation of eleven of the most innovative companies from Europe, the UK and USA, it shows what goes in to the creative process of taking an initial concept from two-dimensional sketches and translating it into a three-dimensional figurine ready for collectors and tabletop gamers. Game designers, artists and sculptors explain their part in bringing these miniature works of art to life. The book is lavishly illustrated with over 1,000 images, including concept art, work-in-progress sculpts and beautifully painted miniatures. The book features miniatures from games and companies such as Aradia Miniatures, Alkemy (Alchemist Miniatures), Avatars of War, Godslayer (Megalith Games), Guild Ball (Steamforged Games), Relicblade (Metal King Studio), WARMACHINE and HORDES (Privateer Press), RUMBLESLAM (TTCCombat), Drakerys (Don't Panic Games), Kings of War (Mantic Games) and Freeblades (DGS Games). “So if you're interested in learning more about the miniature design process from innovative wargame companies, make sure to grab this book and start exploring the great artistic journey your miniatures undergo on their way to the tabletop!” —Wargame News and Terrain “Hobbyists can glean tips about making and painting large or smallscale figures or just sit back and enjoy the show.” —Toy Soldier & Model Figure “If you are collecting the various models then this has to be the best guide to see what is out there.” —SF Crowsnest

Experience the story from start to finish. Get every single book following the exploits of Geralt the Witcher - revered and hated - who holds the line against the monsters plaguing humanity. These eight books are a comprehensive collection of the books that inspired a bestselling video game and the major Netflix series. Geralt of Rivia is a Witcher, a man whose magic powers and lifelong training have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary killer: he hunts the vile fiends that ravage the land and attack the innocent. But not everything monstrous-looking is evil; not everything fair is good . . . and in every fairy tale there is a grain of truth. Read the epic Witcher saga from start to finish with this eBook boxset, which contains all eight books in the ground-breaking series. The Last Wish, Blood of Elves translated by Danusia Stok. Sword of Destiny, Time of Contempt, Baptism of Fire, The Tower of the Swallow, The Lady of the Lake, Season of Storms translated by David French. Andrzej Sapkowski, winner of the World Fantasy Lifetime Achievement award, started an international phenomenon with his Witcher series. The Last Wish is the perfect introduction to this one-of-a-kind fantasy world. Geralt the Witcher—revered and hated—holds the line against the monsters plaguing humanity in this collection of adventures, the first chapter in the New York Times bestselling series that inspired the hit Netflix show and the blockbuster video games. Geralt is a Witcher, a man whose magic powers, enhanced by long training and a mysterious elixir, have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary killer. His sole purpose: to destroy the monsters that plague the world. But not everything monstrous-looking is evil and not everything fair is good . . . and in every fairy tale there is a grain of truth. And look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy! Witcher collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake ?Season of Storms Hussite Trilogy The Tower of Fools The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only) Translated from original Polish by Danusia Stok

From New York Times bestselling and Eisner Award-winning Black Hammer and Sweet Tooth creator Jeff Lemire comes this ambitious and haunting comic series about family,

mourning, and reality. A lonely building inspector still grieving the loss of his puzzle-loving daughter receives a mysterious phone call one night from a girl claiming it's her and that she's trapped in the middle of a labyrinth. Convinced that this child is contacting him from beyond this world, he uses an unfinished maze from one of her journals and a map of the city to trace an intricate path through a different plane of reality on an intense and melancholy adventure to bring his daughter back home. The only way out is in . . .

Multi-Eisner award-winning writer Paul Tobin pens a fantasy epic of the adventures of Geralt of Rivia, a witcher--one of the few remaining monster hunters from the critically acclaimed video game fantasy *The Witcher* by CD Projekt Red! Featuring story art by Joe Querio, Piotr Kowalski, Max Bertolini, with a bonus sketchbook section and additional art by Dave Johnson (100 Bullets), Dan Panosian (Slots), Stan Sakai (Usagi Yojimbo), Duncan Fegredo (MPH), Simon Bisley (Lobo), and a cover by Mike Mignola (Hellboy). Collects issues #1-#5 of the *Witcher* comic series *House of Glass*, *Fox Children*, *Curse of Crows*, and collected for the first time, *Killing Monsters* one-shot--and features annotations from the creators of the comics, as well as a sketchbook section.

Did you know that the Egyptians created the first synthetic colour; or that the noblest purple comes from a predatory sea snail? Throughout history, artists' pigments have been made from deadly metals, poisonous minerals, urine, cow dung, and even crushed insects. From grinding down beetles and burning animal bones to alchemy and serendipity, *Chromatopia* reveals the origin stories of over 50 of history's most extraordinary pigments. Spanning the ancient world to modern leaps in technology, this is a book for the artist, the history buff, the science lover and the design fanatic.

NOW A NETFLIX ORIGINAL SERIES To protect his ward, Ciri, Geralt of Rivia sends her to train with the sorceress Yennefer. But all is not well within the Wizard's Guild in the second novel of Andrzej Sapkowski's New York Times bestselling series that inspired the hit Netflix show, *The Witcher*, and the blockbuster video games. Geralt is a Witcher: guardian of the innocent; protector of those in need; a defender, in dark times, against some of the most frightening creatures of myth and legend. His task, now, is to protect Ciri. A child of prophecy, she will have the power to change the world for good or for ill—but only if she lives to use it. Look out for *The Tower of Fools*, book one of Andrzej Sapkowski's *Hussite Trilogy*, available now! *Witcher* collections *The Last Wish* *Sword of Destiny* *Witcher* novels *Blood of Elves* *The Time of Contempt* *Baptism of Fire* *The Tower of Swallows* *Lady of the Lake* ?*Season of Storms* *Hussite Trilogy* *The Tower of Fools* *The Malady and Other Stories: An Andrzej Sapkowski Sampler* (e-only) Translated from original Polish by David French

The World of the Witcher Video Game Compendium Dark Horse Comics

From the New York Times bestselling author of *The Witcher: Reynevan*—scoundrel, magician, possibly a fool—travels into the depths of war as he attempts to navigate the religious fervors of the fifteenth century. When the Hussite leaders entrust Reynevan with a dangerous secret mission, he is forced to come out of hiding in Bohemia and depart for Silesia. At the same time, he strives to avenge the death of his brother and discover the whereabouts of his beloved. Once again pursued by multiple enemies, he must contend with danger on every front. Full of gripping action replete with twists and mysteries, seasoned with magic and Sapkowski's ever-present wit, fans of the *Witcher* will appreciate this rich historical epic set during the Hussite Wars. Praise for the *The Tower of Fools*, book one of the *Hussite Trilogy*: "This is historical fantasy done right." —Publishers Weekly (starred review) "A fantastic novel that any fan of *The Witcher* will instantly appreciate." —The Gamer "A ripping yarn delivered with world-weary wit, bursting at the seams with sex, death, magic and madness." —Joe Abercrombie "Sapkowski's energetic and satirical prose as well as the unconventional setting makes this a highly enjoyable historical fantasy." —Booklist Also by Andrzej Sapkowski: *The Hussite Trilogy* *The Tower of Fools* *Warriors of God* *Witcher* collections *The Last Wish* *Sword of Destiny* *Witcher* novels *Blood of Elves* *The Time of Contempt* *Baptism of Fire* *The Tower of Swallows* *Lady of the Lake* *Season of Storms* *The Malady and Other Stories: An Andrzej Sapkowski Sampler* (e-only) Translated by David French

Soon to be a major Netflix original series! This special boxed set includes the first three novels in Andrzej Sapkowski's NYT bestselling epic fantasy saga -- the books that introduced the world to *The Witcher* and inspired the hit video games. For over a century, humans, dwarves, gnomes, and elves have lived together in relative peace. But times have changed, the uneasy peace is over, and now the races are fighting once again. The only good elf, it seems, is a dead elf. Geralt of Rivia, the cunning assassin known as *The Witcher*, has been waiting for the birth of a prophesied child. This child has the power to change the world - for good, or for evil. As the threat of war hangs over the land and the child is hunted for her extraordinary powers, it will become Geralt's responsibility to protect them all -- and the *Witcher* never accepts defeat. In *Blood of Elves*, *The Time of Contempt*, and *Baptism of Fire*, Sapkowski brings a fresh new voice to fantasy fiction, creating something wholly dark and exciting in this world of monsters and witchers.

The surprising and compelling story of two rival geniuses in an all-out race to decode one of the world's most famous documents—the Rosetta Stone—and their twenty-year-long battle to solve the mystery of ancient Egypt's hieroglyphs. The Rosetta Stone is one of the most famous objects in the world, attracting millions of visitors to the British museum every year, and yet most people don't really know what it is. Discovered in a pile of rubble in 1799, this slab of stone proved to be the key to unlocking a lost language that baffled scholars for centuries. Carved in ancient Egypt, the Rosetta Stone carried the same message in different languages—in Greek using Greek letters, and in Egyptian using picture-writing called hieroglyphs. Until its discovery, no one in the world knew how to read the hieroglyphs that covered every temple and text and statue in Egypt. Dominating the world for thirty centuries, ancient Egypt was the mightiest empire the world had ever known, yet everything about it—the pyramids, mummies, the Sphinx—was shrouded in mystery. Whoever was able to decipher the Rosetta Stone, and learn how to read hieroglyphs, would solve that mystery and fling open a door that had been locked for two thousand years. Two brilliant rivals set out to win that prize. One was English, the other French, at a time when England and France were enemies and the world's two great superpowers. *The Writing of the Gods* chronicles this high-stakes intellectual race in which the winner would win glory for both himself and his nation. A riveting portrait of empires both ancient and modern, this is an unparalleled look at the culture and history of ancient Egypt and a fascinating, fast-paced story of human folly and discovery unlike any other.

The New York Times bestselling series that inspired the international hit video game: The Witcher A sample of offerings from international fantasy superstar Andrzej Sapkowski, and the perfect introduction to his work. Best known for his series of stories and novels about Geralt, the Witcher, Sapkowski is one of the most successful fantasy authors in the world. Contains: 2 complete Witcher short stories taken from THE LAST WISH, the first chapter of BLOOD OF ELVES, the first Witcher novel, the first chapter of BAPTISM OF FIRE, the third full-length book in the series, and a non-Witcher short story "The Malady." For more Witcher, check out: Witcher novels The Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Witcher collections The Last Wish Sword of Destiny Dive deep into the world of monster hunters, as the prominent characters from the universe take you on a guided tour of the fascinating dark fantasy adventure that is The Witcher. This gorgeous, illustrated hardbound volume contains in-depth knowledge about the locales, the deadly beasts that inhabit them, and the lethal weapons used to put them down.

In his first work of narrative nonfiction, Matthew Pearl, bestselling author of acclaimed novel The Dante Club, explores the little-known true story of the kidnapping of legendary pioneer Daniel Boone's daughter and the dramatic aftermath that rippled across the nation. On a quiet midsummer day in 1776, weeks after the signing of the Declaration of Independence, thirteen-year-old Jemima Boone and her friends Betsy and Fanny Callaway disappear near the Kentucky settlement of Boonesboro, the echoes of their faraway screams lingering on the air. A Cherokee-Shawnee raiding party has taken the girls as the latest salvo in the blood feud between American Indians and the colonial settlers who have decimated native lands and resources. Hanging Maw, the raiders' leader, recognizes one of the captives as Jemima Boone, daughter of Kentucky's most influential pioneers, and realizes she could be a valuable pawn in the battle to drive the colonists out of the contested Kentucky territory for good. With Daniel Boone and his posse in pursuit, Hanging Maw devises a plan that could ultimately bring greater peace both to the tribes and the colonists. But after the girls find clever ways to create a trail of clues, the raiding party is ambushed by Boone and the rescuers in a battle with reverberations that nobody could predict. As Matthew Pearl reveals, the exciting story of Jemima Boone's kidnapping vividly illuminates the early days of America's westward expansion, and the violent and tragic clashes across cultural lines that ensue. In this enthralling narrative in the tradition of Candice Millard and David Grann, Matthew Pearl unearths a forgotten and dramatic series of events from early in the Revolutionary War that opens a window into America's transition from colony to nation, with the heavy moral costs incurred amid shocking new alliances and betrayals.

A Book Riot Most Anticipated Nonfiction Book of 2021 The creators of the popular website Black Nerd Problems bring their witty and unflinching insight to this engaging collection of pop culture essays on everything from Mario Kart and The Wire to issues of representation and police brutality across media. When William Evans and Omar Holmon founded Black Nerd Problems, they had no idea whether anyone beyond their small circle of friends would be interested in their little corner of the internet. But soon after launching, they were surprised to find out that there was a wide community of people who hungered for fresh perspectives on all things nerdy, from the perspective of #OwnedVoices. In the years since, Evans and Holmon have built a large, dedicated fanbase eager for their brand of cultural critique, whether in the form of a laugh-out-loud, raucous Game of Thrones episode recap or an eloquent essay on dealing with grief through stand-up comedy. Now, they are ready to take the next step with this vibrant and hilarious essay collection, which covers everything from X-Men to Breonna Taylor with insight and intelligence. A much needed and fresh pop culture critique from the perspective of people of color, Black Nerd Problems is the ultimate celebration for anyone who loves a blend of social commentary and all things nerdy.

Travelling near the edge of the Brokilon forest, monster hunter Geralt meets a widowed fisherman whose dead and murderous wife resides in a eerie mansion known as the House of Glass, which seems to have endless rooms, nothing to fill them with, and horror around every corner.

This is the first book to apply the concept of 'contents tourism' in a global context and to establish an international and interdisciplinary framework for contents tourism research. The term 'contents tourism' gained official recognition in Japan when it was defined by the Japanese government in 2005, and it has been characterised as 'travel behaviour motivated fully or partially by narratives, characters, locations, and other creative elements of popular culture forms including film, television dramas, manga, anime, novels and computer games'. The book builds on previous research from Japan and explores three main themes of contents tourism: 'the Contentsization of Literary Worlds', 'Tourist Behaviours at "Sacred Sites" of Contents Tourism' and 'Contents Tourism as Pilgrimage' and draws together these key themes to propose a set of policy implications for achieving successful and sustainable contents tourism in the 21st century.

Multi-Eisner award-winning writer Paul Tobin pens a fantasy epic of the adventures of Geralt of Rivia, a witcher--one of the few remaining monster hunters from the critically acclaimed video game fantasy The Witcher by CD Projekt Red! Featuring story art by Joe Querio, Piotr Kowalski, Max Bertolini, with a bonus sketchbook section and additional art by Dave Johnson (100 Bullets), Dan Panosian (Slots), Stan Sakai (Usagi Yojimbo), Duncan Fegredo (MPH), Simon Bisley (Lobo), and a cover by Mike Mignola (Hellboy). Collects issues #1-#5 of The Witcher comic series House of Glass, Fox Children, Curse of Crows, and the Killing Monsters one-shot--and features annotations from the creators of the comics, as well as a sketchbook section.

Geralt's encounter with a beast reveals the truth behind fairy tales in this graphic novel adaptation of Andrzej Sapkowski's original short story. Geralt takes a short cut down a beaten path, where he makes a grim discovery of two corpses. Backtracking their trail, he's led to a derelict mansion secured with elevated walls and a gate--mysterious and ramshackle, yet adorned with a rare elegance Geralt could not ignore. He is met with the mansion's owner--not quite human, but a beast with the faculties of a man. With Geralt unfazed by his monstrous appearance and displays of aggression, the beast invites him inside. A kind but wary host, he shares stories of his family, his life . . . and his curse. If the weight of his misdeeds could condemn him to the body of a beast--a retribution spoken of only in fairy tales, could there be another grain of truth in these tales of fantasy--one that could help him elude his fate and lead him to salvation? This graphic novel is the first in a series of adaptations from Sapkowski's acclaimed short story collection The Last Wish! Script adaptation by Jacek Rembi? (Frostpunk) with art by Jonas Scharf (Bone Parish, War for the Planet of the Apes).

An insightful, captivatingly designed, full-color book that transports readers to the futuristic megalopolis of Night City--the epicenter of the vibrant new action-RPG from CD Projekt Red. Step into the year 2077, a world dotted with dystopian metropolises where violence, oppression, and cyberware implants aren't just common--they're necessary tools to get ahead. Delve into incisive lore to discover how the economic decline of the United States created a crippling dependence on devious corporations and birthed the Free State of California. Explore the various districts, gangs, and history of Night City. Learn all there is to know about the technology of tomorrow and research the cybernetics, weapons, and vehicles of Cyberpunk 2077. Dark Horse Books and CD Projekt Red present The World of Cyberpunk 2077--an extensive examination of the rich lore of Cyberpunk 2077. This intricately assembled tome contains everything you need to know about the history, characters, and world of the long-awaited follow-up from the creators of The Witcher video game series.

Based on the hit games by CD Projekt Red! The Witcher is now a Netflix Original Series! As Geralt explores new career possibilities, he receives a request from the mayoress of Towitz--a small town where children are being kidnapped by Foglets. Upon accepting the work, Geralt's thrust into the mysterious past of a mourning mother and her now abducted son. Caught between the townfolks' recollections of the kidnapping and a slew of disturbing visions, Geralt must face the approaching danger with his own intuition. Created in close collaboration with the studio behind the games! Collects issues #1-#4 of the Dark Horse Comics series The Witcher: Fading Memories.

Soon to be a major Netflix original series! The Witcher, Geralt of Rivia, becomes the guardian of Ciri, surviving heiress of a bloody revolution and prophesied savior of the world, in the first novel of the New York Times bestselling series that inspired the Netflix series and the blockbuster video games. For over a century, humans, dwarves, gnomes, and elves have lived together in relative peace. But times have changed, the uneasy peace is over, and now the races are fighting once again. The only good elf, it seems, is a dead elf. Geralt of Rivia, the cunning assassin known as the Witcher, has been waiting for the birth of a prophesied child. This child has the power to change the world -- for good, or for evil. As the threat of war hangs over the land and the child is hunted for her extraordinary powers, it will become Geralt's responsibility to protect them all. And the Witcher never accepts defeat. Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Season of Storms Witcher collections The Last Wish Sword of Destiny The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only) Translated from original Polish by Danusia Stok.

Geralt the Witcher battles monsters, demons and prejudices alike in Sword of Destiny, the second collection of adventures in Andrzej Sapkowski's groundbreaking epic fantasy series that inspired the Netflix show and the hit video games. Geralt is a Witcher, a man whose magic powers, enhanced by long training and a mysterious elixir, have made him a brilliant fighter and a merciless hunter. Yet he is no ordinary killer: his targets are the multifarious monsters and vile fiends that ravage the land and attack the innocent. Sword of Destiny is the follow up to The Last Wish, and together they are the perfect introduction to a one of a kind fantasy world. Witcher collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Season of Storms Hussite Trilogy The Tower of Fools Warriors of God Translated from original Polish by David French

Andrzej Sapkowski's The Witcher has become a global phenomenon, inspiring the hit Netflix series and the blockbuster video games. Now you can experience the world of the Witcher like never before with this stunning deluxe hardcover edition of The Last Wish. Featuring seven gorgeous illustrations from seven award-winning artists-one for each story in the collection of adventures-it celebrates the first chapter of the bestselling, groundbreaking "series you can sink your teeth into" (BuzzFeed News).

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