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The Cost of Honor The Thieves of Blood Understanding the Leitmotif The Hunt for
Atlantis Motivation in War STARGATE SG-1: the Barque of Heaven A handbook for
travellers in southern Germany [by J. Murray. 1st, 2nd] 3rd, 5th, 7th-9th, 11th, 12th,
14th, 15th ed. [2 issues of the 7th ed. The 15th ed. is in 2pt.]. Swashbuckling Cats A
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Werewolves and the suburbs are a natural go-together. Okay, so they're not the Obligatory/Iconic Suburban Golden Retriever or Chocolate Labrador, but they've got a much better chance of taking home the Best in Show ribbon than their Undead rivals, the vampires. In some suburban households, if it brings home a trophy, who cares if it also brings home bloody chunks of the neighbors every time the full moon shines? And let's not forget one more advantage to the suburban werewolf: If his lupine side does something nasty on your lawn, his human side can come by later with the Pooper Scooper. In your face, Dracula! Therefore, welcome to the fur-sprouting, mall-browsing, moon-howling, latt_-sipping world of Strip Mauled. You'll like what you find. Sit. Stay. Good reader. Stories of suburban lycanthropy by Sarah A. Hoyt, Dave Freer, K. D. Wentworth, and more¾including Esther Friesner herself. At the publisher's request, this title is sold without DRM (Digital Rights Management). Who were the Vikings, and do they deserve their unsavoury reputation? Through over 100 primary source documents, this fascinating collection weighs the cultural importance and lasting influence of the Vikings. The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer

insights. The tensions between Cersei and Tyrion reach a breaking point as the Queen, convinced that Tyrion will betray her, seizes the woman she believes Tyrion loves. Meanwhile, Catelyn Stark reels at the news that her youngest sons have been betrayed and murdered by a man they had trusted. Prepare yourself for this visual retelling of George R. R. Martin's stunning epic — A Clash of Kings. Although unwilling participants, SG-1 soon finds itself fighting with the Vanir against its ancient foe--the brutal giants of Jotunheim--and feasting long into the night. But when dawn arrives, the team find itself in a very different world. Years ago, Lauren left her hometown of Trinity Falls, with no intention of ever going back. Something bad happened to her in the woods there, so bad that she erased it from her memory — mostly. But now her father has died, and she's returning for the funeral. Returning to a place where robed men and women circle the town in an endless loop, tirelessly chanting, and where a primeval beast watches from behind the trees, hungry for more than flesh. Hungry for her. Trinity Falls: where Lauren's grandmother Madelyn reigns supreme. Lauren escaped her once, but Madelyn won't let her get away again. Madelyn has a plan, and this time she intends to see it through to the bitter, bloody end. No matter what. A LOST CIVILIZATION. A DANGEROUS QUEST. A DEADLY SECRET. It's one of history's most enduring and controversial legends—the lost city of Atlantis. Archaeologist Nina Wilde is certain she's solved the riddle of its whereabouts—and with the help of reclusive billionaire Kristian Frost, his beautiful daughter, Kari, and ex-SAS bodyguard Eddie Chase, she's about to make the most important discovery in centuries. But not everyone wants them to succeed: a powerful and mysterious organization will stop at nothing to ensure that a secret submerged for 11,000 years never resurfaces. More than one would-be discoverer has already died in pursuit of Atlantis's secrets—including Nina's own parents. Failure isn't an option. From the streets of Manhattan to the Brazilian jungle, from a Tibetan mountaintop to the bottom of the Atlantic Ocean, Nina and Eddie will race against time—and follow a trail of danger and death to a revelation so explosive, it could destroy civilization forever. For Joan Lantz, it starts with a dream of a death-cult's mass suicide in the jungle of Suriname thirty years ago, followed by the discovery of a hidden basement in her new house, where heavy metal music echoes on humid tropical air. For Kevin Benecke, long-suffering employee of a mysterious organization known simply as Maintenance, it starts with the violent death of his co-worker at the hands of a madman who tells him, The Big Dark is coming for you. Long-dead cult leader and former rock star Mark Maegarr has returned from beyond the grave, and Joan and Kevin have front-row seats to his apocalyptic comeback. Maegarr's waited decades to finish what he started, and this time no one will stop him from putting on a killer show designed to hasten the universe's end. Rock on. This ground-breaking study sets out a new understanding of transformations in the interaction between religion and political authority throughout history. THE UNKNOWN HAS AN ADDRESS. . . . Hidden away in the Badlands of South Dakota, Warehouse 13 is a top-secret repository for historical artifacts imbued with dangerous supernatural properties. Secret Service agents Pete Lattimer and Myka Bering are ever on the lookout for loose

artifacts threatening to ruin the world's day. Their mission: "Snag it, bag it, tag it." Reports of a genuine psychic healer, along with a simultaneous epidemic of mysterious illnesses, lead Myka and Pete on a hazardous investigation that stretches from a carnival sideshow back to the bloody history of the Civil War. But when Pete is infected with a deadly disease, Myka and the rest of the team, including Artie Nielsen and Claudia Donovan, must track down a pair of cursed gloves—before a madman unleashes a virulent plague upon America! The author of more than 50 books—125 million copies in print—Clive Cussler is the current grandmaster of adventure literature. Dirk Pitt, the sea-loving protagonist of 22 of Cussler's novels, remains among the most popular and influential adventure series heroes of the past half-century. This first critical review of Cussler's work features an overview of Pitt and the supporting characters and other heroes, an examination of Cussler's themes and influences, a review of his most important adventures, such as *Raise the Titanic!* and *Iceberg*, and a look at adaptations of his work in other media. Cussler joins the pantheon of such as Rudyard Kipling, Sir Arthur Conan Doyle and Ian Fleming, and this overdue volume demonstrates that beneath Cussler's immense popularity lies a literary depth that well merits scholarly attention.

When a key element of a new and powerful attack submarine goes missing and ships begin disappearing in mid-ocean, NUMA director Dirk Pitt and his team embark on an international chase to discover the truth. Meet Matt Richter. Private eye. Zombie. His mean streets are the city of the dead, the shadowy realm known as Nekropolis. And in this first case, Richter must help a delectable half-vampire named Devona recover a legendary artifact known as the Dawnstone, before it's used to destroy Nekropolis itself. That is, if he can survive the myriad horrors that infest the city itself. In a world where zombies battle the living, which is more terrifying? David is trapped in a nightmarish version of his hometown, pursued by crimson-eyed demons and insane cannibals, with no idea how he got there. At every turn he's taunted by a mysterious youth named Simon who knows far more than he lets on. David's sister, Kate, fights for survival in a world decimated by flesh-eating zombies — and her brother's one of them. She's determined to put a bullet in David's brain to set him free. Nicholas Kemp is a human monster, a born killer. But in a world ruled by the living dead, he's no longer the most feared predator, and he'll do whatever it takes to become that again. He plans to start by killing Kate. All Dan wanted was to be a good husband and father, to provide for his wife and daughter, to keep them fed, warm, and safe. But then the malevolent godlike beings called the Masters arrived, and their darkness spread across the world, reshaping it into a twisted realm of savagery and madness. In exchange for his family's protection, Dan now serves one of these alien gods, obtaining human sacrifices to feed his Master's eternal hunger. Like so many people since the world changed, Alice has had to do unspeakable things to survive. Unfortunately for her, she's Dan's choice for his next sacrifice. Now Dan drives along the shattered remnants of an old-world highway, headed for his Master's lair, Alice bound hand and foot in the back seat of his car. Dan may not like what he's become, but he'll do whatever it takes to protect his loved ones. Alice doesn't intend to relinquish her life so easily, though,

and she plans to escape, no matter the cost. But in the World After, everything—animals, plants, even the land itself—has become a predator, and the journey to the Master's lair is an almost guaranteed suicide run. But Dan won't give up, and he won't stop fighting. Not until he makes it through the Last Mile. "Contains materials originally published in magazine form as The Shadow / Batman: Volume 1: issues 1-6." -- title page. **MATT RICHTER'S GOING TO PIECES - LITERALLY.** You've got to keep your head to survive in the teeming undead city known as Nekropolis. It's a pity crazed genius Victor Baron couldn't manage that. Now everyone wants a piece of him. Zombie detective Matt Richter and his glamorous she-vampire companion Devona are back on the case, with another wild and wonderful investigation. Explains the motivation of ordinary soldiers to enlist, serve and fight in the armies of eighteenth-century Europe. Winner of the 2017 Bram Stoker Award for Superior Achievement in Long Fiction It's Todd and Heather's twenty-first anniversary. A blizzard rages outside their home, but it's far colder inside. Their marriage is falling apart, the love they once shared gone, in its place only bitter resentment. As the night wears on, strange things start to happen in their house—bad things. If they can work together, they might find a way to survive until morning—but only if they don't open the Winter Box. Paying the price... In the action-packed sequel to A Matter of Honor, SG-1 embark on a desperate mission to save SG-10 from the edge of a black hole. But the price of heroism may be more than they can pay... Returning to Stargate Command, Colonel Jack O'Neill and his team find more has changed in their absence than they had expected. Nonetheless, O'Neill is determined to face the consequences of their unauthorized activities, only to discover the penalty is far worse than anything he could have imagined. With the fate of Colonel O'Neill and Major Samantha Carter unknown, and the very survival of the SGC threatened, Dr. Daniel Jackson and Teal'c mount a rescue mission to free their team-mates and reclaim the SGC. Yet returning to the Kinahhi homeworld, they learn a startling truth about its ancient foe. And uncover a horrifying secret... The Cost of Honor "Damn it!" Watts yelled from the DHD. "This is pointless, sir! It won't stay open!" Standing up slowly, Major Henry Boyd glanced up at the twisting nightmare in the sky. It looked like some hideous creature come to tear them to pieces. "Keep trying," he told the Captain. "Sir?" Lieutenant Jessica McLeod ripped her gaze from the sky, voice shaking. "I've been thinking about why the gate won't activate. The gravitational force of the—" She stammered over the word. "Of the black hole would create a massive time distortion effect." He stalked toward her, frowning. "A what?" "Time here will be moving much slower than back on Earth, sir. Much slower. The gate was probably open for half an hour at the SGC, but here...just a second." Boyd felt his heart clench tight. "What are you saying, Lieutenant?" She looked bleak. "I don't think we're getting out of this one, sir." Lucy. His daughter was the first thought in his head. Sweet, innocent, adoring Lucy. Her little arms around his neck, her delighted smile when he came home. Daddy! He swallowed hard. "I won't accept that, Lieutenant." Lucy, barely old enough to understand. Heather, having to explain why he was never coming home again. "They'll find a way to come get us. They won't leave us here." The Stargate SG-1 team find

themselves transported to a world where they must solve a series of riddles and avoid deadly traps in order to travel home. Pursued by Goa'uld and Jaffa, it is a race against death to the finish line. Visit a field where living corpses grow from the ground like pumpkins. Sail across a sea of blood on a raft made from human skin. Flee from a crazed mob determined to tear you limb from limb for the crime of realizing that you are God. From Shirley Jackson Award-nominated author Tim Waggoner comes *Bone Whispers*, a collection of distorted realities and surreal nightmares, with an introduction by Bram Stoker Award-winning author Michael A. Arnzen. Come, listen to *Bone Whispers*. You'll never be the same. Stories included in this collection: *Thou Art God* *Bone Whispers* *Some Dark Hope* *Harvest Time* *Surface Tension* *Best Friends Forever* *No More Shadows* *Unwoven* *Skull Cathedral* *Do No Harm* *Country Roads* *Darker than Winter* *Swimming Lessons* *Conversations Kill* *Long Way Home* *Sleepless Eyes* *The Faces That We Meet* *The Great Ocean of Truth* Diran used to make his living as an assassin --- one of the best money could buy. But after a life-altering spiritual experience, he's turned his back on killing. All he wants is peace. But in a shoddy port city, his past catches up to him, and killing may be the only way to bring peace to a city on the verge of destruction. From the Paperback edition. If you think cats and water don't mix, think again. Plunge into worlds of piratical cats: some selfish, some mischievous, all fond of hitting the catnip stash. From ships on the deep blue sea, to ships flying through the depths of space, and even visiting from beyond the veil, these cats are determined and on a mission. Featuring thirteen "tails" of adventure-loving cats, puns, and fun by: Megan Fennell; S.G. Wong; Rebecca Brae; Grace Bridges; Lizz Donnelly; Blake Liddell; Frances Pauli; JB Riley; Joseph Halden; Leslie Van Zwol; Krista D. Ball; Chadwick Ginther; Rose Strickman; and Beth Cato. A uniquely realised illustrated novel, *Fall of Gods* brings the legacy of the Norse mythology to life in a new and breathtaking way. The gods have long ago vanished. In their place, two rivaling races now inhabit Midgard; humans and jotnar. Fifteen years ago, a coalition of chieftains drove the jotnar race from Midgard. Now, from each side of the border, humans and jotnar eye each other with hatred and suspicion. When his wife, the estranged daughter of one of Midgard's most powerful chieftains, is mysteriously kidnapped, a retired warrior takes up the hatchet and sets out to rescue her. But he risks unleashing the wild demon buried deep within him and losing his soul in the process. His journey will bring him into conflict with terrible forces as a cynical plot is revealed and the dark mythological past of the North begins to awaken once more. Kurt Austin, Joe Zavala, and members of the NUMA Special Assignments Team are called in to investigate after ships are destroyed near the Azores and they find themselves entangled in the ambitions of an African dictator who may have developed a weapon with extraordinary power. Reprint. 750,000 first printing. Fissures appear in the darkness. Shadows break, collapse, and crumble away to nothing, revealing that they are far more than the mere absence of light. Shadows are our friends. Shadows protect us. Because what lies behind the darkness is so much worse. The fourteen stories included in this collection: *When God Opens a Door* *Zombie Dreams* *Portrait of a*

Horror Writer Waters Dark and Deep Met a Pilgrim Shadow Open House Extern "Til Voices Drown Us Knock, Knock Outside the Lines Provider Broken Glass and Gasoline The Tongue is the Sweetest Meat Ghost in the Graveyard Lonny lost his beloved sister Delia thirty years ago. Since then, he's sacrificed many lives in order to return her to the world of the living, but without success. His next target is Julia, a young women with a unfulfilled marriage and a passion for '80s horror films. She will soon discover that not only is real life more complicated than the movies, it's far more terrifying. Shortly after Daniel Jackson returns from his time among the ascended Ancients, he volunteers to join an archaeological survey of Chinese ruins on P3Y-702. But after accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of the Goa'uld Lord Yu. Blaming himself for Daniel's capture, Jack O'Neill vows to go to any lengths to get him back - even if it means taking matters into his own hands. He finds her crying in the lobby of a movie theater and takes her home to his apartment, a strange, beautiful woman with no last name, a mysterious past, and a powerful sexual allure. He wants her, and she wants him. There's only one problem: the Men Upstairs. She used to belong to them—and they'll do anything to get her back. "Waggoner delivers a tale of cosmic and body horror at its most disturbing. The Men Upstairs is a fascinating study of the ancient tension between repulsion and desire." - Laird Barron, author of Occultation The third volume in Series III of the popular "Little Book" Series! Life began in the water, but all too often it ends there as well. Water reflects, conceals, fascinates. It calls to us with a siren song, and we drink, we bathe, we swim, we sail . . . Sometimes we sink. And sometimes we're eaten. A collection of dark fantasy stories exploring what lurks in the depths of our oceans, our lakes, our rivers ... and our minds. Stories included in this collection: Waters Dark and Deep Swimming Lessons Surface Tension Lover, Come Back to Me The Nature of Water Fathomless Tides Although unwilling participants, SG-1 soon finds itself fighting with the Vanir against its ancient foe--the brutal giants of Jotunheim--and feasting long into the night. But when dawn arrives, the team find itself in a very different world. Colonel Jack O'Neill and his SG-1 team find themselves stranded on a primitive world where the inhabitants pay homage to the Goa'uld by providing their best specimens as host bodies for their young. Available for the first time together, three of Tim Waggoner's award-nominated novellas of horror fiction. THE WINTER BOX Winner of the 2017 Bram Stoker Award for Superior Achievement in Long Fiction It's Todd and Heather's twenty-first anniversary. A blizzard rages outside their home, but it's far colder inside. Their marriage is falling apart, the love they once shared gone, in its place only bitter resentment. As the night wears on, strange things start to happen in their house—bad things. If they can work together, they might find a way to survive until morning—but only if they don't open the Winter Box. A KISS OF THORNS Finalist of the 2018 Bram Stoker Award for Superior Achievement in Long Fiction Lonny lost his beloved sister Delia thirty years ago. Since then, he's sacrificed many lives in order to return her to the world of the living, but without success. His next target is Julia, a young women with a unfulfilled marriage and a passion for '80s horror films. She will soon discover that not only is real life more

complicated than the movies, it's far more terrifying. THE MEN UPSTAIRS Finalist of the 2012 Shirley Jackson Award for Best Novella He finds her crying in the lobby of a movie theater and takes her home to his apartment, a strange, beautiful woman with no last name, a mysterious past, and a powerful sexual allure. He wants her, and she wants him. There's only one problem: the Men Upstairs. She used to belong to them—and they'll do anything to get her back. Matt Richter won't let a little thing like death keep him from cracking his latest case. But there's a new evil power rampaging through the streets of Nekropolis. The last battle has begun. It was supposed to be fun. A chance to get away. An opportunity for two sisters to bond and for one sister to heal. It was a small river, calm, slow-moving. Perfect for a leisurely canoe trip on a beautiful summer day. But then they hear a baby crying on the shore, abandoned and overheated. Alie and Carin have to take her with them. They can't just leave her there. A simple canoe trip becomes a rescue mission. But there's something on the shore, hidden by the trees. Something that's following them every step of the way—watching, waiting ... Around every bend, the river becomes stranger, darker, more dangerous, until Alie isn't sure what's real and what isn't. The river wants the child for itself, but no matter what it throws at her, Alie's determined to get the baby to safety. She's already lost one child. But she'll have to fight the darkness that haunts the river—as well as the darkness within herself—if she doesn't want to lose another. *** "A descent into the madness of a ruined psyche, Deep Like the River puts Waggoner's talent for the eerie, desolate, and unpredictable in the spotlight. A must-read for those who like their horror tinged with desperation and guilt." — Ronald Malfi, author of Little Girls "I don't know if I've ever read a story quite like Tim Waggoner's DEEP LIKE THE RIVER. With its high emotional and metaphysical content and weird, surrealistic imagery, it reads a bit like Algernon Blackwood's "The Willows" with Kafka collaborating and Carl Jung offering occasional advice. Or maybe it's an adventure story that's taken a sudden turn into The Twilight Zone. However you characterize Waggoner's approach, the result is a fine piece of writing exploring the mysteries of a mind struggling with the guilt, pain, and terror of grief." — Steve Rasnic Team, author of Thanatrama: Stories Through analysis, Matthew Britzter-Stull explores the legacy of the leitmotif, from Wagner's Ring cycle to present-day Hollywood film music.

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