

Blood Will Follow: The Valhalla Saga Book II

Raef Skallagrim wants to take the sea road. His ship is fast and sleek, his crew skilled and eager, and they will seek out new lands and win fame in the eyes of the gods. But Raef's father refuses to allow the journey and when a stranger brings word that the king is dead and a gathering has been called to choose a successor, Raef must set aside his dream for his duty to his ancestral lands and his father. When factions split at the gathering to choose a successor, Raef finds himself mired in bloodshed and treachery. Forced to make an uneasy alliance with a man he does not trust, Raef must navigate the tides of a war among three kings while seeking revenge for cold-blooded murder. But winter has come early to Midgard, and even the gods will feel the cold. "The Assault" is the first book of five in the Viking Blood series by Marianne Slot. One fateful day the Viking boy Hauge survives a violent attack on his village, meets a young Christian monk, Hannibal, and a lifelong friendship begins. In these five books Norse mythology, Viking feuds, trades, and voyages to Iceland, Shetland and Haithabu, is brought to life in an exciting story of life and death. We follow Hauge as his life evolves around the vital consequences of that dramatic day; through vengeance and love; hardships of hunger and suffering, culminating in a final raid to England. "Run, Hauge! Run!" Suddenly, all Hauge hears is his father's voice, it drowns out the screams, the clashing of swords, and the roar of the fires from the torched houses. Haakon Gilmarrson and his men have attacked the village. For a split second, Hauge sees the fear in his father's eyes and understands; this is not a request. Later the young Christian monk, Hannibal, tells Hauge that his father, Styrbjorn, has been killed in the bloody attack on their village. This is the beginning of a lifelong friendship, and Hauge wonders about the strange new God that Hannibal talks about. When Hauge's father is laid to rest, in the manner customary for a Viking Chieftain, the dumb thrall-girl Astrid is chosen to follow her master to Valhalla. Yet Hauge tries to prevent this when Astrid "tells" him something. During Styrbjorn's burial ceremony, Aasa, Hauge's mother, promises her deceased husband that Hauge will avenge him when the time is right. Hannibal and the older, stern monk, Peter, continue on their journey, but Hannibal promises Hauge that they will return. After they have left Hauge finds an unexpected gift.

The epic conclusion to The Valhalla Saga, perfect for fans of Vikings and The Last Kingdom. Reunited, Audun and Ulfar have a new sense of purpose: to ensure that the North remains in the hands of those who hold with the old gods. To do this, they must defeat the people who seek to destroy all they have ever known with the new White Christ. But these are powerful enemies and if they have any chance of victory, they must find equally powerful allies. In Trondheim, King Olav, self-appointed champion of the White Christ, finds that keeping the peace is a much harder test of his faith than winning the war. With his garrison halved and local chieftains at his table who wish him nothing but ill, the king must decide how and where to spread the word of his god. And in the North, touched by the trickster god, something old, malevolent and very, very angry stirs . . . 'Fans of David Gemmell's work should feel right at home with this one' Starburst Magazine

Path of Gods

A Practical Guide

A Valhalla Steel Novel

The Song of the Ash Tree, First Edda

A dark, intense and compelling Viking mystery

OLAF TRYGGVASON, the hero of this saga is not an imaginary one; he was a real flesh and blood man who eventually reigned as King of Norway just over a thousand years ago. His life reads as only a Viking Saga could and should. Herein you will find the salient facts of his adventurous and outstanding life. They are: his boyhood of slavery in Estonia,his life at the court of King Valdemar,his wanderings as a Viking,the many battles he fought, on land and sea,his conversion to Christianity in England, and,his ultimate return to his native Norway where he reigned as King – are set forth in this volume which, if summarised, would make for a cracking campfire yarn. The events related herein can be found in the various Icelandic sagas dealing with the period in which he lived. In short, Olaf was your archetypal Viking. Very few authors could pen a saga that mirrors the life of Olaf, and many have tried. However in penning this story, Leighton made full and free use of these old time records, and added only such probable incidents as were necessary to give a thread of continuity to the reader. NOTE: For the convenience of readers who may wish for greater exactness; Olaf Triggvison was born A.D. 963 and he started on his wanderings as a Viking in the year A.D. 981. The sea fight between the Vikings of Jomsburg and the Norwegians took place in A.D. 986, and the battle of Maldon in the year A.D. 991. Olaf reigned only five years as King of Norway, being crowned in 995, and ending his reign with his death in the glorious defeat at Svold in the year A.D. 1000. 10% of the publisher ' s profit from the sale of this book will be donated to UNICEF. KEYWORDS/TAGS: Viking, Norse, Saga, Story, Olaf Tryggvason, slave, warrior, King, conversion, Christianity, Valdemar, land battles, sea battles, Jomsburg, England, Norway, Norwegian, battle of Maldon, battle of Svold, finding of olaf, sigurd erikson, gerda' s prophecy, slaying of klerkon, norse kings, training, captain of the host, west, over-seas, hermit, scilly Isles, thoirr klakka, evil earl, christening, Sigrid, haughty, long serpent, sigvaldi, treachery, snare, svold sound, defence

'For Vikings done right, come to Snorri Kristjansson' - Mark Lawrence 'Truly entertaining' - Yrsa Sigur?ard ótir 'A dark mystery in a dark age brought vividly to life' - Robert Fabbri Everyone loves a family reunion. 970: For the first time since Helga was adopted, her family will be gathered in one place. But her siblings are coming with darkness in their hearts. Everyone knows their father, the Viking warlord Unnthor Reginsson, has a great chest of gold hidden somewhere on his land - and each of his heirs is determined to find it. Then one morning Helga is awakened by screams. Blood has been shed. Kin has been slain. All the clues point to one person - who cannot possibly be the murderer, at least in Helga's eyes. But if she's going to save an innocent from the axe, she's got to solve the mystery - fast . . . Lies. Manipulation. Murder. There's nothing quite like family . . .

I'd like you to meet my friend Xavier Basch. He hates cops, authority, government; you know, anything that restrains him. Xavier seeks the kind of unattainable freedom that only an anarchical nihilist could dream. The irony is, that his relentless search to realize his own destiny lands him in prison. Now granted, killing a cop would seem to be the most counter-productive attempt to liberate one's self, but Xavier can be a little irrational at times. You see, Xavier's heart is laden with heaviness of his dark past. He represses these memories to such a strong degree, that he passes out frequently. It's like he can control his own amnesia! Inside his lucid dreams, he finds familiar sights and sounds. A dream world too subtle and boring to be fantasy. In fact, Xavier's dreams are so lifelike that he sometimes confuses the waking world with the dream world. Which poses very intriguing questions. Is his life in prison reality, or are his boring dreams? Is Xavier a heavily confused mental case, or is he the only one who knows the truth? Perhaps the most frightening question is: Is Xavier really Xavier? If I am I And you are you Then, who is X? 82 NY2D 863, APPELLANTS APPENDIX part 23, EBERT V NEW YORK CITY HEALTH AND HOSPITALS CORP

The Unbroken Line of the Moon

Olaf the Glorious

The Century

The Blood-Tainted Winter

Winter's Fire

This is a print on demand edition of a hard to find publication. Explores whether sufficient data exists to examine the temporal and spatial relationships that existed in terrorist group planning, and if so, could patterns of preparatory conduct be identified? About one-half of the terrorists resided, planned, and prepared for terrorism relatively close to their eventual target. The terrorist groups existed for 1,205 days from the first planning meeting to the date of the actual/planned terrorist incident. The planning process for specific acts began 2–3 months prior to the terrorist incident. This study examined selected terrorist groups/incidents in the U.S. from 1980–2002. It provides for the potential to identify patterns of conduct that might lead to intervention prior to the commission of the actual terrorist incidents. Illustrations.

In this epic new entry to The Valhalla Saga, blood will be spilled, bonds will be tested and long-buried secrets will be revealed . . . Ulfar Thormodsson and Audun Arngrimsson survived the battle for Stenvik, although at huge cost. They have suffered much worse than heartbreak: they have lost the very thing that made them human. Their mortality. While Ulfar heads home, looking for the place where he thinks he will be safe, Audun runs south. But both men are about to discover that they cannot run away from themselves. King Olav has left the conquered town of Stenvik in the hands of his lieutenant so he can journey north, following Valgard in the search for the source of the Vikings' power. And all the while older beings watch and wait, biding their time. There are secrets yet to be discovered . . . 'Fans of David Gemmell's work should feel right at home with this one' Starburst Magazine

Valley of the Damned Epic Martial Arts/Allegorical Life Poem Close ranks and join in Battle Royal far beyond all human sensibilities with Valley of the Damned as the tenacious tome engages the worldwide Forces of Evil for all of humanities sake! Valley is an action–adventure martial-arts story and is designed as an interactive karate kata, a mirror, a Zen meditative rock garden, a mandala, a guide to the classical Underworld, a strategic soul-map and life-labyrinth in which to see yourself and the "musing's upon" humanity of the great and awesome "Celestial Powers That Be." Pilgrim, if you're going to ride with those three killer–phantoms, best saddle up and strap in, because they are looking for you! Poem Info: For millennia, Epic poems have been some of the world's most powerful sources of inspiration, capturing the high essence of gods, heroes, romances, glories, tragedies and monsters. From Homer's Odyssey to The Aeneid, Arthur and Beowulf, and from Gilgamesh to The Mahbhrata and The Divine Comedy, these larger than life tales transcend time, revealing to humanity our innermost secrets, dreamsand nightmares. Conveying a deep sense of the mystical, Epics carry with them a sweeping sense of life in the fullest measure, as men and women of renown stand tall against the backdrop of history and destiny, our presentand futurebeing firmly rooted in the past . . . Valhalla! Norse gods, spirits o'war, shades, swordketeering pallorous ghost traces, soulpire, jowling grunting pigmen and slavinging wolverwers, spectres, wraiths, banshees and other mind-lacerating night–haunting creatures of untold dread all come together in this Epic action-packed, martial arts adventure never before heard of tale on earthThe Valley of the Damned! In this, the "Forgotten tale that no one knows, except those who enter therein," all are invited to venture into the exotic, serrating, unseen Netherworld of the dead, where fragmented remnants of driven spirits contend with each other for power and control over kingdoms, unspeakable legions of fallen shades, and the most prized possession of allthe immortal human soul! Ride now with three killer-phantoms on their quest to pursue the vainglorious sneering karate movie superstar Mark Theman for his soulthe despised arrogant human whom all spirits desire to capture for their own sinister purposes! Trail the perpetual teenage Valkyrie Kari, mass-battle artist, known for her mesmerizing psychotically poetic-sword s'kills and who will confront "any and all never odd or even" risks to win. Shadowing her is the jackal-like Angel-Heart, amoral sword-slingin'duelist who always dogs her, never missing an opportunity to exploit and track with Dark Storm, merciless bounty huntress who will stop at nothing in order to seize the power that Theman possesseshis soulish living human aura! Based upon the works of cinematic masters such as Japanese director Akira Kurosawa (The Seven Samurai, 1954) and Italian director Sergio Leone (The Good, the Bad and the Ugly, 1966), Valley is constructed as a movie. Words, sentences and stanzas function as camera shots for full lucid visual impact, pulling readers in and out of their own self-made focal mindset realizations of delight or horror that can only but belong to their own innermost soul-searching intertwined personal Netherscapes! From the mortal aspect, what is covered in the Epic is a survey of the modern American martial arts scene. A study of souls in action, readers may recognize that Valley is a social commentary, allowing insight into the deadly, bizarre, icy undercurrents and riptides of the unseen "Martial Art Deadlands"the Field of Marsthat many trod today, as must the bloody countless who are yet to come. Rich in visual and audio description and replete with scores of villainous and heroic spirits, Valley is an outrageous tale of valor and woe, bravery and cowardiceof damnation and redemptionplayed out on an immense spiritual killing field where spectral phantoms are tried and tested in the fires of their (and our) own passions. In Valley readers will: Enter the grotesque Market of the Soul where long-lost warriors screech and claw in vain to recapture their former glory! Sit with the great Warlords of all climes, times and dimensions and listen to Motion-Effectrix Artifex St. Kari of the Blade, Val-kid extrasoundinaire spin inspirangular tales of gallantry as Evil lurks about waiting to devour the unwaryand then follow her into glaringly-beyond hellishly lunacidal pitched battle Join with Mark Theman, the ruthless, scheming martial arts film star as he desperately attempts to retrieve his long-lost soul before it is hurled headlong into the deepest Abyss of Hell! Ensnare doomed pitiful souls with the implacable bounty hunting phasma-revenant Dark Storm in her bid for supreme power over millions and the coveted throne of Asgard! Follow the hell-hound packin' cold mercenary Angel-Heart as he, like a goodly razor-sharp Ginsu kitchen knife scrupulously cutting away as seen on eleven o'clock at night TV, slices and dices the damned on his way up to become the top blade in the grisly Mortuus! Valley is laced with myth/hist notes from the world over. (S)wordplay and inter-twistorted tales chorridor and pierce the Epic. Elusive mind-resonances, shadowy mental focal lengths, pale thought-illusions, intangible swirling emotion-pools, insubstantial spring-loaded will-traps, graspless snaring barbed-wired realizations, sharp-cornered soul-fading mirages and spiritually bleak sucking quicksands nigh unto dimensions invis'i'bled labyrinth readers down into the inner sanctums of her lores; devilering them up to the uncanny, disturbing veiled Nether and the grim, macabre obliquitous secrets she brings to dark! Valley culminates in a superlative modern legend that will stir the imaginations of those hearts who desire a bold, soul-searching undertaking into the rhapsodic core of their own Heavenly stratoms or the dankest helks of their own stark raving mad personal Hells! Good Luck Hunting!

Viking Blood 1

Dracomantium V. 1

Valdar the Oft-Born

Modern Tales of Old Valhalla

Assassin's Creed Valhalla: Geirmund's Saga

The Vikings

Not long before the exploits of Eivor Wolf-Kissed, Jarl Stensson and his sons, Ulf and Björn, make their way to England at the behest of Halfdan Ragnarsson and Ivarr the Boneless. Filled with excitement, confidence and bloodlust, the two brothers are eager to go to war against Aelfred the Great and his Anglo Saxon army. But they would do well not to underestimate what awaits them on those green shores...

A deadly war is coming to Stenvik – and in the clash between old and new, only the strongest will survive. The Valhalla Saga, Snorri Kristjansson's epic historical fantasy series, is perfect for fans of Vikings and The Last Kingdom. As punishment for disgracing his father, Ulfar Thormodsson has spent two bitterly uncomfortable years on the road, tasked with taking his highborn cousin Geiri on a tour of the kingdom. Now his journey is almost at an end – the walled town of Stenvik will be their final stop. But Stenvik will soon become the battleground in a deadly war between the old gods and the new: King Olav is bringing the White Christ to the masses at point of sword and edge of blade, while a Viking horde led by a mysterious woman is sailing from the north. And Ulfar is about to learn that not all enemies are outside the walls . . . 'For Vikings done right, come to Snorri Kristjansson' – Mark Lawrence, bestselling author of Red Sister

George Griffith, though almost forgotten today, was one of the most popular writers of his own time. He was a contemporary of the great British writers H. Rider Haggard, H.G. Wells, and A. Conan Doyle.

"Valdar the Oft-Born" is a fantasy of reincarnation.

THE SAGA OF OLAF THE GLORIOUS – A Story of the Viking Age

The Cornhill Magazine

Edited, with a Foreword and a Note on Crime and Insanity

Council

Viking Blood and Blade

A Tale

Sergeant Duncan O'Connor finds himself drawn to diviner Callie Brown, who can see the last moments of murder victims, as they work together to find the powerful necromancer responsible for ripping out an exotic dancer's heart.

The late Victorian writer and noted explorer, George Griffith was a pioneering author of science fiction, who enjoyed tremendous success in Britain. Published in 1893, his debut novel and most celebrated work, 'The Angel of the Revolution' was the first best-selling 'scientific romance' and Griffith's success paved the way for subsequent authors of the genre, notably H. G. Wells. This comprehensive eBook presents Griffith's collected works, with numerous illustrations, many rare texts appearing in digital print for the first time, informative introductions and the usual Delphi bonus material. (Version 1) * Beautifully illustrated with images relating to Griffith's life and works * Concise introductions to the major works * 15 novels, with individual contents tables * Features rare novels appearing for the first time in digital publishing, including 'Valdar the Oft-Born', 'The Gold-Finder' and the final masterpiece 'The Lord of Labour' * Images of how the books were first published, giving you eReader a taste of the original texts * Excellent formatting of the texts * Many works are fully illustrated with their original Victorian and Edwardian artwork * Rare short stories * Easily locate the stories you want to read * Includes Griffith's rare non-fiction * Ordering of texts into chronological order and genres Please visit www.delphiclassics.com to browse through our range of exciting titles CONTENTS: The Novels The Angel of the Revolution (1893) Olga Romanoff (1894) The Outlaws of the Air (1895) Valdar the Oft-Born (1895) Briton or Boer? A Tale of the Fight for Africa (1897) The Romance of Golden Star (1897) The Gold-Finder (1898) The Virgin of the Sun (1898) A Honeymoon in Space (1901) The Missionary (1902) The World Masters (1903) A Mayfair Magician (1905) The Mummy and Miss Nitocris (1906) The World Peril of 1910 (1907) The Lord of Labour (1911) The Shorter Fiction Gambles with Destiny (1899) Stories of Other Worlds (1900) Miscellaneous Stories The Short Stories List of Short Stories in Chronological Order List of Short Stories in Alphabetical Order The Non-Fiction The Criminal Lunatic Asylum (1900) In an Unknown Prison Land (1901) Please visit www.delphiclassics.com to browse through our range of exciting titles or to purchase this eBook as a Parts Edition of individual eBooks

Starburst magazine called Snorri Kristjansson's Swords of Good Men--the first volume in the Valhalla Saga--"A cracking yarn (one that would make a great movie), filled with enough to satisfy any fan of Vikings and their mythology." Now this raucous and gripping fantasy adventure set in Viking Norway continues with Blood Will Follow, with plundering and pillaging are a way of life and creature comforts rarely exceed a mug of sour mead. Ulfar Thormodsson and Audun Arngrimsson are battered, having barely survived the battle for Stenvik, waged between King Olav and the followers of the White Christ, and those whose allegiance remains to the gods of the Norse pantheon. Alas, the two Vikings' encounter with a mysterious witch just before escaping the town over the city's walls have left them without the one thing that made them human: their mortality. While Ulfar heads home to Sweden, hoping to find a safe haven where he can come to grips with his newfound inability to die, Audun travels by foot to the south, searching for answers on the open road. But both men are about to discover that they cannot run from their destiny. King Olav has left the conquered town of Stenvik in the hands of his lieutenant so he can journey north, following the advice of the scheming healer Valgard, to hunt for the source of the Vikings' power. Soon, Ulfar and Audun will realize they have important roles to play in the battle for supremacy between those seeking to spread the gospel of the White Christ and those who keep to the old ways of Odin, Thor, and Loki.

Birds of Omen in Shetland ...

If I am I And you are you Then who is X

The Valhalla Saga

The Century Illustrated Monthly Magazine

Cædwalla, Or, The Saxons in the Isle of Wight

Valhalla Underground?

The epic life saga of the tenth-century king of Norway from the British author of The Thirsty Sword and other historical adventures. Norse history comes alive in this story of a Viking who became a king. Though he had a humble start in life— orphaned as a child and sold into slavery—Olaf became known for bringing the Roman Catholic religion to the early Norwegians. Olaf's heroic life—from his time in King Valdemar's court to his Viking exploits and battles to his ascension to the throne of his native land—has been heralded in Icelandic sagas. These provided the inspiration for nineteenth-century author Robert Leighton's historical novel of Middle Age valor and glory.

This is an unusual book for young readers. However, she will be interested in adults who are fond of the history of the Vikings. The first part is 12 newly discovered adventure stories about the Vikings such as Ivar the Viking by Paul B. Du Chaillu, Eric Brighteyes by H. Rider Haggard, The Story of Rolf and the Viking's Bow by Allen French, Olaf the Glorious: A Story of the Viking Age by Robert Leighton, Wulfric the Weapon Thane by Charles W. Whistler, Viking Boys by Jessie Margaret Edmondston Saxby, King Alfred's

Viking by Charles W. Whistler and others.

A lifelong friendship begins between a Christian monk and a young Viking after the monk, Hannibal, tells Hauge that his father Styrbjorn has been killed in a bloody attack. When Hauge's father is laid to rest, his slave girl, Astrid, is to be given the honor of going with her master to his grave, as is Norse custom. And Hauge's mother vows that her son will avenge her husband's death. But Hauge begins to question his beliefs, curious about the God of his new friend Hannibal; he even begins to think of Astrid as a human being and tries to prevent the slave girl from following his father. And when the monk must leave on a journey, Hauge is worried that he will never see him again. A fascinating look into the Viking Age. The Assault is the first book in the Viking Blood series, which was inspired by author Marianne Slot's son's musical, as well as her experiences from sailing trips to England, Scotland and Ireland, where there are remains from the Viking era. Marianne has worked as a teacher for 30 years and now works as a full-time writer. She has published several books in Danish and she is currently working on a new fantasy story. Marianne and her husband live in an old thatched farmhouse in Reersoe, Denmark. Publisher's website: <http://www.strategicpublishinggroup.com/title/VikingBlood1-TheAssault.htm>

Delphi Collected Works of George Griffith (Illustrated)

Argonaut

The Assassin's Creed Valhalla Novel

Pre-Incident Indicators of Terrorist Incidents

Swords of Good Men

New York Court of Appeals. Records and Briefs.

Blood Will FollowJo Fletcher Books

'For Vikings done right, come to Snorri Kristjansson' Mark Lawrence, author of Red Sister After five years on the road, Helga has finally settled near King Eirik's court in Uppsala, where she's well-regarded as a healer. She's even in a relationship, of sorts. But life is about to get a bit more exciting, for King Eirik has summoned all those who owe him fealty to the King's Council and tempers are already flaring. The body of an unknown boy is found near the river, but with delegations from all over the country arriving and rumours of an imminent attack, there are more important things to attend to than the death of a nobody . . . Only Helga suspects murder, until a second body makes it clear that someone is intent on breaking up the King's Council - and that a traitor walks among them . . .

If you like Bernard Cornwell, Conn Iggulden, Simon Scarrow, David Gemmell and Giles Kristian, you will love this epic Viking adventure, packed with battles, treachery, blood and gore. 865 AD. The fierce Vikings stormed onto Saxon soil hungry for spoils, conquest, and vengeance for the death of Ragnar Lothbrok. Hundr, a Northman with a dog's name... a crew of battle hardened warriors... and Ivar the Boneless. Amidst the invasion of Saxon England by the sons of Ragnar Lothbrok, Hundr joins a crew of Viking warriors under the command of Einar the Brawler. Hundr fights to forge a warriors reputation under the glare of Ivar and his equally fearsome brothers, but to do that he must battle the Saxons and treachery from within the Viking army itself... Hundr must navigate the invasion, survive brutal attacks, and find his place in the vicious world of the Vikings in this fast paced adventure with memorable characters.

The Identification of Behavioral, Geographic and Temporal Patterns of Preparatory Conduct

Born in Blood

Assassin's Creed Valhalla: Song of Glory

Blood Will Follow

The Trial of Reginald Sidney Buckfield

Quenched in Blood

As the field of general surgery continues to expand, the diagnostic and therapeutic pathways are becoming more complex. The diagnostic modalities available to the clinician can be both very helpful but also overwhelming considering the findings can often determine the scope of treatment for a patient. This text will take the major pathologies of the systems commonly studied in general surgery and present them in a unique format based upon algorithms. The algorithms will begin with the clinical presentation of the patient, work its way through the various diagnostic modalities available to the surgeon, and finally allow the physician to make a decision regarding treatment options based upon various patterns in the algorithms. This text will become a very useful resources for surgeons as it allows complex clinical pathways to be conveniently organized in logical algorithms. It will become a concise yet comprehensive manual to assist in clinical decision making. All algorithms will be reviewed by experts in their field and include the most up-to-date clinical and evidence-based information. Clinical Algorithms in General Surgery provides a useful resource for surgeons in clinical practice as well as surgical residents, and surgical attendings who are preparing for board examinations. See sample algorithm in Attachments.

A deadly war is coming to Stenvik - and in the clash between old and new, only the strongest will survive. As punishment for disgracing his father, Ulfar Thormodsson has spent two bitterly uncomfortable years on the road, tasked with taking his highborn cousin Geiri on a tour of the kingdom. Now his journey is almost at an end - the walled town of Stenvik will be their final stop. But Stenvik will soon become the battleground in a deadly war between the old gods and the new: King Olav is bringing the White Christ to the masses at point of sword and edge of blade, while a Viking horde led by a mysterious woman is sailing from the north. And Ulfar is about to learn that not all enemies are outside the walls . . . 'For Vikings done right, come to Snorri Kristjansson' - Mark Lawrence, bestselling author of Red Sister

Discover the epic tale of legendary viking Geirmund Hel-hide in this new novel set in the world of Assassin's Creed Valhalla Mid-9th Century CE. The Viking attacks and invasions are shattering England's kingdoms. Born into a royal lineage of Norwegian kings, Geirmund Hel-hide sets out for adventure to prove his worth as a Viking and a warrior. A perilous journey across the sea brings him into contact with a being out of myth and grants him a mysterious ring that promises both great power and bitter betrayal. As Geirmund rises in the ranks of King Guthrum's legendary army, he will have to use all his cunning to face the many dangers of a land ravaged by war. Fighting alongside his band of loyal warriors, his path will soon lead him into a conflict as old as the Gods themselves.

Kin

In Valhalla's Shadows

A Novel

Valley of the Damned

Helga Finnsdottir Book II

Clinical Algorithms in General Surgery

Ever since the accident, ex-cop Tom Parsons 's life has been crumbling around him: his marriage and career have fallen apart, his grown children barely speak to him, and he can 't escape the dark thoughts plaguing his mind. Leaving the urban misery of Winnipeg, he tries to remake himself in the small lakeside town of Valhalla, with its picturesque winter landscape and promise as a "fisherman 's paradise." As the locals make it clear that newcomers, especially ex-RCMP, are less than entirely welcome, he throws himself into repairing his run-down cabin. But Tom has barely settled in the town when he finds the body of a fifteen-year-old Indigenous girl on the beach, not far from his home. The police write off Angel 's death as just another case of teenagers partying too hard. But the death haunts Tom, and he can 't leave the case closed--something just doesn 't add up. He begins visiting the locals, a mix of Icelandic eccentrics, drug dealers and other odd sorts you 'd expect to find in an isolated town, seeking out Angel 's story. With the entitled tourists with their yachts and the mysterious Odin group living up the lake, Valhalla is much more than it originally seemed. And as Tom peels off the layers, he hopes to expose the dark rot underneath. W.D. Valgardson 's expert manipulation of metaphor and imagery brings a mythic scale to the murder mystery at the heart of In Valhalla 's Shadows. He shapes a portrait of small-town living with frank depictions of post-traumatic stress, RCMP conduct, systemic racism and the real-life tragedies that are too often left unsolved.

Twilight City hosts over a hundred million souls, most held beneath the heel of the global empire, Tenocore. After suffering a bitter defeat in Europe, Angus Jarlson, the Glade Burner, has brought the Old Gods and what remains of his once mighty empire of Valhalla Steel, across the ocean to stake a claim in the megacity and begin to rebuild. Yet the long-lived Fae despise the Glade Burner and will muster their might and magic to destroy what remains of Angus and his clansmen. When vengeance and duty to family collide, violence ensues. The question is not only which side will be victorious, but will either remain standing at all?

The Vikings return in this thrilling, heart-in-mouth sequel to God of Vengeance, acclaimed as a novel of 'unrelenting pace, brilliant action and characters. A masterwork' by Conn Iggulden. Set in 8th century Norway, Wings of the Storm continues the story of Sigurd and his blood-feud against those who betrayed and killed his family. Sigurd has proved himself as a warrior. Despite his youth he has shown cunning, courage, ruthlessness and audacity; all the qualities required of a jarl and leader. Having taken on and beaten the formidable Jarl Randver, he has gone a long way to avenging his family and establishing his fame. And yet his vengeance is not complete, for the oath-breaker King Gorm, who betrayed Sigurd's father, still lives. And so long as the king draws breath, the scales remain unbalanced. But Sigurd has lost good men and his band is reduced to a mere handful of loyal companions, oath-tied warriors who would follow him to Valhalla itself. And indeed it might, for how can this few hope to beat a king? Folk whisper all this and more, and King Gorm in his fortress perched on the hill at Avaldsnes cannot stop such thoughts gnawing at his mind. Some say the king should strike now while Sigurd is weak... that is if he can find the young man. For it is no small thing to have an ooin-favoured killer for an enemy, and the king begins to fear that in betraying Sigurd's father he may have turned the gods against him and cursed his own wyrd. Either way, Sigurd's course is set. He will lead his war host against King Gorm in an epic fight to the death: shield-walls will clash and the spear din will shake the timbers of Valhalla itself. For when storms rip the sky men know it is ooin the Wild Huntsman, calling away the souls of the dead. So Sigurd's coming to Avaldsnes is a presage of death. His bloodlust is like the Spear God's passing. And his revenge will be but the Wings of the Storm.

A Story of the Viking Age

Archaeological Notes

The Assault

Assassin's Creed Valhalla: Blood Brothers

1901

Fearless Vikings confront their destiny in this glory-seeking prequel to Ubisoft's next hit video game, Assassin's Creed Valhalla. Tensions escalate when a village caught between two rival kingdoms is brutally raided. Eivor, warrior and daughter of wise King Styrbjorn, dispatches the raiders, rescues the villagers, and claims the settlement for her father. She also seizes a prisoner--a woman, Gull, left behind by the rivals--who declares she possesses the secrets of Asgard itself. But there is more to Gull than meets the eye, and her capture will bring death and destruction to Eivor's family. In disgrace and lured by the promise of treasures and glory, Eivor undergoes a dangerous quest to regain her honor, but what terror awaits in the forgotten temple of a powerful god? All the time, her brother Sigurd forges his own legend while searching for fortune in the lands of the East. Far from home, he finds new weapons and fresh plunder, making a discovery that will change his destiny forever. . . The Assassin's Creed universe expands with a Viking epic brought to you by writer Cavan Scott (Star Wars: The High Republic, Doctor Who, Shadow Service) with art by Martin Tunica (Crossed Plus One Hundred), and colors by Michael Atiyeh (Star Wars, The Division, Dragon Age)! Collects Assassin's Creed Valhalla: Song of Glory #1- #3.

In this grand saga of love, war, and magic set in the tenth century, young Sigrid is destined to be the mother of the king of the Nordic lands that would become Sweden, Norway, Denmark, and England. A devout believer in the old Nordic gods, Sigrid is visited regularly in her dreams by the goddess Freya, who whispers to her of the future. Though Sigrid is beautiful, rich, arrogant, and matchlessly clever, her uncanny ability to foresee the future and manipulate the present guides her through dangerous politics as a bloody war between Vikings and Christians rages on. Sigrid's father wants her to marry Erik, a local king, to secure the peace between the Goths and the Swedes. Thinking she is doing Freya's will, she accepts the marriage offer, only to find that her destiny lies not with Erik but with Sweyn, a warrior who dreams of dethroning Harald Bluetooth, the legendary ruler of Denmark. Will Sigrid sacrifice her will for the greatest Viking kingdom of all time, or will she follow her heart at the risk of losing everything?