

Greek Warriors Time Hunters Book 4

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Gladiator Clash (Time Hunters, Book 1) Macmillan
Join Tom on an incredible treasure hunt through time and battle history’s mightiest warriors. The fourth book in a new time-travelling series – perfect for fans of Beast Quest.

Pallas Athena HarperCollins UK
Dear Reader, Life is great for me. I have my chicory coffee, my warm beignets, and my best friend on the cell phone. Once the sun goes down, I am the baddest thing prowling the night: I command the elements, and I know no fear. For centuries, I've protected the innocent and watched over the mankind, making sure they are safe in a world where nothing is ever certain. All I want in return is a hot babe in a red dress, who wants nothing more from me then one night. Instead, I get a runaway Mardi Gras float that tries to turn me into roadkill and a beautiful woman who saves my life but can't remember where she put my pants. Flamboyant and extravagant, Sunshine Runningwolf should be the perfect woman for me. She wants nothing past tonight, no ties, no long-term commitments. But every time I look at her, I start yearning for dreams that I buried centuries ago. With her unconventional ways and ability to baffle me, Sunshine is the one person I find myself needing. But for me to love her would mean her death. I am cursed never to know peace or happiness-not so long as my enemy waits in the night to destroy us both. --Talon of the Morigantes

Dance With the Devil Sleeping Bear Press
One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

Hippolyta and the Curse of the Amazons Penguin
In Harry Turtledove's The Gladiator, the Soviet Union won the Cold War. The Russians were a little smarter than they were in our own world, and the United States was a little dumber and a lot less resolute. Now, more than a century later, the world's gone Communist, and capitalism is a bad word. For Gianfranco and his friend Annarita, a couple of teenagers growing up in Milan, life in a heavily regimented, surveillance-rich command economy is just plain dreary. The eventual withering-away of the state doesn't look like it's going to happen anytime soon. Annarita's a hard-working student and a member of the Young Socialists' League. Gianfranco is a lot less motivated--but on the other hand, his father's a Party apparatchik. The biggest excitement in their lives is a wargame shop called The Gladiator, which runs tournaments, and stocks marvelous complex games you can't find anywhere else. Then, abruptly, the shop is shut down. Someone's figured out that The Gladiator's games are teaching counterrevolutionary capitalist principles. The Security Police are searching high and low for the shop's proprietors, who've not only vanished into thin air, but have left behind sets of fingerprints that aren't in the records of any government on earth. Only one staffer is left: Gianfranco and Annarita's friend Eduardo. He's on the run, and he comes to them in secret with an astonishing story: he's a time trader from our own timeline, accidentally left behind when the store was evacuated. The only way Eduardo can get home to his own timeline is if Gianfranco and Annarita can help him reach one of the other time trader sites in this world--and the Security Police will be on their tails all the way there. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Devil May Cry Open Road Media
As an African American, have you hungered for information about your Ancestral home? Or hungered for stories with historical significance that show your ancestors as anything but slaves? In your youth or even now as a parent, have you searched for fiction that displays women and girls of African heritage as Strong, Powerful, Complex, Beautiful beings, but found only one-dimensional caricatures?"I AM A DAHOMEY WARRIOR" follows the gripping journey of a young girl coming of age prior to the colonization of Africa. This take on the narrative poem and short story form follows our heroine from the early days of her childhood through the heart-stopping events that mold her into the warrior she is today. Although fictional, this story is based on a real tribe of female African Warriors. The Dahomey Warriors, through their incredible power and prowess, were often compared to the mythical Greek Amazons by European scouts. These comparisons continue to this day.Come, step into the mind of a warrior and be lead through her adventures by the use of poetry as a means of powerful storytelling.The Huntress pulled me closer, hugging me tightly. She looked down at me with dark piercing eyes and said, "None of this is your fault." "Today you are only a child, and you did what you were able to do, Survive!"

Heroes of Olympus: Books I-III JHU Press
Simone Dubois, a medical examiner with the unique power to read the minds of the wrongfully dead, is surprised to find herself helping Dream-Hunter Xypher, who has one month as a human to redeem himself or face eternal damnation.

Titan's Curse, The (Percy Jackson and the Olympians, Book 3) Greek Warriors (Time Hunters, Book 4)
It's a predator eat predator world for the Were-Hunters. Danger haunts any given day. There is no one to trust. No one to love. Not if they want to live... An orphan with no clan that will claim him, Wren Tigarian grew to adulthood under the close scrutiny and mistrust of those around him. A forbidden blend of two animals—snow leopard and white tiger—Wren has never listened to anyone when there was something he wanted. Now he wants Marguerite. Marguerite D'Aubert Goudeau is the daughter of a prominent U.S. Senator who hates the socialite life she's forced to live. Like her mother before her, she has strong Cajun roots that her father doesn't understand. Still, she has no choice but to try and conform to a world where she feels like an outsider. But the world of rich and powerful humans is never to meet the world of the Were-Hunters who exist side by side with them, unseen, unknown, undetected. To break this law is to call down a wrath of the highest order. In order to have Marguerite, Wren must fight not just the humans who will never accept his animal nature, but the Were-Hunters who want him dead for endangering their world. It's a race against time and magic without boundary that could cost Marguerite and Wren not just their lives, but their very souls...

Dream Chaser HarperCollins UK
"This book is a significant revision of my 2006 doctoral dissertation, 'Bold with the bow and arrow: Amazons and the ethnic gendering of martial prowess in ancient Greek and Asian cultures'

..."--Preface.

The Hunt in Ancient Greece Princeton University Press
Through an exploration of various representations of the hunt, Barringer provides extraordinary insight into Athenian society.

The Lost Sisterhood HarperCollins UK
The gods walk again ... When Marine Corps pilot Jacob Merely crashes during a routine mission off the coast of Cyprus, he was sure it was game over. After surviving the crash and pulling himself onto the sandy shores of a long-abandoned island, however, Jacob unwittingly stumbles headfirst into the ancient ruins of a dead city. Unfortunately, he also stumbles into an age-old battle between good and evil-and he is now its newest recruit. The island once belonged to the Amazons, daughters of Ares, the God of War, and stood as the final bastion between the human world and the monstrosities of the Great Below. But Jacob's arrival has awakened the old gods and disturbed the seal holding the ravaging darkness at bay. Now, with the help of a sacred gem containing Ares' power, Jacob must recreate the Amazonian defenders of humanity and fortify the island stronghold. And if he fails, Hades will unleash his army of the damned and the world of men will fall, giving rise to an age of walking nightmares. "You had me at mythology. You sold me at the crafting, game mechanics, great characters, and serious action. From start to finish, War God's Mantle delivers. Do not miss this book!" - Harmon Cooper, author of Fantasy Online and The Feedback Loop series.

Lore Ballantine Books
Greek Warriors (Time Hunters, Book 4)HarperCollins UK
Postcolonial Amazons HarperCollins UK
Join Tom on an incredible treasure hunt through time and battle history ’ s mightiest warriors. The third book in a new time-travelling series — perfect for fans of Beast Quest.

The First Fossil Hunters Farrar, Straus and Giroux
Griffins, Centaurs, Cyclopes, and Giants—these fabulous creatures of classical mythology continue to live in the modern imagination through the vivid accounts that have come down to us from the ancient Greeks and Romans. But what if these beings were more than merely fictions? What if monstrous creatures once roamed the earth in the very places where their legends first arose? This is the arresting and original thesis that Adrienne Mayor explores in The First Fossil Hunters. Through careful research and meticulous documentation, she convincingly shows that many of the giants and monsters of myth did have a basis in fact—in the enormous bones of long-extinct species that were once abundant in the lands of the Greeks and Romans. As Mayor shows, the Greeks and Romans were well aware that a different breed of creatures once inhabited their lands. They frequently encountered the fossilized bones of these primeval beings, and they developed sophisticated concepts to explain the fossil evidence, concepts that were expressed in mythological stories. The legend of the gold-guarding griffin, for example, sprang from tales first told by Scythian gold-miners, who, passing through the Gobi Desert at the foot of the Altai Mountains, encountered the skeletons of Protoceratops and other dinosaurs that littered the ground. Like their modern counterparts, the ancient fossil hunters collected and measured impressive petrified remains and displayed them in temples and museums; they attempted to reconstruct the appearance of these prehistoric creatures and to explain their extinction. Long thought to be fantasy, the remarkably detailed and perceptive Greek and Roman accounts of giant bone finds were actually based on solid paleontological facts. By reading these neglected narratives for the first time in the light of modern scientific discoveries, Adrienne Mayor illuminates a lost world of ancient paleontology. As Peter Dodson writes in his Foreword, "Paleontologists, classicists, and historians as well as natural history buffs will read this book with the greatest of delight—surprises abound."

The King Must Die Disney Electronic Content
Whose face launched a thousand ships? Who dropped an apple to win a race? What creature has the head of a woman, the body of a lion, the wings of an eagle, and always wakes up on the wrong side of the bed? The Oracle knows and so will young readers after they encounter the strange creatures, exotic gods, and exciting stories in Z is for Zeus: A Greek Mythology Alphabet. Human endeavors are often at odds with the whims and the will and the ways of the gods. Although they're up in Olympus without any cares, they just can't stop meddling in human affairs. Helen Wilbur, who wrote the lively M is for Meow: A Cat Alphabet, brings the same wit and wisdom to explaining Greek mythology. Colorful, entertaining artwork from Victor Juhasz, the illustrator behind D is for Democracy and R is for Rhyme, keeps pace with the lively subject matter.Former librarian Helen L. Wilbur has been enchanted with Greek mythology all her life. She has a BA in English Language and Literature from the University of Chicago and a master's degree in library science from Columbia University. Helen also authored M is for Meow: A Cat Alphabet. She lives in New York City. Victor Juhasz's clients include TIME, Rolling Stone, The New York Times, The Washington Post, and Warner Books. He also illustrated D is for Democracy: A Citizen's Alphabet; R is for Rhyme: A Poetry Alphabet; Everyone Counts: A Citizen's Number Book; and H is for Honor: A Military Family Alphabet. He lives in the New York Berkshires region.

The Black Hunter St. Martin's Press
Join Tom on an incredible treasure hunt through time and battle history ’ s mightiest warriors. The tenth book in an action-packed, time-travelling series — perfect for fans of Beast Quest.

Pirate Mutiny (Time Hunters, Book 5) St. Martin's Press
Join Tom on an incredible treasure hunt through time and battle history ’ s mightiest warriors. The second book in a new time-travelling series — perfect for fans of Beast Quest.

Mohican Brave (Time Hunters, Book 11) HarperCollins UK
Join Tom on an incredible treasure hunt through time and battle history ’ s mightiest warriors. The twelfth book in an action-packed, time-travelling series — perfect for fans of Beast Quest.

HarperCollins UK
As an ancient Sumerian god, Sin was one of the most powerful among his pantheon. . . Until the night Artemis brutally stole his godhood and left him for dead. For millennia, this ex-god turned Dark-Hunter has dreamed only of regaining his powers and seeking revenge on Artemis. If only life were that simple. Unfortunately he has bigger fish--or in Sin's case--demons, to fry. The lethal gallu that were buried by his pantheon are now stirring and they are hungry for human flesh. Their goal is to destroy mankind and anyone else who gets in their way. Sin is the only one who can stop them—that is if a certain woman doesn't kill him first. Unfortunately, Sin discovers that now he must rely on her or witness an annihilation of biblical proportions. Enemies have always made strange bedfellows, but never more so than when the fate of the world hangs in the balance. Now a man who knows only betrayal must trust the one person most likely to hand him to the demons. Artemis may have stolen his godhood, but this one has stolen his heart. The only question is will she keep it or feed it to the ones who want him dead?

The Gladiator Disney Electronic Content
Join Tom on an incredible treasure hunt through time and battle history ’ s mightiest warriors. The fifth book in a new time-travelling series — perfect for fans of Beast Quest.

Stone Age Rampage (Time Hunters, Book 10) HarperCollins UK
Before she became Queen of the Amazons, young Hippolyta fought to break a goddess ’ s curse . . . An ancient prophecy states that any Amazon who bears two sons must kill the second, lest he grow up to destroy all the Amazons. But Queen Otrere can ’ t bear to sacrifice her baby, so she gives him to her daughter, thirteen-year-old Hippolyta, begging her to take the child to his father, Laomedon,

King of Troy. In order to save her baby brother ’ s life, Hippolyta must find a lost city and lift a goddess ’ s curse. Along the way, she will need help from an unexpected source: a newly discovered brother. But can Hippolyta bring herself to trust a boy in order to save the Amazons? This ebook features personal histories by Jane Yolen and Robert J. Harris including rare images from the authors ’ personal collections, as well as a timeline of the Heroic Age and a conversation between the two authors about the making of the series.