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From the #1 New York Times best-selling author of *The Darkest Minds* comes a sweepingly ambitious, high-octane tale of power, destiny, love, and redemption. Every seven years, the Agon begins. As punishment for a past rebellion, nine Greek gods are forced to walk the earth as mortals. They are hunted by the descendants of ancient bloodlines, all eager to kill a god and seize their divine power and immortality. Long ago, Lore Perseous fled that brutal world, turning her back on the hunt's promises of eternal glory after her family was murdered by a rival line. For years she's pushed away any thought of revenge against the man—now a god—responsible for their deaths. Yet as the next hunt dawns over New York City, two participants seek her out: Castor, a childhood friend Lore believed to be dead, and Athena, one of the last of the original gods, now gravely wounded. The goddess offers an alliance against their mutual enemy and a way to leave the Agon behind forever. But Lore's decision to rejoin the hunt, binding her fate to Athena's, will come at a deadly cost—and it may not be enough to stop the rise of a new god with the power to bring humanity to its knees. Originally published: *The werewolf*. London: K. Paul, Trench, Trubner, 1933. Berliocchi (1953-1999), former lecturer in garden history at the University of Reggio Calabria, Italy, presents a lively history of orchids, including myths and legends, their uses from prehistory to modern times, patrons and hunters, arts and customs, the plants' habitat and structure, descriptions of the genera, and basic culture. Fine period color plates and b&w illustrations throughout. A translation from Italian of *Il Fiore Degli Dei, L'Orchidea dal Mito Alla Storia*, 1996, Nuovi Equilibri, Viterbo, Italy. Annotation copyrighted by Book News, Inc., Portland, OR. THE INSTANT #1 NEW YORK TIMES BEST-SELLER "Epic from start to finish." --Marie Lu, #1 New York Times best-selling author of *Warcross* "A brilliant and breathless twist

on classic mythology!" --Marissa Meyer, #1 New York Times best-selling author of *The Lunar Chronicles* Every seven years, the Agon begins. As punishment for a past rebellion, nine Greek gods are forced to walk the earth as mortals. They are hunted by the descendants of ancient bloodlines, all eager to kill a god and seize their divine power and immortality. Long ago, Lore Perseous fled that brutal world, turning her back on the hunt's promises of eternal glory after her family was murdered by a rival line. For years she's pushed away any thought of revenge against the man--now a god--responsible for their deaths. Yet as the next hunt dawns over New York City, two participants seek her out: Castor, a childhood friend Lore believed to be dead, and Athena, one of the last of the original gods, now gravely wounded. The goddess offers an alliance against their mutual enemy and a way to leave the Agon behind forever. But Lore's decision to rejoin the hunt, binding her fate to Athena's, will come at a deadly cost--and it may not be enough to stop the rise of a new god with the power to bring humanity to its knees. From the #1 New York Times best-selling author of *The Darkest Minds* comes a sweepingly ambitious, high-octane tale of power, destiny, love, and redemption. From the No.1 New York Times bestselling author of *THE DARKEST MINDS* comes a high-octane story of power, destiny and redemption. A lifetime ago, Lore Perseous left behind the brutal, opulent world of the Agon families - ancient Greek bloodlines that participate in a merciless game every seven years. A game that is about to begin again ... For centuries, Zeus has punished the gods with a game called the Agon, which turns them mortal for one week, and at the mercy of being hunted by those with godly ambitions. Only a handful of the original Greek gods remain, the rest replaced by the mortals who killed them and ascended. After her family's sadistic murder by a rival bloodline, Lore escapes and vows to repay her parents' sacrifice by doing one thing - surviving. For seven years, she has pushed back dark thoughts of revenge against the man responsible for their murder, a man by the name of Wrath who has attained unimaginable power. Except for one week, every seven years. A week that is fast approaching ... When Lore comes home on the first night of the Agon to find Athena gravely wounded on her doorstep, the goddess offers her an alliance; they have a mutual enemy, after all. But as the world trembles under the force of Wrath - a god with the power to destroy all of humanity - will Lore's decision to bind her fate with Athena's come back to haunt her? From conkers to marbles, from British Bulldog to tag, not forgetting 'one potato, two potato' and 'eeny, meeny, miny, mo', *The Lore of the Playground* looks at the games children have enjoyed, the rhymes they have chanted and the rituals and traditions they have observed over the past hundred years and more. Each generation, it emerges, has had its own favourites - hoops and tops in the 1930s, clapping games more recently. Some pastimes, such as skipping, have proved remarkably resilient, their complicated rules carefully handed down from one class to the next. Many are now the stuff of distant memory. And some traditions have proved to be strongly regional, loved by children in one part of the country, unknown to those elsewhere. All are brilliantly and meticulously recorded by Steve Roud, who has drawn on interviews with hundreds of people aged from 8 to 80 to create a fascinating picture of all our childhoods. The only book available on the complete practice of the Celtic bard, this title is designed for anyone drawn to the enchantment of Celtic music, myth, and poetry. From the No.1 New York Times

bestselling author of *THE DARKEST MINDS* comes a high-octane story of power, destiny and redemption. A lifetime ago, Lore Perseous left behind the brutal, opulent world of the Agon families - ancient Greek bloodlines that participate in a merciless game every seven years. A game that is about to begin again ... For centuries, Zeus has punished the gods with a game called the Agon, which turns them mortal for one week, and at the mercy of being hunted by those with godly ambitions. Only a handful of the original Greek gods remain, the rest replaced by the mortals who killed them and ascended. After her family's sadistic murder by a rival bloodline, Lore escapes and vows to repay her parents' sacrifice by doing one thing - surviving. For seven years, she has pushed back dark thoughts of revenge against the man responsible for their murder, a man by the name of Wrath who has attained unimaginable power. Except for one week, every seven years. A week that is fast approaching ... When Lore comes home on the first night of the Agon to find Athena gravely wounded on her doorstep, the goddess offers her an alliance; they have a mutual enemy, after all. But as the world trembles under the force of Wrath - a god with the power to destroy all of humanity - will Lore's decision to bind her fate with Athena's come back to haunt her? Scotland's rich past and varied landscape have inspired an extraordinary array of legends and beliefs, and in *The Lore of Scotland* Jennifer Westwood and Sophia Kingshill bring together many of the finest and most intriguing: stories of heroes and bloody feuds, tales of giants, fairies, and witches, and accounts of local customs and traditions. Their range extends right across the country, from the Borders with their haunting ballads, via Glasgow, site of St Mungo's miracles, to the fateful battlefield of Culloden, and finally to the Shetlands, home of the seal-people. More than simply retelling these stories, *The Lore of Scotland* explores their origins, showing how and when they arose and investigating what basis - if any - they have in historical fact. In the process, it uncovers the events that inspired Shakespeare's *Macbeth*, probes the claim that Mary King's Close is the most haunted street in Edinburgh, and examines the surprising truth behind the fame of the MacCrimmons, Skye's unsurpassed bagpipers. Moreover, it reveals how generations of Picts, Vikings, Celtic saints and Presbyterian reformers shaped the myriad tales that still circulate, and, from across the country, it gathers together legends of such renowned figures as Sir William Wallace, St Columba, and the great warrior Fingal. The result is a thrilling journey through Scotland's legendary past and an endlessly fascinating account of the traditions and beliefs that play such an important role in its heritage. What makes owls wise and foxes sly? How did the lion become the king of beasts, and why do serpents symbolize evil? This survey of legends, folk tales, myths, and superstitions chronicles the human fascination with the animal kingdom. Assembled by a noted naturalist, Ruth Binney, this charmingly illustrated collection abounds in animal lore from around the world and throughout history. Binney provides captivating examples of attempts to explain nature's wonders and mysteries with animal-related proverbs and folk wisdom. She explores the historic associations of wild and domestic animals with kindling romance, bringing good and bad luck, and fostering improved health, as well as their roles in forecasting weather and serving as omens of everything from sudden wealth to imminent death. A gallery of mythical figures features dragons, werewolves, mermaids, and other creatures with supernatural powers. Brimming with enchantment, this compilation of folkloric traditions

will delight animal lovers of every stripe! Richly illustrated, this is a magnificent guide to London's folklore and legends, from the "Man in Grey" who haunts Drury Lane's Theatre Royal to the Blind Beggar of Bethnal Green via the true stories behind Sweeney Todd and Spring-Heeled Jack. From the Hardcover edition. Many plant names derive from superstition, folk lore, or primal beliefs. This dictionary lists 30,000 vernacular and literary English names of wild and cultivated plants. Botanical names are followed by a brief account of the meaning of the name and detailed commentary on common usage, genesis, and evolution is included to provide a greater understanding of the plants.

Explore the world of the hit game through the eyes of the lovable robot, Pathfinder, as he chronicles his journey throughout the various environs of the Outlands to interview his fellow Legends -- all in the hope of finally locating his mysterious creator. The rich history of Apex Legends is explained by the characters that helped to shape it, as are their unique bonds of competition and camaraderie. An illustrated mini-encyclopedia of fungal lore, from John Cage and Terrence McKenna to mushroom sex and fairy rings. With more than 180 entries, this collection will transport both general readers and specialists into the remarkable universe of fungi. My Little Lore of Light is a children's version of Hajjah Amina Adil's four volume work, Lore of Light: the Stories of the Prophets of God, from Adam to Muhammad, drawn from traditional Ottoman Islamic sources. This book is intended to be read aloud to young children and to be read by older children by themselves. These abridged stories are intended to introduce a young audience to the prophets of God and to encourage thought and discussion in the family about the eternal wisdom these stories embody. Beautifully illustrated in color, the third edition of this book is the ideal gift for Muslim children to learn the history of God's messengers on earth. A fascinating, beautifully illustrated guide to the monsters that are part of our collective psyche, featuring stories from the Lore podcast—now a streaming television series—including "They Made a Tonic," "Passed Notes," and "Unboxed," as well as rare material. They live in shadows—deep in the forest, late in the night, in the dark recesses of our minds. They're spoken of in stories and superstitions, relics of an unenlightened age, old wives' tales, passed down through generations. Yet no matter how wary and jaded we have become, as individuals or as a society, a part of us remains vulnerable to them: werewolves and wendigos, poltergeists and vampires, angry elves and vengeful spirits. In this beautifully illustrated volume, the host of the hit podcast Lore serves as a guide on a fascinating journey through the history of these terrifying creatures, exploring not only the legends but what they tell us about ourselves. Aaron Mahnke invites us to the desolate Pine Barrens of New Jersey, where the notorious winged, red-eyed Jersey Devil dwells. He delves into harrowing accounts of cannibalism—some officially documented, others the stuff of speculation . . . perhaps. He visits the dimly lit rooms where séances take place, the European villages where gremlins make mischief, even Key West, Florida, home of a haunted doll named Robert. In a world of "emotional vampires" and "zombie malls," the monsters of folklore have become both a part of our language and a part of our collective psyche. Whether these beasts and bogeymen are real or just a reflection of our primal fears, we know, on some level, that not every mystery has been explained and that the unknown still holds the power to strike fear deep in our hearts and souls. As Aaron Mahnke reminds us, sometimes the truth is even scarier than the lore. The World

of Lore series includes: **MONSTROUS CREATURES • WICKED MORTALS • DREADFUL PLACES** "How do children play nowadays? What rhymes do they sing? What games do they play? Anyone who works with children will happily tell you that 'children don't play the way they used to', but what does that really mean? Drawing on the results of the first major survey into children's play in fifty years, *The Lore of the Playground* explores children's modern day behaviour and puts it into a historical context. From skipping to tag, from marbles to conkers and from 'eeny meeny miny mo' to 'one potato, two potato', *The Lore of the Playground* will present a fascinating insight into everyone's childhood." From Noah's Ark to St. Elmo's Fire, *Seafaring Lore and Legend* leaves no maritime fable or superstition unturned. Author Peter Jeans has spent years compiling these sea stories, and his relaxed writing style and passion for nautical tales make for fast, enjoyable, and informative reading. The wealth of colorful information includes: Oddities of nautical custom Famous wrecks and mutinies Castaways and survivors, pirates and buccaneers Llewellyn's *Sabbat Essentials* series explores the old and new ways of celebrating the seasonal rites that are the cornerstones in the witch's year. A well-rounded introduction to Yule, this attractive book features rituals, recipes, lore, and correspondences. It includes hands-on information for modern celebrations, spells and divination, recipes and crafts, invocations and prayers, and more! Yule—also known as Midwinter—is when nighttime has reached its maximum length, but there is a promise of brighter days to come as candles are lit and feasts are enjoyed. This guide to the history and modern celebration of Yule shows you how to perform rituals and magic to celebrate and work with the energy of the winter solstice. Original publication and copyright date: 1983. Captivating stories of the places where human evil has left a nefarious mark, featuring stories from the podcast *Lore*—now a streaming television series—including "Echoes," "Withering Heights," and "Behind Closed Doors" as well as rare material. Sometimes you walk into a room, a building, or even a town, and you feel it. Something seems off—an atmosphere that leaves you oddly unsettled, with a sense of lingering darkness. Join Aaron Mahnke, the host of the popular podcast *Lore*, as he explores some of these dreadful places and the history that haunts them. Mahnke takes us to Colorado and the palatial Stanley Hotel, where wealthy guests enjoyed views of the Rocky Mountains at the turn of the twentieth century—and where, decades later, a restless author would awaken from a nightmare, inspired to write one of the most revered horror novels of all time. Mahnke also crosses land and sea to visit frightful sites—from New Orleans to Richmond, Virginia, to the brooding, ancient castles of England—each with its own echoes of dark deeds, horrible tragedies, and shocking evil still resounding. Filled with evocative illustrations, this eerie tour of lurid landmarks and doomed destinations is just the ticket to take armchair travelers with a taste for the macabre to places they never thought they'd visit in their wildest, scariest dreams. The World of Lore series includes: **MONSTROUS CREATURES • WICKED MORTALS • DREADFUL PLACES** Praise for *World of Lore: Dreadful Places* "Well-written, rooted in deep historical research, and ridiculously entertaining . . . Each chapter brings a creepy story from folklore to life. . . . Hair-raising stuff."—*SyFy Wire* "Fans of the *Lore* podcast won't want to miss this latest volume in the creator's series, a collection of illustrated versions of both rare and well-known stories about 'lurid landmarks and doomed

destinations.”—io9 “Dreadful Places is a delight for Lore fans and newbies alike. In the book, [Aaron] Mahnke visits places around the world that are steeped in a supernatural legacy.”—Refinery29

The Plant-Lore & Garden-Craft of Shakespeare by Henry Nicholson Ellacombe, first published in 1884, is a rare manuscript, the original residing in one of the great libraries of the world. This book is a reproduction of that original, which has been scanned and cleaned by state-of-the-art publishing tools for better readability and enhanced appreciation. Restoration Editors' mission is to bring long out of print manuscripts back to life. Some smudges, annotations or unclear text may still exist, due to permanent damage to the original work. We believe the literary significance of the text justifies offering this reproduction, allowing a new generation to appreciate it. First published in 1959, Iona and Peter Opie's *The Lore and Language of Schoolchildren* is a pathbreaking work of scholarship that is also a splendid and enduring work of literature. Going outside the nursery, with its assortment of parent-approved entertainments, to observe and investigate the day-to-day creative intelligence and activities of children, the Opies bring to life the rites and rhymes, jokes and jeers, laws, games, and secret spells of what has been called "the greatest of savage tribes, and the only one which shows no signs of dying out." This is a new release of the original 1930 edition. Welsh Folk-lore is almost inexhaustible, and in these pages the writer treats of only one branch of popular superstitions. Ancient customs are herein only incidentally referred to, but they are very interesting, and worthy of a full description. Superstitions associated with particular days and seasons are also omitted. The greatest source of knowledge of Viking lore. The mythology surrounding ancient Norse gods and heroes has inspired countless writers and artists, including Tennyson, Wagner, William Morris, Tolkien, Borges, and Auden. Compiled by an unknown scribe in Iceland around 1270 and based on sources dating back centuries earlier, these poems tell of the heroic deeds of gods and mortals: the giant-slaying Thor, the doomed Völsung family, the Hell-ride of Brynhild, and the cruelty of Atli (Attila the Hun). Eclectic, incomplete, and fragmented, the verses nevertheless retain a stark beauty and entrancing power, opening a window onto the thoughts, beliefs, and hopes of the Vikings and their world. This is guaranteed to be completely unlike any other occult text you've ever read, whether it be some wussified "New Age" book about crystals and guardian angels, or some classic tome of barely decipherable ceremonial evocations. No, this book is really "something different." You will find no references to potions, poppets, or pendulums; nor shall you find illustrations of magic squares, voodoo ververs, or Enochian script. Incantations, folk magic, numerology, and the Seals of Solomon have also been excluded from this work. What, then, remains? Quite simply, a magical philosophy which can be applied, with great success, by students at any level of advancement. Great emphasis has been placed upon self-knowledge and common sense—secrets have also been divulged as to various tried and true methods which will enable a besieged magician to kick the boogymen's ass. Although presented as a work of fiction, this extensively researched text contains within it a great deal of occult Truth—and it is highly entertaining as well! The author is clearly either a genius or a madman—perhaps both. This book is a comprehensive study of the nymph in the ancient Greek world. It examines nymphs as both religious and mythopoetic figures, tracing their development and significance in Greek culture from Homer through the Hellenistic period." A

collection of old-fashioned country wisdom on all kinds of topics describes how to make and cook things, read the weather, and dowse; and provides lore on animals and plants. Ancient observations and folklore provide the basis for an exploration of astronomical nomenclature

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