

Viking Raiders Time Hunters Book 3

From the author of *Guns, Germs and Steel*, Jared Diamond's *Collapse: How Societies Choose to Fail or Survive* is a visionary study of the mysterious downfall of past civilizations. Now in a revised edition with a new afterword, Jared Diamond's *Collapse* uncovers the secret behind why some societies flourish, while others founder - and what this means for our future. What happened to the people who made the forlorn long-abandoned statues of Easter Island? What happened to the architects of the crumbling Maya pyramids? Will we go the same way, our skyscrapers one day standing derelict and overgrown like the temples at Angkor Wat? Bringing together new evidence from a startling range of sources and piecing together the myriad influences, from climate to culture, that make societies self-destruct, Jared Diamond's *Collapse* also shows how - unlike our ancestors - we can benefit from our knowledge of the past and learn to be survivors. 'A grand sweep from a master storyteller of the human race' - Daily Mail 'Riveting, superb, terrifying' - Observer 'Gripping ... the book fulfils its huge ambition, and Diamond is the only man who could have written it' - Economist 'This book shines like all Diamond's work' - Sunday Times

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*.

“Open Water is tender poetry, a love song to Black art and thought, an exploration of intimacy and vulnerability between two young artists learning to be soft with each other in a world that hardens against Black people.”—Yaa Gyasi, author of *HOMEGOING*

In a crowded London pub, two young people meet. Both are Black British, both won scholarships to private schools where they struggled to belong, both are now artists—he a photographer, she a dancer—and both are trying to make their mark in a world that by turns celebrates and rejects them.

Tentatively, tenderly, they fall in love. But two people who seem destined to be together can still be torn apart by fear and violence, and over the course of a year they find their relationship tested by forces beyond their control. Narrated with deep intimacy, *Open Water* is at once an achingly beautiful love story and a potent insight into race and masculinity that asks what it means to be a person in a world that sees you only as a Black body; to be vulnerable when you are only respected for strength; to find safety in love, only to lose it. With gorgeous, soulful intensity, and blistering emotional intelligence, Caleb Azumah Nelson gives a profoundly sensitive portrait of romantic love in all its feverish waves and comforting beauty. This is one of the most essential debut novels of recent years, heralding the arrival of

a stellar and prodigious young talent.

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"Becky Mellor is a typical thirteen-year old girl. She likes Facebook, gossiping and plenty of sleep. When she and her brother, Joe, are invited to stay with their 'loony' Uncle Percy at his stately home, Bowen Hall, she thinks it'll be the worst summer ever. Her mind soon changes when she sees Uncle Percy and his mysterious groundsman, Will Shakedown, performing a tooth extraction on Milly, a Sabre-tooth tiger...So begins a thrilling time travelling adventure that leads Becky, Joe, Uncle Percy and Will to Victorian England, Ancient Greece and Jurassic London in the search for the legendary Golden Fleece"--Page [4] of cover.

This is the story of the last Queen of the Brigante, Cartimandua who is rescued by a Roman cavalry unit. The story follows the fortunes of the leader of the cavalry, Ulpus Felix and his indomitable troopers. The murder of the Queen and the revolt by her people puts the Roman hold on Britannia in danger. It is only after great deeds of bravery and monumental battles that the revolt is put down and the province is saved. With treachery all around them the cavalry turma become a band of brothers and are forged into a weapon as powerful as the

mythical Sword of Cartimandua.

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“A really fun, Beowulf-style action story” in the long-running, cult classic science fiction adventure series set on a Counter Earth (Pulp Week). Former Earthman Tarl Cabot is now a powerful Tarnsman of the brutal and caste-bound planet of Gor, also known as Counter Earth. He embarks on an adventure in the dangerous and mysterious wilderness of Gor, pitting his warrior's skills against treacherous outlaws, bandits, and fighters. Three different women are working to bring change to Tarl's far-from-peaceful life on Gor: Talena, his onetime queen and first love; Elizabeth, his brave fighting partner; and the Amazonian Verna, chief of the fierce and wild panther women. As Tarl journeys through the wilderness, the fates of these three remarkable women will finally be decided.

Rediscover this brilliantly imagined world where men are masters and women live to serve their every desire. Marauders of Gor is the 9th book in the Gorean Saga, but you may enjoy reading the series in any order.

Join Tom on an incredible treasure hunt through time and battle history's mightiest warriors. The first book in a new time-travelling series – perfect for fans of Beast Quest.

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The definitive history of the Vikings -- from arts and culture to politics and cosmology -- by a distinguished archaeologist with decades of expertise *The Viking Age* -- from 750 to 1050 -- saw an unprecedented expansion of the Scandinavian peoples into the wider world. As traders and raiders, explorers and colonists, they ranged from eastern North America to the Asian steppe. But for centuries, the Vikings have been seen through the eyes of others, distorted to suit the tastes of medieval clerics and Elizabethan playwrights, Victorian imperialists, Nazis, and more. None of these appropriations capture the real Vikings, or the richness and sophistication of their culture. Based on the latest archaeological and textual evidence, *Children of Ash and Elm* tells the story of the Vikings on their own terms: their politics, their cosmology and religion, their material world. Known today for a stereotype of maritime violence, the Vikings exported new ideas, technologies, beliefs, and practices to the lands they discovered and the peoples they encountered, and in the process were themselves changed. From Eirík Bloodaxe, who fought his way to a kingdom, to Gudrid Thorbjarnardóttir, the most traveled woman in the world, *Children of Ash and Elm* is the definitive history of the Vikings and their time.

Northern Europe, 976 AD. Bjólf and the viking crew of the ship *Hrafn* flee up an unknown river after a bitter battle, only to find themselves in a bleak land of pestilence. The dead don't lie down, but become draugr – the undead – returning to feed on the flesh of their kin. Terrible stories are told of a dark castle in a hidden fjord, and of black ships that come raiding with invincible draugr berserkers. And no sooner has Bjólf resolved to leave, than the black ships appear... Now stranded, his men cursed by the contagion of walking death, Bjólf has one choice: fight his way through a forest teeming with zombies, invade the castle and find the secret of the

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horrific condition – or submit to an eternity of shambling, soulless undeath!

852 A.D. For centuries, the Vikings have swept out of the Norse countries and fallen on England, Ireland, whatever lands they could reach aboard their longships, and few could resist the power of their violent onslaught. They came at first to plunder, and then to settle, an encroachment fiercely resisted where ever they went. Such was the case in the southern lands of Ireland. En route to the Viking longphort there, known as Dubh-Linn, Thorgrim Night Wolf and Ornof the Restless stumble across an Irish ship that carries aboard it a single item - a crown. The Vikings eagerly snatch the prize, unaware of its significance to the people of Ireland and the power granted to the king who wears it. Soon the Norsemen are plunged into the violence and intrigue of Medieval Ireland, where local kings fight with each other and with the invaders from the north for rule of the island nation. With enemies at every hand, and loyalties as fickle as the weather, Thorgrim must lead his men, the white invaders, the Fin Gall, in the fight of their lives, with both Irish and Dane eager to see them dead.

A survey of history, focusing on such aspects as explorers, inventions and discoveries, disasters, people, and the arts. Look out for the original series starring Katherine Langford coming soon to Netflix! The Lady of the Lake is the true hero in this cinematic twist on the tale of King Arthur created by Thomas Wheeler and legendary artist, producer, and director Frank Miller (300, Batman: The Dark Knight Returns, Sin City). Featuring 8 full-color and 30 black-and-white pieces of original artwork by Frank Miller. Whosoever wields the Sword of Power shall be the one true King. But what if the Sword has chosen a Queen? Nimue grew up an outcast. Her connection to dark magic made her something to be feared in her Druid village, and that made her desperate to leave... That

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is, until her entire village is slaughtered by Red Paladins, and Nimue's fate is forever altered. Charged by her dying mother to reunite an ancient sword with a legendary sorcerer, Nimue is now her people's only hope. Her mission leaves little room for revenge, but the growing power within her can think of little else. Nimue teams up with a charming mercenary named Arthur and refugee Fey Folk from across England. She wields a sword meant for the one true king, battling paladins and the armies of a corrupt king. She struggles to unite her people, avenge her family, and discover the truth about her destiny. But perhaps the one thing that can change Destiny itself is found at the edge of a blade.

IN THE VIKING REALM BRAVERY IS MET WITH BATTLENora and Frederick travel five-hundred years back in time to Arres, a world before the Vikings undertaking a perilous journey through the heart of the City of Assassins to claim the assassin weapons. But dark forces and deadly creatures work against them and together they must outsmart their enemies and return to the Triangle. Defying orders from the Empire and the Republic upon their return Nora and Frederick become fugitives. Soon Viking raiders from both dynasties hunt the two outlaws as they flee across the Forbidden Areas seeking alliances from other races. But the ferocious Lord Nourusa leader of the Republic, Emperor Magnus and most heartbreakingly of all Helena - Nora's best friend and Orkeney ally to their enemies work against them. With the map that leads to the nine worlds tattooed on her back Nora poses a great threat to her enemies as the decision she is about to make will change the world of the Vikings forever.

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.

Join Tom on an incredible treasure hunt through time and battle history's mightiest warriors. The seventh book in an action-packed, time-travelling series – perfect for fans of *Beast Quest*.

Featuring the latest scientific techniques and findings, this book is the definitive account of the Viking Great Army's journey and how their presence forever changed England. When the Viking Great Army swept through England between 865 and 878 CE, the course of English history was forever changed. The people of the British Isles had become accustomed to raids for silver and prisoners, but 865 CE saw a fundamental shift as the Norsemen stayed through winter and became immersed in the heart of the nation. The Viking army was here to stay. This critical period for English history led to revolutionary changes in the fabric of society, creating the growth of towns and industry, transforming power politics, and ultimately leading to the rise of Alfred the Great and Wessex as the preeminent kingdom of Anglo-Saxon England. Authors Dawn Hadley and Julian Richards, specialists in Anglo-Saxon and Viking Age archaeology, draw on the most up-to-date scientific techniques and excavations, including their recent research at the Great Army's camp at Torksey. Together they unravel the movements of the Great Army across England like a detective story, while piecing together a new picture of the Vikings in unimaginable detail. Hadley and Richards unearth

the swords and jewelry the Vikings manufactured, examine how they buried their great warriors, and which everyday objects they discarded. These discoveries revolutionized what is known of the size, complexity, and social make-up of the army. Like all good stories, this one has plenty of heroes and villains, and features a wide array of vivid illustrations, including site views, plans, weapons, and hoards. This exciting volume tells the definitive account of a vital period in Norse and British history and is a must-have for history and archaeology lovers.

“An absorbing and humane account . . . Mr. Herman is at pains to remind us that the Viking world was never just a stage for mayhem. It was, he says, ‘about daring to reach for more than the universe had gifted you, no matter the odds and the obstacles.’ In short: We might all take our own life’s cue from the Viking heart.”—The Wall Street Journal

From a New York Times best-selling historian and Pulitzer Prize finalist, a sweeping epic of how the Vikings and their descendants have shaped history and America

Scandinavia has always been a world apart. For millennia Norwegians, Danes, Finns, and Swedes lived a remote and rugged existence among the fjords and peaks of the land of the midnight sun. But when they finally left their homeland in search of opportunity, these wanderers—including the most famous, the Vikings—would reshape Europe and

beyond. Their ingenuity, daring, resiliency, and loyalty to family and community would propel them to the gates of Rome, the steppes of Russia, the courts of Constantinople, and the castles of England and Ireland. But nowhere would they leave a deeper mark than across the Atlantic, where the Vikings' legacy would become the American Dream. In *The Viking Heart*, Arthur Herman melds a compelling historical narrative with cutting-edge archaeological and DNA research to trace the epic story of this remarkable and diverse people. He shows how the Scandinavian experience has universal meaning, and how we can still be inspired by their indomitable spirit.

Book description to come.

Ylva, a young Viking girl, is swept by a storm to England where she is orphaned. Determined to avenge her mother's death, she tracks the killer north. But when a stranger steps in, Ylva has to choose between vengeance and trust.

Book 3 in The Norsewomen Series. King Solvi is dead at the hands of the Irish king. To gain her inheritance, Ragnhild must sail to Ireland with her brother to seek vengeance. But from the outset, the venture is beset by betrayal and bloodshed.

In the dying days of the eighth century, the Vikings erupted onto the international stage with brutal raids and slaughter. The medieval Norsemen may be best remembered as monk murderers and village

pillagers, but this is far from the whole story.

Throughout the Middle Ages, long-ships transported hairy northern voyagers far and wide, where they not only raided but also traded, explored and settled new lands, encountered unfamiliar races, and embarked on pilgrimages and crusades. The Norsemen travelled to all corners of the medieval world and beyond; north to the wastelands of arctic Scandinavia, south to the politically turbulent heartlands of medieval Christendom, west across the wild seas to Greenland and the fringes of the North American continent, and east down the Russian waterways trading silver, skins, and slaves. *Beyond the Northlands* explores this world through the stories that the Vikings told about themselves in their sagas. But the depiction of the Viking world in the Old Norse-Icelandic sagas goes far beyond historical facts. What emerges from these tales is a mixture of realism and fantasy, quasi-historical adventures, and exotic wonder-tales that rocket far beyond the horizon of reality. On the crackling brown pages of saga manuscripts, trolls, dragons, and outlandish tribes jostle for position with explorers, traders, and kings. To explore the sagas and the world that produced them, Eleanor Rosamund Barraclough now takes her own trip through the dramatic landscapes that they describe. Along the way, she illuminates the rich but often confusing saga accounts with a range of other evidence:

archaeological finds, rune-stones, medieval world maps, encyclopaedic manuscripts, and texts from as far away as Byzantium and Baghdad. As her journey across the Old Norse world shows, by situating the sagas against the revealing background of this other evidence, we can begin at least to understand just how the world was experienced, remembered, and imagined by this unique culture from the outermost edge of Europe so many centuries ago.

A global account of pirates and their modus operandi from the middle ages to the present day In the twenty-first century piracy has regained a central place in Western culture, thanks to a surprising combination of Johnny Depp and the Pirates of the Caribbean franchise as well as the dramatic rise of modern-day piracy around Somalia and the Horn of Africa. In this global history of the phenomenon, maritime terrorism and piracy expert Peter Lehr casts fresh light on pirates. Ranging from the Vikings and Wako pirates in the Middle Ages to modern day Somali pirates, Lehr delves deep into what motivates pirates and how they operate. He also illuminates the state's role in the development of piracy throughout history: from privateers sanctioned by Queen Elizabeth to pirates operating off the coast of Africa taking the law into their own hands. After exploring the structural failures which create fertile ground for pirate activities, Lehr evaluates the success of counter-piracy efforts—and the reasons

behind its failures.

In tenth-century Europe, Orm Rurikson and a band of oath-sworn Viking raiders journey from the fjords of Norway to the steppes of Russia as they search for the long-lost treasure hoard of Attila the Hun. A first novel. 15,000 first printing.

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*.

The popular image of the Vikings is of tall red-headed men, raping and pillaging their way around the coast of Europe, stopping only to ransack monasteries and burn longships. But the violent Vikings of the 8th century became the pious Christians of the 11th century, who gave gold crosses to Christian churches and in whose areas of rule pagan idols were destroyed and churches were built. So how did this radical transformation happen, and why? What difference did it make to the Vikings, and to those around them, and what is their legacy today? This book takes a "global" look at this key period in Viking history, exploring all the major areas of Viking settlement. Written to be an accessible and engaging overview for the general reader.

An illustrated guide to Viking warfare from strategy and weapons to culture and tradition: "a very excellent introduction to the Viking age as a whole" (Justin Pollard, historical consultant for the Amazon television series *Vikings*). From the time when sailing was first introduced to Scandinavia, Vikings reached virtually every corner of Europe and even America with their raids

and conquests. Wherever Viking ships roamed, enormous suffering followed in their wake, but the encounters between cultures also brought immense change to both European and Nordic societies. In *Vikings at War*, historian Kim Hjardar presents a comprehensive overview of Viking weapons technology, military traditions and tactics, offensive and defensive strategies, fortifications, ships, and command structure. The most crucial element of the Viking's success was their strategy of arriving by sea, attacking with great force, and withdrawing quickly. In their militarized society, honor was everything, and ruining one's posthumous reputation was considered worse than death itself. *Vikings at War* features more than 380 color illustrations, including beautiful reconstruction drawings, maps, cross-section drawings of ships, line-drawings of fortifications, battle plan reconstructions, and photos of surviving artifacts, including weapons and jewelry. Winner of Norway's Saga Prize, *Vikings at War* is now available in English with this new translation. "A magnificent piece of work [that] I'd recommend to anyone with an interest in the Viking period." —Justin Pollard, historical consultant for the Amazon television series *Vikings*

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*.

Mirana, an ingenious Viking woman with a love for birds, finds her life changing irreparably when Rorik, a fierce and savage Viking warrior, arrives at the Viking fortress

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of Clontarf to kill her half-brother. Reissue.

The crash of a wooden club and the howl of a Norse cur forever shattered Edin's dreams of marrying her childhood love. When the young beauty found herself in the hands of her betrothed's killer, Edin vowed one day she would get even. But in time she longed for this ruthless raider from the North to show her his uncivilized kind of love.

When young Inuit hunter Kannujaq comes upon a camp of the rarely seen Tuniit people as it comes under attack by brutal, pale men, he must find out why these strangers keep returning to the Tuniit every spring in their boat shaped like a loon.

Join Tom on an incredible treasure hunt through time and battle history's mightiest warriors. The ninth book in an action-packed, time-travelling series – perfect for fans of Beast Quest.

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.

Join Tom on an incredible treasure hunt through time and battle history's mightiest warriors. The eleventh book in an action-packed, time-travelling series – perfect for fans of Beast Quest.

First published in 1951, *The Nightrunners of Bengal* is one of John Masters' series of seven novels which followed several generations of the Savage family serving in the British Army in India. *Nightrunners of Bengal* focuses on the Indian Rebellion of 1857. The central character, Captain Rodney Savage, is an officer in a Bengal Native Infantry regiment, based in the fictional city of Bhowani. When rebellion breaks

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out, the British community in Bengal is shattered. Savage's empathy for the Indians is shaken, as the British try to discover who is loyal to them and who is not. This was the first novel that Masters wrote in the series, though not the first novel chronologically, and alongside Bhowani Junction is one of his best-known works. One of the great novels of India, Nightrunners of Bengal combines John Master's mastery of story-telling with an intuitive sense of history. As Captain Rodney Savage of the 13th Rifles celebrates the start of 1857 in the isolated town of Bhowani there is unrest stirring in the neighbouring state of Kishanpur. Captain Savage is ordered to Kishanpur to protect the state's ruler and her young son. As the tension develops into violence and the British struggle to identify who is loyal to them the full horror of the Indian Mutiny emerges. One of the great novels of India, Nightrunners of Bengal combines John Master's mastery of story-telling with an intuitive sense of history.

"On his third journey, Tom sets sail in the freezing cold on a Viking longboat. Will he succeed in his treasure hunt before the terrifying Vikings begin their new raid?"--Page 4 of cover. From Finland to Newfoundland and Jelling to Jerusalem, follow in the wake of the Vikings—a transformative story of a people that begins with paganism and ends in Christendom. In AD 800, the Scandinavians were just barbarians in longships. Though they held sway in the north, their power meant little more than the ability to pillage and plunder, which they did to bolster their status at home. But as these Norse warriors left their strongholds to trade, raid, and settle across wide areas of Europe, Asia, and the North Atlantic, their violent and predatory culture left a unique imprint on medieval history. The twist that no one predicted, however, was a much slower, insidious takeover than any the Vikings would execute, and by a turn of the tide, they themselves became its target. For as they made their mark on Europe, Europe

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made its mark on them. By the year 1200, what remained of the Vikings' pagan origins floated beneath the surface and the strong, strange territories of the north had become a part of Latin Christendom. Northmen is there to tell the tale, to pay homage to what was lost and celebrate what was won. Focusing on key events, including the sack of Lindisfarne in 793 and the Battle of Stamford Bridge in 1066, medieval history expert John Haywood recounts the saga of the Viking Age, from the creation of the world through to the dwindling years of halfhearted raids and elegiac storytelling in the thirteenth century. He does so with meticulous research, engaging narrative, and sensitivity for his subject, shedding light and blood along the way.

In one harrowing day, Viking raiders capture Bree and her brother Devin and take them from their home in Ireland. After the young Viking prince Mikkell sets Devin free on the Irish coast far from home, Bree and Devin embark on separate journeys to courage. Readers will be captivated by the unfolding drama as Bree sails to Norway on the Viking ship and Devin travels the dangerous road home. They both must trust their all-powerful God in the midst of difficult situations.

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