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### PIERRE RIDDLE

**Winter Masques** Createspace Independent Publishing Platform

Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. Details the wererocodilians of the World of Darkness.

**Renaissance** Palala Press

As winter begins to fade, Queen Flora goes to her garden and awakens the flowers.

Twelve Years a Slave White Wolf Publishing

This new D&D sourcebook details the major races of the Eberron world, with an in-depth look at the new races of the Eberron Campaign Setting, including changelings, the kalashtar, shifters, and the warforged.

*Ascending Mage 6 Hold The Line* White Wolf Games Studio

"One of my favourite reads this year!" -- Jaymin Eve, USA Today Bestselling Author "This is the Reverse Harem book you've been waiting for..." -- Rebecca Royce, Bestselling Author of The Westervelt Wolves "Sly like a fox, Tate James lures you into this Reverse Harem thriller full of twists, turns, and tempting men!" -- A&E Kirk, Bestselling Author of The Divinicus Nex Chronicles I want vengeance so badly that I can almost taste it. It's all I've ever wanted. So, I did what anyone in my unique position would do. I slapped on a secret identity and became an internationally renowned thief, known as The Fox. Nobody knows me. Nobody can catch me. Or so I thought... It turns out; I have what they want. Special abilities. And trust me, these abilities are coveted--and dangerous. Now, I don't know who to trust or where to go. Peril lurks on every corner as I try to uncover my past and origin. Teaming up with unlikely allies may be my only chance at survival or

my biggest mistake. Only time will tell. I'm Kit Davenport and this is only the beginning. \*\*

Warning: This book is a Reverse Harem. It also contains violence, sex, bad-language and content which some readers may find triggering. \*\*

*Secrets of Sarlona* Oxford University Press, USA

The Ascending Mage series is page-burning modern urban fantasy with a kick-ass heroine and magic that will grab you by the throat. In this series, you'll discover an ancient race of wizards and changelings living in secret among humans in North Dakota.

The Silver Ladder University Press of Colorado

Relentless winds, subzero temperatures, and blinding snowstorms. Winters in the Magic City can be brutal. It's even worse when the forecast calls for a squad of supernatural bad guys. With a wobbly cease-fire in effect, the young Druwish Free Nation managed to survive recent conflicts-just barely. Knowing there will always be challenges ahead, Supreme Inquisitor Ember Wright forms a special task force. Comprised of hand-picked mages and changelings, she gets to work training the brightest minds and toughest bodies to tackle whatever gets thrown their way. It's a good thing,

too, because this elite team's first test arrives sooner than any of them expect. And this one's got extra big teeth... Ascending Mage 8: Arctic Front is a page-burning modern fantasy with a kick-ass heroine and magic that will grab you by the throat.

[Ascending Mage 8 Arctic Front](#) White Wolf Publishing

Her changeling friends are imprisoned. To free them, she'll have to break the laws of magic. Ember Wright managed to save her friends' lives, only to see them locked up and tormented. With each passing day, the changelings weaken and submit to their interrogators. Secrets start to slip.

Running out of options and allies, Ember turns to an ancient, forbidden form of advanced magic. Her reluctant teacher's warning echoes in her head: almost all mages who attempt the spell become corrupted by it. Complicating matters, her overbearing mother decides to come visit-for a few weeks. What could possibly go wrong? As though an answer to Ember's desperate prayers, an otherworldly force reveals itself. Will this new power be her greatest weapon? Or will it be her ultimate undoing? Ascending Mage 4: Nothing Broken is page-burning modern fantasy with a kick-ass heroine and magic that will grab you by the throat.

[Mokole Llewellyn Worldwide](#)

The ultimate sourcebook for players wishing to explore the world of Eberron, the "Explorer's Handbook" showcases the multi-continental aspect of the Eberron setting. This handbook encourages players to explore the entire world rather than remain fixed in one region.

[Ascending Mage 7 Prairie Poltergeist](#) White Wolf Publishing

A brutally cunning serial killer. A relentless mage. When her changeling friends become the next target, the hunter becomes the hunted. Nobody had better get in her way. Undercover Investigator Ember Wright swore an oath to protect the powerless and serve justice in the Magic City. When two changelings bled out along a gravel road, everyone assumes it was just another sad accident. Everyone but Ember. Armed with her ability to interview the ghosts of the dead changelings, she follows the clues. She finds a pattern. She realizes her friends may be next in the hunter's sights. What's more, the only way to stop the Changeling Hunter is to break the very laws she swore to uphold. Will she sacrifice everything she believes in to save her friends? Ascending Mage 2: Changeling Hunter is page-burning modern urban fantasy with a kick-ass heroine and magic that will grab you by the throat.

[The Folkloresque](#) Library of Alexandria

Ghosts may be frightening, but they aren't dangerous to the living. Right? Strange things are happening on the North Dakota prairie: something's been mutilating cattle. It's freaking people out and making a whole mess of things. The locals blame ghosts-and the ranchers need help dealing with the problem. It's time to call in a professional. Ember Wright knows a thing or two about spirits. She talks with them regularly, after all. But this one's different. Fatally different. When the ghost starts targeting humans, Ember races to discover the cause of the spectral menace. She won't like what she finds. Now it's up to her to stop the prairie poltergeist-if only she can figure out how. Ascending Mage 7: Prairie Poltergeist is page-burning modern fantasy with a kick-ass heroine and magic that will grab you by the throat.

[The Poems of John Donne](#) White Wolf Publishing

Join the struggle to save the cradle of humanity from monstrous and alien overlords. Venture to the frozen land of the shifters to make your fortune, or smuggle exotic goods and strange dissidents from a freewheeling southern port. Stand on the world's tallest mountain, or rove the vast wilderness that makes up the empire of Riedra. Seek venerated masters, and learn powers and abilities unheard of in Khorvaire. Come to Sarlona, ancient homeland of couatls and fiends,

and explore a land of lost empires and esoteric arts. Inside this book, you'll find everything you need to explore the enigmatic continent of Sarlona: Comprehensive overview of Sarlona's nations, including their governments and relations, as well as locations, communities, organizations, and NPCs. Detailed maps of the continent, nations, settlements, and adventure sites. Unique new feats, magic items, prestige classes, psionic powers, and spells. Bizarre monsters and templates unique to Sarlona. Book jacket.

[City of Stormreach](#) CCP Games

In a culture where the supernatural possessed an immediacy now strange to us, magic was of great importance both in the literary mythic tradition and in ritual practice. In this book, Daniel Ogden presents 300 texts in new translations, along with brief but explicit commentaries. Authors include the well known (Sophocles, Herodotus, Plato, Aristotle, Virgil, Pliny) and the less familiar, and extend across the whole of Graeco-Roman antiquity.

[Shadow of the Demon Lord](#) Macmillan

Everything a player needs to know to play truly heroic characters in the Forgotten Realms setting. "Champions of Valor" is a comprehensive guide to playing valiant heroes in the Forgotten Realms setting. The counterpart to "Champions of Ruin," "Champions of Valor" covers what it means to be valorous in the Realms. The book describes several good-aligned guilds and organizations that characters can join, as well as the benefits for doing so. In addition, the book presents an array of new spells, feats, and prestige classes appropriate for heroes of valor, and opens up new opportunities for adventure, fame, and glory for truly heroic characters.

[Night Horrors](#) Cosimo, Inc.

When you have been enrolled among the Children of the Philosophers... you will straightaway discover that the Elements are inhabited by most perfect beings. Unhappy Adam's sin has deprived his unfortunate posterity of all knowledge of these beings and all intercourse with them. [T]he Element of Fire... was not created to remain useless and empty. -from "Discourse II" Sir Edward Lytton's based his strange novel Zanon upon this esoteric work. Alexander Pope, in his dedication to The Rape of the Lock, sings its praises. But let the reader beware! This book "of hidden mystery and power" is not for the "gratification of a selfish intellectualism"! A classic of the occult, this philosophical treatise on the metaphysical secrets of the universe reveals the motives and magicks of the spirits known as Sylphs, Gnomes, Nymphs, and Salamanders. First published in Paris in 1670, this translation from the original French features extensive anonymous commentary, and is essential reading for anyone wishing to understand the history of paranormal seeking for the meaning of life. French writer and priest N. DE MONTFAUCON DE VILLARS (1635-1673) was an advocate of liberty and religious tolerance and an influential thinker in the natural sciences; his writings are said to have inspired Lamarck and Darwin.

[Ascending Mage 4 Nothing Broken](#) Games Workshop

Less than Kindred, more than Kind Vampires call each other Kindred. Living dead playing at being a big, happy family. But not everything gets invited to the reunion. Some creatures are too grisly, too monstrous, too goddamn strange to be part of the family. These are the vampires that vampires fear. Meet the Wicked Dead. An Antagonist Book for Vampire: The Requiem \* Details on the Strix, strange nemeses from the nights of Rome \* The horrifying consequences of Kindred sins, including larvae and the Dampyr \* New lineages of vampire, from the horrifying Jiang Shi to the grotesque Cymothoa Sanguinaria

[Dragons of Eberron](#) White Wolf Publishing

Hired to resurrect a deceased fire god to protect his rioting city, Tara, a first-year associate in an international necromantic firm, teams up with a chain-smoking, faith-questioning priest to build a case in the city's courts and investigates suspicions that the god was actually murdered. 20,000 first printing.

[An Elementary Dictionary of the English Language](#) White Wolf Publishing

The first volume in The Black Legion series, now available in trade paperback. When Horus fell, his Sons fell with him. A broken Legion, beset by rivalries and hunted by their erstwhile allies, the former Luna Wolves have scattered across the tortured realm of the Eye of Terror. And of Abaddon, greatest of the Warmaster's followers, nothing has been heard for many years. But when Horus's body is taken from its resting place, a confederation of legionaries seek out the former First Captain, to convince him to embrace his destiny and continue what Horus began.

[Ascending Mage 1](#) White Wolf Publishing

They declared their independence. They'll have to fight like hell to keep it. The floodwaters have only just receded. Already, another flood threatens to overwhelm the new Druish Free Nation. A tidal wave of changeling and mage refugees pour into the Magic City, drawn by the promise of opportunities. Not everyone arrives with good intentions. Inquisitor Ember Wright and her team are enduring skepticism, death threats, and even assassination attempts. Perhaps worst of all, some citizens want her to run for public office. She led her allies to victory. Against all odds, they secured the magical ley line. Now, they need to hold the line. Ascending Mage 6: Hold the Line is page-burning modern fantasy with a kick-ass heroine and magic that will grab you by the throat.

[The Free Council](#) White Wolf Publishing

If you fear one thing in life, fear the djinn. This groundbreaking book presents the findings of Rosemary Ellen Guiley and Philip J. Imbrogno's investigation into the powerful and mysterious interdimensional beings known as djinn or genies. It reveals what the djinn are, where they can be found—and their hidden agenda against the human race. Working with material compiled from a variety of sources—including their own case files, Middle Eastern lore, the Qur'an, teachings of Islamic scholars, and the latest theories in quantum physics—the authors explore the relationship between the djinn, demons, fairies, shadow people, and extraterrestrials. They discuss the military's interest in these clandestine beings, offer eyewitness accounts of modern human encounters with the djinn, and reveal the location of interdimensional entry points in North America.

[Ascending Mage 5 Changeling Uprising](#) Prabhat Prakashan

"This volume introduces a new concept to explore the dynamic relationship between folklore and popular culture: the "folkloresque." With "folkloresque," Foster and Tolbert name the product created when popular culture appropriates or reinvents folkloric themes, characters, and images. Such manufactured tropes are traditionally considered outside the purview of academic folklore study, but the folkloresque offers a frame for understanding them that is grounded in the discourse and theory of the discipline. Fantasy fiction, comic books, anime, video games, literature, professional storytelling and comedy, and even popular science writing all commonly incorporate elements from tradition or draw on basic folklore genres to inform their structure. Through three primary modes—integration, portrayal, and parody—the collection offers a set of heuristic tools for analysis of how folklore is increasingly used in these commercial and mass-market contexts. The Folkloresque challenges disciplinary and genre boundaries; suggests productive new approaches for interpreting folklore, popular culture, literature, film, and contemporary media; and encourages a rethinking of traditional works and older interpretive paradigms."