

Deck Building Game Forever Evil

MafiaThe Forever SeaRewordableThe Odyssey of HomerDC Comics: Anatomy of a MetahumanA World Without PrincesMonster of the WeekThe Secret Society of Super-villainsWaverley MagazineMoonrakerThe Last WishA Game of Birds and WolvesGamesBubblegumshoeTomb of Dracula -DC Comics Super Heroes and VillainsEichmann in JerusalemLeslie'sShazam!: Power of Hope Deluxe EditionSpy School British InvasionThe Art of Game DesignThe RoadLooney Tunes (1994-) #254Atomic Robo Roleplaying GameMorgen of AvalonVenture CityThe Return of NagashThe Most Dangerous GameMoonwalking with EinsteinSpeakThe Fury of Firestorm, The Nuclear MenLegion Secret OriginDC One MillionJunior Braves Survival Guide to the ApocalypseThe World's Greatest Blackjack BookBatman Vs. CatwomanFrank Leslie's Illustrated NewspaperMutant - Year Zero - The Gray DeathWinnie the Pooh: Forever FriendsMathematics for Computer Science

Mafia

Geralt the Witcher -- revered and hated -- holds the line against the monsters plaguing humanity in this collection of adventures in the New York Times bestselling series that inspired the Netflix show and the hit video games. Geralt is a Witcher, a man whose magic powers, enhanced by long training and a

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mysterious elixir, have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary murderer: his targets are the multifarious monsters and vile fiends that ravage the land and attack the innocent. But not everything monstrous-looking is evil and not everything fair is good. . .and in every fairy tale there is a grain of truth. The Last Wish story collection is the perfect introduction to a one of a kind fantasy world. And look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy, coming in October 2020!

The Forever Sea

In this easy-to-read story about friendship and funny hijinks in the Hundred-Acre Wood, Piglet helps Pooh and his friends save the day when they believe a scary creature has captured Christopher Robin!

Rewardable

Will you survive the game of Mafia? Two teams compete in this delightfully deadly party game. Based on the classic role-playing strategy game, it's kill or be killed as innocent city folk pit their wits against a mob of ruthless international gangsters. Engage in a tangled web of intrigue, subterfuge, wild accusations, protestations of innocence, and bluffing. Includes 24 street character cards, crime-scene notepad,

and definitive game guide with rules, case files, tactical tips, and ideas for advanced play.

The Odyssey of Homer

DC Comics: Anatomy of a Metahuman

Celebrate 75 years of DC Comics with an obsessive Fandex Deluxe: a supersized deck of 75 iconic heroes and villains whose power over the popular imagination has never been stronger (think *The Dark Knight*, last summer's \$1 billion blockbuster). The gang's all here: Batman, Robin, Superman, Wonder Woman, Aquaman, the Green Lantern, Captain Marvel, Justice League of America, the Flash. So are their nemeses—the Joker, Catwoman, Mr. Freeze, Lex Luthor, Cheetah, Brainiac, Poison Ivy, Deathstroke. Meticulously researched, with layers of information covering origins, biography, back-stories, affiliations, motivations, weaknesses, and fascinating trivia, the deck adds up to an insider's history of the DC Universe. And what better way to present it than in the format with super powers—Fandex and its die-cut cards perfectly capture the characters in one dynamic pose after another, with the art taken straight from the pages of the original comics. From the essential—learn about the Crisis on Infinite Earths—to

the improbable—discover how Lex Luthor became President of the United States—to the offbeat—did you know that Clark Kent and Lois Lane lived in a building owned by Wayne (i.e., Batman) Enterprises: it's a handheld feast for new-comers and passionate comics fans alike.

A World Without Princes

A revised edition of the blackjack player's bible, with complete information on the odds, betting strategies, and much more -- now updated to include the rules of play in Atlantic City as well as international playing rules. From the Trade Paperback edition.

Monster of the Week

Don't miss this second helping of tales of villainy from SECRET SOCIETY OF SUPER-VILLAINS #11-15, DC SPECIAL #27, DC SPECIAL SERIES #6, SUPER-TEAM FAMILY #13-14, JUSTICE LEAGUE OF AMERICA #166-167 and a story from CANCELLED COMICS CAVALCADE #2.

The Secret Society of Super-villains

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The triumphant true story of the young women who helped to devise the winning strategy that defeated Nazi U-boats and delivered a decisive victory in the Battle of the Atlantic. By 1941, Winston Churchill had come to believe that the outcome of World War II rested on the battle for the Atlantic. A grand strategy game was devised by Captain Gilbert Roberts and a group of ten Wrens (members of the Women's Royal Naval Service) assigned to his team in an attempt to reveal the tactics behind the vicious success of the German U-boats. Played on a linoleum floor divided into painted squares, it required model ships to be moved across a make-believe ocean in a manner reminiscent of the childhood game, Battleship. Through play, the designers developed "Operation Raspberry," a countermeasure that helped turn the tide of World War II. Combining vibrant novelistic storytelling with extensive research, interviews, and previously unpublished accounts, Simon Parkin describes for the first time the role that women played in developing the Allied strategy that, in the words of one admiral, "contributed in no small measure to the final defeat of Germany." Rich with unforgettable cinematic detail and larger-than-life characters, *A Game of Birds and Wolves* is a heart-wrenching tale of ingenuity, dedication, perseverance, and love, bringing to life the imagination and sacrifice required to defeat the Nazis at sea.

Waverley Magazine

Explore the powers of DC Comics' greatest characters like never before through

stunning anatomical cutaways and in-depth commentary from the Dark Knight. Concerned about the threat that so-called “metahumans” may pose to the world, Batman has begun compiling a detailed dossier on their incredible physiology and abilities. From villains like Killer Croc, Bane, and Brainiac, to Batman’s own comrades, including Superman and Cyborg, the file brings together the Dark Knight’s fascinating personal theories on the unique anatomical composition of these formidable individuals. This stunning and unique book delves into the incredible abilities of DC Comics characters like never before. Using beautifully illustrated anatomical cross sections depicting twelve different DC characters, the book, told from Batman’s unique perspective, will explore how these “metahumans” physical makeup differs significantly from that of the average person. From detailed theories on how Superman’s eyes shoot heat rays to an in-depth exploration of how Aquaman is able to breathe under water, the book delves into the deepest secrets of these classic characters. Also featuring chapters on the anatomy and abilities of Doomsday, Aquaman, Swamp Thing, Darkseid, Martian Manhunter, and more, this one-of-a-kind book will change the way you look at metahumans forever.

Moonraker

The Last Wish

From one of America's most popular short story writers and an Academy Award nominee: the O. Henry Award-winning tale that inspired the movie *The Hunt*. A subject of mysterious rumors and superstition, the deserted Caribbean Island was shrouded in an air of peril. To Sanger Rainsford, who fell off a yacht and washed up on its shores, the abandoned isle was a welcome paradise. But unknown to the big-game hunter, a predator lurked in its lush jungles—one more dangerous than any he had ever encountered: a human. First published in 1924, this suspenseful tale “has inspired serial killers, films and stirred controversy in schools. A century on, the story continues to thrill” (*The Telegraph*). “[A] tense, relentless story of man-against-man adventure, in which the hunter Sanger Rainsford learns, at the hands of General Zaroff, what it means to be hunted.” —*Criterion*

A Game of Birds and Wolves

Inspired by letters from a children's hospital requesting a visit by Captain Marvel, alter ego Billy Batson decides to make some wishes come true but soon discovers that taking on rampaging monster robots and stopping volcanic eruptions are child's play compared to some struggles. Paul Dini and Alex Ross' critically acclaimed, classic tale is now back in this hardcover deluxe edition! SHAZAM!:

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POWER OF HOPE is a story of a superhero using his powers in the most human of ways, to instill hope in the hearts of children. When Billy Batson, Captain Marvel's adolescent alter ego, receives a letter from a terminally ill boy in the City's Children Hospital, he decides to spend a few days in the ward. A true kid at heart, Captain Marvel tries to shed some light in the children's lives by taking them on flying escapades and amazing them with stories of his exploits. Through amazing art and dynamic personal interaction, the true essence and innocence of Captain Marvel shines throughout this touching and emotional book. The star character of Spring 2019's highly anticipated film takes center stage here in this iconic tale.

Games

The Gray Death is an epic campaign module to be used with the award-winning Mutant: Year Zero roleplaying game and its expansions. The Gray Death is a 96-page full-color hardback book that takes the stories in Mutant: Year Zero, Mutant: Genlab Alpha, Mutant: Mechatron and Mutant: Elysium and ties them all together. Mutants, animals, robots and humans must put their differences aside and unite against a common threat to the world at the end of days. Made in the UK.

Bubblegumshoe

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Morgen of Avalon She was King Arthur's healer, His love, The Faerie Queen destined to help him maintain peace throughout the land Britannia is at long last a peaceful nation thanks not only to Arthur's successful military campaign, but also his clever negotiations with Cedric, the Saxon King. Unfortunately, the price for this long awaited freedom is steep. Arthur offers Morgen's daughter, Eliana, as a future bride for Cynric, the Saxon Prince. Few people know that Eliana suffers from a curse evoked by the lascivious Morgause, and that her life speeds well in advance of a normal pace. Desperate to safeguard the child from everyone who threatens her existence, Morgen spirits Eliana into an enchanted tower that hides its ever changing face from the world of mankind. There Eliana finds herself cut off from human interaction, witnessing life through the medium of a magical mirror until a dashing knight captures her attention and she longs for more. Will Eliana linger forgotten and alone? Somehow Morgen must lift the curse, even if it means pitting herself against Morgause and the forces of darkness. What of the love that blossoms between the High King and Faerie Queen -- despite their grievances? Will it finally reveal the wealth of their forgotten past? When King Cedric and his son arrive at court, Morgen is forced to make a dreadful choice. Can she support Arthur's peace treaty; allow him to join Eliana and Cynric in marriage? Or will she offer Eliana the chance to experience true love, even if it means she must sacrifice herself in the process? Set amidst the wonders of King Arthur's Camelot, Child of Destiny, is the second installment in author Carol Weakland's romantic fantasy series, Morgen of Avalon. Secrets are revealed in this magical utopia that boasts

dragons, faeries, the legendary court of miracles, not to mention the long awaited return of Merlin and a re-imagining of Alfred Lord Tennyson's "The Lady of Shallott."

Tomb of Dracula -

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

DC Comics Super Heroes and Villains

Action! Science! Robots! Punching! More Science! Are you ready for some two-fisted science adventure? Then it's time for the Atomic Robo RPG! Have you ever wanted to face down global conspiracy as an immortal atomic robot or Carl Sagan? The Atomic Robo RPG makes it possible. The Atomic Robo RPG brings you the most explosive Fate Core system experience yet. This is action science like you've never seen it before, coming straight at you from the pages of the popular Atomic Robo comics by Brian Clevinger and Scott Wegener. Play as an action scientist or immortal robot, super-spy or pulp adventurer - or something stranger still from the hidden corners of super-science! Hop into your Tesladyne jet and travel the globe in one time period, or battle across the decades as a cast of scientific-ly talented adventurers. Face down demented dinosaurs, rogue government agents, and stolen Tesla-powered technologies! Remain Calm. Trust in Science. Grab your gear and get ready for full-contact, high-octane, explosive hypothesis testing in the Atomic Robo RPG!

Eichmann in Jerusalem

When best friends Sophie and Agatha return to a fairy tale world, they find that old enemies are no longer fighting, but a war begins to brew as an enemy arises from within.

Leslie's

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

Shazam!: Power of Hope Deluxe Edition

Spy School British Invasion

The Art of Game Design

Someone stole my kid brother's bike
Someone sabotaged the pep rally
Someone destroyed the Homecoming queen's reputation
The world is full of mysteries. It's up

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to your group of intrepid teen sleuths to solve them. In Bubblegumshoe, players step into the shoes of high-schoolers solving mysteries in a modern American small town. Discover clues, solve problems, and throw down with enemies in this streamlined RPG based on the GUMSHOE system. In this stand-alone game, you'll find: Rules to create your Sleuth's web of relationships and make the most of GUMSHOE's resource-management A simple setting system designed for large scale town creation all the way down to scene locations, plus extensive information on Drewsbury, a ready-to-go setting A variety of short mystery starters, including a full introductory mystery: Hey! That's My Bike! Extensive support to help GMs create their own mysteries using pre-established characters and settings Rules for social Throwdowns as well as physical altercations to reflect the drama of high school noir A slimmed-down list of investigative abilities vs GUMSHOE's default to make for faster decision making Bubblegumshoe. The secrets will out.

The Road

In this title collecting the 2011 miniseries, learn why the United Planets was formed, who tried to kill R.J. Brande the first time, what great power could leave entire planets desolate and lifeless, and more! Collecting the six-issue miniseries.

Looney Tunes (1994-) #254

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It's the JLA's greatest challenge; a time-spanning, universe-rocking, city-nuking mayhem-fest that features just about every hero in the DC Universe. It's DC: One Million, the latest, greatest 'event' storyline in the grand tradition of DC versus Marvel. Industry present a saga that is truly epic in every sense of the word. Journeyed back through time to invite their predecessors to witness an incredible event. But the planned celebrations are put on hold when the JLA find themselves stranded in the future, at the mercy of Solaris the tyrant sun and their old enemy, the immortal Vandal Savage superhero comics, think again

Atomic Robo Roleplaying Game

Games are a unique art form. They do not just tell stories, nor are they simply conceptual art. They are the art form that works in the medium of agency. Game designers tell us who to be in games and what to care about; they designate the player's in-game abilities and motivations. In other words, designers create alternate agencies, and players submerge themselves in those agencies. Games let us explore alternate forms of agency. The fact that we play games demonstrates something remarkable about the nature of our own agency: we are capable of incredible fluidity with our own motivations and rationality. This volume presents a new theory of games which insists on games' unique value in human life. C. Thi Nguyen argues that games are an integral part of how we become mature, free people. Bridging aesthetics and practical reasoning, he gives an

account of the special motivational structure involved in playing games. We can pursue goals, not for their own value, but for the sake of the struggle. Playing games involves a motivational inversion from normal life, and the fact that we can engage in this motivational inversion lets us use games to experience forms of agency we might never have developed on our own. Games, then, are a special medium for communication. They are the technology that allows us to write down and transmit forms of agency. Thus, the body of games forms a "library of agency" which we can use to help develop our freedom and autonomy. Nguyen also presents a new theory of the aesthetics of games. Games sculpt our practical activities, allowing us to experience the beauty of our own actions and reasoning. They are unlike traditional artworks in that they are designed to sculpt activities - and to promote their players' aesthetic appreciation of their own activity.

Morgen of Avalon

The Salem Witch Trials, the French Revolution, the Civil War--only a few of the world-shaking events during which Dracula stalked the centuries! Now, learn the secrets of Dracula's diary, and witness the Lord of Darkness' first trip to America and a confrontation with Death itself! Featuring Cagliostro, "Blood Countess" Elizabeth Bathory, Marie LaVeau and more of history's heroes and horrors--including the Frankenstein Monster! COLLECTING: Tomb of Dracula Magazine #1-6, Frankenstein Monster #7-9, Dracula Lives! #1-13

Venture City

When a priceless, jewel encrusted bird statue is installed atop a skyscraper in Gotham, Catwoman and the Penguin have their eyes on the prize, and it is up to Batman to stop them from stealing the jewels.

The Return of Nagash

The blockbuster phenomenon that charts an amazing journey of the mind while revolutionizing our concept of memory An instant bestseller that is poised to become a classic, Moonwalking with Einstein recounts Joshua Foer's yearlong quest to improve his memory under the tutelage of top "mental athletes." He draws on cutting-edge research, a surprising cultural history of remembering, and venerable tricks of the mentalist's trade to transform our understanding of human memory. From the United States Memory Championship to deep within the author's own mind, this is an electrifying work of journalism that reminds us that, in every way that matters, we are the sum of our memories. From the Trade Paperback edition.

The Most Dangerous Game

The first ten lies they tell you in high school. "Speak up for yourself--we want to

know what you have to say." From the first moment of her freshman year at Merryweather High, Melinda knows this is a big fat lie, part of the nonsense of high school. She is friendless, outcast, because she busted an end-of-summer party by calling the cops, so now nobody will talk to her, let alone listen to her. As time passes, she becomes increasingly isolated and practically stops talking altogether. Only her art class offers any solace, and it is through her work on an art project that she is finally able to face what really happened at that terrible party: she was raped by an upperclassman, a guy who still attends Merryweather and is still a threat to her. Her healing process has just begun when she has another violent encounter with him. But this time Melinda fights back, refuses to be silent, and thereby achieves a measure of vindication. In Laurie Halse Anderson's powerful novel, an utterly believable heroine with a bitterly ironic voice delivers a blow to the hypocritical world of high school. She speaks for many a disenfranchised teenager while demonstrating the importance of speaking up for oneself. *Speak* was a 1999 National Book Award Finalist for Young People's Literature.

Moonwalking with Einstein

Flamboyant red cropped hair, florid skin, eyes blazing with hate— THIS IS THE FACE OF HUGO DRAX, THE MYSTERY MAN BEHIND MOONRAKER. A stranger, he came out of nowhere to build England the deadliest weapon ever devised by a human brain. A maniacal genius, he now holds the life of secret agent JAMES BOND

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in his fiendishly clever hands!! JAMES BOND has less than four days to discover the secret motive that is driving the mysterious HUGO DRAX to build MOONRAKER, the new super rocket that can blow the world sky high!! Is he a national hero out to save the universe? Or a diabolical fiend bent on destruction? The answer must be found before the zero hour—an hour that is rapidly drawing closer and closer—when Moonraker will be finished and ready for use!

Speak

An ancient evil returns to the Warhammer World The End Times are coming. As the forces of Chaos threaten to drown the world in madness, Mannfred von Carstein and Arkhan the Black put aside their difference and plot to resurrect the one being with the power to stand against the servants of the Ruinous Powers and restore order to the world - the Great Necromancer himself. As they set about gathering artefacts to use in their dark ritual, armies converge on Sylvania, intent on stopping them. But Arkhan and Mannfred are determined to complete their task. No matter the cost, Nagash must rise again.

The Fury of Firestorm, The Nuclear Men

The first book in a new environmental epic fantasy series set in a world where

ships kept afloat by magical hearthfires sail an endless grass sea. On the never-ending, miles-high expanse of prairie grasses known as the Forever Sea, Kindred Greyreach, hearthfire keeper and sailor aboard harvesting vessel *The Errant*, is just beginning to fit in with the crew of her new ship when she receives devastating news. Her grandmother—The Marchess, legendary captain and hearthfire keeper—has stepped from her vessel and disappeared into the sea. But the note she leaves Kindred suggests this was not an act of suicide. Something waits in the depths, and the Marchess has set out to find it. To follow in her grandmother's footsteps, Kindred must embroil herself in conflicts bigger than she could imagine: a water war simmering below the surface of two cultures; the politics of a mythic pirate city floating beyond the edges of safe seas; battles against beasts of the deep, driven to the brink of madness; and the elusive promise of a world below the waves. Kindred finds that she will sacrifice almost everything—ship, crew, and a life sailing in the sun—to discover the truth of the darkness that waits below the Forever Sea.

Legion Secret Origin

DC One Million

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Superspy middle schooler Ben Ripley is finally going to take SPYDER down, once and for all, in this latest addition to the New York Times bestselling Spy School series. Stranded in Mexico after nearly capturing the leaders of SPYDER, thirteen-year-old Ben Ripley desperately needs to take a shower. But even more so, he and his spy school friends need to come up with a new plan to defeat their enemies, their only clue a key that opens...something. The Mission: Go rogue from the CIA, join up with the British MI6 to locate the leader of SPYDER, the enigmatic Mr. E, and bring down the evil organization once and for all. Only it won't be easy. They'll have to deal with rival evil splinter factions, devious double-crosses and learning to drive on the opposite side of the road. But they have no other choice: this is their last and final chance to crack the code on SPYDER.

Junior Braves Survival Guide to the Apocalypse

Elmer Fudd is out to shoot some animals, only he's not hunting-he's working as a nature photographer for a famous magazine. But when Daffy finds out that he's more interested in capturing a photo of a "wabbit" than a certain handsome duck, Elmer's job is going to get a lot more challenging.

The World's Greatest Blackjack Book

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It's not safe to venture into Venture City. Take a trip to Venture City, a world of superpowers, villainous corporations, and ruthless gangs, set in a near-future where powers are for sale. From the corporate sponsored heroes to the supervillains in the news, and all the way down to the little guys who try to hide their powers, there are superheroes everywhere you see. Bring them to your Fate Core table with this Venture City compilation, which includes both Venture City Stories and Venture City Powers, written by masterminds Brian Engard and Ed Turner. The Venture City compilation requires Fate Core to play. Inside, you'll find:

- An exciting new take on Fate-style superpowers, including suggestions on power suites
- A fully developed world full of rival factions, shady figures, and a variety of locations for the perfect showdown
- A simple system that uses issues to drive plot and gameplay
- A variety of pregenerated characters to drop into your campaigns
- A sample adventure--Nothing Ventured--plus a series of adventure seeds to help build a variety of campaign lengths

Venture City. Pick a side, pay your bill, and power up.

Batman Vs. Catwoman

Frank Leslie's Illustrated Newspaper

Mutant - Year Zero - The Gray Death

"Originally published in single magazine form in The Fury of Firestorm: The Nuclear Men 7-12, 0."

Winnie the Pooh: Forever Friends

Most people don't believe in monsters, but you know the truth. They're real, and it's your task to bring them down. This revised edition of Monster of the Week brings that adventure to life. Monster of the Week is a standalone action-horror RPG for 3-5 people. Hunt high school beasties a la Buffy the Vampire Slayer, travel the country to bring down unnatural creatures like the Winchester brothers of Supernatural, or head up the government investigation like Mulder and Scully. This book contains everything you need to tackle Bigfoot, collar a chupacabra, and drive away demons. In this revised edition, you'll find:

Mathematics for Computer Science

NATIONAL BESTSELLER WINNER OF THE PULITZER PRIZE The searing, post-apocalyptic novel about a father and son's fight to survive. A father and his son walk alone through burned America. Nothing moves in the ravaged landscape save

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the ash on the wind. It is cold enough to crack stones, and when the snow falls it is gray. The sky is dark. Their destination is the coast, although they don't know what, if anything, awaits them there. They have nothing; just a pistol to defend themselves against the lawless bands that stalk the road, the clothes they are wearing, a cart of scavenged food—and each other. The Road is the profoundly moving story of a journey. It boldly imagines a future in which no hope remains, but in which the father and his son, "each the other's world entire," are sustained by love. Awesome in the totality of its vision, it is an unflinching meditation on the worst and the best that we are capable of: ultimate destructiveness, desperate tenacity, and the tenderness that keeps two people alive in the face of total devastation. A New York Times Notable Book One of the Best Books of the Year The Boston Globe, The Christian Science Monitor, The Denver Post, The Kansas City Star, Los Angeles Times, New York, People, Rocky Mountain News, Time, The Village Voice, The Washington Post

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