

## Monsters Sword Of Woden Book 3

An illustrated volume by John Vinycomb, €Fictitious & Symbolic Creatures in Art€features chapters on the use of dragons in Christian art and Royal Heraldry as well as other creatures (the Hydra and crocodiles) that have similar characteristics to the dragon.

Geatland – Late Summer 517 AD Fresh from the desperate defence of the Northern borders of the Kingdom, Beowulf is appointed by King Hythcyn to lead the greatest ship army in the history of his people, carrying fire and sword to the 'Black Heart' of their enemies. But all is not as it seems. Hythcyn's actions have thrust a flaming brand into the delicate balance of power in the Scandinavian lands, setting a series of events in motion which quickly spiral out of control. As Beowulf begins to understand that the Allfather is carefully grooming him to confront the Grendel, a mysterious affliction begins to cast its long dark shadow across his soul, causing him to fear for his sanity. In an enthralling tale of brutal battles, love and betrayal, Beowulf and his closest kin are swept up by the storm and scattered to the winds. From the mountainous rollers of the North Atlantic to the frozen forests of Swede Land and the bloody temple at Uppsala, Beowulf and his fellow exiles, the Wraeccan, gather their strength and prepare to confront King Hythcyn in the final battle for Geatland.

A collection of more than thirty short stories from a variety of genres is comprised of tales that follow variations on themes and situations found in folklore and fairy tales. By the author of the Book of the New Sun series. Reprint. 10,000 first printing.

The un-dead hero of MediEvil returns in this thrilling prequel from the original creators of the critically acclaimed videogame. After being swept through time and landing in his own past, Sir Daniel Fortesque finds himself teaming up with old friends – including a were-dog and cockney-fairies – in order to once again save the kingdom of Gallowmere. The evil sorcerer Zarok is raising an evil un-dead army, and Sir Dan is the only one who can ensure his cowardly former-self prevails. Delve deep into MediEvil lore as the secret history of Sir Dan is revealed, and a brand new adventure, that follows on directly from MediEvil 2, begins!

This title compares clinical case studies with the powerful emotional meaning behind the symbols of the hall, the monsters, the reassures, and the final battle, and shows how a detailed study of Beowulf uncovers problems facing both ancient and modern humanity.

A retelling in graphic format of the Anglo-Saxon epic about the heroic efforts of Beowulf, son of Edgetheow, to save the people of Heorot hall from the terrible monster, Grendel.

A collection of the first four installments of Bernard Cornwell's bestselling series chronicling the epic saga of the making of England, "like Game of Thrones, but real" (The Observer, London)—the basis for The Last Kingdom, the hit television series. This ebook collection includes The Last Kingdom, The Pale Horseman, Lords of the North, and Sword Song.

It is June 1815 and an Anglo-led Allied army under the Duke of Wellington's command and Gebhard Leberecht von Blücher is set to face Napoleon Bonaparte near Waterloo in present-day Belgium. What happens next is well known to any student of history: the two armies of the Seventh Coalition defeated Bonaparte in a battle that resulted in the end of his reign and of the First French Empire. But the outcome could have been very different, as Peter Tsouras demonstrates in this thought-provoking and highly readable alternate history of the fateful battle. By introducing minor – but realistic – adjustments, Tsouras presents a scenario in which the course of the battle runs quite differently, which in turn sets in motion new and unexpected possibilities. Cleverly conceived and expertly executed, this is alternate history at its best.

This guide is a must-have for fans of the New York Times bestselling How to Train Your Dragon series that inspired the hit movie and TV show. This gift book features all of the dragon species from the series plus brand-new ones created just for this book, with color illustrations of each and every one!

Recounts legends, folk stories, and fairy tales dealing with castles from the traditions of England, Norway, Germany, and other countries.

If you liked Percy Jackson, you'll love Kid Beowulf! Inspired by the epic poem "Beowulf," this fun new series follows the adventures of 12-year-old twin brothers Beowulf and Grendel as they travel to distant lands and meet fellow epic heroes! In book one of the series by Alexis E. Fajardo, our heroes' destiny is tied to the past, when a prince named Hrothgar begins a quest for power—one that leads him to a fiery dragon, an enchanted sword, and an oath sworn in blood. But when Hrothgar breaks his oath he breaks his kingdom, and the only thing that will save it is a family he's forgotten and heroes not yet born...

This is the extended and annotated edition including \* an extensive annotation of almost 10.000 words about the oracles in religion \* an interactive table-of-contents \* perfect formatting for electronic reading devices THE Sibyls occupy a conspicuous place in the traditions and history of ancient Greece and Rome. Their fame was spread abroad long before the beginning of the Christian era. Heraclitus of Ephesus, five centuries before Christ, compared himself to the Sibyl "who, speaking with inspired mouth, without a smile, without ornament, and without perfume, penetrates through centuries by the power of the gods." The ancient traditions vary in reporting the number and the names of these weird prophetesses, and much of what has been handed down to us is legendary. But whatever opinion one may hold respecting the various legends, there can be little doubt that a collection of Sibylline Oracles was at one time preserved at Rome. There are, moreover, various oracles, purporting to have been written by ancient Sibyls, found in the writings of Pausanias, Plutarch, Livy, and in other Greek and Latin authors. Whether any of these citations formed a portion of the Sibylline books once kept in Rome we cannot now determine; but the Roman capitol was destroyed by fire in the time of Sulla (B. C. 84), and again in the time of Vespasian (A. D. 69), and whatever books were at those dates kept therein doubtless perished in the flames. It is said by some of the ancients that a subsequent collection of oracles was made, but, if so, there is now no certainty that any fragments of them remain.

Collects King Thor (2019) #1-4. One last ride with the almighty lord of Asgard! Jason Aaron reunites with Esad Ribi? to conclude the epic saga they began in THOR: GOD OF THUNDER! Seven years ago, Aaron and Ribi? introduced the Thor of the far future — All-Father of a broken realm and a dying universe — as he stood in battle against Gorr, the Butcher of Gods, wielder of All-Black the Necrosword. But now that nefarious blade has returned, in the hands of Thor's all-time-greatest enemy: his adopted brother, Loki! It's time for one final, cataclysmic showdown — but even worse is still to come as the ultimate end of all things grows near! A who's who of Aaron's past THOR collaborators, along with a few surprise guests, stop by to bring down the curtain on a glorious era in thunderous style!

Essays on the depiction of animals, birds and insects in early medieval material culture, from texts to carvings to the landscape itself.

The Mythos Society Guide to New England is an expansive universal sourcebook by veteran game designer Clint Staples that can be used to enhance any horror, mystery, or adventure roleplaying scenarios set in New England. It is particularly suited for Mythos-oriented games like Call of Cthulhu and Cthulhu Live. It is also a fun and provocative read for anyone interested in the esoteric history of New England, and a

resource for stories or other projects that have horror or the weird as themes; are based on or inspired by the works of H.P. Lovecraft or other Cthulhu Mythos authors; or are set during the period between the two World Wars. The Mythos Guide to New England provides a record of the land and its inhabitants, its prehistory and history, and its natural and unnatural characteristics. In these pages you will find tales of the witchcraft, hauntings, monsters, and malevolence that have plagued the peoples of the region, from pre-Colonial days into the 20th century. New England is a diverse territory. Some the earliest settlements in the New World lie cheek by jowl with rugged country that, to this day, is all but untraveled by humanity. The sea, with its rocky shoals, rugged coves, unknown depths, and centuries of legend and lore holds sway over the minds of the region's inhabitants. The mountains and forests are just as mysterious and deadly, keeping secrets centuries and even millennia old, some of which mankind would be better not off not knowing. Between these wild areas are the settled portions, farms and orchards inland and harbors filled with ships and the folk that sail them on the coast. Man prevails in such places, but in the shadowed lanes, forgotten cellars, and lightless passages beneath his world there is still much that is unknown and unsettling. Read and use the knowledge contained within this book at your own risk.

**GAIMAN! RUSSELL! MIGNOLA! ORDWAY!** New York Times bestselling author Neil Gaiman and Eisner Award-winning comics legend P. Craig Russell breathe new life into the ancient Norse stories by taking readers through the creation of the Nine Worlds to the epic origin and adventures of Thor, Odin, and Loki all the way to the end of life—Ragnarok. Having previously written about deities in *American Gods* and *The Sandman*, Gaiman teams with Russell to finally bring readers to follow the northern gods in their own setting in this comic book adaptation of the hit novel!

Contains spells and magickal rites in a format that is simple to follow. Includes tips on the most productive times to cast spells.

MonstersCreateSpace

The titanic struggle begins in an unremarkable grove in the lands of an unremarkable tribe. The war which follows will last for centuries and shapes us still. 390 BC - A Greek trader embarks on his fifth journey to the forests of Hyperborea on behalf of his shadowy employer; and disappears. Led by Brennus, a war lord without a past, a warrior of the Horsetails clan accompanies his tribe on an extraordinary trek through the wild Celtic lands. Eighty thousand strong they cross the Alps and fall upon the rich lands of Italia. On an island at the edge of the known world, a young druid is driven by her night terrors to embark on a quest which will finally reveal the path the gods have chosen for her. A general of Rome, conqueror of the Volscian city of Anxur, witnesses a barbarian army crush the Etruscan phalanx using a deadly combination of guile and ferocity. Can he awaken the senate from its torpor and save his own city from catastrophe? In an epic tale of friendship, heroism and betrayal, war sweeps across the ancient world as two civilisations vie for ascendancy. From the wind swept moors of Albion to the seven hills of Rome, the glacial peaks of the Alps to the tempestuous seas off the Pillars of Hercules the conflict unfolds which will decide the destiny of a continent.

In the poem, Beowulf, a hero of the Geats in Scandinavia, comes to the aid of Hroðgar, the king of the Danes, whose mead hall (in Heorot) has been under attack by a monster known as Grendel. After Beowulf slays him, Grendel's mother attacks the hall and is then also defeated. Victorious, Beowulf goes home to Geatland in Sweden and later becomes king of the Geats. After a period of fifty years has passed, Beowulf defeats a dragon, but is fatally wounded in the battle. After his death, his attendants bury him in a tumulus, a burial mound, in Geatland. John Lesslie Hall translated Beowulf in 1897 though the original author of the great work is unknown

As the cataclysmic events unfold at Ravenswood, Beowulf is left fighting his own very personal war against the forces of Hel. Finally cured with the help of the wizard Asgrim, Beowulf and the men of his comitatus gather their forces and travel to Heorot to finally confront the monster, Grendel. In a journey which sweeps across the north, from the depths of the great Swedish forests and the marshes of Frisland to the gentle hills surrounding Sutton Hoo, Beowulf finally discovers that killing Grendel was not his sternest test after all. Woden has one more, even more powerful fiend to confront as the Gods vie for ascendancy over middle earth. *Sword of Woden, Monsters*, is the conclusion of a trilogy of novels which seek to tell the early life story of Beowulf and his clan, the Swertings.

**PREVIOUSLY PUBLISHED UNDER THE TITLE TERROR GALLICUS** The war to decide the destiny of a continent. The spark was struck in the sacred grove of an unremarkable clan in Gaul. The struggle that followed lasted for centuries, and shapes us still. 390s BC. Led by Brennus, a warlord without a past, the Senone tribe undertake a remarkable trek. 80,000 strong, they brave primeval forest, shadowy assassins and Alpine peaks to settle the rich lands of Italia. On the island of Albion, a young druid is driven by terrifying dreams to undertake a quest of her own. A Roman general witnesses the Gauls crush an Etruscan army using a deadly combination of guile and ferocity. Can he awaken the Senate from its torpor and save the city from catastrophe? In an epic tale of friendship, heroism and betrayal, war sweeps the ancient world as two civilisations vie for ascendancy. Perfect for fans of Conn Iggulden and Ben Kane.

AD 633. Beobrand is a young man with a shadowy past. As an outsider in the kingdom of Bernicia, he is compelled to join his brother, Octa, as a warrior in the household of King Edwin. He must learn to fight with sword and shield to defend the war-ravaged kingdoms of Northumbria. In a period of great upheaval for Dark Age Britain, all he finds is death and war. Men and women strive to seize control of their destinies in a time of despair, and the land is rife with danger as warlords vie for supremacy and dominion. Amongst the blood and the betrayals, Beobrand learns of his brother's near-certain murder. Inexperienced but ruthless, Beobrand must form his own allegiances and learn to fight as a warrior with sword and shield. Driven by a desire for vengeance and a relentless pursuit of his enemies, he faces challenges which transform him from a boy to a man who stands strong in the clamour and gore of the shieldwall. As he closes in on his kin's slayer, can Beobrand mete out the retribution he craves without sacrificing his honour... or even his soul?

The image of a giant sword melting stands at the structural and thematic heart of the Old English heroic poem Beowulf. This meticulously researched book investigates the nature and significance of this golden-hilted weapon and its likely relatives within Beowulf and beyond, drawing on the fields of Old English and Old Norse language and literature, liturgy, archaeology, astronomy, folklore and comparative mythology. In Part I, Pettit explores the complex of connotations surrounding this image (from icicles to candles and crosses) by examining a range of medieval sources, and argues that the giant sword may function as a visual motif in which pre-Christian Germanic concepts and prominent Christian symbols coalesce. In Part II, Pettit investigates the broader Germanic background to this image, especially in relation to the god Ing/Yngvi-Freyr, and explores the capacity of myths to recur and endure across time. Drawing on an eclectic range of narrative and linguistic evidence from Northern European texts, and on archaeological discoveries, Pettit suggests that the image of the giant sword, and the characters and events associated with it, may reflect an elemental struggle between the sun and the moon, articulated through an underlying myth about the theft and repossession of sunlight. *The Waning Sword: Conversion Imagery and Celestial Myth in 'Beowulf'* is a welcome contribution to the overlapping fields of Beowulf-scholarship, Old Norse-Icelandic literature and Germanic philology. Not only does it present a wealth of new readings that shed light on the craft of the Beowulf-poet and inform our understanding of the poem's major episodes and themes; it further highlights the merits of adopting an interdisciplinary approach alongside a comparative vantage point. As such, *The Waning Sword* will be compelling reading for Beowulf-scholars and for a wider audience of medievalists. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

Geatland in the first decades of the sixth century was an island of peace amidst the upheaval which marked the death throes of the Roman Empire in the West. Under the benevolent rule of King Hrethel and his sons the King's grandchild, Beowulf, the only child of his daughter, is carefully groomed by the family in the skills and duties of the warrior elite. As Beowulf reaches adulthood a death suddenly tears the family

apart. Torn between family loyalties and the freshly sworn demands of his warrior code, Beowulf must choose between those he loves and his personal ambition as the dynasty begins to tear itself apart. Sensing weakness the Geats most feared enemy appears on their northern border and Beowulf must fight his first desperate battle to save the Kingdom. Skilfully interwoven into the fabric of the old English poem we know as 'Beowulf' lies the tale of a great but ultimately doomed people, the Geats. It is a tale of decay and renewal as the old order is swept away and the new nations of Europe struggle to emerge from the ensuing chaos in an age when it was common for Kings to die in battle. Sword of Woden, Sorrow Hill, is the first in a trilogy of novels which seek to unravel the threads contained within the original poem by recounting the early life story of Beowulf and his family.

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons.

Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. - Inside you'll find everything you need to live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms--Acquisitions Incorporated. - The 256-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. - You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore--and to strip-mine for profit. Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Set in 10th century Sweden, at the height of the Viking age, love, revenge, betrayal, and loss bind two families together. Warrior? "Pretty" Bjorn Alfarsson loves three things: fighting, women, and his children. Bjorn cares nothing for the blood feud that has raged for years. But when Bjorn's best friend is killed by the son of their bitterest enemy, he is drawn into the long-standing feud. With the safety of his children at risk, Bjorn does whatever is necessary, but the hatred he has wrought threatens to unravel his world. Weaver? Astrid Tryggvisdottir is the daughter of a powerful jarl. What she wants most is to marry a man she loves, and to keep her loved ones safe and protected, but hers is a world fraught with hardship and danger. A blood feud, which has torn through her life, has now spilled over onto her and her brothers. Astrid is pressured to sacrifice her own happiness and marry the enemy. At stake is the safety of her family; if she chooses wrong, everyone she cares about will be in danger. It is up to her to weave the two families together.

Possessing uncanny powers of observation that elevate her influence in turbulent seventh-century Britain, Hild, the king's youngest niece, is established as a seer and compelled to advise the king correctly at the risk of her loved ones. By the Nebula Award-winning author of Ammonite. 75,000 first printing.

AD 630. Anglo-Saxon Britain. A gripping, action-packed historical tale set in the world of The Bernicia Chronicles. Perfect for fans of Bernard Cornwell. Winter grips the land in its icy fist. Terror stalks the hills, moors and marshes of Bernicia. Livestock and men have been found ripped asunder, their bones gnawed, flesh gorged upon. People cower in their halls in fear of the monster that prowls the night. King Edwin sends his champions, Bassus, Octa and band of trusted thegns, to hunt down the beast and to rid his people of this evil. Bassus leads the warriors into the chill wastes of the northern winter, and they soon question whether they are the hunters or the prey. Death follows them as they head deeper into the ice-rimed marshes, and there is ever only one ending for the mission: a welter of blood that will sow the seeds of a tale that will echo down through the ages. What readers are saying about KIN OF CAIN: 'The tale is full of suspense, it's dark, gritty and gruesome ... what more could you possibly want?' 'Absolutely gripping, edge of the seat reading. If you're into Bernard Cornwell you'll love this!' 'Clever short story by a master story teller' Can't wait for the next instalment of the Bernicia Chronicles? Search 9781784978853 to pre-order KILLER OF KINGS!

"Pope Joan has all the elements one wants in a historical drama—love, sex, violence, duplicity, and long-buried secrets. Cross has written an engaging book."—Los Angeles Times Book Review In this international bestseller and basis for the 2009 movie of the same name, Donna Woolfolk Cross brings the Dark Ages to life in all their brutal splendor and shares the dramatic story of a woman whose strength of vision led her to defy the social restrictions of her day. For a thousand years her existence has been denied. She is the legend that will not die—Pope Joan, the ninth-century woman who disguised herself as a man and rose to become the only female ever to sit on the throne of St. Peter. Now in this riveting novel, Cross paints a sweeping portrait of an unforgettable heroine who struggles against restrictions her soul cannot accept. Brilliant and talented, young Joan rebels against medieval social strictures forbidding women to learn. When her brother is brutally killed during a Viking attack, Joan takes up his cloak—and his identity—and enters the monastery of Fulda. As Brother John Anglicus, Joan distinguishes herself as a great scholar and healer. Eventually, she is drawn to Rome, where she becomes enmeshed in a dangerous web of love, passion, and politics. Triumphant over appalling odds, she finally attains the highest office in Christendom—wielding a power greater than any woman before or since. But such power always comes at a price . . . "Brings the savage ninth century vividly to life in all its alien richness. An enthralling, scholarly historical novel."—Rebecca Fraser, author of The Brontës

A Viking saga of warmongering, honour and loyalty from the Sunday Times bestselling author of Lancelot, Giles Kristian. Perfect for fans of Bernard Cornwell and Games of Thrones. "A fitting end to a trilogy that fans of Bernard Cornwell should devour" -- THE TIMES "The master storyteller...whose books throw the reader headlong into the Viking age." -- BEN KANE "This remains Viking writing at its best: thrilling in its truest sense, heart-rendering and, yes, glorious." -- MANDA SCOTT "Probably the best Viking saga I have ever read -- \*\*\*\*\* Reader review "Wonderfully written and researched, the whole series makes the entire Nordic world come alive" -- \*\*\*\*\* Reader review "This trilogy is gripping from start to finish" -- \*\*\*\*\* Reader review \*\*\*\*\* THE GODS MUST BE FAVOURED... Norway, AD 785. A wild place, a place of blood, a place where the gods hold sway . . . Sigurd Haraldarson and his oathsworn band are winning fame and reputation. But to confront his hated enemy - the oath-breaker and betrayer King Gorm - they must win riches too. When a daring raid goes wrong, Sigurd finds himself a prisoner of the powerful Jarl Guthrum. Bound like a slave, he is taken to the sacred temple at Ubsola to face the sacrificial knife. But here Sigurd discovers a potent relic: Gungnir, a great spear that would give him the power to assemble a host strong enough to challenge King Gorm, and avenge the betrayal of his father and the murder of his family. The roar of Odin and the wild hunt will be as nothing compared to Sigurd's rage, for he and his warriors will be borne on the wings of the storm . . . Wings of the Storm concludes the Viking saga, started in God of Vengeance and Winter's Fire.

Beowulf's presence on the popular cultural radar has increased in the past two decades, coincident with cultural crisis and change. Why? By way of a fusion of cultural studies, adaptation theory, and monster theory, Beowulf's Popular Afterlife examines a wide range of Anglo-American retellings and appropriations found in literary texts, comic books, and film. The most remarkable feature of popular adaptations of the poem is that its monsters, frequently victims of organized militarism, male aggression, or social injustice, are provided with strong motives for their retaliatory brutality. Popular adaptations invert the heroic ideology of the poem, and monsters are not only created by powerful men but are projections of their own pathological behavior. At the same time there is no question that the monsters created by human malfeasance must be eradicated.

Historical fiction doesn't get much better than this' ANGUS DONALD, author of The Outlaw Chronicles. 'Matthew Harffy's tale of England in the Dark Ages is nothing less than superb' HISTORICAL NOVEL SOCIETY. 'Murder, betrayal and vengeance fuel tribal warfare and personal combat. Beobrand is the warrior to follow' DAVID GILMAN. AD 635. Anglo-Saxon Britain. A gripping, action-packed historical thriller and third

instalment in The Bernicia Chronicles. Perfect for fans of Bernard Cornwell. Oswald is now King of Northumbria. However, his plans for further alliances and conquests are quickly thrown into disarray when his wedding to a princess of Wessex is interrupted by news of a Pictish uprising. Rushing north, Oswald leaves Beobrand to escort the young queen to her new home. Their path is fraught with danger and uncertainty, Beobrand must try to unravel secrets and lies if they are to survive. Meanwhile, old enemies are closing in, seeking brutal revenge. Beobrand will give his blood and blade in service to his king, but will that be enough to avert disaster and save his kith and kin from the evil forces that surround them? Can't wait for the next instalment? Pre-Order the next instalment KILLER of KINGS - out 1st June 2017. What people are saying about BLOOD AND BLADE: 'Give yourself a treat, dear reader, if you haven't started this series you owe it to yourself to do so' 'This is the best of the series yet' 'A gripping, entertaining read' 'An epic tale of warrior battles, deep comradeship, intrigue, love and lust'

Frisland Summer 523AD An immense ship army under the command of Hygelac, King of Geatland has fallen on the northern provinces of the Frisian Kingdom. Rushing to defend his land the armies of the young inexperienced King Ida are defeated piecemeal as the invaders sweep through the length and breadth of the country at will. Moving south the Geats raid deeply into the lands of the Salian Franks, carrying sword and spear to the regions of the Hetware and Cherusci as the Christian giant in the south slumbers on. But appearances can deceive. As the long days of midsummer slowly fade and the Geats prepare to sail away back to their northern fastness the Franks and Frisians move to crush their tormentors. Into this whirlwind the paths of three heroes converge until they meet on the bloody battlefield before the town of Dorestada. Only the gods can know which, if any, will survive the clash. Dayraven-Hygelac's Raid is a final novella in the Sword of Woden series dealing with the early life story of Beowulf and his clan.

A thorough reference to the many deities, magical beings, mythical places, and ancient customs of the Norse and Germanic regions of Europe • Explores the legends and origins of well-known gods and figures such as Odin, Thor, Krampus, and the Valkyries, as well as a broad range of magical beings such as the Elf King, the Lorelei, the Perchten, dwarves, trolls, and giants • Draws upon a wealth of well-known and rare sources, such as the Poetic Edda and The Deeds of the Danes by Saxo Grammaticus • Examines folktales, myths, and magical beliefs from Germany, Austria, Switzerland, Denmark, Finland, Sweden, Norway, Iceland, and England The legends of the Norse and Germanic regions of Europe--spanning from Germany and Austria across Scandinavia to Iceland and England--include a broad range of mythical characters and places, from Odin and Thor, to berserkers and Valhalla, to the Valkyries and Krampus. In this encyclopedia, Claude Lecouteux explores the origins, connections, and tales behind many gods, goddesses, magical beings, rituals, folk customs, and mythical places of Norse and Germanic tradition. More than a reference to the Aesir and the Vanir pantheons, this encyclopedia draws upon a wealth of well-known and rare sources, such as the Poetic Edda, the Saga of Ynglingar by Snorri Sturluson, and The Deeds of the Danes by Saxo Grammaticus. Beyond the famous and infamous Norse gods and goddesses, Lecouteux also provides information on lesser-known figures from ancient Germanic pagan tradition such as the Elf King, the Lorelei, the Perchten, land spirits, fairies, dwarves, trolls, goblins, bogeymen, giants, and many other beings who roam the wild, as well as lengthy articles on well-known figures and events such as Siegfried (Sigurd in Norse) and Ragnarök. The author describes the worship of the elements and trees, details many magical rituals, and shares wild folktales from ancient Europe, such as the strange adventure of Peter Schlemihl and the tale of the Cursed Huntsman. He also dispels the false beliefs that have arisen from the Nazi hijacking of Germanic mythology and from its longtime suppression by Christianity. Complete with rare illustrations and information from obscure sources appearing for the first time in English, this detailed reference work represents an excellent resource for scholars and those seeking to reconnect to their pagan pasts and restore the old religion.

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