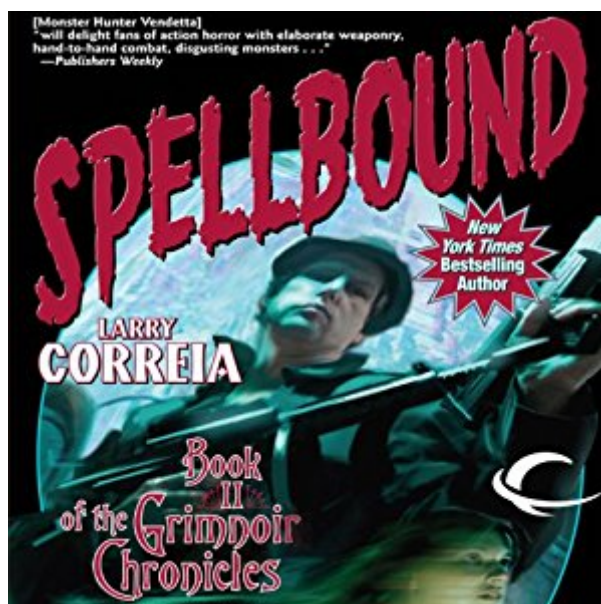


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# Spellbound: Book II Of The Grimnoir Chronicles



## Synopsis

Audie Award, Paranormal, 2013 Dark fantasy goes hardboiled in Book II of the hard-hitting Grimnoir Chronicles by the New York Times best-selling creator of Monster Hunter International. The Grimnoir Society's mission is to protect people with magic, and they've done so successfully and in secret since the mysterious arrival of the Power in the 1850s, but when a magical assassin makes an attempt on the life of President Franklin Roosevelt, the crime is pinned on the Grimnoir. The knights must become fugitives while they attempt to discover who framed them. Things go from bad to worse when Jake Sullivan, former P.I. and knight of the Grimnoir, receives a telephone call from a dead man—a man he helped kill. Turns out the Power jumped universes because it was fleeing from a predator that eats magic and leaves destroyed worlds in its wake. That predator has just landed on Earth.

## Book Information

Audible Audio Edition

Listening Length: 16 hours and 22 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Audible Studios

Audible.com Release Date: February 20, 2012

Whispersync for Voice: Ready

Language: English

ASIN: B007B7GMAW

Best Sellers Rank: #49 in Books > Audible Audiobooks > Fantasy > Paranormal #58 in Books > Audible Audiobooks > Fantasy > Contemporary #139 in Books > Literature & Fiction > Genre Fiction > Horror > Dark Fantasy

## Customer Reviews

What an amazing year for author Larry Correia. First the release of Hard Magic, book one of the Grimnoir Chronicles and an epic start to an epic new series. Then Monster Hunter Alpha, a novel featuring everyone's favorite werewolf Earl Harbinger. Next came Dead Six, a military thriller collaboration with Correia's close friend Mike Kupari. And now this, book two of the Grimnoir Chronicles: Spellbound. How best to describe the Grimnoir Chronicles for someone yet to read Hard Magic? Take the X-Men. Then throw them into an alternate reality noir version of the 1930's. Instead of evolution though the super powers are granted by a vast alien entity that is part

parasite/part galactic voyeur. Then add some guns. Scratch that. Add lots of guns. And airships. And Tesla super weapons. And robots. Then of course there is the growing threat of the Imperium, a Japanese empire that makes Hitler's Third Reich look cuddly. As if that weren't bad enough the United States government is moving toward a Registration Act for the magically active citizens that will surely trample all over individual freedom in the pursuit of "security and safety." Oh, and that vast alien entity that is enabling ordinary people extraordinary powers? It's being hunted by an even bigger alien entity that wants to devour it and all who come into contact with it. The Grimnoir Society has a lot of trouble on its hands. Not only have they been framed for an assassination attempt on the President of the United States but they are still preparing for all out war against the Imperium. Heavy Jake Sullivan has been labeled Public Enemy Number One, and has lay low while a new secret policing force for dangerous magicals scours the country for him.

"You're Heavy Jake Sullivan, aren't you?" "Yep." "I was afraid of that." Larry Correia delivers another exciting magical alternate history with *Spellbound*, the second of his GRIMNOIR CHRONICLES. After Jake Sullivan and the gang took care of the German zombies, the Japanese Iron Guard, and Nikola Tesla's peace ray in *Hard Magic*, the magicals are needed again to thwart new threats to the country. This is hard to do, though, after they've been framed for the attempted assassination of President Roosevelt. Public approval for magicals is low and opposition groups are organizing to march on Washington. FDR decides that magic must be regulated and proposes a new-deal-type law that will require all magicals to register with the government and wear an identification badge. Meanwhile, after receiving a phone call from Hell, the Grimnoir recognize that there's a much greater magical threat that the American citizens are unaware of. Only the Grimnoir are equipped to handle it. Frustrated, they must take care of this alien evil while hiding from the government. Fortunately, they do have some really awesome magical powers, an unexpected powerful ally, and a lot of guns. Once again, I'm surprised to find myself enjoying Larry Correia's testosterone-pumping, gun-toting, blood-spurting, heads-rolling story, but there's a lot more here than guns, guts and gore. There's a large diverse set of likeable and fully-developed fictional and real historical characters, an interesting historical backdrop, plenty of action and suspense, some blood-chilling moments, and a few quirky elements, too, such as an army of robots and a black hole. There's also quite a bit of dark humor, which blends perfectly to lighten the mood just a bit when things get scary.

In complete honesty, I cannot click on any other review and say that it was helpful for me. If you've

already read 'Hard Magic', or any other Larry Correia book, then you should have purchased this book without even bothering to read any reviews - because you KNEW it was going to be good. And you wouldn't be disappointed. But just in case you're not one of those people who've already read the other books and do like to read reviews, then I'll go ahead and post one before I have a Mouth simply tell you to buy this book and enjoy it. Mouth? What's that, you say? Ah, but that'd be giving part of it away, wouldn't it? Instead, let's imagine a world where, at some point during the Industrial Revolution, certain magical powers began to manifest themselves in some people. Not everyone - and normally only one power per person. Now imagine this world if someone who was already brilliant - such as Edison, Tesla, or Fuller, has their brilliance enhanced by this magic. At the same time, since this magic does still appear in a world divided by nationalism (late 1800's), you end up with World War I complete with Zeppelins ... and zombies. Yes, I know, zombies, but not your 'Walking Dead' zombies. Actual, re-animated dead, still capable of feelings - as one of the characters in 'Hard Magic' said, his father came home from the war and still loved to play piano - even though he was dead. Since real world people - Harry Houdini (albeit only in a chapter opening), Buckminster Fuller, and even J. Edgar Hoover - are characters in this series, and in a believable way given the consistency of the world created here, that also helps. You feel the Oklahoma Dust Bowl like you were there.

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