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## Kim harrison wikipedia

This article relies too much on references to primary sources. Please improve this by adding secondary or tertiary sources. (April 2008) (Learn and when to remove this template message) The Hollows series (also called the Rachel Morgan series) is a series of 15 urban fantasy novels, eight short stories, two graphic novels and a compendium resource by Kim Harrison, published by HarperCollins Publishers, in an alternate history universe that takes place mainly in the city of Cincinnati and its suburbs. Alternative history is built on two premises: the recent open existence of magical and supernatural species, primarily witches, vampires and werewolves, with the human population; and the historical investment of Cold War military spending in genetic engineering, unlike the Space Race, which led to the accidental release of a genetically modified tomato in 1960, which killed a significant part of the human population. The series is established about 40 years after this category, called the Tower within the series. The series is narrated from the point of view of Rachel Morgan, a bounty witch who works with local law enforcement agencies and faces both trivial and supernatural threats of origin. The series also focuses on Rachel's relationships with her partners, a living vampire and a pixy, as well as her personal relationships with males of different species. Reading order after publication date 1. Dead Witch Walking 2. The Good, The Bad and The Undead 2.1 Undead in the Garden of Good and Evil (Ivy novella in the anthology Dates From Hell, also in the compilation Into the Woods) 3. In every direction, but dead 4. A Fistful of Charms 4.1 Dirty Magic (Mia story in the anthology Hotter Than Hell, also in the compilation Into the Woods) 5. To few Demons More 5.1 Bridges Eden Park (Kisten/Rachel short story in For A Few More Demons (US A.S. Mass Market Edition) also in Into the Woods compilation) 5.2 Two Ghosts for Sister Rachel (Robbie/Rachel/Pierce novel in Holidays I'm Hell anthology also in Into the Woods compilation) 6. The Outlaw Demon Walls (retitled Where Demons Dare in the Uk) 6.1 The Bespelled (Ceri/Al nut story in The Outlaw Demon Walls (US mass market edition), also in the Demons anthology and the compilation Into the Woods) 7. White Witch, Black Curse 7.1 Ley Line Drifter (Novel Bis/Jenks in the unrelated anthology, also in the compilation Into the Woods) 8. Black Magic Sanction 9. Pale Demon 9.1 Blood Work (The graphic novel of Rachel's internship under Ivy at Inderlander Security) 9.2 Hollows Insider (The Hollows world book - a comprehensive new story, character profiles, maps, spell guides, charm recipes, secret correspondence, ... ) 10. A Perfect Blood 10.1 Million Baby (Trent novella one in the original forest) Crime (Graphic Novel by Rachel continued interning under Ivy at IS) 10.3 Issues on Book (pre-installed on Sony eReader for iPhone, iPad and iPod Touch - now available here 11. After 12 years. Undead Pool 13. The Witch With No Name 13.1 Sudden Backtrack 13.2 Waylaid (a Peri Reed and Hollows crossover) 14. American Demon 15. Million Dollar Demon (will be released June 15, 2021) Chronological Order of Reading 0. Novellas is going before the first 0.1 Card Sudden Backtrack (How and Why Newt &amp; Algaliarept Cursed the Elves Race Thousands of Years Ago) 0.2 Bespelled (How Algaliarept Took Ceri to Ever-After) 0.3 Two Ghosts for Sister Rachel (When and Rachel and Pierce Met) 0. 4ad Where in the Garden of Good and Evil (rejects Ivy Of Art and when she and Rachel started working with each other) 0.5 Blood Work (Graphic Novel of Rachel Interning under Ivy at Inderlander Security) 0.6 Blood Crime (Graphic Novel by Rachel continued interning under Ivy at Inderlander Security) 1. Dead Witch Walking 2. The Good, The Bad, and The Undead 3. In every direction, but dead 4. A Fistful of Charms 4.1 Bridges of Eden Park (Rachel helps Kisten save a child of his sister) 5. For a few more demons 6. Outlaw Demon Was6.1 Dirty Magic 7. White Witch, Black Curse 7.1 Leyline Drifter (Jenks and Biz's Adventure with a Dryad, a Nymph and a Pixie Family in Need) 8. Black Magic Sanction 9. Pale Demon 9.1 Million-Dollar Baby (How Jenks and Trent Saved/Kidnapped Trent's Daughter) 10. A Perfect Blood 10.1 Issues on Reserve 11. After 12 years. Undead Pool 13. The nameless witch 14. American Demon Shorts and novella undead in the Garden of Good and Evil: A Midnight Allusion to the Garden of Good and Evil (1997), which Clint Eastwood produced and directed. Dirty Magic: An Allusion to Dirty Harry (1971). Bridges of Eden Park: An allusion to The Bridges of Madison County (1995). Two ghosts for Sister Rachel: an allusion to two mules for Sister Sara (1970). Ley Line Drifter: An Allusion to High Plains Drifter (1973). Million-Dollar Baby: An Allusion to Million Dollar Baby (2004). Problems on the reserve: An allusion to problems with the curve (2012). Sudden Backtrack: An Allusion to Sudden Impact (1983). Graphic novels Blood Work: An Original Hollows Graphic Novel: This shares the name of Blood Work (2002), Blood Crime: An Original Hollows Graphic Novel: An allusion to True Crime (1999). Main Article Characters: Characters from the Hollows main characters series Each of the Main Hollows novels are written to the first person from rachel Morgan's exclusive perspective. However, the collection of Kim Harrison's Short Hollows published in 2012 (between A Perfect Blood and Ever After) as Into The Woods: Tales from the Hollows and Beyond, ISBN 978-0-06-197432-8, include a short story each from the perspectives of four other major characters: Undead in the Garden of Good and Evil (Ivy) Ley Line Drifter (Jenks) Million Dollars Baby (Trent) Bespelled (Al) In addition, the two graphic novel prequels that explore how Morgan Rachel and Ivy Tamwood first happened to work together – Blood Work , ISBN 978-0-345-52101-9, and Blood Crime, ISBN 978-0-345-52102-6 - both written first person from the perspective of Ivy Tamwood. Rachel Mariana Morgan A 25-year-old demon born into a witch who walks day by day. She is an equal partner in Vampiric Charms independent runner and security service that she founded with Ivy Tamwood (a living vampire) and Jenks (a pixy), all previously with vampire-run Federal Inderland Security (IS) police services, although now she works frequently in collaboration with man-run Federal Inderland Bureau (FIB) on special projects. The three live and work together in a small disused stone church with attached garden and cemetery in Cincinnati's Hollows District. Initially practicing just simple herbal earth magic, as Rachel progresses must learn and master progressively more difficult ley line and even demon magic to do her job and protect the lives of her friends and family. However, even as her power grows, Rachel never loses her moral center; frequently risk their own safety in order to avoid the harm of others. Rachel is the only female survivor of Rosewood syndrome, a genetic disease normally of blood that occurs only in witch children. Finally, it is discovered that witches are, in fact, demons who had their magical potential reduced by an ancient curse, and Rosewood Syndrome is the result of the birth of witch children with the full potential of demonic magic. Described by Trent as a 1.1] redhead Rachel has green eyes and curly hair on her shoulders, which seems to have a life of her own. With a lean, athletic build, she looks good in leather, but can also dress stylishly after is necessary for work. Rachel appreciates the finer qualities of the male form and does not discriminate on the basis of species. Her gift is improvisation under stress. Her mother, Alice, is still alive, and she has an estranged older brother (Robbie) who escaped being born with Rosewood. The color of Rachel's aura is gold, as is both Trent and Algaliarept. Ivy Alisha Tamwood a living vampire. She is an equal partner in Vampiric Charms independent runner and security service with Rachel Morgan (a witch) and Jenks (a pixy). A natural detective (compared to Rachel more mercurial), Ivy's gift is planning. Her personal mantra is restraint and control. Six feet tall, elegantly thin, and very pale, Ivy has long hair and an Asian distribution. She struggles with her vampiric nature at the level of life and personally after a deeply traumatic adolescence twisted by the old vampire of Cincinnati, Piscary, who left her suffering from the violence of the past and the inability to separate blood from sex. Ivy trusts Rachel to find a way to save her soul. She is extremely protective and deeply devoted to both Rachel and Jenks, whom she credits for helping her discover a normal life. As a bisexual vampire, she enjoyed long-term relationships with both Piscary's scion, Kisten Felps, a male colleague who survived the same nightmare she grew up with, and Piscary's young lawyer, Skimmer. She's also attracted to Rachel. Ivy's father is still a living vampire, but her mother is undead. Ivy has a younger sister, Erica, a frothy teenager whose ivy innocence is determined to protect her. He'll kill to keep the ones he loves. Jenks An 18-year-old pixy: a 10-centimetre-tall flying man. Jenks is an equal partner in Vampiric Charms independent runner and security service, along with Rachel Morgan (a witch) and Ivy Tamwood (a living vampire). A specialist in information and recognition, Jenks is a skilled saboteur, swordsman and electronics expert. He is endowed with an acute sense of smell and hearing. He sees a million without needing a second sight. Jenks supports both Rachel and Ivy on their runs, but can and does not provide lethal force after necessary against what he calls the lunkers (big men), as well as six-inch and feared carnivorous fairies, which are natural and deadly enemies of pixies. Jenks' dragonfly wings change color with his emotional state due to changes in blood flow. With a bad sense of humor, Jenks is a blunt speaker who is not afraid to say anything to anyone. Even though he looks like a healthy college-boboc-in-miniature, with his athletic shape, laughing green eyes, and bright curly blond hair, Jenks is nearing the end of his natural pixy life. This was a major concern for both Rachel and Ivy, until Rachel gave Jenks a curse to make him human-sized to help protect Rachel on a trip during a cold month. After returning to his normal size, he was rejuvenated and had a new lease for life, adding another 20 years. As the only married member of the team - Jenks and his wife Matalina are successfully raising 54 children (several-births being the norm with pixies. Their children's extraordinarily high survival rate is the result of what is in pixy terms a veritable oak castle[2] — Jenks and his family live in a stump in the lush garden of the church). Jenks offers unstintingly and unsolicited, but usually accurate- relationship tips for both of his work partners (Rachel in particular, as he believes that her relationships need special help, as well as anyone else who will listen. Jenks and his family are moving out. Moves. in the sanctuary of the old church during the cold winter months to avoid hibernation, which normally leads to more dying children. This allows them to provide on-site security for the entire building and land throughout the year, which also makes his family his first pixies in Cincinnati to experience snow. Trenton Aloysius Kalamack Billionaire businessman and politician, particularly mysterious to one of the most powerful citizens of Cincinnati, whose global legitimate business empire and public philanthropy serve as a front for running drugs and illegal genetic research activities. It is only later in the second book (The Good, the Bad, and the Undead) that Rachel discovers that Trent is secretly an elf, a species believed to have disappeared during the Tower: a 21st century elves prince of pure blood, tasked with healing the genome of elves crippled during their ancient war in Ever After with demons. Breeds of racehorses and hunters, as well as maintaining a complete pack of hunting dogs - Hunt pursues two, as well as the four-legged quarry - at its vast and heavily wooded property, which also serves as its primary residence and corporate headquarters worldwide; public tours are available. Trent shares a childhood history with Rachel that he doesn't even remember completely, because of the water memory blockers in the dying camp, they both survived. His father was responsible for curing Rachel's Rosewood syndrome. Orphaned as a teenager, Trent had two older brothers who failed to survive their childhood. Although less than two years older than Rachel, Trent was raised from birth by his fellow chief of staff (six-foot-ten-inch Jonathan Davaros) and chief of security (magic and martial arts master Quen Hanson) to use whatever means necessary to ensure the survival and recovery of elves people. Rachel and Trent have a relationship of love/hate because of his worldview that the end (preservation of his species) must justify the Means – even, if necessary, death. A brilliant, intelligent and resourceful man... but morally ambiguous. Trent is very attractive, tall, skinny and athletically built, with baby-fine blond hair and green eyes. He uses personal charisma and low melodious voice as effective weapons. Algaliarept (also known as Al or Gally.) An ancient demon at least 5,000 years old. In his own words, a meat-and-blood dealer and seducer of souls, skilled in training people in the dark arts enough to make them marketable, then kidnapping them when they made a mistake to sell them to his colleagues [demons] extended life of servitude[3] - a Purveyor of Fine Familiars. Personally, he remembers, with great bitterness and hatred, the elves-demon war that turned the former Eden-like Ever After into a red hell and trapped the demons there forever. He survived the slavery of an elf in ancient times, killing them by killing them He still hates elves with passion today. Caught an elf princess (Ceridwen Merriam Dulciate) for 1,000 years as a familiar staff and sex slave. Intelligent, resourceful, conniving, but quite honorable in his oddly twisted way. Like all surviving demons, it has changed through spells for so many thousands of years that it can't remember its original form. Take particular pleasure in adopting any current target persona fears most - whether male, female, or not even humanoid - pulled from the deepest subconscious of this target. But his own personal favorite persona of self-representation is a noble ruddy skinned 18th century British, tall and heavily built, with crushed green velvet tailcoat and white gloves. The only aspect he finds difficult to hide are his red demon eyes cut horizontally by the goat, so he frequently wears blue-tinted round glasses to disguise them. He was married in ancient times to a demoness called Celfnah. Context Series is in an alternate history in which supernatural beings live side by side with normal people. According to this timeline, after the discovery of double-helix DNA by James D. Watson, Francis Crick, and Rosalind Franklin, genetic manipulation becomes a possibility, changing several events in the history of this alternate universe. A virus nicknamed the T4 Angel virus attached to a defect in the genome of a genetically manipulated tomato (its laboratory identification being T4 Angel Tomatoes), and quickly spread around the world. As a result of the plague, all biogenetic research, including reverse engineering and genetic epilation, has been banned. In addition, the human race has developed a cultural fear of tomatoes and tomato-based foods, such as pizza sauce and tomato ketchup. The Turn The T4 Angel virus killed a quarter of the human population. Noting the combined number of their various species that were now approaching that of humanity, the supernatural species quickly took advantage of the opportunity to make themselves known. The fact that the structure of civilization remained somewhat intact during the Tower is attributed to the fact that many supernatural beings are in positions of power (or confiscation), including a vampire named Rynn Cornel acting as President of the United States (but never sworn). Supernatural beings are known as Inderlanders. As laws and societies are dramatically changed by factors related to these new sensitive species, all levels of law enforcement in the United States are breaking down. Two new organizations, the Inderlander Security Service (made up entirely of non-humans) and the Inderlander Federal Bureau (made up entirely of normal people), replace former law enforcement agencies at all levels. The Convention allowing both agencies to prohibits Inderlanders from being on F.I.B. salaries, although the job consultation mostly Allowed. The Ever-after The Ever-after is a magical plane that existed outside the ken of normal people up to the Tower. The main pixy character, Jenks, describes him as ... a drop of time that was knocked out, sitting alone by itself, with no past behind it to push it forward and no future to pull it along. The energy concentrations after forever are scattered in the normal plane and are called ley lines. Ley lines can be felt on the normal plane by magic users and races that have previously lived in Ever-after, such as elves and witches. The only race currently living in Ever-after is that of demons, who banished elves nearly two thousand years ago. The witches also previously lived in Ever-after, but fled on the worldly plane about five thousand years ago. Ever-after presented in novels is mentioned as the basis for happily ever after, which often occurs at the end of modern fairy tales; because of the mistranslation and omission, in fact in Ever-after (referring to a place) became figuratively happy until ever old (referring to time). Ever-after, once a beautiful land filled with fog and forest, was destroyed by the imbalance of the Elf-Demon War, leaving a desert-like stinking wilderness of burnt amber. The Elf-Demon War we learn in Ever After that the war was caused by a rupture of the alliance between elves and demons. The elves enslaved the Demons, and the Demons, in return, tried to catch the elves in Theeever-after. This led them to be linked there in another war, until the elves migrated to reality. Supernatural Races Novels use Inderlander to refer to all supernatural beings that were revealed during the Tower. They are divided into two groups: those that are derived from humans and those that are of non-human origin. Inderlander (non-human) witch breeds: an Inderlander species and primary practitioners of magic, in reality, which are a distinct species from humans, although almost phenotypically indistinguishable, and because of a different number of paired chromosomes, hybrids with humans are impossible. Witches have a life expectancy of 160 years and a favorite circadian rhythm in which they appear at noon. They are the largest of the four major Inderlander species, though the least political. Most of the population is unaware that the witch race is the result of a curse cast on the demons of elves; they fled Ever-After 5,000 years before the Tower,

abandoning the land of demons and elves. Rosewood syndrome is a consequence of the curse that created witches that affect certain children who would otherwise be able to unite the magic of demons, and the disease, with only two exceptions resulting from illegal genetic medicine, leads to an early death. Witches with low magical abilities, generally due to lack of education, are Warlocks. Witches and wizards have no gender connotation. Demons: An extremely aggressive race that dwells only in Ever-After, although able to travel through the ley lines to reality, they are incapable of being in reality during the day or being on consecrated ground. They are portrayed as particularly contentious and avarious. However, the power of contracts is based almost exclusively on power and leverage, as demons do not respect the rule of law. In addition, their economy relies primarily on favors and knowledge as a currency. Their natural life expectancy is 160 years, but by the biological renewal inherent in their magic they are practically immortal. Their magic is a unique combination of earth magic and the magic ley line, giving their curses the power and permanence of the first and the rapidity and adaptability of the latter. In an attempt to get rid of the elves, the demons of the past created Ever-After, but instead of locking up the elves, the creation created a bond with it, catching on. Fewer than 500 demons are still alive, although this number is not easily known or revealed until the last book. The only female demon known in life is Newt, who is incredibly powerful and feared but suffers from madness. Attempts by other demons to reproduce with Newt have failed. In Ever After the original appearance of demons is described as light, dark as midnight, with bat-like wings and cat-like features. Surface Demons: These creatures are not really demons, but are considered to be because they live on the surface in Ever After and are dangerous. Finally it is discovered that these are actually the souls of the undead vampires. After a first death of the vampires, their soul leaves them and joins the other so-called surface demons of Ever After. Elves: A race that has ever migrated from nearly 2,000 years ago after engaging in several wars with demons. The life expectancy of a full-blooded elf is given to be similar to a witch. However, few such elves remain as elves, trying to preserve and restore their heritage, closely mingled and intermixed with humans, which led to a massive death during the Tower, as they fell susceptible to the Angel virus. They are believed to have disappeared for most of the series, although there are a few ten thousand pure-bred elves alive. Thanks to demons that manipulate and corrupt their DNA, elves have been able to produce only children or children who die as young children, which is cured around the middle series. They practice a unique form of magic often called wild magic because it is less easy to control than the witch-magic Pixies: A small, humanoid race with a lifespan of 18-20 years, which lives in gardens and has intense rivalry with fairies due to a competition for resources. They have dragonfly wings and stay 10 cm high. Their culture is is is centered around a nuclear family, scattering once a parent dies. Traditionally hibernate in winter. Pixies have no legal position, which they sometimes use to their advantage, especially if the laws are concerned. It mainly relies on plant pollen to survive. Pixies are extremely territorial, and will attack fairies or even other pixies that invade their territories. A drop of red indicates peace and allows pixies to travel unscathed through the territory of another pixie. Except I find out later that at Pixies in the western desert, that wearing too much red can also mean they are looking for a bride. Zane: A small race that lives in the gardens and has an intense rivalry with pixies. Their physical appearance includes butterfly-like wings, a height of six centimeters, and insect-like features. Fairies tend to eat insects and work as mercenaries, if and when, interact with humans and the greatest Inderlanders, Fairies also have no legal position in society, which is also at their preference. They are a migratory species, traveling to Mexico in winter. They look like pale pickers in their almost ragged white clothes made of spider silk. All this, without exception have white hair, men keep it as long as women. Women have smaller teeth and are somewhat shorter, but otherwise they look the same. Leprechauns: A small race (approximately the size of people with dwarfism) that often grants desires when captured, although usually does not provide more than the minimum of three required by law. They have the ability to manufacture rainbows, but are forced to pay taxes for any gold at the end of the rainbow. It is impossible to steal from a Leprechaun because of their ability to manipulate reality (normally used to fulfill desires). Trolls: A humanoid race that lives under bridges and can be a public nuisance while eating mortar that holds bridges together. Although most trolls cannot speak English, some have learned it. They are known for their sensitive senses and can draw water into themselves to increase their mass. They're willing to work with friendly humanoids. Banshees: A long-lasting female species, they prey on the emotions of others, using energy to nurture. They hunt all creatures with awe, and normally they would kill their prey are under many legal restrictions to control their hunting. Banshees usually hunt carefully, selecting emotionally rich victims and often say harmful things to increase emotional output. The amount of emotion required for a banshee to get pregnant, along with the lack of restraint young banshees have meant that their number grows very slowly. This is not a major problem because territory and the small population can support only a small number. Once a banshee matures she doesn't age. Gargui: A hunting species hunts night, prey primarily on birds filled with iron and other metals. They prefer to live on consecrated land and will take shelter there during the day. Skin and light when active at night. As they get older, they acquire the ability to stay awake during hours of sunlight. Gargoyles have an intense connection with the ley lines and provide concentration and other skills when helping witches or captives of demons. Unbound gargoyles can pass unhindered through all protective circles. Once tied up, a gargyle can only pass through the aura of their connecting partner, live as long as their connecting partner and be sensitive to the actions and well-being of their connecting partner. Like the troll, a Gargyle can draw water into itself for an extra meal. They can also handle heat. Dryads: A type of nymph, most of the species were destroyed in the industrial revolution, although there were some signs that they were returning to the mountains - now that we haven't been cutting down trees for a hundred years anymore. We only meet one of the series (so far), a dryad named Daryl, who has a relationship with Ivy and Glenn. Nymph: A nymph is an inderland species [check spelling] that are identified with natural characteristics, such as mountains (oreads), trees and flowers (dryads and meliae), springs, rivers and lakes (naiads) or sea (nereids). Although I've only mentioned here a dryad in the story so far. Derived from humans Vampire Vampires the vampire virus is the result of a demon curse given to a man (and his descendants) who was afraid to die. In this series vampires are similar to common portrayals of vampires, with some exceptions. Their saliva contains drugs that make the pain of a vampire's bite pleasant, similar to that of the vampires at the Red Court in Jim Butcher's Files in Dresden. Vampires can also sensitize their victim's bite, so that only that vampire can affect the victim, leaving the victim mentally bound to that vampire. There are two types of vampires, living and undead. Living vampires are normal people infected with the vampire virus. They are divided into two groups: high and low blood. Low-blooded vampires are normal people who have been infected by the bite of an undead vampire, and have only a small amount of the benefits that the virus attaches, such as increased power and speed, as well as blood lust. When low-blooded vampires die, whether it's natural causes or otherwise, they simply die like any other man, unless an undead vampire is there in their dying moments to bring them back as undead to give his blood. Unlike traditional vampires, low-blooded vampires have no fangs and no pals. Vampires with high blood are vampires who have already been born virus, which influenced their development in the womb. They increased strength and speed, more than low-blood vampires, but not as much as the undead; they do not, however, have some skills that other types do not: the life of high blood vampires are empathetic and can draw an aura to influence, intimidate, or control others. They have slower and slightly longer canine teeth than humans or low-blooded vampires. They also have a greater craving for blood than low-blood vampires, but it is not essential for their existence. When vampires with big blood die, for whatever reason, they rise again like undead at the next sunset. Their appearance as undead is more like traditional literary vampires, it would be Bram Stoker's Dracula, so they have longer fangs and paler skin. When vampires become undead, they get the complete physical benefits of the vampire virus, but they lose their souls and ability to preserve their aura in the process. They now have the ability to turn humans into vampires and even sit down the hosts who don't want to. The vampire society is regulated by the master vampires, usually in control of the underworld of larger cities. Master vampires have a coterie called camarilla, to which their descendants and families belong, with a complex social hierarchy in which everyone is subordinated to someone else, except the master vampires, who are pivots of vampire society. Vampires outside a camarilla often seek to become part of one, as a camarilla serves as a support group for the lifestyle demanded by vampires. As for weaknesses, while low- and high-blood living vampires are immune to sunlight or holy objects, they can be killed in any normal way: weapons, diseases, poisons, age, and so on. On the other hand, undead vampires have all the traditional weakness of vampires: stakes, sunlight, holy objects, silver, fire and beheading. However, in the Hollows series there is an original weakness: sharing the blood of another undead vampire will lead to the death of Veres Weres are lycantropes with beastly attributes that are otherwise human in appearance. According to legend, the origin of the Werewolf lies in the curse of a demon on a group of people. The demon used a spell to turn into a wolf, then began to have sexual relations with them, and werewolves were the result. The common presentation of TheErs in the novels is that of a traditional werewolf, although they appeared. Reportedly, the main difference between werewolves and werefoxes is werefoxes can control the size that a turn, while the size of werewolves are converted over from their human weight and relative size. Also, the foxes were lowered from elves rather than humans, which may explain their ability to change size. In society, Theres live and operate just like natural wolves: they form packages with alpha, beta, etc. pairs, and there are also loners. It's not unusual for them until outside their species at the beginning of life. There is no werewolf curse, so it is presented in other lycantrope stories. Instead, Aurs must rely on reproduction to increase their number, unless under an external influence. In series, series, says of a demonic device that allows His Werewolf to transform a man through the bite. The story goes that this device, called Focus, once used to play a major role in their political structure, which revolve around who controlled it. Legend has it that more than five thousand years ago, those who were empowered planned to convert humanity by force. However, the witches have moved on to reality from Ever-after around that time; led by self-preservation, vampires, humans, and witches united to remove Focus and its influence from His Sowing possession. It is said to have been destroyed, but kept hidden. Focus plays a role in the middle books of the series. Unlike vampires, Ames may enter holy ground, but choose not because of their beliefs. Looks like they're vulnerable to silver. Ghosts and spirits The existence of ghosts and spirits is made clear by references to the fears of the characters. Ghosts are bodiless souls who are in oblivion have not moved on under the mythos series. A character is the ghost of a dead witch. He is released from purgatory when the tombstone is cracked. Later he is given body shape through a deal with a demon. Gods and goddesses Although many claim that they do not exist, religious artifacts have great power and several note characters are religious. It is suggested that it was not unusual for Inderlanders to persuade people to worship them. The Trickster Goddess, The Goddess of Wild Magic, is one that appears in the story. Her laughter or her gaze often accompanies Wild Magic. Many benders often feel that promises of moral behavior for the Goddess allow them to qualify for the handling of wild magic. Magic There are four known branches of magic in novels, earth magic, ley line magic, demonic magic, and wild magic. All magic draws its power from the ley lines, sources of energy that are scattered across the world. A magical user is labeled as black or white, depending on how magic affects his soul. White magic does not harm the soul of the practitioner, while black magic is. The stain on the aura of the magical user (energy emanating from the soul and the one that protects the soul) depends on how much it distorts natural magic and causes an imbalance. The stain or smut, called because it appears as a black layer covering the aura, can be encouraged on another, but cannot be destroyed. Earth magic Earth magic filters ley energy line through plants and animals and, though slower than the magic line ley, is just as powerful. It is associated with living beings, potions, amulets and charms. Spells can sometimes be stored and called later. The magic of the Earth can alter one's physical appearance or shape. The effects are permanent, unless donoted in salt water. The magic of the Earth tends to associated with users of white magic, as it is more difficult to necessary for the magic of the black earth. The magic of black earth involves the sacrifice of animals and, in some cases, humans or Inderlanders. Ley magic line Ley magic line has less permanence than magic earth, but is much faster and easier to adapt. Power can be drawn directly from a ley line or through a familiar animal. Energy is either channeled using a focused object or what is called wild magic in which power is imprecisely directed by the magic user who drew on the line. Ley line of magic can only alter perception and not physical form like the magic of the earth. Demonic magic Demonic magic combines the magic of the ley line and the magic of the earth to create something very fast, very powerful and eternal. After the name suggests, demonic magic is practiced almost entirely by demons. Demons also use familiar, but instead of animals, they use sensitive species, like witches, elves, and humans. This type of magic is extremely powerful and can be used to change one's species and cause huge amounts of damage. For example, a demonic curse can allow a being to be (to transform into an animal), to preserve the knowledge of the original being, but to continue life as an animal that may even have cubs. Because of the perversion of the laws of physics that the magic of demons embodies, the cost of this kind of magic is extremely high, so much so that the demons try to encourage the cost to their families or other willing parties. Witches with the gene to handle demonic magic were cursed long ago by elves, so any witches with genetic mutations usually die before his first birthday from Rosewood syndrome. Only two witches were seen to practice the magic of demons: Stanley Sadan and Rachel Morgan. It is later discovered that Rachel Morgan and Stanley Sadan, while the children of witches, are genetic demons. Wild Magic Wild Magic, also known as Elven or Celtic Magic, incorporates a religious system grounded in nature and practiced by elves. Wild magic is powerful, but unpredictable, almost alive at times. It will do the task is meant to do, but how unpredictable it is and depends on the Trickster Goddess. Wild magic uses singing when distributed, often accompanied by the Goddess's laughter. References ^ In The Forest (HarperCollins, 2012), ISBN 978-0-06-197432-8, page 288. ^ Into The Woods (HarperCollins, 2012), ISBN 978-0-06-197432-8, page 227. ^ Into The Woods (HarperCollins, 2012), ISBN 978-0-06-197432-8, page 4. Taken from

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