

## Chapter 1 : 10 Crazy Cures for the Black Death - Listverse

*Dark Ways to Death has 17 ratings and 1 review. Myridian said: This is the second in The Guardians series. I was first introduced to these novels through.*

Comments Shares In games, nothing can be said to be certain except death and well, mostly that. Death as a consequence of failure has been a part of games since the days of Spacewar! But not all games play to that standard - some choose not to ignore that you were a corpse just a moment ago, opting instead to weave the reason for your resurrection into the gameplay. Its not the right fit for every situation, of course, but a creative workaround for death can genuinely enhance your playing experience. You told the story wrong As seen in: Most of us stop short of claiming we died during our travels, but video game protagonists have a habit of trading in extremes. Being able to explain away death as overenthusiastic storytelling is a happy accident - the frame exists for bigger reasons, to keep you wondering how rather than if the hero escapes deadly harm to recount the story later. That makes this non-death a close cousin of the standard revert-to-checkpoint approach, but one thing saves it: Now you can get clones like snacks out of a vending machine, which is convenient when your job involves being repeatedly destroyed by enemies who want to nail you into the ground like a tent spike. This kind of death-dodging works best in games that are meant to be challenging, but also aim to create a certain feeling around each fight. Dark Souls, Shadow of Mordor, Bloodborne If used incorrectly, this can quickly become the narrative equivalent of the creators throwing up their hands and storming out of the room. Given that you do technically come back to life time and time again, immortality is the laziest possible explanation if nothing more is done with it. Thankfully, the games that use this concept best avoid that by making immortality an even bigger part of the game. The immortality method takes some serious commitment from the game to avoid looking like a cop-out. By planting the concept deep in their world lore the way, for example, Dark Souls does by making you an Undead out to destroy the source of your reanimation , unending life becomes as much a part of the plot as it is a gameplay device. Regardless of what sort of damage your character is subjected to - falling from a ten-story building, getting run over by a Jeep, slamming a jet into a suspension bridge and succumbing to the resulting inferno - nothing actually kills them. Instead, after the loading screen comes and goes, they trot out of the nearest hospital, with nothing to indicate their misadventure except a slightly lighter wallet. This undeath is sure to get a few laughs on principle, which is part of its appeal: In fact, it purposefully moves you from the place where you died so you can start fresh somewhere else and not have to immediately deal with what just killed you. That means whenever they bite it, their connection to those divine beings is what raises them from the dead, just in time for to charge back into the fight and send their enemies into cardiac arrest. This one can both be taken seriously or played for laughs, based on how the game frames the situation. In either case, it gives the main character an even greater sense of importance: While that seems like a simple way to handwave in-game death, since your synthetic form can be mentioned once and never again, it takes serious legwork to implement it in any game with a hint of story. Reaching your goal is the only way for this all to end, but what could be so important that the game keeps endlessly rebuilding you to do it? You reform from your own gushy remains As seen in: Just you, reforming yourself at the end of every death, the game daring you to question it. This approach only really works if a game is willing to commit to the levels of absurdity it demands. You die, and have enough will left to rebuild yourself through a means that only the unforgiving cosmos understands. That, in a weird way, becomes the epitome of persistence. If the protagonist is willing to scrape what remains of their flesh off yet another death contraption and do it all over again, what excuse do you have?

*In Dark Ways to Death the Guardians meet their most fateful and perilous challenge in a nightmare maze beneath the city streets - where the Dark God meets his worshippers and lures the Guardians to a doom beyond death!*

Crime, Supernatural and Adventure fiction. Obscure, Forgotten and Well Worth Reading. There was a time when trash fiction was all I would read to entertain myself. That was just a coincidence. I knew it to be the first of the series featuring occult detectives The Guardians. Having introduced myself to the series a while ago *The Curse of Rathlaw* and enjoying its unusual use of arcane Celtic folklore, occult legends and genuine supernatural content I tracked down all the other books and planned on reading them in order. This first book is nothing like the other which I think is the penultimate book in the series. Instead I get grotesque horror that outdoes anything Poe dreamt up, cruel sadism, graphic accounts of torture and rape, along with a heavy dose of Hammer horror movie influenced black magic and voodoo shenanigans. This is the nadir of Halloween reading, gang. Ready to wallow in it for a couple of paragraphs? We meet the whole Guardians gang led by the mysterious Gideon Cross and his would be paramour Anne Ashby, both of whom seem to be the reincarnations of an ancient warlock and his witch lover. There is anthropology professor Stephen Kane serving as the ostensible leader though it is Gideon Cross who controls all the cases and oversees the investigations into the forces of darkness bent on wreaking havoc with the modern world Rounding out the five person team of ghostbusters and exorcists are Father John Dyball and Lionel Marks. For that extra added all-inclusive 60s vibe Lionel also serves as the token ethnic member of the Guardians. The bad guys may be a West Indian voodoo cult of maniac killers but one of the good guys is a Jew. Take that, you decriers! The crux of the plot is the rescue of a cat not a person and the whole thing just seems a self-parody of pulpy, occult-laden adventures for much of the book until two humans are put in peril. Inexplicably added for comic effect are scenes featuring of a cadre of thrill-seeking titled aristocrats who gatecrash, so to speak, the black magic rituals of the West Indian voodoo cult who perform their secret rites and sacrifices in the abandoned tunnels of the London underground. Inadvertently, one of the snobs manages to help rescue two of the Guardians with their inane antics by accidentally causing a blackout with perfect eleventh hour timing. My favorite lines came from the superficial Duchess of Derwentwater who says things like, "An orgy is an orgy is an orgy. How could anyone enjoy it if they thought it was just a game? Obviously, this is not literature at all. The Guardian series definitely improves in the later volumes with the best told story coming in the last book, *The Vampires of Finistere*. That one will be reviewed very soon. Another "Halloween Special" review on a much more rewarding and spooky book will be posted on Halloween Day. A definite rave versus this middling book.

### Chapter 3 : Dark Ways to Death by Peter Saxon

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The Sith call it enlightenment; however, no records explain exactly how a conversion to the dark side takes place. For some, the dark side was extremely attractive and almost impossible to reject. Every time a person in tune with the Force called on the dark side, they became more addicted to the power it brought them. Although the Jedi primarily characterized the dark side as little more than a dangerous shortcut to power, those who embraced the dark side did so for various reasons. Many of the original Dark Jedi in the Great Schisms of the Jedi Order held this idea and believed it foolish of the Jedi to restrict themselves to a lesser interpretation of the Force. Some fell to the dark side for the sake of knowledge, such as Anakin Skywalker in his fight to discover a way to save the lives of his wife and children. In some cases, Jedi who had had limited control over the light side found their power and natural talent massively stronger in the dark side. Others fell because they saw the light side and the endless rules that the Jedi demanded to maintain it as too much to follow, as well as too limiting to their influence on the galaxy. They saw the dark side and its tenets of free passion, action, and emotion as a much better alternative to a life of sterile servitude under the light. Some also converted because they felt that the dark side at least got things done, instead of the patience and pacifism of the light. Others believed that it was a necessary evil in dire times, such as Darth Caedus and Darth Revan, while Darth Traya embraced it so she might be able to find a way to destroy the Force as a whole. She also believed that the contrast of the dark side was necessary for a lightsider to truly understand the Force. The changes these individuals underwent that led them to the dark side were clearly a result of their life experiences up to that point, and their willingness or unwillingness to resist the emotive forces that pulled one over the threshold of its allure and power. Fear was most often the starting point in a slide to the dark side—for, like a plague, it could quickly and rampantly affect individuals, groups, entire populations of cities, and even planets; and like a stream that becomes a raging river, it led naturally to anger, chaos, and unbridled power, if left unabated. When fear was thus allowed to fester and go unchecked, it could take hold and create a concentration of dark side energy that bordered on being something that approached a vergence or nexus in the Force. Those who were Force-sensitive could, often with great facility, detect such concentrations. Such detection occurred, for example, by a young Anakin Skywalker and his Master Obi-Wan Kenobi when they arrived on the planet Radnor: He exchanged a glance with Obi-Wan. The Force was dark here. Fear had gripped the population of both cities—and with fear came desperation, anger, and chaos. Such as the one you see before you. Surely you are acquainted with the lore: Know this, though, Sidious, that the power of the dark side does not debilitate the practitioner so much as it debilitates those who lack it. The power of the dark side is an illness no true Sith would ever wish to be cured of. As one immersed oneself deeper within the dark side of the Force, its malevolent power took a toll on the body. Darth Bane explained that the reason for this physical degradation was because flesh and bone lacked the endurance to channel the immense power of the dark side indefinitely. Revan also explained that while the light side and Jedi teachings were devoted to preventing physical change through the Force, the dark side changes had to be accepted by the Sith, or they would fail due to their attempts at moderation. Many darksiders experienced a change in the pigmentation of their eyes, as their normal eye color would transform into luminous, sulfuric yellow, a blood red or dark orange, usually with fiery red rims around the irises. Further transformations could also occur could also turn the white of the eyes black or reddish in color, as well as the skin around the eyes. The most severe transformations would cause the darksider to appear to be aging rapidly, as the skin would lose pigmentation, becoming pale and mottled while veins became increasingly visible and hair would lose color. Darth Tyranus and Galen Marek, for example, did not suffer any of the physical degeneration of the dark side, and their eyes only assumed the yellow hue during moments of anger. Darth Malak, for example, experienced a change in eye color and acquired a slight pallor, but no other effects that could be explained naturally although he required a vocabulator after his jaw was severed. An icewolf corrupted by the dark side of the Force In time, the corruption could go beyond mere

cosmetic details and directly impair physical abilities. King Ommin of Onderon was a proficient Sith sorcerer for most of his life, and the dark side held him under its decaying influence until he eventually became incapable of movement and needed support from a cyborg exoskeleton in order to survive. Another extreme case of dark side corruption was Darth Zash , whose extensive study of the dark side led to immense physical degradation and eventually a fatal terminal condition. The worst case of this transformation would be Darth Nihilus , who was completely consumed by the dark side both mentally and physically. Eventually, he became an aberration of the dark side that existed only to consume life. His paranoia and anger lead him to strangle her through the Force. It should be noted however, that the individuals who went insane were all disturbed or traumatized even before their conversion, and the dark side simply exacerbated their conditions.

*Dark Ways To Death by Peter Saxon and a great selection of similar Used, New and Collectible Books available now at [calendrierdelascience.com](http://calendrierdelascience.com)*

Deep Sleep Death waves his lantern as it glows purple which casts Sleep on nearby targets. Shining Light Death seeks out targets with a yellow light from his enchanted lantern. Anything hit, Arisen, pawn or monster will be slain. Pawns struck cannot be saved and will be sent back to the Rift. Behaviour Death will flee when enough damage has been inflicted, or after a certain length of time fighting him. Any damage inflicted on Death will carry over to every subsequent encounter until he is slain. As the physical manifestation of the cessation of life, Death cannot be permanently slain and will eventually reappear to resume his hunt for living prey. In some areas, Death will disappear if the party simply exits and re-enters the dungeon. Death will also sometimes leave after slaying pawns or after a Wakestone is used. Tactics Defensive Plan A. Lower level or unprepared parties will have little chance of harming Death on their first encounters - a valid option here is to run! Either with resistant armor, clothing and rings, or with spells and curatives. See Sleep for curatives and sleep resistant items. Restless Earrings and the Leather Circlet are readily available items with powerful resistance. Additionally, any spell or item granting the state of Impervious will completely protect against sleep - particularly useful is Sobering Wine which protects the entire party. The scythe can only be avoided by evading it completely. Pawns will be immediately sent to the Rift and must be rehired. Death floats above the ground and his incorporeal form cannot be grappled. Death will be strongly attracted to the light of any lantern. There is a small blindspot just behind Death when he swings his scythe. Offensive Farming Death with pawns under level 50 2 The party farms Death from an ambush point. Hard mode, Post Daimon Pawns often comment: Immune to all debilitations. Can be knocked down or staggered. More than four potions give no further benefits. Death has high defense and high health, and appears only for a limited period of time - to dispatch Death, each vocation should preferably use their strongest attacks, coupled with enchantments and potions. For most weapons use jumping Light Attacks with as many strength boosting augments and potions as possible. Note that when Death teleports, he will free himself of any attached explosive rivets. Magickal Gleam can also stun an unaware Death, allowing time to strike or run past him. With this skill, an Arisen may cast from afar and hold the spell, awaiting Death as he teleports close. Once he does, using this magick will have a high chance to knock the Reaper down, allowing a party to deal massive amounts of damage. Otherwise a combination of Holy enchanted multiple Great Cannon and Ruinous Sigils can be used both as an offense, and as a trap should Death teleport or move to their location. If available, a Beacon can be used to fire Great Cannons, in addition to the damage they inflict of themselves. A Holy enchanted Focused Bolt can deal high damage to Death. History Death was once an Arisen. In form and function, I have embraced my calling He continues his vigil to this day. When Death searches in the darkness, the Arisen will sometimes hear the whispering voice that drove Arthacos to madness. Kill Death at least once with all five previous flags triggered In addition to witnessing these techniques, it is necessary for Pawns to participate in killing Death 3, 6 or more times either with their own Arisen or while travelling with others. More information can be found at the Bestiary page. Pawn Chatter "There, a light

### Chapter 5 : How To Kill Death !!!!! :: Dragon's Dogma: Dark Arisen General Discussions

*Dark Ways of Death begins with a bang and continues like a pistol packin' mama (or papa) trying to kick a meth habit. It's a relentless story heavy on action and ghoulish incidents told episodically like a verbal comic strip.*

Harmony Borax Works is a great place to view the night sky. Visit during the new moon – this is when the moon is not visible which means the sky will be darker and you can see more stars. Know what to look for – check out the night sky almanac to right to get an idea of what might be visible and where. Avoid light pollution – pick a place to view the night sky away from developed areas. Ubehebe Crater has some of the darkest skies in the park, but the stars can be just as spectacular at Harmony Borax Works. Stay out long enough – it takes about 30 minutes for your eyes to adjust to the night sky to see the most stars. Use a red light – or put a piece of red cellophane on your flashlight. This will minimize the effect of the light on your adjusting eyes. Look at the horizon – Death Valley has large, towering mountains. If you pick a low place to view the night sky, like Badwater Basin, some of the stars could be blocked by the mountain ranges. Pick a large open area with some elevation to see the most stars. Bring binoculars – a simple pair of binoculars can be a great way to get a closer look! Where to go Harmony Borax Works is located close to the Furnace Creek Visitor Center and provides a great place to see the stars with little obstruction from the mountains. There are also historic buildings and a mule cart for night photography, which will make for an interesting foreground. Unobstructed views can be found here, but the close proximity to the highway means the potential for light pollution from headlights. Badwater Basin is located 17 miles south on Badwater Road. Milky Way viewing can be somewhat obstructed from the mountains, but seeing the night sky from the salt flats is a unique, other-worldly experience! Not to mention that the salt flats are great for the foreground of a night shot. To qualify for the dark sky designation, the park improved external lighting at facilities in the Furnace Creek and Stovepipe Wells areas, reducing energy consumption, sky glow, and glare. The designation requires the park to sustain its efforts to protect night sky resources and visitor education.

**Chapter 6 : Lightscape / Night Sky - Death Valley National Park (U.S. National Park Service)**

*Note: Citations are based on reference standards. However, formatting rules can vary widely between applications and fields of interest or study. The specific requirements or preferences of your reviewing publisher, classroom teacher, institution or organization should be applied.*

Overcoming The FEAR Of The Dark Being afraid of the dark is one of the most common fears especially among children; however, many teenagers and adults also suffer from this fear. Furthermore, by looking at this fear, we can see the roots to many other fears. As a young child, I greatly suffered from the fear of the dark sometimes called, nyctophobia or achluophobia. As a child, I had horrendous nightmares about snake pits and wild animals. I sensed that I was in the very presence of evil. I remember not wanting to sleep in a different room or even a few feet from my parents. I would cry and plead with my mother to just hold my hand through the bars of the baby bed. Why are children and some adults afraid of the dark? Here are a few reasons. There is a lack of knowledge and understanding of nature. The individual may have an unbridled imagination. Halloween, various games, TV, music, and movies may also contribute to the fear. The child or adult may focus on his weakness compared to size of the imagined threat. Familiar spirits such as the spirit of fear may have been passed down from one generation to the next. The individual may have directly opened the door to spirits of fear through dabbling with magic or the occult. The individual may have opened the door to evil spirits through unforgiveness, anger, bitterness and resentment. The door for spirits to harass the individual may also come through religious artifacts that are ungodly. Parents and peers may set the stage for fear in the individual through their own fears. Some factors to consider: He is the creator of both good and evil. He even uses the devil to discipline His children. God never slumbers or sleeps. God has a plan for your life that He is able to fulfill. God has not given the Believer a spirit of fear, but a spirit of power, love, and a sound mind. God is with us and leads us through the valley of the shadow of death. God commands us to fear no evil. God keeps us while we sleep. Remember that Jesus came to overcome destroy all the works of the devil. Greater is He in the Believer than the enemy in the world. We have victory through our faith in Jesus. Some examples of facing problems without fear: Gideon with men faced a huge army. David faced Goliath, the giant, without fear. Jesus slept during a storm and faced the man full of demons without fear. Stephen faced being stoned to death without fear. Paul faced persecution without fear. Bring every thought captive. We are to filter out the thoughts of fear that enter into our minds using the truth of the Word of God and the Holy Spirit. Also see the book, " Bringing Every Thought Captive " 2. Close all the doors to the enemy. Submit yourself to God and resist the devil. I mentioned at the beginning of this article that I was terrified of the dark as a child. I overcame the fear of the dark by trusting that God was with me and that He would take care of me. If you, as a parent, have a child who is afraid of the dark. Be sure that there are no doors open in your life. Teach the child to trust in the Lord. Pray for God to bring peaceful sleep and protection based upon the Scriptures. I make peace, and create evil: I the LORD do all these things. For this purpose the Son of God was manifested, that he might destroy the works of the devil. Resist the devil, and he will flee from you. And thou shalt bind them for a sign upon thine hand, and they shall be as frontlets between thine eyes. And thou shalt write them upon the posts of thy house, and on thy gates. Surely he shall deliver thee from the snare of the fowler, and from the noisome pestilence. He shall cover thee with his feathers, and under his wings shalt thou trust: A thousand shall fall at thy side, and ten thousand at thy right hand; but it shall not come nigh thee. Only with thine eyes shalt thou behold and see the reward of the wicked. For he shall give his angels charge over thee, to keep thee in all thy ways. They shall bear thee up in their hands, lest thou dash thy foot against a stone. Thou shalt tread upon the lion and adder: Because he hath set his love upon me, therefore will I deliver him: I will set him on high, because he hath known my name. He shall call upon me, and I will answer him: I will be with him in trouble; I will deliver him, and honour him. With long life will I satisfy him, and shew him my salvation.

Chapter 7 : 6 Positive Ways To Overcome Your Fear Of Death | HuffPost

*Dark Ways to Death (Guardians #2) Peter Saxon | Berkley Books | | pages. The Guardians, a group dedicated to combating the forces of supernatural evil in the modern world, return to battle a Voodoo cult in the subterranean world below London.*

Author, Founder of Sixtyandme. Many of us begin to think about the fact that we may have fewer years ahead of us than behind. Some may even come to fear death, no matter how far it is in the future. At this point, we should be able to look back and count our blessings. After all, we have created a community of friends, relatives and colleagues that stretch out more than 50 years. Most of us are excited about the many decades of life that we have ahead of us -- decades that we want to fill with the passions, people and places that matter to us. Talking with the members of Sixty and Me and Boomerly, I am always amazed how some people are afraid of death, while others find it easy to accept their mortality. So, to help those of you who have a fear of death, I asked them for their advice. Here are a few tips, based on the advice of other people over 50 who have conquered their fear of dying. Take Control of Your Life Spend quality time with the people you enjoy being around. Most of all, keep active and engaged with positive activities. If there is something that really rankles you -- do something about it! If you have unfinished business -- take care of it! If you have someone you need to speak with -- make the call! You have many years to enjoy everything that life has to offer. Who you spend your time with matters! The fear of death is often the fear of not living on your own terms. You deserve to see your dreams come true. The more you embrace life, the less frightened you will feel about giving it up when the time comes! Learn to Accept that Death is Natural It helps to recognize ourselves as part of a great cycle and find comfort in the fact that everyone else must go through the same thresholds: Near-death researcher Norman Van Rooy once said, "Like the child being born, we have no choice but to yield ourselves to the unknown. Also, religious leaders, philosophers and mystics have built a magnificent library on the subject of the afterlife. Their works may not tell you, with certainty, what happens after you die. But, they may help you to tackle the equally important questions of why we are here and how we should prepare for the afterlife. Adopt Rituals and Explore Spirituality Whether you are religious or not, rituals are important for creating a sense of meaning in life. They also give continuity to our existence. A ritual can be as simple as taking a walk every afternoon or lighting a candle each morning. You can recognize a seasonal change or something emotional or physical happening in your life. The choice is completely yours. These are the only questions with the potential to guide you to a deeper understanding of your faith - or any aspect of your life, for that matter. Focus on Living Well There are so many simple things that you can do to live a healthier and more positive life. In fact, sometimes the smallest steps, applied consistently, lead to the biggest changes. Make a commitment to walk every day, rain or shine. Write a "bucket list" with all of the amazing things that you want to do before you die. Plan for Your Passing Many of the questions that we have about dying are religious or philosophical in nature. But, what about the practical concerns? Many of us worry about dying because we wonder what will happen to our family after we are gone. Will our grandchildren be happy? Will our spouse be able to recover from our passing? If so, will they have enough money to continue to live the kind of life that they deserve? These are all valid questions. Many people feel a sense of relief when they get their affairs in order - even if they have many decades of healthy life ahead of them. They know that, should the unexpected happen, their wishes will be clear and their legacy secure. At the end of the day, the advice from other people over 50 who have conquered their fear of death is simple: A fear of death cannot take root in the heart of a person who is truly satisfied with their life. Are you afraid of death? Why or why not? What advice would you give to a friend who is struggling with a fear of death? Please join the conversation and "like" and share this article to keep the conversation going.

**Chapter 8 : Pretty Sinister Books: HALLOWEEN SPECIAL, part 1: Dark Ways to Death - Peter Saxon**

*Dark Ways To Death Black magic satanism necromancy witchcraft sorcery voodoo vampirism wherever and whatever the agents of occult Evil are THE GUARDIANS are there to.*

Victims of the plague would often die within a few days—and the horrific symptoms would make these final days absolutely terrible. The awful nature of the disease—together with its shocking fatality rate—inspired its desperate victims to come up with a range of crazy cures. Some of them are nearly as horrendous as the disease itself. Here are some of the worst pieces of advice plague victims would have received on their sickbeds: That is, the treatment of the body using different smells. Back during the Black Death, people were instructed to carry sweet smelling flowers with them wherever they went. It was in this time that the French pomander—balls of perfume—became popular with the upper class. Some people believed that the dreaded disease was a punishment from God, and others thought that God was testing them. Not that the European response was any less extreme. Because when God is punishing you, the only obvious thing to do is punish yourself. Unfortunately, it had to be at least ten years old to be considered effective. The old, smelly, sticky substance was believed to combat not only the horrific effects of the disease, but to rid the body of it for good. This remedy actually has a touch of sense to it: But we can only wonder who thought of this in the first place, and how on earth the victims managed to swallow. It was thought that the sharp stench of rotting human waste would discourage the cleaner but disease-ridden air from coming near and infecting them. If you were lucky, you could afford to have leeches do all the hard work for you. Leeches were actually a fairly painless method of blood-letting. But most people could not afford them, and had to go with the age-old method of cutting the skin open. A blade would be pushed into a vein, and blood would be drained into a bowl. Without painkillers this procedure would have been agony—and with sanitation levels leaving much to be desired, gruesome infections were common. Just what you need when you have a life-threatening disease. The precious stones would be ground down to a fine powder in a mortar and pestle, then either mixed with a liquid and drunk like a potion, mixed with food or in bread and eaten, or swallowed on its own as a powder. This would have been terrible to eat, with a taste and texture vaguely resembling that of crushed glass. Victims of the Black Death would often be bathed in urine several times a day to relieve the symptoms of the plague. Even more highly recommended was a glass of the stuff. Pee would be collected by non-infected members of the public, and given or sold to the diseased as naturally as we might offer a sick person a glass of orange juice today. Speaking of which, urine is still used today as a treatment for many issues, from acne to multiple sclerosis—and some people also wash their faces with urine during a solar eclipse. The buboes sores were cut open, and a paste was applied. The paste was made from a mixture of tree resins, flower roots, and poo. Doctors loved the stuff. Unfortunately for the weak-stomached, this smelly paste was pushed inside their open wounds, which would then be tightly wrapped to keep the disgusting concoction inside. Far and away one of the most bizarre was the Vicary Method—named after Thomas Vicary, an English doctor who invented the technique. Then, when the chicken got sick, they would wash it and repeat the process until only the chicken or victim was healthy. This Vicary guy was so popular that to this very day a special lecture is held annually in his honor by the Royal College of Surgeons in England. But then again, science is a religion after all. Some people took the religious thing a little far and decided that the best cure for the plague was to purge the earth of Jews. Governors of cities across Europe rounded up Jews, boarded them up in their homes, and then set them alight. Unfortunately this was because a group of Jews were captured and tortured into admitting that they were behind the disease—Abu Grhaib style. Thousands were killed when they were rounded up and summarily executed to put a stop to the disease. The severity of these attacks prompted Pope Clement VI to publish two papal letters condemning those who killed the Jews and requiring all clergy to protect them wherever possible. He also declared that all people who died of the plague were forgiven all their sins so they could enter Heaven. This included—but was not limited to: Effectively the worst possible kind of celibacy—the kind that leaves you covered in dripping sores and dead.

Chapter 9 : Overcoming The Fear Of The Dark

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