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Freya norse goddess war

Comments Share Queen of AsgardWitch in WoodsQueen by ValkyriesFrigg (by Odin)Goddess of Love, Beauty, Fertility, Childbirth, Magic, War and DeathMother (Baldur)Woman (Kratos)Witch (Baldur)Selfish Witch (Baldur) Njörd (father)Freyr (brother)Oden (former husband)Baldur (son) † Asgard (former) Baldur Vanir I will rain down every agony, every transgression imaginable, on you... I will parade your cold body from every corner, of every kingdom, and feed your soul to the vilest dirt of Hel, that's my promise! – Freja to Kratos Freja, also known as The Witch of the Forest and Frigg, is a supporting character in God of War (2018). She is a Vanir goddess who helps Kratos and Atreus on their Journey. She is the daughter of Njörd, a former wife of Oden, the estranged mother of Baldur, sister of Freyr, and former Queen of Valkyries before Sigrún. Norse mythology in Germanic mythology, Frigg (old Nordic), Frijja (Old High German), Frea (Langobardisk), and Frige (old English) is a goddess. In almost all sources she is described as the wife of the god Oden. In old German and old Nordic sources, she is also connected with the goddess Full. The English everyday name Friday (etymologically old English Fríge's day) bears her name. Frigg is described as a goddess associated with prior knowledge and wisdom in Norse mythology, the northernmost branch of Germanic mythology and most comprehensively affirmed. Frigg is the wife of the great god Odin and lives in the wetland halls of Fensalir, is known for his prior knowledge, is associated with the goddesses Full, Lofn, Hlín, and Gná, and is ambiguously associated with the earth, otherwise personified as a seemingly separate entity Jörð (Ancient Norse Earth). The children of Frigg and Oden include the shining god Baldr. Due to significant thematic overlap, researchers have suggested a special link to the goddess Freyja. After Christianing, the mention of Frigg continued to appear in Scandinavian folklore. In modern times, Frigg has appeared in modern popular culture, has been the subject of art, and gets modern venerable in Germanic neopaganism. Freya's wild boar Hildisvini was once a man named Ottar who has a close bond with her. Ottar wanted to learn more about his family but he needed a disguise so Freya turned him into a wild boar named Hildisvini. Together they went to meet Hyndla the giant seer to find out about his past. Freya has a necklace called Brisingamen that the dwarves made for her. She came across the dwarves as she traveled the kingdoms and noticed their amazing craftsmanship. Freya had them make a beautiful necklace for her. The dwarves would only give her a necklace if she agreed to spend some time with them for a while. When Freya returned to the Asgard word about what Freya did, grace Oden's ears that teased the all-Father. The Necklace Brisingamen was stolen while Freya was asleep when she woke up and found it was gone. Freya approached Odin asking him about the necklace All-Father Just give the Brisingamen back only if she started a war for him. Odin wanted to start a war with the kings Hogni and Hedin and Freya reluctantly followed the order of Odin. Her necklace was back but it came with a price she didn't like. As the goddess of love Freya has slept with and loved many men she slept with the dwarves to get the necklace Brisingamen. Freya also fell in love with a mortal known as Odr. Odr had made the gods angry on several occasions until one day they had enough and turned him into a sea snake. Despite his appearance Freya still loved him so Odin had them separated so they couldn't be together. Odr was killed when a ship saw the giant snake Freya was sad when she learned of his death she prayed for Oden and the other gods to let him into Valhalla. Although he did not die in battle Odin decided to let him in and became a god. But soon Oden and the other gods learned that Odr still disliked the gods and had trouble following orders so he was thrown out of the hall of the gods. This broke Freya's heart and made her dislike Oden even more. Freya was looking for his love in Middle-earth where he was banished and elsewhere in the Nine Realms but could never find him. In the God of War series Before the events of God of War Little is known about her childhood, apart from being the daughter of Njörd, as well as the sister of Freyr. Freya had been a leader of the Vanir gods during the Aesir-Vanir war and eventually agreed to marry Odin to bring peace between the two sides. Freya clearly did not enjoy this, due to his own distaste for Aesir, especially after they unfairly imprisoned, tortured and nearly killed her brother Freyr. During that time, she became queen of valkyrion. Even for some time during his marriage to Oden, Oden began to learn how freya's magic and began to use it for unjust purposes. While she and Oden were recognized by Mimir as being genuinely in love, Freya eventually chose to leave Oden because of his unfair manner. But she could not escape to her own people for refuge, because they saw her marriage to Oden as a betrayal, forcing her to flee to Midgard. Because Freya broke the marriage away from Oden, and thus incurred the wrath and defiance of the Allfather. Feeling deeply betrayed, Od cursed her for preventing her from ever leaving Midgard or harming any living being – by either physical or magical means. In addition, he undressed Freya of her Valkyrie wings and hid them in an unknown location. Some saw this as petty cruelty on Oden's part, for Freya was a warrior in spirit and the curse would force her to do nothing but live in isolation. The only thing she cherished from her marriage to Odin was their son, Baldur. Although she loved him dearly, a prophecy that entitled his death as an unnecessary one drove her to find a way to prevent it. With her fear controlling her, Freya placed a on his son, which gives him invulnerability. She hoped that the spell would spare her son from and himself from the pain of loss. But her spell left Baldur unable to physically feel anything at all, including taste and other pleasures. Full of rage and resentment, Baldur demanded his mother remove the spell but she claimed she couldn't and tried to assure him that what she had done was for the better. Baldur was not convinced or moved by his motherly love. He tried to kill her but couldn't bring himself to do it and instead promised that he would hate and never forgive her, much to her grief. To this day, she remains blind to her son's desire to physically recognize and that her own fears were the torment of Baldur. In fact, she lied to her son that she did not know how to break the spell when in fact it was mistletoe and thus saw the plant as evil and tried to destroy it. God of War (2018) Freya is understood to have lived a life similar to Kratos, saying she sees a lot of herself in him and by helping him, she hopes to atone for her mistakes. Under the alias witch in the forest, Freya first meets Kratos and Atreus in an incident where a wild boar she protected was shot and injured by Atreus. Kratos and Atreus agree to help heal the boar and are brought back to her home. She takes an immediate liking to Atreus and becomes his friend. Kratos, however, is wary of Freya, especially after it is revealed that she is a goddess. When Atreus is outside collecting material for the healing process, Freya reveals to Kratos that she knows he is a foreign god and warns him that Aesir will not tolerate his presence in their kingdoms. She continues to express her concern for Atreus and the fact that Kratos keeps him ignorant of his true nature, but Kratos firmly states that it is not her concern. After the boar has healed, Freya Kratos and Atreus thank them by putting marks on those who will protect them from the Nordic gods. Before leaving, Atreus asks Freya if they will meet again, as she smiles and kindly answers as much or as little as you like. Freya catches up to Kratos and Atreus as they begin to scale the mountain, offering to help them overcome the roadblock in front of the two. She leads them to the Temple of Týr, while explaining its purpose and how to overcome the obstacles. She shows Kratos how to use Bifröst and has him set a passage to Alfheim. But she is unable to follow as the curse of ode placed on her quickly pulls her back to Midgard. Freya is once again encountered when Kratos gives her Mimir's severed head to resurrect, much to her shock. Before resuscitating Mimir, she notices that Atreus is equipped with mistletoe arrows. Knowing that mistletoe is the only thing that can break the invincibility spell placed on her son, she quickly replaces Atreus arrows with her own and destroys the mistletoe ones. At Mimir's revival, it immediately becomes apparent to Kratos that Freya dislikes Mimir in the high secret, and accidentally reveals Freya's identity to Kratos and Atreus Atreus apologize, because he would not have asked to be brought to her had he known she was the witch. This deepens Kratos' distrust of Freya. Kratos is forced to seek Freya's help when Atreus becomes ill after a battle with Magni and Modi. Freya is initially reluctant to help Kratos because of his open hatred of gods and only agrees to help when she realizes Atreus' plight. She barks Kratos for keeping Atreus unaware of his divine heritage, as Atreus' current situation was a result of the conflict between The Divine Nature of Atreus and his belief that he is a simple mortal. She tells Kratos that she needs a rare ingredient from Helheim to cure Atreus and that Kratos would need a non-ice based weapon to fight the animals that live in that realm. After retrieving the ingredient, Kratos takes it to Freya

who uses it to create a cure for Atreus. She then tells Kratos that she also has a son who runes, on the day of his birth, predicted his unnecessary death and she vowed to do something to protect him, regardless of the victim. She regrets her decisions that had led to her son's resentment over her and implores Kratos to avoid making the same mistakes and to have faith in her son. At this point, Freya begins to warm up to Kratos, while Ghost of Sparta dubiously lets her guard down around her. After Kratos and Atreus end up in the realm of Helheim after another encounter with Baldur, Kratos and Atreus watch as an illusion plays in front of Baldur. They learn that Freya is Baldur's mother, whom he despises because of the spell she threw at him that took away his ability to physically feel something. This also reveals that at some unknown point, Freya cursed Mimir to keep him from revealing Baldur's invincibility weakness. Just before the last meeting with Baldur, Freya appears before a cautious Kratos and Atreus to look for Baldur, claiming that the fields and woods speak his name, leading her to believe he is in midgard. She notices that Kratos and Atreus are more distant towards her, but before she could figure out the cause, baldur appears. Freya is happy to see Baldur and tries to reach out to him and atone for his suffering only to be met with contempt. Baldur tries to kill Freya, but Kratos intervenes and soon escalates into a fight. When Atreus stood before Kratos to protect him, Baldur hit him right in the chest, inadvertently causing the mistletoe arrow that was attached to Atreus' quivering strap to cut right through his fist which, much to Freya's dismay, breaks the invulnerability spell on him. With Baldur vulnerable, a desperate Freya uses her magic to revive the corpse of frost giant Thamur to try to separate Kratos and Atreus from Baldur, pleading for them to stay away from her affairs. When Kratos replies that Baldur cannot be reasoned with and means to kill her, she proclaims that she does not care and that she will protect him to Price. Baldur soon reappears and the battle continues. Throughout the fight, Freya Freya has them to stop fighting, believing that she can still reason with Baldur. After the battle dies down, she asks Kratos not to hurt Baldur, who Kratos agrees with. Baldur continues to criticize Freya, condemning her for always interfering in his life. Freya admits she was wrong and tries to help Baldur find it in herself to give up her resentment of her, hoping to repair their relationship, but Baldur refuses to forgive her. Freya finally gives up trying to reason with Baldur and decides to let him kill her because that's the only thing that would give him peace. When Baldur strangles her, she says she loves him. But before Baldur could kill her, Kratos grabs him from behind and quotes his father by telling Baldur the bike ends here before snapping Baldur's neck, finally killing him. Freya, upset from her son's unsavory death, swears revenge on Kratos saying he robbed her of everything. Claiming that Kratos is simply an animal filled with cruelty and anger that cannot change, she mocks him about his past that he has yet to reveal to his son. This prompts Kratos to finally reveal some of his violent past to Atreus, including his own act of patricianness. She then picks up her sons body and shares a silent look with both gods before walking away. Kratos and Atreus then leave the area to finish their journey. According to Mimir, Baldur was the only gift she appreciated from her marriage to Oden and she was a good parent who just wanted to spare him pain, but her impulsive decision to curse him for accomplishing it was bloody tragic and terribly stupid. After Kratos and Atreus returned from Jotunheim, Mimir tells them that more time passed than they thought, and during that time Freya came to visit Mimir within tyr's temple and asked where Oden kept his Valkyrie wings, which were related to the curse her husband had cast on her. Mimir told her what little he knew about it, remarking unfortunately to the couple that the cycle of revenge is not so easily broken. Powers and Abilities Powers As leader of Vanir, it is certain that Freya has significant power. Evidence suggests that she is probably the most powerful of the Vanir gods. Her power was great enough that even the Valkyries revered her for it. Seiðr Mastery: Freya is one of, if not the most powerful and knowledgeable users of Seiðr magic practiced by Vanir Gods. As one of the high gods of Vanir as well as one of its leaders, Freya is undoubtedly one of the most powerful gods of the Nine Kingdoms. Even Kratos was impressed with her magical ability, enough so that he called her competent in her craft, even before Mimir revealed her identity as a Vanir goddess. Her magic was even considered by Atreus to be much stronger than Oden's very own. Mimir confirmed this and stated that Oden only managed to curse Freya by exploiting her weaknesses. Although she cannot engage in active combat with her magic because of Oden's still made Freya's magical ability her very useful Help others and she proved able to manipulate others to fight for her. As an example, she can forcibly stop Thor from massacring the Giants of Jötunheim and sending herself back to the Asgard using her magic, a feat that Mimir once called for the Jester kings to cast spells together. Cloaking Spell: She can mark someone with a rune to mask her place from her pursuers, even one as competent as Baldur. Mimir also reveals during one of his stories that Freya can also hide Thor with his magic so that he can infiltrate Jotunheim with her. Magical preconceptions: Freya at the first meeting with Kratos and his son could sense their divine origins. She could also see that Kratos was a god of a sphere other than Midgard. She could also hear the forests state her son Baldur was in Midgard. Plant manipulation: She can manipulate the flora around her for various effect, such as: bending vines to her will, conducive to vines to subdue her opponents, and creating weapons (such as an arc) of plants. Seiðr Poison purification: She can contain and purify Seiðr toxins generated from mock bars indefinitely, as long as her medium is still attached to the mock bars. Animal Command: Freya can command creatures, such as the giant turtle that lives on her home, to move according to her wishes. Legion Summon: Through her magic, Freya can summon the humanoid creature made of plant issues. They are not strong on their own, instead overwhelming the opponent with big numbers. Divination: Freya, through the use of runes, can divine the future. With this she was able to predict that Baldur would die one in evil death. Reanimation: Freya possesses the knowledge and skill needed to revive dead bodies into something similar to their former self. They also have the ability to use their skills while they were alive. There are limits to this magic though, as Mimir himself said he was still a rotting head and his existence was unpleasant enough that Freya would not want to revive Baldur using this magic. It also seemed to depend on the state of the corpse as Freya commented on the state of Mimir's head before casting magic. She can also revive someone without recovering her consciousness, essentially making them her puppet. Invulnerability Spell: Her most famous feat of spell-casting, one that made Baldur invulnerable to all threats except mistletoe, the only object that can break the spell, due to vanir magic fickleness. The invulnerability also produced unintended side effects, which meant that the target could not feel anything, from pain to pleasure, which made Baldur consider this spell a curse instead of a blessing. Aside from mistletoe, there is still a possibility for one to incapacitate or damage the target, as evidenced during the fight between Kratos and Baldur, although any wound will quickly heal. Healing Spells: Freya is a very capable and knowledgeable several spells and ingredients needed for different types of disease or ulcers. She even knew how to treat illness from something Mimir claimed to be unheard of. As one derives from God believe himself to be mortal. Many of her healing arts were used along with herbs and Seiðr spells. Shape-shifting: Freya was able to shapeshift as she could transform herself into an eagle searching before a careful Kratos and Atreus look for Baldur. Telekinesis: Freya once lifted and held Atreus' bow in the air for her to place her bow string (which may contain and channel the light of Allheim) on it. Realm travel: Freya knows the runes to access different realms, such as Alheim and Helheim. By unknown method, she managed to access the reserum of the kingdom and interrogate Mimir while Kratos and Atreus were in Jotunheim. Magical battle: Although she can't kill or even hurt anyone because of oden's curse, she is said to have been able to use Seiðr spells to fight others. This is a remarkable feat as she was among vanir who uses magic to fight Aesir to stagnant in the Aesir-Vanir war. Valkyrie Powers: Freya was known to have Valkyrie Wings and Powers, although they were undressed her when she broke off her marriage to Odin. But since she was considered the true queen of Valkyries, it is safe to assume that she is the strongest Valkyrie, with her power at least competing, if not, surpassing even Sigrun's. Immortality: As a Vanir God, Freya is unaging, as despite being millennia old, she still retains the look of a woman in her prime. However, she can be killed by other gods and powerful weapons or creatures. Superhuman Durability: Freya was able to withstand a high fall without injury. She also resisted choking on Baldur without restraint and recovered quickly after Kratos freed her without any lasting damage. Abilities Weapon Mastery: Before Odin cursed Freya to never be able to harm a living creature, it is likely that she was skilled with a bow. Despite her curse, she still finds some use with it, creating light bridges by shooting arrows infused with the light of Alheim. Freya also carries a sword, another weapon she was likely skilled with, but it is unknown why she still agrees with her. Great Intellect: Freya is a very intelligent goddess. In addition to mastering Seiðr Magic, she is also knowledgeable about many subjects and creatures among the Nine Realms. She also had to foresee bewitching Mimir while reviving his head to prevent him from remembering the weakness of Baldur's invulnerability. Freya while unable to break the curses Odin put on her could find loopholes within them. Appearance Because of her godhood, Freya's youthful appearance belies her advanced age. Despite her son Baldur's claims that it had been at least 100 years since the two were last together and the fact that she fought in the Aesir-Vanir War that lasted in has Freya the appearance of a one woman in the late 30's. She has long shoulder-length dark hair with a little beaded. She wears a brown dress with animal skin and has tattoos on her arms. She is also barefoot and very tall, given that she can see Kratos face to face. According to Mimir, her fertile beauty was one of the reasons Oden agreed to marry Freya. Personality Initially, Freya is very friendly, hospitable, and sometimes motherly towards Atreus, taking care of him when his illness had gotten worse and his father had connoised to fetch a cure. She was very kind to Kratos, despite the latter's open distrust of virtually everyone and hatred of godly creatures. It is understood that Freya sees herself in Kratos and that is why she decided to help him, even if she also teases or maybe I just like you. It is unknown which of these answers is true, but she appears to take care of Atreus, both as a friend and as a mother-figure of sorts. She sometimes barks Kratos for keeping her past secret from Atreus, and for distrusting divine beings despite being one self. However, she understands his distrust because of the earlier actions of divine beings like Aesir. She possibly reminded Kratos of Athena, which was why he was unwilling to trust her at first and not open with her as well. Freya is incredibly loyal and selfless. She married without hesitation with Oden to protect her people. But the possible pains she would later face would produce negative results on her mentality. After the death of her many of her people, the disappearance of her brother, the loss of her Valkyries, and the resentment she received from her people. In addition to losing her combative powers and being banished to midgard for the rest of her life, Freya did what she could to protect the only person she had left in her life, her son Baldur. Because of the trauma of her previous losses, Freya became extremely paranoid and overprotective of him. Prophecies that belittled her son's demise drove her to cast a spell on Baldur, making him invulnerable to everything except the mistletoe (which breaks the spell), but also meant that he could never physically feel anything while the spell lasted. For this reason, Freya panics when she sees Atreus wearing mistletoe arrows, immediately destroying them and angrily telling Atreus to never go near them again. Freya also discreetly bewitched Mimir, who had somehow discovered Baldur's weakness, from talking about it and her connection to Baldur. Although Freya hated herself for the pain her curse put on her son and admitted that she did so simply to alleviate her own fear, the possibility of losing the only person she had left was too much for her to bear, and she still selfishly refused to lift the spell, even lying that the spell could not be broken in any way. Freya was willing to do everything to protect her son, put Lives at stake to prevent Kratos from hurting him. After baldur was freed from the curse, and told her that he would Forgive her, Freya offered to let her son kill her for good for the pain she made him go through. She was perfectly willing to sacrifice herself if it meant that Baldur would live, something that Kratos himself understands as a parent. But despite understanding Freya's selfless actions, Kratos could not stand and let the cycle of Gods kill his parents and relatives continue, and so is forced to kill Baldur to stop him from killing his mother, causing Freya to become upset and serve her hatred. She swears revenge against Kratos for killing Baldur, who although she saved his son's life and was the reason they could reach Jotunheim, he took away the only person she had left in her life. She barks him out, calls him an animal and says he'll never change. This leads Kratos to confess his murderous past to Atreus. After picking up her son's body, she shares one last sad look at the two, before she walked away. With the intention of regaining her Valkyrie powers, it is clear that Freya has not given up her quest for revenge and she must never let it go. Trivia Her Greek counterparts (in terms of being queen of the Gods) are Hera and (in terms of abilities) Aphrodite. As the archetypal Germanic goddess, she encompasses a variety of roles and does not seem to have a direct Greek functional analogue. In the Games, while Hera openly hated Kratos from his birth due to hating the illegitimate children of Zeus on principle. Freya was kind and helpful to Kratos until he killed Baldur, her son, only after she began to hate him and swear revenge. In recorded Norse mythology, Frigg and Freya are usually two separated goddesses, though they are believed to have the same origin: the Germanic goddess Frijō. The difference between the two goddesses is an exclusively Scandinavian phenomenon that Freya is not attested to anywhere else, it is simply a title. Frigg or Frigga (meaning Beloved in oldnrks), wife of Oden, Aesir is goddess of home and hearth, and family affairs. Freya (meaning 'Lady' in ancient Nare) is Vanir goddess of lust, love, battle and magic. Both Frigg and Freya are said to be the most beautiful of all gods. Freya's husband is Öðr's divine madness, soul, mind, which may be the origin of Odinn, the name of Friggs' husband. If one travels through the mysterious gate often enough, Mimir will uncover the truth behind the Frigg-Freya confusion within the God of War universe: Frigg is just an imaginary identify by Odin as Freya's deeds and accomplishments (including being the mother of Baldur) during their marriage are publicly credited. According to Mimir, Oden simply doesn't like the idea of a Vanir earning fame among Aesir. In God of War, Freya never appears on the same screen as Brok or Sindri, nor was there any mention or suggestion that any of the dwarves ever interact with her off-screen. Even during the part where Freya guides Kratos to the kingdom-journey into Alheim, all dwarven on the path is left blank for unknown reasons. The boar that Freya claims is her friend is Hildisvíni, a wild boar in Norse mythology who is said to accompany Freya. This is proven when you enter Freya's house and the boar is still resting, Asks Atreus the boar's name, to which she answers Hildisvíni, he is a good friend of mine. Despite her threats of revenge and fury against Kratos for killing her son, Odin's curse prevents her from killing anything, preventing her from fulfilling this revenge. This likely made her threat a hollow one. She probably acted out of emotional sadness, regret and anger. Because she believes in Ragnarok, she must have known that Baldur's death signals its beginnings. This probably plays another role in her anger towards Kratos: not only did he kill his son, he also set the events of Ragnarok in motion. Mimir states, however, that while Atreus and Kratos were on the peaks of Jotunheim, Freya came to him and sought information—however much he had—about where her Valkyrie wings were hidden by Oden. This strongly means that she seems to be doing everything in her power to act on her threats, and can in fact manipulate the other gods to get her revenge. Although the Curse oden put on her to prevent her from damaging living things, she can apparently use her magic to manipulate others to hurt someone, like when she revived Thamur and when she summoned enemies to keep Kratos at bay from Baldur during their final battle. Should the player make Kratos return to Freya after completing the main game, all entries to her home will be inaccessible, meaning that Freya has locked her home to prevent Kratos from asking her for further help, meaning she at least had no further intentions to help him and may well plan how to kill Kratos. Both Atreus and Mimir will comment that it is not a good idea to see Freya at the moment, knowing how much she cannot release her son. Freya carries her sword everywhere, even though she can't use it in battle. This shows that she has not given up her quest to regain her warrior spirit and her Valkyrie wings to take revenge on Odin. According to the official cosplay guide, her sword is named Sparrow's Bite. Her necklace, Brisngamen, has the name of her son Baldur spelled in Runes. According to the cosplay guide, her beaded necklace and bracelet were gifted to her by Baldur when he was young. Freya, Mimir and Zeus are the only characters in God of War who directly appeal to Kratos by his name. Note that Kratos has never introduced herself to her, so how she knew his name was uncertain. She either knew who he was from the beginning or she put the pieces together and realized that he is Sparta's ghost from legend. In Norse mythology, Freya has two daughters, Hnoss and Gersemi, and because Freya is Frigg is believed to be the same person in mythology just as they really are in that freya in GOW also has, or had, two daughters of their own as well. If that were the case, the possible loss of them would explain Freya's overprotective of Baldur. Her tattoos darken during the course of the story. This may depend on how much Vanir magic she uses throughout the story, which affects her body. Ironically, the premonition of Baldur's death was a self-deprenorting prophecy, which Freya would deliberately cast invulnerability spell on her son to prevent it from coming into motion, which set in motion the events that eventually led to her sons' death. This is the same with the original myths, where Baldur's prophetic dreams of his own demise make Frigg make everything in all kingdoms swear not to harm his son, which also led to his eventual death. 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