

Was **Fionn mac Cumhaill** a real person?
Where are the key Irish sites of access to the **Otherworld**?
Where was the **Salmon of Knowledge** located?
Did **Saint Patrick** really convert the Irish?
How true is the legend of the **Children of Lir**?

WELCOME TO THE WORLD OF IRISH IMBAS

These are the kind of questions we encounter and contemplate on an everyday basis. It's something of a rare and abstract approach but it's one we really can't imagine doing any other way.

We produce stories based on ancient concepts and genuine elements of Irish mythology and folklore. We also make this information accessible in a way that's exciting and entertaining but which also respects its cultural origins. In that regard, we're more "Gaelic fiction" than "Celtic Fantasy", more 'Irish' than 'Oirish.'

SO, ER ... WHY?

We have three main motivations for doing what we do.

First, we love telling stories. It's what we enjoy most and what we think we do best.

Secondly, from a personal perspective, we're completely and utterly passionate about Irish/Gaelic culture and language – both ancient and contemporary (we could quite happily spend the rest of our lives browsing through arcane, dust-covered books on Irish/Gaelic culture and improving our Gaeilge!)

Thirdly, there's an appalling amount of misinformation about Irish and Gaelic culture out there. We're hoping to rectify that through our products and the work we do.

WHAT DOES 'IMBAS' MEAN?

Imbas' is a very old Celtic word meaning 'knowledge'. Unlike the modern Irish equivalent (eolas), the word 'imbas' has always had the connotation of 'restricted knowledge'. Most often, it was used when referring to the secret knowledge kept by the druids or poets.

In some respects, that knowledge is still restricted as a vast amount of Irish cultural knowledge is still locked away in the realms of academia, rare and somewhat esoteric books, or remains untranslated from the Irish form. In this respect, it's clear that Irish cultural knowledge remains completely inaccessible to the general population.

Given the kind of products we produce, the word 'imbas' seemed a natural fit.

The Fionn mac Cumhaill Series

Based on the ancient Fenian Cycle texts, the Fionn mac Cumhaill Series recounts the fascinating and pulse-pounding story of the birth and early adventures of Ireland's greatest hero, Fionn mac Cumhaill.

FIONN: DEFENCE OF RÁTH BLÁDHMA

[The Fionn mac Cumhaill Series: Book 1] - *A fight for survival in ancient Ireland*



Ireland: 1st century A.D. A time of strife and treachery. Political ambition and inter-tribal conflict has set the country on edge, testing the strength of long-established alliances.

Following their victory at the battle of Cnucha, Clann Morna are hungry for power. Meanwhile, a mysterious war party roams the 'Great Wild' and a ruthless adversary is intent on murder.

In the secluded **valley of Glenn Ceoch**, a **disgraced druid** and a **woman warrior** have successfully avoided the bloodshed for many years. Now, the arrival of a pregnant refugee threatens the peace they have created together. Run or fight, the odds are overwhelming and death stalks on every side.

[An Irish best seller and 2016 SPFBO fantasy competition finalist]

FIONN: TRAITOR OF DÚN BAOISCNE

[The Fionn mac Cumhaill Series: Book 2] - *There will be blood!*



Ireland 1st century A.D. Six years have passed since the brutal attack on the community of Ráth Bládhma. The isolated valley of Glenn Ceoch is at peace once more but those who survived still bear the scars of that struggle. **Now, new dangers threaten the settlement.**

Woman warrior Liath Luachra has discovered troubling signs of strangers in the surrounding wilderness. Disgraced druid Bodhmhall fears a fresh attempt to abduct her talented nephew. A summons from the fortress of Dún Baoiscne sets all three on a perilous traverse of the Great Wild where enemies, old and new, await them.

And Muirne has returned to reclaim her son. Come what may, there will be blood.

FIONN: THE ADVERSARY

[The Fionn mac Cumhaill Series: Book 3] - *An Adversary revealed!*



Ireland 1st century A.D. The druid **Bodhmhall** and her nephew Demne have survived a bloody ambush but the cost has been substantial. The Ráth Bládhma allies have been decimated and the ragged survivors lie strung along the banks of a harsh river valley. With their pursuers closing in.

Despite the odds, Bodhmhall must reach the fortress of Dún Baoiscne where the shadows of her childhood await her. Only there can she confront her tribal competitors, her scheming father and finally unearth the identity of the mysterious Adversary.

The woman warrior **Liath Luachra** however, pushed to the edge of her abilities, has a more direct approach in mind.

The future is balanced on a precarious sword edge. No-one will escape unscathed.

FIONN: STRANGER AT MULLÁN BÁN

[The Fionn mac Cumhaill Series – Book 4 - Coming Late 2021] - The Hero Rises!



Ireland: 1st century: Emboldened by a decade of military dominance, Clann Morna continue to expand their territory. In the north however, another powerful tribal confederation also rises to the fore. Meanwhile, a prospective ally reaches out to Bodhmall from the distant lands of Mullán Bán.

After four years of hiding, **Fiacail mac Codhna** and **Demne** return to the settlement of **Ráth Bládhma** to escape a growing threat of war, however **Liath Luachra's** rescue of a troubled messenger threatens to set their world aflame once more.

And a traitor emerges from the deepest shadow..

The Beara Trilogy

An Irish 'mythological detective' series set in the rugged Beara Peninsula, this series recounts the adventures of Mos (Muiris) O'Suilleabháin, an eccentric and enigmatic investigator of arcane crimes and ancient mysteries associated with Irish mythology.

BEARA: DARK LEGENDS

[The Beara Trilogy – Book 1]



Nobody knows much about reclusive and mysterious historian Muiris (Mos) O'Suilleabháin except that he keeps his secrets close. Mos, however, has a *"sixth sense for history, a unique talent for finding lost things"*.

Lured from seclusion, despite his own misgivings, Mos is engaged to locate the final resting place of legendary Irish hero, Fionn mac Cumhaill. Confronted by a thousand year old mystery, the distractions of a beguiling circus performer and a lethal historical competitor, Mos must draw on his knowledge of Gaelic lore to defy his enemies and survive his own family history in Beara.

Beara: Dark Legends is the first in a trilogy of unforgettable Irish thrillers. Propulsive, atmospheric and darkly humorous, Dark Legends introduces an Irish hero like you've never seen before. Nothing you thought you knew about Ireland will ever be the same again.

THE IRISH MUSE AND OTHER STORIES



An underground hit when first released, this intriguing collection of stories puts an original twist on foreign and familiar territory. Merging the passion and wit of Irish storytelling with the down-to-earth flavour of other international locations around the world, stories include:

- A ringmaster's daughter who is too implausible to be true – despite all the evidence to the contrary
- An ageing nightclub gigolo in one last desperate bid to best a younger rival
- An Irish consultant whose uncomplicated affair with a public service colleague proves anything but
- An Irish career woman in London stalked by a mysterious figure from her past

The Celtic Mythology Collection Series

The Celtic Mythology Collection Series collects the best contemporary short stories from our groundbreaking Celtic Mythology Short Story Competitions. Our most popular paperback products, these collections fuse a new wave of authentic mythological fiction with background cultural information on the true origin behind those ancient stories.

THE CELTIC MYTHOLOGY COLLECTION - 1



Over the past centuries, many important Celtic cultural narratives and beliefs have been relegated to the status of children's stories or cartoonish caricature, misunderstood and misinterpreted for as long as most of us can remember.

This collection by a new wave of contemporary authors hauls Celtic stories out of the dusty shadows and places them back into the light where they belong.

Subjects covered in this collection include the **'Fairies'**, the **'Salmon of Knowledge'**, the **'Children of Lir'** and the **'Selkie'**.

THE CELTIC MYTHOLOGY COLLECTION - 2



Over the past centuries, many important Celtic cultural narratives and beliefs have been relegated to the status of children's stories or cartoonish caricature, misunderstood and misinterpreted for as long as most of us can remember.

Subjects covered in this latest collection include the stories of **'Macha and the naming of Eamain Macha'**, the deity **'An Dagda'**, **'Changlings'**, why you should be careful with **'crows'** and many others...

THE CELTIC MYTHOLOGY COLLECTION - 3



Over the past centuries, many important Celtic cultural narratives and beliefs have been relegated to the status of children's stories or cartoonish caricature, misunderstood and misinterpreted for as long as most of us can remember.

This collection includes stories on the **'Selkie'**, **'changelings'**, **'crow messengers to the dead'** and the infamous tale of **'Labhraigh Loingseach'**.



The Irish Imbas newsletter ('Vóg') provides monthly updates (11 times a year) on new books and other projects, aspects of the creative process and articles on aspects of Irish culture/mythology. This can be received by signing up at Newsletter or through the Irish Imbas Books website (irishimbasbooks.com)

The Irish Woman Warrior Series

Set against a backdrop of encroaching forest, mythic ruins and treacherous tribal politics, Liath Luachra tells the story of a damaged young woman who can count on nothing but her wits and fighting skills to see her through. Rising above the constraints of her status and overcoming her personal tragedies, she emerges as Ireland's greatest warrior and a protector whose influence lives on one thousand years later.

The first book was recently adapted for the screen as a potential television series.

LIATH LUACHRA: THE GREY ONE

[The Irish Woman Warrior Series: Book 1] - Survivor. Warrior. Killer.



Ireland: 1st Century A.D. A land of tribal affiliations, secret alliances and treacherous rivalries.

The young woman warrior Liath Luachra has survived two brutal years fighting with mercenary war party "The Friendly Ones" but now the winds are shifting.

Dispatched on a murderous errand where nothing is as it seems, she must survive a group of treacherous comrades, the unwanted advances of her battle leader and a personal history that might be her own undoing.

Clanless and friendless, she can count on nothing but her wits, her fighting skills and her natural ferocity to see her through.

Woman warrior, survivor, killer and future guardian to Irish hero Fionn mac Cumhaill – this is her story.

LIATH LUACHRA: THE SWALLOWED

[The Irish Woman Warrior Series: Book 2] - When out in the Lonely Lands ... avoid the dark shadows!



Osraighe 1st Century A.D. Osraighe. Ireland's shadowy centre, a desolate region of forest, marshes and mountainous terrain where unwary travellers are 'swallowed' and never seen again

Caught up in an intra-tribal conflict when her latest mission turns sour, the woman warrior Liath Luachra finds herself coerced into a new undertaking. Dispatched to Osraighe to find a colony of missing settlers, she must lead a mismatched group of warriors, spies, and druids through a land of spectral forest, mysterious stone structures, and strange forces that contradict everything she knows of the Great Wild.

Haunted by a dead woman, struggling to hold her war-band together, Liath Luachra must confront her own internal demons while predators prowl the shadows between the trees.

LIATH LUACHRA: THE SEEKING

[The Irish Woman Warrior Series: Book 3] - How do you kill a ghost?



Ireland: 1st century A.D. In the bleak Luachair valley, Liath Luachra's winter seclusion is brusquely disrupted by a desperate plea for help. Raising a battlegroup to rescue a comrade's abducted sister however, she soon discovers this simple 'Seeking' is far more perilous than anything she could have imagined.

Traversing the wilderness of ancient Ireland in pursuit of an enigmatic raiding party, the woman warrior encounters old enemies who seek to undermine her and new allies who cannot be trusted. Meanwhile, within her own war band, secrets have surfaced that threaten her leadership and her trust in her warriors..

Faced with horrors she'd thought long forgotten and confronted by a chilling spectre from her past, Liath Luachra must revert to the very worst part of herself to survive.



DARK DAWN

IRISH IMBAS BOOKS

CAMHAOIR FUILSMEARTHÁ/ DARK DAWN



"Sometimes it's best to kill a man fast. Other times it makes sense to take it slow, to work the movements and the killing strokes in advance. This is such a time."

Caomhair Fuilsmearthá/ Dark Dawn is an innovative literary game in Irish and English. Based on the Fenian Cycle of Irish mythology, this free, on-line story relates the story of a dying warrior's efforts to defend the settlement of Ráth Bládhma - future home of Irish mythological hero, Fionn mac Cumhaill - from an incursion of enemy scouts.

The game can be accessed at the Irish Imbas website



WHERE CAN YOU GET OUR PRODUCTS?

Most of our digital book products can be obtained from the shop at our website (irishimbaskbooks.com) or through common ebook stores such as Amazon, Google Play, Kobo, Apple Books and so on.

Almost all of our books are available in paperback and can be ordered through Amazon, Book Depository, Booktopia or directly through any half-decent bookshop.

CAN YOU SELL OUR PRODUCTS?

Our books can be ordered and distributed through Ingram but if you'd like to sell products supplied by us directly, please send an email to info@irishimbask.com

WANT TO COLLABORATE WITH US?

If you have an interesting creative project you'd like to collaborate on, please get in touch. We'll consider all worthy proposals that come along.

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