

Aeon Chronicles Online Book 1 Devils Deal

Perfect for fans of Robocalypse, this action-packed science-fiction debut introduces a chilling future and an unforgettable heroine with a powerful role to play in the battle for humanity's survival. The machines have risen, but not out of malice. They were simply following a command: to stop the endless wars that have plagued the world throughout history. Their solution was perfectly logical. To end the fighting, they decided to end the human race. A potent symbol of the resistance, Rhona Long has served on the front lines of the conflict since the first Machinations began—until she is killed during a rescue mission gone wrong. Now Rhona awakens to find herself transported to a new body, complete with her DNA, her personality, even her memories. She is a clone . . . of herself. Trapped in the shadow of the life she once knew, the reincarnated Rhona must find her place among old friends and newfound enemies—and quickly. For the machines are inching closer to exterminating humans for good. And only Rhona, whoever she is now, can save them. Praise for Machinations “A tension-filled story of loss, loyalty, and forgiveness, with abundant Terminator-style shoot-em-up scenes and a snarky, kickass female warrior. I inhaled it!”—Jennifer Foehner Wells, author of Fluency and Remanence “Powerful and fast-paced, Machinations is an action-packed SF thriller loaded with fantastic characters and gut-wrenching emotional twists. Hayley Stone had me from page one with Rhona's story of desperation, survival, and the amazing depths of love. Stone perfectly interweaves Rhona's fight for humanity's survival with the deeper experiences of trust, loss, and love all wrapped in a ragtag band of courageous survivors, each with their own gripping tale. The prose is stunning, the action is nonstop.”—Linnea Sinclair, author of Gabriel's Ghost “A clone's wry inner voice propels this tale of a machine uprising, and how the rebel leader's genetic copy must step into her late original's combat boots. Rhona is a great protagonist, and Hayley Stone creates terrifying opponents in the rebellious AIs. An SF techno-thriller with heart and soul.”—Alex Bledsoe, author of The Hum and The Shiver “Machinations is a thrilling fusion of action and heartbreak, with quick pacing, rich characters, and a one-of-a-kind story. A great debut.”—G. T. Almasi, author of Blades of Winter and Hammer of Angels

Terra Nova. The promised world is humanity's new home, safe from the threats of a dangerous galaxy, where veterans of a long war could live in peace. The promise was a lie. Chief Katherine "Kit" Carson, of the elite Pathfinder Corps, joins the mission as a last-minute replacement, hoping to put a spotty past behind her and build a new life on a brave new world. The expedition arrives on Terra Nova, expecting to join the first wave of colonists, instead they find abandoned cities and are soon faced with a new, terrifying enemy humanity has never encountered before. For the colony to survive, Carson must unravel the mystery of her new home and learn the fate of the first mission to settle the planet...

Third Flatiron Anthologies presents "Keystone Chronicles," 19 fresh science fiction and fantasy stories exploring the theme of keystone events. What is a keystone? It's the central stone at the summit of an arch, locking the whole together, something on which other things depend for support, the heart or core of something, the crux. In storytelling, it is the pivotal message or character who makes it all happen. The international group of contributors to "Keystone Chronicles" make this a unique and varied collection that is sure to please fans of speculative fiction.

Where angels walk the ground and the future is told in song, does a man of low rank have a chance at love with a princess? In Camrithia, a land of shadows and mystical secrets, Trevin lives to serve King Laetham. But his heart belongs to the princess, Melaia. When the King sends Trevin on a dangerous quest to find the missing comains—captains in the king's army—he must leave Melaia to the advances of a swaggering Dregmoorian prince. Challenged to prove his worth, Trevin throws himself into his quest. Striving to prove his love, Trevin undertakes a second mission—find the harps Melaia seeks in order to restore the stairway to heaven. Through fire caves, rogue winds, and murderous threats, Trevin remains steadfastly dedicated to his quest—even when he is falsely accused of a heinous crime. As Trevin's time runs out, he realizes he must face the shame and horror of his own past and the nightmare that has come to life. Will he have the courage to finish what he has started? From the Trade Paperback edition.

Soon to be a Netflix Original Series! “War of the Worlds for the 21st century.” – Wall Street Journal The Three-Body Problem is the first chance for English-speaking readers to experience the Hugo Award-winning phenomenon from China's most beloved science fiction author, Liu Cixin. Set against the backdrop of China's Cultural Revolution, a secret military project sends signals into space to establish contact with aliens. An alien civilization on the brink of destruction captures the signal and plans to invade Earth. Meanwhile, on Earth, different camps start forming, planning to either welcome the superior beings and help them take over a world seen as corrupt, or to fight against the invasion. The result is a science fiction masterpiece of enormous scope and vision. The Three-Body Problem Series The Three-Body Problem The Dark Forest Death's End Other Books Ball Lightning Supernova Era To Hold Up The Sky (forthcoming) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Uncovers the unexplored history of the love song, from the fertility rites of ancient cultures to the sexualized YouTube videos of the present day, and discusses such topics as censorship, the legacy of love songs, and why it is a dominant form of modern musical expression.

Alan Pender, a bored, 20-something, college graduate with a degree in general studies woke up the day after graduation and suddenly realized his degree was useless and he had to get a job. As he walked around looking for help wanted signs, a series of unfortunate accidents occurred resulting in him entering a coma. When he woke up, he discovered he'd been granted a mysterious system. Moreover, the system finally provided him with some direction about what he should do with his life. Follow Alan as he explores his new found calling!

Be careful which star you wish upon... The unseeleie—banished by Oberon long ago—are stirring awake, and there's one name on their poisoned lips: Nightshade. Kesh is beginning to settle into her role as Halow's messenger, saving people from the fae with the help of Kellee, Talen, Arran and Sota, but if she has any hope of making her wrongs right, she must trust those around her. Without them, there is no Messenger. Friends, lovers, more. But one has a secret. A secret so dark it threatens to change everything Kesh believes in. A secret that could change the fate of Faerie, Halow, and all of humanity. When the fae abandoned the stars long-ago, they left behind more than fairytales. They left behind their monsters. *** The fae-in-space "mind-blowing" bestselling series continues in The Nightshade's Touch, Messenger Chronicles #3

NOW FREE! Lies aren't her only weapons against the fae... In the Halow system, one of Earth's three sister star systems, tek and magic—humans and fae—are at war. Kesh Lasota is a ghost in the machine. Invisible to tek, she's hired

by the criminal underworld to carry illegal messages through the Halow system. But when one of those messages kills its recipient, Kesh finds herself on the run with a bounty on her head and a quick-witted marshal on her tail. Proving her innocence should be straightforward. Until a warfae steals the evidence she needs. The fae haven't been seen in Halow in over a thousand years. And this one—a brutally efficient killer able to wield tek—should not exist. But neither should Kesh. As Kesh's carefully crafted lie of a life crumbles around her, she knows being invisible is no longer an option. To hunt the warfae, to stop him from destroying a thousand-year fragile peace, she must resurrect the horrors of her past. Kesh Lasota was a ghost. Now she's back, and there's only one thing she knows for certain: Nobody shoots the messenger and gets away with it. Reader note: This series is professionally edited and proofread for your reading enjoyment. DragonCon Award finalist for Best Fantasy (Paranormal) 2018 Messenger Chronicles reading order: Shoot the Messenger, #1 Game of Lies, #2 The Nightshade's Touch, #3 Prince of Dreams, #4 Her Dark Legion, #5 (coming late 2019) Shoot the Messenger is a full-length novel: 80,000 words. Genre: Science-fantasy. Paranormal in a sci-fi setting. Slow-burn alternative relationship dynamic. Dark fantasy. Paranormal fantasy. Urban fantasy series. Perfect for readers of Ilona Andrews, Jeaniene Frost, Lilith Saintcrow and Laurell K Hamilton. Download for free now and begin this fae-in-space fantasy adventure!

For the first time ever get the first three novels of The Intrepid Saga in one collection and save \$\$! Right after she finishes her BLT, disgraced Major Tanis Richards is off to save the day one more time. Tanis is looking forward to a long journey in stasis before arriving at the newly terraformed world of New Eden. New Life. New Start. Getting berth on the Intrepid is her ticket out of Sol system. But nothing proves easy for Major Tanis Richards. Nothing is at it seems. What should be a simple journey is fraught with danger and adventure. A myriad array of forces seek to stop the Intrepid...no matter the cost, or lives lost. From competing corporations, to stellar eco-terrorists, it no one wants the Intrepid to arrive at New Eden. Through their journey, the crew of the Intrepid will face rival planets, civil war, and the most wanted serial killer known to the galaxy. Pivoting their role from colonists to saviors. Perhaps it's because the Intrepid carries the most valuable secret known to humanity. Or maybe it's just Tanis's luck.

Maximilian Storm has embraced his new life as a Battleborne. Reincarnated on a strange world in a powerful chimera body, he has gathered friends, made enemies, and developed wondrous new magical and physical abilities. He's even discovered that a couple of his men, Smitty and Dylan, have chosen to join him on this world. Max is on a mission to secure and expand his newly conquered kingdom, Stormhaven. But War Chief An'zolor wants his mine back. When he sends a small army of orcs to capture it, Max's party, along with his dwarven and orc allies, must help him defend his new territory. An epic quest is discovered, sending Max and his core party into the wilds to track down and retrieve a powerful artifact. New friends are discovered, and new challenges met along the way. When Max ventures off on his own, he discovers a lost territory, and an ancient dwarven secret that may change the lives of everyone. A secret that might also end his own life, and his reign.

He's the only man she's ever wanted. She's everything he can never have. Killian's scars are all people see, but with his wretched past, he doesn't want them to look closer. He has long since resigned himself to live as an indentured slave to a powerful and capricious high mage—until a chance meeting with a temptress outside a brothel teaches him to want? If only he hadn't asked her price for the night. Lady Mailin's escape from her tyrannical father is so close she can taste it. All she has to do is to fake her magical prowess long enough for the high mage to sign a marriage contract and whisk her away. Then she'll lose him and start a new life. The last thing she needs is a tortured bondsman mistaking her for a woman who works on her back... If only she could forget his gentle, callused touch. When a stormy sea strands them together on Prison Island, Mailin and Killian's illicit desires may prove deadlier than the convicts out for blood. Or, worse. They've spent their lives yearning for freedom. Can they survive long enough to make it last?

An invitation to readers from every walk of life to rediscover the impractical splendors of a life of learning In an overloaded, superficial, technological world, in which almost everything and everybody is judged by its usefulness, where can we turn for escape, lasting pleasure, contemplation, or connection to others? While many forms of leisure meet these needs, Zena Hitz writes, few experiences are so fulfilling as the inner life, whether that of a bookworm, an amateur astronomer, a birdwatcher, or someone who takes a deep interest in one of countless other subjects. Drawing on inspiring examples, from Socrates and Augustine to Malcolm X and Elena Ferrante, and from films to Hitz's own experiences as someone who walked away from elite university life in search of greater fulfillment, *Lost in Thought* is a passionate and timely reminder that a rich life is a life rich in thought. Today, when even the humanities are often defended only for their economic or political usefulness, Hitz says our intellectual lives are valuable not despite but because of their practical uselessness. And while anyone can have an intellectual life, she encourages academics in particular to get back in touch with the desire to learn for its own sake, and calls on universities to return to the person-to-person transmission of the habits of mind and heart that bring out the best in us. Reminding us of who we once were and who we might become, *Lost in Thought* is a moving account of why renewing our inner lives is fundamental to preserving our humanity.

"I cannot guarantee that I will be the person you want in your life, but I will do everything in my power to be the person you need." Elara Dunlin never imagined how much her life would change after moving across the country at the start of her senior year of high school. Who is the mysterious man with the deep blue eyes that follows her everywhere she goes? Strange events begin to unfold, causing Elara to question her own reality. The predictable and simple life she has always known dramatically changes on one cold, fateful night...the night when the elusive blue-eyed man finally approaches her directly and shares information that completely turns her world upside down. Eventually Elara realizes that she has to tell her only friend, Cyrus, the truth about the mysterious visitor. Will he believe any of it? The elusive man continues to reveal dark secrets about her troubled past, adding a new dimension to their growing relationship. Is she

willing to place all of her trust in this one person who pushes her physically and emotionally farther than she ever thought possible? He had warned Elara that her life would change forever, but does she have the courage to move forward? Adam and I are both going through identity crises of epic proportions as we Transition from who we were, and discover who we were meant to be. More Fae are dying, and I feel as if time is running out for us to find all of those responsible and put an end to the killings. The people I thought I could trust have betrayed me and the one person I should absolutely not trust; is taking me deeper and deeper into his world. Ryder's secrets are dangerous and devastating. With each touch and word, he pulls my heart closer to himself and at the same time he is trying to keep me at arm's length. The dance he and I have begun, is getting more complicated as our worlds are being shaken from all sides, and the visions of the future are frightening, and nothing like I had ever pictured for myself or those I care for. This time, destiny is taunting me. I had always thought that I controlled my destiny. Now, my rights are being taken from me by powerful people and leaving me with alternatives that range between bad and awful. This time, the choices I have to make can decide the fate of both worlds. Everything is unraveling, and nothing will ever be the same again. -Synthia

The Messenger rocked your world, and now she's back. But have her lies finally caught up with her? Trust doesn't come easy for Kesh Lasota. She survived life as a slave, survived the Dreamweaver's touch, but surviving Marshal Kellee and the mysterious Talen is a whole other game, one she's not sure she's ready for. When the three are captured by a bloodthirsty fae general sweeping through the last of Halow's human colonies, the only weapons they have left are lies. And so Kesh must pretend to be the gladiator they all expect, while Kellee is forced to fight against her, and Talen is... Well, just who is Talen when he can command soldiers with a glance and move among the fae elite as though he belongs? Trust doesn't come easy for Kesh Lasota, neither does love. She must survive both, or everything she's fought for will be lost forever, including her men. The enchanting & mind-blowing Messenger series continues with more action, more romance, and more exciting twists! Genre: Paranormal science fantasy. Messenger Chronicles reading order: Shoot the Messenger, #1 Game of Lies, #2 The Nightshade's Touch, #3 Prince of Dreams, #4 Her Dark Legion, #5 (Coming late 2019)

The first installment of Cassandra Clare's bestselling urban fantasy series, The Mortal Instruments, is adapted into a graphic novel series! Hanging out with her best friend, Simon, is just about the most exciting thing in Clary's life...that is, until she realizes there are people only she can see. But when her mother disappears and a monster attacks her, Clary has to embrace a world that she never even knew existed--a world full of vampires, werewolves, demons, and those who fight for the humans, Shadowhunters...

A magic apocalypse. Refugees from Earth. A new world. Elves, orcs, and dragons! Portals from Overworld have appeared on Earth, and beings intent on conscripting humanity into the mysterious Trials have invaded. Earth is doomed. Humanity has been exiled. Can Jamie save mankind? Jamie Sinclair, a young man with unique gifts, must find a way for his family and friends to survive Earth's destruction and build a new home in Overworld. The Trials is not a game. Will Jamie survive its challenges? Join Jamie as he struggles through the brutal Trials while wrestling with his new magics and Overworld's game-like dynamics. A fantasy post-apocalyptic survival story of one man's journey to save humanity.

Alisa Perne is the last vampire. Beautiful and brilliant, she hunts alone, living among humans, living off humans. But someone is stalking her. Someone wants her dead. And Alisa has a choice to make - to keep a long held promise or protect the mortal she seems to be falling for. "I've come too far to surrender now..." Eledan's nightmare has been unleashed upon the worlds and with Oberon gone, only the messenger crew stand in its way. Kellee, Talen, Sirius, Sota, and Kesh. Together, they are stronger, but there are forces on Faerie who do not want the worlds saved, forces that would see the Messenger and her crew torn apart. Queen to Faerie's new king, Messenger and more to the saru, lover to some and a weapon to others, but who is Kesh Lasota really? A guiding light or an unwitting puppet? Answers are coming. The time for lies has passed. And Kesh will soon learn some battles can't be won alone. The mind-blowing Messenger Chronicles comes to its explosive conclusion in Her Dark Legion. Series Reading Order: Shoot the Messenger, #1 Game of Lies, #2 The Nightshade's Touch, #3 Prince of Dreams, #4 Her Dark Legion, #5

Sean's spent the last sixteen years of his life using his powers in a never-ending quest of exacting vengeance while saving the lives of innocent victims. The problem however, is that's all Sean has been doing. Forced to hide who and what he is from the world, Sean's life has become a fairly meaningless existence. But after an unexpected weekend with a rather willing woman, Sean suddenly realizes that there's a lot more to life than an endless stream of criminals and vengeance. It's time to let someone else punish the guilty. It's time to start enjoying life. Spoiler Warning: Contains harem, violence, bad language, and a fair amount of partying.

A game designed to shatter the minds of the people who play it. A thief on a mission to save his sister. An ambitious demon masquerading as an artificial intelligence When Ramzan steals from the Chechnyan Mafia to create a better life for his sister, he knows he's pissing off the wrong people. They want their money, and they've created a diabolical method of extracting information from their enemies. Full Immersion Virtual Reality sounds great, until he learns the horrors this incredible technology can cook up. Now, he must keep his wits up and his sanity points high as he battles hordes of fearsome abominations on his quest to escape. Zombies, lycanthropes, slime monsters and more stand in his way, controlled by a devious programmer that doesn't play fair. Can Ramzan protect his secrets and maintain his sanity against this psychological onslaught? Will he succumb to the terror, and become the monster he set out to destroy? He's gotta stay sharp, and he's gotta stay sane, if he has a hope of escaping... The Nightmare Game System. The original MMORPG Murder, Mutilation, Offensive, Repulsive Player Game

Aeon LegionLabyrinth:

They were shutting down Entriss Online, and Ian had no way to stop them. The game was his life - by day, as one of their lead developers; by night, gaming as the accomplished Mandorf the Wizard. After years of leveling up, both professionally and personally, everything he had worked for was going to end. His goggles-and-gloves virtual reality MMORPG was being replaced with Everyworld Online, a next-gen game that provided full immersion so players could experience a world that looks and feels real. After stumbling on an unknown quest that kills anyone who approaches, Ian discovers an enormous amount of orphaned code that had never made it into the game. Moments before being fired, he checks in the code, enabling The Left Hand of God quest chain, an unexpected world event, and the frightening reality of a fully immersive Entriss Online. ?Entriss Online by David J. Pedersen is the 1st LitRPG novel in the Watson's Worlds series.

Dear Jackson, I'm leaving you this note because I know you're very busy and I don't want to waste the town sheriff's time. Lord knows I've already wasted enough of it. Thank you for taking me home last night and...everything else. I made you a basket of wild blueberry muffins for your trouble. That seemed like the appropriate baked good for getting naked in your living room. I wasn't myself last night. I didn't mean to kiss you or fondle your backside or ask all those intimate questions. Thank you for pretending to enjoy it. It was very noble of you to sleep on the couch while I was starfished on your bed. I couldn't help but notice it's quite large.

The bed, that is. I swear, I didn't notice anything else when I let myself out this morning. As you know, Talbott's Cove is a ridiculously small town and there's no chance we can avoid each other. Not that I'd want to avoid you, of course, but I'm not sure I can look at you without thinking of the forty different ways I made a fool of myself. Instead of avoidance, let's try to be friends. We'll forget all about last night...if that's what you want. Please burn this note after you read it— Annette p.s. I whipped up some cinnamon buns, too. Please enjoy them. I'm not sure why, but I couldn't get buns out of my mind today.

The controversial journalistic analysis of the mentality that fostered the Holocaust, from the author of *The Origins of Totalitarianism* Sparking a flurry of heated debate, Hannah Arendt's authoritative and stunning report on the trial of German Nazi leader Adolf Eichmann first appeared as a series of articles in *The New Yorker* in 1963. This revised edition includes material that came to light after the trial, as well as Arendt's postscript directly addressing the controversy that arose over her account. A major journalistic triumph by an intellectual of singular influence, *Eichmann in Jerusalem* is as shocking as it is informative—an unflinching look at one of the most unsettling (and unsettled) issues of the twentieth century.

Villains aren't born, they're made. Witt was an ordinary NPC—a non-player character in a video game. As a kobold skald, he sang songs to empower heroes before they entered the local dungeons. Every day was a fresh start. Every day Witt woke with no memory of his previous encounters with all those so-called heroes. And every day he forgot the countless beatings and deaths he took at the hands of the murder hobos he valiantly buffed. But when all of those memories suddenly come flooding back, he only wants one thing: Revenge.

Elinor Ostrom's Nobel Prize-winning work on common pool property rights has implications for some of the most pressing sustainability issues of the twenty-first century — from tackling climate change to maintaining cyberspace. In this book, Derek Wall critically examines Ostrom's work, while also exploring the following questions: is it possible to combine insights rooted in methodological individualism with a theory that stresses collectivist solutions? Is Ostrom's emphasis on largely local solutions to climate change relevant to a crisis propelled by global factors? This volume situates her ideas in terms of the constitutional analysis of her partner Vincent Ostrom and wider institutional economics. It outlines her key concerns, including a radical research methodology, commitment to indigenous people and the concept of social-ecological systems. Ostrom is recognised for producing a body of work which demonstrates how people can construct rules that allow them to exploit the environment in an ecologically sustainable way, without the need for governmental regulation, and this book argues that in a world where ecological realities increasingly threaten material prosperity, such scholarship provides a way of thinking about how humanity can create truly sustainable development. Given the inter-disciplinary nature of Ostrom's work, this book will be relevant to those working in the areas of environmental economics, political economy, political science and ecology.

Join Dale Mitchell, your run of the mill truck driver. Until one day, he accidentally runs someone over. Now, through a series of strange and unforeseeable circumstances, he has become anything but normal. A story of magic, of a history that never was, and of a man trying to go through the day to day life while managing the affairs of an entire world. Join Dale Mitchell on his journey.

Along with the series *World Keeper*, *Keeper's World* follows the various tales that take place within the world itself.

"Oh what a tangled web we weave..." Kesh fled Faerie as a queen killer. Now she returns as the Faerie King's secret obsession. But on Faerie, nothing is as it seems, not even Kesh herself. With days to stop Arran's execution and the stoic guardian, Sirius, as her constant shadow, Kesh must weave her lies deep within Faerie's courts where magic and whispers combine and conspire. Soon, Kesh learns there is more at stake than Arran's life. Faerie is dying. Oberon's reign is crumbling. The time to strike against the fae is now. But with Talen, Kellee and Sota a thousand light-years away, Kesh cannot succeed alone... Beneath the courtly politics, the glittering facades, and the King's fragile hold on his people, the Dreamweaver is locked in eternal slumber, dreaming of the day his Queen of Hearts will set him free... because he knows, Kesh Lasota has no other choice. Kesh survived the Dreamweaver once before. Now all she has to do is control him. But Faerie's Dreamweaver has other ideas for the peoples' Messenger. He knows who, and what Kesh really is and he has every intention of using her to make all his dreams come true. He takes your mind, makes it his, takes your soul, makes you cruel. Dare you answer the Dreamweaver's call? The "mind-blowing" fae-in-space bestselling series continues in *Prince of Dreams*, *Messenger Chronicles #4* Series Reading Order: *Shoot the Messenger*, #1 *Game of Lies*, #2 *The Nightshade's Touch*, #3 *Prince of Dreams*, #4 *Her Dark Legion*, #5 - coming late 2019.

Aeon Flux, a lethal, leather-clad spy, makes her perilous way through the intrigue, treachery, subterfuge, and perils of Bregna, a high-tech society controlled by her nemesis, Trevor Goodchild. Reissue. (A Paramount Pictures film, directed by Karyn Kusama, releasing Fall 2005, starring Charlize Theron, Frances McDormand, & Marton Csokas) (Comics & Graphic Novels)

Time travel has made the Edge of Time a dangerous place. To protect the Edge of Time from the disastrous alterations of time travelers, the Aeon Legion seeks the greatest soldiers and warriors from the most bloody, war-torn eras in history. Those they deem worthy gain a chance to compete in the toughest training program ever designed. Terra Mason, a plain eighteen-year-old girl from the modern United States, has an impressive stubborn streak. Her persistence and bravery gains the notice and sponsorship of one of the Aeon Legion's greatest heroines. Now Terra must turn that stubbornness into determination if she is to contend with history's finest soldiers and somehow pass the Aeon Legion's final test, the mysterious Labyrinth. She will not quit. Terra will prove that even someone as average as her can still be a heroine. Hanns Speer is polite, good-natured, charming, a genius inventor of a time travel machine, and a dedicated member of the Nazi Party. Yet he cannot understand why people from the future regard him and his fellow Nazis as monsters. Now he must use his charisma and cunning to challenge the seemingly invincible Aeon Legion and its monopoly on time travel. He will not quit. Hanns will steal history itself if he has to, mistakenly believing it will prove him to be a hero.

What would you do if you awoke without memory, crucified, and on the brink of death? Varnoth, a shadow panther, must struggle to survive in the cruel world of Albattara. He must use his natural-born skills in this fantasy LitRPG to explore the land, complete quests, conquer dungeons, craft potions, destroy terrifying monsters, and find answers to his questions: Who is he? Why was he crucified?

Set in the universe of the New York Times bestselling *Three-Body Problem* trilogy, *The Redemption of Time* continues Cixin Liu's multi-award-winning science fiction saga. This original story by Baoshu—published with Liu's support—envision the aftermath of the conflict between humanity and the extraterrestrial Trisolarans. In the midst of an interstellar war, Yun Tianming found himself on the front lines. Riddled with cancer, he chose to end his life, only to find himself flash frozen and launched into space where the Trisolaran First Fleet awaited. Captured and tortured beyond

endurance for decades, Yun eventually succumbed to helping the aliens subjugate humanity in order to save Earth from complete destruction. Granted a healthy clone body by the Trisolarans, Yun has spent his very long life in exile as a traitor to the human race. Nearing the end of his existence at last, he suddenly receives another reprieve—and another regeneration. A consciousness calling itself The Spirit has recruited him to wage battle against an entity that threatens the existence of the entire universe. But Yun refuses to be a pawn again and makes his own plans to save humanity's future... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Things are looking up for Jax, more or less, He's met a cool girl (Who's a wisp), got some new friends (Who're Dwarves and Cat people and Elves and all sorts), and started a war... (Whoops!) That last one might not be the best idea he's had yet, admittedly, but the guy was an ass, and he deserved it... Only thing is, they say an Englishman's home is his castle, and Jax's home is in ruins... this place isn't going to be any use in defending his new people unless he gets it sorted, and fast! He needs material, equipment, magic, and people, most of all he needs time, time to get things ready, to get his ships in the air and his house in order... When you're surrounded on all sides, outclassed, outnumbered and everyone's probably a bit brighter than you are, there's only one option... Attack!

Romance. Magic. Lies. For fans of elves, shapeshifters and elemental control.

"Elves, dwarves, humans... Jödmun; you mortal races are all the same, little more than ants crawling on a round table, oblivious to those sitting around it." It has been centuries since the Mountain Birth, a magical calamity that turned the Jödmun from men into... something else. Part curse, part blessing, the Jödmun need neither food nor shelter, living as veritable stone men. One among them, Ürbon the Wanderer, will emerge from his people's centuries-long isolation. A chance encounter with an unusually violent elvish people leaves Ürbon without a ship, without his men, and without direction, changing the course of his life forever. In a journey across the vast world of Faladon; from the sandy Savarra desert to the lush Forgotten Isles, the Human Kingdom of Ravenburg to the bustling port-city of Venova, Ürbon will gather to him unlikely friends and dangerous enemies, each seeking a weakness in his stony flesh. This is his tale. A new epic fantasy novel series unfolds with its first installment - Journeys Through Faladon: The Titan Divide. Faladon is the first Epic Fantasy Universe created by around 40 co-authors - pushing the limits of collaborative writing and the fantasy genre. Sure to captivate the hearts of all who pick it up Action packed and fast-paced, this is the perfect book for lovers of epic fantasy. Following the story of a colorful cast of characters - from the rational Ürbon to the unpredictable Hydrulian - Journeys Through Faladon: The Titan Divide is at times humorous but with a compelling dark side and gripping twists. Set in an expansive world; from forgotten crypts to bustling cities, Faladon is filled with vibrant races, warring clans, fragile coalitions and deceptive politics. Making it an excellent choice for readers who loved the immersive politics of G.R.R.Martin's A Song of Ice and Fire and the strong characters of Andrzej Sapkowski's The Witcher Saga. What People Say about Journeys Through Faladon: The Titan Divide "An expansive world filled with vibrant characters, legendary relics and terrible Gods. An immersive story packed with Gut-wrenching battle scenes and mystical prophecies heralding destruction. Journeys Through Faladon ticks all the right boxes!" "Journeys Through Faladon - sure to keep even the most veteran fantasy lover turning pages!" "With books like Lord of the Rings, Game of Thrones, we've seen what one bright mind can do, Journeys Through Faladon is an attestation of what can occur with forty"

Maulkin didn't know dying would mean a new eternity of dungeon delving, monster slaying, and glory hunting. If he had, he wouldn't have been so worried about kicking the bucket on a date gone even more wrong than usual. Reborn in the wild world of Amaranth, Maulkin finds himself in a hulking demi-human body with a sword of a size to match. Marked as an Eternal, a fledging immortal of boundless potential, Maulkin soon discovers he's been given a mission by the elder pantheon of this new realm: Grow stronger. Ascend to godhood. Spread chaos in their name. Oh and fend off that inbound apocalypse, if he can find the time. Who wants an easy afterlife anyway?

(6 x 9 version - 8 x 10 version also available) A unique collection of articles, poems, and art contributed by different authors and artists, all of which work with and approach Lucifer subjectively; giving the reader a greater range of information and with it a deeper understanding of Lucifer from the heart of the Luciferian.

Collects and analyzes seventy years of communist crimes that offer details on Kim Sung's Korea, Vietnam under "Uncle Ho," and Cuba under Castro.

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