

Cloak Of Shadows The Shadow Of The Avatar Book Ii Bk 2

Fred Chappell's *A Shadow All of Light*, a stylish, episodic fantasy novel, follows the exploits of Falco, a young man from the country, who arrives in the port city of Tardocco with the ambition of becoming an apprentice to a master shadow thief. Maestro Astolfo, whose mysterious powers of observation would rival those of Sherlock Holmes, sees Falco's potential and puts him through a grueling series of physical lessons and intellectual tests. Falco's adventures coalesce into one overarching story of con men, monsters, ingenious detection, cats, and pirates. A wry humor leavens this fantastical concoction, and the style is as rich and textured as one would hope for from Chappell, a distinguished poet as well as a World Fantasy Award-winning fantasy writer. Every culture has some type of figure of Death. The Grim Reaper who collects souls as they lie dying. For some he is the cruel face of an end come too soon, for others a gentle healer of life lived too long. But there is another face to this spectral figure. Death walks through the world, helping those souls that linger between this world and the next, those trapped by circumstance, wish, desire or loss. So many souls linger needing but a gentle voice and hand to help them move past the final moments of their lives. This collection contains 15 tales of beings who either know not that they are dead or just how to move on. This book collects together 14 previous published short stories and includes one totally new story.

A thrilling new fantasy series full of magic and betrayal—from Evelyn Skye, New York Times bestselling author of the *Crown's Game* series. Sora can move as silently as a ghost and hurl throwing stars with lethal accuracy. Her gemina, Daemon, can win any physical fight blindfolded and with an arm tied around his back. They are apprentice warriors of the Society of Taigas—marked by the gods to be trained in magic and the fighting arts to protect the kingdom of Kichona. As their graduation approaches, Sora and Daemon look forward to proving themselves worthy of belonging in the elite group—but in a kingdom free of violence since the Blood Rift Rebellion many years ago, it's been difficult to make their mark. So when Sora and Daemon encounter a strange camp of mysterious soldiers while on a standard scouting mission, they decide the only thing to do to help their kingdom is to infiltrate the group. Taking this risk will change Sora's life forever—and lead her on a mission of deception that may fool everyone she's ever loved. Love, spies, and adventure abound as Sora and Daemon unravel a complex web of magic and secrets that might tear them—and the entire kingdom—apart forever.

The Shadow Saga continues with in this “fun, fast, action-packed novel” of magic, mystery, and monstrous evil (Elitist Book Reviews). After helping his lover Josephine lay claim to the throne of Nimea, the assassin Caim has ventured north to the land that has haunted his dreams—cold, unforgiving Eregoth. He departs seeking answers to his parents' murder and hoping that this knowledge will explain his ability to bend the shadows to his will. In searching for his past, Caim wanders into war. But Eregoth is threatened by a power more terrifying than any army—the witch Sybelle, Queen of the Dark. If given the chance, her aims at destruction would not cease at Eregoth but storm through Nimea where Josey struggles to secure her reign. With nothing more than a force of ragtag warriors at his side, Caim knows that standing against Sybelle's onslaught may be suicide. But as a son of the Shadow, he has no choice but to fight. Even if every life he takes brings him closer to the blackness that would claim him body and soul...

Cloak of Shadows The Shadow of the Avatar Wizards of the Coast

From NYT bestselling author Brent Weeks comes the first novel in his breakout fantasy trilogy in which a young boy trains under the city's most legendary and feared assassin, Durzo Blint. For Durzo Blint, assassination is an art--and he is the city's most accomplished artist. For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned to judge people quickly--and to take risks. Risks like apprenticing himself to Durzo Blint. But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics--and cultivate a flair for death. Devour this blockbuster tale of assassination and magic by Brent Weeks, which has delighted readers all over the world--with over one million copies in print! *Night Angel* *The Way of Shadows* *Shadow's Edge* *Beyond the Shadows* *Night Angel: The Complete Trilogy* (omnibus) *Perfect Shadow: A Night Angel Novella* (e-only) *The Way of Shadows: The Graphic Novel* For more from Brent Weeks, check out: *Lightbringer* *The Black Prism* *The Blinding Knife* *The Broken Eye* *The Blood Mirror* *The Burning White*

Four months have passed since the shadow stone fell into Kell's possession. Four months since his path crossed with Delilah Bard. Four months since Rhy was wounded and the Dane twins fell, and the stone was cast with Holland's dying body through the rift, and into Black London. In many ways, things have almost returned to normal, though Rhy is more sober, and Kell is now plagued by his guilt. Restless, and having given up smuggling, Kell is visited by dreams of ominous magical events, waking only to think of Lila, who disappeared from the docks like she always meant to do. As Red London finalizes preparations for the Element Games--an extravagant international competition of magic, meant to entertain and keep healthy the ties between neighboring countries--a certain pirate ship draws closer, carrying old friends back into port. But while Red London is caught up in the pageantry and thrills of the Games, another London is coming back to life, and those who were thought to be forever gone have returned. After all, a shadow that was gone in the night reappears in the morning, and so it seems Black London has risen again--and so to keep magic's balance, another London must fall.

Here are three serialized fantasy series by genre writer, Adam Drake. Each an action-packed escape into a thrilling, new reality!

The Big Bag of Infinite Cats: Part 3 (Infinite Cats Mysteries) A baffling mystery of ancient magic When a strange case of a detective being turned to stone stumps local police, retired investigator Mayra Beeweather is asked to assist. One of her tools of the trade is a magical bag which contains an infinite number of cats. Very special cats – each with a unique ability to aid in her investigation. Yet, even with their help, Mayra may not solve the case in time, for she may be the next victim turned to stone.

Shadow Gambit: Part 3 (Shadow For Hire Series) An impossible quest for a legendary item. I love questing for loot. And the more difficult the quest, the greater the reward. So when I'm offered a chance to retrieve the ultimate treasure of all, I signed up. Yet no one warned me the task would be impossible. Against overwhelming odds I'm also expected to defeat an ancient evil - one with the power of a god. But you know what? Some loot is worth risking it all. *Kingdom Level One: Part 3 (Kingdom Series)* A broken kingdom for a reluctant king. Robert was content with his life as a night-shift janitor. No stress, no worries, and no responsibilities. But this idyllic existence is turned upside down when he suddenly finds himself trapped inside a fantasy Role Playing Game.

Confused and alone he must find a way to escape back to his own world and, more importantly, to his daughter. But to do that he must take up the biggest responsibility of all: To rule a kingdom. litrpg, fantasy, gamelit, rpg, cyberpunk, post apocalyptic, dystopian, series, action, adventure, video games, mmo, role playing games, vr, virtual reality, thriller, wuxia, cultivation, dark

fantasy, horror, mystery, cozy, cat

BOOK ONE IN 2021'S MOST ANTICIPATED SERIES The journey starts here... Ikena Ralliday is plagued with nightmares of her father's brutal death at the hands of a monstrous Sinturi, those abominations which feast on humans to survive. They snatch children from their beds, infect animals with their darkness and serve one purpose only - to overrun Nevera and destroy the magical Cloaks. When Ikena - a human - discovers that she herself is a magical, she should obey the law and report to the Cloak army. But that would mean never again seeing her home and all those she loves again. She can hide her magic away, but it's becoming impossible to control. Besides, no matter how much she resists, Ikena is drawn more and more into the heart of the endless war between the Cloaks and the Sinturi. It seems her fate is tied to that of Nevera's and danger is always lurking.

"Thren Felhorn is the greatest assassin of his time. All the thieves' guilds of the city are under his unflinching control. If he has his way, death will soon spill out from the shadows and into the streets. Aaron is Thren's son, trained to be heir to his father's criminal empire. He's cold, ruthless--everything an assassin should be. But when Aaron risks his life to protect a priest's daughter from his own guild, he glimpses a world beyond piston, daggers, and the iron rule of his father"--Page 4 of cover.

"Every king must have his heirs, and I will have heirs worthy of my legend. . ." Thren Felhorn is a legend of the underworld, the leader of the powerful Spider Guild, father to the Watcher of Veldaren, and the most feared man in a city flooded with crime and death. Cloak and Spidercontains six interconnected stories that work as a novella, chronicling Thren's tutelage under the fearsome Darkhand, his bloody rise to fame, the creation of his infamous guild, and the birth of his son, Aaron, who would grow up to be a legend all his own.

Reaves and Bohnhoff deliver a standalone Star Wars adventure thriller set in the time just before "Star Wars: A New Hope"--with a title picked by fans and a special guest appearance by Han Solo. Original.

A fledgling superhero faces her toughest challenge yet... BAYOU CITY is a bustling technological mecca-but it's also drowning in crime. The BCPD has done everything they can to keep things from spiraling into all-out lawlessness, but the appearance of new criminals with strange and unusual abilities threatens to tip the scales in favor of chaos. Enter fifteen-year-old KYSHA JENKINS, a freshman and science whiz, who uses her academic and martial arts prowess to protect the streets as a vigilante. After three months of small-time perps, she's ready to move to the big leagues. But when a petty criminal is chosen to pilot an armored suit that allows him to create whatever he wishes out of "hard light," the career loser gets a taste of power for the first time in his life-and Kysha quickly learns she may have bitten off more than she can chew.

Fans of Serafina and the Black Cloak and The Night Gardener will devour Shadow Weaver, the first in a dark middle-grade fantasy duology that's filled with shadows, danger, magic, and has the feel of a new classic. Emmeline's gift of controlling shadows has isolated her from the rest of the world, but she's grown to be content, hidden away in her mansion with Dar, her own shadow, as her only company. Disaster strikes when a noble family visits their home and offers to take Emmeline away and cure her of magic. Desperate not to lose her shadows, she turns to Dar who proposes a deal: Dar will change the noble's mind, if Emmeline will help her become flesh as she once was. Emmeline agrees but the next morning the man in charge is in a coma and all that the witness saw was a long shadow with no one nearby to cast it. Scared to face punishment, Emmeline and Dar run away. With the noble's guards on her trail, Emmeline's only hope of clearing her name is to escape capture and perform the ritual that will set Dar free. But Emmeline's not sure she can trust Dar anymore, and it's hard to keep secrets from someone who can never leave your side.

"As the velvet cloak of moonlight settled over the ruined towers of Raglan Castle, the shadows beneath them stirred ..." When newly widowed Tess visits Raglan Castle, she experiences an extraordinary vision that transports her to seventeenth-century Wales and a castle on the brink of a siege. Even when Tess leaves Raglan to return to Merrick Court, her late husband's home, the strange dreams continue as her life becomes increasingly intertwined with the past. And when the new owner of the estate arrives - New Zealander Josh Owens - the parallels become even more obvious. But perhaps the visions aren't just trying to tell their own story, maybe they're also giving a warning ...

"A healthy dose of action, a strong thread of humor and just a touch of romance" (VOYA, starred review). A teen who is half-god, half-human must own her power whether she likes it or not in this snappy, snarky novel with a serving of smoldering romance that Kirkus Reviews calls "a dark, slyly funny read." Zephyr Mourning has never been very good at being a Harpy. She'd rather watch reality TV than learn forty-seven ways to kill a man, and she pretty much sucks at wielding magic. Zephyr was ready for a future pretending to be a normal human instead of a half-god assassin. But all that changed when her sister was murdered—and Zephyr used a forbidden dark power to save herself from the same fate. On the run from a punishment worse than death, an unexpected reunion with a childhood friend upends Zephyr's world—and not only because her old friend has grown surprisingly, extremely hot. It seems that Zephyr might just be the Nyx, a dark goddess that is prophesied to shift the power balance: for hundreds of years the half-gods have lived in fear, and Zephyr is supposed to change that. But how is she supposed to save everyone else when she can barely take care of herself?

In Star Wars: The Phantom Menace, Palpatine tells Amidala that "the Chancellor has little real power . . . he is mired down by baseless accusations of corruption. A manufactured scandal surrounds him." In this prequel novel, which takes place shortly before the events of The Phantom Menace, Valorum struggles with his fall from power. As part of this struggle, he has the Jedi Council send some Jedi Knights to a political hotspot, in the hopes of solving a problem and reconsolidating his power.

In a world half of light, half of darkness, where science and magic strive for dominance, there dwells a magical being who is friendly with neither side. Jack, of the realm of shadows, is a thief who is unjustly punished. So he embarks on a vendetta. He wanders through strange realms, encountering witches, vampires, and, finally, his worst enemy: the Lord of Bats. He consults his friend Morningstar, a great dark angel. He is pursued by a monstrous creature called the Borshin. But to reveal any more would be to spoil some of the mindboggling surprises Jack of Shadows has in store. First published in 1971 and long out-of-print, Jack of Shadows is one of fantasy master Roger Zelazny's most profound and mysterious books.

From USA Today bestselling author David Dalglish "Prove that you can stand against the darkness and live." In book #4 of the Shadowdance series, Haern is the King's Watcher, born an assassin only to become the city of Veldaren's protector against the thief guilds. When Lord Victor Kane attacks the city, determined to stamp out all corruption, foreign gangs pour in amidst the chaos in an attempt to overthrow the current lords of the underworld. And when a mysterious killer known as the Widow begins mutilating thieves, paranoia engulfs the city. Haern knows someone is behind the turmoil, pulling strings. If he doesn't find out who -- and soon -- his beloved city will burn. Light or darkness: where will the line be drawn? Fantasy author David Dalglish spins a tale of retribution and darkness, and an underworld reaching for ultimate power in this fourth novel of the Shadowdance series, previously released as Blood of the Underworld. Shadowdance A Dance of Cloaks A Dance of Blades A Dance of Mirrors A Dance of Shadows A Dance of Ghosts A Dance of Chaos Seraphim Skyborn Fireborn Shadowborn The Mayan god of death sends a young woman on a harrowing, life-changing journey in this dark, one-of-a-kind fairy tale inspired by Mexican folklore. "A spellbinding fairy tale rooted in Mexican mythology . . . Gods of Jade and Shadow is a magical fairy tale about identity, freedom, and love, and it's like nothing you've read before."—Bustle NEBULA AWARD FINALIST • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • Tordotcom • The New York Public Library • BookRiot The Jazz Age is in full swing, but Casiopea Tun is too busy cleaning the floors of her wealthy grandfather's house to listen to any fast tunes. Nevertheless, she dreams of a life far from her dusty small town in southern Mexico. A life she can call her own. Yet this new life seems as distant as the stars, until the day she finds a curious wooden box in her grandfather's room. She opens it—and accidentally frees the spirit of the Mayan god of death, who requests her help in recovering his

throne from his treacherous brother. Failure will mean Casiopea's demise, but success could make her dreams come true. In the company of the strangely alluring god and armed with her wits, Casiopea begins an adventure that will take her on a cross-country odyssey from the jungles of Yucatán to the bright lights of Mexico City—and deep into the darkness of the Mayan underworld. Praise for *Gods of Jade and Shadow* “A dark, dazzling fairy tale . . . a whirlwind tour of a 1920s Mexico vivid with jazz, the memories of revolution, and gods, demons, and magic.”—NPR “Snappy dialog, stellar worldbuilding, lyrical prose, and a slow-burn romance make this a standout. . . . Purchase where Naomi Novik, Nnedi Okorafor, and N. K. Jemisin are popular.”—Library Journal (starred review) “A magical novel of duality, tradition, and change . . . Moreno-Garcia's seamless blend of mythology and history provides a ripe setting for Casiopea's stellar journey of self-discovery, which culminates in a dramatic denouement. Readers will gladly immerse themselves in Moreno-Garcia's rich and complex tale of desperate hopes and complicated relationships.”—Publishers Weekly (starred review)

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

A new threat is lurking in the shadows in the electrifying fifth novel of *The Hidden World of Changers* series! Fiona, Mack, Gabriella, and Darren are Changers, a magical line of shapeshifters that can transform into mythological creatures, from werewolves and selkies to lightning birds and spirit foxes. It's spring break in Willow Cove, and Mack, Gabriella, Darren, and Fiona are going on a class trip to Wyndemere Academy, a boarding school just for Changers! The kids are excited to learn more about the Changer world and to compete in the Youngling Games, a sporting event held each spring. But while Gabriella trains for the Games, Fiona camps out in the library, and Darren learns more about his powers, something is following Mack. He keeps catching a glimpse of a fox—a kitsune like him—with gleaming golden fur. Little does Mack know that the kitsune has a message for him, and nothing will stop her from delivering it.

** Readers' Favorite Bronze Medal WINNER ** Sir Lancelot's Sexy Descendant A Kick-ass Huntress And a Snarky Sidekick What if all you've ever known of King Arthur's legend was a lie to mislead you from the truth? What if Camelot truly existed, but was destroyed to keep its secrets? And, what if there were descendants of the Knights of the Round Table defending us today from the creatures that lurk within the shadows? If the gloaming came looking for you would you answer its call? Fourteen year old Abigail Thorne answered the gloaming and it turned her life upside down. Along with her mentor Lourdes Reese, a seasoned hunter in the King's Court, they banish the evil shadows while most dociles sleep in their beds. Fighting hidden creatures that feed on humans, glimpsing fractures that lead to another world, and wielding magical weapons all before geometry? That's a normal day for Abbey now, and she loves every minute of it. As for Lourdes Reese, she has unique abilities that can't be explained and is the best hunter the King's Court has seen in over a thousand years. Abbey and Lourdie have no idea that being sent to Britain will unleash a chain of events that will change everything and everyone they love forever. A life will be lost, a life will be taken, and an unexpected new romance will emerge all while the fate of two worlds balances on the edge of a hunter's blade. ""~"? Recommended Reading Order ?"~"" 1. Cloak of Shadows - Netherwalker Book One 2. Neophyte's Tale - Newsletter Subscription Exclusive 3. Cloak of Echoes - A Netherwalker Short Story 4. Cloak of Secrets - Netherwalker Book Two (coming soon)

Elminster's Doom It was the eve of the Time of Troubles. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn was still to come. Unbeknownst to mortals, the gods had been summoned together, and among them was Mystra, grown proud and willful in the passing eons. With the others, she was about to be stripped of her godhood. The secret of her power gave her an idea. She made certain preparations, looking always for one who would be her successor . . . But until that person's ascension, her power must be preserved. A lone mortal must carry the greater share of her divine energy until the power could be reclaimed, and it was the fate of this mortal to risk being destroyed or driven wild, involuntarily and without warning. This was the occasion of Elminster's Doom.

The Shadow Over Faerûn The Time of Troubles had arrived. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn had come. But wrathful and warring gods were not Faerûn's only problem. The dreaded and insidious Shadowmasters had seized the opportunity to increase their influence and power while Mystra and her minions were otherwise engaged. The Shadowmasters had woven a magical cloak of spells that would render the wearer invisible to their rival's magic. The shadow over Faerûn spreads.

This collection brings together all four books in the *Scifi Realms* bundle series for one low price. *Blackout: Day One* (*Blackout Series Book 1*) The nightmare begins. In one fell swoop, civilization is changed forever. No one is unaffected, few are prepared. Some become survivors, others - easy prey. Only the strong, and crazy, will survive. Through the blood and chaos, civilization will be permanently transformed. And it all begins with one terrifying moment, when the lights go out and never come back on. *Blackout. Shadow Gambit* (*Shadow For Hire Book 1*) An impossible quest for a legendary item. I love questing for loot. And the more difficult the quest, the greater the reward. So when I'm offered a chance to retrieve the ultimate treasure of all, I signed up. Yet no one warned me the task would be impossible. Against overwhelming odds I'm also expected to defeat an ancient evil - one with the power of a god. But you know what? Some loot is worth risking it all. *Shadow Hunting* (*Shadow For Hire Book 2*) The most powerful player in the gaming universe wants me dead. Now I have a price on my head with tens of thousands of bounty hunters out to kill me. But I can only run for so long. I need to put an end to this madness once and for all. If I'm going to die, it will be on my own terms. The tables must be turned. Time to go hunting. *Shadow Wars* (*Shadow For Hire Book 3*) I'm a loot-hunting adventurer, not a general. I play online MMOs for exciting quests, to level my character and find cool loot. Not to lead armies. But now I have to fight a battle to get the quest item I desperately need. I've never commanded troops or built bases or strategized an attack more complex than a dungeon raid. When it comes to war, I'm a complete noob. Yet, defeat isn't an option. I've got to win or everything I've worked so hard for will be lost. So, they want a war? I'll give them one. litrpg, fantasy, gamelit, rpg, cyberpunk, female mc, female protagonist, series, action, adventure, video games, mmo, role playing games, vr, virtual reality, wuxia, cultivation, science fiction, bundle, collection, omnibus, dystopian, post apocalyptic, horror, adventure, action, series, survivor, bunker, emp, thriller

The Wheel of Time® is a PBS Great American Read Selection! Now in development for TV! Since its debut in 1990, *The Wheel of Time*® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. The seals of Shayol Ghul are weak now, and the Dark One reaches out. The Shadow is rising to cover humankind. In Tar Valon, Min sees portents of hideous doom. Will the White Tower itself be broken? In the Two Rivers, the Whitecloaks ride in pursuit of a man with golden eyes, and in pursuit of the Dragon Reborn. In Cantorin, among the Sea Folk, High Lady Suroth plans the return of the Seanchan armies to the mainland. In the Stone of Tear, the Lord

Dragon considers his next move. It will be something no one expects, not the Black Ajah, not Tairen nobles, not Aes Sedai, not Egwene or Elayne or Nynaeve. Against the Shadow rising stands the Dragon Reborn... TV series update: "Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as ABC's "Agents of SHIELD," the Netflix series "Hemlock Grove," and the NBC series "Chuck." Red Eagle partners Rick Selvage and Larry Mondragon will executive produce along with Radar's Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan's widow Harriet McDougal serving as consulting producer." —Variety The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altaii By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Cloak and Dagger step out of the darkness and into the light! But will this pair of violent vigilantes be friends or foes for the spectacular Spider-Man? The young duo's war on drugs will put crime bosses Silvermane and the Kingpin in their sights - and the wall-crawler will be stuck in the middle! Then follow Tyrone Johnson and Tandy Bowen into their own uncanny adventures, and discover what set them on their dark path. Detective O'Reilly wants to arrest them, Father Delgado wants to reform them - but does anyone really understand them? Plus, after Spidey chaperones their first meeting, Cloak and Dagger face a power struggle with the New Mutants! COLLECTING: PETER PARKER, THE SPECTACULAR SPIDER-MAN (1976) 64, 69-70, 81-82, 94-96; CLOAK AND DAGGER (1983) 1-4; MARVEL TEAM-UP ANNUAL 6; MARVEL FANFARE (1982) 19; NEW MUTANTS (1983) 23-25

Here are the first books from two series involving adventures within digital domains from genre author, Adam Drake. Shadow Gambit (Shadow For Hire Book 1) An impossible quest for a legendary item. I love questing for loot. And the more difficult the quest, the greater the reward. So when I'm offered a chance to retrieve the ultimate treasure of all, I signed up. Yet no one warned me the task would be impossible. Against overwhelming odds I'm also expected to defeat an ancient evil - one with the power of a god. But you know what? Some loot is worth risking it all. Bitch Berserker: Part 1 of 3 Trapped in a savage new reality! I'm a kind and gentle person. Or should I say, I was... As an interstellar surveyor, my job is to find and explore new star systems at the very fringes of humankind's reach. There are no conflicts, or even stress - it's simply a career which allows me to quietly drift through the cosmos, enjoying its endless beauty. Then I found myself trapped on a world like no other. Dark, bloody and brutal, I had to adapt quickly to this new reality, or me and my crew would never get a chance to escape. My life quickly morphed from one of peace, to one of pure savagery. And as I carved a blood-soaked path across this realm of carnage, there was one horrifying fact about myself I needed to confront: Learning to kill was easy, but learning not to love it so much... now that's hard. litrpg, fantasy, science fiction, gamelit, rpg, cyberpunk, female mc, female protagonist, series, action, adventure, video games, sword, sorcery, game, gaming, mage, magic, mmo, role playing games, vr, virtual reality, wuxia, cultivation, science fiction, bundle, collection, omnibus

Collects Peter Parker, the Spectacular Spider-Man (1976) #64, 69-70, 81-82, 94-96; Cloak and Dagger (1983) #1-4; Marvel Team-Up Annual #6; Marvel Fanfare (1982) #19; New Mutants (1983) #23-25. Cloak and Dagger step out of the darkness and into the light! But will this pair of violent vigilantes be friends or foes for the spectacular Spider-Man? The young duo's war on drugs will put crime bosses Silvermane and the Kingpin in their sights - and the wall-crawler will be stuck in the middle! Then follow Tyrone Johnson and Tandy Bowen into their own uncanny adventures, and discover what set them on their dark path. Detective O'Reilly wants to arrest them, Father Delgado wants to reform them - but does anyone really understand them? Plus, after Spidey chaperones their first meeting, Cloak and Dagger face a power struggle with the New Mutants!

The stunning sequel to Circle of Shadows—from Evelyn Skye, the New York Times bestselling author of the Crown's Game series. Perfect for fans of Renée Adhieh, Julie Dao, and Sabaa Tahir. After the devastating Ceremony of Two Hundred Hearts, Sora, Daemon, Fairy, and Broomstick are truly alone in the fight to save their kingdom. Empress Aki is missing, and everyone else who could help them is a prisoner to Prince Gin's mind control. At least Sora understands what they're up against. Or so she believes, until she overhears Gin bargaining with the god of war for immortality and learns that ryuu magic may be a more insidious danger than she realized. Suddenly, the stakes are higher and even more personal for Sora—not only must she stop a seemingly indestructible Prince Gin, but she must also unravel the secrets of ryuu magic before it is too late for nearly everyone she loves. Sora, Daemon, Fairy, and Broomstick face dangerous obstacles at every turn, but the greatest challenge may be discovering who they truly are and what, if anything, they are capable of. The fate of a kingdom rests in their hands. Full of dangerous action, heartbreaking romance, and incredible magic—Cloak of Night is the exciting end to this thrilling duology.

North Korea is known as the most repressive country on Earth, with a dictatorial leader, a starving population, and harsh punishment for rebellion. Not the best place for a family vacation. Yet that's exactly where Mia Andrews finds herself, on a tour with her aid-worker father and fractious older brother, Simon. Mia was adopted from South Korea as a baby, and the trip raises tough questions about where she really belongs. Then her dad is arrested for spying, just as forbidden photographs of North Korean slave-labor camps fall into Mia's hands. The only way to save Dad: get the pictures out of the country. Thus Mia and Simon set off on a harrowing journey to the border, without food, money, or shelter, in a land where anyone who sees them might turn them in, and getting caught could mean prison -- or worse. An exciting

adventure that offers a rare glimpse into a compelling, complicated nation, *In the Shadow of the Sun* is an unforgettable novel of courage and survival.

This discounted bundle contains the first four books in the *Shadow For Hire* LitRPG series, the first four books in the *Kingdom* LitRPG series and the first book in the *Bitch Berserker* series. *Shadow For Hire* series: Vivian is addicted to the largest, and most immersive, MMO on the market. All she wants to do is quest and loot. But things go wrong when she's inadvertently sucked into the 'meta' story line of the game, and she is no longer just a nameless player among billions - she's now a server champion in the making. The problem? She wants nothing to do with it. Book 1 - *Shadow Gambit* An impossible quest for a legendary item. Book 2 - *Shadow Hunting* The most powerful player in the gaming universe wants me dead. Book 3 - *Shadow Wars* I'm a loot-hunting adventurer, not a general. Book 4 - *Shadow Blade* A hallowed weapon hidden in a jungle hell. *Kingdom* Series: Robert was content with his life as a night-shift janitor. No stress, no worries, and no responsibilities. But this idyllic existence is turned upside down when he suddenly finds himself trapped inside a fantasy Role Playing Game. Confused and alone he must find a way to escape back to his own world and, more importantly, to his daughter. But to do that he must take up the biggest responsibility of all: To rule a kingdom. Book 1 - *Kingdom Level One* A broken kingdom for a reluctant king. Book 2 - *Kingdom Level Two* A baptism of fire for a neophyte king. Book 3 - *Kingdom Level Three* What is a king without a kingdom? Book 4 - *Kingdom Level Four* *Kingdom Building 101* *Bitch Berserker* Trapped in a savage new reality I'm a kind and gentle person. Or should I say, I was... As an interstellar surveyor, my job is to find and explore new star systems at the very fringes of humankind's reach. There are no conflicts, or even stress – it's simply a career which allows me to quietly drift through the cosmos, enjoying its endless beauty. Then I found myself trapped on a world like no other. Dark, bloody and brutal, I had to adapt quickly to this new reality, or me and my crew would never get a chance to escape. My life quickly morphed from one of peace, to one of pure savagery. And as I carved a blood-soaked path across this realm of carnage, there was one horrifying fact about myself I needed to confront: Learning to kill was easy, but learning not to love it so much... now that's hard. litrpg, gamelit, cyberpunk, fantasy, science fiction, action, adventure, series, collection, bundle, omnibus, anthology

The Shadow Spreads The Time of Troubles had almost passed. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn was reaching an end. However, not so Those Who Walk in Shadow. The dreaded and insidious Shadowmasters realize that they have one last chance to seize control while chaos wrecks havoc on all of the Realms, and in doing so seal the fate of not just their archenemy Elminster, but all of Mystra's minions as well. Darkness threatens to envelop all Faerûn. The shadows loom.

This bundle contains five exciting LitRPG/Gamelit titles from genre author, Adam Drake. *Kingdom Level One* (*Kingdom Series Book 1*) A broken kingdom for a reluctant king. Robert was content with his life as a night-shift janitor. No stress, no worries, and no responsibilities. But this idyllic existence is turned upside down when he suddenly finds himself trapped inside a fantasy Role Playing Game. Confused and alone he must find a way to escape back to his own world and, more importantly, to his daughter. But to do that he must take up the biggest responsibility of all: To rule a kingdom. *Kingdom Level Two* (*Kingdom Series Book 2*) A baptism of fire for a neophyte king. Resigned to his fate, Robert must adapt to his new role as King of Anika. Expected to cleanse the kingdom of its many festering problems, he starts by trying to gain levels and useful skills. But the daunting task quickly becomes a lesson in humility as he finds himself underpowered and overwhelmed. Desperate for gear and experience points, he stumbles upon a secret place so terrifying he questions whether he can be an adventurer king at all. For here he must learn the one true skill that matters above all others: Survival. *Bitch Berserker* (*Bitch Berserker Series Book 1*) Trapped in a savage new reality! I'm a kind and gentle person. Or should I say, I was... As an interstellar surveyor, my job is to find and explore new star systems at the very fringes of humankind's reach. There are no conflicts, or even stress – it's simply a career which allows me to quietly drift through the cosmos, enjoying its endless beauty. Then I found myself trapped on a world like no other. Dark, bloody and brutal, I had to adapt quickly to this new reality, or me and my crew would never get a chance to escape. My life quickly morphed from one of peace, to one of pure savagery. And as I carved a blood-soaked path across this realm of carnage, there was one horrifying fact about myself I needed to confront: Learning to kill was easy, but learning not to love it so much... now that's hard. *Shadow Gambit* (*Shadow For Hire Book 1*) An impossible quest for a legendary item. I love questing for loot. And the more difficult the quest, the greater the reward. So when I'm offered a chance to retrieve the ultimate treasure of all, I signed up. Yet no one warned me the task would be impossible. Against overwhelming odds I'm also expected to defeat an ancient evil - one with the power of a god. But you know what? Some loot is worth risking it all. *Shadow Hunting* (*Shadow For Hire Book 2*) The most powerful player in the gaming universe wants me dead. Now I have a price on my head with tens of thousands of bounty hunters out to kill me. But I can only run for so long. I need to put an end to this madness once and for all. If I'm going to die, it will be on my own terms. The tables must be turned. Time to go hunting. litrpg, fantasy, gamelit, rpg, cyberpunk, series, action, adventure, video games, mmo, role playing games, vr, virtual reality, thriller, wuxia, cultivation, science fiction, bundle, collection, omnibus, sword and sorcery, progression

Fans of *Serafina* and the *Black Cloak* and *The Night Gardener* will devour *Shadow Weaver*, the first in a dark middle-grade fantasy duology that's filled with shadows, danger, magic, and has the feel of a new classic. Emmeline's gift of controlling shadows has isolated her from the rest of the world, but she's grown to be content, hidden away in her mansion with Dar, her own shadow, as her only company. Disaster strikes when a noble family visits their home and offers to take Emmeline away and cure her of magic. Desperate not to lose her shadows, she turns to Dar who proposes a deal: Dar will change the noble's mind, if Emmeline will help her become flesh as she once was. Emmeline agrees but the next morning the man in charge is in a coma and all that the witness saw was a long shadow with no one nearby to cast it. Scared to face punishment, Emmeline and Dar run away. With the noble's guards on her trail, Emmeline's only hope of clearing her name is to escape capture and perform the ritual that will set Dar free. But Emmeline's not sure she can trust Dar anymore, and it's hard to keep secrets from someone who can never leave your side.

The woman who doesn't remember is the one he can't forget in this classic story by New York Times bestselling author Cynthia Eden. Fifteen years ago, Noelle Evers was kidnapped. Two days later, her abductor was dead, leaving her with no memory of what happened. Now an FBI profiler, she uses her past trauma to get inside the minds of killers. But she can't read her new partner. EOD agent Thomas Anthony is controlled. Dangerous. And hauntingly familiar. Thomas has been covertly watching Noelle's back. He wanted to tell her the truth, but couldn't blow his cover. Their latest mission just revealed a link to her past. With desire ramping up between them—and a predator hunting Noelle—it's time for Thomas to step out of the shadows. Or lose his second chance to save the woman he loves. Originally published in 2014. **NEW YORK TIMES BESTSELLER** • MacKayla Lane faces the ultimate threat when war breaks out between the kingdoms of shadow and light, as the *Fever* series races to an explosive revelation. From the moment MacKayla Lane arrived in Dublin to hunt her sister's murderer, she's had to fight one dangerous battle after the next: to survive, to secure power, to keep her city safe, to protect the people she loves. The matter of who's good and who's evil can be decided by the answer to a single question: Whose side are you on? Now, as High Queen of the Fae, Mac faces her greatest challenge yet: ruling the very race she was born to hunt and kill—a race that wants her dead yesterday, so they can put a pure-blooded Fae queen on the throne. But challenges with her subjects are the least of her concerns when an ancient, deadly foe resurfaces, changing not only the rules of the game but the very game itself, initiating a catastrophic sequence of events that have devastating consequences and leave Mac questioning everything she's ever learned and everyone she's ever loved. Now begins an epic battle between Mortal and Fae, Seelie and Unseelie, would-be kings and would-be queens, with possession of the Unseelie King's virtually unlimited power and the fate of humanity at stake. From the exquisite, deadly gardens of the High Queen's court, to long-forgotten truths found in the Sacred Grove of Creation, from the erotic bed of her enigmatic, powerful lover to the darkest, seductive reaches of the Unseelie

kingdom, Mac's final journey takes her places no human has been before, and only one human could possibly survive . . . One who's willing to sacrifice everything.

For centuries, the Oshan Empire has ruled the New World with terror and blood. The Watchers have been eradicated, and their sorcery is but a whispered myth. But the heart of magic beats on, and as it surges back to life, three young people will determine the fate of the world... Tori Burodai, a strong-willed slave girl. Her magic could ignite a revolution, but only if she resists the ruler who wants to use her powers to restore the empire to its former glory. Darien Redvar, the idealistic soldier she loves. His rage leads him down a dark path to power that could turn him against the one person he cares for. Kale Andovier, a lordling rebel with a torturous past. His quest for a weapon of dark sorcery will thrust him into a twisted game of power that could change the world forever. Will the return of magic transform the New World, or bring it to ruin?

Here are the fourth installments for both ongoing LitRPG series by genre author, Adam Drake. Shadow Blade (Shadow For Hire Book 4) A hallowed weapon hidden in a jungle hell. Forced to prove my worthiness to an elite group of players, I must earn the right to enter one of the most notorious locations in the game. The Emerald Caldera has a fearsome reputation for chewing up would-be adventurers and quickly sending them back to the newbie zone. Filled with dungeon temples, monstrous beasts and dark-magic cults, the jungles of this mysterious island are deserving of respect. And I must plunge headlong into them because it's here where I can find the next elusive item in my Legendary Armor Set: The Shadow Blade Kingdom Level Four (Kingdom Series Book 4) Kingdom Building 101 Rob's grasp on his fledgling kingdom is tenuous, at best. Expansion is impossible thanks to an angry war-clan of goblins encroaching on the eastern border. Also, monsters and bandits run rampant within the valley threatening his subjects. And since trade is nonexistent and supply lines are dead, the ramshackle village must be kick-started into an economically viable town – one that generates income for the meager royal treasury, instead of sapping it. Solving these problems is his responsibility or the kingdom will never reach level five. But there's a larger concern which casts a dark cloud over everything. His is not the only kingdom and neighboring rulers have started to view this janitor-turned-king as either an exploitable ally... ... or easy prey. litrpg, fantasy, gamelit, rpg, cyberpunk, series, action, progression, adventure, video games, mmo, role playing games, vr, virtual reality, thriller, wuxia, cultivation, science fiction, bundle, collection, omnibus

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