

Dark Soul Trilogy

In the autumn of this world the only surety is death! p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Trapped in a realm of perpetual winter, Andred of Ithvale – a battle-hardened warrior bound by solemn duty – embarks upon a quest of bloody redemption as he battles through frozen wastes in search of the sacred relic that was stolen from him. From the team behind the breakout hit ‘Dark Souls: The Breath of Andolus’ comes this second twisted tale from the worlds of Bandai/Namco’s torturous videogame. “Outstanding. 9 out of 10” – Fanboy Nation “Stunning and gruesome in equal measure.” – Flickering Myth Lyra and Will find themselves at the center of a battle between the forces of the Authority and those gathered by Lyra's father, Lord Asriel.

The #1 New York Times–bestselling sequel to *A Discovery of Witches*, book two of the *All Souls Series*. Look for the hit TV series “*A Discovery of Witches*,” streaming on AMC Plus, Sundance Now and Shudder. Season 2 premieres January 9, 2021! Picking up from *A Discovery of Witches*' cliffhanger ending, *Shadow of Night* takes reluctant witch Diana Bishop and vampire geneticist Matthew Clairmont on a trip through time to Elizabethan London, where they are plunged into a world of spies, magic, and a coterie of Matthew's old friends, the School of Night. As the search for Ashmole 782--the lost and enchanted manuscript whose mystery first pulled Diana and Matthew into one another's orbit--deepens and Diana seeks out a witch to tutor her in magic, the net of Matthew's past tightens around them. Together they find they must embark on a very different - and vastly more dangerous - journey. "A captivating and romantic ripping yarn,"** *Shadow of Night* confirms Deborah Harkness as a master storyteller, able to cast an "addictive tale of magic, mayhem and two lovers."**

*E.L. James **Chicago Tribune

NEW YORK TIMES BESTSELLER USA TODAY BESTSELLER NATIONAL INDIE BESTSELLER THE WASHINGTON POST BESTSELLER Recommended by Entertainment Weekly, Real Simple, NPR, Slate, and Oprah Magazine #1 Library Reads Pick—October 2020 #1 Indie Next Pick—October 2020 BOOK OF THE YEAR (2020) FINALIST—Book of The Month Club A “Best Of” Book From: Oprah Mag * CNN * Amazon * Amazon Editors * NPR * Goodreads * Bustle * PopSugar * BuzzFeed * Barnes & Noble * Kirkus Reviews * Lambda Literary * Nerdette * The Nerd Daily * Polygon * Library Reads * io9 * Smart Bitches Trashy Books * LiteraryHub * Medium * BookBub * The Mary Sue * Chicago Tribune * NY Daily News * SyFy Wire * Powells.com * Bookish * Book Riot * Library Reads Voter Favorite * In the vein of *The Time Traveler’s Wife* and *Life After Life*, *The Invisible Life of Addie LaRue* is New York Times bestselling author V. E. Schwab’s genre-defying tour de force. *A Life No One Will Remember. A Story You Will Never Forget.* France, 1714: in a moment of desperation, a young woman makes a Faustian bargain to live forever—and is cursed to be forgotten by

everyone she meets. Thus begins the extraordinary life of Addie LaRue, and a dazzling adventure that will play out across centuries and continents, across history and art, as a young woman learns how far she will go to leave her mark on the world. But everything changes when, after nearly 300 years, Addie stumbles across a young man in a hidden bookstore and he remembers her name. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sometimes even love cannot save a dark soul. In this second installment of Randi Cooley Wilson's Dark Souls Series, fate curses the brothers, and they must navigate ancient deceits and potent forewarnings to save the ones they love. Can the two enemies become each other's saviors? Or will the Circles fall and love fade? A Seeker with one desire. Vassago is a Seeker haunted by his dark soul, making him dangerous and mysterious to everyone around him—except Lore. A Goddess who safeguards an ancient curse. Lore is a goddess who wards an ancient curse. She and Vassago have shared a connection for centuries, but he has always chosen his oaths to the Circles above all else, especially her. Hope Annandale barely managed to survive the Circles, only to end up back at Shadowbrook—alone and afraid—with no memory of the Circles, or Stone. With Hope safe, Stone can take his rightful place by his father's side, as Prince Stolas. Torn between duty and love, Vassago and Stone will be forced to decide where their loyalties lie, and what they will fight for—love or honor. It will take an ancient curse, and a vow that can't easily be broken, to prevent a war—a battle for revenge and redemption that will ultimately decide the fate of the dark souls' hearts. Vassago is the second novel in the Dark Soul series and is a riveting tale of passion, danger, and forbidden love. Intended for mature readers. The Dark Soul Series is meant to be read in release order.

A prince repelled by magic. A king bent on revenge. A witchdoctor who does not walk alone. Brimming with dark magic, high stakes, and serpentine twists, the second book in Rena Barron's thrilling YA fantasy saga is perfect for fans of Laini Taylor, Sabaa Tahir, and Tomi Adeyemi. After so many years yearning for the gift of magic, Arrah has the one thing she's always wanted—but it came at too steep a price. Now the last surviving witchdoctor, she's been left to pick up the shattered pieces of a family that betrayed her, a kingdom plunged into chaos, and a love that can never be. While Arrah returns to the tribal lands to search for survivors of the demons' attack, her beloved Rudjek hunts down the remnants of the demon army—and uncovers a plot that would destroy what's left of their world. The Demon King wants Arrah, and if she and Rudjek can't unravel his schemes, he will destroy everything, and everyone, standing in his way. Set in a richly imagined world inspired by whispered tales of voodoo and folk magic, the Kingdom of Souls trilogy has been optioned for film by Michael B. Jordan and his Warner Bros. production company, Outlier Society. "I couldn't get enough of Kingdom of Souls. Wonderfully written, and full of dark magic and danger, it was a story I couldn't wait to escape into. Highly recommended!"—Kendare Blake, #1

New York Times bestselling author of the Three Dark Crowns series
I tre libri della Dark Soul Trilogy in un unico volume. Save my
soul. Coreless. Merciless.

The thrilling sequel to GODBLIND, the biggest fantasy debut of 2017.

Dark Soul HarperCollins UK

The final installment of The Book of Phoenix Trilogy New Adult Paranormal
Romance ** Mature Content ** Recommended for ages 16+ due to sexual
situations and language When Darkness threatens, what matters most lies in The
Space Within Completing a mission that reunites Guardian Twin Flames turns
devastating when the Book of Phoenix throws Leni and Brock into a Dark world,
leaving Jeric and Asia behind. They count on their other halves to rescue them,
but when that doesn't happen, they must fight through the Darkness and find a
Gate that will take them home. Except all of Earth's Gates are sealed. Enyxa,
ruler of Darkness, and her horde of Dark souls storm the Gates to push their way
through to Earth. While Leni and Brock fight Enyxa on their side, Jeric and Asia
must figure out how to save their Twin Flames without jeopardizing all of Earth's
souls. Through it all—and with a little help from Enyxa—Brock and Asia begin
questioning their relationship and whether they're truly meant to be together...or if
they're two Lost souls forced to become one. If the Broken dyads don't find each
other fast, they'll be lost to the Dark forever. But to reunite means choosing
themselves over all of Earth's souls. Can Jeric make that decision? And will
Brock and Asia find the love they both desperately crave? Or are they all doomed
to perpetual Darkness? Discover how it all ends in The Space Within, the
explosive conclusion to The Book of Phoenix trilogy.

I was born with noble blood in my veins. Heir to a powerful dynasty. Wealth.
Power. Aristocracy. Temptations too dangerous to resist. Until someone tried to
steal it all. Scarred and broken, I emerged from the flames. Now I've returned to
take what's mine. Revenge. The first item on my agenda? Make Ivy Moreno my
wife. Second? Bend her until she breaks.

The #1 New York Times bestselling series finale and sequel to A Discovery of
Witches and Shadow of Night. Look for the hit TV series "A Discovery of
Witches," streaming on AMC Plus, Sundance Now and Shudder. Bringing the
magic and suspense of the All Souls Trilogy to a deeply satisfying conclusion,
this highly anticipated finale went straight to #1 on the New York Times bestseller
list. In The Book of Life, Diana and Matthew time-travel back from Elizabethan
London to make a dramatic return to the present—facing new crises and old
enemies. At Matthew's ancestral home, Sept-Tours, they reunite with the
beloved cast of characters from A Discovery of Witches—with one significant
exception. But the real threat to their future has yet to be revealed, and when it is,
the search for Ashmole 782 and its missing pages takes on even more urgency.
"Showcasing the grim and chilling artwork behind the fan-favorite game, [this
book] features key visuals, concept art, character & monster designs, rough
sketches, and an exclusive interview with the game's creators"--Dust jacket back.

A Discovery of Witches, Shadow of Night, and The Book of Life, now available in an eBook bundle Look for the hit TV series “A Discovery of Witches” airing on AMC and BBC America, and streaming on Sundance Now and Shudder. With more than a million copies sold in the United States, A Discovery of Witches and Shadow of Night have landed on all of the major bestseller lists, garnered rave reviews, and spellbound legions of loyal fans. The Book of Life brings the number one New York Times bestselling series to a deeply satisfying close, and we are now pleased to offer all three books in a lavishly designed boxed set, perfect for fans and newcomers alike. And don't forget—the series continues with book four, Time's Convert, now available in all formats.

First in a trilogy, Book One presents extraordinary information gathered from the inner consciousness levels of the minds, bodies, and spirits of thousands of ordinary people. Knowledge gathered by the authors in their healing, motivational, and channeling work with and for others opens the mind and excites the spirit to the inherent abilities of the soul. Written simply, even complex subjects such as healing, hypnosis, re-incarnation, channeling, therapy, spirit possession, multiple personalities, inner children, astral matter, metaphysics, the soul, and Higher Self become clear and understandable. Personal stories add light, humor, motivation, and a sense all is possible and knowable. Presents a lighted path to self-mastery for the enlightenment of self and others, while succinctly outlining why the past is important to this path. Explains the dynamics of trauma, including childhood abuse, and how the mind stores, as well as buries, trauma. Explains why memories - whether "false" or "real" - are important to healing and achieving personal and professional goals. Delineates the levels of the mind and spirit in a way that is meaningful to every day reality. Lures and keeps the interest of both beginners and experts in metaphysical studies, even as it brings forward information that enhances both mainstream and alternative healing. Miracles are explained, as well as why medications, surgery, prayer, guided imagery, visualizations, affirmations, hypnosis, herbs, and other healing aids sometimes do not work and what needs to be done so they will. It is a book written by experts who explain why no expert knows more about a person's mind, body, or spirit than that person's own mind, body, and spirit. Explains how such information can be accessed both in and out of trance states. Channeling is introduced in a manner that eliminates fear, dread, and foolhardiness. Parts of the book and all of chapter eight are written by LIGHT, which says it is The Light, the creator energy of The Creator of All That Is. Light outlines a plan for healing the earth, balancing nature, and enlightening humans. The plan is powerful and perfect for people of all religions and no religion. So ingenious is this plan, so simple, so positively focused, it could only have been written by a consciousness of light leading to the thought that if a consciousness of light does not lie, this must, indeed, be The Creator Light. Just knowing such a consciousness is present and active in the world lessens the rampart fear presently escalating naturally occurring earth changes. Most importantly, this book, as it makes clear

how the mind creates, makes clear how prophecy works. It becomes understood prophecy is not for the ego of the prophet; it is for the good of the people. If one does not like a prophecy, one has the ability and the right to positively shift the mental focus and physical actions in the present, which alters the future, thus nullifying the prophecy. Being created in the image of the Creator means we are spirit with will and the ability to choose what we will. A great prophet does not care about being right. A great prophet cares about doing right. Doing right is to warn and when the warning is heeded, the great prophet rejoices, knowing the prophecy will be rendered untrue. Book One explains how the mind truly works so the soul of one and the souls of many may alter the future to bring greater good and joy.

In the High Kingdom of Danton Aurelius, magisters from across the known world are gathering for an unusual meeting. The High King's son is dying of an apparently incurable wasting disease, and he has charged them with providing an explanation and a cure. There is a mystery here, but not the one the High King thinks: the magisters know the cause of the prince's illness but they dare not reveal it for fear that it will expose the secret at the heart of their order. No, the mystery is not what is responsible, but who. . . Now the magisters must embark upon a manhunt, racing against time, before the High King learns the truth. But they have not counted on the young prince's determination to control his own fate, nor on the existence of Kamala, a young woman schooled in their own arts, who will soon shake the world to its very roots.

Leon I earned my reputation among magicians for a reason: one wrong move and you're dead. Killer, they called me, and killing is what I'm best at. Except her. The one I was supposed to take, the one I should have killed - I didn't. The cult that once controlled me wants her, and I'm not about to lose my new toy to them. Rae I've always believed in the supernatural. Hunting for ghosts is my passion, but summoning a demon was never part of the plan. Monsters are roaming the woods, and something ancient - something evil - is waking up and calling my name. I don't know who I can trust, or how deep this darkness goes. All I know is my one shot at survival is the demon stalking me, and he doesn't just want my body - he wants my soul. Her Soul to Take is book 1 in the Souls Trilogy.

Although all the books are interconnected, they are stand-alone and can be read in any order. Content Note This book contains sexual scenes, kink/fetish content, horror elements, drug use, and depictions of hard kink/edgeplay. Reader discretion is advised.

Welcome to the Dark Soul Experiments.

A fully illustrated guide to Deborah Harkness's #1 New York Times bestselling All Souls trilogy—"an irresistible . . . wonderfully imaginative grown-up fantasy" (People). Look for the hit TV series "A Discovery of Witches," streaming on AMC Plus, Sundance Now and Shudder. A Discovery of Witches introduced Diana Bishop, Oxford scholar and reluctant witch, and vampire geneticist Matthew Clairmont. Shadow of Night and The Book of Life carried Deborah Harkness's

series to its spellbinding conclusion. In *The World of All Souls*, Harkness shares the rich sources of inspiration behind her bewitching novels. She draws together synopses, character bios, maps, recipes, and even the science behind creatures, magic, and alchemy--all with her signature historian's touch. Bursting with fascinating facts and dazzling artwork, this essential handbook is a must-have for longtime fans and eager newcomers alike.

Collects the artwork behind the game *Dark Souls II*, featuring armor and weapon designs, character concepts, creatures, locations, rough sketches, an exclusive interview with the game's creators, and more.

In this epic grimdark conclusion to the *Godblind Trilogy*, heroes, armies, and gods both good and evil will battle one last time, with the fate of the world itself at stake. . . . The great city of Rilpor has fallen. Its walls have crumbled under the siege by the savage Mireces; its defenders have scattered, fleeing for their lives; its new rulers plot to revive the evil Red Gods using the city's captured, soon-to-be-sacrificed citizens. Now, with the Fox God leading the shattered remnants of the Rilporian defence and the Mireces consolidating their claim on the rest of the country, it's up to Crys, Tara, Mace, Dom and the rest to end the Red Gods' scourge once and for all. While the Rilporians plan and prepare for one final, cataclysmic battle to defeat their enemies, the Blessed One and the king of the Mireces have plans of their own: dark plans that will see gods resurrected and the annihilation of the Dancer for all time. Key to their plan is Rillirin, King Corvus's sister, and the baby—the Bloodchild—she carries. As both sides face their destinies and their gods, only one thing is clear: death waits for them all. The artworks, manuscripts, and scraps of information gathered throughout Dunwall are collected at last. It has been a long and difficult journey to archive these tales of our cursed city, but it is my hope that you, reading this now, will take heed, and learn from those gone before you to forge your own destiny. The Dunwall Archives are now yours--what will you do with them now that you know the truth in these pages?

The Legend of Zelda: Majora's Mask 3D Collector's Guide includes: Collector's Edition Exclusive-- Reusable clings featuring art from *The Legend of Zelda: Majora's Mask 3D*. Save The World-- Fully detailed walkthrough shows how to solve each puzzle, defeat each boss, and finish the game with 100% Completion. Find Your Way-- Never get lost with our labeled maps that show each collectible and point of interest. Legendary Checklists-- Find it all with checklists that reveal the locations for each piece of heart, mask, fish, and more. Beat The Baddies-- Detailed monsters and enemies section shows how to defeat each minion and boss. FREE Mobile Version-- Full Digital Guide and more at Official Game Guide www.primagames.com This limited edition guide will only be printed once, when it is sold out they will be gone forever!

In this epic sci-fi adventure for fans of *The Expanse* and *Battlestar Galactica*, five intrepid heroes must unite to save civilization after a long-dormant enemy awakens and strikes a devastating blow “This jarring, engrossing story of a

species-wide fight for survival is recommended for all science fiction readers.”—Publishers Weekly (starred review) The galaxy was once terrorized by the Sturm, a group of “species purists” intent on destroying any human with genetic or cybernetic enhancements. Fashioning themselves as the one true “Human Republic,” the Sturm cut a bloody swath across the stars, killing billions before finally being defeated and driven into the far reaches of Dark Space. Centuries of peace bred complacency. Everyone believed the Sturm had died out in the Dark. They were wrong. The enemy has returned and, with a brutal and decisive attack, knocks out almost all of humanity’s defenses. Now on the brink of annihilation, humankind’s only hope is a few brave souls who survived the initial attack: Commander Lucinda Hardy, thrust into uncertain command of the Royal Armadalen Navy’s only surviving warship. Booker3, a soldier of Earth, sentenced to die for treason, whose time on death row is cut short when the Sturm attack his prison compound. Princess Alessia, a young royal of the Montanblanc Corporation, forced to flee when her home planet is overrun and her entire family executed. Sephina L’trel, the leader of an outlaw band who must call on all of her criminal skills to resist the invasion. And, finally, Admiral Frazer McLennan, the infamous hero of the first war with the Sturm hundreds of years ago, who hopes to rout his old foes once and for all—or die trying. These five flawed, reluctant heroes must band together to prevail against a relentless enemy and near-impossible odds. For if they fail, the future itself is doomed.

“Frenetic action viewed in a black fun-house mirror.”—Kirkus Reviews

Get transported back to the golden age of 1930s animation with an art book celebrating the acclaimed run & gun game, Cuphead! Each page of this curated collection of artwork is designed to capture the vintage look and feel of the 1930's. Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead's characters, bosses, stages and more including never-before-seen content from the upcoming DLC! Relive the most cherished and challenging moments of Cuphead and Mugman's adventure to reclaim their souls from The Devil, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Inkwell Isles and discover an all-new appreciation for Cuphead's animation style and challenging retro gameplay. Dark Horse Books and Studio MDHR are thrilled to present The Art of Cuphead! This vintage-style art extravaganza is the perfect book for fans of Cuphead!

A Discovery of Witches, Shadow of Night, and The Book of Life, now available in a beautiful boxed set With more than two million copies sold in the United States, the novels of the number one New York Times–bestselling All Souls Trilogy have landed on all the major bestseller lists, garnered rave reviews, and spellbound legions of loyal fans. Now all three novels are available in an elegantly designed boxed set that’s perfect for fans and newcomers alike.

Zelie Adebola remembers when the soil of Or sha hummed with magic. Burners

ignited flames, Tidiers beckoned waves, and Zelig's Reaper mother summoned forth souls. But everything changed the night magic disappeared. Under the orders of a ruthless king, maji were killed, leaving Zelig without a mother and her people without hope.

Collecting the gritty and hair-raising artwork behind the critically-acclaimed DARK SOULS III in a prestigious hardcover tome. DARK SOULS III: DESIGN WORKS features armor and weapon designs, character concepts, enemies, bosses, environments, DLC artwork, and more!

Step into the final installment of the fantasy trilogy based on the massively popular game, Star Stable. Follow four friends who discover their magic powers and learn that every girl can be a hero. A storm is coming. Darkness is falling. Will the Soul Riders find their strength in time to save Jorvik? From cozy stables to stormy nights and magical places, Darkness Falling is a thrilling adventure where the fate of the world lies in the hands of four friends and their horses. The four Soul Riders, Lisa, Anne, Linda, and Alex, are facing their greatest test yet. Mr. Sands' sinister plans are threatening to destroy life on Jorvik. Only the Soul Riders and their horses have the power to stop him and his Dark Riders. To succeed, the Soul Riders must learn to master the magic. But they are running out of time.

Experience SEKIRO's unique take on the blood-soaked history of Japan's Sengoku Period with over 300 pages of storyboards, character designs, and concept art!

Ten years after Dark Souls was first released on the PlayStation, comes the ultimate collection of the comic series inspired by one of the most influential games of the 21st century! Step back into the Kingdom of Lordan ten years after its first appearance in Dark Souls and immerse yourself in the complete collection of Titan Comics' graphic novel series. All five Dark Souls graphic novels have been bound in one spine for the first time ever in this anniversary edition! Now featuring the Age of the Fire - the comic prequel to the game - and the Legends of the Flame and Tales of Ember anthologies. Dark Souls: The Complete Collection is packed from cover to cover with rich artwork from rising star Alan Quah and more! Collects Dark Souls: The Breath of Andolus, Dark Souls: Winter's Spite, Dark Souls: Legends of the Flame, Dark Souls: Tales of Ember and Dark Souls: The Age of Fire!

Katie is plagued with dreams and visions she can't understand. It's not until her dad goes missing and she enters the spirit realm to find him that the pieces start to fall into place. A reaping of souls has begun, and Semonic, the ruler of Dylonia, will stop at nothing until every soul belongs to the darkness. While the souls of men rally to defeat him, Katie must decide whether her soul can accept her destiny-and whether her heart can survive the two men sworn to protect her. Only the Destiny Maker knows if she will lose her life and possibly her heart. Book one of the New York Times-bestselling All Souls trilogy—"a wonderfully imaginative grown-up fantasy with all the magic of Harry Potter and Twilight" (People).

Look for the hit TV series “A Discovery of Witches,” streaming on AMC Plus, Sundance Now and Shudder. Season 2 premieres January 9, 2021! Deborah Harkness’s sparkling debut, *A Discovery of Witches*, has brought her into the spotlight and galvanized fans around the world. In this tale of passion and obsession, Diana Bishop, a young scholar and a descendant of witches, discovers a long-lost and enchanted alchemical manuscript, Ashmole 782, deep in Oxford's Bodleian Library. Its reappearance summons a fantastical underworld, which she navigates with her leading man, vampire geneticist Matthew Clairmont. Harkness has created a universe to rival those of Anne Rice, Diana Gabaldon, and Elizabeth Kostova, and she adds a scholar's depth to this riveting tale of magic and suspense. The story continues in book two, *Shadow of Night*, and concludes with *The Book of Life*.

The murder of a world-famous physicist raises fears that the Illuminati are operating again after centuries of silence, and religion professor Robert Langdon is called in to assist with the case.

Fate brings three women together for a chance to unlock their deepest desires in this collection that includes all three novels in the Key Trilogy from #1 New York Times bestselling author Nora Roberts. Legend has it that the souls of three demigoddesses have been locked in a box that has three keys. It all seems too bizarre to be true. But the women tasked to find them can't ignore the promised reward: a million dollars each. **KEY OF LIGHT** Malory—with her soul of an artist and eye for beauty—must find her key first. She soon discovers that whatever locked the souls away is dark, powerful, and greedy...and it doesn't want the women to win. **KEY OF KNOWLEDGE** As Dana finds herself on the threshold of major change, it's her turn to find a key. She has four weeks to unravel a riddle involving her past, present, and future, and to find the truth hidden among deception and lies. **KEY OF VALOR** As a single mother, Zoe has more to risk, more to lose. Now, she must gather all her courage to confront the dark forces amassed against her to find her key and make all of their dreams come true.

Since its publication in 1842, *Dead Souls* has been celebrated as a supremely realistic portrait of provincial Russian life and as a splendidly exaggerated tale; as a paean to the Russian spirit and as a remorseless satire of imperial Russian venality, vulgarity, and pomp. As Gogol's wily antihero, Chichikov, combs the back country wheeling and dealing for "dead souls"—deceased serfs who still represent money to anyone sharp enough to trade in them—we are introduced to a Dickensian cast of peasants, landowners, and conniving petty officials, few of whom can resist the seductive illogic of Chichikov's proposition.

Living in the quaint farming village of Brittendell offered a simple life of home and family. When Aislynn, the daughter of a local farmer, and Rorin, the son of a wealthy horse trader, married, another charming love story enlivened the tranquil town. Aislynn and Rorin were profoundly connected, but their relationship came to a screeching halt when Rorin was killed in a tragic accident. Their bond sends Aislynn into a spiraling depression as she continues sensing Rorin's presence. Soon, Aislynn finds herself thrust into a dangerous world of magic filled with hobgoblins, elves, and wizards. When Aislynn is captured by the future king of Venallis and forced to help him uncover a mysterious magical artifact she discovers that fate has far greater plans for her than she ever imagined. Perhaps death is not always the end.

In 1348, after a young girl left orphaned by the Black Death predicts a coming

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apocalypse, Thomas, a disgraced knight, finds himself in the middle of a second war on heaven as angels fight demon.

In the sequel to Dark Soul Experiments, Ren and Pike become separated from Meredith while hunting relics that link Ren to her past lives. Now vulnerable to the Rogues who want them dead, the pair is forced to seek shelter with a group of Discentem living in a safe house in London. But hiding from the Rogues can't last forever. Eventually, they will have to find the courage to step out into the daylight and face the dangers that await head-on.

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