

Passage To Dawn The Legend Of Drizzt Book X

Two young women have been chosen to find a way to rid the world of a deadly magic let loose on the world of Yerg thousands of years ago. Their quest begins in Tana, the island of many waters. They must journey beyond the borders of the familiar and into the unknown where they seek the key to the survival of their world.

The most popular character from the most popular fantasy world of all time comes to life in his first original comic book tale. Drizzt and his companion, Dahlia, hunt for something that seems part vampire and part elite dwarven warrior, and must find out how the evil lich Valindra Shadowmantle and her minion Korbin Dor'crae factor into the mystery.

Can the Crystal Shard be destroyed at last? Drizzt is determined to destroy the evil Crystal Shard, and seeks out the help of the scholar-priest Cadderly. But instead, his worst fears are realized, and Crenshinibon falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. The Silent Blade is the book that brought Drizzt back to the Realms, and was a New York Times best seller on its initial release--and has been in print every day since. Like the rest of the Legend of Drizzt(R) reissues, The Silent Blade features beautiful new cover art by award-winning illustrator Todd Lockwood. From the Paperback edition.

Awaken one...awaken them all. Insomniac Piper Laurel focuses on the simple things, the feel-good things. She likes her coffee black, her wine cheap, and her men gone by morning. But when her last living relative dies, she must confront the feel-bad things. She's the last Laurel, she's almost thirty, and she's completely alone. When she returns to her sleepy seaside hometown, her ex is still as yummy as ever, and a familiar-seeming stranger is also there to tug at her heartstrings. But a love triangle isn't the only thing waiting for her. The immortal Anik has spent centuries plotting to claim the last Laurel--and a lot of innocent souls in the bargain. To survive Anik and the Realm Wars, Piper must forget her version of reality and awaken to her destiny as a Seekin, Guardian of Souls. With two men vying for her heart and hellhounds on her heels, Piper must decide who she trusts and who she loves while embracing her destiny with her eyes wide open.

The men secured the shackles slowly, hesitantly, but Kibure did not resist; he couldn't. Whatever otherworldly power had come over him in those moments of passion had fled his body the second he realized what he had done... In a realm where only clerics are permitted to practice magic, Kibure's inexplicable use of power places him in grave danger. In a twist of fate, the rogue priestess hired to strip him of his power chooses instead to help him escape. Her reasons for doing so are her own, but something worse than death awaits if they are unable to evade the Empire's most potent wielders. This epic fantasy series will be especially enjoyed by fans of Brandon Sanderson, Robert Jordan, Michael J. Sullivan, Patrick Rothfuss, and Michael Wisehart.

Collects books seven through ten of R. A. Salvatore's Forgotten Realms "The Legend of Drizzt" series, which includes "The Legacy," "Starless Night," "Siege of Darkness," and "Passage to Dawn."

The Voyage of the Dawn Treader sees Edmund and Lucy, along with their priggish cousin Eustace Scrubb, return to Narnia. Once there, they join Caspian's voyage on the ship to find the seven lords who were banished when Miraz took over the throne. As they sail toward Aslan's country at the edge of the world, they come face to face with many dangers and wonders, including the place where dreams come true. They discover that their quest is more than they imagined and that the world's end is only the beginning...

Passage to Dawn The Legend of Drizzt Wizards of the Coast

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Gaby LeFevre is a suburban, Midwestern firecracker, growing up in the 80s and 90s and saving the world one homeless person, centenarian, and orphan at a time. With her crew of twin sister, Annie, smitten Mikhail, and frenemy Mel, she's a pamphlet-wielding humanitarian, tackling a broken world full of heroes and heroines, villains and magical seeds, and Northwyth stories. Beginning with a roadkill-burying nine-year-old and a gas-leak explosion, it follows Gaby as she traverses childhood and young adulthood with characteristic intensity and a penchant for disaster. Meanwhile, the large cast of compelling characters entertains and the Northwyth legends draw you into their magic.

Nasreddin Hoja, the great Turkish mystic, is the contemporary of Rumi. They even leaved in the same region in Turkey. He sometimes lived his life as a scholar, judge and as an imam. He is known with his several funny story/jokes which teaches sincerity, patience, tolerance and persistence. His wife, his son, kids of the neighbors, artisans, mullahs, villagers, thieves and his donkey are the main characters of his jokes. His jokes are never rude or ugly and hurt no one. He tries to light the world with his advices and teachings. He is sharp and repartee but naïve as well. He is never pessimist but an optimist. He has a cheerful nature and he is a typical affectionate father figure of Anatolia. With his wisdom he shows how to get over the challenges and the path to the ones who are lost and in trouble. He makes them think as well as he enlightens them. In this selection famous jokes of Nasreddin Hoja which are told from generations to generations are translated from Turkish to English. The published Nasreddin Hoja story books which were the used resource for this translation are a mere collection of these known stories so there are no volumes of books as well. There is no written manuscript by Nasreddin Hoja himself or anyone else but people around him kept his stories till present time and made him live for centuries. He is still known, respected and loved in Turkey as if he is still alive.

A legendary gift from the pen of R.A. Salvatore! This new four-book slipcase gift set includes the newly recovered mass market editions of *The Legacy*, *Starless Night*, *Siege of Darkness*, and *Passage to Dawn*. The Legend of Drizzt(TM) Boxed Set III replaces the existing Legacy of the Drow Gift Set and is a must have for existing Drizzt fans and readers who are just now discovering the greatest fantasy hero of our generation.

The Legend of Drizzt(R) comes to an end . . . For now! The mighty warhammer Aegis-fang has found its way into the hands of the wicked pirate captain Sheila Kree, and Wulfgar is hot on her trail. When Drizzt and his companions leave Mithral Hall in search of Wulfgar, they find themselves on the trail of the warhammer as well, a trail that will lead them to a startling reunion, and the last battle for the heart and soul of Wulfgar. From the Paperback edition.

The new Legacy of the Drow... This trade paperback omnibus collects the complete texts of *The Legacy*, *Starless Night*, *Siege of Darkness*, and *Passage to Dawn*—New York Times best sellers all—in a great value package. The Legend of Drizzt® 25th Anniversary Editions are perfect for both longtime fans and collectors, and readers new to the action and

adventure of The Legend of Drizzt.

This story describes USAC sprint car racing in the early 1960s and a driver named Stan Bowman. It captures Bowman's win at the first USAC sprint car race at Eldora Speedway in 1962. Bowman also captured the attention of Clint Brawner, the legendary Indianapolis 500 mechanic of that era. The story is told through the eyes of Diane Beck Lane, who was daughter of Harold Beck, the owner of Bowman's race car at Eldora in 1962. In 2012, Eldora Speedway, now owned by Tony Stewart, honored the 50th anniversary of Bowman's victory and Diane Beck Lane now retells the legend of Stan Bowman in the golden era in USAC sprint car racing.

At just twenty-two years of age, Briana Mils finds herself at a desperate crossroads. Once a promising student at the University of Oregon, she now finds herself alone on the streets of Portland with only the clothes on her back, memories of a happier time, and the stray dog that's adopted her. And she's got the drug that helps her forget. Briana's mistakes haunt her, lashing her with severe consequence, forcing her to make a decision few would ever make. Still, in a final attempt to make her young life count for something, Briana begins writing it all down—everything—so that others walking the crumbling precipice of rebellion might leap to safety before it's too late. She writes about her present struggles and the past. She writes about Michael, the boy she loved and left behind when she went off to college. She writes about the violent activism and drug that derailed her life. She writes about the demands placed on her by a socially conscious mother, and the adoration shown by a proud father. And Briana talks about Brody—the young activist leader who captured her heart, took it to the altar, and then crushed it. What develops is an engrossing record of a young and troubled life, one both beautiful and ugly, innocent and corrupt, lost and then found. And wrapped in its literary sinew is a cast of characters as diverse and engaging as the stars, and an impassioned love story sure to transcend time. What readers are saying: "Timeless...provocative." "Characters so real you'd swear this was a true account." "A brilliant read!" Alone Among People is D. M. Anthony's first novel. He lives in California where he's at work on his next book. This review is from: Alone Among People (Paperback) A Compelling and Heart Warming Story, September 25, 2012 "Alone Among People is at once an engaging, moving story and a provocative statement about the thin line between thriving and sinking into an abyss as inescapable as quicksand. Its timeless and uplifting messages of hope conquering despair, healing borne of love and care, and peace at discovering one's identity are an inspiration. The author's empathy for the characters and their plight betrays knowledge of what he writes, and offers the reader a unique glimpse into a vulnerable and intimate place... his heart. I recommend this book to anyone who has traveled through the anguish of darkness and longed for the light; it may just guide your way."

Episode 1 A world recovering from a devastating plague... A brutal enemy threatening invasion... A young man seeking

to escape the shadow of his father... A ship manned by a crew of fresh academy graduates... A top-secret experimental propulsion system... A questionable alliance with a mysterious green-eyed woman... What destiny has in store for the crew of the UES Aurora, is far greater than any of them could ever imagine. And this is only the beginning. "Aurora: CV-01" is 77,000 word novel, and is Episode 1 of The Frontiers Saga. Episode 2, "The Rings of Haven", Episode 3, "The Legend of Corinair", Episode 4, "Freedom's Dawn", Episode 5, "Rise of the Corinari" and Episode 6, "Head of the Dragon" are available now on Amazon. Episode 7, "The Expanse" is coming in May 2013.

Revenge and Resurrection in a Frozen Wasteland! Drizzt and Catti-brie have been away from Mithral Hall for six long years, but the pain of a lost companion still weighs heavily on their strong shoulders. Chasing pirates aboard Captain Deudermont's Sea Sprite is enough to draw their attention away from their grief. Then a mysterious castaway on an uncharted island sends them back to the very source of their pain, and into the clutches of a demon with vengeance on his mind. From the Paperback edition.

DROW STALK THE SHADOWS. TROLLS INFEST THE LOWLANDS. ORCS HAVE CLAIMED THE MOUNTAINS. AND TIME IS RUNNING OUT. Mithral Hall is under siege, Nesmé is overrun, and even powerful Silvermoon braces for war. Through it all, Drizzt has fought alone, but as the conflict draws to a bloody conclusion, the Hunter will have to find allies both new and old—or die along with the rest of the civilized North. The conclusion of the New York Times best-selling trilogy decides the fate of Drizzt Do'Urden.

Krishna, the eight incarnation of Lord Vishnu, was born in the Dwapar Yuga. Krishna is the embodiment of love and divine joy that destroys all pain and sin. Krishna is a trickster and a lover. He is an instigator of all forms of knowledge and a protector of Dharma, the righteous way. Krishna Leela are the numerous tales from Krishna's life. These tales of Krishna right from His birth to His participation in Mahabharat, is a rich and rewarding experience. We present some of these choicest tales in this volume. This book is especially designed for children and hence the structure is simple and the language is easy to understand. The book also has colorful illustrations for each story. These stories with the colorful pictures should awaken the curiosity of children. We hope that children dive deep into this ocean of precious and immortal stories and absorb the enduring message and wisdom with excitement.

Reoccurring dreams of looming decisions plague Nhaya, and they bring her to the point where she is forced to make a choice for the direction of her life—but what direction to choose? She believes the answer she's looking for lies hidden in the folds of her Nez Perce heritage. But since the death of her father, Nhaya's mother has forbidden her to explore that path. When Nhaya escapes to Camp Cocolalla, in the mountains of Northern Idaho, she finds herself in the woods at night chased by an unseen danger while racing to save her sister's life. In defiance of her mother and going against all

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that she knows to be right and true, Nhaya pursues the truth hidden in her bloodline as she seeks the only person who can help her, the legendary shaman, WindWalker.

The epic tale of Grandmaster Sin Kwang The ?s extraordinary struggle and ultimate triumph to become the youngest Grandmaster in history. "The Last Grandmaster" artfully weaves the legendary stories of historic martial arts heroes with the Grandmaster¿s own life story, set against many riveting events in the history of modern China.

The extraordinary beginning of an epic series brimming with the unbridled action, adventure, and imagination that have made the name R. A. Salvatore synonymous with the best in fantasy! Jeff "Del" DelGuidice was proud of his assignment to the research submarine The Unicorn. But his mission had barely begun when the vessel was sucked into a mysterious underseas void where time stood still, before propelling it forward, through the centuries. The crew surfaced in a strange, magical world changed forever by nuclear holocaust. Here a race of angelic beings had taken pity on the remnants of humankind, offering a chosen few a precious second chance. Thus the Isle of Hope was raised from the poisoned seas and set like a jewel in Earth's ravaged crown. But the jewel had a flaw, a dark vein of evil. For a sinister expert of the mystical arts had embraced the forbidden third magic, the most deadly sorcery of all. Only Del could defeat it--a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .

In the final book of the #4 New York Times best-selling Neverwinter Saga, Drizzt Do'Urden navigates a winding path littered with secrets and lies. Tangled up in his companion Dahlia's dark secrets, the ties that once held her close to Drizzt threaten to tear as her bonds to his former foe, Artemis Entreri, continue to grow. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of Bregan D'aerthe in his quest to destroy Drizzt. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own. Determined to stand for what's right in the Realms once again, Drizzt forges a new road north—toward Icewind Dale. Will his new companions follow? Can he fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Praise for the Neverwinter Saga: "Absolutely profound." —Paul Goat Allen, BarnesandNoble.com "Masterfully written, thrillingly unpredictable, and everything a Drizzt Do'Urden fan could hope for. You'll be hanging on the words till the very end . . . and then begging for more." — GamesFiends.com "Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout"—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I "Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story."—The SFF Hub on Gauntlgrym, Neverwinter Saga Book I "A quick read

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with some very satisfying fight scenes. It's also deeply layered with emotional atmosphere" —California Literary Review on Gauntlgrym, Neverwinter Saga Book I

Gods Walk the Realms! Rising up from the black depths of the Underdark, the drow once more meet the dwarves of Mithral Hall. Bruenor Battlehammer, with Drizzt at his side, won't go down without a fight--but they'll have to fight without Wulfgar or Catti-brie at their sides. From the Paperback edition.

"He Walks with Dragons" takes place when what was, what is, and what shall be were one in the same. Draig, a boy on the verge of his manhood, is summoned to the majestic mountain by the Great Ones. There he finds out he is about to transcend the ages and risk his life to prevent the destruction of mankind. Born into the naïve innocence of ancient man, Draig lives a simple pastoral existence in a quiet, small village. But one day he is flung on a magical journey into a forbidden new world. There, Draconos, a dragon, befriends the boy, training him in the art of warfare. From this day forward, the young boy finds himself in awe at the wonders the world holds for him. Not only has Draig become a man, but he is living like a dragon and learning their mystical powers. "From the time Man first crawled upon this earth...we found him worthy to take his rightful place among the creatures that walk upon the earth. While hiding in the shadows, we have protected him. We have nurtured him all these many ages. But now man grows in great numbers and makes war on everything he sees." And when the time comes, will Draig be willing to lay down his life for the sake of saving the dragons? And when the dragons are gone, where will he go? He is no longer just a man.

Stories, interviews and essays from inside the American Indian Movement (AIM) 1971-2011. Ghost Rider Roads is a "white woman's rider through Indian Country" and chronicles her time with various members of old AIM. The book includes stories which emerged from her interviews with Vernon Bellecourt (1931-2007) founder of the American Indian Movement), John Graham, recently convicted to a life sentence for the murder of Anna Mae Aquash. And her mini interview with Native poet/activist John Trudell. Also included is a rare 1970's article about the FBI Cointelpro/Pine Ridge shootings written by Judy Gumbo and Stew Albert, and a special section about Leonard Peltier with contemporary essays (2011) provided by Delaney Bruce and LPDOC (his defense committee). All woven together with commentaries and news clips by antoinette nora claypoole, recent recipient of Oregon Literary Arts fellowship. In sum, the book chronicles AIM and hopes to provide information for a new generation of activists, with a special emphasis and supporting the ongoing work to Free Leonard Peltier. New York Times—bestselling series: Join barbarian hero Wulfgar on another action-packed adventure in the Legend of Drizzt saga Spending just one day in the torture chambers of the Abyss would be enough to break even the heartiest soul. Wulfgar of Icewind Dale was there for six miserable years. Though Wulfgar has since been freed, he is still haunted by the memories of the pain he endured at his captor Errtu's hands. Hoping to distance himself from his past, he flees to the faraway port city of Luskan—but in so doing, isolates himself from his friends and develops an unhealthy penchant for booze. For Wulfgar, things get worse before they get better. Fired from his gig at a tavern, robbed of his warhammer, and accused of murder, he goes on the run with Morik the Rogue—beginning a dangerous, combat-filled journey toward his redemption. The Spine of the World is the second book in the Paths of Darkness series and the twelfth installment in the Legend of Drizzt series.

Return to the City of Spiders! Still reeling from the death of Wulfgar, Drizzt is allowed little time to grieve, for dark elves are massing in the caverns deep under Mithral Hall. To protect his adopted home, he'll have to return to the city of his birth, the evil City of Spiders.

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Menzoberranzan is one of the most dangerous places in the already perilous Underdark on a good day, but for Drizzt, a renegade with a price on his head, its certain death ever to set foot there again. But Drizzt Do'Urden and his companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall.

Since the release of Dungeons & Dragons in 1974, role-playing games (RPGs) have spawned a vibrant industry and subculture whose characteristics and player experiences have been well explored. Yet little attention has been devoted to the ways RPGs have shaped society at large over the last four decades. Role-playing games influenced video game design, have been widely represented in film, television and other media, and have made their mark on education, social media, corporate training and the military. This collection of new essays illustrates the broad appeal and impact of RPGs. Topics range from a critical reexamination of the Satanic Panic of the 1980s, to the growing significance of RPGs in education, to the potential for "serious" RPGs to provoke awareness and social change. The contributors discuss the myriad subtle (and not-so-subtle) ways in which the values, concepts and mechanics of RPGs have infiltrated popular culture.

The Book_Legend of Shivani. Fantasy-fiction novel.

Demon possession has swept through Glace's neighboring kingdom, turning humans into hellhounds. These great, fanged wolves are wild, desperate, and hungry. Only the sworn Hunters have kept them back for five long, bloody years. At the young age of fifteen, Belle LeClair became a Hunter. She no longer remembers how many hounds she's killed, or how many friends she's buried. Still, Belle leads the hunt till a tragedy forces her deep into the dark kingdom. Her heart will be turned, her loyalty tested- and fate will intervene. Amid a backdrop of Steampunk inventions and a harsh winter landscape, *The Beast* is a re-imagining of the infamous love between a beauty and a beast. Young Adult Fantasy/Adventure Romance

Three years after his arrival onboard, Tommy begins Specific Training to assume his place in his father's society. The transition to adulthood, laden with unexplored emotions and overwhelming responsibilities, have made this unstoppable change too much to handle. Tommy wants to go back home, to Earth, to a way of life he'd been forced to leave behind. An unforeseen attack on his father, a disaster on Earth, and the added weight of responsibility take their toll on the young man, who suddenly finds himself struggling to save the ones he loves.

All truth is subjective or so David believes as he sets out to change his life. A New Yorker in his early thirties, he moves to Paris to work for an international aid agency. He's happy and he's in love, but then his carefully scripted story goes awry. After experiencing memory lapses he is advised by a doctor to seek rest in a small town in the south of France. As he struggles to regain his memories he must confront a world full of contradictions and illusions. *The Solitude Myth* has been described as: "cerebral and elegant . . ." "an insight into existential mysteries . . ."

By the New York Times bestselling author of *The Bone Clocks* and *Cloud Atlas* | Longlisted for the Man Booker Prize Selected by Time as One of the Ten Best Books of the Year | A New York Times Notable Book | Named One of the Best Books of the Year by The Washington Post Book World, The Christian Science Monitor, Rocky Mountain News, and Kirkus Reviews | A Los Angeles Times Book Prize Finalist | Winner of the ALA Alex Award | Finalist for the Costa Novel Award From award-winning writer David Mitchell comes a sinewy, meditative novel of boyhood on the cusp of adulthood and the old on the cusp of the new. *Black Swan Green* tracks a single year in what is, for thirteen-year-old Jason Taylor, the sleepest village in muddiest Worcestershire in a dying Cold War England, 1982. But the thirteen chapters, each a short story in its own right, create an exquisitely observed world that is anything but sleepy. A world of Kissingeresque realpolitik enacted in boys' games on a frozen lake; of "nightcreeping" through the summer backyards of strangers; of the tabloid-fueled thrills of the Falklands

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War and its human toll; of the cruel, luscious Dawn Madden and her power-hungry boyfriend, Ross Wilcox; of a certain Madame Eva van Outryve de Crommelynck, an elderly bohemian emigré who is both more and less than she appears; of Jason's search to replace his dead grandfather's irreplaceable smashed watch before the crime is discovered; of first cigarettes, first kisses, first Duran Duran LPs, and first deaths; of Margaret Thatcher's recession; of Gypsies camping in the woods and the hysteria they inspire; and, even closer to home, of a slow-motion divorce in four seasons. Pointed, funny, profound, left-field, elegiac, and painted with the stuff of life, *Black Swan Green* is David Mitchell's subtlest and most effective achievement to date. Praise for *Black Swan Green* "[David Mitchell has created] one of the most endearing, smart, and funny young narrators ever to rise up from the pages of a novel. . . . The always fresh and brilliant writing will carry readers back to their own childhoods. . . . This enchanting novel makes us remember exactly what it was like."—*The Boston Globe* "[David Mitchell is a] prodigiously daring and imaginative young writer. . . . As in the works of Thomas Pynchon and Herman Melville, one feels the roof of the narrative lifted off and oneself in thrall."—*Time*

First published in paperback by UNM Press in 1976, *The Way to Rainy Mountain* has sold over 200,000 copies. "The paperback edition of *The Way to Rainy Mountain* was first published twenty-five years ago. One should not be surprised, I suppose, that it has remained vital, and immediate, for that is the nature of story. And this is particularly true of the oral tradition, which exists in a dimension of timelessness. I was first told these stories by my father when I was a child. I do not know how long they had existed before I heard them. They seem to proceed from a place of origin as old as the earth. "The stories in *The Way to Rainy Mountain* are told in three voices. The first voice is the voice of my father, the ancestral voice, and the voice of the Kiowa oral tradition. The second is the voice of historical commentary. And the third is that of personal reminiscence, my own voice. There is a turning and returning of myth, history, and memoir throughout, a narrative wheel that is as sacred as language itself."--from the new Preface

Ride the Stars Strong-armed into a contract, hustled aboard an alien ship, Jaide and Sesame aren't in the mood to like their new bosses. Mechanical geniuses, they make their living hot-rodding racing ships and revving up military grade war craft. Unfortunately, their Draconian customers aren't willing to go on a waiting list. But there's more to worry about for Jaide than fending off Skye's determined pursuit and revving up his captain's ship. Someone wants to kill her, her partner is falling for the Drac leader, and she's beginning to suspect there's more to their abduction than meets the eye. As everything she thought she knew is turned upside down, can she has to overcome her distrust of men and reach for a love as powerful as the chance to ride the stars?

Contains four fantasy adventures with Drizzt Do'Urden and his allies who fight the Spider Queen Lolth and her followers in their defense against darkness.

The Galactic Empire has fallen, In its wake two new governments have risen, The Republic Empire, rulers of the inner systems, And the Order of the Empire, that controls the outer rim. These two governments live in an uneasy alliance. The Jedi Order has been reestablished as peace keepers, between the two governing systems of the galaxy. Though the Jedi Order exist, the Jedi live in scattered groups, Each group establishing its own temple and their own laws. The Jedi only answer to their Grand Masters and the Governments they serve. Planetary systems live in chaos as the two governments fight for territory. While the Republic Empire prefers diplomacy, The Order of the Empire refers planetary occupation and Favoritism of influential citizens to control the planets in their territory. Civil war looms on the horizon, Can the scattered and disjointed Jedi Order restore peace, Before it is too late...

When a boy with no past arrives at a survival academy, his extraordinary abilities shine through, but will they be enough to save his friends?

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Alone in an unfamiliar world, fourteen-year-old Peran is suffering from amnesia. With society still consumed by decades-old war and the ancient sorcery of the Stoneborn warriors, he finds refuge in an academy of combat and survival. But Peran struggles to fit in, and when he defeats opponents beyond his skill, fellow students suspect his extraordinary abilities, leaving even his friends to wonder who -- or what -- he really is. When out testing their skills, his dorm-mate falls victim to a coffin-mouth viper and only the Elin Shard can save him. Peran sets out to find the magical artifact, but to succeed against the legendary predators he encounters, he must first confront his true identity. Legends Awake is the First Book of Legends - a YA fantasy series by Alex Stiles. If you like character driven stories, set in a whole new world with fantastic creatures and a rich history, then you'll love this debut novel. Pick up your copy of Legends Awake and discover this exciting new author today!

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