

The Missing Mage Stoneblood Saga Book 2

In her battle against demon assassins, Ella Grey pulled too much power and it nearly killed her. To save her, Damien and Deb had to cut Ella off from her magic. Desperate to rescue her brother from the vampires but powerless to help him, Ella must find a way to control the reaper that's nearly gnawed through her soul and get her magic back. When madman and necromancer Phillip Zarella offers her a solution, it's too tempting to pass up. But making a deal with the devil always has consequences. And worse, Ella discovers that her brother is the prize in a tug-of-war between Zarella, tycoon Jacob Gregori, and the all-powerful mages. She needs every advantage she can scrape together, or she'll lose her brother forever. *Demon Born Magic* is the third book in the urban fantasy Ella Grey Series. Don't miss this thrilling world of magic, danger, and sacrifice in the battle against dark forces. This series is perfect for fans of Kim Harrison, Patricia Briggs, Jim Butcher, Seanan McGuire, and Ilona Andrews! Keywords: fantasy series, urban fantasy series, urban fantasy series for adults, supernatural mystery, supernatural thriller, supernatural suspense, ghost stories, paranormal mystery, contemporary fantasy, paranormal suspense, witches, witch, magic, mage, vampires. Similar authors: Devon Monk, Jasmine Walt, Rebecca Hamilton, Neil Gaiman, Alicia Rades, Sherrilyn Kenyon, Anne Bishop, Dannika Dark, SM Reine, Sarra Cannon, Addison Moore, G. Gockel, Christine Pope, Elle Casey, Christine Feehan, Laurell K. Hamilton, Jeaniene Frost, Charlaire Harris, Teyla Branton, Karen Marie Moning, Nalini Singh, Deborah Harkness, C.J. Archer, Kristen Middleton, Jayne Castle, Kelley Armstrong

"Imperial law enforcer Amaranthe Lokdon is good at her job: she can deter thieves and pacify thugs, if not with a blade, then by toppling an eight-foot pile of coffee canisters onto their heads. But when ravaged bodies show up on the waterfront, an arson covers up human sacrifices, and a powerful business coalition plots to kill the emperor, she feels a tad overwhelmed. Worse, Sicarius, the empire's most notorious assassin, is in town. He's tied in with the chaos somehow, but Amaranthe would be a fool to cross his path. Unfortunately, her superiors order her to hunt him down. Either they have an unprecedented belief in her skills... or someone wants her dead"--P. [4] of cover.

Ancient technology. Secret histories. And squids. In space. Max is completing a survey in the barren, frozen north of planet Grailliyin, when he makes a startling discovery. There's a high-tech pod buried beneath the ice, and inside the pod is a young woman. She speaks his language, but with a strange accent. The two are barely past awkward introductions when they are attacked. Max and his new friend are forced to flee. The worst part? They don't even know who is trying to kill them, or why. Now, with assassins on their tail, the duo must find a way off the planet without blowing their cover. And then, if they can do that without getting eaten by space monsters, they might just find out the truth about their world. *Starship Relic* is book one of the *Lost Colony Uprising Trilogy*, a sci-fi space opera adventure with spaceships, alien contact, deep conspiracies, wise-cracking characters, and lots of pew-pew (space battle action). Content rating: All ages, teen and up. Minimal language.

In the 40 essays that constitute this collection, Guy Davenport, one of America's major literary critics, elucidates a range of literary history, encompassing literature, art, philosophy and music, from the ancients to the grand old men of modernism.

A single mistake has far-reaching consequences for a carpenter's apprentice. With the threat of rogue elementals escaping from the element bond and fear of another attack by the Draasin Lord, life at the edge of Terndahl is difficult for Tolan. Without any magic of his own, he spends his days working a menial job as a carpenter's apprentice. When an elemental attack draws the attention of the Inquisitors from the

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Academy, everything changes. A mistake brings Tolan into the Terenhall Academy, a prestigious training ground for powerful shapers, but it's a world where he doesn't belong. Unlike his classmates, he can't control the magic of the element bonds. As elementals continue to escape the bond and attack the Academy, Tolan finds himself in the middle of danger. With no shaping ability, he fears there's something more to the attacks. Now he must save the Academy and find a way to stop these attacks--and find the one behind them.

Secrets can be powerful... ...but also destructive. Alrion doesn't know the power inside him. He's more surprised than anyone when he discovers he's a wizard. Three trials await the young wizard. He must conquer each of the pillars of magic: Knowledge, Will, and Spark. Only then will he be ready to face his destiny.

As magical and mundane worlds retwine, empath and unawakened Mage Clea Reese must team up with the secretive and complex James Larrimer to hunt her mentor's killer and stop the forces of corruption from obtaining the elusive Chest of Bone, the ultimate source of otherworldly power. As Clea's beloved mentor Dave Cochran lays dying, tortured by a sadistic killer, he unlocks her nascent Mage powers, tasks her to find a mysterious chest and guard his daughter, Lulu. Not that Clea believes in -real- magic or understands she's becoming The Key. She's focused on revenge--on ending the man who destroyed her world. Point man in hunting Cochran's killer, James Larrimer is a predator who pursues endangered-animal traders. Or so it appears. Unbeknownst to Clea, Larrimer's prime directive is to obtain the most exotic creature of all--Clea Reese. Forces both powerful and strange align against them, as they, too, seek the all-powerful Chest. Only Clea and Larrimer stand between these malignant forces--self righteous in belief and unfettered by conscience--and their ruthless quest. None of the players are prepared for the fusion of Clea's and Larrimer's song, a wild and harmonic resonance which can bind one to the other. With the lives of those they love at stake, drawn inexorably to one another, will deception and death destroy Clea's and Larrimer's song? Or can they ferret out the killer, reclaim the Chest of Bone, and defeat their enemies, the most powerful of which may be their own conflicted natures?

After Nathan and Verin save Rose and Sharon they travel to Balta, the home of Nathan's mother's family. Where they find a new home. One filled with magic and Intrigue.

Damien St. Cloud is a failure. Born into a family of warlords and with the most powerful soul force in history, he's unable to make it work. A disappointment to his legendary father and a weakling compared to his sister, Damien's life is miserable. His life changes forever when a visiting sorcerer proclaims Damien isn't a warlord at all but a sorcerer. Thrust into a world of magic and danger, can Damien master his power in time to save his family and the kingdom from long forgotten evil? Jump into the Complete Soul Force Saga now.

Everything a player needs to know to play truly heroic characters in the Forgotten Realms setting. Champions of Valor is a comprehensive guide to playing valiant heroes in the Forgotten Realms setting. The counterpart to Champions of Ruin, Champions of Valor covers what it means to be valorous in the Realms. The book describes several good-aligned guilds and organizations that characters can join, as well as the benefits for doing so. In addition, the book presents an array of new spells, feats, and prestige classes appropriate for heroes of valor, and opens up new opportunities for adventure, fame, and glory for truly heroic characters.

The barrier between worlds is broken. Only he knows the truth... Magic has protected Tarsynium for a thousand years, shielding its people from being ravaged by bloodthirsty demons. When a young ranger's apprentice named Owyn Lund discovers that the Arc of Radiance has been breached, he tries to warn anybody who will listen. But legends aren't supposed to be real. When a village is mysteriously destroyed, rangers, mages, and rebels all point the finger, blaming each other for the demons' brutality. However, Zara Denel, a mage's ward, has

heard Owyn's tale-and she's inclined to believe him.Together, they must prove that friendship is greater than intolerance, unity is more important than division, and that even the most powerful magic can sometimes not be enough. Failure means the end of all things. A second-and lasting-Doom.Experience the beginning of a thrilling Epic Fantasy series suitable for all ages. It's perfect for fans of Sabaa Tahir, Sarah J. Maas, and Brandon Sanderson.Grab your copy today! It's also Available on Audible narrated by Michael Kramer and Kate Reading.

The ultimate guide to magic itemsespecially weaponsof rich heritage. Weapons of Legacy provides a wealth of information on magical weapons with rich histories. The book includes many pre-defined weapons, outlining their names, history, powers, stats, necessary rituals for unlocking their powers, and adventure hooks. How the weapons can gain power is discussed, as well as the feats with which they might be used. Also included are discussions of other magic items such as magic armor, rings, and staves. AUTHOR BIO: BRUCE R. CORDELL, an Originsaward-winning author, has designed over 30 game titles, including theExpanded Psionics Handbook. He also co-authoredSandstorm,Libris Mortis: The Book of Undead,Planar Handbook,Epic Level Handbook, andUnderdark. KOLJA RAVEN LIQUETTE is best known for authoring The Waking Lands web site. He has also published articles inDragon Magazine. TRAVIS STOUT is a freelance designer who has written several articles for Dragon Magazine and whose previous design credits includeLost Empires of Faerun and thePlayer's Guide to Faerun.

Complete series! Demon patrol officer Ella Grey beat death, but something followed her back from the grave. Will it eat her soul or become her greatest ally? Hunting demons, outwitting an exorcist witch, and fending off the reaper that's trying to take over her mind-it's all in a day's work for Ella. Perfect for fans of Kim Harrison, Patricia Briggs, Ilona Andrews, Seanan Mcguire, and Jim Butcher! Ella Grey was pronounced dead after an accident on the job. Eighteen minutes later she woke up on a gurney bound for the morgue. But she didn't return to the living alone. The soul of a reaper followed her back from the grave, and it's not just along for the ride. The reaper gives her glimpses of the brother she feared was dead, but it's also trying to use her for its morbid work. The reaper could be her biggest ally in her battle for her brother, if it doesn't eat her soul first. This box set collection contains these four complete novels: Stone Cold Magic Dark Harvest Magic Demon Born Magic Blood Storm Magic Love stories with magic, action, and danger? Download The Complete Ella Grey Series by Jayne Faith today and begin the adventure!

The mightiest monsters and foulest foes of nightmare and legend rampage into your Pathfinder Roleplaying Game campaign with Bestiary 4! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones - including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play - from first-level novices to mythic champions. New familiars, player-friendly races, and other allies also rise to aid characters in combating this host of horrors, while new templates - like mummified and fungal creatures - breathe fearsome new menace into your existing monstrous arsenal. Strike fear in the hearts of the mightiest heroes and shake the foundations of your campaign with Pathfinder Roleplaying Game: Bestiary 4. Damien St. Cloud is a failure. Born into a family of warlords and with the most powerful soul force in history, he's unable to make it work. A disappointment to his legendary father and a weakling compared to his sister, Damien's life is miserable. His life changes forever when a visiting sorcerer proclaims Damien isn't a warlord at all but a sorcerer. Thrust into a world of magic and danger, can Damien master his power in time to save his family and the kingdom from long forgotten evil? Darkness Rising is the first in a thrilling fantasy series. Dive into the adventure for free.

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Beginning with a long and extensively rewritten introduction surveying the predecessors of the Presocratics, this book traces the intellectual revolution initiated by Thales in the sixth century BC to its culmination in the metaphysics of Parmenides and the complex physical theories of Anaxagoras and the Atomists in the fifth century it is based on a selection of some six hundred texts, in Greek and a close English translation which in this edition is given more prominence. These provide the basis for a detailed critical study of the principal individual thinkers of the time. Besides serving as an essential text for undergraduate and graduate courses in Greek philosophy and in the history of science, this book will appeal to a wide range of readers with interests in philosophy, theology, the history of ideas and of the ancient world, and indeed to anyone who wants an authoritative account of the Presocratics.

Jake is an ordinary guard in training living in the Republic, a safe haven built for those not blessed with the supernatural abilities known as Sol. After an attack by a ferocious army of corpse-like creatures leaves all of the active guards under siege, Jake must join a ragtag team comprised of himself, a foul-mouthed boy, a vigilante, and a princess to save the Republic and possibly the world. Will he discover the secret origins of these dreadful invaders? Or will his jaded and argumentative team fall apart before he can discover the truth and fight for his nation? Get ready for fast-paced action, hard-fought battles, and a plethora of explosions as the curtain rises on the Sol series!

Soron and Velaina left the royal life behind, with all its intrigues and dangers, for the small village of Elderwood. For fourteen years, they lived a peaceful and simple life, until one day their son Nathan showed signs of possessing magical abilities, and all their plans were thrown into question. Before they could share their secret pasts with their son, a tragic series of missteps by an ambitious duke leads to tragedy.

Nathan's quest finds him pitted against deadly bandits, vicious mythical creatures, and a northern king who will either kill him or call him grandson. Watch as the young boy leaves a sheltered childhood and enters into perilous adventures with life or death situations threatening his very existence.

A stolen magic. A rising evil. They are pawns in a game they do not understand. USA Today Bestselling Author and 2018 SPFBIO Semi-Finalist Meg Cowley returns with a stunning new epic fantasy trilogy set in the same world as her acclaimed Books of Caledan series. When orphan Harper discovers a legendary Dragonheart, her life changes forever. Magically flung to the faraway country of Pelenor, where magic, dragons, and elves rule, Harper must find her place - and fast. Searching for the elven King's missing Dragonheart is his ruthless Spymaster Dimitri, who has his own agenda to revolutionise Pelenor, and free it from the King's greed. Harper is thrust into a web of intrigue beyond her knowledge, and her newfound companions - a roguish elven thief and his ragtag band of companions - might not be the trustworthy friends she thinks. When Harper and Dimitri's paths collide, the only thing more dangerous than lies might be the truth, yet either might destroy them. Harper is forced to ally with the hated spymaster - but Dimitri is equally displeased that his fate rests in her unworthy hands. Harper and Dimitri must work together to ensure both of them survive the King's wrath in a court where betrayal is as easy as breathing. The Dragonheart is key to both their successes - but only one can possess it, and the king will not suffer its loss. Who will drown in deceit, and who will rise triumphant? If you enjoy epic fantasies with vivid characters and complex plots, you'll love the Pelenor Chronicles. It's perfect for fans of SJ Maas' A Court of Thorns and Roses series and Jeff Wheeler's Kingfountain series. Read Heart of Dragons now.

Darko Suvin explores utopian horizons in fiction & utopian/dystopian readings of historical reality since the 1970s, focusing in the United States & United Kingdom, but drawing also on French, German & Russian sources.

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More than 1,500 years after his disappearance into the mists of Avalon, King Arthur has returned. This time, he's prepared to rule the

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Camelot of a new millennium: New York City. Handsome, charismatic Arthur Penn is running for mayor on a platform of common sense, humor, and knightly virtues. His advisors include a gifted ten-year-old named Merlin; Percival, an immortal accountant; and Gwen, a lovely young woman with no end of problems. Their grassroots campaign steadily gains strength until scandal looms with the sudden emergence of Morgan Le Fay, Arthur's sorceress half-sister, and her son Mordred, the aspiring mayor's ambitious heir. Acclaimed by Kirkus Reviews as "steady fun" by "a darkly amusing fantasist," this imaginative romp is the revised and expanded version of Peter David's first novel, *Sir Apropos of Nothing*, originally published in 1987 and now out of print. David is the author of more than fifty novels, many of which have appeared on *The New York Times* bestsellers list. His sparkling update of Arthurian myth abounds in wit, irony, and astute reflections on human nature.

This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The *Lost Omens World Guide* is your key to understanding the big picture and your hero's role within it! A gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

Someone will not survive . . . Caught in a tug-of-war between three rulers—one of whom wants her dead—Petra made grave sacrifices to keep herself and her twin sister Nicole alive. But just surviving isn't enough. The Unseelie are making their move on Faerie, and Seelie High King Oberon is still missing. If Oberon doesn't return to defend his throne, the Unseelie will reign, Petra and Nicole will remain prisoners of their Unseelie blood father, and winter will descend on Faerie. Petra has her hands full just trying to stay ahead of her blood father's manipulations, but when Jasper says he's located Oberon, Petra can't ignore the call. She and Jasper will have to brave the stronghold of the gods to rescue Oberon—if the High King is even still alive. Someone significant will not survive these turbulent times in Faerie. Who will pay with blood? Download *Rise of the Stone Court* by Jayne Faith today because you won't want to miss this heart-stopping story of magic, romance, and *Game of Thrones*-worthy twists! *Stone Blood Series* by Jayne Faith: *Blood of Stone* *Stone Blood Legacy* *Rise of the Stone Court* *Reign of the Stone Queen* Keywords: free eBooks, free book, free ebook, free books, book 1 free, free download, complete series, completed series, fantasy series, urban fantasy series, urban fantasy series for adults, supernatural mystery, supernatural thriller, supernatural suspense, ghost stories, paranormal mystery, contemporary fantasy, paranormal suspense, witches, witch, magic, mage, vampires, magic, magical worlds, alternate history, modern fantasy, dark fantasy, gargoyles. Similar authors: Devon Monk, Jasmine Walt, Neil Gaiman, Alicia Rades, Sherrilyn Kenyon, Anne Bishop, Dannika Dark, SM Reine, Sarra Cannon, Addison Moore, G. Gockel, Christine Pope, Elle Casey, Christine Feehan, Laurell K. Hamilton, Jeaniene Frost, Charlaine Harris, Teyla Branton, Karen Marie Moning, Nalini Singh, Deborah Harkness, C.J. Archer, Kristen Middleton, Jayne Castle, Kelley Armstrong, Ilona Andrews, Jim Butcher, Kim Richardson, Kim Harrison, Seanan McGuire, Kevin Hearne, Aimee Easterling, Faith Hunter

Published to accompany an exhibition at Jeu de Paume, Paris: 18th Oct 2016 - 15th January 2017 Offers uncanny glimpse into the relationship between political upheaval and the making of art Uprisings is based on a cross-disciplinary exhibition on the theme of collective emotions and political events involving crowds of people in revolt: social disorder, political agitation, uprisings, rebellions, revolutions, and

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riots - disturbances of all kinds. The book investigates the notion of the representation of the peoples in both the aesthetic and the political senses of the word 'representation'. The notion of uprising is dealt with through various media: writers' manuscripts, paintings, drawings, engravings, photographs, and films. Particular attention is paid to films because, from Griffith and Eisenstein through to the moviemakers of today, the representation of peoples in revolt has been one of the great subjects of cinema. Contents: 1. The Poetry of Protest - includes Goya, Courbet, Victor Hugo 2. Riots, Movement of Insurgency - includes George Orwell, Jack London, Picasso 3. Registering Complaints Today"

Tara faces life-altering decisions: love or self-respect, family or freedom, and ultimately . . . life or death. After years living under the thumb of a tyrannical Fae mob boss and sacrificing for her family, magical tracker Tara Knightley's world is changing in every way. She's finally found love with Judah, the man of her dreams, she's coming into her own with her talents, and she's discovering that her Fae roots run deeper than she ever guessed. But then things begin to unravel. First, Judah's pack forces him to make an impossible choice that could mean the end with Tara. Then she learns the Fae father and brother she's never known face certain death if she doesn't intervene. Tara knows what she needs to do, but doing the right thing could be at the cost of her life. There's no going back. There are no shortcuts. Tara will have to give everything and hope in the end, it's enough. Tara Knightley Series: Oath of Blood (#0 prequel) Edge of Magic (#1) Echo of Bone (#2) Trace of Fate (#3) Thread of Destiny (#4)

? Have you ever had an urge to learn Mandarin but have been put off by other people saying it looks too difficult? Trust me, it is not as difficult as other people say it is. We agree that learning Mandarin can be seen as quite a daunting experience, but that is why books like this one exist. As soon as you know what to expect, as well as some rules regarding how to read and write Mandarin as a beginner, you will be well on your way to mastering the language. What's great about "Learn Mandarin Chinese for Beginners" is that it comes with a composite workbook that you can use to really hone your Mandarin skills. With this book, we will be explaining everything about Mandarin to you. This will include some history and help you understand your personal learning style. This will ensure that you will perfect Mandarin in the quickest amount of time possible! You will find yourself understanding the four different Mandarin tones, the different ways to master pinyin, as well as even learning some personal life lessons along the way. We have tailored this book to be unique for each student and not by using a one-size-fits-all approach. It does not matter why you are learning Mandarin. As long as you have the passion and dedication to put time aside every single day and commit to learning the language, we will have you conversing with native Mandarin speakers in no time at all. This book is your best guide! By picking it up, you have taken the very first step in learning Mandarin, and we are so excited to be on this unique, fun, and exciting journey with you. ???

It's a masterpiece...if you're interested in American Masonry and its impact on our country, this book is for you.—Brent Morris, The Scottish Rite Journal

The Advanced Bestiary was one of the classic books of the d20 era and now it's back for The Pathfinder Roleplaying Game! The revised and expanded book features over 100 templates, a sample creature for each one, and brand new color art throughout. With concepts ranging from the fearsome blood knight to the bizarre id ooze, the Advanced Bestiary offers unprecedented flexibility for campaigns of any style. These templates can be combined with monsters from any other source to create an endless variety of new creatures, making every monster book you already own more valuable. The Advanced Bestiary: it's not just a monster book, it's a force multiplier!

Old magic. Rising evil. Tangled loyalties. Harper discovers a legendary Dragonheart...and instantly becomes the most wanted person in

Pelenor, where magic, dragons, and elves rule. She must survive - or die. Searching for the elven King's missing Dragonheart is his ruthless Spymaster Dimitri, who has his own agenda to revolutionise Pelenor. Harper is thrust into a web of intrigue, and her new companions - a roguish elven thief and his ragtag band - are not the trustworthy friends she thinks. When Harper and Dimitri's paths collide, the only thing more dangerous than lies might be the truth, for either will destroy them. Harper and Dimitri must ally to ensure both survive the King's wrath in a court where betrayal is as easy as breathing. Who will drown in deceit, and who will rise triumphant? Dimitri's plans backfire as he realises that time, hate, and the darkest of magics have twisted the visionary he hoped to follow, Saradon, into an evil that seeks dominion over all - and Dimitri is bound to his cause. Harper is bound to Saradon too in ways she could not imagine. She holds great darkness within her - and the only chance for salvation. Betrayal rules Pelenor - but will Harper betray herself to save those she loves? Saradon rules Pelenor with an iron fist. The Court of Tournai is beholden to him. A new Order, loyal to the Dark One of Altarea, rises under his dominion. Trapped under Saradon's control, Harper is drawn into a darkness she cannot escape - and from which her friends cannot save her. War comes for Pelenor. The Dark One of Altarea will have his dominion. Will Pelenor be the first to fall, or can Harper and her far-flung companions somehow avert catastrophe? USA Today Bestselling Author and 2018 SPFBO Semi-Finalist Meg Cowley returns with a stunning new romantic epic fantasy trilogy set in the same world as her acclaimed Books of Caledan series. Filled with vivid characters, complex plots, and hints of romance, the Chronicles of Pelenor is perfect for fans of SJ Maas' A Court of Thorns and Roses and Miranda Honfleur's Blade & Rose. Read Heart of Dragons now.

Faith will not save him. Saker appears to be a simple priest, but in truth he's a spy for the head of his faith. Wounded in the line of duty by a Lascar sailor's blade, the weapon seems to follow him home. Unable to discard it, nor the sense of responsibility it brings, Saker can only follow its lead. The dagger puts Saker on a journey to distant shores, on a path that will reveal terrible secrets about the empire, about the people he serves, and destroy the life he knows. The Lascar's dagger demands a price, and that price will be paid in blood.

Using the same D20 game system as the 3rd Edition fantasy roleplaying rules, sword & sorcery books provide fantasy gamers with a host of new core rulebooks, campaign sourcebooks, challenging adventures and game accessories. Sword & sorcery is the largest independent publisher of D20 material, with authors such as the father of fantasy himself Gary Gygax, and Monte Cook, the co-creator of 3rd Edition and author of the 3rd Edition DMG. Hardcover sourcebook of gods, their minions and their religions.

The future lies within our minds. Paralyzed in a workplace accident, Lox's life is looking bleak. He can't even use the cutting-edge hardware that would allow him to play in the full-immersion-games that have become so popular. This all changes when he hears from New Universal Frontiers, the company with the best game out there: World of Magic. They offer him the ability to use their hardware despite his injuries, but at a cost... he can never leave the game. Once in the game world, Lox quickly realizes that there is a lot more to this new realm than just a game. Given a class that everyone thinks is useless due to its inherent dangers, Lox begins a long and painful series of trials, some of them explosive, almost all of them dangerous as he masters his magical abilities. As Lox explores the depths of this world's magic system, he soon discovers there is a lot more going on here than anyone ever expected. World of Magic is a LitRPG/GameLit series that features leveling, advanced magic systems, dungeon crawling, world exploration, and much more. It's perfect for fans of books like Emarilia, World Tree, and Ascend Online.

My name is Tara Knightley, and I'm on the Fae mafia's hit list. My childhood crush just rode back into town, too, and that may

spell even bigger trouble . . . My talent for sensing magical objects has made me a damn good professional thief for the past decade. But it's also what got me into a blood oath with notorious Fae mob boss Grant Shaw. My relationship with Shaw is rapidly souring, and I need to break free before it turns deadly. The solution? I must steal a magic skull from Shaw's biggest rival and deliver it to him, and then he'll nullify our blood oath. Just as I'm set to go after the skull, my childhood best friend and crush, wolf shifter Judah McMahon, shows up asking for help. It's been ten years since the falling out that ended our friendship, and I know I shouldn't get involved. But Judah's life is threatened. How can I say no? The catch is, helping Judah will cost me the chance at freedom from Shaw . . . and possibly my life.

Edge of Magic by Jayne Faith is perfect for fans of Kim Harrison, Kevin Hearne, Seanan McGuire, Patricia Briggs, Keri Arthur, Ella Summers, and Shannon Mayer. The Tara Knightley Series features action, magic, vivid world-building, a mystery involving Fae bloodlines, and a shifter-Fae romance subplot. What Readers Are Saying: "If you like The Iron Druid series you should like this!" ????? "If you love Ella Gray, shifters, magic, and fae, then this is a must read!!" ????? "Great story and characters. I didn't want to put this one down. Can wait for the next book!" ????? "REALLY fan girling over Tara's old crush!" ????? "Complex plot and excellent secondary characters." ????? "I am so hooked and can not wait to read the rest of this amazing new series." ????? "Excellent - can't wait to read the next one! Love the universe Jayne has created for the series." ????? "Once again Jayne's storytelling had me hooked from page 1." ????? "The prequel was already amazing, this one took it up a notch!" ????? "I'm so invested in this main character!" ?????

Keywords: Similar to Dannika Dark, Kate Danley, Jenn Stark, Ilona Andrews, Kim Harrison, Jim Butcher, Jasmine Walt, Anita Blake, S.M. Reine; genres contemporary fantasy, shifter romance, werewolf, fae, faerie, fairy tales myths legends folklore, adult urban fantasy, fantasy with fae, fantasy with shifters, fantasy with romance, action adventure, kickass heroine, strong heroine, strong women; free books, free downloads, free ebooks, free epub, free pdf, free book 1, free fantasy books, free collection, free series, free box set, 0.00, books for free, bargain book

The dragons have vanished. Corruption spreads across the lands. Will his quest for answers come too late to stop an imminent calamity?The dragons have mysteriously vanished from the lands of Valadae--except one. With no memory of his past, or what happened to his kin, Laeka'Draeon begins the daunting quest for answers, aware that time and unknown perils are against him.If the dragons fail to return and restore the waning magic of the legendary towers of Klonnoth Aire, the consequences could bring about the return of an ancient and devastating enemy.The fate of the allied kingdoms lies under a darkening shadow, and only Laeka'Draeon can bring back the light.

"As Davarus Cole and his former companions were quick to discover, the White Lady's victorious liberation of Dorminia has not resulted in the freedom they once imagined. Anyone perceived as a threat has been seized and imprisoned or exiled to darker regions leaving the White Lady's rule unchallenged and absolute. But the White Lady would be wiser not to spurn her former supporters, Eremul the Halfmage has learned of a race of immortals known as the Fade, and if he cannot convince the White Lady of their existence, all of humanity will be in danger. Far to the north, Brodar Kayne and Jerek the Wolf continue their odyssey to the High Fangs, only to find themselves caught in a war between a demon horde and their enemy of old, the Shaman and in the

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wondrous city of Thelassa, Sasha must overcome demons of her own"--

A thousand years ago, on the world of Claire-Agon, a war raged between men and dragons. When an expedition of elite warriors goes missing in the fetid Kero Swamp, Olivia Moross, Priestess of Astor and daughter of the regional prefect, is caught in the conflict between her divine holy order, the sinister Kesh wizards, and the nobles of the ruling class of Ulatha. Seeking the fate of the lost expedition, and struggling to learn what might exist in the desolate Kero Swamp, Olivia finds herself battling human, beastly and supernatural forces. With the help of her father's nobles, and an unexpected Ranger of the Arnen, she must not only save her town, but also remain true to her beliefs in the pursuit of the truth. Olivia soon discovers that in the world of Claire-Agon, when dealing with a Black Dragon, sometimes dead is better.

Reproduction of the original: A Latin Grammar for Schools and Colleges by George M. Lane

Cut down your Game Master prep time with 25 1D100 random tables. Do you play Dungeon & Dragons, Pathfinder, or other fantasy tabletop role-playing games? If so, these random tables come in handy any time your players are searching or exploring or looking jobs. Rooms in dungeons are always tricky. Players want to search every inch, but as a game master, you don't want to keep giving out treasure. The four dungeon room tables give interesting items for the characters to find without enriching them. Don't waste your time prepping things your players will never see. Just pull out these tables and create a quality gaming experience simply by rolling dice. Roll randomly for items in a troll's cave, a smithy, and more. Also, find jobs, witty insults from THE bard, fortunes, orc names, goblin names, and NPCs. Plus 500 fantasy town names. 25 1D100 Random Tables for Fantasy Tabletop Role-Playing Games Here's a list of some of the random tables: Four dungeon room tables Items in a Smithy Items in a Troll's Cave Musical Instruments Maps Adventuring Gear Booths in a Market Non-Player Characters Fortunes Insults Jobs NPC Reaction to Failed Pickpocket Attempt Non-Combat Encounters Reasons a Player Character is Absent for a Session This is the second book in a series of random table books. The first is simply called, The Book of Random Tables. www.dicegeeks.com

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