

Truthmarked The Fatemarked Epic Book 2

Includes a bonus Dwellers Short Story (Anna's Story) and a sneak peek at David Estes' follow up YA dystopian series, Fire Country!With those she's closest to dying around her, Adele embarks on a secret mission to the Sun Realm to assassinate the President. Along the way she'll uncover secrets about her relationship with Tristan that she might not be ready to face. Tristan has a secret, too, one that's been eating him up inside ever since he met Adele. Will he reveal all, and risk the loss of friendship and love at a time when he needs it the most?At the same time, Adele's mother, General Rose, must lead her soldiers into battle to face the sun dweller army in the hopes of holding them off until Adele can complete her mission. Can she outlast the strength of President Naillin's elite fighting force?There's only one truth in their world: someone must die.

Fatemarked

Fans of lush world-building, morally grey characters, enemies to lovers, and forbidden romance will devour this epic YA series. The empire has fallen. A new one will rise. Guilty... Lo abandoned everything-her friends, her way of life, and perhaps even her soul-to save her people. But a shocking betrayal left her reeling...and the Alrenian Empire in enemy hands. Against all odds, she's determined to continue fighting for her people's freedom. Playing the role of spy and deceiver, Lo plots among her enemies by day and dodges her would-be killers by night. Unfortunately that means staying close to the thief who stole her heart-and her empire. Haunted... Caesien has spent his life fighting to survive. Life has always forced him to make the hard decisions-kill or be killed, take or be left to die. Even after being adopted into the imperial family, his every decision has hinged on keeping the struggling Teramese people alive. But as he and his army establish a new empire and prepare for a looming war, he begins to question everything he ever thought he knew about his allegiances-and his own identity. Dedicated... Kovi promised nothing would get in the way of his decision to serve and protect his people. He has always been the perfect soldier-no matter the price, or the pain. So when the Teramese make an offer that could spare Forwyn lives, he knows his loyalty is to his people...not his heart. Afraid... In the fight to regain her throne, Jallie thought winning her freedom would be the hardest step. But now she faces threats from all sides-even from fellow Alrenians who label her as weak and unworthy. Desperation leads her once again to Nesrelle, Queen of Death, who offers a bargain...at an uncertain price. All have fought for their people. But will their sacrifices be worth the cost? Not sure which order to read Rachel L. Schade's books in? The Cursed Empire series is set in the same world as the Silent Kingdom series, three years later, and follows new characters. If you're interested in both series, it's best to read SK first to avoid all possible spoilers.

However, both series stand on their own and can be read in any order.

In the spirit of fantasy epics like George R.R. Martin's A Game of Thrones and Brandon Sanderson's The Way of Kings, The Fatemarked Epic promises immaculate world building, an ancient prophecy, a mysterious source of magic, interesting characters, war, political intrigue, and romance. The Hundred Years War rages on, with tensions between kingdoms growing ever more strained. While Annise Gric and her forces march on Castle Hill to retake the northern throne, her cousin, Rhea Loren, wages a naval war against Blackstone. Meanwhile, Roan Loren and Gwendolyn Storm struggle to breach the gaarled, vine-choked undergrowth of the Tangle in their quest to reach Knight's End and learn more of the true purpose of the fatemarked. In the south, a Calypsian empress is murdered, and her daughters fight to claim the empire and wage a civil war against their estranged father's armies. In Phanes, slavery runs rampant while a rebel group fights to free the oppressed people. A master named Jai Jiroux looks to help the rebel cause, an act of treason punishable by death.Surrounding the Four Kingdoms is the pall cast by the Kings' Bane, who continues his quest to kill eight rulers and thus fulfill the Western Oracle's ancient prophecy, which he believes will pave

to way to peace across the realms.

The final volume in Robin Hobb's popular Rain Wilds fantasy series. Blood of Dragons completes the story of the dragons, their keepers, and their quest to find the lost city of Kelsingra--and the mythical silver wells that the dragons need to survive. Can Tintaglia and the Elderlings unlock the secrets of the ancient city? Or are they doomed to extinction? The world of Robin Hobb's Rain Wilds series has been praised by Booklist as "one of the most gripping settings in modern fantasy," and Publishers Weekly called the Rain Wilds books "a meticulously realized fantasy tale" and "a welcome addition to contemporary dragon lore."

Timebound

How to Set up a Home Studio, Find Work and Record Audiobooks for a Living

Audiobook Narration Manual

The Highwayman

33 Simple Research Experiments You Can Do at Home to Better Understand Your Child's Developing Mind

The empire has endured many centuries but is now threatened by multiple wars and a major rebellion in the South. A nobleman from an infamous family, imperial legionary of ficer, fighter and a right proper bastard of a man... Captain Ben Stiger finds himself reassigned from a crack legion to the rebellion simmering in the South. Placed in command of a truly terrible company, the 85th Imperial Foot, he is unknowingly sent on a suicide mission to resupply an isolated outpost, the garrison of Vrell. Along the way he must rebuild his new company, gain the respect of the men he leads, survive an assassination attempt, fight bandits, rebels, and an agent of an evil god. His companions on this journey of discovery and adventure are one of the few remaining elven rangers and a palladin on a quest for the High Father. The battle to save the empire and the world begins here in the first book of this exciting new series!

Four Kingdoms: Ancient Kingdoms, Dragons and gods. A growing evil that threatens to destroy the world. Don't miss the highly anticipated follow-up series to the #1 Amazon bestselling saga, The Fatemarked Epic. Be bright but do not burn. Embrace the darkness but do not live in the shadows. Infused with magic, shadows and starglit, the powerful godblades were believed to be lost nearly half a millennia ago, when the Gods war ended. Now, however, one has been found by the unlikelyst of wielders: Sampson Guard, a blind but ambitious prince with something to prove. The only question is whether he controls the blade or the blade him. With an insidious evil lurking in the shadows, the answer may very well determine the fate of all Kingdoms. The Kingfall Histories takes place on a different continent in the same world as The Fatemarked Epic. Fans of The Fatemarked Epic, The Sunlight Archives and Legends of the First Empire will fall in love with the world of Kingfall. Start your \$5000+ page epic adventure today.

In a desperate attempt to escape destruction decades earlier, humankind was forced underground, into the depths of the earth, creating a new society called the Tri-Realms. 17-year-old Adele, a member of the middle-class moon dwellers, is unjustly sentenced to life in prison deep underground. When a war breaks out within the Tri-Realms, Adele must escape from prison and seek to uncover her parents' true past, armed with only a wicked roundhouse kick and two fists that have been well-trained for combat by her father.

'St. Martin's Paperbacks historical romance' -Spine

Two by sea: A couple roves the wild coasts of the far north Hill Fredston has traveled more than twenty thousand miles of the Arctic and sub-Arctic-backwards. With her ocean-going rowing shell and her husband, Doug Fesler, in a small boat of his own, she has disappeared every summer for years, exploring the rugged shorelines of Alaska, Canada, Greenland, Spitsbergen, and Norway. Carrying what they need to be self-sufficient, the two of them have batted mountainous seas and hurricane-force winds, dragged their boats across jumbles of ice, fended off grizzlies and polar bears, been serenaded by humpback whales and scrutinized by penguins, and reveled in moments of calm. As Fredston writes, these trips are "neither a vacation nor an escape, they are a way of life." Rowing to Latitude is a lyrical, vivid celebration of these northern journeys and the insights they inspired. It is a passionate testimonial to the extraordinary grace and fragility of wild places, the power of companionship, the harsh but liberating reality of risk, the lure of discovery, and the challenges and joys of living an unconventional life.

Deathmarked

The Moon Dwellers

Blood of Dragons

Animal Lab

The Diving

Songs of Shadow

Raising a baby is joyful, amazing . . . and ridiculously difficult. But with some insight into what's actually going on inside your little one's head, your job as a parent can become a little bit easier—and a lot more fun. In Think Like a Baby, coauthors Amber and Andy Ankowski—"The Doctor and the Dad"—show parents how to re-create classic child development experiments using common household items. These simple step-by-step experiments apply from the third trimester through age seven and beyond and help parents understand their children's physical, cognitive, language, and social development. Amazed parents won't just read about how their kids are behaving, changing, and thinking at various stages, they'll actually see it for themselves while interacting and having fun with them at the same time. Each experiment is followed by a discussion of its practical implications for parents, such as why to always bring more than one toy to a restaurant, which baby gadgets to buy (and which ones to avoid), how to get kids to be perfectly happy eating just half of their dessert, and much more.

For seventeen-year-old Elylce Jensen, the world is spiraling out of control. The week before her birthday, her father disappears. Then, by accident, she finds a secret room in his closet. But she can't tell anyone, including her best friend, Monroe Monroe, because he's now her ex-boyfriend. He's also dating her nemesis, Sidney Parker. And if that wasn't enough, a solar flare erupts, plunging the entire world into darkness and chaos. As Elylce uncovers the truth about Thomas' life, she discovers the ancient prophecies and the stories of the seven forms he wrote about are true, and a war is coming. With no time to lose, Elylce will have to choose which kingdom she's willing to serve as she prepares to battle against the people she thinks she can trust-and the supernatural forces trying to stop her. There will be a War. There will be a Wedding. Lines will be drawn ...

One princess. One refuge. One decision that will forge their fate forever.

Three novels discounted for a limited time! See what readers are already saying about this epic fantasy omnibus: "★★★★" "The best series since R.A. Salvatore created the famous Drizzt Do'Urden series. Drizzt Do'Urden meet Kealin, the Rogue Elf of Urlas!"★★★★ "Just can't get enough! Really struck on this series, I spent all day reading!" "★★★★" "Exciting adventure! Amazing start to what promises to be another thrilling series! Magic, dragons, narwhals, gods, and elves!" "★★★★" "This has to be the best series that I have read since the Shannara Chronicles." "Darkness descends upon the elven realm and the only thing Kealin cares about is saving his family... but is he powerful enough to save them all?" "With his father gone to war....and his mother in hiding....Kealin must make a decision.Should he stay and train to defend their Elven land, like his father asked, or head out into the icy waters to try to change fate?Kealin's choice will set him on a path like none other. Beginning with a voyage across the icy seas with his three siblings, he discovers a power within himself that is not even at all within himself. The new laws are enforced by a ruthless government organization known as Pop Con, responsible for terminating any child resulting from unauthorized births, and any illegals, who manage to survive past their second birthday, at which point they are designated a national security threat and given the name Slip. But what if one orphan slipped through the cracks? What if someone knew all the loopholes and how to exploit them? Would it change anything? Would the delicate resource balance be thrown into chaos, threatening the lives of everyone? And how far would the government go to find and terminate the Slip?In a gripping story of a family torn apart by a single choice, Slip is a reminder of the sanctity of a single life, and the value of the lives we so often take for granted. Two brothers. One prophecy. A world in peril. When Kaiel loses his chance to become part of the legendary Daemon Hunters, joining the Bronze Guard mercenaries seems like the logical alternative. It is an opportunity to put his training to use and, more importantly, as the company is currently in the employ of Prince Alesandr, it will allow him to keep an eye on his younger brother, Darien, who's determined to follow his dream of becoming a Ciralys magic-user. But the broken contract of Athmay still bears the scars of the war between the Summoners some three-thousand years ago, and an unexpected battle with a daemon - a remnant of that ancient war - reveals the brothers' connection to a forbidden bloodline. Soon they find themselves on the run from the prince, daemonic hordes, and a prophecy that could break the world anew. The world fractures as a dead god rises... Darek, dragon knight and the new leader of Black Keep, must travel to the palace of the God-King to beg for the lives of his people. But in the capital of Narida, Marin and his warrior husband will be drawn into a palace coup, and Princess Tila will resort to murder to keep her hold on power. In the far reaches of the kingdom an heir in exile is hunted by assassins, rumours of a rival God-King abound, and daemonic forces from across the seas draw ever nearer...

The Star Dwellers

Daughter of Fate

The Eye of Eternity

Christians in China

The Military Leader

Volume Four of the Rain Wilds Chronicles

Dazz, a hard-edged, fun-loving lacer, likes fighting, particularly while at his favorite watering hole. However, while recovering from a particularly bad break up, his decision to engage in a brutal pubroom brawl leads to a series of events that thrust him into a dark and mysterious scandal involving King Goff, the ice country ruler. When his seven-year-old sister is abducted in the dark of night, Dazz pledges to do whatever it takes to get her back, embarking on a quest that threatens to rip apart the very fabric that's barely holding his shattered family together. Along the way he meets a group of unlikely allies in the form of a travelling group of fire country natives. Can Dazz, when joined with his best friend, Buff, and new tan-skinned friends, defeat the King and his guards before it's too late for his sister?

As a leader, you know that developing leaders is crucial to your team's success. You also know that when life gets busy, meaningful leader development activities take a back seat to the swarm of everyday tasks. Who has time to discuss—let alone research and refine—quality content that will make a real difference? Andrew Steadman has lived this frustration and wrote The Military Leader to give leaders straightforward, highly relevant, inspirational leader development insight they can use to grow themselves and their teams. The Military Leader is your leader development program when you don't have time for one.

Someone must die before another can be born...As sea levels rise and livable landmasses shrink, the Reorganized United States of America has instituted population control measures to ensure there are sufficient resources and food to sustain the growing population. Birth authorization must be paid for and obtained prior to having a child. Someone must die before another can be born, keeping the country in a population neutral position at what experts consider to be the ideal population. The new laws are enforced by a ruthless government organization known as Pop Con, responsible for terminating any child resulting from unauthorized births, and any illegals, who manage to survive past their second birthday, at which point they are designated a national security threat and given the name Slip. But what if one orphan slipped through the cracks? What if someone knew all the loopholes and how to exploit them? Would it change anything? Would the delicate resource balance be thrown into chaos, threatening the lives of everyone? And how far would the government go to find and terminate the Slip?In a gripping story of a family torn apart by a single choice, Slip is a reminder of the sanctity of a single life, and the value of the lives we so often take for granted.

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The Adamic Trilogy: Book 2

The Legend of the Kestrel

Journeys Along the Arctic's Edge

Empire of Traitors

A.D. 600 to 2000

Christians in China: A.D. 600 to 2000Échronicles the lives of the Chinese faithful who through the centuries have been both accepted and rejected by their own countrymen. It explores the unique religious and political situations in which Chinese Christians, Catholic and Protestant, have struggled to live their faith and give witness to Christ. This major work covers each of the historic periods in China with a focus on the development of Christianity and its cultural interaction in each period. It shows the evolution of Christianity as it occurred within the People's Republic of China. While telling the stories of various Christians throughout Chinese history, the author addresses a few key questions: How the did the Church develop over many centuries in a culture so different from the West? How do Christians in China give witness to their faith? How do they contribute to the life of the universal Church? The answer to such questions provides a meaningful historical background to the broad approach of Pope Benedict XVI in His Letter to the Catholics in China issued on June 30, 2007.Éllustrated. É

In Jade War, the sequel to the World Fantasy Award-winning novel Jade City, the Kaul siblings battle rival clans for honor and control over an Asia-inspired fantasy metropolis. On the island of Kekon, the Kaul family is locked in a violent feud for control of the capital city and the supply of magical jade that endows trained Green Bone warriors with supernatural powers they alone have possessed for hundreds of years. Beyond Kekon's borders, war is brewing. Powerful foreign governments and mercenary criminal kingpins alike turn their eyes on the island nation. Jade, Kekon's most prized resource, could make them rich - or give them the edge they'd need to topple their rivals. Faced with threats on all sides, the Kaul family is forced to form new and dangerous alliances, confront enemies in the darkest streets and the tallest office towers, and put honor aside in order to do whatever it takes to ensure their own survival - and that of all the Green Bones of Kekon. Jade War is the second book of the Green Bone Saga, an epic trilogy about family, honor, and those who live and die by the ancient laws of blood and jade. The Green Bone SagaJade CityJade War

The Earth Dwellers is the 4th book in BOTH The Dwellers Saga and The Country Saga. The author recommends that BOTH series are read in their entirety before reading this book (The Moon Dwellers, The Star Dwellers, The Sun Dwellers, Fire Country, Ice Country, Water & Storm Country).Your favorite Dwellers and Country Saga characters come together in this epic seventh book! As President Borg Lecter threatens to annihilate the Country tribes in order to expand his glass-domed empire, Adele embarks into the belly of the beast. Her only hope of survival is the consolidation of Dwellers and Country power before it's too late. Former demagogue President Naillin is eliminated, yet civil unrest infects every alliance. To save Adele, President Tristan faces his greatest challenge yet: unifying unfriendly Dwellers in the Tri-Realms to raise an army against Lecter. Meanwhile, Dazz must convince the Ice Country leaders to march with Siena and the Tri-Tribes on the gates of the Glass City. The world sits on the edge of a knife. Will Adele, Tristan, Dazz, and Siena defeat Lecter and his army of killers before the Glassies wipe them off the face of the Earth?

In the spirit of fantasy epics like George R.R. Martin's A Game of Thrones and Brandon Sanderson's The Way of Kings, The Fatemarked Epic promises immaculate world building, an ancient prophecy, a mysterious source of magic, a diverse cast of characters, war, political intrigue, and romance. Despite the efforts of several of the fatemarked, turmoil and violence continue to plague the Four Kingdoms...To the north, Annise Gric ventures into the Hinterlands to discover the truth of the Sleeping Knights, who may be the only hope for the Kingdoms. Meanwhile, Tain Sharyr travels to Damira in a desperate bid to repeat the eastern lies antassing at Crow's Nest. Unbeknownst to either of them, a new threat rises in Blackstone. In the west, Rhea Loren seeks to ransom her prisoners, Gareth Ironclad and Gwendolyn Storm, which will bring her one step closer to her goal of controlling the fatemarked. Relying on her ability to summon the ancient sea creature, Wrathos, she seeks to unify her people while persuading them that the child growing inside her was placed there directly by Wrath. With his fatemarked sister in tow, Grey Aris sails toward Pirate's Penail in search of the truth about Shae's marking and the cause of her recurring dream of Phanes, a slave rebellion in brewing, with Jai Jiroux and Shanti Parthena Laude at its core. But the Hoza brothers will not relinquish their power without a fight.Finally, in Calyp, Raven Sandes' dragonia are growing, and she must decide whether to use them against the east, who continue to attack her desert borders. Simultaneously, Roan Loren shows up at her palace with an offer she cannot refuse, as he strives to learn the truth of the Western Oracle's prophecies and the origins of the fatemarked. As always, Bane is lurking in the shadows with his new partner, Chavos the plaguemarked, plotting how to destroy those who would stand in the path of peace.

The seminal guide to learning how to become an audiobook narrator, Derek Perkins's Audiobook Narration Manual is compulsory reading for beginners and more experienced narrators alike. Here is your complete step-by-step guide to: gaining experience as a narrator; setting up a home studio; creating a demo; the best way of marketing yourself; establishing a super-efficient recording methodology. The Audiobook Narration Manual explains how to gain experience of narrating books in a professional studio; details all you need to set up a low-cost home studio that produces excellent quality sound and explains in detail how to develop and produce an effective demo at an affordable price. And the marketing information contained in the book outlines all you need to know to position yourself quickly and efficiently with key industry contacts. Grover Gardner, an AudioFile magazine Golden Voice, multiple Earphones award winner and Audie nominated narrator, says the Audiobook Narration Manual is: 'As comprehensive and readable a book on the basics of audiobook narration as you are likely to find. Derek Perkins has done a superb job of describing the fundamentals of our profession as they are currently understood. Highly recommended'. No-one should venture into the world of audiobook narration without thoroughly reading the Audiobook Narration Manual - and even after that, keeping it close by your side for further reference as you work through each step of your transition from novice narrator to audiobook professional.

The God-King Chronicles Book 2

The Surviving

Zoomigumi 8

Jade War

Soulmarked

Book III of the Fitz and the Fool trilogy

This new edition introduces the most friendly amigurumi around! With 15 new patterns, this volume features designers from all over the world, providing a batch of fresh inspiration to keep crafters crocheting. Surprise family and friends with handmade gifts, or add on to a personal collection! Including designs for a parrot, a raccoon, a baby seal, a fox and many more, these projects are suitable for a variety of skill levels, from beginners to advanced crocheters, and are accompanied by easy-to-follow instructions and explanations of all stitches used.

Angel Evolution- the first book in the young adult fantasy trilogy: The Evolution Trilogy...When Taylor meets Gabriel at college, she is in awe of the subtle glow that surrounds him. No one else, not even her best friend, seems to notice.Something about him scares her.Is all as it appears? While Taylor struggles for answers, she finds herself in the middle of a century old war centered on one miraculous revelation: evolution.

Chosen by truth. Marked for death. Halia must choose to save her kingdom, or let it fall. Misroth's king has died, and the entire kingdom is in mourning-or so it seems. After her father is crowned regent in his brother's stead, Princess Halia discovers a terrible truth that could end her life. But when she flees to live in hiding, she discovers that the Royal Guard are not all she has to fear. Dark creatures stalk her, reports of oppression and war reach her ears, and her burden to protect her kingdom-at any cost-will not be silenced.

One day, the animals at a research lab wake up with the abilities of rational thought and communication. And the humans are gone. They realize they must organize into a society with rules, rights, and responsibilities. They heard about a farm in England where the animals created a socialist society that eventually failed. They are determined to succeed, so they create a democratic republic. But can they keep it?Animal Lab is an allegorical novel by Bob Zeidman. It is a warning about the possible complete collapse of American society and along with it, American principles, values, and freedoms-torches that have lit the path for the advancement of the human condition for over two centuries and that must not be allowed to be extinguished.

After rescuing her father and younger sister, Adele is forced to leave her family and Tristan behind to find her mother in the cruel and dangerous realm of the star dwellers. Amidst blossoming feelings for Adele, Tristan must cast his feelings aside and let her find her own way amongst the star dwellers, while he accompanies Adele's father to meet with the leaders of the moon dwellers and decide the fate of the Tri-Realms.Will Adele be able to rescue her mother and make it back to the Moon Realm before the President and the sun dweller soldiers destroy her family?Can Tristan convince the moon dweller puppets of the error of their ways?Was Adele's lost kiss with Tristan her one and only chance at love?In her world there's only one rule: Someone must die.

The Rogue Elf of Urlas

Pillars of Eternity Guidebook: Volume Two-The Deadfire Archipelago

Assassin's Fate

Fatemarked

Fundamental Insight for Developing Leaders

The Blood of the Spear

Matt and Rose are now full-fledged members of the guard, yet their futures have never been bleaker. Despite Titan's resurrection spell, Antai is comatose with no signs of waking. The healers have tried everything, and Rose is beginning to lose hope. She needs someone to trust, but the king is more suspicious than ever. Matt is also growing desperate. His mom is on the brink of death, and he hasn't even begun to learn how to heal her. He must find a teacher fast or risk losing the only family he has left. Meanwhile, the Holy One is closer than ever. The laborers speak of his arrival, and they have the evidence to prove it. A string of murders erupts throughout the city, even permeating the palace walls. Nowhere is safe, and it's only a matter of time before the Holy One unleashes his full power. Soon, it will be a battle for survival.

An only son, gifted with magic is challenged to free a people threatened by an ancient evil. Will he be forced to risk everything in a battle against the forces of darkness? Find out in Book 1 of the thrilling story of Thomas Kestrel. When Knights attack the temple of Skystead, seventeen-year-old Pela is the only one to escape. Her mother and the other villagers are taken, accused of worshipping the False Gods. They will pay the ultimate price - unless Pela can rescue them. Pela has never left the safety of her town, let alone touched a sword. What chance does she have against the ruthless Knights of Alana? She's not a hero. But she knows one. Her uncle Devon was a mighty warrior once, in times when magic filled the world. Age has withered his strength and he retired long ago, but maybe he will answer the call of family. Can Pela convince him to stand against the darkness one last time? A thrilling new epic fantasy from the breathtaking world of NYTimes Bestselling Author Aaron Hodges

"Exciting Post-Apocalyptic Tale...world building is rich, detailed, and believable. Readers who enjoyed Blood Red Road by Moira Young will absolutely love this book!"- Mike Mullin, bestselling author of ASHFALL"Fire Country is a fast, fierce read. You will root for the protagonist, Siena, and her story will rake you across the coals. I will be keeping an eye on David Estes. You should too!" -Emy Laybourne, bestselling author of MONUMENT 14"Strong world building and vivid characters make Fire Country stand out from other post-apocalyptic YA novels. Young Siena is spunky and believable, and readers will pull for her to escape the clutches of her father and the dystopian society in which she lives."- Rysa Walker, bestselling author of TIMEBOUNDIn a changed world where the sky bleeds red, winter is hotter than hell and full of sandstorms, and summer's even hotter with raging fires that roam the desert-like country, the Heaters manage to survive, barely. Due to toxic air, life expectancies are so low the only way the tribe can survive is by forcing women to procreate when they turn sixteen and every three years thereafter. It is their duty as Bearers.Fifteen-year-old Siena is a youngling, soon to be a Bearer, when she starts hearing rumors of another tribe of all women, called the Wild Ones. They are known to kidnap youngling girls before the call of ceremony in which Bearers are given whom to bear children with. As the desert sands sun out on her life's hourglass, Siena must uncover the truth about the Wild Ones while untangling the web of lies and deceit her father has masterfully spun.

When a murder in the past destroys the foundation of her present-day life, Kate uses her genetic ability to time-travel to stop the murder and attempt to change the timeline—which may erase the memory of the boy she loves.

Fire Country

The Sun Dwellers

The Promise

The Earth Dwellers

Think Like a Baby

Phi, Pi, e and I

Elliott Harkness finally has powers and is a full-fledged member of the Freedom Force, the greatest superhero team on Earth. Elliott should be over the moon, but he quickly realizes that having powers is one thing, controlling them is quite another! After yet another botched mission, Elliott finds himself grounded. But his punishment is short-lived when he's kidnapped by a band of orphaned alien outlaws who believe he's the only one capable of destroying a planet-eating monster that's annihilating worlds. All Elliott has to do is use the Orb of Oblivion, the most powerful weapon in the universe. Unfortunately, he blew it two months ago! But that's just the beginning of Elliott's problems, as he's swept up in an interstellar adventure far from home complete with extraterrestrial enemies, inter-galactic crime lords, and cosmic beings beyond his wildest imagination. With the fate of the universe at stake, will Elliott rise up to be the epic hero he's always wanted to be? Or, will he always be just an Epic Zero?

"To the north, Annise Gáric seek to rescue Lady Zelda and retake Castle Hill from the sellswords known as the Brotherhood. In the back of her mind is a growing fear, something she can't quite explain. Meanwhile, Lisbeth Lorne tries to regain control of the ancient army of Sleeping Knights before they become the horde of death sheoulmark has shown to her in visions. In the west, Rhea Loren find herself at a crossroads. Continue down the path of destruction or seek another way, another life. But when the truth she's buried from her own people comes to light, she loses the control she so desperately clings to. In the east, newly crowned King Gareth Ironclad must decide whether to pursue peace or follow in his father's and brother's footsteps. After all, he now has a dragon... In Calyp, Raven Sandes is forced to fight in the pits of Zame. She wants nothing more than to give up, to die, until she discovers her sister, Whisper, is a prisoner too. What she doesn't know is that Gwendolyn Storm is closing in on her, seeking her own vengeance for the latest attack on Ferria. Roan Loren, on the other hand, continues to seek knowledge, clinging to the Western Oracle's prophecy of peace. His journey takes him southward, to Teragon, where an truth has been hidden for more than a decade. Grey Arvis, with his new pirate allies, sails for the southern continent, but he doesn't know what monsters lurk beneath the waters of the Burning Sea. In the southern empire of Phanes, Jai Jiroux and the Black Tears fight to maintain order as the newly released slaves cry for the blood of their previous masters. At the same time, he must control the slave army to defend against the Phaneicans warriors to the north, who have a new leader: Bane. The kingslayer still wants peace, but he's finally realized that he might have to destroy everything to achieve it"—Amazon.com

This 120-page note contains never before seen concept art, in-depth writing from the minds of the design team, and expands on the rich lore of this highly-anticipated game. Step into the role of the Watcher and explore the world of Eora with this beautiful hardcover featuring fantastic full-color art! Thanks to a successful crowdfunding campaign, the long-awaited sequel to Pillars of Eternity is ready to transport players back to the history-rich world of Eora. Dark Horse Books and Obsidian Entertainment proudly present Volume Two of the Pillars of Eternity Guidebook, which offers a detailed accounting of the explosive conflicts, determined factions, and horrifying creatures of the Deadfire Archipelago.

Pillars of Eternity (original working title Project Eternity) is an upcoming old-school fantasy role-playing video game from Obsidian Entertainment. It is notable for its crowd funding campaign, which raised £3,986,929, at the time the highest funded crowd sourced video game on Kickstarter. The game will be released in 2015. Packed with never-before-seen art and in-depth lore, this is the definitive overview of the acclaimed new video game. Pillars of Eternity, from Obsidian Entertainment!

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In the spirit of fantasy epics like George R.R. Martin's A Game of Thrones and Brandon Sanderson's The Way of Kings, The Fatemarked Epic promises immaculate world building, an ancient prophecy, a mysterious source of magic, interesting characters, war, political intrigue, and romance. The Hundred Years War has ravaged more than three generations of kings, queens, and citizens across the Four Kingdoms. Corrupt rulers dominate. Religious intolerance runs rampant. The cycle of vengeance continues to turn with the seasons. An ancient prophecy by a legendary oracle has been long forgotten. The prophecy promises the return of peace to the Four Kingdoms on the backs of a chosen few, the fatemarked, individuals marked at birth and blessed with specific magical powers. One shall be the Kings' Bane, and will bring death to the warringmongers rulers, using fear to force peace; another shall be the Peacemaker, bestowed with the rare ability to heal. Opposite sides of the same coin, dark and light, death and life, the Kings' Bane and the Peacemaker are responsible for the fate of an entire continent. As they fight to achieve their destinies, adversity will hinder them in every realm: in the frozen north, assassination attempts and a brutal power struggle; in the holy west, a vicious queen and her self-righteous army of warriors; in the mysterious iron-clad forest of the east, revenge and glory rule the day; and in the southern empires of Calyp and Phanes, mating dragons, slaves, and a civil war. To truly fulfill the oracle's prophecy of peace, both the Kings' Bane and the Peacemaker, as well as the other fatemarked, will need to overcome those who seek to destroy everything in their pursuit for power.

Rowing to Latitude

A War and A Wedding Book 1

Slip

Pillars of Eternity Guidebook Volume One

The Splinter King

A Galactic Showdown of Epic Proportions!

NEW YORK TIMES BESTSELLER • The stunning conclusion to Robin Hobb's Fitz and the Fool trilogy, which began with Fool's Assassin and Fool's Quest "Every new Robin Hobb novel is a cause for celebration. Along with millions of her other fans, I delight in every visit to the Six Duchies, the Rain Wilds, and the Out Islands, and can't wait to see where she'll take me next."—George R. R. Martin More than twenty years ago, the first epic fantasy novel featuring FitzChivalry Farseer and his mysterious, often maddening friend the Fool struck like a bolt of brilliant lightning. Now New York Times bestselling author Robin Hobb brings to a momentous close the third trilogy featuring these beloved characters in a novel of unsurpassed artistry that is sure to endure as one of the great masterworks of the genre. Fitz's young daughter, Bee, has been kidnapped by the Servants, a secret society whose members not only dream of possible futures but use their prophecies to add to their wealth and influence. Bee plays a crucial part in these dreams—but just what part remains uncertain. As Bee is dragged by her sadistic captors across half the world, Fitz and the Fool, believing her dead, embark on a mission of revenge that will take them to the distant island where the Servants reside—a place the Fool once called home and later called prison. It was a hell the Fool escaped, maimed and blinded, swearing never to return. For all his injuries, however, the Fool is not as helpless as he seems. He is a dreamer too, able to shape the future. And though Fitz is no longer the peerless assassin of his youth, he remains a man to be reckoned with—deadly with blades and poison, and adept in Farseer magic. And their goal is simple: to make sure not a single Servant survives their scourge.

Epic Zero 2

Kingfall

Silent Kingdom

15 Cute Amigurumi Patterns by 13 Great Designers

Angel Evolution

Ice Country