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TCACJ2 - TURNER LAUREN

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.

Would you kill for your sister? High Mage Shella has a choice to make. When her sister decides she wants to be Queen at any cost, should she help her? Or stop her? Feeling restless in the claustrophobic and over-crowded metropolis of her birth, Shella is drawn to the power of her sister's voice as she assembles thousands of their people, calling upon them

to gather their possessions and follow her in a Great Migration. Her sister plans to lead them over the border into the Rahain Republic, whose unconquered army has just returned from victorious campaigns abroad. There, she intends to settle and crown herself Queen. Shella's mage powers have only ever been used for the good of her homeland. Now, in the service of her sister, is she prepared to use their darker side? For Shella knows that if she cannot control her powers... ..they will consume all that she loves.

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

War has broken out in the North. The Corrupt Lord of the Ice has invaded Norghana with a host from the Frozen Continent. Will the King and the Rangers manage to stop him, or will they die in the at-

tempt? Darthor is seeking to dethrone King Uthar. He is on his way to conquer Norghana and take the crown. He has invaded the kingdom and has a host from the Frozen Continent at his command: Wild Ones of the Ice, Snow Trolls, Albino Ogres, Semi-Giants, Tundra Dwellers, Arcanes of the Glaciers and creatures unlike anything anybody has ever seen before. Uthar gathers together his armies and prepares to repel him. But not all the Norghanian nobles are with the King. The Western League does not support him; they want to regain the crown for the West, for the Olafstones. Lasgol and his partners will have to overcome an arduous second year of instruction at the Camp if they want to become Rangers one day. The tests will be far harder, the effort required much greater. Rivalries will surface, but also companionship and even love. He will find out that he does not know the whole truth about what happened to his parents, or about his new friend Camu. New mysteries will arise which he will have to investigate and solve. These will drive him to confront life-and-death situations and to consider the possibility that the real enemy may not be the one it appears to be. Will Lasgol and his friends survive the second year of training? Will they survive the war? Will he succeed in solving the mysteries that surround him? Will he find out the betrayals, and the true enemy? Find out in the second part of this fascinating epic fantasy series. Enjoy adventures filled with action, magic and romance right away!

In a world full of magic and mystery, eighteen-year-old Maia is the exiled princess of Comoros and rightful heir to the throne. Forced to live as a servant in her enemy's home, Maia flees her captors and begins a perilous quest to save

her people. To survive, she must use magic she has learned in secret--despite the fact that women are forbidden to control it. Hunted by enemies at every turn, Maia realizes that danger lurks within her, too. Her powers threaten to steal not only her consciousness but also her sense of right and wrong. Can she set herself free and save the realm she loves--even if her people have forgotten her? In bestselling author Jeff Wheeler's fantasy epic, the answer may be only the beginning to Maia's journey throughout the mystical land of Muirwood.

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

The campaign in the Frozen Continent has failed. War returns to Norghana, and with it death and destruction. King Uthar has been defeated in the Frozen Continent. Wounded, he retreats to Norghania to regroup his forces and shield himself behind the walls of the capital. Lasgol and his friends will try to pass the fourth and final year of instruction and graduate as Rangers on their own merits. To

do this they will have to take part in deeply dangerous missions and help the King against the invaders. The companions are divided, they must choose between supporting either the Rangers and the King or Darthor and the Western League. If they decide to support Darthor, they will be committing treason and will pay with their lives if they are found out. Darthor and the Western League make an alliance to defeat Uthar and attack the King before he can make himself strong once again. Lasgol and his friends will find themselves involved in the offensive to take the capital and dethrone Uthar. Will the hosts of the Frozen Continent led by Darthor and the forces of the Western League manage to take both capital and crown from King Uthar? Or will it instead be Uthar who comes out victorious? Who will survive? Who will perish? Will Lasgol and his friends unmask the true traitor? Will they survive the fourth year of instruction and the war and graduate as Rangers? Find out in the fourth part of this fascinating series of young adult epic fantasy. Enjoy these action-filled, magical, romantic adventures!

-- Hundreds more magical items to add zest and variety to any fantasy game. -- Eight new magic shops, to add to a GM's world background.

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* *War of the Fae Gods*

The follow up to the New York Times bestselling novel, *THIEF OF LIES!* Being a Sentinel isn't all fairytales and secret gardens. Sure, jumping through books into the world's most beautiful libraries to protect humans from mystical creatures is awesome. No one knows that better than Gia Kearns, but she could do without the part where people are always trying to kill her. Oh, and the fact that Pop and her had to move away from her friends and life as she knew it. And if that isn't enough, her boyfriend, Arik, is acting strangely. Like, maybe she should be calling him "ex," since he's so into another girl. But she doesn't have time to be mad or even jealous, because someone has to save the world from the upcoming apocalypse, and it looks like that's going to be Gia. Maybe. If she survives. The *Library Jumpers* series is best enjoyed in order. Reading Order: Book #1 *Thief of Lies* Book #2 *Guardian of Secrets* Book #3 *Assassin of Truths*

The moment has come to follow the Path of the Specialist. Will our friends attain the elite specialties they are aiming for? Training at the Shelter, led by the Mother Specialist and tutored by the four

Elder Specialists, is turning out to be more intense than any of them had expected. The Proficiency Test will determine their future, and they will have to prepare and practice harder than ever if they want to graduate with the highly-valued elite specialties. But that is not their only concern. They will have to face new mysteries, strange characters, unusual situations, dangerous experiments, bewitched jewels, great predators, conspiracies and murder attempts in a place that oozes arcane power thousands of years old. Will they achieve all this? Will they solve the mysteries that surround them? Who will reach the elite specialization? Who will fail? Who will survive and who will die? Find out in the sixth book of this fascinating epic fantasy series. Enjoy adventures filled with action, adventure, magic and romance! Epic fantasy for the whole family, from 8 to 88!

The war is intensifying. So is the training at the Camp. Will Lasgol and his friends survive both? The Corrupt Lord of the Ice has been rejected. King Uthar is seeking to kill him once and for all. But Darthor has retreated to the Frozen Continent with his forces. Lasgol and his friends are making every effort to pass their third year of instruction, where the tests change from practical competitions to real missions where they risk their lives. Conflicts, rivalries and love will emerge more strongly than ever. Egil and Lasgol will discover the truth about the King's Secret and the identity of the real enemy. They will choose sides and try to persuade their teammates. Will they manage to? King Uthar will invade the Frozen Continent with his hosts to put an end to Darthor. The Rangers, including Lasgol and his friends, will find themselves involved in the campaign of war. They will discover the Mystery of the Tundra in the Frozen Continent and take part in the

great battle for the North. Will Lasgol and his friends survive the third year of instruction? Will they survive the war in the North, the treachery and double-crossing? Find out in the third part of this fascinating series of young adult epic fantasy. Enjoy these action-filled, magical, romantic adventures!

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 elven at all. It is older, darker, and could be a danger to everyone around him. Has everything he has been told been a lie? From a harrowing journey across the frozen North, to enslavement, the riddles of an all-seeing seer, and a battle to decide the future of the elves of the West, an adventure like no other awaits. Kealin searches for his

lost family, gaining unforgettable allies like a duo of thieves, wizards, a rebel elven warlord, and even a narwhal companion. But there is something greater hidden within Kealin's journey and that truth might destroy him and everyone he cares about. This omnibus is the complete Songs of Shadow trilogy, the first great arc of an dark but epic story, and a trilogy that has earned hundreds of five star reviews on the individual books. This bundle contains: Half-Bloods Rising Half-Elf Chronicles Book I Seer of Lost Sands Half-Elf Chronicles Book II Shadow of the Orc Star Half-Elf Chronicles Book III Get it now at new release pricing! Embrace the adventures readers have compared to R.A. Salvatore's Drizzt Do'Urden and the Forgotten Realms world!

The international bestselling author of the Broken Empire and the Red Queen's War trilogies begins a stunning epic fantasy series about a secretive order of holy warriors... At the Convent of Sweet Mercy, young girls are raised to be killers. In some few children the old bloods show, gifting rare talents that can be honed to deadly or mystic effect. But even the mistresses of sword and shadow don't truly understand what they have purchased when Nona Grey is brought to their halls. A bloodstained child of nine falsely accused of murder, guilty of worse, Nona is stolen from the shadow of the noose. It takes ten years to educate a Red Sister in the ways of blade and fist, but under Abbess Glass's care there is much more to learn than the arts of death. Among her class Nona finds a new family--and new enemies. Despite the security and isolation of the convent, Nona's secret and violent past finds her out, drawing with it the tangled politics of a crumbling empire. Her arrival sparks old feuds to life, igniting vicious struggles within the church and

even drawing the eye of the emperor himself. Beneath a dying sun, Nona Grey must master her inner demons, then loose them on those who stand in her way.

The Innkeeper's Son - a youth is thrust into an adventure that leads to the king's court. But perils await; monsters, giants and dragons prowl the land. As he struggles to survive and unravel his secret past, he becomes aware of a ruthless nemesis that has hunted him his entire life.

Only the best have access to the Elite Specializations of the Rangers. Will the Snow Panthers make it? The war goes on in Norghana. The East supports the new King, while the West supports Arnold Olafstone, the legitimate heir to the crown. In the North the Wild of the Ice claim their lands. In the midst of the war, Lasgol and his teammates have graduated as Rangers. They must decide whether to take the Specialization Test. If they do, and pass it, they will have access to training as Specialist Rangers and be able to opt for one of the elite specializations. For this they will need to go to a hidden, secret place: The Shelter. It is rumored to be somewhere special, secret and arcane. Will Lasgol take the Specialization Test? Will he pass it? Will his friends? Who will make it and who will not? What new adventures are waiting for them at the Shelter? Find out in the fifth instalment of this fascinating epic fantasy series. Enjoy adventures filled with action, adventure, magic and romance! Epic fantasy for the whole family!

Beast waves, Chaos cultists, new Primordials rising. The world has gone crazy. A tournament has been called to find new champions. Aiden and his team must compete in Craesti City, the capital of

their kingdom, to earn the right to journey to Monster Island for a multinational competition. Can Aiden rise to become the true chosen one, or will he fall into obscurity and failure?

Book Two in the international bestselling Fantasy series. - Join thousands of readers all over the world in this thrilling saga. - A classic epic fantasy bursting with intrigue and action. - Immerse yourself in this fantastic adventure, packed with mystery and action. - Discover a vast and fascinating universe of fantasy filled with lively, unique, entrancing characters. CONFLICT is the second book of The Ilenian Enigma. The author recommends beginning with MARKED (Book #1) to fully enjoy the experience. - The fantasy adventure continues in the fascinating universe of Tremia. The lead characters of the different plot-strands struggle to survive and reach their goals, surrounded by intrigue, mystery, treason and magic. - War, darkness and evil loom inexorably over the continent. Will Komir and his friends survive the dangers lurking in wait for them? Will they uncover the mysteries that surround the Lost Civilization? - - Who will come out victorious in the fight for power? Who will perish? - Find out by immersing yourself in this world of Fantasy, Steel, Magic and Love. - Go on a quest filled with intense, passionate romance, fighting and magic. The Ilenian Enigma: MARKED (Book #1) CONFLICT (Book #2) TRIALS (Book #3) DESTINY (Book #4) A saga that will keep you gripped!

Do you play Dungeons and Dragons or Pathfinder? Are you spending hours on GM prep? Well, no longer. Cut down game master prep time with 25 1D100 fantasy random tables. Find items for a cell, a wine cellar, a dead orc, and more. Also, exciting random encounters for different terrains. Plus food and drink.

Some of the tables in the book: Inn Names Names of Knightly Orders Desert Encounters Forest Locations Road Encounters Items in a Cell Items in a Chest Items on a Dead Orc Jewelry Items in a Wagon Items in a Wine Cellar Beers Thieves Guild Quests Dungeon Health Side Effects Get The Book of Random Tables and The Book of Random Tables 2

When second son Alexander Valentine loses his brother to an assassin's arrow, he discovers that his family protects an ancient secret and reluctantly finds himself at the center of the final battle of a war that was supposed to have ended two thousand years ago. Pursued by the dark minions of an ancient enemy, Alexander flees to the mountain city of Glen Morillian where he discovers that he is the heir to the throne of Ruatha, one of the Seven Isles, but before he can claim the throne he must recover the ancient Thinblade. Seven were forged by the first Sovereign of the Seven Isles and bound to the bloodline of each of the seven Island Kings in exchange for their loyalty to the Old Law. Each sword is as long as a man's arm, as wide as a man's thumb and so thin it can't be seen when viewed from the edge. Thinblade is the story of Alexander's quest to find the ancient sword, claim the throne of Ruatha and raise an army to stand against the enemy that has awoken to claim dominion over all of the Seven Isles.

From the co-creator of the groundbreaking television show *Twin Peaks* comes an exciting adventure series with a unique combination of mystery, heart-pounding action, and the supernatural. Meet your new action-adventure addiction! Will West is careful to live life under the radar. At his parents' insistence, he's made sure to get mediocre grades and to stay in the middle of the pack on his cross-

country team. Then Will slips up, accidentally scoring off the charts on a nationwide exam. Now Will is being courted by an exclusive prep school . . . and followed by men driving black sedans. When Will suddenly loses his parents, he must flee to the school. There he begins to explore all that he's capable of--physical and mental feats that should be impossible--and learns that his abilities are connected to a struggle between titanic forces that has lasted for millennia.

Demon patrol officer Ella Grey was pronounced dead after an accident on the job, but eighteen minutes later she woke up on a gurney bound for the morgue. With no explanation for her mysterious resurrection, she just wants to get back to life as usual. 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. It's taking over her body and mind, trying to use her to continue its morbid work. But it also gives her visions of her troubled brother, Evan, who disappeared years ago. The reaper might be her biggest ally in her search for Evan--if it doesn't eat her soul first. Torn between the instinct to survive and the realization that only death's eyes can lead her to her brother, Ella throws herself into a race against time to somehow outmaneuver the reaper.

The *Wardlings Campaign Guide* brings an enchanted new campaign setting to life, where the minds of the youth, uncorrupted by the vices and responsibilities of their elders, are able to perceive magical creatures and events in the world around them, where adults cannot. Here, children are the saviors of the land who venture on epic quests to protect their realm, and holding on to the virtues of youth has never been more imperative! This book contains character crea-

tion rules for your new Wardlings character, new core class options, a whole new magic system for your Wardling's familiar, an overview of the lands of Or'Mya and its inhabitants, new backgrounds, powerful spells, whimsical monsters, and more -all fully compatible and customizable with the 5th Edition of the "world's greatest roleplaying game." The world of Or'Mya awaits its mighty champions. What kind of hero will you be?

Secret lineage, a ruthless vampire, and forbidden love. Willow Stevens dreams of stardom are eclipsed by the real nightmares of a sinister man haunting her dreams. Unbeknownst to her, Eli Walker, her hot but snobbish co-worker, may know the reason nightmares plague her, but their history shows he is more prone to reject her, than help her. Then Willow passes out at work only to wake in Eli's apartment. There she has her chance to learn more about her heritage. But, knowing why the vampire king stalks her doesn't make the nightmares disappear. If anything, they become more real as she now faces off against a slew of creatures she'd always believed were myth. That Eli is one of those creatures is just her luck. Secret witch guild or not, his natural ways are casting spells her heart can't escape. As a Protector his only focus should be her safety. Anything else is forbidden. He plans to stay in task, but some women break a man, or tempt him to break the rules. Can Eli keep Willow alive and safe from the vampires long enough for her to grow her own powers or will both cast aside rules for a reckless passion that will only lead to danger? AWAKENED is the first installment in The Oracle Chronicles series. This interracial, paranormal romance is a great mix of magic, adventure. **This book is part of a series and ends in a cliffhanger**

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.

The fourth installment in the exciting Shadow House series about five children who have been lured into Shadow House, all for different reasons.

Lusam grew up in the relative safety of the Elveen mountains with his grandmother. She taught him the basics of magic, and discovered quite by accident, that he possessed a unique skill never seen before, the ability to hide his magical aura from the mage-sight of others. Dark secrets surround Lusam's origins, and the dark agents of the Empire will stop at nothing to kill Lusam. But before Lusam could be taught all he needed to know about his past, his grandmother unexpectedly dies of a fever, and Lusam finds himself homeless on the unforgiving streets of Helveel. Unbeknownst to Lusam, the only thing keeping him alive is a promise he made to his grandmother, to always hide his aura, no matter what. Lusam meets and befriends a young thief fleeing her old city of Stelgad, before making a magical discovery that will change both their lives forever, and possibly the fate of the entire world.

She's illegitimate and unloved. Can this plucky princess champion the dragons? 3 books. 700+ pages of fire-breathing fun! Follow this tenacious young woman as she grows into a fierce, high-flying warrior. Seventeen-year-old Princess Alba's failed attempts at witchcraft disappointed her tyrant father. Fleeing him in disguise and entering an all-male academy, she accidentally bonds with a dragon accused of murder. And if she can't prove the beast's innocence before his execution, she will also die... Valiantly prevailing and fending off a brutal uprising, the royal daughter and her draconic mount traverse the world to retrieve priceless stolen dragon eggs. And when a mass plague implicates Alba, she wonders if her father's forced betrothal might have been a better fate. Will Alba demonstrate her virtue, or be dubbed a bringer of doom? Dragon Mage Academy is a thrilling Box Set containing books 1-3 from the action-packed fantasy series. If you like feisty heroines, colorful creatures, and plenty of twists and turns, then you'll love Cordelia Castel's engaging adventure. Buy Dragon Mage Academy to protect the skies today!

I'm Selena Pearce, and in the past few days I've been kidnapped by faeries, gifted with powerful magic, and forced by the gods to compete in a twisted game to the death. Growing up on the magical island of Avalon should be great... but I have no magic to speak of. And my parents forbid me from leaving. So when I sneak out to Earth for a night and meet a hottie named Julian with ice blue eyes that leave me breathless, of course I say yes to a date with him. But when Julian pulls me through a magical portal, I realize he isn't human. He's a half-blood faerie sent to bring me to his realm of the Otherworld. Because apparently, I'm

a half-blood faerie, too. And I've been chosen to compete in the annual Faerie Games--a brutal, gladiator-like competition where half-bloods fight to the death. Too bad I can't get my new magic under control. But with all eyes on me, I only have two options: Die in the Faerie Games, or win and earn my freedom. Now the other players--including Julian, who still captivates me even though I should hate him--better watch out. Because I'm determined to get home. And I'll fight anyone blocking my path to get there. Full of magic, mythology, adventure, and romance, The Faerie Games is the first book in an addicting young adult urban fantasy series by USA Today best-selling author Michelle Madow that will keep you reading late into the night!

"Thousands of representations of the gesture to say "NO," to shout "STOP," or to raise the banner "THEY SHALL NOT PASS" exist. They are known by women, men, and children, by workers, artists, and poets, by those who cry out and those who are silent, by those who weep, who mourn and those who make them. 'Uprisings' is a montage of these words, gestures, and actions, which defy submission to absolute power"--Page 8.

"The third book in the thrilling and epic Book of the Ancestor trilogy from international bestselling author Mark Lawrence. Powerful novice Nona Grey must fight to survive in "a fantastic world in which religion and politics are dark and sharp as swords, with magic and might held in the hands of wonderful and dangerous women." *Library Journal"--

A gripping, thrilling, uncanny tale about the frightful fate that befell a yachting party on the dreadful island of living dead men... ExcerptA drab gray sheet of cloud slipped stealthily from the moon's round face, like a shroud slipping from the face of one long dead, a coldly phos-

phorescent face from which the eyes had been plucked. Yellow radiance fell toward a calm, oily sea, seeking a narrow bank of fog lying low on the water, penetrating its somber mass like frozen yellow fingers. Vilma Bradley shuddered and shrank against Clifford Darrell's brawny form. "It's--it's ghastly, Cliff!" she said. "Ghastly?" Darrell leaned against the rail, laughing softly. "One cocktail too many--that's the answer. It's given you the jitters. Listen!" Faintly from the salon came strains of dance music and the rhythmic shuffle of feet. "A nifty yacht, a South Sea moon, a radio dance orchestra, dancers--and little Clifford! And you call it ghastly!" Almost savagely his arms tightened about her, and the bantering note left his voice. "I'm crazy about you, Vilma." She tried to laugh, but it was an unconvincing sound. "It's the moon, Cliff--I guess. I never saw it like that before. Something's going to happen--something dreadful. I just know it!" "Oh--be sensible, Vilma!" There was a hint of impatience in Cliff's deep voice. A gorgeous girl in his arms--dark-haired, dark-eyed, made for love--and she talked of dreadful things which were going to happen because the moon looked screwy. She released herself and glanced out over the sea. "I know I'm silly, but---" Her voice froze and her slender body stiffened. "Cliff--look!" Darrell spun around, and as he stared, he felt a dryness seeping into his throat, choking him.... Out of the winding-sheet of fog into the moonlight crept a strange, strange craft, her crumbling timbers blackened and rotted with incredible age. The corpse of a ship, she seemed, resurrected from the grave of the sea. Her prow thrust upward like a scimitar bent backward, hovering over the gaunt ruin of a cabin whose seaward sides were formed by port and starboard

bows. From a shallow pit amidships jutted the broken arm of a mast, its splintered tip pointing toward the blindly watching moon. The stern, thickly covered with the moldering encrustations of age, curved inward above the strange high poop, beneath which lay another cabin. And along either side of her worm-eaten freeboard ran a row of apertures like oblong portholes. Out of these projected great oars, long, unwieldy, as somberly black as the rest of the ancient hulk.

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.

"She is your daughter," Yenderen agreed, "but not your possession. The path she is to take in life is hers and hers alone." At ten years old, Kalindra Therin, throne-princess of Lundell, is tested to discover whether she has the potential to become a Dracomancer. When she's proven worth it, despite her father's protests, she chooses to travel with her mentor Yenderen to the Iclindir Dracomancy Academy to learn the arts of combat and spellcasting as well as to commune with her new dragon companion Rina. But after 5 years of training as a keeper of balance, is she still willing to obey her father, the King, and secure a political alliance with a nearby kingdom out of duty? What would become of her if she dares to take a stand for herself and her dragon? "The Dracomancer" series is a fast-paced, action-packed young adult epic fantasy adventure with swords, magic and dragons, unexpected twists and turns, and endearing characters.

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

From the moment she was banished by her father, the king, Princess Maia journeyed to seek sanctuary at Muirwood Abbey, the epicenter of magic and good in the land. Now safe for the first time since her cruel abandonment, Maia must foster uneasy friendships with other girls training to be Ciphers: women who learn to read and engrave tomes of ancient power, despite the laws forbidding them to do so. As Maia tries to judge whom to trust, she makes a shocking discovery:

her destiny is to open the Apse Veil and release trapped spirits from her world. Then she learns that her father is coming to Muirwood Abbey to celebrate the Whitsunday festival--and Maia's estranged husband, whom she was forced to abandon, will join him. Torn between deadly political machinations and unstoppable spiritual forces, Maia must channel unknown powers within herself to save her friends, the abbey, and the entire kingdom of Muirwood.

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. 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, some-

times dead is better.