

Balancer Advent Mage Cycle 4 Honor Raconteur

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So This Is Ever After Createspace Independent Publishing Platform

Subversive political writings by the acclaimed author of *Empire. From Adam's Apple to Newton's Apple* Farrar, Straus and Giroux "That boy thinks the world of you," Xiaolang murmured. "And..." he visibly hesitated, slanting a questioning look at me from the corner of his eye. "And...?" I encouraged him. Xiaolang rarely hesitates in his speech. When he wanted to say something, he said it. "He'll be very important in the future," Xiaolang murmured. "I'm not sure how to put this..." he paused, mouth rummaging for words. "Something will change very soon, Garth. Someone will be discovered who will change everything. When that happens, you need to trust Trev'nor like he trusts you. Much will be lost otherwise." I looked, really looked at Trev'nor. Trev'nor has always been special, a child prodigy in a life that had no child prodigies. My head was swimming with questions after Xiaolang's revelation. Who was the boy we were to rescue, and why was Trev'nor so important for that boy?

Jaunten Balancer

An instant New York Time bestseller! Carry On meets Arthurian legend in this subversive, "delightfully original and whimsical" (Kirkus Reviews) young adult fantasy about what happens after the chosen one wins the kingdom and has to get married to keep it...and to stay alive. Arek hadn't thought much about what would happen after he completed the prophecy that said he was destined to save the Kingdom of Ere from its evil ruler. So now that he's finally managed to (somewhat clumsily) behead the evil king (turns out magical swords yanked from bogs don't come pre-sharpened), he and his rag-tag group of quest companions are at a bit of a loss for what to do next. As a temporary safeguard, Arek's best friend and mage, Matt, convinces him to assume the throne until the true heir can be rescued from her tower. Except that she's dead. Now Arek is stuck as king, a role that comes with a magical catch: choose a spouse by your eighteenth birthday, or wither away into nothing. With his eighteenth birthday only three months away, and only Matt in on the secret, Arek embarks on a desperate bid to find a spouse to save his life—starting with his quest companions. But his attempts at wooing his friends go painfully and hilariously wrong...until he discovers that love might have been in front of him all along.

Magus Raconteur House LLC

"Just plain awesome" -- Brandon Sanderson Civil unrest cripples the citizens of Adro in the aftermath of the revolution that obliterated the monarchy. Now, Field Marshal Tamas and his lieutenants must confront the true cost of freedom in book one of the Powder Mage Trilogy. It's a bloody business overthrowing a king. . . Field Marshal Tamas' coup against his king sent corrupt aristocrats to the guillotine and brought bread to the starving. But it also provoked war with the Nine Nations, internal attacks by royalist fanatics, and the greedy to scramble for money and power by Tamas's supposed allies: the Church, workers unions, and mercenary forces. It's up to a few. . . Stretched to his limit, Tamas is relying heavily on his few remaining powder mages, including the embittered Taniel, a brilliant marksman who also happens to be his estranged son, and Adamat, a retired police inspector whose loyalty is being tested by blackmail. But when gods are involved. . . Now, as attacks batter them from within and without, the credulous are whispering about omens of death and destruction. Just old peasant legends about the gods waking to walk the earth. No modern educated man believes that sort of thing. But they should. . . Winner of the David Gemmell Morningstar Award for Best Debut Fantasy.

Social Movements Createspace Independent Publishing Platform

The fascinating story of Queen Elizabeth's secret outreach to the Muslim world, which set England on the path to empire, by The New York Times bestselling author of *A History of the World in Twelve Maps* We think of England as a great power whose empire once stretched from India to the Americas, but when Elizabeth Tudor was crowned Queen, it was just a tiny and rebellious Protestant island on the fringes of Europe, confronting the combined power of the papacy and of Catholic Spain. Broke and under siege, the young queen sought to build new alliances with the great powers of the Muslim world. She sent an emissary to the Shah of Iran, wooed the king of Morocco, and entered into an unprecedented alliance with the Ottoman Sultan Murad III, with whom she shared a lively correspondence. The Sultan

and the Queen tells the riveting and largely unknown story of the traders and adventurers who first went East to seek their fortunes—and reveals how Elizabeth's fruitful alignment with the Islamic world, financed by England's first joint stock companies, paved the way for its transformation into a global commercial empire.

The Adventure Zone: Here There Be Gerblins Independently Published Sinister sorcery. Gallows humor. A queer romance so glorious it could be right out of fae legend itself. Master of One is a fantasy unlike any other. Rags the thief has never met a pocket he couldn't pick, but when he's captured by a sorcerer with world-ending plans, he realizes even he is in over his head. Forced to use his finely honed skills to nab pieces of an ancient fae relic, Rags is stunned to discover that those "relics" just happen to be people: A distractingly handsome Fae prince, A too-honorable Queensguard deserter, A scrappy daughter of a disgraced noble family, A deceptively sweet-natured prince, A bona fide member of the Resistance, And him. Rags. They may all be captives in the sorcerer's terrible scheme, but that won't stop them from fighting back. And, sure, six unexpected allies against one wicked enemy doesn't make for generous odds, but lucky for him, Rag's not generous—he's smart. And he has a plan that just might get them out of this alive. With the heist and intrigue of *Six of Crows* and the dark fairy tale feel of *The Cruel Prince*, this young adult fantasy debut will have readers rooting for a pair of reluctant heroes as they take on a world-ending fae prophecy, a malicious royal plot, and, most dangerously of all, their feelings for each other.

First Year Independently Published

Mei's checklist for the next year is simple. On the surface, at least. Travel into the past to get the necessary instructions - check. Travel back into the present to defeat Odom, Zaffi, and Kovel Below - check. Actually defeat Odom, Zaffi, and Kovel Below - well...that's a work in progress. Mei Li and her team of experts have no time to catch their breath before the next wave of magical problems hit them. Saving the world will take stamina, patience, magic, and time. And a little help from dragons. And by a little, she means a lot. Mei Li is ready for the world-ending disasters to be over, please and thank you.

Tomes Apprentice CRC Press

It's like the start of a bad joke: a Master of Tomes, his apprentice, and ninety world-saving records get lost at sea. Mei Li really wishes the joke wasn't her life. For two years she's been stranded in a remote village with no knowledge of where her master is or what's going on in the world. What she does know is one: she refuses to be sacrificed to the "god" the villagers think live on the mountain, two: she fully plans on negotiating with said "god" (who, luckily for her, turns out to be a dragon more than happy to rescue her). Her relief over being rescued is short lived when she learns that her master is still lost, along with the tomes detailing how to reseal and fix all the upcoming problems for the next decade. And at least four world disasters are due to be prevented in the next two months. To make matters worse, the Tomes Masters are the only people in the world who carry the knowledge of how to reseal the pesky problems like five-thousand-year-old sleeping demons and disintegrating harbor walls. With her master gone, everyone is looking to Mei Li for answers she doesn't have, but still has to procure. Her options are to solve the disasters-with high potential for the world ending-or somehow find Master and the missing tomes. Right now, Mei Li wants to go back in time and punch her six-year-old self for being an idiot. Being able to read books all day is not worth the stress of dealing with ancient, evil things on a regular basis.

The Sovereign Era: Year One Createspace Independent Publishing Platform

Weather Mage Riicbeccaan has a plan. As plans go, this is a pretty good one. Officially, she needs to go into the Khobunter-Libendorf area to figure out what is messing with her weather patterns. Unofficially, since they are going that far north, it's the perfect opportunity to get dragons. Sure, traveling that direction is dangerous, but with Trev'nor and Nolan going along, there isn't much to worry about, as three full-trained mages can handle just about anything. But from the moment the three set foot in Khobunter, nothing goes according to plan. The whole world knows that Khobunter is a political mess, but there's another, darker layer underneath it all that no one speaks of. The three prodigy mages are ensnared by it before they can fully comprehend what's going on. Fighting against an entire country is not something that just three people can handle, even if they are mages. Becca, Nolan, and Trev'nor don't have much of a choice, though. There is an abhorrent evil right in front of their eyes and they only have one of two options: fight or flee. Unfortunately for Khobunter, no one has ever taught them how to run. Reserved for the Cat Raconteur House LLC

In 1910, in an alternate London, a penniless young dancer is visited by a cat who communicates with her mind to mind. Though she is certain she must be going mad, she is desperate enough to follow the cat's advice and impersonates a famous Russian ballerina. The cat, it turns out, is actually an Elemental Earth Spirit, and leads her to minor stardom. Meanwhile, the real Russian ballerina has fallen

victim to an evil troll who takes over her body and kills her patrons, drinking their life essences in order to strengthen his powers. And soon, the troll focuses his dark attentions on the young dancer...

Intuitive Eating, 2nd Edition Routledge

Three modus operandi to die. Four employees, six house guests, and not a single witness. Confusing clues and no helpful leads cloud the death of Countess Giada Barese, who washed up on shore two weeks after her mysterious disappearance. Henri and Jamie have no idea if her death is a homicide, suicide, or accidental death, for nothing adds up. There is something strange going on, though, Jamie's sure of that. The countess was found wearing mismatched slippers, her lover disappeared the next day, and everyone is acting shifty. Jamie feels like she's playing a game of Clue, one she's determined to win. Where's a candlestick when you need one?

Frieren: Beyond Journey's End, Vol. 1 Createspace Independent Publishing Platform

While Bannen had every intention of finding adventure, being yanked through a magical portal two continents away isn't quite what he imagined happening. For that matter, being magically bound to a mage-in-training hadn't ever crossed his mind. Being the first human familiar ever summoned in Corcoran? Not on his to-do list. Rena certainly needs all of the help that she can get, as her magic is very different, inhibiting her of the normal shields and protections. Everyone says her summoning a human familiar is a mistake, that she needs to break the bond and send Bannen back. But Bannen doesn't like this idea, not one iota. Renata Rocci has the magic of a Grim Reaper, the heart of a lion, and a body too frail to keep up with either. She can face assassins; meddlesome mages; politicians; and legendary, nightmarish monsters without flinching. Without losing and that's sexy as sin. This is definitely not the adventure he signed up for. It's far, far better.

Kabbalah, Magic, and the Great Work of Self-transformation Orbit

Shrinking pixel sizes along with improvements in image sensors, optics, and electronics have elevated DSCs to levels of performance that match, and have the potential to surpass, that of silver-halide film cameras. Image Sensors and Signal Processing for Digital Still Cameras captures the current state of DSC image acquisition and signal processing technology and takes an all-inclusive look at the field, from the history of DSCs to future possibilities. The first chapter outlines the evolution of DSCs, their basic structure, and their major application classes. The next few chapters discuss high-quality optics that meet the requirements of better image sensors, the basic functions and performance parameters of image sensors, and detailed discussions of both CCD and CMOS image sensors. The book then discusses how color theory affects the uses of DSCs, presents basic image processing and camera control algorithms and examples of advanced image processing algorithms, explores the architecture and required performance of signal processing engines, and explains how to evaluate image quality for each component described. The book closes with a look at future technologies and the challenges that must be overcome to realize them. With contributions from many active DSC experts, Image Sensors and Image Processing for Digital Still Cameras offers unparalleled real-world coverage and opens wide the door for future innovation.

Warlords Rising Createspace Independent Publishing Platform

There was a time when magic was welcome in the country of Chahir, but that was nearly two centuries ago. Now, all forms of magic are strictly forbidden. Anyone caught using magic, or possessing magical abilities, are immediately imprisoned and executed. For Garth, that policy is a problem. As Garth approaches his sixteenth birthday, he realizes that he definitely has magical abilities. What's worse, he has no control over them. In order to stay alive, he only has one choice—he must leave his homeland, Chahir, and flee into the neighboring country, Hain. The journey isn't an easy one; he still has to make it out of Chahir without alerting anyone as to his abilities. What Garth doesn't know is that getting to Hain, and the Academy for All Magic, is going to be the easy part. Garth goes into Hain for one reason only; he wants training for his out-of-control magical powers. So how does he become a member of an exclusive magical clan known as the Jaunten; adopted by a magically enhanced colt; best friends with a gifted Witch; and foster brother of a four year old Mage? Let's just say he has a gift for finding trouble.

Advent Titan Books

A graphic novel adapted from the popular role-playing game podcast follows the exploits of Taako the elf wizard, Merle the dwarf cleric, and Magnus the human warrior.

The Child Prince Simon and Schuster

"When the Night Foxes boldly break into the Fourth Precinct's Evidence Building, it causes quite the stir. The break-in is daring enough, but their method shreds the magical wards and protections on the building like confetti paper. As a Magical Examiner, Henri Davenforth is of course immediately called in. Quite to his astonishment, Captain Gregson has him work the case

like a detective. Even more astounding, he assigns Henri a partner. The Shinigami Detective. The woman is famous for killing the most destructive rogue witch of the century. Henri is just baffled. What is he supposed to do with a partner? Hopefully killing one witch makes Jamie Edwards enough of an expert on magic to be helpful, as the thieves aren't content to just break into one building. They in fact seem to have an agenda, as with each theft, they take magical objects. It's all mounting to a dangerously powerful magical construct capable of toppling the wards on any building. And no one has any idea what the thieves' true target is."--Back cover.

The Sergeants Major of the Army Createspace Independent Publishing Platform

Decades after their victory, the funeral of one her friends confronts Frieren with her own near immortality. Frieren sets out to fulfill the last wishes of her comrades and finds herself beginning a new adventure... -- VIZ Media

Master of Tomes HarperCollins

A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original. (Advanced)

MWS Media

"The assessment builds on the work of the Livestock, Environment and Development (LEAD) Initiative"--Pref.

Deepwoods New Riders

How do you catch an elusive thief? There is nothing more delightful than a bookfair with his lady love. At least, until Henri learns that a grimoire belonging to the dangerous Reaper's Set has been stolen without its protective box. When Henri and Jamie go looking for answers, they are horrified to discover more than one volume has been stolen without its protective box. Jamie has never seen Henri so livid or frightened. The spells in the grimoires, unchecked, are powerful enough to make a building melt. Literally. Melt. They need to find them quickly, for the war-era grimoires could tear the city apart--and have already gotten a head start. With the thief nowhere to be found and still stealing grimoires, Jamie, Henri, and Seaton are more than ready to catch him. Please. And thank you.