

# Mass Effect Revelation 1 Drew Karpyshyn

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Mass Effect: Deception Dark Horse Comics

Considered by many to be 'the last important product of the Apocalyptic movement', The Apocalypse of Abraham is an apocryphon, a work that belongs to a body of prophetic Abrahamic literature flourishing about the time of Christ. The text details the Destruction of the Temple and thus was written after 70 AD. It is considered part of the Apocalyptic literature but not regarded as authoritative scripture.

**Dynasty of Evil: Star Wars Legends (Darth Bane)**  
Wizards of the Coast

The final book of the Bible, Revelation prophesies the ultimate judgement of mankind in a series of allegorical visions, grisly images and numerological predictions. According to these, empires will fall, the "Beast" will be destroyed and Christ will rule a new Jerusalem. With an introduction by Will Self.

**Retribution** Dark Horse Books

The Demon Cycle meets The Wheel of Time in this action-packed adventure! From New York Times bestselling author and acclaimed videogame writer Drew Karpyshyn comes the third and final novel in an original epic fantasy trilogy for fans of Terry Goodkind, Peter V. Brett, and Brandon Sanderson. Four unlikely champions, each touched with Chaos magic at birth, are all that can stop the return of Daemron the Slayer, a hero who became a god—and then a demon. Exiled by the Old Gods, Daemron has long plotted his vengeful return. Now that moment is at hand, as the barrier imprisoning him—the Legacy—crumbles. Armed with mighty Talismans, the four champions—Keegan, a wizard beset with self-doubt; Cassandra, a seer terrified by her own future; Scythe, a peerless warrior whose only weak spot is a broken heart; and Vaaler, a prince without a kingdom—seek the Keystone, a fabled place where, or so it is said, the Legacy can be restored. But the plots of the Slayer are cunning and deep, and even the most noble heart can be twisted by the tainted magic of Chaos—as Keegan, Cassandra, Scythe, and Vaaler will soon discover. Praise for Chaos Unleashed “A rich fantasy tale dripping with dark elements of horror and driven by . . . characters that will have you flipping pages deep into the night to see what happens next.” —Roqoo Depot Praise for Drew Karpyshyn’s Chaos Born series “Karpyshyn’s doom-laden spin on myth and magic invigorates ancient archetypes . . . as if Michael Moorcock’s decadence were

filtered through J.R.R. Tolkien’s heroism.” —Publishers Weekly, on The Scorched Earth “Thoroughly entertaining . . . an engrossing story that’s easy to dive into and hard to leave.” —Roqoo Depot, on Children of Fire [Rule of Two: Star Wars Legends \(Darth Bane\)](#) Dark Horse Comics New York Times bestselling author Jennifer Chiaverini returns with a delightful Christmas-themed installment in her beloved Elm Creek Quilts series—a captivating, heartwarming tale sure to become a holiday favorite. Just weeks before Christmas, severe wintry weather damages the church hall hosting the Christmas Boutique—an annual sale of handcrafted gifts and baked goods that supports the county food pantry. Determined to save the fundraiser, Sylvia Bergstrom Compson offers to hold the event at Elm Creek Manor, her ancestral family estate and summertime home to Elm Creek Quilt Camp. In the spirit of the season, Sylvia and the Elm Creek Quilters begin setting up market booths in the ballroom and decking the halls with beautiful hand-made holiday quilts. Each of the quilters chooses a favorite quilt to display, a special creation evoking memories of holidays past and dreams of Christmases yet to come. Sarah, a first-time mother expecting twins, worries if she can handle raising two babies, especially with her husband so often away on business. Cheerful, white-haired Agnes reflects upon a beautiful appliqué quilt she made as a young bride and the mysterious, long-lost antique quilt that inspired it. Empty nesters and occasional rivals Gwen and Diane contemplate family heirlooms and unfinished projects as they look forward to having their children home again for the holidays. But while the Elm Creek Quilters work tirelessly to make sure the Christmas Boutique happens, it may take a holiday miracle or two to make it the smashing success they want it to be. Praised for her ability to craft “a wonderful holiday mix of family legacy, reconciliation and shared experiences” (Tucson Citizen), Jennifer Chiaverini once again rings in the festive season with this eagerly awaited addition in her beloved series.

[Mass Effect](#) Del Rey

An original novel written by Hugo Award-winning author N. K. Jemisin and Mass Effect creative director Mac Walters Lieutenant Cora Harper joined the Systems Alliance to develop and enhance her powerful biotic talents. She was assigned to the asari commando unit Talein’s Daughters, where she honed her abilities to become a skilled and deadly huntress. Returning to Earth, Cora finds herself a stranger among other humans, and joins the Andromeda Initiative as Alec Ryder’s second-in-command. The mission will send 100,000 colonists on a one-way, 600-year-long journey into the unknown. When essential—and dangerous—tech is stolen, Cora is assigned to recover it before it can be used against the Initiative, and end the mission before it can begin.

**Baldur's Gate II** Dark Horse Comics

Set a thousand years before the events of Star Wars: A New Hope, Drew Karpyshyn’s electrifying Darth Bane novels take us deep into the dark side. This action-packed series follows the transformation of a lost young man who becomes a legendary Sith Lord, able to wield the awesome power of the Force as never before. Packed with nonstop thrills, the entire Darth Bane trilogy is now available as an eBook bundle featuring **PATH OF DESTRUCTION** **RULE OF TWO** **DYNASTY OF EVIL** After a high-stakes card game ends violently, Dessel, a lowly miner, vanishes into the ranks of the Sith army and ships out to join the

war against the Republic and its Jedi champions. There, Dessel's brutality, cunning, and exceptional command of the Force swiftly win him renown as a warrior. But in the eyes of his watchful masters, a far greater destiny awaits him . . . if he can prove himself worthy. As an acolyte in the Sith Academy, studying at the feet of its greatest masters, Dessel embraces his new identity: Bane. However, in order to gain full acceptance into this chilling Brotherhood, he must surrender completely to the dark side. Only by defying the most sacred traditions of the Sith can Bane hope to triumph—and forge from the ashes a new era of absolute power.

#### Temple Hill Del Rey

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With *fastai*, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of *fastai*, show you how to train a model on a wide range of tasks using *fastai* and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes.

Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

#### The Art of the Mass Effect Trilogy: Expanded Edition Dark Horse Comics

Among the dark streets of the city move thieves and cutthroats. And they don't like independent operators like Lhasha Moonsliver. But when she hires the town drunk as a bodyguard, she gets more than she bargained for. Together they'll have to battle the thieves' guild, the Cult of the Dragon, and other, darker foes. And a fallen man will have to remember the proud warrior he once was.

#### Children of Fire Random House LLC

Written by the lead writer of the games, *Mass Effect 2* and *Mass Effect 3*, Mac Walters, *Mass Effect: Foundation* features the franchise's most beloved characters in their most exciting, never-before-seen adventures, set during the events of BioWare's ultra hit science fiction trilogy! Follow Miranda Lawson and Jacob Taylor as they chase Commander Shepard to the lawless and dangerous Terminus Systems, where no training can prepare them for what they'll find! Then, join the beautiful and cunning Agent Rasa as she hunts the lethal biotic powerhouse, Jack, and crosses paths with the deadly master assassin, Thane Krios!

#### The Art of The Mass Effect Universe Del Rey

In a fictional prequel to the award-winning video game, it is the year 2183, and a mysterious race of machines returns to the galaxy with the intent of harvesting all organic life. Original. (Tie-in to *Mass Effect*, the new RPG video game from BioWare) (Science Fiction)

#### Chaos Unleashed Dark Horse Comics

Drew Karpysyn has made his mark with imaginative, action-packed work on several acclaimed videogames, including *Mass Effect* and *Star Wars: Knights of the Old Republic*, as well as in a succession of New York Times bestselling tie-in novels. Now Karpysyn introduces a brilliantly innovative epic fantasy of perilous quests, tormented heroes, and darkest sorcery—a thrilling adventure that vaults him into the company of such authors as Terry Goodkind, Brandon Sanderson, and Peter V. Brett. Long ago the gods chose a great hero to act as their agent in the mortal world and to stand against the demonic spawn of Chaos. The gods gifted their champion, Daemron, with three magical Talismans: a sword, a ring, and a crown. But the awesome power at his

command corrupted Daemron, turning him from savior to destroyer. Filled with pride, he dared to challenge the gods themselves. Siding with the Chaos spawn, Daemron waged a titanic battle against the Immortals. In the end, Daemron was defeated, the Talismans were lost, and Chaos was sealed off behind the Legacy—a magical barrier the gods sacrificed themselves to create. Now the Legacy is fading. On the other side, the banished Daemron stirs. And across the scattered corners of the land, four children are born of suffering and strife, each touched by one aspect of Daemron himself—wizard, warrior, prophet, king. Bound by a connection deeper than blood, the Children of Fire will either restore the Legacy or bring it crashing down, freeing Daemron to wreak his vengeance upon the mortal world. BONUS:

This edition includes an excerpt from Drew Karpysyn's *The Scorched Earth*. Praise for *Children of Fire* “ This intricately layered adventure

breathes realism and overshadowing menace into ancient mythic archetypes, exposing the pain and wonder inherent in magic and the mingled hope and cynicism of modern fantasy. ” —Publishers Weekly (starred review) “ A rousing quest fantasy . . . a fast-paced action-

packed good and evil thriller. ” —SF Revu “ From the first page of *Children of Fire*, Karpysyn captures the reader's attention with his excellent, intricate storyline. ” —RT Book Reviews “ *Children of Fire*

stands on its own as a thoroughly entertaining tale. The book strikes a perfect balance between character driven storytelling and rich world building. ” —Roqoo Depot “ [Karpysyn] is truly a master of world building. . . . I would recommend this title to any fan of the genre. ” —Among the Wreckage “ Compulsively readable, wildly entertaining. ” —A Girl, A Boy and A Blog “ *Children of Fire* is engrossing, and full of characters that are modern. . . . I thoroughly

enjoyed *Children of Fire* and look forward for the next two books. ” —FANGirl Blog “ Drew Karpysyn weaves a rich, contrasting

tapestry of epic story and doom. Gripping and compelling from first page to last, *Children of Fire* is a dark-chocolate fantasy; delightfully biting and delectable at once. Four ill-fated children born under a sign of chaos and flame carried me on a journey into an intriguing world of shadowy wonder. It is a spellbinding epic told with masterful craft. Well done, Drew! ” —Tracy Hickman, New York Times bestselling co-author of the *Dragonlance* and *Death Gate* series

#### Mass Effect: Annihilation Random House Worlds

An all-new adventure inspired by the award-winning videogame from BioWare! The universe is under siege. Every fifty thousand years, a race of sentient machines invades our galaxy to harvest all organic life-forms. They are the Reapers. Two people who know the truth are desperately searching for a way to stop the cycle: Navy admiral David Anderson and his partner, Kahlee Sanders. They have uncovered grisly evidence proving that the Reaper threat is real. But in so doing they have exposed the machinations of Cerberus, a secretive paramilitary organization, and its mysterious leader, the Illusive Man—putting David and Kahlee in mortal danger, for Cerberus will stop at nothing to protect its secrets. But along the way, they find an unlikely ally in Gillian Grayson, a young woman with extraordinary powers. Once the subject of horrifying scientific experiments, Gillian is now free—and beginning to master her deadly abilities. But after learning that Cerberus was responsible for the death of her father, Gillian swears vengeance against the group and the Illusive Man—threatening to unravel everything Kahlee and David are fighting for.

#### The Apocalypse of Abraham Titan Books (US, CA)

An official tie-in to the hit video game *Mass Effect: Andromeda*, written by award-winning and New York Times bestselling author Catherynne M. Valente An official tie-in to the hit video game *Mass Effect: Andromeda* by James Tiptree Jr. and Locus Award-winner Catherynne M. Valente. The Quarian ark Keelah Si'yah sails toward the Andromeda galaxy, carrying 20,000 colonists from sundry races including the drell, the elcor, and the batarians. Thirty years from their destination, a routine check reveals drell lying dead in their pods, and a deadly pathogen on board. Soon, the disease is jumping species, and it quickly becomes clear that this is no accident. It's murder, and the perpetrator is still on board. The ship's systems rapidly degrade, and panic spreads

among the colonists, for the virus yields a terrible swelling of the brain that causes madness, hallucinations, and dreadful violence. If the ship's crew can't restore their technology and find a cure, the Keelah Si'yah will never make it to the Nexus. Copyright © 2017-2018 Electronic Arts Inc. EA, the EA logo, Mass Effect, Mass Effect: Andromeda, BioWare and the BioWare logo are trademarks of Electronic Arts Inc. All Rights Reserved.

Darth Bane: Star Wars Legends 3-Book Bundle Random House Worlds

Humanity has reached the stars, joining the vast galactic community of alien species. But beyond the fringes of explored space lurk the Reapers, a race of sentient starships bent on "harvesting" the galaxy's organic species for their own dark purpose. The Illusive Man, leader of the pro-human black ops group Cerberus, is one of the few who know the truth about the Reapers. To ensure humanity's survival, he launches a desperate plan to uncover the enemy's strengths—and weaknesses—by studying someone implanted with modified Reaper technology. He knows the perfect subject for his horrific experiments: former Cerberus operative Paul Grayson, who wrested his daughter from the cabal's control with the help of Ascension project director Kahlee Sanders. But when Kahlee learns that Grayson is missing, she turns to the only person she can trust: Alliance war hero Captain David Anderson. Together they set out to find the secret Cerberus facility where Grayson is being held. But they aren't the only ones after him. And time is running out. As the experiments continue, the sinister Reaper technology twists Grayson's mind. The insidious whispers grow ever stronger in his head, threatening to take over his very identity and unleash the Reapers on an unsuspecting galaxy. This novel is based on a Mature-rated video game.

Rule of Two: Star Wars Legends (Darth Bane) "O'Reilly Media, Inc." Expanded with never before seen works of art, this new edition delves deeper than ever into the sci-fi saga that changed video games forever. Contains extensive new material from the DLCs for all three games—including the award-winning "Lair of the Shadow Broker" from Mass Effect 2 and the fan-favorite "Citadel" from Mass Effect 3. Experience the evolution of the aliens, planets, ships, and technology that define this iconic science fiction universe, as the developers who brought BioWare's masterpiece to life take you from the earliest design sketches through to the meticulous final renders. Brimming with concept art and commentary, this expanded edition is the ultimate companion to one of the greatest series in the history of gaming!

Merlin's Mirror St. Martin's Press

Volume 1: story, Mac Walters, Patrick Weekes, John Dombrow, Sylvia Feketekuty; script, John Jackson Miller, Jeremy Barlow, Mac Walters; art, Omar Francia, Eduardo Francisco, Chris Staggs with Marc Deering, Garry Brown, Jean Diaz; colors, Michael Atiyeh; lettering, Michael Heisler.

Mass Effect: Initiation Random House Worlds

RevelationBallantine Books

Path of Destruction: Star Wars Legends (Darth Bane) Dark Horse Books The Mass Effect trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the Mass Effect saga with The Art of the Mass Effect Universe! Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including Mass Effect 3) The Art of the Mass Effect Universe is the most complete companion available to gaming's most compelling series!

Révélation Lulu.com

Les sociétés les plus avancées de la galaxie dépendent toutes de la technologie des Prothéens, une espèce disparue il y a environ cinquante mille ans. Après la découverte d'équipements prothéens sur Mars en 2148, l'humanité, la plus jeune des espèces interstellaires, se lance aux quatre coins de l'Univers et lutte pour se faire une place au sein de la communauté galactique. Aux confins de l'espace colonisé, le contre-amiral et héros de guerre de l'Alliance, David Anderson, explore les décombres d'une base de recherche militaire top-secrète. Les ruines sont jonchées de cadavres. Qui a attaqué la base et pourquoi ? Kahlee Sanders, la jeune

scientifique mystérieusement disparue quelques heures avant le massacre de ses collègues, est le principal suspect. Mais sa traque suscite plus d'interrogations que de réponses. Anderson, associé à un agent extraterrestre à qui il ne peut se fier, et poursuivi par un implacable assassin, lutte contre l'impossible sur des mondes inconnus et découvre une sinistre conspiration. De celles qui peuvent vous coûter la vie...

Deep Learning for Coders with fastai and PyTorch Random House Worlds

A "New York Times"-bestselling author delivers a thrilling adventure inspired by the award-winning video game from BioWare. Original.