

Shadow Lost The Shadow Accords Book 4

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Shadow Walker Shadow Lost

The A'ras of Nyaesh have a terrifying reputation: skilled swordsmen, owners of powerful magic, and ruthless killers. When they kill her parents, Carth discovers her parents had trained her for magic she never knew she possessed. She must use the skills they taught to stay alive, discover a way to find answers, and avenge them if she can. Only the discovery of a greater threat than the A'ras forces her to risk herself for new friends and a home she never wanted.

The Shadow Hour Createspace Independent Publishing Platform

In the aftermath of a supernatural catastrophe, Grace Mercer, who is armed with unrivaled wraith-killing ability, works with Leif Asgard, Seattle's most powerful dragon shifter clan leader, to save what remains of the city.

Hidden in time Createspace Independent Publishing Platform

The epic conclusion to USA Today bestseller David DalGLISH's Seraphim Series. What started as a small rebellion has grown to all-out war, with the four minor islands uniting under the call for independence. But Kael Skyborn no longer trusts the mysterious leader of their rebellion, nor his disciples. Neither side seems willing to reveal the truth of the elemental prisms the Seraphim wield in battle, or the blood that keeps the islands from crashing down to the ocean below. Bree Skyborn is the Phoenix of

Weshern and the face of the rebellion. But when Kael is captured and brought to Center for execution, Bree no longer cares about the war or the call for independence. All that matters is rescuing her brother and putting a stop to the violence for once and for all. Both sides hold secrets that could be their undoing.

Ragnarok Macmillan

Shadow LostCreatespace Independent Publishing Platform

Shadow's Rise Createspace Independent Publishing Platform

"One of the finest novels of virtual reality yet written" (SF Site) The Accord, a virtual utopia where the soul lives on after death and your perceptions are bound only by your imagination. This is the setting for a tale of love, murder and revenge that crosses the boundaries between the real world and this virtual reality. When Noah and Priscilla escape into the Accord to flee Priscilla's murderous husband, he plots to destroy the whole Accord and them with it. How can they hope to escape their stalker when he can become anything or anyone he desires and where does the pursuit of revenge stop for immortals in an eternal world? "The emotion-driven love triangle neatly complements the tech- and philosophy-heavy nature of the Accord, making this rumination on posthumous, posthuman love a rare treat." Publishers Weekly 5* review "Brooke's fifth science-fiction novel is an intelligent examination of the technological possibilities of VR and a brilliant dissection of how individuals and society will change when freed from material bounds. The Accord is not only Brooke's best novel to date, but one of the finest to broach the subject of virtual reality." The Guardian "A truly major sf work that should be considered for all eligible awards." SFF World "Keith Brooke's take on posthumanism is one of the best approaches of the subject I've ever seen." SF Signal "As well as being a masterful story, The Accord is a feat of daring and accomplished composition... Romantic, edgy, moving, tight and fast, The Accord is Keith Brooke on incandescent form and in an angry, swearsy mood. The Accord offers a sense of obscene wonder the likes of which this reviewer might not have felt since Geoff Ryman's The Child Garden. This is Keith Brooke at his absolute best." Interzone "One of my favourite headfuck metaphysical sci-fi novels." James Everington, author of Falling Over Shadow Born John Lonewolf

An all-new official prequel novel to Shadowlands, the next expansion for Blizzard Entertainment's legendary online game World of Warcraft "The Horde is nothing!" With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas's whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor'themar Theron, Baine Bloodhoof, First Arcanist Thalysstra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.

How Imperial History Shapes Our World Zebra Books

Carth has forged the accords, but she fears the tenuous peace, and travels throughout the north expecting the Hjan will violate it, all while knowing it is nothing more than an excuse to avoid another task she should complete.

When she finds evidence of attacks along coastal villages, Carth wonders if peace has already failed, though not because of the Hjan. Discovering the reason for the attacks leads her to an old master who finally coaxes her to search for answers from her past. If she fails, so will the peace accords between Ih and Lashan.

The Shadow's Fury 3 ECW Press

*** Promotion - returns to \$4.99 on 7/28 *** "...will appeal not only to The Wheel of Time readers, but to anybody looking for a coming-of-age fantasy tale with likeable characters and strong worldbuilding." - Fantasy Faction It has been twenty years since the end of the war. The dictatorial Augurs - once thought of almost as gods - were overthrown and wiped out during the conflict, their much-feared powers mysteriously failing them. Those who had ruled under them, men and women with a lesser ability known as the Gift, avoided the Augurs' fate only by submitting themselves to the rebellion's Four Tenets. A representation of these laws is now written into the flesh of any who use the Gift, forcing those so marked into absolute obedience. As a student of the Gifted, Davian suffers the consequences of a war fought — and lost — before he was born. Despised by most beyond the school walls, he and those around him are all but prisoners as they attempt to learn control of the Gift. Worse, as Davian struggles with his lessons, he knows that there is further to fall if he cannot pass his final tests. But when Davian discovers he has the ability to wield the forbidden power of the Augurs, he sets into motion a chain of events that will change everything. To the north, an ancient enemy long thought defeated begins to stir. And to the west, a young man whose fate is intertwined with Davian's wakes up in the forest, covered in blood and with no memory of who he is...

Star Trek: Cast No Shadow Ballantine Books

"A fictional guide to the Shadowhunter's universe"--

Hearts of Shadow Orbit

Annotation This book captures the human face of the frontlines, revealing both the visible and the hidden realities of contemporary war, power, and international profiteering in the 21st century.

Journey of Fire and Night North Star Editions, Inc.

Seeking to reclaim humanity's early secrets, the Umbra Arca Society was forged. Equipped with only a compass, a journal, and devotion to truth, these adventurers braved cursed landscapes. The Shadow Atlas collects their adventures.

Shadow Cursed Lulu.com

For Raim, the threat of battle means he must master the powers he and his spirit-companion Draikh possess, seek out the maker of the oath that

caused his exile, and rescue Wadi, the girl he loves, from his former best friend Khareh, the tyrannical Khan who's holding her prisoner.

Nightbird, Lady of Shadows Margaret K. McElderry Books

A masterful, thought-provoking, and wide-ranging study of how the vestiges of the imperial era shape society today. In this groundbreaking narrative, The Shadows of Empire explains (in the vein of The Silk Roads and Prisoners of Geography) how the world's imperial legacies still shape our lives—as well as the thorniest issues we face today. For the first time in millennia we live without formal empires. But that doesn't mean we don't feel their presence rumbling through history. From Russia's incursions in the Ukraine to Brexit; from Trump's America-First policy to China's forays into Africa; from Modi's India to the hotbed of the Middle East, Samir Puri provides a bold new framework for understanding the world's complex rivalries and politics. Organized by region, and covering vital topics such as security, foreign policy, national politics and commerce, The Shadows of Empire combines gripping history and astute analysis to explain why the history of empire affects us all in profound ways; it is also a plea for greater awareness, both as individuals and as nations, of how our varied imperial pasts have contributed to why we see the world in such different ways.

Lights and Shadows of Scottish Life Penguin

The eighth action-packed Victorian military adventure featuring hero Jack Lark: soldier, leader, imposter. Expect hard fighting, dangerous bandoleros and double-crossing aplenty as Jack arrives in Mexico. A must-read military adventure for fans of Bernard Cornwell and Simon Scarrow. Dusty deserts, showdowns under the blistering sun, bloodthirsty bandoleros, rough whisky and rougher men. Bullets fly, emotions run high and treachery abounds in The Lost Outlaw. This is classic Jack Lark in a classic western...an exceptionally entertaining historical action adventure' Louisiana, 1863. Jack Lark is on the long and lonely road to nowhere, the battlefield behind him. But soon his soldier skill lands him a job, and a new purpose - defending a valuable wagon train of cotton as it journeys down through Texas to Mexico. Working for another man, let alone the volatile Brannigan, isn't going to be easy. And with the Deep South's most infamous outlaws hot on their trail, Jack knows he is living on borrowed time. As they cross the border, Jack quickly discovers that the usual rules of war don't apply. He will have to fight to survive, and this time the battle might prove one he could lose. Praise for the Jack Lark series: 'Brilliant' Bernard Cornwell 'Enthralling' The Times 'You feel and experience all the emotions and the blood, sweat and tears that Jack does... I devoured it in one sitting' Parmenion Books

Shadow Cross Author House

Follow Joe deeper into a world where mythology and reality blend

together, as the Shadow sails on the waters of another world. During a very important mission in a world made of pure horror, something happens that sets cataclysmic events in motion, as Joe becomes the enemy of a very powerful being. Nordic and Christian mythology become a very real part of his life, as he must make choices for humanity itself, even as most will never know he ever existed.

Shadows of War John Lonewolf

"With the firebird awakened, the war has become even more dangerous for Echo and her friends. There is a darkness spreading too and staying in hiding might not be enough to keep them alive"--

Legends II: Shadows, Gods, and Demons BRILL

Carthenne Rel survived the Hjan attack on the A'ras and has left the north, the only place she ever really known. Now she travels to better understand what it means that she's shadow born. Stranded by storms in a dangerous port city, she's captured while helping rescue a young girl from slavers. Discovering her mysterious captor's agenda forces her to play his games in order to escape, only to realize she hasn't finished with the Hjan. The lessons her captor has taught just might be the key to defeating them for good while protecting all of the north.

Navigating the Shadow World Atom

When Carthenne Rel first came to Nyaesh, she feared the A'ras. Now she trains with them, struggling to use the magic they teach, and cut off from the shadow blessing within her. Isolated for her differences, she has only a few friends among the other students. When the strange and powerful Master Invar offers to teach her to access the powers warring within her, Carth is isolated even more. As the deadly Reshian attack the city, Carth discovers a secret, one linked to the shadows she must suppress, and the combination of her magic is key to the A'ras survival. She needs to master her abilities as an even more dangerous threat appears, one that changes everything she's become, and challenges everything she knows about her past.

The Thousand Names Univ of California Press

A warrior who cannot die. A water seeker who wants only to save her people. An endless war that hides a threat greater than either have faced before. Jasn, a warrior known as the Wrecker of Rens, seeks vengeance for the loss of his beloved to the deadly draasin during the Endless War, wanting nothing more than to sacrifice himself in the process. When an old friend offers a dangerous chance for him to finally succeed, the key to understanding what he finds requires him to abandon all that he believes. Ciara, a water seeker of Rens living on the edge of the arid waste, longs for the strength to help her people. When the great storms don't come to save her people, she will risk everything for her village on a deadly plan that could finally bring them to safety. As the Endless War continues, both have

a part to play in stopping it, but Jasn must discover forgiveness and Ciara must find her inner strength if they are to succeed. If they cannot, a threat greater than either nation will be unleashed.

The Shadow Of What Was Lost Createspace Independent
Publishing Platform

After surviving the blood priests, Carth heads south with a renewed focus, determined to learn more about the Hjan before they gain too much strength and violate the accords. They reach Asador as one of her crew suffers from a mysterious illness. Finding answers leads her deeper into an underworld she knew existed but had not expected to find so easily. Now she needs to help not only her friend but the many others within Asador who have been used. Carth discovers there are unexpected ways to counter her magic, and she must first save herself before she can help anyone else.