

# Read Online The Nameless Dwarf Dp Prior Read Pdf Free

**The Nameless Dwarf** Skull of the Lich Lord Curse of the Black Axe Dead Dwarves Don't Die Annals of the Nameless Dwarf (Books 1-6) **Land of Nightmare Ravine of Blood and Shadow** *Mountain of Madness* Legends of the Nameless Dwarf *The Strange Case of Dr Jekyll and Mr Hyde* **Strange Case of Dr. Jekyll and Mr. Hyde** **Shadow Prowler** **A Crucible of Souls** Austerlitz **Sword of the Archon** Genesis The Good Earth **Bane of the Liche Lord** The Codex of Her Scars **Carnifex** **Watchers Test** Spinifex and Sand The Starseed Universe *The Cycle of Arawn: The Complete Trilogy* **The Ant-Man of Malfen** The Sand Sea **Hælend's Ballad** Last of the Exalted *Masterworks* **Lion and Dragon in Northern China** **Signs and Symbols** **Archmagister** **The Three Mulla-Mulgars (the Three Royal Monkeys)**

Navaho Legends **Space Vehicle Design** *Return of the Dwarf Lords* The Troll  
Inside You **Husk** **Quantitative Corporate Finance** **Dionysius Longinus on the**  
**Sublime:**

There is one prophecy, born of blood, fire, and stardust. And three sisters destined to fulfill it. But first, each must learn that the others exist. And that they're witches. Upon first meeting, it's not all sunshine and rainbows. Only the threat of otherworldly beings arriving on Earth unites them. That and their strange, uncommonly loud, persistent, estrogen-filled family. When one sister suffers an attack on those she loves, the others come together to help. And find that the danger is closer, and stronger, than they ever could have imagined. Perfect for fans of the Charmed sisterhood and A Discovery of Witches. KEYWORDS: Witchy fiction, witch mysteries, witch urban fantasy, paranormal fiction, paranormal fantasy series, paranormal mystery, supernatural suspense, coming of age fiction, prophecy, witchy sisterhood, occult fiction, magic, action and adventure fantasy, spirits, mild romance, occult fiction, demons, contemporary fantasy, urban fantasy, friendship, magic, spells, intrigue, Celtic legends and folklore, witchcraft, Wiccan fiction, grimoires and spell books, complete urban fantasy series. Mitchell Hogan, an imaginative new talent, makes his debut with the acclaimed first installment in

the epic Sorcery Ascendant Sequence, A Crucible of Souls, a mesmerizing tale of high fantasy that combines magic, malevolence, and mystery. When young Caldan's parents are brutally slain, the boy is raised by monks who initiate him into the arcane mysteries of sorcery. Growing up plagued by questions about his past, Caldan vows to discover who his parents were, and why they were violently killed. The search will take him beyond the walls of the monastery, into the unfamiliar and dangerous chaos of city life. With nothing to his name but a pair of mysterious heirlooms and a handful of coins, he must prove his talent to become apprenticed to a guild of sorcerers. But the world outside the monastery is a darker place than he ever imagined, and his treasured sorcery has disturbing depths he does not fully understand. As a shadowed evil manipulates the unwary and forbidden powers are unleashed, Caldan is plunged into an age-old conflict that will bring the world to the edge of destruction. Soon, he must choose a side, and face the true cost of uncovering his past. This is the author's definitive edition. Pt. 2, p.35-36; Near Mount Quinn, brush fences set up to trap wallabies, native grave described; p.47-53; Water holes at Mount Luck, native camps; Pt. 5; Notes on previous explorers in the interior; employment of natives by expeditions; Native taken prisoner to act as guide to find water (Victoria Desert); Empress Spring - native camps, native cairns, 8 words listed with meanings; native well near Browne Range; Camp - implements

- bark coolamons, wells, wind-breaks, camp lay-out, grindstones, yam sticks, plant foods; kurdaitcha shoes found; physical appearance of natives; method of cooking kangaroo rats, lizards; pearl shell pubic covering traded from coast 500 miles distant, firesticks carried, sporrans or tassels made of various materials; Chap. 11; Natives encountered at Wilsons Cliffs, searching for water, manufacture of chewing ball - native tobacco; Helena Spring, 7 native words with meanings; Chap. 13; Shelter described, native with scarifications and painted body; native wells; spears, wommeras, shields and short throwing sticks carried by natives (near Southesk Tablelands); native village near Mount Ernest, wurlies, pronounced Jewish features of Aborigines, hair style; Chap. 17; Creek Aborigines treatment of prisoners - chains used; description of corroboree (Emu), body decoration; Appendix to pt. 5; Diagrams and description of weapons; Spears Kimberley and Desert - method of throwing; wommera; tomahawks - Desert; boomerangs; clubs and throwing sticks; shields, quartz knife, ceremonial sticks; rain-making boards, message sticks; brief notes on marriage laws (with tables); p.372; Method of catching ducks; p.374; 12 words with meanings from Sturt Creek area; p.380-411; Encounters with natives west of Mount Webb - wells, notes on trading. **EVEN THE BROKEN WILL FIGHT!** Centuries ago, the Isle of Branikdūr was mysteriously abandoned by the ruling Hèlum Empire. Ever since, rival clans have battled for supremacy at the bidding of

their sacred sorcerers. During the once-a-year armistice for the Festival of Proving, the gifted warrior Snaith Harrow aims to leave his mark in the fight circles before marrying his childhood sweetheart, Tey Moonshine. But following a freak accident, he discovers a terrible secret about the girl he loves. Under the influence of a demon that hides within her marrow, Tey cuts symbols into her skin, believing this will make her the greatest sorcerer the isle has ever known. As Snaith is thrust headlong into a world of misdirection and control, Tey must master the darkness that possesses her, if she is to stand together with him against the coming storm. For the ripples of forbidden magic have roused the sleeping might of the Hèlum Empire. War is coming. A war the clans can never win. And the fate of Branikdür lies in the hands of a deranged girl who grows more deadly by the day. Dante Galand is young. Penniless. Alone. But devoted to learning the dark magic of his world. His quest will take him from the city gutters to a foreign land of sorcerers. To a war for independence. And finally, to another war—this time, for his people's very survival. A USA Today bestselling series, THE CYCLE OF ARAWN is a complete trilogy of 1600 pages—more than half a million words of strife, civil war, friendships made and broken, and one man's obsession to become the greatest sorcerer since the days of the gods. After centuries of calm, the Nameless One is stirring. An army is gathering: giants, ogres and other creatures joining forces from across the

Desolate Lands, united for the first time in history under one black banner. By the spring, or perhaps sooner, the Nameless One and his forces will be at the walls of the great city of Avendoom. Unless Shadow Harold, master thief, can find some way to stop them. Epic fantasy at its best, Shadow Prowler is the first in a trilogy that follows professional thief Shadow Harold on his quest for a magic Horn that will restore peace to the kingdom of Siala. Accompanied by an elfin princess, ten Wild Hearts - the most experienced and dangerous royal fighters - and the King's court jester (who may be more than he seems ... or less), Harold must outwit angry demons, escape the clutches of a band of hired murderers, survive ten bloody skirmishes ... and reach the burial grounds before dark. Can he escape a fate worse than death? When the dwarven civil war ended, the Nameless Dwarf lay cold upon the battlefield, his broken axe beside him. But death is not the end in a cosmos ruled by the Supernals, beings of pure sorcery with the power to create worlds. Nameless finds himself aboard a ship bound for the Feasting Hall of Witandos, but disappointment, rather than beer, awaits him, along with a mountain of unpaid penance. For the deeds performed in life have their consequences in the world to come, and an evil has taken root at the heart of the afterlife. An evil that seeks to turn the Supernal Realm into a second Abyss. The book addresses several problems in contemporary corporate finance: optimal capital structure, both

in the US and in the G7 economies; the Capital Asset Pricing Model (CAPM) and the Arbitrage Pricing Model (APT) and the implications for the cost of capital; dividend policy; sales forecasting and pro forma statement analysis; leverage and bankruptcy; and mergers and acquisitions. It is designed to be used as an advanced graduate corporate financial management textbook. A young man signs his own death warrant when he joins an already failing militia. A teenage girl is haunted by her childhood abuses and begins to crave the very things she hates. A childless mother finds herself on the run as a convicted murderer. Yet, they are all unaware that their own fates are tied to a drowned orphan who has come back to life and will be the death of everyone he meets. Hælend's Ballad is a tale about what happens when men and women from two colliding cultures realize they may not be on the right side. Heroes are villains. The persecuted are oppressors. And when rumors begin to spread that the world is dying, the darkness of their own hearts betrays them. The Nameless Dwarf: the name that is not a name, but is far better than the one he left behind. Freed from the curse that turned him into the butcher of his own kind, he once crossed half a world to protect those who had survived. Having worked out his penance and resettled his people in Arnoch, the ancient citadel of the Dwarf Lords, Nameless sets up home in the town of Brink. Now, with everything a dwarf could possibly wish for—a gym, a beer hall, and a

bawdy house across the road-his new life is a welcome break from a decade of adventure. Then a blood-stained dwarf staggers into town with a message of doom: Arnoch has sunk beneath the waves, its last defense against the attack of a five-headed dragon. The one slender hope remaining to the dwarves lies in their distant past: the Dwarf Lords, who had been created for perils such as this. But for centuries, they have been in exile on Thanatos, a death-world likely to change even the greatest of heroes. With time running out for Arnoch, Nameless must find the Dwarf Lords and persuade them to come home. But before that, he first has to survive them. Awakened from an induced year-long slumber, the Nameless Dwarf is tortured with memories of slaughter and must come to terms with who he has become: an outcast, a butcher, the most reviled of dwarven-kind. As forces of unimaginable destruction coalesce around the mountain fortress of a mad sorcerer, the philosopher Aristodeus puts together a team for a last desperate attempt to avert the coming cataclysm: A knight besieged by doubts, who has been prepared since a child for the current crisis, yet is crumbling under the pressure of the task before him; An albino assassin who denies the truth of what he really is; A woman with a black sword as disturbing as the axe responsible for the massacre at Arx Gravis; And a dwarf with no name, who will either carve out the path of his own redemption or condemn the world to a night that will never end. "Produced in



association with World Chess by Agon Limited." "Shader is a triumph of fantasy!" (Journal of Always) "Derek Prior always produces masterpieces of storytelling, with great characters full of life, relentless plots, and gripping and intense fight scenes." (Mitchell Hogan) When a powerful artifact is stolen from the Abbey of Pardes, the holy knight Deacon Shader is sent to retrieve it. But events have already spiraled out of control: plague spreads across the land, the dead rise from their graves, and an ancient evil has awakened. As Creation itself hangs by a thread, Shader must confront the contradiction that defines him: Either he is a man of prayer with a wavering faith, Or the deadliest warrior of his generation. The fate of all the worlds will be decided by his answer. "Like Bernard Cornwell on 'shrooms!" (Dinorah Wilson) "... an epic fantasy across three books that is wild, fast-paced, has fantastic characters, spreads across countries as well as worlds and religions, and is absolutely one of the best fantasy trilogies in existence." (Melinda LeBaron) Alone, bereft, and unable to forgive himself for the slaughter at the ravine, the Nameless Dwarf swears to do one last thing, even if it kills him: With Nils Fargin, the son of a Jeridium guild lord as his guide, Nameless pursues the survivors among the dwarves, hoping to convince them that the curse of the Black Axe has been lifted from him and they are safe to return home. The trail leads to the town of Malfen—a nest of cutthroats and the gateway to Cerreth, the Land of Nightmare, which would

be suicide for the dwarves to enter. Nameless and Nils join forces with a shapeshifting assassin and a sorcerer under the sway of a dubious magical grimoire for the hazardous journey into Cerreth. It soon becomes apparent their new companions have agendas of their own. With threats from within and horror on every side, Nameless knows that time is running out for his people. The only surprise is that they have lasted so long. But new hope awaits him in a city beneath the waves—if he can first survive the unstoppable evil that destroyed the dwarf lords of old. The only thing keeping the Nameless Dwarf from once more becoming the Ravine Butcher is a helm made from the sorcerous ore, ocras, which he can never remove. Without the helm, he would succumb to the power of the black axe that caused the slaughter at Arx Gravis. After a year of fighting in other people's wars, Nameless receives a visit from one of the underworld tricksters—a faen—who tells him the day he has long waited for has arrived: The philosopher Aristodeus has come up with a plan to destroy the black axe and free Nameless from the ocras helm. With the aid of new companions and an old friend, the assassin Shadrak the Unseen, Nameless must retrieve three artifacts that, combined, will bring an end to his suffering: The gauntlets of the fire giant, Sartis, whose lair lies in the roots of a volcano; The invulnerable armor of the Lich Lord of Verusia—an undead tyrant with a penchant for impaling and the drinking of souls;

And the Shield of Warding, beneath which cowers a paranoid god on the fringe of the Abyss. But things are never that simple. Each of the companions has their own reasons for joining the quests, even Shadrak, who has been bound by an irrevocable contract—to kill the Nameless Dwarf. The dwarves have gone! Thousands have been slaughtered in the blood-drenched streets of their ravine city by a demonic axe in the hands of one of their own. The survivors have fled beyond the mountains, heading into a realm haunted by the nightmares of a twisted god. When Nils Fargin, son of an underworld boss, is hired to find them, he travels with his client to seek the advice of a lowlife mage. With what he learns, he should have asked for more money. The trail leads them to the domain of the terrifying Ant-Man, who is rumored to eat the flesh of anyone refusing to pay his toll. And as if that wasn't enough, it turns out Nils's client is none other than the Nameless Dwarf, better known to his kind as the Ravine Butcher. The Nameless Dwarf is an epic tale of remorse and redemption that pits a whiskerless thief, a guilt-driven assassin, a consumptive wizard, and an amnesiac dwarf against the worst imaginings of a craven mind. But the companions bring troubles of their own, not least of which is an ancient grimoire that leads them inexorably towards a forest of tar and an evil that threatens the existence of an entire race. The last hope of the dwarves comes from the unlikeliest of sources: a mythical city beneath the waves, an axe from the

age of heroes, and the Nameless Dwarf, in whose veins flows the blood of legends. The Nameless Dwarf: The Complete Chronicles contains all five books of the Chronicles of the Nameless Dwarf: The Ant-Man of Malfen The Axe of the Dwarf Lords The Scout and the Serpent The Ebon Staff Bane of the Liche Lord Some names are best forgotten ... The Nameless Dwarf follows the trail of the last of his race to the mountains bordering Qlipboth, a wasteland born from the dreams of a craven god. But the survival of the dwarves depends on his willingness to confront the bloody deeds of his past, and the ruler of the brigand town of Malfen, who guards the pass into Qlipboth-an aberration known as the Ant-Man. The Chronicles of the Nameless Dwarf are a blend of Sword and Sorcery and contemporary fantasy, combining strange worlds, dark magic, heroic action and an astonishing depth of world building. The Ant-Man of Malfen reintroduces the Nameless Dwarf from the acclaimed SHADER series by D.P. Prior. Nameless is a manic-depressive pariah whose past is littered with atrocities. Possessing an almost elemental ferocity and a gift for violence, Nameless alternates between bouts of crippling depression and boisterous episodes of elation, which are usually brought on by the prospect of a good fight; and he has an eye for the women - particularly those under four feet tall. This story also introduces Silas Thrall, a student of the mantic arts with a dark secret that consumes more each day; and Nils Fargin, son of the

most feared guildmaster in New Jerusalem. What do medieval Icelanders mean when they say ¿troll¿? What did they see when they saw a troll? What did the troll signify to them? And why did they see them?The principal subject of this book is the Norse idea of the troll, which the author uses to engage with the larger topic of paranormal experiences in the medieval North. The texts under study are from 13th-, 14th-, and 15th-century Iceland. The focus of the book is on the ways in which paranormal experiences are related and defined in these texts and how those definitions have framed and continue to frame scholarly interpretations of the paranormal. The book is partitioned into numerous brief chapters, each with its own theme. In each case the author is not least concerned with how the paranormal functions within medieval society and in the minds of the individuals who encounter and experience it and go on to narrate these experiences through intermediaries. The author connects the paranormal encounter closely with fears and these fears are intertwined with various aspects of the human experience including gender, family ties, and death. The Troll Inside You hovers over the boundaries of scholarship and literature. Its aim is to prick and provoke but above all to challenge its audience to reconsider some of their preconceived ideas about the medieval past. This isn't a game. This is his new life. Dave has been wandering through life for a long time. His day job bores him and he never seems to be able to meet his

family's expectations. The only escape he's ever had is his love of MMORPG's. But when he becomes the subject of a test without even knowing it, he's portaled into a game-world called Eloria with no way out. It's a frequent daydream of his, however, in none of those dreams did his wife and kids ever accompany him. Now, Dave must balance protecting his family with exploring his dream... oh, and trying to stay alive. Monstrous beasts roam Eloria, worst of all, an undead army led by the vile Death Knight. He'll have to adapt fast and learn to cooperate if he hopes to make a new home for his family. And just maybe, along the way, he'll find out why they're living a life in exile. Experience the epic first installment of a LitRPG saga perfect for fans of C.M Carney, Blaise Corvin, and Charles Dean. Also available on Audible, narrated by Peter Berkrot (Alpha World, Earth Force). The age of glory is on the horizon and Carnac Thayn must make a difficult choice — one that will either save his people or condemn them. Who can be trusted in a land of magic and deceit? "Prior weaves a fully realized world in this rich fantasy." (Kirkus Reviews) "A beautifully written and engrossing masterwork!" (Mitchell Hogan) Fantasy Faction semifinalist for the SPFBO 2018 A child is born in the shadows of the ravine city, a child who will end the self-imposed exile of the dwarves and usher in a new age of glory. Years later, Ravine Guard Carnac Thayn discovers a break-in at the Scriptorium. A dwarf has been murdered and a book stolen, but the ruling council

do nothing. Then, when Carn is called to investigate thuds and crashes from the mines, old horror rises from the deep, and the city is threatened with slaughter. Rumors begin to circulate about a mythical axe said to be lost below the earth, an axe wielded by the dwarf lords of old that might just be the last hope of a race marked to die. But deception is rife, and unseen forces manipulate all paths to the future. It is a pivotal moment for the dwarves, and Carn must make a choice that will either save or damn his people. Blood will flow in rivers through the ravine. Friends will become foes. A name will be forgotten. And a hero will rise. The blockbusting epic fantasy from international bestselling author D.P. Prior. The entire Legends of the Nameless Dwarf Tetralogy in one volume: 1. Carnifex: A Portent of Blood "Gritty, tense, and brutally tragic. High quality storytelling with great characters and a relentless plot." -- Mitchell Hogan, author of A Crucible of Souls and Aurealis Award winner." For more than a thousand years, the dwarves have hidden away from the world in their ravine city of Arx Gravis. Governed by an inflexible council whose sole aim is to avoid the errors of the past, the defining virtue of their society is that nothing should ever change. But when the Scriptorium is broken into, and Ravine Guard Carnifex Thane sees a homunculus fleeing the scene of the crime, events are set in motion that will ensure nothing will ever be the same again. Deception and death are coming to Arx Gravis. The riddles that preceded Carnifex's birth

crystalize into a horrifying fate that inexorably closes in. But it is in blood that legends are born, and redemption is seeded in the gravest of sins. For Carnifex is destined to become the Ravine Butcher, before even that grim appellation is forever lost, along with everything that once defined him. 2. Geas of the Black Axe "A dwarf with no name is a dwarf most shamed." As the lands above the ravine city of Arx Gravis face their gravest peril, the last desperate hope of Creation lies in a dwarf with a grisly past: The Nameless Dwarf—a pariah, untouchable, the most cursed of dwarven kind. But in a world plagued by deception, where no action is free from risk, the road to salvation is shadowed with portents of blood. 3. Revenge of the Lich The survivors of the slaughter at Arx Gravis flee their ravine city, leaving its walkways and canals awash with blood. Convinced there can be no atonement for what he has done, the Nameless Dwarf joins forces with a whiskerless thief, a guilt-driven assassin, and a consumptive wizard. Together, they pursue the dwarves into the lands of nightmare across the Farfall Mountains. But the companions bring troubles of their own, not least of which is an ancient grimoire that leads them inexorably toward a forest of tar, and an evil from Nameless's past that threatens his entire race. The last hope of the dwarves comes from the unlikeliest of sources: a mythical city beneath the waves, an axe from the age of heroes, and the Nameless Dwarf, in whose veins flows the blood of legends. 4.



Return of the Dwarf Lords  
The Nameless Dwarf: the name that is not a name, but is far better than the one he left behind. Freed from the curse that turned him into the butcher of his own kind, he once crossed half a world to protect those who had survived. Having worked out his penance and resettled his people in Arnoch, the ancient citadel of the Dwarf Lords, Nameless sets up home in the town of Brink. Now, with everything a dwarf could possibly wish for—a gym, a beer hall, and a bawdy house across the road—his new life is a welcome break from a decade of adventure. Then a blood-stained dwarf staggers into town with a message of doom: Arnoch has sunk beneath the waves, its last defense against the attack of a five-headed dragon. The one slender hope remaining to the dwarves lies in their distant past: the Dwarf Lords, who had been created for perils such as this. But for centuries, they have been in exile on Thanatos, a death-world likely to change even the greatest of heroes. With time running out for Arnoch, Nameless must find the Dwarf Lords and persuade them to come home. But before that, he first has to survive them. An original Nameless Dwarf novella (now featured in the new omnibus *Revenge of the Lich*, *Legends of the Nameless Dwarf* book 3) You can now get the entire Nameless Dwarf story arc in: *Legends of the Nameless Dwarf*: 1. *CARNIFEX*"Prior weaves a fully realized world in this rich fantasy, from history, political structure, and family life to work, food, drinking (lots of drinking), and

romance." -- Kirkus Reviews "Carnifex is a masterpiece of sword and sorcery storytelling. A visceral yet thoughtful epic." -- Bookwraiths Reviews "Gritty, tense, and brutally tragic. High quality storytelling with great characters and a relentless plot." -- Mitchell Hogan, author of A Crucible of Souls and Aurealis Award winner. "...by the end I did care about those people--all of them, including Carnifex, were flawed but fundamentally decent people. But I had read The Nameless Dwarf, and I knew what was coming, and how it all ends. That knowledge made the book both hard to continue reading and hard to put down." -- Black Gate Magazine "And holy shit... the battle scenes. THE BATTLE SCENES!!! People don't actually realise how hard it is to write a good battle scene, but Prior makes it look easy. They are gripping, violent, and brilliantly choreographed." -- Smash Dragons 2. GEAS OF THE BLACK AXE "This second book in the Legends of the Nameless Dwarf was a book I found hard to put down... there were many great moments in this novel that I can reflect upon." -- Ray Nicholson (Amazon Top 1000 reviewer) "D.P. Prior continues to exceed my expectations." -- Frederick H. "Again Prior brings his characters to life, and gives the reader a full pallet of deep, epic fantasy to savor." -- @DahgMahn3. REVENGE OF THE LICH "This book whisked me away at the start, and pulled me back in again and again. Prior's focus on rich characters and progressive plot kept me enticed. Healthy amounts of humor. Plenty of spells. And

loads of arse kicking! I recommend The Nameless Dwarf to any fan of fantasy, particularly to those that can't get enough of dwarves." -- Travis Shore

"The Nameless stories grabbed me from the first page and pulled me along relentlessly. You won't want to put this down once you start. Fully-realised worlds? I found Prior's world of Aethir to have been meticulously crafted - this is an author who has done his homework before developing his plot." -- Laurence Scotford

"The plot itself is really quite masterful and aside from the questing/looking for something aspect of the fantasy this story felt fresh!" -- Momma Says Read

#### 4. RETURN OF THE DWARF LORDS

"I am leaning towards this being my favorite book in the series." -- Frederick H.

"As usual with this author his characterisation is excellent and he can really bring a landscape to life." -- PhotonQyv

#### BANE OF THE LICH LORD

All hell has broken loose in the Forest of Tar. Thousands of demonic Feeders consume everything in their path, but top of the menu is dwarf flesh. Nils has been captured by the Liche Lord Otto Blightey but would sooner be dead, and Nameless is on the run, carrying a warning of doom to the last of his people. As the Liche Lord and his horde of Feeders relentlessly pursue him, there is little time for Nameless to settle old scores, mend bridges, and pray that the survivors of his butchery at Arx Gravis can forgive him just enough for him to save them. Only problem is, he's not sure he has the strength or the courage for the task. With the sentient Axe of the Dwarf

Lords as petrified as everyone else, the last hope of the dwarves lies in the hands of a shapeshifting assassin with a reputation for self-preservation at all costs. Three royal monkey brothers embark on a double quest to find both their father and the earthly paradise of Tishnar. "An astounding epic novel of J.R.R. Tolkien proportions!" — Steven Pressfield, Bestselling author of *Gates of Fire* and *The War of Art* Raiders of the Lost Ark playing *A Game of Thrones* The Sand Sea takes place on an alternative Earth roiled by war and conquest that mirrors our own Gilded Age. The treasure that ignites greed and folly in this parallel world is not petroleum, but beserite—a mineral of immeasurable value. Captivated by an ancient prophecy and the call of adventure, inexperienced nobleman and scholar Peter Harmon (think of a young Winston Churchill-like naif) joins an expedition to stake his nation's claim to a global empire. Harmon's destination is a vast and inhospitable desert halfway around the world, dominated by the iron-fisted Grand Vizer Jemojeen Jongdar. A tyrant on a mission to secure the ancient and supernatural Staff of the Ram, the Lion, and the Serpent, Jongdar knows the truth that others can only imagine: The one who controls the staff will possess the power to rule the world. Before he can seize his destiny, Jongdar must find and destroy the one person capable of thwarting his ambition, the rightful heir to the Sand Sea realm, an innocent woman named Selena Savanar. Can the brave and indomitable

Selena accept her true destiny and rally her people in the eye of a gathering storm? To do so will require her to outwit the man who burned her father alive and left her an orphan and beggar a lifetime ago. Or will Peter Harmon and the cadre of opportunists he rides with conquer the divided empire? With the mythic structure of J.R.R. Tolkien's *The Lord of the Rings* trilogy in a world as rich and real as George R.R. Martin's *Westeros*, *The Sand Sea* is an immersive experience made to order for epic fantasy fans and anyone who enjoys grand-scale historical fiction. Think your job is bad? The Archmagister of Tel wields complete and total authority over the Society of the Arcane and the Kingdom of Tel. Tel is fractured. The Royal Line and its sycophants abused the people for over six hundred years. Brutal taxes for the common folk. Uneven (or outright nonexistent) justice. Nobility trained across generations to be harsh and unforgiving. The Society of the Arcane is filled with elitists who have spent generations carving out their fiefdoms, sniping their opponents, and dominating their 'lessors.' Oh...and let's not forget all the other countries. The ones clamoring for war over King Leuwyn's treatment of non-humans. As the newest Archmagister, it's Gavin's job to fix all this. Will Tel be overrun in a multi-front war? Will Gavin survive his new office? Read Now to find out! The timeless Pulitzer Prize-winning masterpiece following a humble farmer's journey through 1920s China returns with this beautifully repackaged edition that

celebrates its nearly ninety years as an American classic. *Travel to 1920s China*, a time when the last emperor still ruled and the sweeping changes of the twentieth century were distant rumblings, with this timeless, evocative classic tale of the honest farmer Wang Lung and his family as they struggle to survive in the midst of vast political and social upheavals. Nobel Prize and Pulitzer Prize winner Pearl S. Buck traces the whole cycle of life: its terrors, its passions, its ambitions, and rewards. “A comment upon the meaning and tragedy of life as it is lived in any age in any quarter of the globe” (*The New York Times*), this brilliant novel—beloved by millions—is a universal tale of an ordinary family caught in the tide of history. A brilliant and chilling dystopia for a new generation in the tradition of *Brave New World*. “Explain to us why you wish to enter The Academy.” Anaximander, a young Academy candidate, is put through a gruelling exam. Her special subject: the life of Adam Forde, her long-dead hero. It’s late in the 21st century and the island Republic has emerged from a ruined, plague-ridden world, its citizens safe, but not free, and living in complete isolation from outside contact. Approaching planes are gunned down, refugees shot on sight. Until a man named Adam Forde rescued a girl from the sea. “Anaximander, we have asked you to consider why it is you would like to join the Academy. Is your answer ready?” To answer that question, Anaximander must struggle with everything she has ever known about herself and

her beloved Republic's history, the nature of being human, of being conscious, and even what it means to have a soul. And when everything has been laid bare, she must confront the Republic's last great secret, her own surprising link to Adam Forde, and the horrifying truth about her world. Discusses the elements of a sign, and looks at pictograms, alphabets, calligraphy, monograms, text type, numerical signs, symbols, and trademarks. For more than a thousand years, the dwarves have hidden away from the world in their ravine city of Arx Gravis. Governed by an inflexible council whose sole aim is to avoid the errors of the past, the defining virtue of their society is that nothing should ever change. But when the Scriptorium is broken into, and Ravine Guard Carnifex Thane sees a homunculus fleeing the scene of the crime, events are set in motion that will ensure nothing will ever be the same again. Deception and death are coming to Arx Gravis. The riddles that preceded Carnifex's birth crystalize into a horrifying fate that inexorably closes in. But it is in blood that legends are born, and redemption is sometimes seeded in the gravest of sins. For Carnifex is destined to become the Ravine Butcher, before even that grim appellation is forever lost, along with everything that once defined him. Captured by the survivors of his massacre at Arx Gravis, the Nameless Dwarf is sentenced to die. The assassin Ilesa has abandoned him, and so it falls to the ex-rogue Nils and Silas the sorcerer to stage a rescue. But with the Lich Lord's

grimoire obsessing him more and more, Silas suspects he is no longer in control of his own fate. Sick and close to death, he is drawn on by visions of a black staff within a forest of tar. As an ancient trap closes in on the companions, the last of the dwarves are threatened with extinction at the hands of ravenous beasts that live only to feed. And in the background, orchestrating it all, an implacable horror Nameless thought had been destroyed: A skull with crimson eyes that feast on living souls. All that remains of Otto Blightey, the Lich Lord of Verusia. A sprawling epic of redemption, heroism, and friendship in the face of insurmountable evil and an inexorable fate. "A beautifully written and engrossing masterwork!" (Mitchell Hogan) Fantasy Faction semifinalist for the SPFBO 2018 Child of an unreliable prophecy. Victim of a terrible deception. A soldier once. Then a killer of his own kind. A butcher. The Nameless Dwarf lies entombed beneath the earth, locked in an eternal sleep until the hour of Medryn-Tha's greatest need. With one shot at redemption, he must discover who he really is if he is to prevent the destruction of all the worlds and lead the dwarves to safety. But the deceptions that once cursed him have not been laid to rest. Every victory, every loss presents new dangers, new decisions. And history will remember him as the most cursed among the fallen, Or the greatest hero of legend. "One of the best fantasy novels I have read so far this year." Rebecca Ross (Reedsy Discovery) When a bloodthirsty horde storms out of



the north, refugees flee for their lives, among them the skald Nyra Sahtis and Sister Caelin, a priestess who was once a trainer of armies. But with the capital, Jeridium, under siege from a second incursion, there is nowhere left to run. As rival armies converge on Jeridium, the Senate are reduced to clutching at straws. In a desperate last gambit, they send the assassin Shadrak the Unseen past enemy lines and into the mountains, where he must find a grief-stricken warrior and his mythical axe. "Derek Prior always produces masterpieces of storytelling, with great characters full of life, relentless plots, and gripping and intense fight scenes." Mitchell Hogan, author of *A Crucible of Souls* Bold visionary, Henry Jekyll, believes he can use his scientific knowledge to divide a person into two beings--one of pure good and one of pure evil. Working tirelessly in his secret laboratory, concocting a potion that would tear at the core of what makes a man human, he eventually succeeds--but only halfway. Instead of separating the good and evil halves, Jekyll isolates only the latter. What seems at first a relief to the doctor becomes a nightmare as he loses control of the transformation. His friends feel Jekyll will waste away and fear the worst. Can Jekyll undo what he has done? Or will it change things forever? *Austerlitz*, the internationally acclaimed masterpiece by "one of the most gripping writers imaginable" (*The New York Review of Books*), is the story of a man's search for the answer to his life's central riddle. A small child

when he comes to England on a Kindertransport in the summer of 1939, one Jacques Austerlitz is told nothing of his real family by the Welsh Methodist minister and his wife who raise him. When he is a much older man, fleeting memories return to him, and obeying an instinct he only dimly understands, he follows their trail back to the world he left behind a half century before. There, faced with the void at the heart of twentieth-century Europe, he struggles to rescue his heritage from oblivion.

In Robert Louis Stevenson's influential novel of mad science and criminal inquiry, attorney Gabriel John Utterson comes to the aid of Dr. Henry Jekyll, an old friend, only to find himself dragged from a world of genial hospitality into London's foreboding night, which is shrouded in shadows and fog—and stalked by the deranged Edward Hyde. Utterson's quest for truth is not only a detective story laden with twists, but an intense meditation on man's inherently dualistic nature, written in a style that often combines disturbing violence with restrained language typical of the Victorian era. They call them "husks", the demons that cross the Farfall Mountains, leaving a trail of blood in their wake. No incursion goes unmet; otherwise the cancer would spread until the whole of Aethir was consumed by nightmares. That's why the Maresmen were formed - trackers and warriors charged with holding back the tide. Each of them is different, uniquely suited to the task in hand, but one thing they hold in common: they are half-breeds, part human, part

husk; and they are bound by an inviolable rule: Hunt the husks, or be hunted themselves. Jebediah Skayne has been hunting husks his entire adult life, but there's something different about the trail leading to the fishing town of Portis on the shores of the Chalice Sea: no spoor, no footprints; nothing save the unmistakable feeling of wrongness. Finding a husk in Portis would be near impossible for someone who didn't have the sixth sense, but the instant Jeb arrives, all trace of the incursion vanishes. Forced to rely on more mundane methods of investigation, he starts to uncover a town rife with corruption, where a man will kill you for looking at a woman the wrong way; a town that's seen its share of incursions from the land of nightmares before. As events start to slip from his control, he realizes the husk he's come to kill is one step ahead of the game, and it holds a secret that will shake his world to the core.

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