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*Shadow Games The Collector
Chronicles Book*

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LAWRENCE AUTUMN

How Izzy Bear Found Her Shadow Five Elements Press

A man patiently watches a group of young girls walk home from school, waiting for the perfect moment to take the one child he has designated as his next victim. However, what this predator does not know is that he, too, is being stalked. There is someone in the shadows—a trained Citizen—who is ready to make sure that the child under his assigned protection is never harmed. One pedophile, one abuser, one killer at a time; this Citizen and others like him will take a stand against those who prey on the weak and the innocent.

Winged Horse of Heaven Createspace Independent Publishing

Platform

Tricks, Treats, and Terror! Mythic Monsters: Halloween brings you an awesome assortment of autumnal enemies drawn from the legends and lore of Halloween and the harvest with a healthy dose of horror. You'll find 15 monsters from CR 1 to 17, from simple bat swarms to disembodied body parts like floating beheaded, creeping crawling hands, and stitched-together carrion golems. The fruit of the harvest can be friendly or fearsome, from charming gourd leshies to murderous jack-o'-lanterns and deadly hangman trees. Some Halloween horrors are found in the dusty crannies of haunted houses, like the sinister soulbound doll or the anguished loneliness of the attic whisperer, or may stalk the shadowed lanes of civilized places stealing what others hold most dear like the silent shadow collector. Of course, beyond the threshold of midnight treads the stuff of purest

nightmare come to deadly unlife in the form of the crawling host of the deathweb or the entropic shadows of the soaring nightwing. As if over a dozen existing monsters were not enough, this book brings you two different torch-wielding mobs, from terrified villagers to terrorizing fanatics. In addition to the featured creatures, you'll find mythic feats to help your heroes and villains become headless horsemen and ghost riders, as well as a quartet of whimsical treasures perfect for tricks and treats with the ghostly gossamer, goblin mask, witch's broom, and sack of gluttony! Grab this fantastic 30-page Pathfinder monster supplement today and Make Your Game Legendary!

Queen of Volts Blue Portal Press LLC

This is the second book (novella-length) in The Darkling Chronicles series As a darkling shadowcaster, Bianca Rehmling works under the three dragon lords of the Shadowland Council, casting shadows for her human charge on the earth's plane and harnessing energy to bring back for the balance and wellbeing of her kind. She's always been a law-abiding darkling, as opposed to her younger sister, Anka. When Anka broke shadowcasting rules over the summer, she suffered the wrath of the council, something Bianca never wants to witness again. To protect her sister, Bianca harbors some dark secrets, ones that could cause the decline of Shadowland. When a deadly illness called Shadow Fever strikes the village, Bianca fears her own rule-breaking has caused a fatal imbalance in the world of Montenai. She hasn't been doing her job, her duty, and the dragon lords suspect. Family or duty? With loved ones suffering, and the dragon lords breathing down her neck, Bianca keeps her nymph friends close and her enemies...closer. When an unlikely ally offers to help,

Bianca must decide if she should trust him or brave the heat alone.

Shadow Trapped Shadow Games

Ashlyn Woods can't wait to put her past behind her and start her life over as a normal college student. But her plans take an unexpected turn when she discovers that she is a Soterian: a person who develops amazing powers when the balance of good and evil shifts too far in evil's favor. Soon she and the other Soterians are learning to use their powers to prevent California from being plunged into chaos. But they quickly discover that they're up against a much more dangerous enemy than they anticipated. And when Ashlyn meets Kai, a devastatingly gorgeous guitar player, she realizes she must sacrifice more than she ever imagined.

The Indian News and Chronicle of Eastern Affaires C. S. Johnson

Welcome to the world of Izzy Bear and her Friends! One morning Izzy Bear woke up and ran outside to play with her friend Duck, along the way to meet their friends down by the lake they realize that Izzy Bear has lost something very valuable- her shadow. Have your children read along to meet all the lovely and lively characters in this soon to be cherished family favorite! See how all of Izzy Bears friends try to lend their shadows so she is not so upset by losing it and not having hers. In the end they not only learn about how to be a good friend, but also how we are all unique and need to cast our own individual shadow in life. Izzy Bear's Mom let's them know that no matter what we must be who we are as individuals or it just does not fit "right" for us!

The Chronicle Createspace Independent Publishing Platform

When the assassin Galen is hired to capture a slaver rather than kill, he learns his target is more than she appears. The job takes him deeper into the Eban underworld as he tries to understand how he's been used, and why his only friend in the city seems to know more than she should. Surviving pits him against those with abilities far exceeding his own, and leads him to realize that he has been a part of a much larger game. For him to escape, he'll have to learn what role he has to play, if only he can discover why everyone wants to use him. Set in the world of *The Dark Ability* and *The Shadow Accords*

The Boy With No Shadow Jacquelyn Wheeler

"Ace of Shades has it all . . . an utter delight."—Claire Legrand, New York Times bestselling author of *Furyborn* The highly anticipated final book in THE SHADOW GAME series, from the New York Times bestselling coauthor of *All of Us Villains*. Return to the City of Sin, where the perilous final game is about to begin...The players? Twenty-two of the most powerful, most notorious people in New Reynes. With no choice but to play, Enne and Levi are desperate to forge new alliances and bargain for their safety. But any misstep could turn deadly when a far more dangerous opponent appears on the board — one plucked straight from the city's most gruesome legends. While Levi hides behind a mask of false promises, Enne is finally forced out from behind hers and as the game takes its final, vicious turn, these two must decide once and for all whether to be partners or enemies. Because in a game for survival, there are no winners... There are only monsters. Praise for *The Shadow Game* series: "A rich, satisfying, complicated story. One of the best fantasy series I've read in years."—Christine Lynn Herman, author of *The*

Devouring Gray "Thieves, rogues, and shady characters have always fascinated me, and so I enjoyed my dive into the morally ambiguous world of New Reynes." -New York Times bestselling author Cinda Williams Chima *The Shadow Game Series: Ace of Shades King of Fools Queen of Volts*

Skyfire ASH Publishing

Heather Hawkins, a newly changed Monster Hunter, thought life couldn't get any more complicated after the incident at the tower one week ago. With Kadin gone, she thinks life will finally go back to the way it should be. Until The Council calls a meeting for her and Hayden to discuss the incident. Hayden Williams is released from the hospital and wants to put all of the things he saw that night to the back of his mind. When The Council decides to meet with him, his hope is that he can get it done and over with so he can finally move on with his life. That doesn't happen when he realizes his family has a big secret; one that he is very much a part of. Other forces against the Monster Hunters have different plans. Heather, Hayden, and their friends start unraveling the truth about the world they live in, and dangers are lurking in the shadows. A danger that could lead them all to their demise. In the second book in this paranormal young adult series, secrets will be revealed, and enemies will join hands, leaving you with an ending that no one could see coming.

Arkham House Books Harlequin

Three young children, Mal, Ari and Martha, have been "touched" and are in possession of enormous talents, bestowed on them by a chance encounter with the Young Master. Now Ari, Mal and Martha find themselves in the wrong place and time because Ari has done the unthinkable, resulting in a perpetual red dawn. But

that is the least of their worries! Ari is on the run, while Mal and Martha attempt to keep their enemy at bay. The Strange Man is back and he's got even more sinister tricks up his sleeve ...

Chronicle of the Horse Createspace Independent Pub

Shadow Games Createspace Independent Publishing Platform

The Darkling Chronicles #2 Createspace Independent Pub

In an alternative 17th Century Northern Germany, Trudi von Hippe buys more than she bargained for at the Hagen Carnival: a new pair of eyes. Thirty years later, Karl Yangler must arrange and conduct a decadent birthday party for Trudi, whom he has met before. But they are both in danger from the designs of her brother and questionable help from those who may be friends or enemies or both.

Rise of the Dibor Createspace Independent Publishing Platform

The dragons have returned to Arianthem, and four of the Ancients go to war. Talan is joined by Kylan, her seductive ally from the Great War, while Volva, her enemy, uses her carnal ways to stand against the Queen of all Dragons. Both of Talan's children must stand with her, and Talan gambles that her trust in them is not misplaced. Meanwhile, both the Ha'kan and Tavinter seek Skye, the young ruler who was kidnapped by a sorceress. Haunted by thoughts of her violation and captivity, they will not stop until they find her, even if it means searching every league of the Deep Woods. Unfortunately, Raine, the one most suited to find Skye, cannot even look because it most certainly is a trap for the Scinterian warrior. Instead, she must deal with the Shadow Guild, the upper echelon of all Assassins in Arianthem. These vampyres are contracted to kill a head of state and Raine must stop the assassination before it destroys the nascent Alliance. But

this forces her to deal with the impulsively sexual creatures whose manipulations and machinations put even the Goddess of the Underworld to shame.

Shadow Born Royal Fireworks Publishing Company

Young King Day quests for the Stone of All Power that can repel Gheel the Black.

The Book of Lost Things MuseltUp Publishing

IT'S HERE AT LAST - THE STARLIGHT CHRONICLES, COLLECTOR'S BOXED SET, BOOKS 1-4, with SHORT STORY EPISODES IN BETWEEN EACH BOOK! Box Set includes: BOOK 1, SLUMBERING A CHRISTMAS EPISODE, AWAKENING BOOK 2, CALLING A STARRY KNIGHT EPISODE, FALLING BOOK 3, SUBMERGING A WEDDING EPISODE, SEEING BOOK 4, REMEMBERING A DATE NIGHT EPISODE, BELONGING Hamilton Dinger has a nearly perfect life as he enters into tenth grade at Apollo Central High School. He has the grades for the top of the class, the good looks, and the charm to get away with just about anything. There is no need for him to believe in anything other than himself, and the idea of good and evil is laughable. But all that changes when a meteorite strikes his town, and the Seven Deadly Sinisters, and their leader, Orpheus, are released. They prey on the city residents, collecting their souls for energy and nefarious purposes. As this is happening, Hamilton's longtime dormant supernatural powers are awakened, and he discovers he is a fallen Star. And not only that, he has been called to seal away the Sinisters once more - all to Hamilton's dismay. As the supernatural calling interrupts his perfect life - with his friends at school, his fame on the football team, and his prestigious job at the mayor's office - Hamilton finds a mix of relief and further aggravation in Elysian, a

changeling dragon who declares himself to be Hamilton's "mentor," and Starry Knight, Hamilton's infuriating, secretive, and powerful co-defender, another fallen Star who has the power to seal away the Sinisters and their soul-sucking minions. Can Hamilton and his team find a way to work together to save Apollo City? Can Hamilton overcome his own selfish desires to find the will to fight? Find out in the first part of this epic fantasy adventure series about superheroes, fallen Stars, and high school from C. S. Johnson!

The Shadow Games Arianthem Press

In this story, shadows are depicted as parental figures. Parentals provide coverings and are essential to us discovering our identity. Authors Jelina Sheppard and Karter Sheppard tell a story of a little boy born without his covering. Join the boy with no shadow as he discovers how amazing and unique he is, with or without his shadow. We don't always have what we want, but the sun will always provide us with what we need when we need it most. Until then, "Just remember, you're still awesome times three..." Jelina Sheppard is the mother of four-year-old Karter and needed a creative approach to encourage her son when asked about his father. Her passion for writing and love for her son pushed her to create *The Boy With No Shadow*.

19th Century Idaho Farm Life Createspace Independent Publishing Platform

Shard is a gryphon in exile from the pride of the Silver Isles. After learning of the injustices wrought by the Red King he once served loyally, Shard now seeks to fulfill the promise of the legendary Summer King, who is destined to bring peace and balance when he appears. Shard's quest will take him across the sea to the

homeland of the gryfons who conquered the Silver Isles, into a web of new allies and new enemies, winged and wingless alike. There he will learn of the fierce enmity that drove the Red King and his pride from their homeland, and the deadly grudge stretching back two generations that, if left unfinished, could destroy them all.

A Collector's Guide Createspace Independent Publishing Platform

A hundred hundred seasons have turned since the Goddess banished the Small Gods to the sky, leaving the land to mankind alone. For Prince Teryk, life behind the castle walls is boring and uneventful until he stumbles upon an arcane scroll in a long-forgotten chamber. The parchment speaks of Small Gods, the fall of man, and the kingdom's savior-the firstborn child of the rightful king. It's his opportunity to prove himself to his father, the king, and assure his place in history. All he needs to do is find the man from across the sea-a man who can't possibly exist-and save mankind. But ancient magic has been put in motion by a mysterious cult determined to see the Small Gods reborn. Powerful forces clash, uncaring for the lives of mortals in their struggle to prevent the return of the banished ones, or aid in their rebirth. Named in a prophecy or not, what chance does a cocky prince who barely understands the task laid before him stand in a battle with the gods?

Sadgi Createspace Independent Publishing Platform

Las Vegas. City of sin, neon, and epic bad decisions. David Fraser and his fiancée, the Dragoness Rose Drake, are in Vegas for the BuzzCon gaming convention, seeking an investor for the online game they are developing. It's a long shot, but even in Las Vegas, long shots occasionally pay off. The warrior god Crom has other

plans. A centuries-old religious war between the Dark Elves of a distant world threatens to spill over onto Earth. Crom's followers need an artifact capable of killing the demoness known as the Bloodmaiden before she can become a full-fledged goddess and establish her worship on Earth. It's a quest worthy of a Hero. A Hero like...David. To succeed, David will need all the strength, resourcefulness, and luck he can muster. Fortunately, he has Rose to call on, and she has a way of making her own luck. Anyone who tries to stop them will find out what happens when the dice come up Dragons, the hard way."

The Untold Chronicles McFarland

Exiled by his family. Claimed by thieves. Could his dark ability be the key to his salvation? Rsiran is a disappointment to his family, gifted with the ability to Slide. It is a dark magic, one where he can transport himself wherever he wants, but using it will only turn him into the thief his father fears. Forbidden from Sliding, he's apprenticed under his father as a blacksmith where Iorcith, a rare, precious metal with arcane properties, calls to him, seducing him into forming forbidden blades. When discovered, he's banished, sentenced indefinitely to the mines of Ilphaesn Mountain. Though Rsiran tries to serve obediently, to learn to

control the call of Iorcith as his father demands, when his life is threatened in the darkness of the mines, he finds himself Sliding back to Elaeavn where he finds a black market for his blades - and a new family of thieves. There someone far more powerful than him discovers what he can do and intends to use him. He doesn't want to be a pawn in anyone's ambitions; all he ever wanted was a family. But the darkness inside him cannot be ignored - and he's already embroiled in an ancient struggle that only he may be able to end.

The Starlight Chronicles: An Epic Fantasy Adventure Series: Collector Set #1, Books 1-4 Penguin UK

The Dry Creek Chronicles offer a window onto the daily lives of Idaho families who owned and worked the land in the Dry Creek Valley and Green Meadow, southwestern Idaho, from 1863 to 1900. Two nineteenth century farming communities, one in the creek valley and one on the floodplain of the Boise River, forged an enduring social bond through marriage and shared economic fortunes in similar environments. Over the course of forty years, however, their destinies diverged: one remained rural for more than 150 years, while the other became a settled part of nearby Boise City. This is the story of the families who created those communities.

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