

## Hero In A Halfling A Comedic Fantasy Romp Epik Fantasy Book 1

Empires of Tal is a turn based set of rules for 10mm and 15mm miniatures set in fantasy or medieval time period. The game uses a 20mm by 40mm base as the foundation for the rules. Figures sold in 10 or 15mm scale by companies like Eureka Miniatures (eurekamin.com.au), Games Workshop (gamesworkshop.com), Kallistra (kallistra.co.uk) and Pendraken (pendraken.co.uk) are used but not supplied.

**Ruins on Stone Hill** What do you get when you mix a novice wizard, a reckless warrior, a sharp-tongued thief, & a saintly cleric? Swords, sorcery, & sarcasm. Glolindir thought he knew all about magic until he came face to face with his very first monster. He only survived thanks to his new friends: a gallant warrior as talented as he is reckless, a mysterious halfling whose knives are nearly as sharp as his tongue, and a saintly gnome whose very touch can heal. Unfortunately, that was just the beginning of their troubles. Strange things have been happening around the little town of Ravenford. Before they know it, they are up to their necks in monsters and worse. From eerie ruins to underground caves to a ghostly forest devoid of life, they encounter the forces of darkness. Can they overcome their faults and work together to save the town, or will they die trying?

**Serpent Cult** An army of darkness. A group of young heroes. A town hanging in the balance. "You'll be sorry... they'll enthral... you all..." Voltark's shade had threatened. The mage had been part of a cult that practices the darkest of arts. For reasons shrouded in mystery, the group has set its sights on the little town of Ravenford. With new threats cropping up in and around the town, Glolindir and friends are faced with an impossible task: protect Ravenford from an army of monsters, assassins, and black magic. From the depths of the sea to the spires of Ravenford keep, the young heroes follow a twisted trail of intrigue and death. Surrounded on all sides and vastly outnumbered, do they even stand a chance against such overwhelming odds?

**Dark Monolith** A cult of black mages and demons. The secret to the Thrall Masters' terrifying power. A desperate race to find it before they do. "They'll be able to make... golems that haven't been seen... since the Thrall Masters walked the earth..." Tevlar's corpse had warned. A hundred and fifty years have passed since the Thrall Masters nearly destroyed the land of Thac. Now the secret to their terrifying power has been found and the Serpent Cult is after it. To stop them, Glolindir and friends must seek out an ancient monolith hidden somewhere in the depths of the mysterious Darkwoods. Yet first they must deal with accusations of treason. They have been branded traitors and must prove themselves in trial by combat or be banished forever. From the tournament fields of Ravenford Keep to the depths of the Darkwoods, the young heroes face deadly traps, fierce monsters, and cunning demons. Can they reach the Dark Monolith before the cult? And if so, what terrifying magical force awaits them there? Enter a world of magic and adventure in this fun tale of heroes in the making. Perfect for fans of Lord of the Rings and Dungeons and Dragons.

**A cult of black mages and demons. The secret to the Thrall Masters' terrifying power. A desperate race to find it first. "They'll be able to make... golems that haven't been seen... since the Thrall Masters walked the earth..." Tevlar's corpse warned. A hundred and fifty years have passed since the Thrall Masters nearly destroyed the land of Thac. Now the secret to their terrifying power has been found and the Serpent Cult is after it. To stop them, Glolindir and friends must seek out an ancient monolith hidden somewhere in the depths of the mysterious Darkwoods. Yet first they must deal with accusations of treason. They have been branded traitors and must prove themselves in trial by combat or be banished forever. From the tournament fields of Ravenford Keep to the depths of the Darkwoods, the young heroes face deadly traps, fierce monsters, and cunning demons. Can they reach the Dark Monolith before the cult? And if so, what terrifying magical force awaits them there? Enter a world of magic and**

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adventure in this fun tale of heroes in the making. Perfect for fans of Lord of the Rings, Harry Potter, and Dungeons & Dragons.

God designed men to live with risk, adventure, and danger. But today's man has no rites of passage, no elders, no map to manhood. He may physically be an adult, but still wonders, "Am I a man?" When John Sowers twin daughters were born, he felt exposed, thinking manhood was out of reach. He needed direction. Following in the steps of ordinary men and the heroes of history, legend and myth, he uncovered a new and ancient road. Walk with John on his personal quest to discover the "wild masculine" and to become all that God intended men to be. From a thrilling brush with Kodiak bears in Alaska, to a war hero who rescued his comrades in the Valley of Death, from mythic heroes of Tolkien, to the footsteps of the One, True Myth - as Jesus walked from village into the wilderness, and back again. Stunningly written, this revolutionary book calls older men out of complacency and younger men out of confusion. It calls all men into the greater Story - into a life of sacrificial love, holy defiance, and clear purpose.

This carefully crafted ebook: "Heroes of the Scottish Highlands: Ivanhoe, Waverley and Rob Roy (3 Unabridged Illustrated Classics)" is formatted for your eReader with a functional and detailed table of contents. Ivanhoe is the story of one of the remaining Saxon noble families at a time when the nobility in England was overwhelmingly Norman. It follows the Saxon protagonist, Wilfred of Ivanhoe, who is out of favour with his father for his allegiance to the Norman king, Richard I. The story is set in 1194, after the failure of the Third Crusade, when many of the Crusaders were still returning to their homes in Europe. Rob Roy is a historical novel narrated by Frank Osbaldistone, the son of an English merchant. He travels first to the North of England, and subsequently to the Scottish Highlands, to collect a debt stolen from his father. On the way he encounters the larger-than-life title character, Rob Roy MacGregor. Though Rob Roy is not the lead character, his personality and actions are key to the novel's development. Waverley is set in the time of the Jacobite uprising of 1745 which sought to restore the Stuart dynasty in the person of Charles Edward Stuart, known as "Bonnie Prince Charlie". A young English dreamer and soldier, Edward Waverley, is sent to Scotland that year. He journeys north from his aristocratic family home, Waverley-Honour, in the south of England, first to the Scottish Lowlands and the home of family friend Baron Bradwardine, then into the Highlands and the heart of the rebellion and its aftermath. Sir Walter Scott (1771-1832) was a Scottish historical novelist, playwright and poet. He was the first modern English-language author to have a truly international career in his lifetime, with many contemporary readers in Europe, Australia, and North America.

Included in this compilation of samples from our upcoming titles for Winter/Spring 2011 is a wide array of Science Fiction and Fantasy titles for every reader. All types of mythical beasties and villains abound-including vampire assassins stalking the canals of Venice in Jon Courtenay Grimwood's *The Fallen Blade*, zombie infestations everywhere in Jesse Petersen's *Flip this Zombie*, and, of course, a mysterious, if somewhat confused, pig in Tom Holt's hilarious *Life, Liberty, and the Pursuit of Sausages*. Also, Gail Z. Martin returns to the world of *The Summoner* in a new series starting with *The Sworn*. Joe Abercrombie takes us down into the dirt and blood of a battlefield and shows us all the true face of heroism in *The Heroes*. And, finally, the urban fantasists are back with the new Matthew Swift book from Kate Griffin, *The Neon Court*, the next entry in Trent Jamieson's *Death Works* series with *Managing Death*, Sabina Kane's return in *Green-Eyed Demon* by Jaye Wells and, a special treat, the entire *Dante Valentine* series in one volume from Lilith Saintcrow!

Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you

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have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

Praise for the series: "Sure to appeal to fans of both star-crossed lovers and Stephenie Meyer." – Booklist "A well-written, thoroughly thought-out, and utterly addicting read." – USA Today Sometimes the Truth Comes with a Price Nikki knew Damon Vessler would not let his prized creation go easily—she simply never imagined the lengths he'd go to get her back into his clutches, and turn Nikki's heart toward darkness. A Seeker at her heels, trained on her blood, Nikki flees with Raven alongside her for protection, while Mace and the other Halflings fight the battle that has erupted on earth. But even as the two boys she loves fight for her, she knows the battle will be hers to win. Determined to uncover the secrets of her past, and exactly how she fits into Vessler's twisted plans, Nikki sets off on her own, and soon discovers facing hellacious beasts is nothing compared to the decision she will need to make. One that could change not only the war, and her relationship with Mace and Raven, but her future with the Throne.

New York Times–bestselling series: The saga of one of fantasy's most beloved heroes reaches a sweeping, epic climax in this conclusion to the Homecoming trilogy Something akin to "peace" has come to the Underdark. The demon hordes have receded, and now the matron mothers argue over the fate of Drizzt Do'Urden. Even so, it becomes clear to one matriarch after another that while the renegade drow may come and go Menzoberranzan, the City of Spiders will crawl forever on. And so Drizzt is free to return to his home on the surface once again. Scores are settled as lives are cut short, yet other lives move on. For the lone drow there is only a single final quest: a search for peace, for family, for home—for the future. Hero is the third book in the Homecoming trilogy and the thirty-third book in the Legend of Drizzt series.

In Inglor's world, an apparent peace is about to be undermined by an ancient evil, a darkness that in the past had already caused the greatest war the Seven Lands had ever seen. Sung and narrated by the bards as the Bloody War, men and elves took part in it, abandoned by the most ancient lineages of the dwarves, glorious was the battle where the Unnamed and his subject Zetroc were sent away. Twenty ages after that war, the same evil returns in the streets of Radigast, the capital of the Seven Lands, on its way it will meet Rhevi a half human half elf girl who grew up in her grandfather Otan's love, owner of the inn called the White Bear; her elf mother abandoned her and her father, in pain, enlisted in the army of Emperor Adon Vesto, the poor girl loses all trace of him, the girl who dreams of moving away from the reality of that city that

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doesn't accept her will have the opportunity to achieve her desire, but at what price? Talun a skinny and noble-minded boy with an arrogant temperament has just become a magician after a recluse life in the most sought-after academy of magic in Inglor, trained in the arcane arts by the most prepared masters commanded by headmaster Searmon, mentor and friend of the orphan magician, the only bond with his mysterious past. The two youngsters will meet each other during a party at the inn, but the happy meeting will put them in front of a mysterious man who will make them undertake a long journey tied to an oath that will seem more like a curse. During their journey, they will get acquainted with Adalomonte the ruby eyes warrior with a mysterious past, marked by the symbol of the wolf and the lion, the effigy of the brothers believed to be divinities. Those three will challenge destiny in search of freedom by starting a journey that will confront them with discoveries and mysteries greater than themselves, including magic, wars, dwarfs, dragons and time travel; they will find themselves become

Media Marathoning analyzes readers' focused engagement with story worlds. Drawing from qualitative studies of marathoners and textual analysis of commonly marathoned stories, this book presents a holistic look at the rewards, costs, and values that course through many marathoners' experiences to chart the cultural implications of media marathoning.

Split. After being inexplicably targeted by an evil intent on harming her at any cost, seventeen-year-old Nikki finds herself under the watchful guardianship of three mysterious young men who call themselves halflings. Sworn to defend her, misfits Mace, Raven, and Vine battle to keep Nikki safe while hiding their deepest secret—and the wings that come with. A growing attraction between Nikki and two of her protectors presents a whole other danger. While she risks a broken heart, Mace and Raven could lose everything, including their souls. As the mysteries behind the boys' powers, as well as her role in a scientist's dark plan, unfold, Nikki is faced with choices that will affect the future of an entire race of heavenly beings, as well as the precarious equilibrium of the earthly world.

\*In 2020, The Story of Evil series was re-edited and condensed from a five-part series into a trilogy. The volumes Heroes of the Siege and Escape from Celestial have been combined to form the first book of this trilogy, A Hero's Downfall. When the capital is attacked, a joustier battling depression and PTSD is forced to embark on a world-spanning adventure to save the kingdom. He joins up with a convicted felon, an arrogant warrior, and a Halfling woman, but quickly learns his dark past is intricately connected to those he travels with. Experience the first book in an epic fantasy trilogy that's been called, "fascinating and captivating" featuring "well-rounded, enjoyable characters, intense action scenes, and riveting twists" (The US Review of Books and Self-Publishing Review).

Anoushka Demaine and her fearsome tank squad know war. Thirty years ago, for a reasonable rate, they could be hired to fight for anyone. Now, with the war between Rammelstaad and the orcs threatening to spread, Anoushka wants to get the team back together. But it was a lot easier to be a hero back then. Because not only does Rammelstaad's queen want her enemies vanquished; now she wants the story of her victories read far and wide. Any would-be champions for the realm must be joined by a bard who will write their story—with enough spin to inspire awe and fear. Anoushka's squad trust the slippery bard Ruprecht LeFevre about as far as they can throw him, but

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she knows she and her squad can get the job done—even if the bard turns their efforts into pulpy trash. They'll cooperate if it lets them go back to the good old days of bullets, blood, and rock 'n' roll. Five squaddies, a bard, and a dog. Their target: some necromancer. Great. Got it. Get in the tank.

What do you get when you mix a novice wizard, a reckless warrior, a sharp-tongued thief, & a saintly cleric? Swords, sorcery, & sarcasm. Glolindir thought he knew all about magic until he came face to face with his very first monster. He only survived thanks to his new friends: a gallant warrior as talented as he is reckless, a mysterious halfling whose knives are nearly as sharp as his tongue, and a saintly gnome whose very touch can heal. Unfortunately, that was just the beginning of their troubles. Strange things have been happening around the little town of Ravenford. Before they know it, they are up to their necks in monsters and worse. From eerie ruins to underground caves to a ghostly forest devoid of life, they encounter the forces of darkness. Can they overcome their faults and work together to save the town, or will they die trying? Enter a world of magic and adventure in this fun tale of heroes in the making. Perfect for fans of Lord of the Rings and Dungeons and Dragons.

NEW YORK TIMES BESTSELLER • 80 recipes inspired by the magical world of Dungeons & Dragons “Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest!”—Tom Morello, Rage Against the Machine From the D&D experts behind Dungeons & Dragons Art & Arcana comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. Heroes' Feast includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommllet Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik's famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

John Buchan may hold the title of the man who invented spy adventure, bringing Richard Hannay fully formed to readers in the early 19th century. Hannay is just one of his masterful creations, Edward Leithen and Sandy Arbuthnot would follow the Hannay novels and bring their own unique adventures to millions of enthralled readers.

Aution lay in ruins. Charred, smoldering ruins. The Gnomes, Rat, and Nulu make their way to Big Julie's School of Magic. They're looking for a place to hide out until things cool down. News hasn't spread about Grimblebung being responsible for the town-wide fire and they want to keep it that way. Julesville is founded around Julie's school and everything seems to be moving along smoothly until a newly-unemployed Werewolf and Haberdashery owner show up. With Akita and Pozzuoli in town, things aren't looking good for Grimblebung! Fortunately for him, the impending Halfling invasion gets everyone's attention. When a contingent of battle-hardened Halflings arrive in town and declares Martial Law, things look dire. To make matters worse, the Halfling Army

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masses on the other side of the Anti-Ogre wall. Working together, the gang tricks the Halfling soldiers into leaving Julesville (intact even), repels the Halfling invasion, and restores peace to The Lands. Well, not really those last two...

Includes such tales as "The Twice-Born Bard," "A Fumbling of Fairies," "The Grace Child," "Hobbits," and "Moon Shadows"

Not many halflings dream of magic. But Epik isn't like the rest. Adventure. Excitement. He craves those things. He would rather learn magic, not follow a wizard on some fool's adventure.... Or so he thinks. The problem: magic is outlawed. After setting out for the city, what Epik finds in Dune All-En isn't at all what he'd hoped. No magic. And few wizards. Luck, or something more sinister, is on the halfling's side. He meets Gabby, a wizard who is kind enough to rent him a room, or rather, a closet, at his now defunct magical supply store. And as a group of mountain trolls threatens the city, Epik sees the opportunity to do something, well, epic. If only the halfling inside him would stop peeking out. Featuring halflings, dwarves, elves, and a ranger or two, *Hero in a Halfling* is perfect for fans of both *Discworld* and *Middle-earth*. Join Epik as he goes from halfling to hero, who just also happens to (still) be a halfling.

No one said escaping her bloodthirsty fated mate would be easy. Half Fae half wolf-shifter Tavi Alderidge's only chance to dodge a dangerous and disturbing arranged marriage is to attend the Fae Academy for Halflings. There's just one problem: shifters aren't allowed. Her hope comes in the form of a potion to suppress her shifter half while she works to earn her ticket to Faerie, the cost steep but one she's willing to pay for a chance to escape. However, surviving the Academy's cullings meant to weed out the weaker students isn't all it's cracked up to be when a murderer begins taking out the top students. Soon, Tavi finds herself doing the one thing she swore she would never do: falling for another student. And when she discovers he's the Crown Prince of Faerie, she realizes the one person she thought she could trust is the last person who can ever learn her secret. Fans of Sarah J. Maas, Bella Forest, and K.F. Breene will find themselves enthralled with this dark paranormal academy romance full of magic and betrayal. Scroll up and one click to start reading *FAERIE MARKED* by USA Today bestselling author Brea Viragh today!

Selected essays on Tolkien's trilogy include W. H. Auden's essay on the hero's quest, C. S. Lewis's piece on the value of myth, Marion Zimmer Bradley's article on hero worship, Tim Shippey's piece on the film trilogy, and much more. Original.

Drizzt Do'Urden and Wulfgar embark on a perilous mission to rescue their halfling friend in this action-packed finale of the *Icwind Dale Trilogy*. Artemis Entreri has taken Regis back to his former master, Pasha Pook—but Drizzt Do'Urden and Wulfgar are fast on the assassin's heels. Armed with the scimitar *Twinkle*, Drizzt defeats a banshee and acquires an enchanted artifact that masks its wearer's true identity. With Drizzt now disguised as a normal elf, the duo continues their journey, traveling from Waterdeep to Baldur's Gate, and beyond, in search of their friend. Meanwhile, Entreri is always one step ahead, aided by the magical gem Regis once stole from Pasha Pook. Together, Regis' captors thwart Drizzt and Wulfgar's mission at every turn, cornering them into battles with pirates, treks through the Calimshan deserts, and encounters with otherworldly monsters. But will it be enough to stop them from rescuing Regis? *The Halfling's Gem* is the third book in the *Icwind Dale Trilogy* and the sixth book in the *Legend of Drizzt* series.

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A powerful magic item has been stolen from the Oracle and she fears it will soon fall into the hands of a necromancer named Shard. If she ever hopes to get it back, she's going to need the help of the best heroes the world has to offer: an alcoholic halfling, two wizards who have never left home, a warrior prince with a kind heart and a short fuse, an elven assassin who hears a voice in her head. These are the greatest heroes Ecadia can offer?! No, they are just the only ones who showed up. Can they recover the power artifact? Can they defeat a diabolical warlock? Can they make it to the next town without killing each other?

Mace and Raven are given a mission to stop a catastrophic event. With his halfling abilities still untapped, Vine is allowed to join the mission, but only as a spectator. The clock is ticking and the tragedy is proving difficult to stop. Will Vine be able to sit back and watch, or will the power of heaven unleash just in time?

"No one has ever matched Georgette Heyer for charm and wit." —LISA KLEYPAS, New York Times bestselling author "You're in for a treat." —NORA ROBERTS, New York Times bestselling author A fresh celebration of a legendary author who has charmed tens of millions of readers with her rapier wit, brilliant characterizations, and unique take on Regency romance. Now, get three full-length novels featuring some of Heyer's most splendid heroes, plus a delightful bonus novella from the Queen of Regency Romance's little known short story collection. About the books in this bundle: *Venetia*: Venetia Lanyon lives an independent but secluded life running her family's estate, until she meets her notorious neighbor: Jasper, Lord Damerel. Exiled at his country estate for his rakish ways, Damerel never expects to find a hidden gem like Venetia so far from London. What begins for him as a harmless flirtation becomes much more, and the two are on the verge of a damaging scandal. For meeting Damerel has awakened in Venetia desires she never dreamt she possessed, and she'll be drawn out of her reclusive existence by the very type of man a well-bred lady should avoid. *These Old Shades*: Justin Alistair, His Grace the Duke of Avon, is a dangerous man to cross. Nicknamed "Satanas" for his wild and unscrupulous ways, he has waited 20 years to get revenge on his arch-enemy. The means to do so falls serendipitously into his hands in the person of a fiery red-head whose nobility is scarcely disguised by a harsh and abusive upbringing. First the Duke's servant, and later his ward, Leonie Bonnard adores, challenges, and provokes the Duke, never guessing that she's going to be at the center of a public confrontation that will shock the world. Set in the years before Priddy became Regent, Heyer delivers an unusual hero you will never forget. *Devil's Cub*: The acclaimed sequel to *These Old Shades* delivers non-stop action and the delight of seeing just what happened to Leonie Bonnard and the Duke of Avon. Mary Challoner tried to trick fiery Dominic Alistair, Marquis of Vidal, to prevent him from running off with her sister. Now he's discovered her subterfuge, and he's not one to take this kind of thing lightly. A kidnapping ensues, but Mary has a few more shocking stratagems up her sleeve, and it seems that Dominic, the Devil's Cub, may have finally met his match. *Pistols for Two* (novella): Two best friends at odds over plain little Marianne Treen, who is no longer plain and has grown into a stunning young lady. A spilled drink and a squashed toe, and Jack and Tom find themselves facing each other with pistols at dawn. Brimming with characteristic wit and colorful characters, Heyer brings to life all the romance, intrigue, gallantry, villainy and grace of the Regency period.

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"It's a timeless story told in a timely way: Mayan codex meets superhero comic book"—New York Times A middle grade graphic novel follows the adventures of a magical boy from Maya mythology. The first of a series based on ancient Mesoamerican myths and legends. Sayam has always been different from other kids—he's very short for his age, his best friend is a monkey, and most curious of all: he was born from an egg! His grandmother, a witch, found him and taught him all the ancient magic she uses to help her people. So when a giant snake starts terrorizing a nearby city, Sayam decides it's time for him to use his knowledge to help others, and steps into action. But the beast might not be Sayam's biggest problem: the ruthless King Kinich Kak Ek sees Sayam as a threat to his throne. Prophecy declares that whoever succeeds at three impossible tests will be king. Monstrous snakes and impossible tests are a lot for a boy to handle, but Sayam is brave and has a loyal monkey, a wise grandmother, and magical knowledge on his side! Fans of adventure tales with a mythological focus—such as Bowles' previous work with Latin American myths, *The Chupacabras of the Rio Grande* and the *Garza Twin* series, as well as *Rick Riordan Presents*, especially the *Storm Runner* novels—will love this exciting and accessible graphic novel. *Rise of the Halfling King* is also an invaluable educational tool for middle school students—it's a well-researched introduction to Maya culture, made accessible by an expert in Mesoamerican culture and juvenile literature. Bowles previously stitched together tales from Maya, Aztec, and other ancient mythology from pre-Columbian Mexico in the critically-acclaimed YA book, *Feathered Serpent, Dark Heart of Sky*. David Bowles is a Mexican American author and educator based in South Texas. He has written fourteen books. His middle grade novel-in-verse *They Call Me Güero* has been the recipient of numerous honors such as the Pura Belpré Honor, the Tomás Rivera Mexican American Children's Book Award, the Claudia Lewis Award for Excellence in Poetry, the Walter Dean Myers Honor Award for Outstanding Children's Literature, the Texas Institute of Letters Best Middle Grade Book Award, the Skipping Stones Award; the book is also an Américas Book Award Commended Title and was named in the Bluebonnet Award Masterlist. Some of his other books are *Feathered Serpent, Dark Heart of Sky* and *The Smoking Mirror*. Charlene Bowles is a comic artist and illustrator based in Texas. She graduated from The University of Texas Rio Grande Valley in 2018. *Rise of the Halfling King* is her debut graphic novel and her work has also been featured on the covers of the award-winning *Garza Twins* books. She is currently developing many of her own comic projects. Best Books of 2020, Middle Grade—Kirkus Reviews 2021 TLA Little Maverick list 101 Great Books for Kids List of 2020, Evanston Public Library

In *The Fourth Age* heroes from across Verdan were summoned to oppose Terek, a wizard bent on world domination. In *Dark Passages* those heroes led by the Lady Y'Shanarra and the brave crusader, Trevor, braved the ancient evils of Kyrotha and the unknown horrors of the Khanian caves to reach Izmir, the base of Terek's new world order. Sacrifices were made, but those that survived have finally reached their destination. In *Heroes of Bardoom*, those that oppose Terek find a country at odds with itself and less than fully committed to their leader's vision. Yet Terek's power and reach have brought most of the human civilization under his control. A surprise from Terek's past and a bargain struck of necessity have likewise placed the dragons in Terek's debt. Now, it appears that only the elves stand between the wizard and total control of

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Verdan. And so Terek has summoned the elven kings and queens to Bardoom for a council that will determine all their fates.

Join Dale as he continues to grow as a Keeper. With the experiences slowly piling up around him, how will he deal with the changes to come? Is he ready for all that awaits him? His world has stepped out of its earliest stages, moving on to bigger and better things while Dale and his pantheon watch from above. See how his decisions impact the course of history, and watch as he shapes the world with the help of those around him.

Vigilance. The mission to safeguard Nikki Youngblood depends on the fragile alliance of two half-angel, half-human guardians, both struggling with intense feelings for the girl who has been assigned to their care. Mace, steadfast and deeply in love, wants to protect Nikki at all costs, while Raven's loyalty to Nikki finds him advocating for her independence and battling his own darker inclinations. At the same time, Nikki finds it harder and harder to choose between the two heavenly beings she may never have. Dangers intensify, and tensions between Mace and Raven flare as the purpose of their mission becomes clear. Can their defenses hold up to master manipulator Damon Vessler and the powerful secret he holds regarding Nikki's heritage? Can anyone protect Nikki from her true purpose and destiny?

The Legacy of Heroes is a Fantasy Role Playing Game with a singular focus: imagination. The Legacy of Heroes Player's Guide offers everything you need to bring the myriad characters from movies, literature, mythology and anything else you can imagine to life on the page before you. This book contains 11 races, 11 classes, 40 heroic arcs and all the spells, styles, equipment, magic items and more you need for your own brave heroes to move from character to legend. The Legacy of Heroes exciting Heroic Talent and Heroic Moment systems empower the players to create truly memorable role-playing experiences like never before. This book facilitates that collaboration by giving you, the player, the tools you need for the stories you imagine in an efficient, simple, and familiar system based on the OGL license. The only question is, are you ready for your own legacy? Visit [www.thelegacyofheroes.com](http://www.thelegacyofheroes.com) for support, downloads and more!

In this free illustrated short story from the popular Halflings series by Heather Burch, Nikki and the Halflings team intercept important information regarding the kidnapping of Hollywood's hottest teen celebrity, Mandy Mosen. Will they be able come to the young starlet's aide in time, or is Mandy's fifteen minutes of fame about to end? Includes a bonus first chapter from Guardian, the next full novel in the Halflings series!

I broke the rules, and now I've been exiled to the human world. I'm an orphan--half human, half fae, and totally alone in Grant City. But I'm not the only supernatural in town, and the ones I've been coming across seem up to no good. Someone definitely needs to stop them. And then there are the humans. Do I have a friend in the shy computer genius? Is the boy with the heart-breaking smile and rich parents trying to play me? Can I trust the handsome and

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mysterious stranger who lives next door? Oh, and why are women going missing off the streets? Who is taking them? I should probably just concentrate on graduating high school... But where is the fun in that?

They're only badass by accident... Vola might be new to this whole adventuring thing, but she's pretty sure this isn't how you're supposed to save the day. No one at her academy wanted an orc as a paladin, so they've sent her to the back end of a swamp, hoping she'll never find a quest good enough to earn her shield. Well, screw that. Vola's got divine help, and even a laughingstock of a goddess can do some righteous smiting. Armed with a new mission to find some missing orphans, Vola just needs a team to help her track them down. Beggars can't be choosers but couldn't her goddess have sent her at least one competent fighter? Now she's stuck with a hyperactive halfling, a klutzy spell caster, and a cloaked mystery who's a little too good with their knives. Can a half-orc paladin keep her new party alive in a swamp that's determined to eat them, or are all the naysayers right and Orcs really can't be heroes?

The difference between a hero and a tyrant is charisma. Fresh off their defeat of the lich's army, Gary and his friends find themselves preparing for an even larger threat. While unlocking elder magic gave them the juice they needed to turn aside one foe, it unstopped the bottle holding back an ancient evil. Gary knows what's coming because he wrote it. Now, with political responsibilities crushing him from one side and a demonic army looming on the other, Gary must balance the necessity of victory with the means to achieve it. After all, what good is saving a kingdom only to become the villain? Hero Time puts the RPG into LitRPG, taking the ever-growing GameLit genre back to its tabletop roots. If you miss the rattle of dice and gaming at a table with your friends, the Metagamer Chronicles are what you've been craving. Fans of Dungeons and Dragons and old TSR novels will love Hero Time.

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