

## Hero In A Halfling: A Comedic Fantasy Romp (Epik Fantasy Book 1)

Luke Callindor was born into Windemere's most decorated family of adventurers. Since his birth, he has been treated with the greatest amount of respect and awe. Now, with a lifetime of training and the reckless cockiness of youth, Luke has set out to prove that he deserves the admiration that comes from being a Callindor. Luke gets his chance when he convinces a royal messenger to hire him to protect the heir of Duke Solomon. This future leader is secretly attending Hamilton Military Academy, an esteemed school run by the former mercenary, Selenia Hamilton. It is a dangerous secret mission requiring that Luke pretend to be an average student while keeping an eye out for any sign of danger.

Unfortunately, Luke has no idea which student the heir is and a demonic assassin is already several steps ahead of him. Finding himself in over his head and constantly in trouble, the young warrior realizes that the only things he has on his side are some new friends and his unwavering courage. Can Luke find and protect the heir while keeping his own head attached to his neck? And, can he avoid being suspended long enough to see his mission through to the end?

~\*~ The Halfling Kings ~\*~ Halflings are a hybrid race that results from the mating of the all-male immortal race known as vampires and female werewolves. This race of hybrids is all male race, with aversion to the sun and the need to consume blood. But not nearly as often as they're vampires relatives along with a lot more of their other special gifts. Only inheriting their keen sense of smell and hearing from their werewolf heritage. By accident, the power hungry and psychotic leader of a hybrid immortal race, learns that if his species mates to human females, it gives him a super race of immortal. One's capable of overthrowing both the vampire and werewolf nations. He sets a twisted plan into motion and all too soon young women all of Seattle start to disappear and the whole town is in a panic. Can anyone stop him, before he can take over the immortal realm and the Human race? With so many vampires and werewolves books out on the market, I thought I would change things up a little and make my own race of supernatural beings. I have taken a long time to decide on how my new hybrid world would take shape and try my best, to bring that world to life. I hope I've come up with a world and characters that everyone will enjoy and will fall in love with. I mean who doesn't like troubled hero's that are tall, dark and immortal. \*This book's basic story line was originally published under the title, The Breeders, but has been completely reworked, re-edited and extended another 10K words.\*

### Hero in a Halfling

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.

Tales From A Second Hand Wand Shoppe: Book 2 - Gnomes, and Halflings, and Assassins! Oh My!

Hero

The Complete Collection

World Keeper

The Companions

*Keera is a killer. As the King's Blade, she is the most talented spy in the kingdom. And the King's favored assassin. When a mysterious figure called the Shadow starts making moves against the Crown, Keera is forced to hunt the masked menace down. She crosses into the magical lands of the Fae, trying to discern if her enemy is Mortal, Elf, or a Halfling like her. But the Faeland is not what it seems, and neither is the Shadow. Keera is shocked by what she discovers and can't help but wonder who her enemy truly is... The King that destroyed her people? The Prince that tortures them? Or the Shadow that threatens her place at court? As she searches for answers, Keera is haunted by a promise she made long ago. A promise not only to save herself but an entire kingdom.*

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

*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.*

*"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

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*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 How Myth and Religion Shape Fantasy Culture Heroes’ Feast (Dungeons & Dragons) Dawn of an Era A Halflings Rescue The Doom of Dread Hollow Verdun Chronicles:*

“ The Companions is the best novel [R.A.] Salvatore has ever written. It ’ s insanely courageous, profoundly powerful, masterfully constructed, and easily Salvatore ’ s most ambitious work to date. ” —Paul Goat Allen, BarnesandNoble.com “ After a quarter of a century, R.A. Salvatore just keeps getting better and better, and The Companions is another masterful leap forward for one of the greatest fantasy epics of all time. ” —Philip Athans, best-selling author of Annihilation and The Haunting of Dragon ’ s Cliff This latest installment in New York Times best-selling author R.A. Salvatore's beloved fantasy saga, The Companions moves Salvatore's signature hero Drizt into a new era of the Forgotten Realms. As Drizt's fate hangs in the balance, he reflects on the lives of the trusted allies who stood by his side throughout his early life--the friends now known as the Companions of the Hall. Meanwhile, the first stirrings of the Sundering begin.

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 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.

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.

**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 enthrall... 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

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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.

The Hammer of Justice

Advanced Compendium (Pathfinder Rpg)

A Bard's Tale

The Halfling Kings

The Halfwit Halfling

The Ecadian Chronicles

Drizzt Do'Urden and Wulfgar embark on a perilous mission to rescue their halfling friend in this action-packed finale of the Icewind 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 Icewind Dale Trilogy and the sixth book in the Legend of Drizzt series.

*Magic, Monsters, and Make-Believe Heroes* looks at fantasy film, television, and participative culture as evidence of our ongoing need for a mythic vision—for stories larger than ourselves into which we write ourselves and through which we can become the heroes of our own story. Why do we tell and retell the same stories over and over when we know they can't possibly be true? Contrary to popular belief, it's not because pop culture has run out of good ideas. Rather, it is precisely because these stories are so fantastic, some resonating so deeply that we elevate them to the status of religion. Illuminating everything from *Buffy the Vampire Slayer* to *Dungeons and Dragons*, and from *Drunken Master* to *Mad Max*, Douglas E. Cowan offers a modern manifesto for why and how mythology remains a vital force today.

Valdo, son of the halfling hero Thaldo, who saved the small-folk people of the Little Dells in ages past, finds himself torn between protecting his people during an invasion of foul goblin-folk, or journeying through dangerous lands to defeat their enemy in his stronghold. Joined with powerful dwarf, elf, halfling and human adventurers, Valdo travels battles deadly threats against enemies he could never have imagined. Wielding his father's enchanted weapon and magic from his supernatural patron, this halfling hero faces death under many guises. Will Valdo find the resolve and inner strength he needs to save his homeland? Can he overcome the powerful prince Mordvig, a goblin-prince of immense power? Will he eventually reach the fortress of his enemy, Dread

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Hollow and defeat the greatest enemy he has ever faced, the diabolic Kobold King? 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](http://eurekamin.com.au)), Games Workshop ([gamesworkshop.com](http://gamesworkshop.com)), Kallistra ([kallistra.co.uk](http://kallistra.co.uk)) and Pendraken ([pendraken.co.uk](http://pendraken.co.uk)) are used but not supplied.

a LitRPG novel

The Halfling's Gem

Empires of Tal

They chose to protect her. But forgot to guard their hearts.

Heroes of Bardoom: Verdan Chronicles: Volume 3

The Story of Evil - A Hero's Downfall

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!

\*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 jousting warrior 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).

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 unstoppered 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.

Mix magic and mystery with four novice heroes and trouble is sure to follow. A dark malevolence threatens Ravenford--the town under siege by forces unknown. Their only hope may lie in four newcomers: Lloyd, a young warrior with blades of fire, Glolindir, an elven wizard as deadly to his friends as his enemies, Seth, a cynical halfling who may be an assassin, and Aksel, a quiet gnome whose very touch can heal. From eerie woods to haunted ruins, secret passages to hidden rooms, they must unearth the root of the darkness that has Ravenford at its mercy. With death breathing down their necks, will they rise to the challenge and become the heroes that Ravenford so sorely needs?

The Unintended Heroes

Misery of a Halfling

A Broken Blade

Book of Heroic Races

Rusted Heroes

Avenger

**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 Grimbledung 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 Grimbledung! 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 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...**

**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?**

**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.**

**Bimbly is a Halfling Wizard with an uncanny talent to hate everything. Poozik is a Dwarven Berserker with an insatiable appetite and an awful memory. They occasionally team up and perform menial tasks like counting houses and fixing water pumps.No, wait! There is action in this story too. Infinite Paradox Corporation invade the land and attempt to assume control. There are also pirates, wizards, interns and dragons. There is a Dragon! That automatically makes this book awesome.Fine! I'll try another approach.Ahem!As darkness looms over the world, an evil Death Lord asserts himself upon the pinnacle of the Black Tower. His shadow stretches across the land and consumes the souls of the**

***unsuspecting and the innocent. Only two reluctant heroes stand between darkness and the light. Two heroes of heroism and justice hold the line and?No. Sorry, I can't do this. The first description was way more on point. I promise it's a lot more entertaining than it sounds. Buy the book, judge for yourself.Thanks!***

***Beginning of a Hero***

***Hero Time***

***Halflings, Hobbits, Warrows & Weefolk***

***The Sundering***

***Sight Beyond Epik Sight***

***Rise of the Halfling King (Tales of the Feathered Serpent #1)***

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.

Go big or go gnome. The New York Times bestselling authors of Kill the Farm Boy welcome you to the world of Pell, the irreverent fantasy universe that recalls Monty Python and Terry Pratchett. "A complete delight, as fluffy and fun as The Lego Movie and as heartfelt as Harry Potter and the Sorcerer's Stone."—Locus War is coming, and it's gonna be Pell. On one side stand the gnomes: smol, cheerful, possessing tidy cardigans and no taste for cruelty. On the other side sit the halflings, proudly astride their war alpacas, carrying bags of grenades and hungry for a fight. And pretty much anything else. It takes only one halfling bomb and Offi Numminen's world is turned upside down—or downside up, really, since he lives in a hole in the ground. His goth cardigans and aggressive melancholy set him apart from the other gnomes, as does his decision to fight back against their halfling oppressors. Suddenly Offi is the leader of a band of lovable misfits and outcasts—from a gryphon who would literally kill for omelets to a young dwarf herbalist who is better with bees than with his cudgel to an assertive and cheerful teen witch with a beard as long as her book of curses—all on a journey to the Toot Towers to confront the dastardly villain intent on tearing Pell asunder. These adventurers never fit in anywhere else, but as they become friends, fight mermaids, and get really angry at this one raccoon, they learn that there's nothing more heroic than being yourself. In No Country for Old Gnomes, Delilah S. Dawson and Kevin Hearne lovingly tweak the tropes of fantasy and fairy tales. Here you'll find goofy jokes and whimsical puns, but you'll also find a diverse, feminist, and lighthearted approach to fantasy that will bring a smile to your face and many fine cheeses to your plate.

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!

"Those that oppose Terek find a country at odds with itself and less than fully committed to their leader's vision."--Page 4 of cover

The Day of rest

B|X Fantasy Roleplay

Boy Heroes in Fiction

Hero in a Halfling

11:15

Guardian

**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?**

**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?**

**My crime?Petting the wrong ginger cat.What should've been a pleasant evening in with cheesy chips with gravy, ended with an unhealthy dose of transmigration. I didn't get hit by a truck, or was I stabbed while trying to protect my best friend or crush. I pet the wrong ginger cat.Against expectations, the divine entity that should've given me her protection and**

an overpowered ability, spurned me instead. She slapped me with the crippling Pacifist Trait and condemned me to a life of incarceration in Game World. It's not over though. There is no way in hell I'm going to take this lying down. Fighting for survival isn't the only option. I suppose I'll just have to rely on my Charisma.

Featuring airships, steam-driven locomotives, and the answer to these two questions: Can Epik trust his father? And can Epik save the kingdom - no, the realm - one more time? Or has the halfling finally met his match? Wait, was that three questions? Four? Sight Beyond Epik Sight is the epic conclusion to the first Epik Fantasy trilogy.

The Heroes' Journey

A Fantasy Role-Playing Game Player's Guide

Magic, Monsters, and Make-Believe Heroes

The Making of a Halfling (FREE ebook)

Halflings

A Collection of Tales of Heroes Short in Stature

*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 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!*

*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 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 becom

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, sheas going to need the help of the best heroes the world has to offer a] an alcoholic halfling a] two wizards who have never left home a] a warrior prince with a kind heart and a short fuse a] an elven assassin who hears a voice in her head These are the greatest heroes Ecadia can offer?! No, theyare 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?

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, Hommlt 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.*

*Heroes of Ravenford Books 1 - 3: Ruins on Stone Hill, Serpent Cult, Dark Monolith*

*The Official D&D Cookbook*

*Magic and Misrule*

*No Country for Old Gnomes*

*The Tales of Pell*

*Ruins on Stone Hill*

Danger, a dark past, and forbidden love combine in Heather Burch's three-book Halflings series, which combines fantasy, romance, and a battle for one girl's future. In Halflings, after being viciously attacked in the park, seventeen-year-old Nikki finds herself under the 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. Meanwhile, a growing and forbidden attraction between Nikki and two of her protectors presents a whole other danger. 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 could upend the balance between heaven and hell. In Guardian, Nikki promised she would move on from Mace and Raven, but a close-quarters mission meant to assure her protection brings all three together in close quarters. 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 flare as the purpose of their journey 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? And in the final book, Avenger, with a Seeker trained on her blood, Nikki flees with Raven, 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.

The Legacy of Heroes: Heroic Races

The Oath

Legends of Windemere

The Halflings Trilogy

A Steampunk Fantasy Romp

The Legacy of Heroes