

Tales Of The Gemsmith Chapter 01: A LitRPG Adventure Series (Aldaron Worlds)

Jake Andersen is a proud Currency lad with a swagger in his step and a joke for his mates, until he discovers the wife he is besotted with has left him, and taken their young daughter with her. A prize fighter, Jake decides to take matters into his own hands and find his wife, and the mongrel she ran off with. Fuelled by revenge he starts a long search across the colony and vows to never trust "good women" again. Few people seem to think a gypsy girl like Keziah Stanley could ever be a "good woman". Separated by the law from her beloved gypsy husband, Keziah decides to travel to Australia to find the love of her life. With her tarot cards and strong beliefs, Keziah boasts she can read anybody's future, but her own life is proving harder to read, let alone manage. Daniel Browne already knows what his future will be: the life of a great artist. And he is determined to follow his dream; no matter what. When this volatile trio is thrown together in Australia, they form an extraordinary, unexpected alliance that will challenge the establishment. Love, hate, survival and revenge: all will discover the truth. There is no available information at this time.

*Foundations of Economics breathes life into the discipline by linking key economic concepts with wider debates and issues. By bringing to light delightful mind-teasers, philosophical questions and intriguing politics in mainstream economics, it promises to enliven an otherwise dry course whilst inspiring students to do well. The book covers all the main economic concepts and addresses in detail three main areas: * consumption and choice * production and markets * government and the State. Each is discussed in terms of what the conventional textbook says, how these ideas developed in historical and philosophical terms and whether or not they make sense. Assumptions about economics as a discipline are challenged, and several pertinent students' anxieties ('Should I be studying economics?') are discussed.*

‘A brutal, brilliant tale, told with verve and pace’ Bernard Cornwell ‘Great storytelling’ David Gilman Three outlaw knights. Three secrets. One last mission. August 1485. The eve of the Battle of Bosworth. King Richard III summons his loyal and grizzled retainer, Sir John Hawker, and charges him with one final mission. After the battle, he must return a priceless ruby – one of the mysterious Tears of Byzantium – to its giver, the Doge of Venice. Richard believes the jewel has brought ill luck to his family, and wants rid of it before anything else can go wrong. Hawker is also sworn to protect Richard’s newly knighted bastard son, an arrogant youth unaware of his true parentage. But Richard’s commands are overheard by a Tudor spy. When the king falls in battle, Hawker, his royal bastard, and another “lost” knight make common cause and flee the field with Tudor agents in hot pursuit of both the ruby and the potential Plantagenet heir. Not knowing who to trust and with England falling under the grip of Henry VII, Hawker and his small Yorkist band take the only course left open: Venice, with all its conspiracies – and the love Hawker left behind there... The first novel in a captivating new series of intrigue and adventure set in the twilight of the Wars of the Roses. Perfect for fans of Conn Iggulden, Christian Cameron and Alison Weir. Praise for Hawker and the King’s Jewel ‘A brutal, brilliant tale, told with verve and pace. Hawker is a terrific creation’ Bernard Cornwell ‘Bale takes the reader from the terror of battle where a crown is lost and won to the sparkling jewel that is Venice, teeming with intrigue and treachery. Great storytelling’ David Gilman, author of the Master of War series

Carole King, Joni Mitchell, Carly Simon--And the Journey of a Generation Your Spirit Guides, Bloodline Allies, and the Cycle of Reincarnation

The Beginning of Another World

The Works of William Makepeace Thackeray

A Tale of Eron

The Hands of Strangers

A realm aside from our own is the center of the realities, home to every spectrum of magic. From the beautiful to the terrible, it was all held in delicate balance by the Eternal Emperor and his immortal children. For 10,000 years, the empire was the bastion that protected the sentient races from the darkness, but the revolution, and the War of the Gods has changed all that.... Jax is a pretty regular guy, has a job he tolerates, a girl he kinda, sorta loves...and he fights creatures from the UnderVerse in his sleep, leaving him covered in horrific scars when he wakes up. When his brother vanishes and five years later he's kidnapped as well, he's given a stark choice by his asshat of a father: Go to the UnderVerse in reality, travel to the capitol of that ruined realm at the center of reality, and open a portal for the Noble Houses to return home...or die. Slowly. That's the good news. The bad is that he has to survive the arena first, to prove his right to go. Twelve will enter, only one can leave....

In one world, they 're ordinary university students. In another world, they are a company of heroes in a place of magic and myth called Anfractus... The Cree called the area Oscana, " pile of bones, " a fertile hunting ground where game abounded. The white settlers changed that to Wascana. And centuries later, it became Wascana Park, a wooded retreat in the midst of the urban sprawl of Regina. For a select few, who stay in the park until midnight, the land reverts into a magical kingdom, populated by heroes and monsters. They become warriors, bards, archers, gladiators. In the city called Anfractus, they live out a real-life role playing game. All harmless fun—until they find themselves in the middle of an assassination plot which threatens to upset the balance of everything. Politics are changing, and old borders are about to disappear. The magic of Anfractus is bleeding into the real world—an incursion far more dangerous than the students suspect. Only they know what is happening—and only they can stop it...

Quag Keep was the first novel based on the world of Dungeons & Dragons by the legendary grand mistress of SF/Fantasy, Andre Norton. Once, they were role-playing gamers in our world. They came from different places and different backgrounds. Now they're summoned together by some magical force...to a land that mirrors the games they used to play. Quag Keep Can they band together to unlock the secret of their summoning--and rescue from the legendary Quag Keep the person who may be able to return them home? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A collection of folk and fairy tales from India, some over 2000 years old.

The Horus Heresy : Angel Exterminatus

Saturday Night at the Baths, Books 1 and 2

Advertising and Selling

Improving the Design of Existing Code

In Twenty-four Volumes. Ballads and tales. Vol. 18

Fall of Thanes

Not all adventures happen in Dungeons. Having returned from their time with the Army, Daniel and Asin must now complete the Dungeon in Karlak. To do so though, they will need to get better gear,more Skills and higher Levels. Taking a quest, the pair must leave Karlak to travel across the Kingdom of Brad and learn a few life-lessons along the way. The Adventures of Brad series is a traditional fantasy story with LitRPG elements.

Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles-until they are hired to pilfer a famed sword. What appears to be just a simple job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J. Sullivan self-published the first books of his Riyria Revelations, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores everywhere. Theft of Swords was originally published as: The Crown Conspiracy and Avempartha. BOOKS IN THE RIYRIA REVELATIONS Theft of Swords (The Crown Conspiracy & Avempartha) Rise of Empire (Nyphron Rising & The Emerald Storm) Heir of Novron (Wintertide & Percepliquis)

The latest title in Black Library’s premium line. Perturabo – master of siegecraft, and executioner of Olympia. Long has he lived in the shadow of his more favoured primarch brothers, frustrated by the mundane and ignominious duties which regularly fall to his Legion. When Fulgrim offers him the chance to lead an expedition in search of an ancient and destructive xenos weapon, the Iron Warriors and the Emperor’s Children unite and venture deep into the heart of the great warp-rift known only as ‘the Eye’. Pursued by a ragged band of survivors from Istvan V and the revenants of a dead eldar world, they must work quickly if they are to unleash the devastating power of the Angel Exterminatus!

From the author of Bloodwinter comes the continuation of that epic tale, as two rival kingdoms clash while heroes, heroines, and rogues on both sides-and no side-vie for control of a world-altering magic more powerful than anyone's wildest imaginings. Springwar As the realm of Eron sits frozen in the grip of winter, two men struggle through the snow-clogged Wild toward the citadel of their king: the arrogant goldsmith Eddyn, haunted by his past crimes, and his bitter rival, Avall, anxious to increase the power of his clan. Each man brings news of a magical gem discovered in the northern mines. Meanwhile, Avall's twin sister, Merryn, and her lover, exiled prince Kraxxi, have been captured by Kraxxi's ousted father. As Ixti's king readies his first assault in a devastating war against an unsuspecting Eron, he will force Merryn and Kraxxi to terrible betrayals that will bring Eron's fall ever nearer. As the armies of Ixti crash across the border, Avall and Eddyn must seek their destinies. For each knows the power of the magical gem and can use it for unbelievable good-or unimaginable evil.

Girls Like Us

British Books

A Novella

Finders Seekers

A LitRPG Fantasy Adventure

Springwar

A groundbreaking and irresistible biography of three of America's most important musical artists—Carole King, Joni Mitchell, and Carly Simon—charts their lives as women at a magical moment in time. Carole King, Joni Mitchell, and Carly Simon remain among the most enduring and important women in popular music. Each woman is distinct. Carole King is the product of outer-borough, middle-class New York City; Joni Mitchell is a granddaughter of Canadian farmers; and Carly Simon is a child of the Manhattan intellectual upper crust. They collectively represent, in their lives and their songs, a great swath of American girls who came of age in the late 1960s. Their stories trace the arc of the now mythic sixties generation—female version—but in a bracingly specific and deeply recalled way, far from cliché. The history of the women of that generation has never been written—until now, through their resonant lives and emblematic songs. Filled with the voices of many dozens of these women's intimates, who are speaking in these pages for the first time, this alternating biography reads like a novel—except it's all true, and the heroines are famous and beloved. Sheila Weller captures the character of each woman and gives a balanced portrayal enriched by a wealth of new information. Girls Like Us is an epic treatment of midcentury women who dared to break tradition and become what none had been before them—confessors in song, rock superstars, and adventurers of heart and soul.

In the tradition of The Stranger and The Old Man and the Sea, this taut novella by critically acclaimed novelist Michael Farris Smith (Rivers, 2013) explores the human spirit and its capacity for faith and forgiveness in an imperfect world. What happens to a marriage when a child vanishes? Jon and Estelle walk the picturesque Paris streets, but are living through the cruelest of realities—the disappearance of their nine-year-old daughter Jennifer, abducted from the Musée D'Orsay during a class field trip. Jon spends his day slugging through bus terminals and metro halls, posting flyers of his daughter, while Estelle has become a recluse, unwilling to leave the apartment in case the telephone rings. Their relationship suffers as the passing time chips away at the hope of Jennifer's return. Then, a free-spirited artist enters their life as unexpectedly as Jennifer has left it, luring Jon down a reckless path as he searches desperately for courage in the smallest signs. If their daughter is ever returned to them, will Jon and Estelle both be there to welcome her home?

This is the fourth volume of The History of Middle-earth, edited by Christopher Tolkien, the first two comprising The Book of Lost Tales Parts One and Two, and the third The Lays of Beleriand. It has been given the title The Shaping of Middle-earth because the writings it includes display a great advance in the chronological and geographical structure of the legends of Middle-earth and Valinor. The hitherto wholly unknown "Ambarkanta," or Shape of the World, is the only account ever given of the nature of the imagined Universe, and it is accompanied by diagrams and maps of the world before and after the cataclysms of the War of the Gods and the Downfall of Numenor. The first map of Beleriand, in the North-west of Middle-earth, is also reproduced and discussed. In the "Annals of Valinor" and the "Annals of Beleriand" the chronology of the First Age is given shape; and with these are given the fragments of the translations into Anglo-Saxon made by Aelfwine, the Englishman who voyaged into the True West and came to Tol Eressea, the Lonely Isle, where he learned the ancient history of Elves and Men. Also included are the original "Silmarillion," written in 1926, from which all the later development proceeded, and the "Quenta Noldorinwa" of 1930, the only version of the myths and legends of the First Age that J.R.R. Tolkien completed to their end. As Christopher Tolkien continues editing the unpublished papers that form the bedrock from which The Lord of the Rings and The Silmarillion were quarried, the vastness of his father's accomplishment becomes even more extraordinary.

Perrin has spent all of her young life preparing to be the next laird of the large landholding Nytt Heimili and leader of her clan. With the scrawl of his signature and the stamping of the royal seal into melting wax, Prince Mallus, the newest ruling prince of Bortfjell has declared that no one who is not of pure Bortfjellian blood can hold any positions of power. Because Perrin's mother is from beyond the borders of Bortfjell and therefore considered to be of foreign blood, Perrin finds herself no longer in line to be the heir to either the landholding or the clan. In addition, there are those of Perrin's father's court who decide that the prince's edict is not enough to solidify a shift of power in Nytt Heimili and are determined to eliminate Perrin, causing her to flee her home. With the help of two loyal companions, a wild hill cat named Kipp, several rover families, and a great deal of luck, Perrin's journey away from all she has known takes her on an adventure filled with narrow escapes, a blowing snow filled mountain pass, scrutiny by the Sommerhjem border guard, and a number of surprises. Perrin's journey leads her to a place never in her wildest imagination had she expected to find herself.

A Guide for Students and Practitioners

The J.R.R. Tolkien Companion & Guide: Reader's guide

The Quenta, the Ambarkanta, and the Annals, Together With the Earliest 'Silmarillion' and the First Map

Communing with the Ancestors

The Kinder Poison

Theft of Swords

Thirty thousand Japanese gamers awake one day to discover that the fantasy world of Elder Tales, an MMORPG that was formerly their collective hobby, has become their cold hard reality. Severed from their everyday lives, they confront a new horizon filled with ravenous monsters, flavorless food, and the inability to die! Amid the chaos, veteran gamer Shiroe gathers his friends, the guardian Naotsugu and the assassin Akatsuki, and together they embark on an adventure to change the world as they know it!

ARCHAIC From the Great Midsee to the two Calfrei's, the year 2906 saw Nordland in upheaval. There were rumors of war as the pseudo-Sioux pushed south from the Indian confederation in a strange alliance with the yellow-skinned wizards of Hunan, far to the North ... and for the first time since the Disaster of a thousand years earlier, all of Nordland seemed poised on the bring of annihilation. Into the middle of the war stirrings came Kelwin the Broom, finder—and occasionally manufacturer—of archaics, the tantalizing treasures that were all the remained of the world before Disaster. Aided only by his apprentice, Base, and armed with his wits and his half-knowledge of things better forgotten, it was his task to stop the war before the visitation of another Disaster ...

The Definitive Refactoring Guide, Fully Revamped for Ruby With refactoring, programmers can transform even the most chaotic software into well-designed systems that are far easier to evolve and maintain. What's more, they can do it one step at a time, through a series of simple, proven steps. Now, there's an authoritative and extensively updated version of Martin Fowler's classic refactoring book that utilizes Ruby examples and idioms throughout-not code adapted from Java or any other environment. The authors introduce a detailed catalog of more than 70 proven Ruby refactorings, with specific guidance on when to apply each of them, step-by-step instructions for using them, and example code illustrating how they work. Many of the authors' refactorings use powerful Ruby-specific features, and all code samples are available for download. Leveraging Fowler's original concepts, the authors show how to perform refactoring in a controlled, efficient, incremental manner, so you methodically improve your code's structure without introducing new bugs. Whatever your role in writing or maintaining Ruby code, this book will be an indispensable resource. This book will help you
* Understand the core principles of refactoring and the reasons for doing it
* Recognize "bad smells" in your Ruby code
* Rework bad designs into well-designed code, one step at a time
* Build tests to make sure your refactorings work properly
* Understand the challenges of refactoring and how they can be overcome
* Compose methods to package code properly
* Move features between objects to place responsibilities where they fit best
* Organize data to make it easier to work with
* Simplify conditional expressions and make more effective use of polymorphism
* Create interfaces that are easier to understand and use
* Generalize more effectively
* Perform larger refactorings that transform entire software systems and may take months or years
* Successfully refactor Ruby on Rails code

An in-depth reference to Tolkien's life and works provides brief alphabetical entries on a wide range of topics that encompass the author's source materials, synopses of his writings, a chronology, analysis of his characters, and the personal and historical influences on his writings.

An Adventurer's Heart (Adventures on Brad #2)

75 Years of Bare Knuckle Brawls, 1914–1989

Refactoring

An Introduction to the Study of Australian Literature

Classic Movie Fight Scenes

This book demonstrates how to communicate and make contact with ancestral spirits, including practical methods for seeking their guidance. Raven Grimassi explores the realm of the ancestors and the role of reincarnation in the soul's relationship to ancestral lineage. He explains the interactions between ancestors, the living, and the dead and examines how communication with the ancestors is strengthened through various techniques and ritual practices. True to Raven's style, the ook includes folklore, legend, and superstition surrounding the topic. Shrines, altars, and offerings are discussed in detail. Ancient practices related to communing with the ancestors are revived, and new rituals are provided, including an exercise to lead readers into the "cavern of the ancestors" through guided imagery. Sacred sites, power places, special portals to the ancients, reincarnation, and the "restless dead who are still bound to the earth realm"--he covers it all.

"The Kinshield Legacy is a rousing good fantasy tale, with nice characterization and some ferocious action. These days I read primarily for business rather than pleasure, but I found myself eager to return to this novel." ~ Piers Anthony, best-selling author of the Xanth novels Book 1 of The Kinshield Saga Warrant knight Gavin Kinshield is a man of many secrets. All he really wants is a letter written two hundred years ago by his ancestor Ronor Kinshield, the last person to see King Arek alive... a letter he must earn by tracking down a common thief. But when Gavin saves a woman's life, what should have been a simple task draws him face-to-face with his nightmarish past... and the truth of King Arek's demise.

Includes section "Reviews and notices of books".

The 95th Rifles was one of history's great fighting units, and Mark Urban brings them and the Napoleonic War gloriously to life in this unique chronicle. Focusing especially on six soldiers in the first battalion, Urban tells the Rifles' story from May 25, 1809, when they shipped out to join Wellington's army in Spain, through the battle of Waterloo in June 1815. Drawing on diaries, letters, and other personal accounts, Urban has fashioned a vivid narrative that allows readers to feel the thrill and horror of famous battles, the hardship of the march across Europe, the bravery and camaraderie of a nineteenthcentury Band of Brothers whose innovative tactics created the modern notion of infantryman.

Qualitative Research Methods in Mental Health and Psychotherapy

The Modern Review

The Aficionado's Guide to Mystery and Detective Fiction

Wellington's Rifles

Quag Keep

Ruby Edition: Ruby Edition

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

The True Bloods are in disarray, their alliance crumbling and their armies humbled by the forces of the Black Road. Aeglyss, falling ever deeper into madness, casts a shadow across all. At the court of the High Thane, Anyara faces a savage struggle for survival against the na'kyrim's possessed agent: Mordyn Jerain, the Shadowhand. In the Glas Valley, Kanin, the embittered Horin-Gyre Thane, plots a desperate rising against the halfbreed. But ultimately it will be Orisian, Thane of a Blood that no longer exists, who must stand face to face with a darkly transcendent Aeglyss and make the sacrifice - of himself and others - required to end the threat he represents. FALL OF THANES is the spectacular conclusion to the Godless World trilogy, a sweeping epic of war, politics and empire.

This book provides a user-friendly introduction to the qualitative methods most commonly used in the mental health and psychotherapy arena. Chapters are written by leading researchers and the editors are experienced qualitative researchers, clinical trainers, and mental health practitioners Provides chapter-by-chapter guidance on conducting a qualitative study from across a range of approaches Offers guidance on how to review and appraise existing qualitative literature, how to choose the most appropriate method, and how to consider ethical issues Demonstrates how specific methods have been applied to questions in mental health research Uses examples drawn from recent research, including research with service users, in mental health practice and in psychotherapy

"A DELICIOUS HIGH-STAKES ADVENTURE." —PEOPLE MAGAZINE Perfect for fans of Victoria Aveyard and Holly Black, The Kinder Poison is an enthralling fantasy adventure that follows a teenage girl chosen to be the human sacrifice in a deadly game between three heirs who will do anything for the crown. Zahru has long dreamed of leaving the kingdom of Orkena and having the kinds of adventures she's only ever heard about in stories. But as a lowly Whisperer, her power to commune with animals means that her place is serving in the royal stables until the day her magic runs dry. All that changes when the ailing ruler invokes the Crossing. A death-defying race across the desert, in which the first of his heirs to finish—and take the life of a human sacrifice at the journey's end—will ascend to the throne. With all of the kingdom abuzz, Zahru leaps at the chance to change her fate if just for a night by sneaking into the palace for a taste of the revelry. But the minor indiscretion turns into a deadly mistake when she gets caught up in a feud between the heirs and is forced to become the Crossing's human sacrifice. Now Zahru's only hope for survival hinges on the impossible: somehow figuring out how to overcome the most dangerous people in the world.

The Kinshield Legacy

Official Gazette of the United States Patent and Trademark Office

Pile of Bones

Log Horizon, Vol. 1 (light novel)

Kelwin

Chilton's Jewelers' Circular/keystone

Both brawls and elaborate martial arts have kept movie audiences on the edges of their seats since cinema began. But the filming of fight scenes has changed significantly through the years—mainly for the safety of the combatants—from improvised scuffles in the Silent Era to exquisitely choreographed and edited sequences involving actors, stuntmen and technical experts. Camera angles prevented many a broken nose. Examining more than 300 films—from The Spoilers (1914) to Road House (1989)—the author provides behind-the-scenes details on memorable melees starring such iconic tough-guys as John Wayne, Randolph Scott, Robert Mitchum, Lee Marvin, Charles Bronson, Clint Eastwood, Bruce Lee, Chuck Norris and Jackie Chan.

Stranded on the world of Methuen for more than two hundred years, a colonizing expedition from Earth depends for their continued survival on the healing powers of the Eumedicos and the Seekers Veritas. Original.

Provides plot summaries to more than one thousand classic mystery, detective, and espionage novels and short story favorites, as well as informative commentary on each author

Or Notes & Queries on the Far East

Brightblade

Six Years to Waterloo with England's Legendary Sharpshooters

Live Stock Journal

The China Review

A Beginner's Companion