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Chaos is everywhere as the Lord of the Nexus orders his servant Haplo and the human child known as Bane to further their master's work on Arianus, the realm of air. But their one time companion Alfred has been cast into the deadly Labyrinth. And somehow the assassin Hugh the Hand has been resurrected to complete his dark mission. More important, the evil force that Haplo and Alfred discovered on Arianus has escaped. As Haplo's doubts about his master grow deeper, he must decide whether to obey the Lord of the Nexus or betray the powerful Patryn...and endeavor to bring peace to the universe. A disturbing collection of dark and twisted tales! 15 short stories of horror and suspense. Includes chapters from Pete Altieri's novels "Six" and "The Dreadful Lives of Enoch Strange". Plus an afterward that explains the reason for writing each story, and some interesting behind-the-scenes information. Cover art by Brian Uziel of Chewdog Design. He sold his soul to prove his worth. Now, he must race to catch his betrayer before the darkness inside him consumes him... Janis risked his life and sold his soul to rescue his sister Renea from those that butchered their family. He slaughtered a host of mercenaries, cultists, and demonic gods in his pursuit across the blasted Waste of Saurius. Only to learn that she was the one who betrayed them. Now, he and his young friend Ruck must race to catch her before the demon inside consumes him. She's fled to Qestis, an ancient city ruled by a mysterious cabal of wizards called The Circle. A place where dark magic is the norm and treachery is the coin of the realm. As he races to catch her before she can leave the continent, he learns his old master Brethor has been murdered. Worse yet, the Guard believes Ruck to be the culprit and plans to execute him if Janis can't find the real killer. Does he abandon his search to save his young friend, or continue his pursuit of the person who betrayed his family? Who can he trust to help him in a city like Qestis? As he descends into Qestis's underbelly looking for answers, he'll discover a conspiracy more sinister than he'd ever imagined... The Wheel of Time is now an original series on Prime Video, starring Rosamund Pike as Moiraine! In Lord of Chaos, the sixth novel in Robert Jordan's #1 New York Times bestselling epic fantasy series, *The Wheel of Time*®, Rand al'Thor, the Dragon Reborn, builds his army of Light even as sworn enemies--and supposed allies--move against him. Now ruling Tear, Andor, and Caemlyn, among other nations, Rand is recruiting all men capable of channeling to be trained as his Asha'man soldiers. The warrior Aiel clans have pledged loyalty to Rand, acknowledging him as their chief of chiefs, even though the Shaido Aiel remain a threat. Split into two factions, the Aes Sedai of the White Tower and their rebel counterparts both seek to ally themselves with the Dragon Reborn. Rand knows all too well the manipulative nature of the Aes Sedai, no matter which side of their internal war they stand upon. But even he cannot predict just how desperate, cruel, and treacherous they can be. And in the shadows, the Forsaken and the Dark One are conjuring even more chaos... Since its debut in 1990, *The Wheel of Time*® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The last six books in series were all instant #1 New York Times bestsellers, and *The Eye of the World* was named one of America's best-loved novels by PBS's *The Great American Read*. *The Wheel of Time*® New Spring: The Novel #1 *The Eye of the World* #2 *The Great Hunt* #3 *The Dragon Reborn* #4 *The Shadow Rising* #5 *The Fires of Heaven* #6 *Lord of Chaos* #7 *A Crown of Swords* #8 *The Path of Daggers* #9 *Winter's Heart* #10 *Crossroads of Twilight* #11 *Knife of Dreams* By Robert Jordan and

Brandon Sanderson #12 *The Gathering Storm* #13 *Towers of Midnight* #14 *A Memory of Light* By Robert Jordan and Teresa Patterson *The World of Robert Jordan's The Wheel of Time* By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons *The Wheel of Time Companion* By Robert Jordan and Amy Romanczuk *Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. NATIONAL BOOK AWARD FINALIST "Transports readers into a world few Americans know" —Washington Post A timely new novel of stunning humanity and tension: a contemporary love story set on the Turkish border with Syria. Haris Abadi is a man in search of a cause. An Arab American with a conflicted past, he is now in Turkey, attempting to cross into Syria and join the fight against Bashar al-Assad's regime. But he is robbed before he can make it, and is taken in by Amir, a charismatic Syrian refugee and former revolutionary, and Amir's wife, Daphne, a sophisticated beauty haunted by grief. As it becomes clear that Daphne is also desperate to return to Syria, Haris's choices become ever more wrenching: Whose side is he really on? Is he a true radical or simply an idealist? And will he be able to bring meaning to a life of increasing frustration and helplessness? Told with compassion and a deft hand, *Dark at the Crossing* is an exploration of loss, of second chances, and of why we choose to believe--a trenchantly observed novel of raw urgency and power. "Promises to be one of the most essential books of 2017" —Esquire This book is the Dark Lords' study of Chaos--the formless, uncontrollable force from outside the ordered Cosmos that sorcerers, mystics and warriors have always spoken of and sought power in. We discuss all aspects of this phenomenon: its metaphysics, mythology, philosophy, psychology and symbology, and its applications to sorcery, demonology, warfare, religion and cult creation. Far more than an academic study, this work is a call to take sides in the great metaphysical war that has been waging from time immemorial: the Chaokampf and the Ordnungskampf--the holy wars against Chaos and Order. We provide the reader an in-depth foundation in Chaoism--the ideology for the Chaos sorcerer and warrior who seeks unlimited power and purpose by advancing Chaos upon this plane. For those who wish to live by the creed of "nothing is true and everything is permitted"; who feel called to fight a holy war for the eight-armed cross of Chaos; who perceive that an old age of Order is succumbing to a new age of Chaos; who seek a path of power and glory through the rising tide of Chaos: let this book your guide. To you we say: Klân-râk âm chod! (Chaos power to you!) *Dark Lords Kârzathor & Ravuk, Dark Lords of Chaos, Year 9 of the Imperium*. He was my best friend before he was my enemy. I'm a nobody at Black Falls High. When the school's mean queen forces me to my knees in front of the student body, everything changes. Now, I'm back on my former best friend's radar. And this time, he has his new crew and "no" isn't part of their vocabulary. When a night out puts me in a compromising position, I'm at their mercy. If they don't keep my secret, it could destroy more than my friendship. They own me. And my former best friend is making it his mission to ruin me. But not if I ruin them first. *In Ruins* is a #whychoose romance with four hot-as-fire guys. Due to dark content, this book is recommended for eighteen and older. Merlin Corey travels to the Courts of Chaos, where he discovers the reasons behind many of the forces that have shaped his life. 'DREAMSTATE'; *The Land of Chaos - Book I*, is the first volume of seven in a series which incorporates fantasy, romance and adventure from beginning to end as two people find themselves in a strange world that is not their own and are in danger of losing their lives in this world if they cannot defeat the evil that seeks to destroy this world and their own. *Dreamstate* is a very intense fantasy fiction book with a bit of romance with strong overtones on faith. *Clues of Chaos* is honored as an 2015 International Book Awards Finalist in the "Fiction: Cross Genre" category. After the mysterious death of a senator's sister in the country of Megalos, master wizard Leozanthicus is tasked with solving her heinous murder and retrieving weapons stolen from her estate. After recruiting loyal companions—including a Dawn Knight and a Mystic Knight—to join him, the group embarks on a quest to discover the truth behind the chilling attack. But their investigation only leads to more questions and takes a harrowing turn when they discover that the Chaos Warriors—an ancient enemy of more than just Megalos—are mounting a large-scale assault. As Leo closes in on the truth, more and more enemies surface as he

uncovers a sinister conspiracy behind the planned invasion of the Chaos Warriors. Forging ahead with assistance from a race of star people known as the Quarran, Leo discovers shocking evidence that proves the Chaos Warrior attack is far more imminent—and far more dangerous—than previously believed. As treachery begets more treachery, Leo and his allies find themselves in a race against time to save their world against the Chaos Warriors and their evil horde. Part mystery, part fantasy, *Clues of Chaos* is brimming with suspense and adventure that will have you racing to the end yourself. *Dark Albion: Cults of Chaos* is a gaming supplement for *Dark Albion* (also available on Createspace / Amazon), as well as most OSR fantasy-horror role-playing games. It will help you generate various Chaos Cults in detail (many tables are provided). It then describes the most common Chaos cults found in Albion (those worshiping demons, and others), gives advice on how running Chaos cults adventures (several tables are provided), and proposes three ready-to-use dungeons (i.e.: maps plus descriptions of contents for three dungeons that would be perfect for cultists lairs). This supplement is usable with any RPG of the OSR movement, such as *Fantastic Heroes & Witchery* (also available on Createspace / Amazon), *Osrice*, *Labyrinth Lord*, etc. *The Other Side of Chaos* gives us the courage to trust God when life is breaking down and to see our messes not as something to be rescued from, but as something that will help us break through to a place where God makes all things new. Discover a new way to navigate chaos and to find meaning in the messes of life. This is the full color, hardcover edition of the *Dark Lords'* study of Chaos—the formless, uncontrollable force from outside the ordered Cosmos that sorcerers, mystics and warriors have always spoken of and sought power in. We discuss all aspects of this phenomenon: its metaphysics, mythology, philosophy, psychology and symbology, and its applications to sorcery, demonology, warfare, religion and cult creation. Far more than an academic study, this book is a call to take sides in the great metaphysical war that has been waging from time immemorial: the *Chaoskampf* and the *Ordnungskampf*—the holy wars against Chaos and Order. We provide the reader an in-depth foundation in *Chaoism*—the ideology for the Chaos sorcerer and warrior who seek unlimited power by advancing Chaos upon this plane. For those who wish to live by the creed of "nothing is true and everything is permitted"; who feel called to fight a holy war for the eight-armed cross of Chaos; who perceive that an old age of Order is succumbing to a new age of Chaos; who seek a path of power through the rising tide of Chaos: let this book your guide. To you we say: *Klân-râk âm chod!* (Chaos power to you!) *Dark Lords Kârzathor & Ravuk*, *Dark Lords of Chaos*, Year 9 of the Imperium Half-witch, half-mortal sixteen-year-old Sabrina Spellman has made her choice: she's embraced her dark side and her witchy roots. Now her power is growing daily ... but will it come at too high a price? Sabrina Spellman has just made the hardest decision of her life: she's leaving behind her beloved friends at Baxter High. Now it's time to follow the path of night and find her way among the witches and warlocks at the Academy of Unseen Arts. Sabrina has always been good at the school thing, but now she has a whole new world to navigate. Her power is growing daily, but it comes with a high price. She must always remember her new allegiances and the cost they have on her friends ... and on herself. And then there's her new classmates. Prudence, Dorcas and Agatha are friends, kind of, but can Sabrina trust them? And what about Nick Scratch? He's as charming as ever, but will his feelings for Sabrina last? Based on the hit Netflix show, this original YA novel tells an all-new, original story about Sabrina. From the #1 Sunday Times bestselling author Sylvia Day (writing as S. J. Day) comes the *Marked* series, starting with *Eve of Darkness*. This urban fantasy series follows Evangeline Hollis, a heavenly bounty hunter, who's cursed by God, hunted by demons, and desired by none other than Cain and Abel. Uncontrollable bloodlust, dark and sexy desires, disasters of biblical proportions... S. J. Day's epic series has it all and is not to be missed. *Eve of Darkness* — Years ago, Evangeline Hollis spent a blistering night with a darkly seductive man she can't forget. Now Eve is thrust into a world where sinners are marked and drafted to kill demons. Her former one-night stand, Cain, is now her mentor—and his equally sexy brother Abel is her new boss. *Eve of Destruction* — When Eve's training class takes a field trip to an abandoned military base, things take a dark turn. Meanwhile, her body is still adapting to her new abilities and the challenges that came with them—such as uncontrollable bloodlust...which seems to be inciting another kind of lust altogether. *Eve of Chaos* — Eve runs over Satan's hellhound during training, so he puts a bounty on her head, and every demon in the country wants to deliver. Meanwhile, as Cain's role in Eve's life becomes more and more

uncertain, Abel doesn't hesitate to step in. *Eve of Warfare* — Eve knows when she's being used as a pawn in the celestial political game. Now, she just has to figure out who's the greater threat: the vampire she's hunting, the cherub yanking her chain, or the two brothers vying to play the role of her spouse—'til death do them part. Which in her line of work, could happen any minute... *Eve of Sin City* — *Sin City*—Las Vegas—is home to humans and Infernals of all sorts: the good, the bad, and the ugly. If you ask Evangeline Hollis, "good" is in short supply, "ugly" might be amusing, but "bad" is most definitely her business. The howling madness of the Abyss lurches to terrible life in *Book of the Damned Volume 2 -- Lords of Chaos*, a harrowing look at the primordial nature of evil. Whether defending the world from the demonic horde or selling it out to your dark master, this 64-page campaign setting guidebook shines an unholy light on the darkest evils ever to befoul the multiverse. Written by Pathfinder Editor-in-Chief and noted demon expert James Jacobs, *Lords of Chaos* promises dark delights invaluable to any Pathfinder Roleplaying Game campaign, including detailed discussions of the 10 most important Abyssal realms and their fiendish rulers; expanded information on two-dozen lesser demon lords and their nightmarish realms; detailed ecologies of major known demon types; a complete history of the Abyss and the unspeakable creatures who dwelled there before the advent of gods and demons; plus several new demons and Abyssal monsters, demonic spells, magic items, and more. L.E. Modesitt, Jr.'s *Colors of Chaos* continues his bestselling fantasy series the *Saga of Recluce*, which is one of the most popular in contemporary epic fantasy. Now a full mage in the White Order, Cerryl must prove himself indispensable to Jeslek, the High Wizard. Whether through assassination, effective governance of occupied territory or the fearless and clever direction of troops in battle, Cerryl faces many harrowing obstacles—assassination, political entanglements, battlefield prowess—and Anya, the plotting seductress who's the real power behind the white wizards. With his wits, his integrity, and the support of his love, the Black healer Leyladin, he must survive long enough to claim his rightful spot within the ruling hierarchy of the White Order. "An intriguing fantasy in a fascinating world."—Robert Jordan, New York Times bestselling author of *The Wheel of Time*® series *Saga of Recluce* #1 *The Magic of Recluce* / #2 *The Towers of Sunset* / #3 *The Magic Engineer* / #4 *The Order War* / #5 *The Death of Chaos* / #6 *Fall of Angels* / #7 *The Chaos Balance* / #8 *The White Order* / #9 *Colors of Chaos* / #10 *Magi'i of Cyador* / #11 *Scion of Cyador* / #12 *Wellspring of Chaos* / #13 *Ordermaster* / #14 *Natural Order Mage* / #15 *Mage-Guard of Hamor* / #16 *Arms-Commander* / #17 *Cyador's Heirs* / #18 *Heritage of Cyador* / #19 *The Mongrel Mage* / #20 *Outcasts of Order* / #21 *The Mage-Fire War* (forthcoming) *Story Collection: Recluce Tales* Other Series by L.E. Modesitt, Jr. *The Imager Portfolio* *The Corean Chronicles* *The Spellson Cycle* *The Ghost Books* *The Ecolitan Matter* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. "Meet johnny: a magical, time-bending, vampire-like being who wreaks chaos on earth. Bored from lack of challenge, johnny decides to be the guardian devil of a naive embodied angel, Jenséa."--Page 4 of cover. Konowa Swift Dragon, former commander of the Empire's elite Iron Elves, is looked upon as anything but ordinary. He's murdered a Viceroy, been court-martialed, seen his beloved regiment disbanded, and finally been banished in disgrace to the one place he'd leveling up would be amazing..... if it weren't so deadly. They injected me with a VR chip, a GPS tracker, and my first Seed. They gave me unbelievable powers. Then they sent me to fight. The monsters here are alien and vicious. There is a second moon in the sky. I watched a tree start moving and kill someone. And the other Players...? They're even worse. I'm alone. I'm weak. And I'm scared. But I will cling to life by the tips of my bloody fingernails. Who is behind this twisted game? Where are they sending us? Is there anyone I can trust? If I want to survive, I have to get stronger. But can I do it before the Game kills me? This omnibus contains the first two books in a dark and deliciously violent adventure series that combines science fiction, fantasy, and game elements. You'll love *Seeds of Chaos* because of the electrifying action, flawed characters, and kick-ass heroine. A tale about the unleashing of an ancient evil and the anti-hero prophesized to stop it. Archeologist Jack Stanton is the sole survivor of an expedition into the Himalayan mountains gone horribly wrong. Against all odds, he returns with proof of an advanced civilization that walked the Earth before mankind. A civilization of immense power, and incredible evil... Preparing for the book tour promoting his findings, he's haunted by visions and attacked by a religious zealot warning of the dangers of his discovery. Dangers he doesn't take seriously until a supertanker runs aground in New York and the catastrophe leaves him stranded in an

infernal dimension. Could it actually be Hell? And if Jack is in Hell, what forces are now running amok on Earth? \* \* \* \* \*! The most incredible story in the history of music a?) a heavyweight book."-Kerrang! "An unusual combination of true crime journalism, rock and roll reporting and underground obsessiveness, Lords of Chaos turns into one of the more fascinating reads in a long time."-Denver Post A narrative feature film based on this award-winning book has just gone into production. Candar is being invaded and Lerris must become the greatest wizard of all time--or see his whole world destroyed! This is the new fantasy novel in the Recluse series, the long-awaited sequel to The Magic of Recluse. Galen's imagination always got him into trouble, but now it may be the only thing that can prevent Horace from opening the Vault of Chaos and unraveling the world. London is burning, and the fae are holding the matches. I am Cassandra Liddell: FBI Special Agent and bad-ass Pixie. After barely surviving my last assignment, I'm on the hunt for answers about my past, when bombs start exploding all over London. Fae terrorists have attacked and thrown the city into chaos. To make matters worse, my best friend Scarlett has been abducted, and her captor is playing a twisted game of "Simon Says," sending me riddles paired with impossible tasks. Roan, a seductive fae warrior, is willing to help me ... but of course he has a price. One I'm not sure I'm willing to pay. Hounded by supernatural pursuers and hunted by the CIA, I'm racing against time to save Scarlett, and to stop London from burning to the ground. Rage is simmering under the surface, and when it boils, I'll unleash a fire of my own. Fantasy roman. Revelations of Chaos, Rise of the Shadow Soul Book I is a dark blood-soaked fantasy of high adventure set within the medieval, barbaric world of Zholryn. Journey across the lands of Thaldea amidst the struggle for existence itself as an epic battle wages between the forces of light and those of darkness. The Amethyst Scrolls and the Twelve Edicts of Lord Braxis. But were these the only decrees to life itself? The Lost Scrolls begin to emerge. One whispers the legends of Volkura Drakna, the Shadow Soul. A beast so terrible that Lord Braxis cast it from the world into the deepest pit of the Endless Chasm. Forever banished except for an ancient rite that could unleash it once again. An Ancient One still lives and it has planted its seeds of dark dissent throughout the lands of Thaldea, plying its deception through a priestess of the Black Clans. The fate of the Man-folk hangs in the balance. Zaramagrii, one of the Black Clans birthed within the misty chaos of battle she bears the mysterious mark of the rising dark sun. After being violently cast from her homeland and ruthlessly hunted, she must face the descending darkness. In this first book in a new trilogy, Kurt Leitzig, a knight in the Count of Ostermark's bodyguard, hides his shameful past as the son of a family condemned and burned by witch-hunters. However, when another with hunt brews, Kurt discovers that when the powers of Chaos become involved he cannot trust those closest to him--perhaps not even himself. Now is the time to tell the story of an ancient realm, a tragic tale that sets the stage for all the tales yet to come and all those already told... It's a conflicted time in Kurald Galain, the realm of Darkness, where Mother Dark reigns. But this ancient land was once home to many a power. and even death is not quite eternal. The commoners' great hero, Vatha Urusander, is being promoted by his followers to take Mother Dark's hand in marriage, but her Consort, Lord Draconus, stands in the way of such ambitions. The impending clash sends fissures throughout the realm, and as the rumors of civil war burn through the masses, an ancient power emerges from the long dead seas. Caught in the middle of it all are the First Sons of Darkness, Anomander, Andarist, and Silchas Ruin of the Purake Hold... Steven Erikson entered the pantheon of great fantasy writers with his debut Gardens of the Moon. Now he returns with the first novel in a trilogy that takes place millennia before the events of the Malazan Book of the Fallen and introduces readers to Kurald Galain, the warren of Darkness. It is the epic story of a realm whose fate plays a crucial role in shaping the world of the Malazan Empire. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. A string of smashing victories by the forces of the sinister aliens known as the Yuuzhan Vong has left New Republic resources and morale stretched to the breaking point. Leia Organa Solo, estranged from her husband, Han, oversees the evacuation of refugees on planets in the path of the merciless invaders. Luke Skywalker struggles to hold the fractious Jedi Knights together, even while one of them undertakes a bold but reckless undercover mission. Manipulating their alliance with the amoral Hutts, the Yuuzhan Vong leave a cunning trail of vital information where New Republic agents are sure to find it--information the desperate defenders cannot afford to ignore: the location of the aliens' next target. Then Han Solo stumbles into the dark heart of raging battle, thus beginning a

furious race against time that will require every skill and trick in his arsenal to win... Theodosia Throckmorton has her hands full at the Museum of Legends and Antiquities in London. Her father may be head curator, but it is Theo--and only Theo--who is able to see all the black magic and ancient curses that still cling to the artifacts in the museum. When Theo's mother returns from her latest archaeological dig bearing the Heart of Egypt--a legendary amulet belonging to an ancient tomb--Theo learns that it comes inscribed with a curse so black and vile that it threatens to crumble the British Empire from within and start a war too terrible to imagine. Intent on returning the malevolent artifact to its rightful place, Theo devises a daring plan to put things right. But even with the help of her younger brother, a wily street urchin, and the secret society known as the Brotherhood of the Chosen Keepers, it won't be easy . . . she quickly finds herself pursued down dark alleys, across an ocean, through the bustling crowds of Cairo, and straight into the heart of an ancient mystery. Theo will have to call upon everything she's ever learned in order to prevent the rising chaos from destroying her country--and herself! \* \* \* \* \*! The most incredible story in the history of music ... a heavyweight book."—Kerrang! "An unusual combination of true crime journalism, rock and roll reporting and underground obsessiveness, Lords of Chaos turns into one of the more fascinating reads in a long time."—Denver Post A narrative feature film based on this award-winning book has just gone into production. Chaos descends lower upon America as the war rages and threatens life in the South. Carrie & Robert are once more pulled apart, and Carrie finds herself the target of a hostile group of men determined to stop her from providing medical care to black residents of Richmond. In the mad swirling darkness beyond the Gates of Chaos, two yellow lizard eyes, burning with insatiable appetites and festering hatreds, snapped open, and an eldritch evil woke. Thus begins "The Silver Key," the first book of the epic high fantasy trilogy "The Gates of Chaos." The Silver Key of Reason, the Golden Heart of Courage, and the Iron Hammer of Strength--these three talismans were used to lock the Gates of Chaos a thousand years before. Now the spell that binds the Gates is crumbling, Heldra the Dragon Queen is awake and her Demons are once more loose in the Realm. Heldra has sent them to destroy the talismans and kill the One True King who might use the talismans together to re-lock the Gates. Aren, a fourteen-year-old orphan, does not believe in Demons or the Gates of Chaos. Then his guardian, the Sorceress of Harkfast reveals that he is the One True King and that the amulet he wears is the Silver Key. Suddenly Aren's safe little world is turned upside down. Pursued by Demons and the evil wizard Kaldore, Aren flees from Harkfast with his friends Agorn the stoic Valk warrior and Tobin the wise-cracking innkeeper's son. Armed with only their ingenuity, their courage, and the mysteriously dormant Silver Key, the three boys embark on a desperate quest to gather the other two talismans and re-lock the Gates of Chaos. Joined along the way by a band of valiant friends including the tiny pixies Scoot and Flash and the sturdy dwarf Tyler Treadwell, Aren grows into a man ready to assume the mantle of leadership that is his destiny and face the final, terrible cataclysm waiting beyond the Gates of Chaos. The fate of the Realm hangs in the balance. From USA Today bestselling author David Dalglish Fear comes from the hands of prophets. . . The final installment of the Shadowdance series finds Haern the Watcher returning to his beloved city of Veldaren, only to find it has collapsed into chaos. The Sun Guild has conquered the former thief guilds, destroying the peace Haern fought so hard to obtain. The Trifect is their next target, and Alyssa Gemcroft must reach out to whatever allies she can obtain, even if it means casting aside longtime friends. As the chaos grows, so does the power of the dark god Karak who lays siege to Veldaren. If the city falls, the world will suffer greatly. The legendary Thren Felhorn, broken, guileless, and rejected by his own son, holds the fate of the entire city in his hands. Unless Haern can stop his father, Thren will at last have the legacy of fire and destruction he has always desired. Father or son; some choices must be made in blood. Fantasy author David Dalglish spins a tale of retribution and darkness, and an underworld reaching for ultimate power. Born into a village whose foundations were forged from strength and destruction, Shadow is trained in the art of chakra manipulation from an early age to become a ruthless warrior. As Shadow matures, he unlocks a devastating power that has been hidden in the blood of his lineage for the past five-hundred years. A power that has not been seen since Shadow's great-grandfather, Lord Theron, unleashed it upon the world in a black storm of fury and annihilation, earning him the title of the most ruthless warlord in all of history. The leader of the Village of Chaos sends Shadow on a deadly mission to the Forbidden Lands to train and master his newly acquired abilities. An

unfortunate death forces Shadow to end his training early and return home to mourn for the lost life. An enormous war between rival clans is on the brink of erupting when the leader of the Village of Chaos approaches Shadow and informs him of his true role. Shadow is to lead a massive army into battle just like his great-grandfather did fi ve-hundred years ago. With this daunting task placed before him Shadow must decide whether to heed his great-grandfathers warning and stay away from a life of power and bloodlust or to do what is best for his home and unleash his inner strength, his inner demon. The thief, his lover the harlot, plus the witch and her apprentice. Jaxon is the disinherited son of an impoverished nobleman. The prostitute Maelleen is his beautiful lover. The Witch who rules Val d'Ossa and her apprentice Venessta need Jax's skills as a thief, and have taken them both captive to ensure his cooperation. Jax and Maelleen must navigate the politics of Val d'Ossa's High Noble Houses, where lies and deceit drip from every tongue, seduction is a mere means to an end, and betrayal is the norm. What is Jax's connection to the ancient figurine they all covet? Can Jax and Maelleen survive the machinations of their betters? If they fail, death will be preferable to the fate that awaits them. The paths of chaos lead only to damnation. An explicit and disturbing journey into the darker side of the human psyche, as seen through a real-life collection of utterly fascinating cases in abnormal psychology. Clinical and research psychologist Miguel Brooks takes readers deep into the minds of sexual sadists and predators, psychopaths, obsessive-compulsive and mood-disordered persons, as well as the guilt-burdened, depressed and suicidal. These chronicles reveal in detail the harrowing psycho-emotional descent into that private hell known only to those who have been there. "Persephone is the Goddess of Spring in title only. Since she was a little girl, flowers have only shriveled at her touch. After moving to New Athens, she hoped to lead an unassuming life disguised as a mortal journalist. All of that changes when she sits down in a forbidden nightclub to play a hand of cards with a hypnotic and mysterious stranger. Hades, God of the Dead, has built a gambling empire in the mortal world and his favorite bets are rumored to be impossible. But nothing has ever intrigued him as much as the goddess offering him a bargain he can't resist. After her encounter with Hades, Persephone finds herself in a contract with the God of the Dead, and his terms are impossible: Persephone must create life in the Underworld or lose her freedom forever. The bet does more than expose Persephone's failure as a goddess, however. As she struggles to sow the seeds of her freedom, love for the God of the Dead grows-a love that is both captivating and forbidden"--

- [Book Of Chaos](#)
- [Dark Albion](#)
- [A Dance Of Chaos](#)
- [The Claws Of Chaos](#)
- [Lord Of Chaos](#)
- [The Book Of Chaos](#)
- [Lords Of Chaos](#)
- [Son Of Chaos](#)
- [Scion Of Chaos Book 2 Of The Shattered World Dark Fantasy Book Series](#)
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