

# Read Free The Cycle Of Arawn 3 Series Read Pdf Free

*The Cycle of Arawn: The Complete Trilogy* **The White Tree** **The Black Star** **The Great Rift** *The Red Sea* **The Silver Thief** The Sealed Citadel *Fireborne* **The Foundling** **The Twelve Plagues** **Titans** **Dark Art** The Spear of Stars The Wound of the World **What Lies Beyond** The Light of Life **The Path of Druidry** **Sir Gawain and the Green Knight** Breakers **The Black Book** The Black Star **Grave Mercy** **Dark Blade** *Rebel Stars* *Agatha Raisin and the Witch of Wyckhadden* **The Book of Three** Celtic Mythology *Taran Wanderer* The Grim Company The Black Company **The Mabinogion Tetralogy** **Spell/Sword** **Melt Down** **Paternus** *Cosmic Crystals* *Grass* *A Queen's Command* **Shinto** **Norito** *Son of the Black Sword* **Age of Myth**

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Fantasy-roman. One of fantasy's finest next-generation storytellers continues to break new ground. Michael J. Sullivan's trailblazing career began with the breakout success of his Riyria series: full-bodied, spellbinding fantasy adventures whose imaginative scope and sympathetic characters won a devoted readership and comparisons to fantasy masters Brandon Sanderson, Scott Lynch, and J.R.R. Tolkien himself. Now Age of Myth inaugurates an original five-book series. Since time immemorial, humans have worshipped the gods they call Fhrey, truly a race apart: invincible in battle, masters of magic, and seemingly immortal. But when a god falls to a human blade, the balance of power between humans and those they thought were gods changes forever. Now only a few stand between humankind and annihilation: Raithe, reluctant to embrace his destiny as the God Killer; Suri, a young seer burdened by signs of impending doom; and Persephone, who must overcome personal tragedy to lead her people. The Age of Myth is over. The time of rebellion has begun. Magic, fantasy, and mythology collide in Michael J. Sullivan's Legends of the First Empire series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR The second book in the sweeping epic fantasy series Whispers of the Gods, perfect for fans of the Summoner trilogy by Taran Matharu and Shadow and Bone by Leigh Bardugo WHEN DESTINIES COLLIDE, WHO WILL EMERGE VICTORIOUS? Lann is hunting monsters. It's his destiny as bearer of the Dreadblade. But Lann would rather hunt down Kelewulf, the young necromancer who released them into the world. Consumed by his aunt's death, he can think of nothing but revenge. Across a dark sea, Kelewulf is mastering magic. He has persuaded the High Priestess of Hasz to tutor him. But he's hiding a more dangerous goal: finding the heart of a god. With this terrible object in hand, he'll return darkness to the world forever ... Lann and Kelewulf know their fates are entwined. When they finally meet, what will prevail? Spells or steel? Vengeance or mercy? Only the gods can guess. In upstate Idaho, Ness Hook is run out of his mom's house by his bullying brother Shawn. In Redding, California, Tristan Carter is graduating college, but with no job and no prospects, she'll have to move back in with her parents. Then the world ends. After Ness discovers his best friend dead of disease, Shawn takes their family to the mountains to wait out the plague. As Tristan's parents fall sick, she's left to care for her younger brother Alden. Both sets of siblings dig in for the long haul. Humanity is reduced to splinters. And then the creatures who sent the virus appear in the sky. Flushed from the mountains, Shawn and Ness join a tribe at a nuclear power plant, where they plan to launch a guerrilla war against the invaders. In California, Tristan and Alden are taken prisoner. Separated from her brother, Tristan crosses the ruins of America to track him down. She will stop at nothing to get Alden back--but her fellow survivors prove even more dangerous than the monsters who broke the world. ~ Melt Down is the second book in the post-apocalyptic Breakers series. The series to date includes Outcome, Breakers, Melt Down, Knifepoint, Reapers, and Cut Off. War of Gods is the highly anticipated conclusion to the critically acclaimed, award winning epic urban fantasy series, The Paternus Trilogy. From Africa to Asgard, to an invisible island in the Pacific and the Bone Road of a forgotten realm, Fi and Zeke must come to grips with not only their newfound abilities, but also who and what they are-and accept what they are becoming: wielders of ancient and dangerous powers, warriors, and maybe even heroes. But the end of worlds is coming, and time is short... Titans will clash. Gods will battle. Monsters will swarm. Can Peter and the Deva possibly defeat their age-old enemy in the face of overwhelming odds against them? There's only one way to find out. CRY HAVOC, AND LET SLIP THE GODS OF WAR. \*\*\*\*\* "This is urban fantasy at its utter best. If you love massive battles, mythology, engaging narratives and satisfying conclusions, you have to read this book." -Novel Notions "It's like standing on a mountain summit at night, seeing the universe laid out before you. And it's a battlefield. It. Is. Amazing." -The Speculative Faction "The epochal ending to The Paternus Trilogy, War of

Gods does it all on a 'maha' level with its magical battles and insane action sequences, and confirms why Ashton should be considered the Tolkien of the Twenty-first century." -Fantasy Book Critic "Brace yourself for an epic battle that makes Avengers: Endgame feel like a school chess match. War of Gods is a triumph." -Well Tempered Proof ?\*\*\*\*\* Genre: Contemporary Fantasy / Epic Urban Fantasy / Mythic Fiction. Market: Adult to New Adult (as opposed to Teen or YA, though savvy 16 or 17 year olds might survive without permanent damage). The Gods are dead. The Magelord Salazar and his magically enhanced troops, the Augmentors, crush any dissent they find in the minds of the populace. On the other side of the Broken Sea, the White Lady plots the liberation of Dorminia, with her spymistresses, the Pale Women. Demons and abominations plague the Highlands. The world is desperately in need of heroes. But what it gets instead are a ragtag band of old warriors, a crippled Halfmage, two orphans and an oddly capable manservant: the Grim Company. A companion book to The Chronicles of Prydain, this collection of short stories revisits beloved characters and reveals more about the history of the magical land of Prydain. Here, readers will find Dallben, destined to be an enchanter; Angharad, a princess of the House of Llyr; Kadwyr, the rascal crow; and Medwyn, the mystical protector of all animals. They'll learn the grim history of the sword of Dyrnwyn and even find out how Ffleuddur Fflam came by his enchanted harp. How did Coll rescue Hen Wen when she disappeared at the hand of Arawn, Lord of the Land of Death? Find the answer to this question and many more, in The Foundling: And Other Tales of Prydain by Lloyd Alexander. The White Lich has conquered Tanar Atain. Soon, he means to take the entire world. Dante suspects his next target will be Bressel, where the Tanarians have established their court in exile. The only chance to stop the lich will be to forge a fragile alliance between the bitter enemies of three different lands: Tanar Atain, Mallon, and Narashtovik. The city stands on the brink of rebellion. Yet even if Dante, Blays, and Gladdic can unite it, they still might not have the strength to stand against the army of the lich. One last hope may stop the coming destruction: the legendary Spear of Stars. But the weapon was lost long ago. To find it again, they may have to travel further than they've ever known. The White Lich has conquered Mallon and smashed all resistance to him. Now, he marches on the north. Within weeks, Narashtovik will fall to his armies. Gask will follow. And after that, there can be no stopping him. Dante and Blays have a single hope of victory: the Spear of Stars, the long-lost weapon that may be capable of killing the lich. There's just one problem. Though they've learned the spear is real, they've also learned the nine parts of the weapon are guarded by the gods themselves. And they have no intention of handing over their prize. Alone in a strange realm, with no friends or allies, and a growing list of enemies, Dante and Blays' task looks doomed. Yet they're the last line standing between the lich and the destruction of their whole world. Rob Dunbar is the world's best history professor. And with good reason: he's been alive for three thousand years, keeping his existence a secret since before the days of Athens. But a stranger named Baxter has a better use for Rob's vast expertise. Baxter's looking to found a mining company in the Asteroid Belt. In exchange for Rob's help, he'll try to unravel the mystery of Rob's origin. As they're getting their outfit off the ground, they come under covert attack by HemiCo, a powerful Mars-based corporation. And Rob learns Baxter has a secret of his own—he's not human. He's a highly illegal AI. Developed by HemiCo in the wilds of Mars, the first AI escaped decades ago. They've been fighting a shadow war against their creators ever since. Dragged to Mars, Rob is thrown into the center of the fight—and becomes the unlikely leader of a revolution that will change the course of human history amongst the stars. ~ Keywords: space opera, space exploration, colonization, ai, artificial intelligence, spaceships

Rime is a wild mage. She can bend the very fabric of reality, but at a cost - a cost to her health and her sanity. Her power is unstoppable but it leaves her empty, weak, and often unconscious. Jonas is a squire on the run - running away from the shadow of murder. They travel together to find the one person that can save Rime from the wild magic, from the inexorable madness and death that comes to those who are born to ignore the rules of the universe. The Gray Witch of the Wheelbrake Marsh, a creature out of a fairy tale. The anti-epic fantasy, the nascent genre of SWORDPUNK: Fantasy Action A La Carte. Earnestly written in the shadow of Lieber and Moorcock. Love the book/ hate the book? [www.spell-sword.com](http://www.spell-sword.com) After being shaved bald during a previous case, Agatha Raisin goes to a seaside resort and enlists the aid of a local witch to grow her hair back, putting her right in the middle of things when the witch is found dead. Reprint. #1 IN A NEW EPIC FANTASY SERIES from Monster Hunter series creator and New York Times best-selling author, Larry Correia! After the War of the Gods, the demons were cast out and fell to the world. Mankind was nearly eradicated by the seemingly unstoppable beasts, until the gods sent the great hero, Ramrowan, to save them. He united the tribes, gave them magic, and drove the demons into the sea. Ever since the land has belonged to man and the oceans have remained an uncrossable hell, leaving the continent of Lok isolated. It was prophesized that someday the demons would return, and only the descendants of Ramrowan would be able to defeat them. They became the first kings, and all men served those who were their only hope for survival. As centuries passed the descendants of the great hero grew in number and power. They became tyrannical and cruel, and their religion nothing but an excuse for greed. Gods and demons became myth and legend, and the people no longer believed. The castes created to serve the Sons of Ramrowan rose up and destroyed their rulers. All religion was banned and replaced by a code of unflinching law. The surviving royalty and their priests were made casteless, condemned to live as untouchables, and the Age of Law began. Ashok Vadal has been chosen by a powerful ancient weapon to be its bearer. He is a Protector, the elite militant order of roving law enforcers. No one is more merciless in rooting out those who secretly practice the old ways. Everything is black or white, good or evil, until he discovers his entire life is a fraud. Ashok isn't who he thinks he is, and when he finds himself on the wrong side of the law, the consequences lead to rebellion, war, and destruction. At the publisher's request, this title is sold without DRM (Digital Rights Management). The White Lich has fallen. The remnants of his army have fled into the forests. It should be a time of celebration. But as Dante regroups his people, the Angel of Taim arrives with a message. They may have defeated the lich-but Taim is still going to destroy the mortal world of Rale. Facing starvation in the dead of winter, Dante leads his people toward the abundant fields of Gallador Rift. Along the way, though, a horrifying illness breaks out among the travelers. As earthquakes rattle the land and volcanoes black out the sky, it becomes clear the plague was only the first attack launched against Rale. Their only hope is to travel back to the Realm of the gods and try to bargain with them-and if that fails, to wage war on them. But the only known doorway to the Realm is hundreds of miles away. With the world in the throes of collapse, and flooded with monsters from hell's darkest depths, all of the world might be torn apart before Dante and Blays have the chance to start fighting back. Dante Galand is young. Penniless. Alone. But devoted to learning the dark magic of his world. His quest will take him from the city gutters to a foreign land of sorcerers. To a war for independence. And finally, to another war—this time, for his people's very survival. A USA Today bestselling series, THE CYCLE OF ARAWN is a complete trilogy of 1600 pages—more than half a million words of strife, civil war, friendships made and broken, and one man's obsession to become the greatest sorcerer since the days of the gods. The retelling of the epic Welsh myth that is “certainly among the top 5 fantasy series of the twentieth century” (sfsite.com). The Mabinogion is to Welsh mythology what the tales of Zeus, Hera, and Apollo are to Greek myth. these tales constitute a powerful work of the imagination, ranking with Tolkien's Lord of the Rings novels and T.H. White's The Once and Future King. Evangeline Walton's compelling rendition of these classic, thrilling stories of magic, betrayal, lost love, and bitter retribution include the encounter between Prince Pwyll and Arawn, the God of Death, which Pwyll survives by agreeing to kill the one man that Death cannot fell, and the tale of Bran the blessed and his family's epic struggle for the throne. The Mabinogion is internationally recognized as the world's finest arc of Celtic mythology; Walton's vivid retelling introduces an ancient world of gods and monsters, heroes, kings and quests, making accessible one of the greatest fantasy sagas of all time. “These books are not only the best fantasies of the twentieth century, but also great works of fiction. They are actual retellings of diverse legends of the Mabinogion in novel form . . . dealing with Good and Evil . . . and the nature of love.” —The Saturday Review (UK) “Magnificently conceived . . . persuasive and powerful . . . the product of keenly imaginative and well disciplined mind.” —August Derleth “Evangeline Watson's Mabinogion books remain the benchmark against which any future retellings of the stories must be measured.” —Diana L. Paxson Five years ago, young sorcerer Dante Galand and his friend Blays averted war against their new home, the city of Narashtovik. Ever since, they've been repaying their debts, arming and training the nomadic norren people in preparation for rebellion against the empire that enslaves them. When Dante hears a nearby norren clan is in possession of the Quivering Bow—a legendary artifact that can strike down walls with a single arrow—his course is clear. With such a weapon, he can secure independence for both the norren and Narashtovik. But the bow has been taken by the enemy. Following a trail of pirates and slavers, Dante, Blays, and a clan of norren warriors strike deep into enemy lands. Until now, their rebellion's

been kept secret. But their quest for the bow leads Dante and Blays to an all-out assault on the personal manor of powerful lord Cassinder. Enraged, Cassinder will have his revenge on norren and Narashtovik alike—and this time, there will be no stopping the engines of war. **THE GREAT RIFT** is the second book in an epic fantasy trilogy. A sweeping epic fantasy perfect for fans of the Summoner trilogy by Taran Matharu and *Shadow and Bone* by Leigh Bardugo **WHEN GODS FAIL, WHO WILL KEEP THE DARKNESS OUT?** Lann knows nothing of his mysterious past, but by his fifteenth birthday he will come face to face with destiny. For Lann must wield the Dreadblade, an ancient sword forged to defeat terrible monsters. Across the mountains a King has been murdered. His daughter, Astrid, is a warrior with no desire to bear the crown. Only she can uncover her father's killer before her brother is framed for the crime. Evil is stirring. Lann and Astrid are the kingdom's last defence. Together, they must face the greatest darkness their world has ever known. In the fifteenth-century kingdom of Brittany, seventeen-year-old Ismae escapes from the brutality of an arranged marriage into the sanctuary of the convent of St. Mortain, where she learns that the god of Death has blessed her with dangerous gifts--and aviolent destiny. Taran is desperate for adventure. Being a lowly Assistant Pig-Keeper just isn't exciting. That is, until the magical pig, Hen Wen, disappears and Taran embarks on a death-defying quest to save her from the evil Horned King. His perilous adventures bring Taran many new friends: an irritable dwarf, an impulsive bard, a strange hairy beast and the hot-headed Princess Eilonwy. Together, they face many dangers, from the deathless Cauldron-Born warriors, dragons, witches and the terrifying Horned King himself. Taran learns much about his identity, but the mysterious Book of Three is yet to reveal his true destiny. "Lloyd Alexander is the true High King of fantasy." - Garth Nix *The Chainbreakers'* War freed the norren. Won independence for Narashtovik. And drove a rift between Dante and Blays that may never be mended. After three years of wandering, Blays has returned to Gask. Blaming its king for the loss of his love, Lira, he poses as a merchant and infiltrates the enemy nobility. His goal is to bankrupt the kingdom and force its ruler from the throne. But his scheme is ruined when Dante arrives and outs him to the king. In desperation, Blays flees to the one place Dante can't follow: the forbidden Pocket Cove. There, he intends to learn whatever secrets have kept its people hidden for centuries. Meanwhile, Dante is called back to Narashtovik. Strange lights have been seen in the nearby Wodun Mountains. His investigation reveals the lights herald the return of the Black Star, a long-lost item capable of making wishes real. With it, Dante plans to make himself immortal. To find it, he must cross the Woduns into the mysterious country of Weslee. But there are others vying for the Black Star?4and if they find it first, they will use it to scour Narashtovik from the earth. **FROM A USA TODAY** bestseller and Audie-nominated author: A thousand years ago, an alien invasion set humanity back to the Iron Age. Slowly, we recovered, colonizing the Solar System in peace. And discovered that an unknown force is stopping us from exploring any farther. But before the cause can be discovered, a slow-burning conspiracy threatens to explode into System-wide war. With enemies at home and in the darkness beyond, a team of unlikely heroes—a janitor, a mercenary, an asteroid miner, and a pirate—are the only ones who can avert a second apocalypse. This set includes the first three books of the completed **REBEL STARS** series The gifted W.B. Yeats wrote of his own people "...even a newspaperman, if you entice him into a cemetery at midnight, will believe in phantoms, for everyone is a visionary if you scratch him deep enough. But the Celt, unlike any other, is a visionary without scratching." This introduction to Celtic Mythology will serve the novice well – for it is a complicated history with the earliest written records destroyed by the marauding Vikings. Inside you will read about... ? The Arrival of the Tuatha dé Danann ? Hibernia ? The Main Gods of the Celtic Pantheon ? Celtic Life and Rituals ? Sources of Celtic Mythology ? The Effect of Christianity and Beliefs and Superstitions The oral tradition harks back to 4000BCE and is a compilation of myths and cultures of many different peoples including the Indo-Iranians, Slavs, Greeks, Germans, Austrians and finally, the Gauls, who washed up on the shores of the Emerald Isle. Whatever aspect of this rich, mystical and lavishly embellished heritage you would like to investigate further you will find the author has supplied a marker to guide you on your way. "One of the most satisfying science fiction novels I have read in years."—The New York Times Book Review Here is a novel as original as the breathtaking, unspoiled world for which it is named, a place where all appears to be in idyllic balance. Generations ago, humans fled to the cosmic anomaly known as Grass. Over time, they evolved a new and intricate society. But before humanity arrived, another species had already claimed Grass for its own. It, too, had developed a culture. . . . Now, a deadly plague is spreading across the stars. No world save Grass has been left untouched. Marjorie Westriding Yrarier has been sent from Earth to discover the secret of the planet's immunity. Amid the alien social structure and strange life-forms of Grass, Lady Westriding unravels the planet's mysteries to find a truth so shattering it could mean the end of life itself. Chrysanthemum loves her name, until she starts going to school and the other children make fun of it. In New York, Walt Lawson is about to lose his girlfriend Vanessa. In Los Angeles, Raymond and Mia James are about to lose their house. Within days, none of it will matter. When Vanessa dies of the flu, Walt is devastated. But she isn't the last. The virus quickly kills billions, reducing New York to an open grave and LA to a chaotic wilderness of violence and fires. As Raymond and Mia hole up in an abandoned mansion, where they learn to function without electricity, running water, or neighbors, Walt begins an existential walk to LA, where Vanessa had planned to move when she left him. He expects to die along the way. Months later, a massive vessel appears above Santa Monica Bay. Walt is attacked by a crablike monstrosity in a mountain stream. The virus that ended humanity wasn't created by humans. It was inflicted from outside. The colonists who sent it are ready to finish the job--and Earth's survivors may be too few and too weak to resist. ~ Breakers is the first book in the finished **BREAKERS** series. For fans of *The Stand*, Hugh Howey, and Justin Cronin. Keywords: free, freebie, sci fi, post apocalyptic, post apocalyptic fiction, action, adventure, dystopian, aliens, science fiction series "Fireborne is everything I want in fantasy."--Rachel Hartman, New York Times bestselling author of *Seraphina* *Game of Thrones* meets *Red Rising* in a debut young adult fantasy that's full of rivalry, romance . . . and dragons. Annie and Lee were just children when a brutal revolution changed their world, giving everyone--even the lowborn--a chance to test into the governing class of dragonriders. Now they are both rising stars in the new regime, despite backgrounds that couldn't be more different. Annie's lowborn family was executed by dragonfire, while Lee's aristocratic family was murdered by revolutionaries. Growing up in the same orphanage forged their friendship, and seven years of training have made them rivals for the top position in the dragonriding fleet. But everything changes when survivors from the old regime surface, bent on reclaiming the city. With war on the horizon and his relationship with Annie changing fast, Lee must choose to kill the only family he has left or to betray everything he's come to believe in. And Annie must decide whether to protect the boy she loves . . . or step up to be the champion her city needs. From debut author Rosaria Munda comes a gripping adventure that calls into question which matters most: the family you were born into, or the one you've chosen. Young Cally is an apprentice within the most unusual order of sorcerers in the known world: the only one that forbids its members from using their powers to kill. Despite his lowly status, Cally's chosen by the Master of the Order to join a delegation to see their allies the Lannovians. The meeting will be historic: sixty years ago, the Order's enemies attacked them with a host of demons, forcing the Order to trap the monsters inside their own citadel and seal it shut with impenetrable wards. The trick worked so well the Order hasn't been able to get it back open since. But the Lannovians may have just discovered a way. As the meet unfolds, the Order's day of joy turns into a massacre. Cally and a grim soldier named Rowe are the only two to make it out of the ambush alive. As they flee into the wilds, they uncover a conspiracy that threatens to destroy everything Cally holds dear-but in order to stop it, he may have to betray every one of the Order's beliefs. **THE SEALED CITADEL** is the first in a new series following the rise of one of the greatest sorcerers of the age. When Dante Galand was just a boy, his father Larsin sailed away to make his fortune. And never returned. Since then, Dante has become a great sorcerer. A ruler. A destroyer of kings. And he's just learned that his father is living on a forbidden island at the edge of the known world. Where he's dying of a mysterious plague. In the company of his friend, the swordsman Blays, Dante travels to the island. There, his magic can do nothing for his father. As Dante and Blays quest for a cure—beset by strange beasts, angry spirits, and violent coastal raiders known as the Tauren—Dante falls sick, too. To save his father and himself, he'll have to rediscover the island's long-lost magic. But the hunt for its secrets leads Dante on a crash course with the Tauren—and island-wide civil war. And as he's away, an old threat begins to move against his homeland. Set in a USA Today-bestselling world, **THE RED SEA** is the first in a trilogy of warfare, sorcery, and friendship through the darkest times. *Cosmic Crystals* shows you how to work with the phases and signs of the moon to energize and amplify the power of your crystals. Living in sync with the rhythm of the lunar cycle is a powerful way to stay aligned to universal energy. Crystals and moon magic have been used together to this aim for centuries. Crystals are natural amplifiers of energy that can be used to enhance your

connection to the moon and its healing energy. Learn crystal meditations and rituals for each moon phase, as well as which crystals are most potent during New Moons, Full Moons, and other lunar events. Cosmic Crystals shows you how to combine the power of lunar energy and healing crystals to create sacred space, set intentions, and manifest magic and abundance in your life. For each moon, find information on how to work with its corresponding crystals and energetic qualities, along with lists of its associated herbs, colors, essential oils, animals, and deities. Written by leading crystal expert Ashley Leavy and including lavish photography, this beautiful book will have a place on every crystal enthusiast's book shelf. Listen to the call of spirit and seek truth in wild groves, the shifting seasons, and the beauty of the Old Ways. Discover how to embark on this sacred green path and enrich your life with its ancient wisdom. Practicing Druid Penny Billington offers a clear and structured course of study grounded in Celtic history and mythology, and highlights the mysteries and modern practice of this nature-based tradition. Each chapter begins with an evocative visualization and captivating Welsh mythic tales from the Mabinogionare woven throughout, introducing lessons and key concepts. A series of hands-on exercises will help you internalize these truths, develop a spiritual awareness rooted in nature, build a relationship with the multi-dimensional world, and ultimately adopt a druidic worldview to guide you in everyday life. Archetypes Animal energy The elements The Nwyfre Symbols The Wheel of the Year The Otherworld Trees as teachers and healers Shapeshifting From joining a druidic community to starting out as a solitary practitioner, this unique spiritual guide offers advice on everything you need to know about practicing Druidry today. Praise: "I loved this rich and intuitive approach to the study of modern Druidry. Penny's book is full of wisdom and insight. The comprehensive course is accompanied by beautiful visualizations and carefully crafted inspirational exercises."—Barbara Erskine, bestselling author of Lady of Hay Sixteen-year-old Dante is obsessed with learning to wield the nether, the powerful magic of the death god Arawn. But a century ago, Arawn's followers were scourged from the kingdom of Mallon. Their temples smashed. Their secrets lost. When Dante tracks down a copy of their holiest book, he throws himself into its study--and finds himself under siege in the city streets. Arawn's believers aren't dead. They're in hiding, and they want back their book. With the help of the nether and a loudmouthed bodyguard named Blays, Dante escapes into the wilds. But Arawn's army is ready to march from the shadows. As they move against Mallon, they hunt Dante relentlessly, in search of the book. And with his powers growing by the day, Dante finds himself used as a tool in the war against them. He and Blays are dispatched on a thousand-mile journey to assassinate the Arawnites' leader. If they fail, their homeland will fall. ~ The White Tree is the first book in the epic fantasy trilogy the Cycle of Arawn. Other books include The Great Rift and The Black Star. Keywords: free, freebie, epic fantasy, wizards, magic, sword and sorcery, heroic fantasy, coming of age fantasy, free epic fantasy Cally and Rowe have scourged the demonic wights from Narashtovik. But during the war, Cally learned he can no longer be part of the pacifist Order that raised him to be a sorcerer. The pair has traveled south, seeking the true copy of The Cycle of Arawn-the artifact Cally believes can restore proper rule to Narashtovik. There's a few problems with this plan, though. For one, nobody's seen the true copy in decades. For another, in these lands, possessing a copy of the Cycle is rewarded with a quick trip to the hangman. And if anyone finds out Cally can wield the dark arts of the nether, he'll wish all he got was hanged. Hunting for the book in the Western Kingdoms, Cally and Rowe are arrested by the Inquisition and sentenced to serve them. Since the Inquisition tracks down banned books, Cally has a better chance to find his prize than ever. But one slip will cost him his life-and as the Inquisition pursues its leads, it exposes a conspiracy that could be more devastating than the one that almost destroyed Narashtovik. Taran the Assistant Pig-Keeper has led heroic adventures and is a friend of princes, yet he is still troubled by his lowly status and determined to discover the secret of his true identity. He sets out to consult the powerful witches of Morva and the mysterious Mirror of Llunet. On his quest to find the truth, Taran must journey through distant realms and undertake a series of challenging tasks. But his greatest struggle is against his own pride and fears, as he learns where true greatness lies. The fourth book in Lloyd Alexander's classics fantasy epic The Chronicles of Prydain. "Lloyd Alexander is the true High King of fantasy." - Garth Nix This book presents, for the first time, a collection of ancient Japanese Shinto prayers in a format where English speaking readers can both understand the deep meaning of the translated text and can also pronounce the original Japanese words. Shinto is an ancient spiritual tradition, primarily practiced in Japan, which is now spreading its traditions to the western world. Its primordial rituals and traditions touch a deep chord within one's spiritual self. Shinto's focus on divinity of all beings and of all creation, on living with gratitude and humility, and on purification and lustration of one's self and environment will bring light and joy to any reader. The purpose of prayer and ritual as practiced in the Shinto tradition, is to reinsert ourselves into a divine state of being, not as a new position, but as an acknowledgement and reinforcement of what already exists. Ritual restores sensitive awareness to our relationship to the universe. Through purification and removal of impurities and blockages, we return to our innate internal brightness and cultivate a demeanor of gratitude and joy. Shinto rituals and prayers were created by ancient man over 2,000 years ago in a time when mankind was more intuitive about his relationship to this world. Because of this, the rites are archetypal and invoke deep emotion within the participants. This book of prayers will introduce the western reader to the deep spirituality of Shinto, providing explanation of the spiritual tradition and practice and providing a collection of 22 prayers for use in personal meditation and devotions. Order a perfect bound version of Shinto Norito Dante and Blays have forced Gladdic from the Collen Basin. But the victory might only be the first battle in a much larger war. With the land on the brink of starvation and politically fractured, Dante and Blays scramble to secure Collen's food, borders, and allies. Before their work is done, rumor arrives from Mallon. The enemy is mustering for another attack. Even if Collen can weather the coming storm, there's no guarantee their independence will last out the year. During a border raid, Dante learns Gladdic has fled to the shadowy realm of Tanar Atain, home of the Andrac. And what Gladdic returns with could tip the balance of power forever. Set in a USA TODAY bestselling world, THE WOUND OF THE WORLD is the third book in the Cycle of Galand. After a year of fighting across three different lands, Dante and Blays have finally brought Gladdic to justice-and in the process, they've unleashed a horror beyond all reckoning. The enemy is known as the White Lich. He is ancient. He is immensely powerful. And Gladdic believes he will soon enslave all of Tanar Atain. Their only chance to defeat him is to strike fast, before the lich has regained his power. But attacking him directly would be suicide. Instead, Gladdic has an alternative. Once upon a time, the lich was human, with a mortal body. Gladdic believes that original body is still out there, hidden somewhere in the swamps. If they can find it and kill it, then the lich should die with it. But if they fail, the White Lich will rip the souls from the people of Tanar Atain-and turn his gaze on the rest of the world. Dante Galand has cured the sickness that trapped him on the Plagued Islands. Now, it's time to leave. And kill a priest. The target is Gladdic of Bressel. Gladdic, who executed Dante's friend, the pirate Captain Twill. Who all but enslaved the Plagued Islands. And whose visions of empire are far from over. But Gladdic is trained in both ether and nether—and a darker magic than Dante has ever known. He's the most dangerous foe Dante has faced. And if Dante falls, so will an entire kingdom. Set in a USA TODAY bestselling world, THE SILVER THIEF is the second book in the Cycle of Galand. The Chainbreakers' War freed the norren. Won independence for Narashtovik. And drove a rift between Dante and Blays that may never be mended. After three years of wandering, Blays has returned to Gask. Blaming its king for the loss of his love, Lira, he poses as a merchant and infiltrates the enemy nobility. His goal is to bankrupt the kingdom and force its ruler from the throne. But his scheme is ruined when Dante arrives and outs him to the king. In desperation, Blays flees to the one place Dante can't follow: the forbidden Pocket Cove. There, he intends to learn whatever secrets have kept its people hidden for centuries. Meanwhile, Dante is called back to Narashtovik. Strange lights have been seen in the nearby Wodun Mountains. His investigation reveals the lights herald the return of the Black Star, a long-lost item capable of making wishes real. With it, Dante plans to make himself immortal. To find it, he must cross the Woduns into the mysterious country of Weslee. But there are others vying for the Black Star—and if they find it first, they will use it to scour Narashtovik from the earth. THE BLACK STAR is the final book in an epic fantasy trilogy.

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