

## The Realms Of The Gods The Immortals Skyesc

Killing monsters. Quaffing potions. Completing quests. And solving mysteries. Azure and the gang discover the Keeper's identity and begin their ultimate quest of collecting all the Stones of Blessing. There will be more than a few hiccups along the way, though, literal ones. A drinking quest has Azure and the gang testing their mettle against a bunch of ale swilling dwarves. Who has the highest alcohol tolerance? Find out in this exciting installment of the best-selling LitRPG series, *The Realm Between*.

This collection details the 30 most important gods in the *Forgotten Realms* universe and expands upon the profiles of the rest of the deities. *Faiths and Pantheons* includes all-new prestige classes, feats, spells, and monster templates.

The Mayan god of death sends a young woman on a harrowing, life-changing journey in this dark, one-of-a-kind fairy tale inspired by Mexican folklore. “A spellbinding fairy tale rooted in Mexican mythology . . . Gods of Jade and Shadow is a magical fairy tale about identity, freedom, and love, and it's like nothing you've read before.”—*Bustle* NEBULA AWARD FINALIST • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • *Tordotcom* • The New York Public Library • *BookRiot* The Jazz Age is in full swing, but Casiopea Tun is too busy cleaning the floors of her wealthy grandfather's house to listen to any fast tunes. Nevertheless, she dreams of a life far from her dusty small town in southern Mexico. A life she can call her own. Yet this new life seems as distant as the stars, until the day she finds a curious wooden box in her grandfather's room. She opens it—and accidentally frees the spirit of the Mayan god of death, who requests her help in recovering his throne from his treacherous brother. Failure will mean Casiopea's demise, but success could make her dreams come true. In the company of the strangely alluring god and armed with her wits, Casiopea begins an adventure that will take her on a cross-country odyssey from the jungles of Yucatán to the bright lights of Mexico City—and deep into the darkness of the Mayan underworld. Praise for *Gods of Jade and Shadow* “A dark, dazzling fairy tale . . . a whirlwind tour of a 1920s Mexico vivid with jazz, the memories of revolution, and gods, demons, and magic.”—NPR “Snappy dialog, stellar worldbuilding, lyrical prose, and a slow-burn romance make this a standout. . . . Purchase where Naomi Novik, Nnedi Okorafor, and N. K. Jemisin are popular.”—*Library Journal* (starred review) “A magical novel of duality, tradition, and change . . . Moreno-Garcia's seamless blend of mythology and history provides a ripe setting for Casiopea's stellar journey of self-discovery, which culminates in a dramatic denouement. Readers will gladly immerse themselves in Moreno-Garcia's rich and complex tale of desperate hopes and complicated relationships.”—*Publishers Weekly* (starred review)

A priestess of justice and a disgraced demigod investigate a grisly murder that threatens to throw the uneasy balance between gods and mortals into chaos. Gods make everything complicated. No one knows that better than Justix Iris Tharro, a human agent of the Goddess of Justice, still reeling from a scandal that almost ended her career. Grateful for a second chance, Iris' mandate is clear: investigate crimes, mete out justice...and never again insert herself in the business of the Pantheon. But when the dead body of a young woman is found on the altar in the wind god's temple, Iris quickly realizes her task might not be that simple. Because while murder is usually a human crime, this one is rife with magic only a God would be capable of. To accuse a God of murdering a human acolyte would do more than ruin Iris' reputation (again); it could put her life at risk. That's why she needs a partner who knows the good, the bad, and the ugly consequences of dealing with the Gods. Enter Andy: a handsome demigod with a silver tongue, desperately trying to win back the favor of his sea goddess mother. It's a challenging partnership, but there's no one better to guide Iris through black markets teeming with illegal relics, nightclubs full of nymphs, and the nefarious politics of the Pantheon . . . especially when it becomes clear that more than one immortal may have something to hide. In a world where ancient grudges and human desires live side by side and the old ways die hard, Iris and Andy are confronted with an impossible choice: whether solving one human's murder is worth the wrath of all the Gods. This fun, fast-paced fantasy noir novel by Elizabeth Vail is perfect for fans of *American Gods* and *The Maltese Falcon*, and was originally published on *Serial Box* ([serialbox.com](http://serialbox.com)).

*Wildness* is a kind of magic Discover a land of enchantment, legend, and adventure in this fourth and final book of *The Immortals* series, featuring an updated package – perfect for longtime fans and newcomers alike.

Memories of his past incarnations haunt Demascus, even as he searches for stolen portraits that contain the trapped souls of demigods. Meanwhile, drow creep beneath the city of Airspur, intent on precipitating war between Akanûl and a rival nation. As Demascus attempts to win freedom from the ghost of his murdered lover, he agrees to thwart the drow's secret scheme, sending him on a trail that stretches between the Demonweb, Airspur, and an island that appears on no map. *Spinner of Lies* is a sequel to *Sword of the Gods*, and is also tied to the Rise of the Underdark, an event that will have bold, sweeping ramifications across (and under) the *Forgotten Realms*.

An all-new digital version of one of the key titles in the entire *Forgotten Realms* novel line. At the time of its original release, this series presented key events that impacted the entire *Forgotten Realms* world, and the effects of those events are still felt in current novels. This re-released series will have a cohesive cover design and all-new art. This title was originally released underneath the author pseudonym Richard Awlinton. When the gods are banished from the heavens, they must travel through Faerûn in the guise of mortals. When four companions, last survivors of the Company of the Lynx, find themselves in possession of a mysterious amulet, they must escape death at the hand of Bane, god of murder. When magic itself runs wild, no one can say that the most innocent of spells will not destroy the world. Ancient fables rise from the grave and take a sinister turn in the thrilling sequel to A. J. Vrana's haunting dark fantasy debut, *THE HOLLOW GODS*. Fans of V. E. SCHWAB and MAGGIE STIEFVATER will devour this macabre folktale, even as it awaits to consume them from between the pages. hr Miya's world ended in *Black Hollow*. It's been three years since the Dreamwalker upended her life and left her with a heavy burden. A fledgling to the ethereal realm, Miya stumbles into the nightmares of those haunted by spectres. Little does she know, one of them is coming for her, clutching a dark secret abreast. Kai has found a new purpose with his companion, but the price is his freedom. Bound and beholden to Miya, he struggles to adjust to his new role as her vanguard. Meanwhile, Mason discovers he may be a pawn trapped in a web of schemes. Was his time in *Black Hollow* an accident, or was it only the beginning of some greater machination? As *Black Hollow's* bloody stain spreads beyond its wooded borders, Miya fights to evade a past she barely understands. The Dreamwalker's legacy is a vise grip, and it isn't letting go. Primordial horrors draw near, fables come alive, and long-buried histories rise from the grave, ready to hunt. Sharpen your claws and bloody your teeth. There's fear to be sown. hr “Vrana's lyrical writing is a mix of poetry, chaos, violence, and energy. An epic, macabre folktale for a new generation.” – Kim Smejkal, author of *INK IN THE BLOOD* “Good vs. evil is cleverly turned on its head as Vrana pulls readers down the rabbit hole into her strange, folkloric world.” – *Publisher's Weekly* “Everything about this book has a dark and spellbinding edge...an emerging threat in your peripheral vision, a creeping dread. Horror, supernatural, and fantasy push the threads of realism to its very edges.” – *The Coy Caterpillar Reads Book Reviews* “Darker, more impactful, more complex, with rich and interesting character development and the delightful writing of Miss Vrana, *THE ECHOED REALM* is the perfect conclusion to one of the best duologies I've had the pleasure to read.” – *Verified Reviewer* “*THE ECHOED REALM* may have closed off *The Chaos Cycle*, but it's still going to be playing back in my mind for a long time to come.” – *Verified Reviewer* hr *The Chaos Cycle Duology* is best enjoyed in this order: Book 1: *The Hollow Gods* Book 2: *The Echoed Realm*

Before the Dawn Cataclysm, Moander the Darkbringer corrupted Tyche, Goddess of Luck. In a desperate attempt to preserve Tyche's goodness, the gods clove her in twain,

creating two daughter goddesses: Tymora, Lady Luck; and Beshaba, Lady Doom. In the eons since then, the two sisters have existed in total enmity. Now a great power has hatched a mad scheme to re-create the goddess Tyche by reuniting Tymora and Beshaba, regardless of the potentially calamitous consequences. In a decision fraught with godly intrigue, Joel, the Rebel Bard, priest of Finder, is chosen to uncover whoever is behind the abduction of the sister goddesses. Aided by his old allies, Holly Harrowslough and Jas, and his new friend, the kender Emilo Haversack, Joel must find a way to prevent the merger of Tymora and Beshaba before disaster overtakes the luckless Realms. The Forgotten Realms meet Dragonlance meet Planescape in a heart-stoppin' adventure that spans three worlds.

In the aftermath of the plague demons' attack on Fallcrest, Roghar's inspiring optimism has played a significant role in the rebuilding of the town. Albanon, meanwhile, has not recovered so well. Tormented by his experiences and his near-transformations first by Vestapalk then by Kri, he has retreated to Moorin's tower, where he immerses himself in books. He is the last member of the Order of Vigilance, touched by both the Voidharrow and Tharizdun--he feels as if he stands on the brink of madness. The Nentir Vale has been ravaged by the abyssal plague and the plague demons. The area is lawless and suspicions run rampant. Only safe as long as they hide, the heroes scout as close as they dare. But with Vestapalk growing ever-stronger and plague demons on the rise, they know they have to act soon. The world cannot afford to wait any longer. As they journey toward the greatest concentration of demons they learn they are on the right path and they gain an ally. Kri, believed dead, resurfaces with wisdom garnered from the Chained God. It seems even Tharizdun himself is against Vestapalk. From the Paperback edition.

When they say you will fail ... fail to listen. The adventure continues in book two of the New York Times bestselling series from the fantasy author who is a legend herself: TAMORA PIERCE. A powerful classic that is more timely than ever, the Protector of the Small series is about smashing the ceilings others place above you.

The Realms of the Gods Simon and Schuster

"Would you put your trust in strangers to save the ones you loved? Would you allow an ancient prophecy to change your life?" Seventeen year old Callie discovers she is an avatar of the powerful Hindu Goddess Kali and she has to save the world from Mahisha, the King of Demons. Now Callie has to accept her fate and control her powers. Before she can face Mahisha, she must find the Sword of Knowledge that the Immortals had given Kali five thousand years ago. As Callie embarks upon the dangerous quest to find this weapon, she must travel deep into the jungles of India to find a temple only spoken of in legends. The Rakshakari, who are sworn to protect the Goddess, guide her on this treacherous journey, fraught with demons and mortal conspiracies. She is accompanied by the gorgeous, enigmatic Shiv for whom she feels an inexplicable but undeniable attraction. Can she trust Shiv with her life or are there dark forces at work that will divide loyalties and leave Callie at the mercy of Mahisha and his army of demons? "In a timeless tale of good versus evil, travel across the world to a place that time has forgotten. Here lies the answer to an ancient riddle. Here lies the fate of humanity." This young adult paranormal fantasy has all the ingredients for an exciting read: ancient religion, mystery, action, adventure, romance and deities and demons galore.

I recorded this revelation to share the secret truths about God's kingdom and to help God's people understand how the spirit realm operates. The purpose is to open your spiritual eyes and help you become the spiritual person God intended you to be. We often look at our lives and believe everything is fine, but we are deceived because our spiritual understanding is limited, and we can see no further than our human vision allows us to see. That's where most of our anxiety, worry, and insecurity originate. Though we know that the Word of God tells us not to worry, we cannot see beyond our trouble, and therefore we worry. I started this teaching from the beginning - meaning at the moment of salvation - so that anyone who wants to can easily move into God's realm. Remember that as God's children, we are in this world, but not of (not part of) this world. Shouldn't that be enough reason for us to learn about the realm we belong to? Many people are eager to learn about spirits that are troubling their lives, and that's not necessarily a bad thing. But, it is more important to learn about the realm to which we actually belong.

Evidence from Shang oracle bones to memorials submitted to Western Han emperors attests to a long-lasting debate in early China over the proper relationship between humans and gods. One pole of the debate saw the human and divine realms as separate and agonistic and encouraged divination to determine the will of the gods and sacrifices to appease and influence them. The opposite pole saw the two realms as related and claimed that humans could achieve divinity and thus control the cosmos. This wide-ranging book reconstructs this debate and places within their contemporary contexts the rival claims concerning the nature of the cosmos and the spirits, the proper demarcation between the human and the divine realms, and the types of power that humans and spirits can exercise. It is often claimed that the worldview of early China was unproblematically monistic and that hence China had avoided the tensions between gods and humans found in the West. By treating the issues of cosmology, sacrifice, and self-divinization in a historical and comparative framework that attends to the contemporary significance of specific arguments, Michael J. Puett shows that the basic cosmological assumptions of ancient China were the subject of far more debate than is generally thought.

The Realms of God is the thrilling conclusion to Michael Livingston's historical fantasy trilogy that continues the story begun in *The Shards of Heaven* and *The Gates of Hell*. The Ark of the Covenant has been spirited out of Egypt to Petra, along with the last of its guardians. But dark forces are in pursuit. Three demons, inadvertently unleashed by Juba of Numidia and the daughter of Cleopatra, are in league with Tiberius, son and heir of Augustus Caesar. They've seized two of the fabled Shards of Heaven, lost treasures said to possess the very power of God, and are desperately hunting the rest. Through war and assassination, from Rome to the fabled Temple Mount of Jerusalem and on to the very gates of Heaven itself, the forces of good and evil will collide in a climactic battle that threatens the very fabric of Creation.

In *The Unseen Realm*, Dr. Michael Heiser examines the ancient context of Scripture, explaining how its supernatural worldview can help us grow in our understanding of God. He illuminates intriguing and amazing passages of the Bible that have been hiding in plain sight. You'll find yourself engaged in an enthusiastic pursuit of the truth, resulting in a new appreciation for God's Word. Why wasn't Eve surprised when the serpent spoke to her? How did descendants of the Nephilim survive the flood? Why did Jacob fuse Yahweh and his Angel together in his prayer? Who are the assembly of divine beings that God presides over? In what way do those beings participate in God's decisions? Why do Peter and Jude promote belief in imprisoned spirits? Why does Paul describe evil spirits in terms of geographical rulership? Who are the "glorious ones" that even angels dare not rebuke? After reading this book, you may never read your Bible the same way again. Endorsements "There is a world referred to in the Scripture that is quite unseen, but also quite present and active. Michael Heiser's *The Unseen Realm* seeks to unmask this world. Heiser shows how important it is to understand this world and appreciate how its contribution helps to make sense of Scripture. The book is clear and well done, treating many ideas and themes that often go unseen themselves. With this book, such themes will no longer be neglected, so read it and discover a new realm for reflection about what Scripture teaches." --Darrell L. Bock, Executive Director for Cultural Engagement, Senior Research Professor of New Testament Studies, Howard G. Hendricks Center for Christian Leadership and Cultural Engagement "How was it possible that I had never seen that before?" Dr. Heiser's survey of the complex reality of the supernatural world as the Scriptures portray it covers a subject that is strangely sidestepped. No one is going to agree with everything in his book, but the subject deserves careful study, and so does this book." --John Goldingay, David Allan Hubbard Professor of Old Testament, School of Theology, Fuller Theological Seminary "This is a 'big' book in the best sense of the term. It is big in its scope and in its depth of analysis. Michael Heiser is a scholar who knows Scripture intimately in its ancient cultural context. All--scholars, clergy, and laypeople--who read this profound and accessible book will grow in their understanding of both the Old and New Testaments, particularly as their eyes are opened to the Bible's 'unseen world.'" --Tremper Longman III, Robert H. Gundry Professor of Biblical Studies, Westmont College

When Joel became a priest of the new god Finder, he knew it meant forfeiting the honor and security of his position as a master bard. Now his freedom and his very life are at stake as powers of evil embroil the priests of Finder in a struggle against a plot to resurrect the dead god Bane. With his only allies the young freedom fighter Holly Harrowslough, the mysterious winged woman Jas, and the aging priest Jedidiah, Joel embarks on a mission to recover the Hand of Bane. His quest leads him from the Realms all the way to the extra-planar city of Sigil. There Joel must rely on all his courage, wisdom, and strength to thwart the return of Bane the Tyrant and rescue the god Finder from imminent death. Finder's Bane is the fifteenth in an open-ended series of novels focusing on the Harpers, the secret organization for Good in the Forgotten Realms fantasy world.

What you don't know will kill you... Demascus awakens surrounded by corpses, at a shrine littered with traces of demonic rituals, with no memory of his past. But the Firestorm Cabal remembers him—and the demon who leads them seems to have a personal vendetta against him. Dodging knives, uncovering clues left by his past life, and dueling demons, Demascus must figure out who he is, what battles he is fighting, and who is hunting him before one of them catches up with him. *Sword of the Gods* brings the events of the universe-spanning Pandemonium series to the Forgotten Realms® world!

While in the mystical realms of the gods along with Nunair, Daine learns the secrets of her past and the implications for her future as she and Nunair are compelled to return to the mortal world of Tortall to help fight against the immortals.

WHEN THE GODS WAGE WAR, THE INNOCENT SUFFER. Continuing the #1 Bestselling LitRPG Saga begun in *Barrow King*. THE REALMS FACE ANNIHILATION, and their greatest defender has gone missing. When Gryph is torn from the Realms by the Light, an ancient secret society sworn to end the threat of the High God Aluran, he has one mission. Get back to the Realms, at any cost. The Light offer Gryph a quest. "Help us resurrect the Source and together we can free all the peoples of the Realms." But things are not what they seem and Gryph soon discovers that even in the Light, shadows fester. Shadows that could doom the Realms to eternal darkness. To save his sister, his friends, and the people of the Realms, Gryph must win the war of the gods. *Ravaged Land* is the seventh book in the #1 Bestselling Epic LitRPG Saga *The Realms*. WARNING: Welcome to your new favorite genre. LitRPG/GameLit books feature adventures in a fantasy setting or sci-fi world that combines the progression and gaming elements from tabletop roleplaying games like *Dungeons & Dragons 5e* and *Pathfinder* with epic RPG video games like *The Elder Scrolls: Skyrim* and MMO's like *World of Warcraft*. It features leveling up, crunchy stats, a rpg character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. The Realms will take you back to the days when D&D books were new, and *The Elder Scrolls* were a glint in the programmer's eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! *The Realms* is a non harem LitRPG series that contains action, violence, and some swears, but no sex and is appropriate for teens and adults. *The Realms - An Epic LitRPG/GameLit Fantasy Series*. Suggested Reading Order. Barrow King *The Lost City* *Killing Time* *Dead Must Die (A Side Quest)* *Scourge of Souls* *The Forsaken God* *Chaos Rising* *Ravaged Land* *Source Forge (Coming Soon)*

Betrayed by those closest to him, Finn Caldwell thought he'd left behind his life of secrets and violence. But when an old colleague delivers a message from his estranged sister begging for his help, Finn enters *The Realms*, the world's most advanced holographic reality game and becomes the warrior mage known as Gryph. Armed with a mysterious artifact known as a Godhead, Gryph must defeat the Barrow King, escape the dungeon and stop a power mad tyrant, or he will never see his sister again and the world will fall to darkness.

Delve into the powerful undercurrents of Egyptian magick and be forever changed. This book presents authentic rituals to invoke the gods. Step into their hidden realm, where true gnosis and healing are found. A deeply spiritual experience unfolds as you begin to invoke the deities of ancient Egypt. Discover your true magickal name, create a doorway into other dimensions, receive messages from the Neteru, and become one with the gods once again. —Call upon Isis for boundless love —Invoke the warrior goddess Sekhmet for protection —Summon Nut to unleash your creativity —Reconnect with Hathor, Osiris, and many other gods and goddesses Combining elegant rites with an evocative description of each deity's myths, this book invites you to begin a soul-level transformation and awaken to your own strength, power, and divinity.

Pursuing her desire to be a knight, Alanna learns many things in her role as squire to Prince Jonathan, but fears Duke Roger, an ambitious sorcerer whom she knows she will one day have to face.

Julius Caesar is dead, assassinated on the senate floor, and the glory that is Rome has been torn in two. Octavian, Caesar's ambitious great-nephew and adopted son, vies with Marc Antony and Cleopatra for control of Caesar's legacy. As civil war rages from Rome to Alexandria, and vast armies and navies battle for supremacy, a secret conflict may shape the course of history.

Juba, Numidian prince and adopted brother of Octavian, has embarked on a ruthless quest for the Shards of Heaven, lost treasures said to possess the very power of the gods-or the one God. Driven by vengeance, Juba has already attained the fabled Trident of Poseidon, which may also be the staff once wielded by Moses. Now he will stop at nothing to obtain the other Shards, even if it means burning the entire world to the ground. Caught up in these cataclysmic events, and the hunt for the Shards, are a pair of exiled Roman legionnaires, a Greek librarian of uncertain loyalties, assassins, spies, slaves . . . and the ten-year-old daughter of Cleopatra herself. Michael Livingston's *The Shards of Heaven* reveals the hidden magic behind the history we know, and commences a war greater than any mere mortal battle. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Drawing on the latest research, this brilliantly argued, elegantly written book examines belief, myth and society in the Neolithic period, arguably the most significant turning point in human history, when the society we know was born. Linking consciousness, imagery and belief systems the authors create a bridge to the thought-lives of the past.

Fantasy fiction from debut author Karen Furk with a fresh new twist. Haydan Tournadir's world has been turned upside down by the arrival of a soul demon. An ancient artefact might be able to help him. His quest to retrieve it might also cost him everything he holds dear.

Experience the legend, adventure, and wild magic of the Immortals quartet, now available in a collectible boxed set with new cover art and afterwords from the acclaimed author of this beloved fantasy series, Tamora Pierce. Set in the magical medieval world of Tortall, the Immortals quartet follows the adventures of Daine, a brave young orphan with a mysterious "wild magic," the power to talk to animals, a quest to hone her magical skills and discover the truth of her parentage, and a duty to protect the kingdom from creatures of myth and nightmare. This paperback boxed set includes original afterwords from Tamora Pierce for each book in the collection: Wild Magic, Wolf-Speaker, Emperor Mage, and The Realms of the Gods.

'A masterfully crafted, brutally compelling Norse-inspired epic' Anthony Ryan THE GREATEST SAGAS ARE WRITTEN IN BLOOD. A century has passed since the gods fought and drove themselves to extinction. Now only their bones remain, promising great power to those brave enough to seek them out. As whispers of war echo across the land of Vigrið, fate follows in the footsteps of three warriors: a huntress on a dangerous quest, a noblewoman pursuing battle fame, and a thrall seeking vengeance among the mercenaries known as the Bloodsworn. All three will shape the fate of the world as it once more falls under the shadow of the gods. Set in a brand-new, Norse-inspired world, and packed with myth, magic and bloody vengeance, The Shadow of the Gods begins an epic new fantasy saga from bestselling author John Gwynne. Further praise for The Shadow of the Gods 'Visceral, heart-breaking and unputdownable' Jay Kristoff 'A satisfying and riveting read. The well-realised characters move against a backdrop of a world stunning in its immensity. It's everything I've come to expect from a John Gwynne book' Robin Hobb 'A masterclass in storytelling . . . epic, gritty fantasy with an uncompromising amount of heart' FanFiAddict 'Quintessential Gwynne honed to perfection . . . The Shadow of the Gods is absolutely stunning, one hell of an epic series opener and a spectacular dose of Viking-flavoured fantasy' The Tattooed Book Geek 'Reminds me of all that I love in the fantasy genre. The Shadow of the Gods is an action-packed cinematic read' Fantasy Hive

During a dire battle against the fearsome Skinners, Daine and her mage teacher Numair are swept into the Divine Realms. Though happy to be alive, they are not where they want to be. They are desperately needed back home, where their old enemy, Ozorne, and his army of strange creatures are waging war against Tortall. Trapped in the mystical realms Daine discovers her mysterious parentage. And as these secrets of her past are revealed so is the treacherous way back to Tortall. So they embark on an extraordinary journey home, where the fate of all Tortall rests with Daine and her wild magic.

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

A new world has been created the world of Dark Swell. Six strangers have been chosen; brought together from different worlds to compete in a game. Each will be given a realm; a land to nurture and make strong for their chosen race. A realm from which they must eventually choose their Champion. They are the Gods of Dark Swell and they are playing for a prize beyond imagining, in a world brimming with magic. Yet none of them know what the prize will be; and they have no idea what they must do to win it.

If you want God to use you mightily as a miracle worker in the demonstration of signs and wonders, to raise the dead, open the eyes of the blind, raise the lame from wheel chairs, heal HIV/AIDS, cancer and other critical cases which medical doctors have declared as unfathomable, then inundate your spirit with the revelations encapsulated in this book. This book is jam-packed with Throne Room revelations on the supernatural power that will blow off your mind, blast off your spirit like a rocket booster and catapult you to an arena of divine exploits in which demonstrating the power of God is a normal occurrence. The fundamental purpose of this book is to present astounding and practical biblical truths on how to tap into the realm of the supernatural to unlock Heavens' solutions for the masses who are desperately in need of God's power. The purpose of this book is to equip the Body of Christ with revelation knowledge needed to mature in walking in the supernatural power of God. This book is truly an experiential read where the Throne Room revelations of God's word and the practical spiritual experiences of the author are juxtaposed as interwoven threads. It is a Holy Ghost-breathed revelation that unveils the greater depths of the miraculous as well as the realms, dimensions and degrees of God's power, ushering believers who have a perennial hunger, insatiable appetite and unquenchable thirst for the supernatural into newer, deeper and profound territories of the glory realm. The essence of this book is to unveil, unpack and decode the divinely coded mysteries of God's Word in the arena of supernatural power so as to launch the world in divergent spheres of humanity across the globe into the greater depths of the miraculous. It is a roadmap that takes you on a journey from a spiritual recession of God's power into a plethora of divine manifestations. It invites the reader to ascend into the greater heights of the Heavenly realm to breathe a fresh air of God's presence, far above the polluted atmosphere of near-sighted religious ideas. As one who has been enlisted in God's agenda for the supernatural in this season, my passion in writing this book is that you will step into your birth right to operate in the greater depths of the supernatural realm. This is because demonstrating the power of God through miracles, signs and wonders is a divine legitimate birth right bestowed upon humanity and an irrevocable inheritance bequeathed upon every believer. Therefore, the Throne Room revelations that are encapsulated in this book will awaken you to an arena of divine consciousness of the power of God in you so that you don't stay in the league of the ordinary fanatics forever. As you step out of the ordinary convictions of the life of mediocrity into the realm of the undefinable, uncharted and unrecorded miracles in this very hour, you will be instantaneously catapulted into the highest realms of God's power to be a solution to every case in all facets of human existence. Presiding over a global network of apostolic and prophetic visions, in the capacity of the Director of the World renowned Global School of Signs and Wonders (GSSW), the President of Christ Resurrection Movement (CRM), the Director of Global School of Resurrection (GSR), Senior Pastor of Resurrection Embassy (RE) and the founder of Resurrection TV (The Dead-Raising Channel, Apostle Frequency Revelator hands us the lost keys to the Throne Room of Heaven and shows us the way back to the Heavenly realm as he calls the church back to her original mandate of demonstrating the supernatural power of God. Therefore, if you are a fire-starter and God-chaser who is willing to pioneer a revolution of signs and wonders in this world, continue to plunge into the depths of revelations encapsulated in this publication. There shall be an unmistakable imprint of the divine stamped on the life of everyone who shall be touched by reading this book. Apostle Frequency Revelator

When Daine and her mage teacher Numair arrive in the Divine Realms, Daine finally learns the truth surrounding her mysterious parentage, while war erupts on Tortall, forcing Daine and Numair to return home and save Tortall from destruction.

Discover a land of enchantment, legend, and adventure in this first book of the Immortals series, featuring an updated cover for longtime fans and fresh converts alike, and including an all-new afterword from Tamora Pierce. Thirteen-year-old Daine has always had a special connection with animals, but only when she's forced to leave home does she realize it's more than a knack—it's magic. With this wild magic, not only can Daine speak to animals, but she can also make them obey her. Daine takes a job handling horses for the Queen's Riders, where she meets the master mage Numair and becomes his student. Under Numair's guidance, Daine explores the scope of her magic. But she encounters other beings, too, who are not so gentle. These terrifying creatures, called Immortals, have been imprisoned in the Divine Realms for the past four hundred years—but now someone has broken the barrier. And it's up to Daine and her friends to defend their world from an Immortal attack.

With the help of her animal friends, Daine fights to save the kingdom of Tortall from ambitious mortals and dangerous immortals.

Daine must confront a powerful leader in this third book of the Immortals series, featuring an updated cover for longtime fans and fresh converts alike, and including an all-new afterword from Tamora Pierce.

When Daine is sent to Carthak as part of a Tortallan peace delegation, she finds herself in the middle of a sticky political situation. She doesn't like the Carthaki practice of keeping slaves, but it's not her place to say anything—she's only there to heal the emperor's birds. Her worries only expand once she learns that her own power has grown in a dark and mysterious way. As the peace talks stall, Daine puzzles over Carthak's two-faced Emperor Ozorne. How can he be so caring with his birds, and so cruel to his people? Daine is sure he's planning something—a terrible, power-hungry scheme. And she knows that she must fight this powerful Emperor Mage; the life of her beloved teacher is at risk.

The final book in The Darkwar series from the world-wide best-selling author of Magician. Wrath of a Mad God witnesses the cataclysmic end to one of Feist's best-loved worlds.

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