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## Starbreak Rise To Omniscience Book 2 English Edit

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## CAREY WALLS

*Magic's Pawn* Henry Holt and Company (BYR)

The story of a young man's quest to discover the secret of his own origin, hidden by his adoptive parents and lost with their untimely death, "Night Lamp" features exotic settings, interesting characters, and classic Vance storytelling charm.

*Supermage* Independently Published

Getting a life isn't always easy. And hanging on to it is even harder . . . Discover this funny, heart-warming tale of self-discovery from Jodi Taylor, author of the internationally bestselling Chronicles of St Mary's series. Known as 'The Nothing Girl' because of her severe stutter and chronically low self-confidence, Jenny Dove is only just prevented from ending it all by the sudden appearance of Thomas, a mystical golden horse only she can see. Under his guidance, Jenny unexpectedly acquires a husband - the charming and chaotic Russell Checkland - and for her, nothing will ever be the same again. With over-protective relatives on one hand and the world's most erratic spouse on the other, Jenny needs to become Someone. And fast! Readers love Jodi Taylor: 'I haven't met a Jodi Taylor book I didn't love, they get you right in the feels' 'Has you laughing and crying in equal measure' 'Beautifully written, captivating and witty' 'A surprising gem of a book'

*The Necromancer Series* Disney Electronic Content

Arbor, now a member of the Nobility, heads off to his manor to begin his new life as a Viscount. The fate of his sister, whose search is now aided by his noble status, plagues his every waking moment. When a nearby village head pleads for his aid in dealing with a dangerous monster, Arbor jumps at the opportunity, glad for the distraction. Little does he know that he is walking directly into a trap, one set by beings hellbent on his destruction. A trap that will attract not only him, but his little sister as well. Warning: Contains mild profanity, gore, and some content that may not be suitable for children.

*Necromancing the Stone* Macmillan + ORM

WELCOME TO SOMERSETA land of mystery and magic! You have been chosen by our Illustrious Overlord to take part in The Rules: a no holds barred death-match, to see who among you is the most powerful. You have been transported here against your will. The only way back is to reach level 100 and defeat the final boss. Please do be careful with your life, as it is the only one you'll get. Have a pleasant match, and remember, we're always watching...When Sam wakes up in a strange new world with a message floating before his eyes, he thinks he's hallucinating. However, he soon discovers a land filled with dungeons, monsters, angry gnomes, and even worse, talking dogs! Warning: Contains profanity and content that may not be suitable for children. This is a LitRPG book, containing multiple stat sheets, message windows, dungeons and epic loot.

*Nice Dragons Finish Last* Macmillan

The Necromancer Series: Hold Me Closer, Necromancer and Necromancing the Stone The two books of Lish McBride's popular Necromancer Series are available together for the first time! Perfect for current fans and new fans alike. Hold Me Closer, Necromancer: Meet Sam, just your average guy rocking that fast-food career. Well, until he finds out he's a powerful necromancer, and the other necromancer in town isn't happy about that at all... Necromancing the Stone: Sam's necromancer rival is gone, and things have settled into a routine. If you can call total chaos a routine, of course. Includes bonus chapters from Lish McBride Firebug!

*Power* Penguin

A collection of four all-new strange stories from the sleepy town of Gravity Falls in one original graphic novel. Written by Alex Hirsch. Illustrated by Asaf Hanuka, Dana Terrace, Ian Worrel, Jacob Chabot, Jim Campbell, Joe Pitt, Kyle Smeallie, Meredith Gran, Mike Holmes, Priscilla Tang, Serina Hernandez, Stephanie Ramirez, and Valerie Halla.

*The Inexplicable Logic of My Life* Divine Dungeon

Life is cruel. Arbor learns this lesson the hard way, when everything he loves is taken from him in a single night. Left alive by the men who butchered his family, Arbor has two options: give up and perish, or rise up and fight to take back the life he's lost.

To do that though, he'll have to leave behind the only home he's ever known and venture out into the wider world. What he doesn't yet realize, is that the world is a much more dangerous place than he could ever have imagined. A world filled with magic, monsters and mythic beasts powerful enough to destroy entire nations! Warning: Contains mild profanity and content that may not be suitable for children.

*Somerset* Spatterlight Press

Weapons, power, wealth! All of this can be found within the dungeons of the world. You just need to survive long enough to claim them.

*Night Lamp* Independently Published

"The Moon Moth by Jack Vance is a short story first published in 1961 set in an alien society on the planet Sirene. It remains to his fans, his most popular story. The story has our hero, Edwin Thissel, a consul newly arrived from Earth who has been ordered to stop an assassin, Haxo Angmark, and his detective work in unmasking the murderer. It combines sci-fi, a murder mystery and the intricacies of society culture formalities involving the wearing of elaborate masks that determine your status and communication through song and the playing of instruments...get it wrong and you could end up dead."--Publisher's website.

*The Nothing Girl* Penguin

In a world of titans, where Martial Artists reign supreme, Roy is wholly unremarkable. Without the power to channel the Essence of the world, he is weak and defenseless. Adopted into the Shah clan after his parents' deaths, he is forced to do menial labor day after day, all while enduring the ridicule and physical abuse of his supposed family. Weakness is punishable by death in Buryoku and in the Shah clan, there is no one weaker than Roy. But even the weak can rise up, when pushed to the brink...

*Gravity Falls: Lost Legends* Tyndale House Publishers, Inc.

Who the hell is Virgonius Simp?! To answer this all-important question, Sam must venture through the world of Somerset one last time. Of course, he isn't exactly a willing participant, but Grem Lynn, queen of the gremlins, doesn't really give him much choice. Tasked with destroying a conspiracy to overthrow her Grempire - get it? - Sam sets out with his odd group of people and

talking animals. They'll face many challenges along the way, including radical cultists, evil bunnies, and a never-ending series of bridges, guarded by annoying trolls. Dear reader, You know what? This is the third book in the series. If you don't know what to expect by now, I'm just giving up on you as a lost cause! Sam [Light](#) Hachette UK

Lisa Beamer, wife of September 11 hero Todd Beamer, reveals what really happened on the ill-fated United Flight 93, and shares poignant glimpses of a genuine American hero.

**Earth** Hodder Paperbacks

With the defeat of the evil Douglas behind him, Sam LaCroix is getting used to his new life. Okay, so he hadn't exactly planned on being a powerful necromancer with a seat on the local magical council and a capricious werewolf sort-of-girlfriend, but things are going fine, right? Well . . . not really. He's pretty tired of getting beat up by everyone and their mother, for one thing, and he can't help but feel that his new house hates him. His best friend is a werebear, someone is threatening his sister, and while Sam realizes that he himself has a lot of power at his fingertips, he's not exactly sure how to use it. Which, he has to admit, is a bit disconcerting. But when everything starts falling apart, he decides it's time to step up and take control. His attempts to do so just bring up more questions, though, the most important of which is more than a little alarming: Is Douglas really dead?

*Rampage* Independently Published

Two years have passed since the fall of Octagon the Bitter and the dire warning from Order. The barrier that once separated the Five Kingdoms from the rest of the world is failing. Morgan is the first to encounter one of these invaders, signaling that the time has come for him to set out on his mission. He won't be going alone, as he is sidetracked by an unexpected guest when visiting the Ruined City. Morgan can't remain in the Five Kingdoms for long and must set out for Faeland, the continent of their enemies. The rulers of Faeland have been preparing as well. Warned by a new Pantheon of gods that the human scourge is free once again, they move to act before their ancient enemies have a chance. War is brewing on both sides, even as gods scheme and ancient monsters stir. Only one thing is definite - Morgan will do whatever it takes to see his mission through to the end. No matter the cost. Warning: This book contains profanity, gore and content that may not be suitable for children. This book

also contains GameLit elements, such as stat sheets, a form of leveling and experience gain.

**Origin** Flame Tree Collections

Morgan's life is not easy. Growing up on the streets of City Four, he is constantly shunned by the other citizens. Morgan doesn't mind being ignored. What he does mind, though, are the constant beatings from the city guards due to his friendship with Sarah, the city lord's only daughter. Lord Simon wants him dead, but the laws of the kingdom are on Morgan's side and even the guards won't kill him, just for being seen near his manor. Morgan's time is running out, though. Lord Simon has deep pockets and his last visit to the manor may just have put him over the edge. Worse, he is nearing his sixteenth birthday, and has yet to awaken any abilities. In a world where might makes right, he has never been one of the mighty. What will he do when faced with a life altering decision and just how will his decision impact those around him? Warning: This book contains profanity, gore and content that may not be suitable for children. This book also contains GameLit elements such as stat sheets, and a form of leveling and experience gain.

*Cugel's Saga* Headline

With the looming threat of death now hanging over his head, Roy makes the difficult decision to leave the Crater. Unfortunately for him, leaving won't solve his problems, especially those stemming from within. With Aika captured, Roy finds himself banished to the Wilds, once again powerless against the forces of Buryoku. Powerful forces are gathering, and he'll have to make his choice quickly. Buryoku is not kind to the weak and Roy knows that better than anyone. Will he rise up to reclaim what was once his, or will he fall prey to his innermost demons and fade into obscurity?

**Trullion: Alastor 2262** Henry Holt and Company (BYR)

Pentagon has been defeated, although Morgan's fight has not yet reached its end. New and old enemies are converging, threatening the hard-won peace achieved with this latest victory. When he is attacked unexpectedly, Morgan finds himself on his own, forced to pick between two difficult choices. War is on the horizon, World Beasts are rising, and everything Morgan has worked to achieve is crumbling around him. Will he finally reach the very Pinnacle of power, or will he fail and fall before the might of those who wish to see him dead? Warning: This book contains

profanity, gore, and content that may not be suitable for children. This book also contains GameLit elements, such as stat sheets, a form or leveling, and experience gain.

**Starbreak** Simon and Schuster

After escaping Doragon's clutches, Roy finds himself stranded in the Windblight, a harsh desert under the control of a rival clan - one that won't think twice about tossing him in their fighting arena to pay off a perceived debt. Meanwhile, Aika, Ferry, and Hermit face their own problems in the form of retribution from the Itachi clan. While Hermit might be a Sovereign, his sister carries the same title. With enemies closing in on all sides, the three of them must work hard to stay ahead and continue on the trail of their abducted friend.

*A Little Night Magic* Independently Published

Three months have passed since the eccentric Hermit agreed to take Roy and Aika on as students. Now, the time has come for them to leave the forest and return to civilization. Neither Roy nor Aika know what to expect in the Itachi capital, but with their powerful teacher by their sides, they reluctantly agree to venture into the city. With all the time that has passed, they don't know how many powerful players are now on the board, nor the looming threat posed by a gathering of monstrous Beasts. The Sovereign of the Herald Clan has also learned that his son is alive and has ordered that he be returned by any means necessary. Roy faces many challenges, most of which Geon believes he will fail. The Dungeon is far from happy that Roy has yet to kill the people on his hit list, and he makes his displeasure known. Daily. The path to Green-Belt will not be an easy one, but if Roy wants to succeed in his ultimate goal, he will need to fight harder than ever before.

**Sandqueen** HarperCollins

With the weapon he needs to destroy the gods now in his possession, Morgan sets off for Faeland once again. However, this time, he does not go alone. Representatives of each Kingdom join him, in an attempt to scout the area and collect the ingredients needed to replicate Ivaldi's formula. As soon as he departs, Katherine receives an urgent summons from Hu Kiln, King of the West Kingdom. Strange disappearances and odd weather patterns have been sweeping through parts of his domain, and all signs point to a very disturbing source - one that Katherine, and the entire North Kingdom, is all too familiar with. Warning: This book

contains profanity, gore and content that may not be suitable for children. This book also contains GameLit elements, such as stat sheets, a form or leveling and experience gain.