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Starting over once more, he has entered this "living game" again in order to control his own fate. This time, he will not be controlled by others. Previously the Level 200 Sword King, he will rise to a higher peak in this life. Methods to earn money! Dungeon conquering strategies! Legendary Quests! Equipment drop locations! Undiscovered battle techniques! Even the secrets Beta Testers were unknowledgeable of, he knows of them all. Massive wars, life advancement, entering Godhood, sword reaching to the peak; a legend of a man becoming a Sword God has begun. 'Wonderfully written and characteristically brilliant' Peter Frankopan, author of *The Silk Roads* 'Elegant, readable ... an impressive synthesis ... Not many historians could have done it' - Jonathan Sumption, *Spectator* 'Tyerman's book is fascinating not just for what it has to tell us about the Crusades, but for the mirror it holds up to today's religious extremism' - Tom Holland, *Spectator* Thousands left their homelands in the Middle Ages to fight wars abroad. But how did the Crusades actually happen? From recruitment propaganda to raising money, ships to siege engines, medicine to the power of prayer, this vivid, surprising history shows holy war - and medieval society - in a new light. Cortés and his small army of Conquistadors enter Tenochtitlan, the island city of the Aztecs, as guests of the psychotic emperor Moctezuma who plans to trap them there and kill them all. In a stunning coup, Cortés acts first, taking the emperor hostage and ruling the Aztecs through him. All of Mexico seems about to fall into his hands until a report comes from the coast of the arrival of a new force of Spaniards with more than three times his numbers, sent not to strengthen him but to attack him and wrest the conquest from him. Faced with the choice of abject surrender or war with fellow Spaniards Cortés chooses war and marches out to do battle but, in so doing he fatally weakens his garrison in Tenochtitlan and throws open the doors of Hell. What secrets lie beneath the deep blue sea? *Underworld* takes you on a remarkable journey to the bottom of the ocean in a thrilling hunt for ancient ruins that have never been found—until now. In this explosive new work of archaeological detection, bestselling author and renowned explorer Graham Hancock embarks on a captivating underwater voyage to find the ruins of a mythical lost civilization hidden for thousands of years beneath the world's oceans. Guided by cutting-edge science, innovative computer-mapping techniques, and the latest archaeological scholarship, Hancock examines the mystery at the end of the last Ice Age and delivers astonishing revelations that challenge our long-held views about the existence of a sunken universe built on the ocean floor. Filled with exhilarating accounts of his own participation in dives off the coast of Japan, as well as in the Mediterranean, the Atlantic, and the Arabian Sea, we watch as Hancock discovers underwater ruins exactly where the ancient myths say they should be—submerged kingdoms that archaeologists never thought existed. You will be captivated by *Underworld*, a provocative book that is both a compelling piece of hard evidence for a fascinating forgotten episode in human history and a completely new explanation for the origins of civilization as we know it. Takes you behind the scenes of Sony's biggest 2010 game release, featuring character and environment concept art and production art. Observations of the sun, moon, planets, and stars played a central role in ancient Maya lifeways, as they do today among contemporary Maya who maintain the traditional ways. This pathfinding book reconstructs ancient Maya astronomy and cosmology through the astronomical information encoded in Precolumbian Maya art and confirmed by the current practices of living Maya peoples. Susan Milbrath opens the book with a discussion of modern Maya beliefs about astronomy, along with essential information on naked-eye observation. She devotes subsequent chapters to Precolumbian astronomical imagery, which she traces back through time, starting from the Colonial and Postclassic eras. She delves into many aspects of the Maya astronomical images, including the major astronomical gods and their associated glyphs, astronomical almanacs in the Maya codices [painted books], and changes in the imagery of the heavens over time. This investigation yields new data and a new synthesis of information about the specific astronomical events and cycles recorded in Maya art and architecture. Indeed, it constitutes the first major study of the relationship between art and astronomy in ancient Maya culture. The exciting end to *The Poppy War* trilogy, R. F. Kuang's acclaimed, award-winning epic fantasy that combines the history of twentieth-century China with a gripping world of gods and monsters, to devastating, enthralling effect. After saving her nation of Nikan from foreign invaders and battling the evil Empress Su Daji in a brutal civil war, Fang Runin was betrayed by allies and left for dead. Despite her losses, Rin hasn't given up on those for whom she has sacrificed so much—the people of the southern provinces and especially Tikany, the village that is her home. Returning to her roots, Rin meets difficult challenges—and unexpected opportunities. While her new allies in the Southern Coalition leadership are sly and untrustworthy, Rin quickly realizes that the real power in Nikan lies with the millions of common people who thirst for vengeance and revere her as a goddess of salvation. Backed by the masses and her Southern Army, Rin will use every weapon to defeat the Dragon Republic, the colonizing Hesperians, and all who threaten the shamanic arts and their practitioners. As her power and influence grows, though, will she be strong enough to resist the Phoenix's intoxicating voice urging her to burn the world and everything in it? Michael Shaara reinvented the war novel with his Pulitzer Prize-winning masterpiece of Gettysburg, *The Killer Angels*. Jeff Shaara continued his father's legacy with a series of centuries-spanning New York Times bestsellers. Together at last in eBook form, this volume assembles three Civil War novels from America's first family of military fiction: *Gods and Generals*, *The Killer Angels*, and *The Last Full Measure*. *Gods and Generals* traces the lives, passions, and careers of the great military leaders—Thomas "Stonewall" Jackson, Winfield Scott Hancock, Joshua Chamberlain—from the gathering clouds of war. *The Killer Angels* re-creates the fight for America's destiny in the Battle of Gettysburg, the four most bloody and courageous days of our nation's history. And *The Last Full Measure* brings to life the final two years of the Civil War, chasing the escalating conflict between Robert E. Lee and Ulysses S. Grant—complicated, heroic, and deeply troubled men—through to its riveting conclusion at Appomattox. Contains a preview of Jeff Shaara's new novel of the Civil War, *A Blaze of Glory*. Praise for Michael Shaara and Jeff Shaara's Civil War trilogy "Brilliant does not even begin to describe the Shaara gift."—*The Atlanta Journal-Constitution* "Shaara's beautifully sensitive novel delves deeply in the empathetic realm of psycho-history, where enemies do not exist—just mortal men forced to make crucial decisions and survive on the same battlefield."—*San Francisco Chronicle*, on *Gods and Generals* "Remarkable . . . a book that changed my life . . . I had never visited Gettysburg, knew almost nothing about that battle before I read the book, but here it all came alive."—Ken Burns, on *The Killer Angels* "The Last Full Measure is more than another historical novel. It is rooted in history, but its strength is the element of humanity flowing through its characters. . . . The book is compelling, easy to read, well researched and written, and thought-provoking. . . . In short, it is everything that a reader could ask for."—*Chicago Tribune* The acclaimed author of the *Thomas Covenant* Chronicles launches a powerful new trilogy about a prince's desperate quest for a sorcerous library to save his people. Fire. Wind. Pestilence. Earthquake. Drought. Lightning. These are the six Decimates, wielded by sorcerers for both good and evil. But a seventh Decimate exists—the most devastating one of all... For centuries, the realms of Belleger and Amika have been at war, with sorcerers from both sides harnessing the Decimates to rain blood and pain upon their enemy. But somehow, in some way, the Amikans have discovered and invoked a seventh Decimate, one that strips all lesser sorcery of its power. And now the Bellegerins stand defenseless. Prince Bifalt, eldest son of the Bellegerin King, would like to see the world wiped free of sorcerers. But it is he who is charged with finding the repository of all of their knowledge, to locate the book of the seventh Decimate—and reverse the fate of his land. All hope rests with Prince Bifalt. But the legendary library, which may or may not exist, lies beyond an unforgiving desert and treacherous mountains—and beyond the borders of his own experience. Wracked by hunger and fatigue, sacrificing loyal men along the way, Prince Bifalt will discover that there is a game being played by those far more powerful than he could ever imagine. And that he is nothing but a pawn... She was destined to Die. He was born to Kill. Cassandra has known nothing but suffering and slavery for her whole life. Unjustly condemned to death, she was ready to leave this hell and expire her last breath in the arena. ? But destiny had other plans for her, and instead of being killed, she was offered as a tribute to the merciless Kairen, one of the Dragon Princes, also known as the Empire's God of War. What will happen now that she is trapped in his den, at his mercy...? Can a man ever be free of his past? Can the tides of time ever wash away the bloody sands of sin? Or do transpired trespasses permanently and inescapably stain one's soul? After conquering Zeus and thwarting Athena, Kratos believes himself to be finally free from his bondage. He sets sail for the desert in an attempt to distance himself from his home and his shame only to find his rage and guilt follow close behind. Kratos rages against the one foe that has proven to be unconquerable—himself. But a war against oneself is unwinnable, and only invites madness. An all-new tale, set between the events of *God of War III* and *God of War (2018)*! His will is tough and he is unwilling to be normal. However, his pathway was destined to be that way, being born in a small sect's branch. However, one day, his left eye merges with the eye of an Ancient God in an accident. From that moment on, he turns from a fish into a dragon. He rises up like a star, walking the path of a legendary cultivator. From being a tiny, small ant at the bottom of the world, he rises step by step, into a place full of powerful sects, strong ancient clans and countless geniuses. This is an era of legends. Offering deeper insights into the critically acclaimed *God of War®* franchise, this novel returns us to the dark world of ancient Greek mythology explored in the heart-pounding action of *God of War I*, the bestselling video game. A brutal warrior, Kratos is a slave to the gods of Olympus. Plagued by the nightmares of his past and yearning for freedom, the Ghost of Sparta would do anything to be free of his debt to the gods. He is on the verge of losing all hope when the gods give him one last task to end his servitude. He must destroy Ares,

the god of war. But what chance does a mere mortal have against a god? Armed with the deadly chained Blades of Chaos, guided by the goddess Athena, and driven by his own insatiable thirst for vengeance, Kratos seeks the only relic powerful enough to slay Ares . . . a quest that will take him deep into the mysterious temple borne by the Titan Cronos! From the black depths of Hades to the war-torn city of Athens to the lost desert beyond, God of War sheds a brutal new light on the bestselling video game and on the legend of Kratos. His father disappeared; his brother committed suicide. Thomas Mayo, the God of War, returned, and he swore that he would take revenge. . . . Two kingdoms, ancient enemies, must stand alone against an implacable invader in the masterful conclusion of the Great God's War epic from the New York Times bestselling author of the Chronicles of Thomas Covenant. They are coming. The kingdoms of Belleger and Amika had been fighting for generations. But then they learned of a terrible threat moving through them to destroy the Last Repository, an immense hidden library. To face this greater enemy, King Bifalt of Belleger and Queen Estie of Amika allied their lands and prepared for war. They are at the door. Now the time of preparation is over. Black ships and sorcery test the cannon that defend the Bay of Lights. Treachery and betrayal threaten the kingdoms. The priests of the Great God Rile sow dissent. And Estie rides for the Last Repository, desperate to enlist the help of their Magisters—and to understand the nature of her own magical gift. They are here. Bifalt hates sorcery as much as he loves Estie, and the discovery that she could become a Magister shatters him. But he must rally and fight. Belleger and Amika are all that stand between the Great God's forces and his ultimate goal: the destruction of the Last Repository and its treasure of knowledge. Was the original world really an illusion? He continued the fate from a thousand years ago. For the sake of his beloved woman, he once again threw himself into the world of blood and slaughter. When he brandished his butcher's knife for his only friend, he suddenly discovered that the world had changed drastically! In the Primal Chaos Great World, there was killing on the path of martial arts. Nine cities were established, and the divine artifacts were divided into one. The legendary Great Dao of Martial Arts was something that he could not find. Who knew that he would suddenly look back and see it in his heart! What new strength would accompany it . . . A showdown with the berserker cult imminent, a mystic seer may have the answers Kratos needs to stop the cycle of violence. As he learns how to defeat his overbearing aggressors, each victory carries him farther away from the father he wants to be and toward the godslayer he once was. The final book of the Bible, Revelation prophesies the ultimate judgement of mankind in a series of allegorical visions, grisly images and numerological predictions. According to these, empires will fall, the "Beast" will be destroyed and Christ will rule a new Jerusalem. With an introduction by Will Self. A hardcover tome that authentically recreates Atreus' journal as seen in God of War, with expanded lore written in collaboration with the God of War writing team! The hit game is brought to life in a tangible and exciting new way as readers are invited to plumb the lore of God of War through the eyes of Kratos' son, Atreus. This hardcover volume chronicles Atreus and Kratos' journey through the fabled Nine Realms, from the Wildwoods of Midgard to the mountains of Jötunheim and beyond. In addition to the record of their mythic journey, this wondrous collection also includes a bestiary that was assembled during those travels, intimate dossiers of the characters that inhabit the masterfully crafted universe, and much more! Dark Horse Books and Santa Monica Studios present God of War: Lore and Legends. This lovingly produced edition is a must own item for any fan of God of War. The popular author of the Honor Harrington series tells the tale of Bahzell, a hsradani who has violated a hostage bond and now must deal with a vengeful prince and a price on his head. He doesn't want to mess with anyone else's problems, let alone the War God's. So how does he end up a thousand leagues from home? It's all the War God's fault. The gods walk again . . . When Marine Corps pilot Jacob Merely crashes during a routine mission off the coast of Cyprus, he was sure it was game over. After surviving the crash and pulling himself onto the sandy shores of a long-abandoned island, however, Jacob unwittingly stumbles headfirst into the ancient ruins of a dead city. Unfortunately, he also stumbles into an age-old battle between good and evil—and he is now its newest recruit. The island once belonged to the Amazons, daughters of Ares, the God of War, and stood as the final bastion between the human world and the monstrosities of the Great Below. But Jacob's arrival has awakened the old gods and disturbed the seal holding the ravaging darkness at bay. Now, with the help of a sacred gem containing Ares' power, Jacob must recreate the Amazonian defenders of humanity and fortify the island stronghold. And if he fails, Hades will unleash his army of the damned and the world of men will fall, giving rise to an age of walking nightmares. "You had me at mythology. You sold me at the crafting, game mechanics, great characters, and serious action. From start to finish, War God's Mantle delivers. Do not miss this book!" - Harmon Cooper, author of Fantasy Online and The Feedback Loop series. Surveys the pre-Christian beliefs of the Scandinavian and Germanic peoples. Provides an introduction to this subject, giving basic outlines to the sagas and stories, and helps identify the character traits of not only the well known but also the lesser gods of the age. The master fantasist's thrilling conclusion to The Darkwar Saga To save the future of both empires, the powerful sorcerer Pug and the Conclave of Shadows have journeyed into the darkest of terrain: the Dasati home world. There, traveling undercover among the bloodthirsty and ruthless Dasati, they have encountered Bek, a disturbing young stranger whose secrets may prove more important than Pug knows. And back in the realm of Midkemia, as the young warriors Tad, Zane, and their friends protect the Kingdom from raiders, Miranda finds herself a prisoner of the Dasati, and, even more ominously, of Pug's nemesis, the evil sorcerer Leso Varen. And Pug finds himself allied with a friend thought long dead, a friend whose remarkable powers will be sorely needed in the battle to come . . . a battle that will bring them all together in one great struggle for the future and very soul of Midkemia. Alpha Ares will do anything to avenge his mother and protect his mate, Aurora. But the hounds are becoming stronger by the day, and Aurora fears that the worst is yet to come. Will Ares and Aurora defeat the Hounds and avenge the ones that they hold closest? Will they be able to protect their pack? Or will the leader of the hounds destroy everything and everyone they care about? Catch Me, Alpha is the second book in the God of War series and cannot be read as a standalone. Weber's classic study which deals specifically with: Types of Asceticism and the Significance of Ancient Judaism, History and Social Organization of Ancient Palestine, Political Organization and Religious Ideas in the Time of the Confederacy and the Early Kings, Political Decline, Religious Conflict and Biblical Prophecy. He pointed his finger at Qing Yun as he swallowed a mountain and river with his mouth. Tens of thousands of blood surged as his divine body connected to the heavens. The youth carried a picture of Yin and Yang; he had been reborn to kill his enemies! Red dust covered a distance of 10,000 feet, and blood dyed the heavens and earth. In the struggle for supremacy, who would be the main contender? The true essence of life and death was a secret of ten thousand years. It was to use the sea of blood to create heaven and earth, and it was to use dried up bones to become a war god of life and death. All is on the battle of life and death. This translation of The Iliad equals Fitzgerald's earlier Odyssey in power and imagination. It recreates the original action as conceived by Homer, using fresh and flexible blank verse that is both lyrical and dramatic. ARES Between Mars's disappearance and the nightmares plaguing his nights, Ares falls into a pit of despair. All his life, he has depended on Mars to form intimate relationships and become the man Aurora and his pack need him to be, but when he's suddenly alone, he fears that not only will he be a bad father to their pup, but that he won't be able to protect his family from the destructive Hounds. AURORA With the complete Malavite Stone in her possession, Aurora experiences harrowing memories of the past while figuring out how she can fight the Hounds and the Underworld Gods with a pup in her stomach. She'll have to choose between her pup's future and the future of the werewolf species. When worse comes to worst, their only hope is to descend into the Underworld and stop the Hounds for good. But will they finally succeed this time or will their enemies trap them in the Underworld for good? Find out when you download Forever Yours Kitten, a steamy paranormal romance that fans of Suzanne Wright and K.F. Breene will devour! Start reading today! Can a man ever be free of his past? Can the tides of time ever wash away the bloody sands of sin? Or do transpired trespasses permanently and inescapably stain one's soul? After conquering Zeus and thwarting Athena, Kratos believes himself to be finally free from his bondage. He sets sail for the desert in an attempt to distance himself from his home and his shame only to find his rage and guilt follow close behind. Kratos rages against the one foe that has proven to be unconquerable—himself. But a war against oneself is unwinnable, and only invites madness. Collects God of War: Fallen God #1–#4. The War God Continent was vast and endless. The nine forbidden lands were filled with a rain of blood and gore. The Four Great Sacred Grounds had forged countless peerless experts. The mysterious youth who had walked out from the forbidden area. A man. A saber. He stepped on the geniuses and the strong, becoming a supreme wargod. And all of this, from the moment Mu Tian arrived . . . In the vast expanse of the Azure Sky Prairie, the sky was covered in a haze. The biting cold gale swept through the entire prairie, causing layers of grass to turn over, causing people to be unable to open their eyes. Dark clouds also accumulated in the sky, and the clouds intersected and overlapped with each other. A thunderstorm that covered the entire prairie was about to arrive. Such weather was extremely rare in this famously sunny prairie. The invincible Heaven Fighting Saint was betrayed by his celestial wife and brothers. He was reborn in his youth and swore to become the War God Emperor in this world. He would crush all strong enemies and peerless beauties and beat them up! A hot-blooded battle with no end in sight! In the vast and boundless Pangu Continent, large and small sects, ancient sacred lands, ancient aristocratic clans, and ten thousand different dynasties competed against each other; in the many secular dynasties, the imperial power was supreme, ruling over ten thousand miles. Was it to become an ant or an ordinary spirit, or to condense battle qi to become a warrior, to awaken the three types of battle spirits, to experience hundreds of battles to comprehend the four types of battle force, to become a peerless expert, to become a Holy Land of War, to shatter the void, and to compete with the Heavens! This was a world of warriors, cultivating battle qi, transforming the soul of war, condensing battle force, and rising above all worlds! A monstrous Chaos Beast threatens fearful desert villagers and engages Kratos, forcing him back into battle! But despite his desire to escape his violent past, Kratos is thrust back into a familiar state of rage and fury, setting off a chain reaction of unending anger for the Ghost of Sparta. As he plunges the Blades of Chaos into the wicked beast, Kratos wonders if he is the true monster of the battle . . . Reprint of the original, first published in 1871. A sword-and-sorcery novel on a war between gods. It features Bahznell Bahnakson, a seven-foot giant who leads the forces of the good god, Tomanak, against the evil god, Demon Breath. A young girl called Tozi stands at the bottom of a pyramid, waiting to be led to the top where her heart will be cut out. . . . Pepillo, a Spanish orphan who serves a sadistic Dominican friar, is aboard the Spanish fleet as it sails towards Mexico. . . . This is the epic story of the clash of two empires, two armies and two gods of war. Five hundred desperate adventurers are about to pit themselves against the most brutal armies of the ancient Americas, armies hundreds of thousands strong. This is a war of gods and men. Dark powers that work behind the scenes of history show their hand as the prophecy of the return of Quetzalcoatl is fulfilled with the arrival of Cortes. The Aztec ruler Moctezuma fights to maintain the demands of the war god Huitzilopochtli for human sacrifice. The Spanish Inquisition is planning an even greater blood-letting. Caught up in the headlong collision between two gods of war are Tozi, Pepillo and the beautiful Malinal whose hatred of Moctezuma runs so deep she will sell out her own land and people to destroy him. At fifteen, Lex, who has been homeschooled his entire life, begins attending high school. Although he is gifted and ahead of his peers academically, he's awkward and uncomfortable socially—that is, until he discovers football and its violence, and it seems he has

a gift for both. When Lex's family dies in a fire, Lex goes to live with his fabulously wealthy grandfather who apprentices him to an eccentric named Dr. Bernard Polemarchos. Bernie is a Wargod, one of a race of aliens who travel in time, refighting the great battles of history to protect earth from the evil Others-who, Lex discovers, are responsible for his family's death. As Bernie teaches Lex how to be a warrior, soon the time will come for the young man to avenge the murders of his loved ones and take his place in history. In this novel, a boy whose family is murdered goes to live with his grandfather and learn the art of war from a member of an alien race who fights to protect the earth. It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

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