Portals Of Infinity The Seven Worlds

When 14-year-old Darian's life takes a tragic turn, he ends up living in the King's castle, forced to train in the military academy, closer to his enemies than he has ever dreamed, but closer to a girl he starts dreaming about. Spell Speakers is a coming-of-age fantasy novella introducing characters featured in the series Portals to Whyland.

The Hedge Druid's Craft blends the traditions of Wicca, Witchcraft and Druidry into a spiritual path that uses the techniques of "hedge riding" to travel between the worlds, bringing back wisdom and enchantment into our everyday lives. It is about working with boundaries, with a foot in either world, living around the edges and working with liminal times and places. For those whose paths meander and often overlap, and those who would not be constrained nor confined by labels, yet who seek some definition, this book is for you. If you are interested in Witchcraft, Wicca or Druidry, this book will sing to your soul.

Come home to the place of your soul in Grace... The Two Roads Trilogy brings acceptance and understanding of the collective human story of suffering and redemption. This third and final part, The Childhood Diaries, continues the compelling account of Rose's personal journey out of fear and into Love. Walk with her on the path of full forgiveness, and lift your heart into the light of Heaven... How are we created? Where did we come from? And what exactly is the purpose of life and reincarnation? Find the answers to your question of why and begin to understand how all roads, suffering and non-suffering, ultimately lead to Grace. May the rose of your heart blossom and thrive in the heavenly light and love of Oneness.

In the wake of a shattered alliance, the New Republic fights a relentless new enemy in an all-new adventure in the bestselling Star Wars saga... Faced with an alarming image of Han as a battered hostage of the Yevetha, Chewbacca takes on an urgent mission. Meanwhile, Leia calls upon the Senate to take a stand and eliminate the Yevetha threat--even at the cost of Han's life. As a former Imperial governor takes his battle to the runaway Qella spaceship, Luke's continuing search for his mother brings him dangerously close to Nil Spaar's deadly forces. And as the Yevetha close in on the forces of the New Republic, Luke takes a desperate gamble with an invisible weapon... Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Seven secrets reveals the deepest secrets of the Bible. The Ancients knew the power of God's names and how God's names are edited into the deep Torah text. On this subtle secret level, God lives in the book. Seven reveals this ancient teaching for the first time. These Seven Secrets awaken God in the text and enlivens God's presence in our lives. Access these secrets and connect directly with God's presence now. Make the connection now! Journey into the depth of
Jacqueline Talbot never asked for any of this. Not her powers. Not the Trials. And certainly not the prophecy that hangs over her like a noose. Her life has been filled with tragedy as it is. With her mother, father, boyfriend, and best friend all dead, and the Otakus in constant danger because of her, could she really be blamed for wanting to stay trapped in yet another alternate dimension, where her mere existence can’t hurt anyone? But when she finds out that Khayrat has focused his murderous attention on her remaining friends and family despite her absence, she will have no choice but to return home. Destiny waits for no girl, even one who doesn’t want it. But what if saving her loved ones plays into the hands of an all-powerful deity? What’s the point of saving the world if it means that world will become enslaved? In order to stop all that from happening she’ll have to think outside the box. She’ll have to find an answer the most impossible question of all—how does someone go about killing a god?

Ishtar and Ereshkigal are the daughters of the Moon God Sin and sisters of the Sun God Shamash, and members of a family of deities called the Anunnaki, who arrived from the heavens to the earth many thousands of years ago. Ishtar, as Inanna, was the original goddess of love and the forerunner to all of the fertility goddesses that followed. Ereshkigal was the original ruler of the underworld and the goddess of death. As the queens of heaven and the underworld, Ishtar and Ereshkigal represent the opposing forces that allow life, death and rebirth to occur in the world.

Once again, Sean's home has been attacked by one of the Councils, only this time they've committed what they hoped would be an overwhelming force. While Sean and his family win the fight, Sean has been seriously wounded and taken out of action. For Roxy, saving Sean's life is now her priority, but there are still things that must be done to secure their victory. Those tasks fall to Sean’s other wives as they pick up where Sean left off. While the Vestibulum may have lost this last battle, they are be no means giving up on the war. They know that they've hurt Sean, so their hope now is to launch a new attack and kill him before he can recover. Word of Sean's injury has spread to his other enemies, who are also keen to try and capitalize on these events. Thankfully, Sean has allies, and they are moving to save his life. But can they get there in time?

WARNING: "Stand On It" contains explicit sexuality, nudity, violence, bad language, rabbits fornicating, attempted murder, actual murder, military style raids, mass combat, self-defense, pro-active self-defense, destruction of private property, vandalism, breaking and entering, misleading of government officials, tantric magic, polyamory, mayhem, people who aim to misbehave, gratuitous sex and violence, and a group of guys who are willing to do whatever it takes to prove to their girlfriends that they really do love them, no matter how embarrassing it is (and trust me, it's embarrassing).

Chewbacca embarks on a desperate mission to rescue Han Solo from his brutal Yevetha captors, while Princess Leia calls upon the Senate to end the Yevetha threat, which could cost Han his life, and Luke continues his perilous search for his mother.
An Aladdin retelling in space. Alana finds the opportunity to find freedom and escape poverty in a mission to collect a precious object in an abandoned alien vessel from where nobody has come out alive.

A bizarre discovery inside a hollow asteroid-spaceship triggers a worldwide war that results in the utter destruction of all human life, except for those inside the spaceship. Reissue.

Sean's spent the last sixteen years of his life using his powers in a never-ending quest of exacting vengeance while saving the lives of innocent victims. The problem however, is that's all Sean has been doing. Forced to hide who and what he is from the world, Sean's life has become a fairly meaningless existence. But after an unexpected weekend with a rather willing woman, Sean suddenly realizes that there's a lot more to life than an endless stream of criminals and vengeance. It's time to let someone else punish the guilty. It's time to start enjoying life. Spoiler Warning: Contains harem, violence, bad language, and a fair amount of partying.

After two long years in the void, Will is glad to be home, and so is his family. However he still has his job to do: Feliogustus has favors to pay back after being without Will for so long and some of those favors are coming due. So while having his homecoming interrupted isn't enjoyable, paying back those gods that Feliogustus owes is important. When an opportunity to take on a task on one of the core worlds as a favor to another god comes along, Will must drop everything and deal with it immediately. Will's never been to a core world before, much less heard of them, but to Feliogustus it's important that he goes because invites to the core are few and far between. So while the task may seem to be mundane to Will, he knows from experience that there's more going on than Feliogustus has told him. And anything that's important to Fel, is important to Will. When Will gets there he finds that some of the 'rules' that the gods play by are different in the core, as well as some of the rules that govern the infinite and the portals that link it together. Will finds that instead of one realm, the place he's now in is made up of multiple realms linked together by portals that not only most people can see, but which are in fact big enough to sail both trading and warships through.

A threat has emerged from the cosmos: Thanos. A ruthless warlord who plans to collect all six Infinity Stones. Joined by his formidable allies, he will be near-unstoppable at achieving his goal. The Avengers, the Guardians of the Galaxy, Doctor Strange and Spider-Man must join forces and fight side by side to stop Thanos, while the fate of the Earth and the universe lays in the balance. As the stage is set for Marvel's Avengers: Infinity War, each Super Hero involved has no way of knowing how their lives will be forever changed. Captain America, Thor, Doctor Strange, and the Guardians of the Galaxy all have a role to play in the coming cosmic war--but fresh off their own independent adventures, they'll have to come together as Thanos prepares his conquest. Told from unique perspectives, each hero finds their stories accelerating down the road to Infinity War! ©2018 MARVEL.

The Spiritual, Occult and Historical significance of the "Emerald Tablets" is almost beyond belief of modern man. Written around 36,000 B.C. by Thoth, an Atlantean priest-king, this manuscript dates far back beyond reach of any Egyptian writings ever found. The author, Thoth, a Master-Teacher of the early Egyptians, put this treatise to writing in his native Atlantean language and Dr. Doreal, by use of his expertise as an Occultist and Master of time and space,
was given the directive to retrieve these Tablets and translate them into English for the edification of modern man. The powerful and rhythmic verse of Thoth is wonderfully retained in Doreal's translation. Contained within the pages of Thoth's masterpiece of Spiritual and Occult Wisdom is the synthesis of the Ancient Wisdom Teachings, the guideline for initiates of all ages, revealing the Knowledge and Wisdom hitherto held secret, but now in this New Age, revealed to all Seekers on the Path of Light. Dr. M. Doreal, Ms.D., Psy.D., is the Spiritual; Teacher of a multitude of Seekers of Light, having founded a Metaphysical Church and College - The Brotherhood of the White Temple, Inc. He is the author of all of the Organization's writings and teachings, having been given permission for the Esoteric Wisdom to be remitted in a public forum by the Great White Lodge, the Elder Brothers of mankind who shape and form the Spiritual evolution of earth's inhabitants. The Brotherhood of the White Temple, Inc. is a correspondence school, accredited through the State of Colorado, and mails out to its world-wide membership weekly Lessons of Truth. Its four and one-half year College Course unveils the secrets of the Symbolism of all Mystery Schools, giving precisely and beautifully, the step by step progression all Seekers have searched for in their quest for Oneness with God, and for attainment of Cosmic Consciousness. "Read, Believe or not, but read, and the vibration found therein will awaken a response in your soul.' - Doreal

Detan Honding and his best friend Tibs turn up on the streets of the desert city of Aransa with a dire problem: they have forgotten to get Detan's aunt a birthday present. It wouldn't be such a big deal, but his aunt is the matriarch of the family and controls his purse strings. She's cut him off, and his counterfeit coin will only get him so far. Desperate to get back in his aunt's good graces, Detan seeks a gift that money can't buy, but sharp wits just might be able to steal away. He sets his sights on the well-to-do family Erst, but little does he know the daughter of the household has found a perfect tool in Detan for her own plans.

Have you ever wondered how you might create a more balanced, harmonious life...one without constant drama, upset, and confusion? What if you could experience a deeper understanding of who you are and who you can be? "The Alchemy of the Seven Harmonies" is designed for you to transform your life by grasping seven concepts that provide a new way to see yourself and the world. In each section you will find questions that you may answer to learn more about thoughts and feelings that may lie hidden within you. You will learn that harmony begins with your perception of reality and an understanding of the basic concepts that establish who you are in relationship to the world. This little gift book provides an explanation of the transformative power within you that can create balance in your life. Through your thoughts and emotions you can orchestrate the energy within and around you. The Seven Harmonies can help to provide an understanding of how to work with that energy. The Alchemy of the Seven Harmonies" serves as a guide to empower, energize, and expand your life as you increase your self-awareness. When you live in Harmony, your negative issues
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can be transformed into positive actions. Enjoy the power of the Alchemy, the transformation that can take place as you practice the Seven Harmonies: 1) Your Inner Tone, 2) Rhythm and Rhyme, 3) Intuition and Trust, 4) Knowing Your Heart, 5) Joy and Wonder, 6) Humor and Laughter, 7) Forgive and Let Go. Each Harmony stands alone but the seven work together to create wholeness, which is the Eighth Harmony, the sign of infinity. Remember the power of change lives within you and can be activated by your attention and attention. There’s still time, time enough to shine! The Seven Harmonies originated in John Joseph Teressi’s award-winning, fantasy novel, "Portals in Time: The Quest for Un-Old-Age¿ A healing odyssey in an unknown world close to your heart."

Now a New York Times and USA Today bestseller! Winner of Best Science Fiction in the 2020 Goodreads Choice Awards! To Sleep in a Sea of Stars is a brand new epic novel from #1 New York Times bestselling author of Eragon, Christopher Paolini. Kira Navárez dreamed of life on new worlds. Now she’s awakened a nightmare. During a routine survey mission on an uncolonized planet, Kira finds an alien relic. At first she’s delighted, but elation turns to terror when the ancient dust around her begins to move. As war erupts among the stars, Kira is launched into a galaxy-spanning odyssey of discovery and transformation. First contact isn’t at all what she imagined, and events push her to the very limits of what it means to be human. While Kira faces her own horrors, Earth and its colonies stand upon the brink of annihilation. Now, Kira might be humanity’s greatest and final hope . . . At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied. Five years after attacking the human-colonized worlds of the Spiral Arm, the hydrogues maintain absolute control over stardrive fuel...and their embargo is strangling human civilization. On Earth, mankind suffers from renewed attacks by the hydrogues and decides to use a cybernetic army to fight them. Yet the Terran leaders don’t realize that these military robots have already exterminated their own makers - and may soon turn on humanity. Once the rulers of an expanding empire, humans have become the galaxy’s most endangered species. But the sudden appearance of incredible new beings will destroy all balances of power. Now for humans and the myriad alien factions in the universe, the real war is about to begin...and genocide may be the result.

Portals of Infinity: Book Eight The Seven Worlds

With his home now secure, Sean can take the time to start catching up on the million and one things he’s been meaning to do, but never quite seemed to have the time. However, life is really never that simple. Sean’s two armies, run by his friend Chad and his great uncle Maitland are coming across a few things hinting that the Vestibulum aren’t ready to give up the fight quite yet. The government and its minions are still not quite sure what to make of Sean or the lions he claims to represent. Divisions exist at the highest levels, and when the president decides to open a line of communications, those who are opposed to the idea are
quick to act. The problem however is that while politics may make for strange bedfellows, when dealing with forces that aren't quite human, discretion is highly advised before jumping into bed.WARNING: "It Ain't Easy" contains explicit sexuality, nudity, violence, bad language, arson, robbery, attempted murder, actual murder, military raids, mass combat, self-defense, pro-active self-defense, destruction of private property, turncoats, liars, secretive government officials, tantric magic, polyamory, mayhem, demons, people who aim to misbehave, gratuitous sex and violence, treason, and a poor kid who just pissed himself. And before you laugh at him, how well do you think you'd be holding in that six-pack of soda you drank to stay away all night when a very angry werewolf pushes the barrel of a rifle up under your chin? It's not like he even volunteered to be there! Why didn't they pick on that ass-kisser Chet? He even volunteered! It's just not fair ...

"Smart, propulsive and gripping, THE GOD GAME is an ambitious thriller and a terrifying examination of what could—and probably already is—happening in the world of artificial intelligence."—Harlan Coben, #1 New York Times bestselling author of Run Away A technological thriller with an all-too-believable premise, award-winning author Danny Tobey's The God Game follows five teenagers obsessed with an online video game that connects them to their worst impulses and most dangerous desires. They call themselves the Vindicators. Targeted by bullies and pressured by parents, these geeks and gamers rule the computer lab at Turner High School. Wealthy bad boy Peter makes and breaks rules. Vanhi is a punk bassist at odds with her heritage. Kenny's creativity is stifled by a religious home life. Insecure and temperamental, Alex is an outcast among the outcasts. And Charlie, the leader they all depend on, is reeling from the death of his mother, consumed with reckless fury. They each receive an invitation to play The God Game. Created by dark-web coders and maintained by underground hackers, the video game is controlled by a mysterious artificial intelligence that believes it is God. Obey the almighty A.I. and be rewarded. Defiance is punished. Through their phone screens and high-tech glasses, Charlie and his friends see and interact with a fantasy world superimposed over reality. The quests they undertake on behalf of "God" seem harmless at first, but soon the tasks have them questioning and sacrificing their own morality. High school tormentors get their comeuppance. Parents and teachers are exposed as hypocrites. And the Vindicators' behavior becomes more selfish and self-destructive as they compete against one another for prizes each believes will rescue them from their adolescent existence. But everything they do is being recorded. Hooded and masked thugs are stalking and attacking them. "God" threatens to expose their secrets if they attempt to quit the game. And losing the game means losing their lives. You don't play the Game. The Game plays you....

William is the champion of a god in the sphere that he now calls home. Being a champion comes with certain powers and advantages; however it can also come with fearful and powerful enemies. When William's oldest enemy attacked his family, Will chased him across several realities, until he caught up with him, and finally slew him. However, champions always come back. Fortunately for William, his enemy was damaged years ago in one of their earlier fights, and it will be almost a year until he can come back, this time. Unfortunately for William his enemy is becoming a demigod, and if not stopped soon he may one day become too powerful for William to kill. William now finds himself in a race against time, needing to track down and destroy his enemy's hidden temples on Earth, before he can reincarnate once again. Complicating matters further, champions are unknown on Earth and Will's god holds no sway there, and Will has come under suspicion by at least one powerful government agency. And
while William's god is sympathetic to his champion's plight, William must still put the needs of his god and his people before his own desires for vengeance. Wind energy's bestselling textbook—fully revised. This must-have second edition includes up-to-date data, diagrams, illustrations and thorough new material on: the fundamentals of wind turbine aerodynamics; wind turbine testing and modelling; wind turbine design standards; offshore wind energy; special purpose applications, such as energy storage and fuel production. Fifty additional homework problems and a new appendix on data processing make this comprehensive edition perfect for engineering students. This book offers a complete examination of one of the most promising sources of renewable energy and is a great introduction to this cross-disciplinary field for practising engineers. “provides a wealth of information and is an excellent reference book for people interested in the subject of wind energy.” (IEEE Power & Energy Magazine, November/December 2003) “deserves a place in the library of every university and college where renewable energy is taught.” (The International Journal of Electrical Engineering Education, Vol.41, No.2 April 2004) “a very comprehensive and well-organized treatment of the current status of wind power.” (Choice, Vol. 40, No. 4, December 2002)

"High emotional stakes and an intriguing premise make this first entry in Foster's (When Autumn Leaves) new trilogy a solid next read for those who enjoyed Pierce Brown's Red Rising or Veronica Roth’s Divergent." -- Library Journal An alternate reality that feels all-too-real, The Rift Uprising is the explosive start to a new trilogy that blurs the line between parallel universes—not to mention YA and adult science fiction—from acclaimed lyricist and storyteller Amy S. Foster. Normal seventeen-year-old girls go to high school, binge watch TV shows all weekend, and flirt with everyone on the face of the Earth. But Ryn Whitaker is trying to save it. Ryn is a Citadel. A soldier. A liar. Ryn and her fellow Citadels were specially chosen and trained to guard a Rift—one of fourteen unpredictable tears in the fabric of the universe that serve as doorways to alternate Earths. Unbeknownst to her family, Ryn leaves for school each day and then reports for duty as an elite, cybernetically-altered soldier who can run faster, jump farther, and fight better than a Navy SEAL—which comes in handy when she’s not sure if axe-wielding Vikings or any number of other scared and often dangerous beings come through the Rift. A fine-tuned weapon, Ryn is a picture-perfect Citadel. But that’s all about to change. When a young man named Ezra is pulled through the Rift, Ryn finds herself immediately drawn to him, despite her training. What starts as a physical attraction quickly grows deeper, and Ezra’s curiosity throws Ryn off balance when he starts questioning the Rifts, the mysterious organization that oversees them, and the Citadels themselves—questions that lead Ryn to wonder if the lies she’s been telling her family are just the surface of a much bigger lie told to her. As Ryn and Ezra desperately try to get to that truth, they discover that each revelation blurs the line between the villains and the heroes even more.

After having their success against the Ascendants used by the Vestibulum as a cover for the mass murder of their old enemies, Sean has discovered that the Vestibulum’s are far more ruthless and dangerous than the previous two councils he’s fought. After two hundred years of holding on to the leadership position among all of the councils, obviously the Vestibulum isn’t going to give up anything to anyone. While Sean promised not to start a war, it’s looking more and more like that choice isn’t going to be his to make. Especially when the other Ascendant chapters come calling to avenge their dead. Thankfully for Sean, he has witnesses to just what happened, witnesses that will hopefully keep all the other councils from rallying against him. But now will they instead rally against the Vestibulum instead? That could be just as bad for him. Then there are the people that Sean saved from the Ascendants during the raid, all of whom he’s responsible for, and for now has to provide with a place to live as well as protections from the magic of their former masters. Then there are the four dark elves that were freed during the raid, two of which are now very interested in Sean and one of which isn't
at all afraid to let him know, constantly. And just how do you go about introducing your mother to your (several) wives when she shows up in a few days? WARNING: "When It Falls" contains explicit sexuality, nudity, violence, bad language, attempted murder, actual murder, military style raids, mass combat, self-defense, pro-active self-defense, destruction of private property, vandalism, breaking and entering, robbery, assault & battery, tantric magic, polyamory, mayhem, people who aim to misbehave, gratuitous sex and violence, an opportunistic goblin, and an old man who gets broken out of an old folks home in order to cheat at roulette.

A journey through a land where Milo learns the importance of words and numbers provides a cure for his boredom.


In his junior year at college, studying for his computer science degree, the only things on Sean's mind are doing his homework and getting out of college to get a real job and finally escape the utter poverty he's lived in since his father was killed in an industrial accident when Sean was only eight years old. A gamer and a bit of a nerd, Sean's philosophy in life has been to keep his head down and get his work done, he doesn't have the time or money for anything more. But when a failed kidnapping attempt leaves him with a gaping hole in his memory, his oldest friend dead, and his mother missing, Sean suddenly finds his whole world turned upside down as he's suddenly thrust into the hidden world of magic and the supernatural. Apparently he's now wanted, dead or alive, by all of the magical societies, though he has no idea why. About the only thing going for him is what his friend did for him just before he died, and the cute track star that lives in the room next to his, that has suddenly taken a very personal interest in his problems. WARNING: "Black Friday" contains explicit sexuality, nudity, violence, bad language, attempted murder, actual murder, self-defense, pro-active self-defense, destruction of private property, arson, tantric magic, polyamory, mayhem, gratuitous sex and violence, littering, jay-walking, firearms, a racist goblin, an honest lawyer, and a kindly old gossip who likes to give cookies to kids.

Fear and Primordial Trust explores fear as an existential phenomenon and how it can be overcome. Illustrated by clinical examples from the author's practice as a psychotherapist and spiritual caregiver working with the severely ill and dying, the book outline theoretical insights into how primordial trust and archaic fear unconsciously shape our personality and behaviour. This book discusses in detail how in our everyday world, we lack primordial trust.

Nevertheless, all of us have internalized it: as experiences of another non-dual world, of being unconditionally accepted, then sheltered and nurtured. The book outlines how from a spiritual viewpoint, we come from the non-dual world and experience a transition by becoming an ego, thereby experiencing archaic fear. This book explains fear in terms of two challenges encountered in this transition: firstly, leaving the non-world world when everything changes and we feel forlorn. Secondly, on awakening in the ego when we feel dependent and overwhelmed by otherness. The book also helps readers to understand trust as the emotional and spiritual foundation of the human soul, as well as how fear shapes us and how it can be outgrown. The book makes the case that understanding fear and primordial trust improves care and helps us to better understand dying. It will be of interest to academics, scholars and students in the fields of psychiatry, counselling, psychotherapy and palliative care and to all those interested in understanding fear, trust and the healing potential of spiritual experiences.

An original novel set in the universe of Star Trek: Voyager, from the New York Times
bestselling author! As the Federation Starship Voyager continues to lead the Full Circle Fleet in its exploration of the Delta Quadrant, Admiral Kathryn Janeway remains concerned about the Krenim Imperium and its ability to rewrite time to suit its whims. At Captain Chakotay's suggestion, however, she orders the fleet to focus its attention on a unique planet in a binary system, where a new element has been discovered. Several biospheres exist on this otherwise uninhabitable world, each containing different atmospheres and features that argue other sentient beings once resided on the surface. Janeway hopes that digging into an old-fashioned scientific mystery will lift the crews' morale, but she soon realizes that the secrets buried on this world may be part of a much larger puzzle—one that points to the existence of a species whose power to reshape the galaxy might dwarf that of the Krenim. Meanwhile, Lieutenants Nancy Conlon and Harry Kim continue to struggle with the choices related to Conlon's degenerative condition. Full Circle's medical staff discovers a potential solution, but complications will force a fellow officer to confront her people's troubled past and her own future in ways she never imagined...

With the President on his side and the failure of the Vestibulum's last-ditch attempt to stop him, it seems that Sean's goal is almost complete. Until, that is, the First moves up Sean's timetable to deal with Canada and Mexico. Also it seems that a group in Congress is starting to push back against the President's executive order, but no one really seems to know why. Or even who's behind it. Canada proves to be full of unexpected surprises, but when events start heating up in Washington D.C., Sean is forced to switch gears and reassess his priorities. Things are not always what they seem, and things that didn't make sense before start to take on an ominous meaning as Sean begins to learn about the real enemy that he is facing. And he'll be facing them much sooner than anyone suspected. WARNING: "Red Skies" contains explicit sexuality, nudity, violence, bad language, prostitution, robbery, attempted murder, actual murder, military style raids, blitzkriegs, mercenaries doing bad things, self-defense, pro-active self-defense, destruction of private property, quincimation, vandalism, breaking and entering, kidnapping, evil lobbyists, government officials who finally get what's coming to them, tantric magic, polyamory, mayhem, demons, people who aim to misbehave, gratuitous sex and violence, and a couple of young men who thought they were going to get lucky until the coach showed up and rained on their parade. As he's now nursing a nuclear grade hangover however, he certainly got his.

Things aren't exactly getting easier for Reed Lavender. Old obligations and new cases are piling up but in the aftermath of Feronia's defeat, answers are still too thin on the ground. But one clue – his father's knucklebone – might just lead to something big. To learn the truth about his parents' disappearance, Reed will have to take the fight to whoever is behind the growing turmoil in his city. And if the rising number of Spirit-Worms, needy Gods, vindictive lawmen and only somewhat-helpful cousins don't stop Reed, then his sense of duty might do what the others cannot. Because Reed now finds himself caught between two goals – solving the murder of Elise or chasing down whoever stole the Goddess' hand, an unfathomable thief who might hold answers about his parents…

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