The naturalist author of Refuge and An Unspoken Hunger reflects on what it means to be human, the interconnection between the natural and human worlds, and how they combine to produce both tumult and peace, ugliness and beauty.

Imagine living in the future in a world already damaged by humankind, a world where resources are insufficient to meet everyone's basic needs and where a chaotic climate makes life precarious. Then imagine looking back into the past, back to our own time and assessing the ethics of the early twenty-first century. "Ethics for a Broken World" imagines how the future might judge us and how living in a time of global environmental degradation might utterly reshape the politics and ethics of the future. This book is presented as a series of history of philosophy lectures given in the future, studying the classic texts from a past age of affluence, our own time. The central ethical questions of our time are shown to look very different from the perspective of a ruined world. The aim of "Ethics for a Broken" World is to look at our present with the benefit of hindsight - to reimagine contemporary philosophy in an historical context - and to highlight the contingency of our own moral and political ideals.
**Kill 6 Billion Demons**

What do we do when God becomes an unwanted houseguest, you're in love with the wrong girl and aliens decide to eat California? Take a wild ride with 15 writers from around the globe to discover their version of a broken world and the humour, compassion and love which saves us. From murder to manga, heartbreak to horror, Broken Worlds dances us through times, genres and worlds. Prepare to be thrilled, tickled, scared and enchanted it's one hell of a ride.

**Rise of the Dragon Riders**

The Great Escape for the Great War: the astonishing true story of two World War I prisoners who pulled off one of the most ingenious escapes of all time. “Fox unspools Jones and Hill’s delightfully elaborate scheme in nail-biting episodes that advance like a narrative Rube Goldberg machine.”—The New York Times Book Review

Imprisoned in a remote Turkish POW camp during World War I, having survived a two-month forced march and a terrifying shootout in the desert, two British officers, Harry Jones and Cedric Hill, join forces to bamboozle their iron-fisted captors. To stave off despair and boredom, Jones takes a handmade Ouija board and fakes elaborate séances for his fellow prisoners. Word gets around, and one day an Ottoman official approaches Jones with a query: Could Jones contact the spirit world to find a vast treasure rumored to be buried nearby? Jones, a trained lawyer, and Hill, a brilliant magician, use the Ouija board—and their keen understanding of the psychology of deception—to build a trap for their captors that will ultimately lead them to freedom. A gripping nonfiction thriller, The Confidence Men is the story of one of the only known con games played for a good cause—and of a profound but unlikely friendship. Had it not been for “the Great War,” Jones, the Oxford-educated son of a British lord, and Hill, a mechanic on an Australian sheep ranch, would never have met. But in pain, loneliness, hunger, and isolation, they formed a powerful emotional and intellectual alliance that saved both of their lives. Margalit Fox brings her “nose for interesting facts, the ability to construct a taut narrative arc, and a Dickens-level gift for concisely conveying personality” (Kathryn Schulz, New York) to this tale of psychological strategy that is rife with cunning, danger, and moments of high farce that rival anything in Catch-22.

**The Broken Sword**

A man with no memory of his past and a struggling, blind street artist will face off against the will of the gods as the secrets of this stranger's past are revealed in the sequel to The Hundred Thousand Kingdoms, the debut novel of NYT bestselling author
N. K. Jemisin. In the city of Shadow, beneath the World Tree, alleyways shimmer with magic and godlings live hidden among mortalkind. Oree Shoth, a blind artist, takes in a strange homeless man on an impulse. This act of kindness engulfs Oree in a nightmarish conspiracy. Someone, somehow, is murdering godlings, leaving their desecrated bodies all over the city. And Oree's guest is at the heart of it... The Inheritance Trilogy The Hundred Thousand Kingdoms The Broken Kingdoms The Kingdom of Gods The Inheritance Trilogy (omnibus edition) Shades in Shadow: An Inheritance Triptych (e-only short fiction) The Awakened Kingdom (e-only novella) For more from N. K. Jemisin, check out: Dreamblood Duology The Killing Moon The Shadowed Sun The Broken Earth series The Fifth Season The Obelisk Gate The Stone Sky

Broken Worlds Book III

The world breaks everyone, and afterward, some are strong at the broken places. In a future of bleakness and roboticism, a totalitarian government enforces upon the people a lifestyle that lulls them into a state of obedience. Your career and social status are predestined and you cannot alter it - this is a reality that walks a fine line between evoking sensations of fear and inducing a sense of futility. A dystopian reality can sometimes turn out to be as powerful and strong as it can be fragile, collapsing in on itself from one second to the next. As a race, we are fascinated with what comes next, what's over the hill and, inevitably, what happens if we're left all alone. How can things go on? What lessons can we learn? Broken Worlds takes a peep into an all too possible future. Narration and style change from story to story, but the core of this volume is human emotion. Coloured by their cultures and backgrounds, the storytellers featured in this volume take the idea of a society at extremes and weave a variety of outcomes. We invite you to read and hope you enjoy this collection. The Sad Man by Thomas Brown (competition winner) From the fifth-floor window of his inner-city flat, a man keeps watch for his friend, the Sad Man. Pioneer by Joe Saxon Lidia lives in the waterworks, always hungry, until she receives a message from the supervisors of the upper floors. The Insects by Gavin Bryce Thia is a city with millions of electronic eyes. On his retirement day, Roman Huxley has planned a special retirement present for the entire megacity. Screens by Alix Owen A story inspired by the advent of Google Glass; when one young man contracts a biomechanical disease, he is forced to see what the world has become while everybody else was social networking. Machinations by Shira Hereld A marriage is slowly falling apart as both partners become more and more reliant on mechanical Andros for everything from housework to intimacy. The Architect by Gavin Haran A local obituarist tracks the sinister transformation of his town through the introduction of mysterious architectural constructions with unexpected consequences. The Deepening Well by Sam Hurcom Can a state of mind be considered dystopian - how would the end of history affect the last surviving individual? 3AM Job by Mark Schultz On a future Earth, where
absolute free market capitalism controls the globe, a freelance butcher accepts an early morning job which turns out to be far more profitable than it seems at first glance. The Farm by George Vernon A farmer and his family are threatened by their rebellious herd. Also in the collection Vision of Paradise by Clare Banks The Last CanvaS by Paul Dawson The Leadership Gene by Francis Beckett Watch by Miles Gatrell Water Rats by Terry Holland The Rebel's Daughter by Virgina Ballesty Meat is Murder by David Turnbull Equity Lamp by Adam "Bucho" Rodenburger Dreg Town by Steph Minns It was the Best of Times by Konstantine Paradias Carved in Ice by Doxa J. Zannou Silva's Plague by Ian Green Urbanova by Christian Cook Cover art, Broken Worlds by Daniel Tyka

**Broken World**

Humanity will finally be saved or destroyed in the shattering conclusion to the post-apocalyptic and highly acclaimed NYT bestselling trilogy that won the Hugo Award three years in a row. The Moon will soon return. Whether this heralds the destruction of humankind or something worse will depend on two women. Essun has inherited the power of Alabaster Tenring. With it, she hopes to find her daughter Nassun and forge a world in which every orogene child can grow up safe. For Nassun, her mother's mastery of the Obelisk Gate comes too late. She has seen the evil of the world, and accepted what her mother will not admit: that sometimes what is corrupt cannot be cleansed, only destroyed.

**Broken Worlds: the Colors of Change**

‘McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies.’—The Boston Globe “Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better.”—San Jose Mercury News “Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force.”—Cory Doctorow, author of Little Brother A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world-from social problems like depression and obesity to global issues like poverty and climate change-and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, Reality Is Broken shows that the future
will belong to those who can understand, design, and play games. Jane McGonigal is also the author of SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient.

**Children of Another God**

When a young peasant girl is injured while hunting, she meets a strange, magical man who is a member of a despised race - Mujar. Truemen scorn the shape-shifting unmen for their odd, humble ways, and envy their power over the elements. Mujar do not use their powers for good or evil, they simply exist, immortal and apparently purposeless. Now a scourge is sweeping the land, armies of mounted warriors who cannot be defeated are wiping out Truemankind without mercy. They are known as the Black Riders, but no one knows where they come from or why they seem bent on exterminating every man, woman and child.

Talsy traps the Mujar with gold, which has an odd effect on them, to make him help her, but her father intends to throw him in a Pit, from which he will be unable to escape. Talsy does not believe the Mujar deserves such a fate, so she frees him and begs him to take her with him on his journey. He agrees, and they set off across Shamarese, continuing his quest to find an old hermit's lost son. There is far more at stake than Talsy realises, however, and she has innocently stumbled upon the last free Mujar, who has the power to decide the fate of her race.

**Broken Earth (Savage Worlds)**

New to the series? Get Book 1 here: smarturl.it/excelsior THIS INTERSTELLAR VOYAGE MIGHT BE OUR LAST With androids in control of Earth, and humans relegated to colonies on Mars and the outer planets, tensions are rising, and war looks inevitable. Looking for a way to escape the looming conflict, Alexander and Catalina de Leon board the Liberty with 70,000 other colonists on a voyage to Proxima Centauri, but it's going to take them nine years to reach their destination, and a lot can happen in nine years. As the trip progresses, everything that can happen does, and what was meant to be a monotonous voyage becomes a fight for survival against mysterious forces that threaten not only the passengers and crew, but the entire human race.

**Wrecked**

Jake's journey continues as he follows Elazar through a rip in the veil and finds himself in yet another broken world. Lost in the
jungle with his friends, Tabitha and Hans, Jake makes his way across the foreign landscape with two goals in mind. He must rescue his mother from Elazar's clutches and keep the monster from enslaving this world and all of the others. Back home, at Raven's Keep, the rest of Jake's friends rally to find a way to bring him back. Sebastian's arcane machines have been destroyed and monsters stalk the corridors of the keep and forest beyond. Even the Fairy army may not be enough to end Sebastian's plague. Join Jake and his friends as they fight evil across two worlds and try to find the Pattern in the Cracks.

**Lords of Finance**

There are holes in the world. Tears in reality through which creatures emerge, crawling up from their broken worlds. At one time emerging in their natural forms, they can no longer exist here without taking a native host, their bodies often warped, their minds rarely surviving. If you stumble into this world, a quick death may be the best you can hope for.

**Broken Worlds (Book 3): Civil War**

What happens when a broken world slams into your comfortable life? Wrecked is about the life we are afraid to live. It's about radical sacrifice and selfless service—how we find purpose in the midst of pain. It's a look at how we discover fulfillment in the least likely of places. It's about living like we mean it. It's a guide to growing up and giving your life away, helping you live in the tension between the next adventure and the daily mundane. This book is for us—a generation intent on pursuing our life's work in a way that leaves us without regrets. Author Jeff Goins shares his own experience of struggling as a missionary and twentysomething who understands the call to live radically while dealing with the everyday responsibilities of life. Wrecked is a manifesto for a generation dissatisfied with the status quo and wanting to make a difference.

**Reality Is Broken**

This acclaimed fantasy classic of men, elves, and gods is at once breathtakingly exciting and heartbreakingly tragic. Published the same year as The Fellowship of the Ring, Poul Anderson's novel The Broken Sword draws on similar Scandinavian and Anglo-Saxon sources. In his greed for land and power, Orm the Strong slays the family of a Saxon witch—and for his sins, the Northman must pay with his newborn son. Stolen by elves and replaced by a changeling, Skafloc is raised to manhood unaware of his true heritage and treasured for his ability to handle the iron that the elven dare not touch. Meanwhile, the being
who supplanted him as Orm’s son grows up angry and embittered by the humanity he has been denied. A pawn in a witch’s vengeance, the creature Valgard will never know love, and consumed by rage, he will commit a murderous act of unspeakable vileness. It is their destiny to finally meet on the field of battle—the man-elf and his dark twin, the monster—when the long-simmering war between elves and trolls finally erupts with a devastating fury. And only the mighty sword Tyrting, broken by Thor and presented to Skafloc in infancy, can turn the tide in a terrible clashing of faerie folk that will ultimately determine the fate of the old gods. Along with such notables as Isaac Asimov and Ray Bradbury, multiple Hugo and Nebula Award winner Poul Anderson is considered one of the masters of speculative fiction. This edition contains the author’s original text.

The Confidence Men

Follow a group of survivors on a journey that spans eleven books and twenty years as they search for safety in a world overrun by the dead When a deadly virus sweeps the country, Vivian sets out for California in hopes of seeing the daughter she gave up for adoption. Then her car breaks down and she's faced with a choice: give up or accept a ride from redneck brothers, Angus and Axl. Vivian knows getting in the car with strangers is a risk, but with time running out, she's willing to do whatever it takes to reach her daughter. The virus is spreading, and by the time the group makes it to California, most of the population has already been wiped out. When the dead start coming back, Vivian and the others realize that no electricity or running water are the least of their concerns. Now Vivian must learn how to be a mom under the most frightening circumstances, cope with Angus's aggressive mood swings, and sort out her growing attraction to his brooding younger brother, Axl. While searching for a safe place to go, the group meets a pompous billionaire who may be the answer to all their problems. Trusting him means going into the middle of the Mojave Desert and possibly risking their lives, but with the streets overrun and nowhere else to turn, he might be their only chance for survival.

Broken Worlds

Wendy has watched too many of her friends and family fall prey to the Primate. Thousands have died at his hands, simply because he deemed them unworthy of life. With her newfound allies, who possess more information on the Primate's vicious plans for domination, Wendy urges her weakened people to strike. Outnumbered and outgunned, Wendy and Jeff lead a group into the heart of the Primate's city. When they find technology that could wipe out what is left of the world to make room for the Primate's believers, they each must decide what they are willing to sacrifice to keep their friends safe. Even if that sacrifice...
means losing each other.

**Finding Beauty in a Broken World**

THEY WENT TO SLEEP ON EARTH, BUT WHERE DID THEY WAKE UP? Darius Drake is desperate to save his daughter, Cassandra. So desperate he's willing to risk their lives in Cryo-sleep to give her a future. But the dark, freezing vault where he wakes up is nothing like the luxurious Florida hospital he remembers. Everything about this place is alien to him, even the language. Little does he know how alien it really is. Darius and his daughter go exploring their new surroundings with a few others from the cryo pods, and they soon discover frozen, mutilated bodies everywhere. The dead are wearing strange uniforms, and they seem to have used some kind of energy weapons to defend themselves, but it wasn't enough. Adding to the mystery, all the doors of the facility have been ripped open, and there are claw marks around them--but what could shred through reinforced metal like paper? The answer to that question proves more terrifying than any of them could have guessed. There's a war raging, and they've woken up in the middle of it. Broken Worlds: The Awakening takes you on a tense thrill-ride through a frightening future with new mysteries and twists on every page. Fans of Star Wars and Battlestar Galactica will love this new series: a dark, gritty space opera with unexpected twists, complex characters, and nightmarish antagonists.

**Broken World**

We are never alone, not truly. We exist within systems; families, societies, governments, countries, continents; all within a singular planet in a singular solar system in a singular galaxy in a singular universe. And none of these are perfect. Many are broken, some beyond repair. Some could become broken over time. Others need to be destroyed to be improved. This book is about broken worlds, from families to a multiverse, where things are not what they seem or seem to be what they are: utterly broken from the top down and vice versa.

**Broken Worlds**

Rise of the Dragon Riders is the first book in the Broken Worlds Series which begins the story of two young brothers, Jake and Dominic Sinclair, whose already complicated relationship takes on new dimensions when they discover they are prophesized to overthrow a cruel god-tyrant in the parallel world of Antalea. Transported and separated through circumstance, each boy
pledges allegiance to a different group of the tyrant's enemies, and in this new and magical world, each achieves great status in their respective setting. Jake becomes a leader and a scholar among the Dragon Riders, and Dominic a respected warrior and, eventually, a great general of the Dragon Slayers. Will they find each other and if so, will their already strained relationship have them even more at odds?

**Broken Worlds**

THE WAR HAS BEGUN Darius vaporized the Cygnian home world to end the war before it began. It didn't work. Little does he know, he's been played for a sucker from the start. Terrible as the Cygnians are, there is a more ruthless enemy manipulating the Union to tear itself apart in a bloody war between the Revenants and the Cygnians. Darius is surging up the ranks in the Revenant fleet, winning victory after victory, but they're all hollow with his daughter, Cassandra, frozen in cryo and no way to safely wake her. As the war draws to its bloody end, the puppeteers behind the conflict appear and reveal that they also hold the strings to Cassandra's fate. Darius must deal with the Union's real enemy and make a horrific choice: either save his daughter, or save the galaxy.

**Broken Magic**

THE REVENANTS ARE COMING The Deliverance is low on fuel and stranded in the middle of a war zone. Tanik Gurhain claims to have relinquished his hold on the crew, and yet they've all mysteriously elected him as their rightful leader, anyway. Blake is back to his skeptical self, and alarm bells are going off in Darius's head, but with no fuel and the Eye of Thanatos blocked by increasingly tight Cygnian patrols, it hardly matters who suspects Tanik of foul play. He has a captive audience for the next phase of his plan. With the artifacts he stole from the Crucible, he's going to test the crew for viable candidates and then train them to become Revenants. Tanik claims that he is raising an avenging army to defeat the Cygnians and the USO once and for all, but there's something about Tanik's agenda that doesn't quite ring true. Darius suspects there's a lot he's not telling them, and that much of what he is telling them are lies. As the truth emerges, the lines between right and wrong and friend and foe blur until everything seems gray. Darius is forced to make a horrible choice that could change the fate of the entire galaxy forever. No matter what he chooses, one thing is certain: Tanik was right--Darius really is the key to everything.
Fractured Lands

Winner of the Pulitzer Prize “Erudite, entertaining macroeconomic history of the lead-up to the Great Depression as seen through the careers of the West’s principal bankers . . . Spellbinding, insightful and, perhaps most important, timely.” —Kirkus Reviews (starred) “There is terrific prescience to be found in [Lords of Finance’s] portrait of times past . . . [A] writer of great verve and erudition, [Ahamed] easily connects the dots between the economic crises that rocked the world during the years his book covers and the fiscal emergencies that beset us today.” —The New York Times

It is commonly believed that the Great Depression that began in 1929 resulted from a confluence of events beyond any one person’s or government’s control. In fact, as Liaquat Ahamed reveals, it was the decisions made by a small number of central bankers that were the primary cause of that economic meltdown, the effects of which set the stage for World War II and reverberated for decades. As we continue to grapple with economic turmoil, Lords of Finance is a potent reminder of the enormous impact that the decisions of central bankers can have, their fallibility, and the terrible human consequences that can result when they are wrong.

This Shattered World

Jake, a teenaged boy from the modern world is mysteriously transported to a fantastical land where magic is real, and he can see it. With the help of his friends, both human and non-human, Jake must find a way to get home and save their world from the evil sorcerer/inventor that brought him there. Hunted for his link to modern technology, Jake must find a way to survive pursuit by techno-magical creatures while adjusting to his new situation and abilities, attending a new school, facing magic-wielding bullies, and the travails of young love. Broken Worlds: The Colors of Change is the first book of the Broken Worlds series, a fantasy-adventure story about a teen-aged boy misplaced in time and space with no memory of who he is or where he is from.

The Broken Worlds

From Drew Avera, author of The Dead Planet Series, comes an all-new space opera adventure! The Greshian Empire has reached across the Alorian Galaxy, using its naval might to bring its enemies to their knees. Dead planets float in their wake as the empire fights to assert themselves as the supreme race. Ensign Brendle Quinn has spent five years loyally serving the Greshian Empire in their relentless quest to dominate the Alorian Galaxy. But as his ship decimates planet after planet, he...
finds his sympathies swinging towards their defeated enemies. Sergeant Anki Paro, a Luthian Marine, has been anxiously awaiting the call to deploy. As the last line of defense against the crushing Greshian forces, she hopes the time has finally come where her world can stand against tyranny and protect the rest of the worlds in her sector of the Alorian Galaxy. As her path towards war draws near, Anki begins to notice a shift in balance as her society prepares itself for imminent destruction. Questions of misplaced loyalties lead her to wonder if the world she is trying to save has any real intentions of surviving. As Brendan and Anki's worlds collide, they find themselves in an unlikely alliance to try to stop the full might of the Greshian Empire before there's nothing left to fight for. The Alorian Wars is a military science fiction series for fans of The Expanse, Star Trek, and Old Man's War. If you want a fast-paced space opera adventure then look no further, The Alorian Wars is here!

**Broken Worlds**

Jubilee Chase and Flynn Cormac should never have met. Lee is captain of the forces sent to Avon to crush the terraformed planet's rebellious colonists, but she has her own reasons for hating the insurgents. Rebellion is in Flynn's blood. His sister died in the original uprising against the powerful corporate conglomerate that rules Avon with an iron fist. These corporations make their fortune by terraforming uninhabitable planets across the universe and recruiting colonists to make the planets livable, with the promise of a better life for their children. But they never fulfilled their promise on Avon, and decades later, Flynn is leading the rebellion. Desperate for any advantage against the military occupying his home, Flynn does the only thing that makes sense when he and Lee cross paths: he returns to base with her as prisoner. But as his fellow rebels prepare to execute this tough-talking girl with nerves of steel, Flynn makes another choice that will change him forever. He and Lee escape base together, caught between two sides in a senseless war. The stunning second novel in the Starbound trilogy is an unforgettable story of love and forgiveness in a world torn apart by war.

**The Broken Worlds**

From the bestselling author of Lawrence in Arabia, a piercing account of how the contemporary Arab world came to be riven by catastrophe since the 2003 United States invasion of Iraq. In 2011, a series of anti-government uprisings shook the Middle East and North Africa in what would become known as the Arab Spring. Few could predict that these convulsions, initially hailed in the West as a triumph of democracy, would give way to brutal civil war, the terrors of the Islamic State, and a global refugee crisis. But, as New York Times bestselling author Scott Anderson shows, the seeds of catastrophe had been sown.
long before. In this gripping account, Anderson examines the myriad complex causes of the region’s profound unraveling, tracing the ideological conflicts of the present to their origins in the United States invasion of Iraq in 2003 and beyond. From this investigation emerges a rare view into a land in upheaval through the eyes of six individuals—the matriarch of a dissident Egyptian family; a Libyan Air Force cadet with divided loyalties; a Kurdish physician from a prominent warrior clan; a Syrian university student caught in civil war; an Iraqi activist for women’s rights; and an Iraqi day laborer-turned-ISIS fighter. A probing and insightful work of reportage, Fractured Lands offers a penetrating portrait of the contemporary Arab world and brings the stunning realities of an unprecedented geopolitical tragedy into crystalline focus.

**Broken Worlds**

Shelley's Broken World is a provocative and profound reassessment of Shelley's poetic art and thought. Bysshe Inigo Coffey returns to a peculiarity of Shelley's expressive repertoire first noticed by his Victorian readers and editors: his innovatory use of pauses, which registered as irregularities in ears untuned to his innovations. But his pauses are more than a quirk; various intermittences are at the centre of Shelley's artistry and his thought. This book aims to transform the philosophical, scientific, and aesthetic contexts in which Shelley is positioned. It offers a ground-breaking analysis of his reading, and is the first study to refer to and include images of the unpublished 'Marlow List', a record of the books Shelley left behind him on his departure for Italy in 1818. Shelley's prosody grew to articulate his sense that actuality is experienced as ruptured and fractured with gaps and limit-points. He shows us the weakness of the actual. As we approach the bicentenary of the poet's death, Shelley's Broken World provides an exciting new beginning for the study of a major Romantic poet, the history of materialism, and prosody.

**Broken Worlds Book II**

Bombs fell. Billions died. Now you must pick up the pieces and rebuild this Broken Earth. Broken Earth is an adventure setting that takes place in a post-apocalyptic version of Earth. It deals with a small fraction of the world, what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure setting, Broken Earth includes many compelling locations and adventures, but also gives the heroes freedom to explore the world. The book gives the GM everything you need to run a prolonged campaign in the Broken Earth setting, including locations, NPCs, plot points, mutant monsters, and a detailed first adventure that brings the party together.
**Sparcus**

The bloodsoaked conclusion to Kameron Hurley’s epic fantasy masterpiece – the Worldbreaker Saga – is unleashed. The Dhai nation has broken apart under the onslaught of the Tai Kao, invaders from a parallel world. With the Dhai in retreat, Kirana, leader of the Tai Kao, establishes a base in Oma’s temple and instructs her astrologers to discover how they can use the ancient holy place to close the way between worlds. With all the connected worlds ravaged by war and Oma failing, only one world can survive. Who will be sacrificed, and what will the desperate people of these worlds do to protect themselves? File Under: Fantasy [ Parallel Lives | Ruined Mothers | Zodiac War | Ultimate Sacrifice ]

**Shelley’s Broken World**

Ten different species. A female alien whose hair changes color with moods: blue for arousal, red for anger, green for climax, white for sadness... A man who calls himself a human. Secret agencies. A tenuous peace after the largest inter-galactic conflict in recorded history. And a string of murders only two people, Wes and Sarza, are allowed to investigate. Agent Wes Venta knows that working with a Sparcus is complicated. The fact that his people, the humans, committed an act of genocide by sterilizing every Sparcus male is something neither he, nor she, will ever forget. But when he meets Sarza Beshemet, the IPP Covert, he doesn't realize quite the impact she will have on his life. In fact, he doesn't realize what their joint investigation of a murder will do to the history of our galaxy. Sarza Beshemet hates humans. All of them. And the only purpose of her association with them is to uncover Project Genesis, the rumored antidote to her people's mass sterilization. But part of her cover is to act like an IPP agent. To that end, she will have to work alongside Wes Venta to solve an increasing and varied string of murders on multiple planets. Being a Sparcus, her desires and urges are hailed as proof of her health, strength, and wholeness of being. But when these desires turn to Wes, the human, there's a lot more to be confused about than just her changing hair color.

**Broken Worlds (Book 2): the Revenants**

"Sorority sister Allison Ruth must travel to Throne, the ancient city at the center of the multiverse, in an epic bid to save her boyfriend from the clutches of the seven evil kings that rule creation" --
Broken Worlds

Jake’s journey home is put on hold as he sets out to rescue his best friend. Kidnapped by the mechanical man, Grob, for his master, Jennifer’s life is in peril, from both the journey and the madman at the end. The tracker, Rom, leads Sister Faye, Hans, and Jake in pursuit, and Jake learns more about his Talent and his new world. Magical creatures abound in the places humans fear to go, and swords and arrows are not always enough to protect one’s self from the less friendly of them. Unable to wait for their friends’ return, Abner Dunderhill leads Tabitha and her father, Charles, on a race to Raven’s Keep. Sebastian is opening another doorway and Thomas Chang is after his secrets. Tabitha is ready to confront the man whose minions nearly killed her father. Or is she? Her path also lies through the deep forest, and every mile brings her closer to the warped creatures that are spreading disease across the world. Discover the secrets of the Broken Worlds as Jake and his friends follow paths less traveled. It’s a race against time as Sebastian works to open another doorway to Jake’s world. Will they rescue Jennifer in time? Will Sebastian succeed in his plan of domination? Find out in Doorways and Despair, Book II of the Broken Worlds trilogy.

The Broken Kingdoms

The preview edition of Broken Worlds. This book is for review purposes only. You are purchasing it at cost. We receive no royalty from this book. About the Book: When a brutal attack leaves her barely conscious, Kalli thinks that the young man carrying her away is an angel sent to ferry her to Heaven. After all of the abuse and months of homelessness, Kalli welcomes the relief that Heaven would bring. Handsome Ellis, though, turns out to be just as mortal as she is. A kind stranger, Ellis saves her life by taking her to a local clinic to be healed. Once better, Kalli finds herself staying with her unusual rescuer while being monitored constantly by his mysterious family. It's not an ideal situation, but it beats the streets. Now that she's safe and warm and appears to have found someone who cares for her, Kalli assumes the worst is behind her. She couldn't be more wrong. Broken Worlds was the very first Young Adult Winner in the Yummy but Brainy Writing Contest presented by CBAY Books.
Broken Worlds Preview Edition

Left barely conscious after a brutal attack, Kalli is rescued by Ellis, who brings her to stay with his family, but her infatuation for the handsome stranger blinds her to the mysterious circumstances surrounding her rescue and recovery.

Ethics for a Broken World

Explores alternate universes where the Hulk becomes leader of a post-apocalyptic future, joins a seventeenth-century Buddhist monastery, and fathers otherworldly warriors.

The Broken Heavens

An exciting sequel to The Marked Girl, filled with fantastical adventure and a quest to save two worlds... In the fantasy world of Caelum, Liv, Cedric, and Kat attempt to defeat an evil traitor and his army to save their families and the kingdom. Meanwhile, Liv’s best friend and Cedric’s frenemy stick in LA to try and figure out how to fix Los Angeles. The city, thanks to the open portals between LA and Caelum, is breaking down: the sky is orange, gravity isn’t working right, and earthquakes shake the ground every few hours. When the crew reunites in LA, it’s a race against time to restore the balance of magic between the two worlds. The adventure that started in Lindsey Klingele’s The Marked Girl concludes in The Broken World!

Broken Worlds: the Awakening (a Sci-Fi Mystery)

The Stone Sky

Meet Alicia Stark: Portal traveler, skilled white witch, kick-ass woman on a mission. After Alicia’s parents disappeared unexpectedly, she made it her life’s mission to find them. Her search has taken her into dangerous worlds filled with mythical beasts, dark magic creatures and otherworldly monsters. But nothing could prepare her for the world she is about to enter. When Alicia finds herself stuck in an unusual world called Wonderland, she knows that it'll take more than spell-work to
survive. She will have to risk everything if she wishes to defeat the ruthless Queen who is determined to have her head. What begins as a curious journey into an unusual realm where nothing is quite what it seems, quickly turns into a battle for survival with the most unexpected partner by her side: a mysterious dragon shifter who works for the realm. Alicia will need to unlock the closely guarded secrets of a world filled with murder and mayhem in order to outrun the darkness that will stop at nothing to destroy her. Broken Magic is the gripping first story in the Worlds of Magic Series. If you enjoy stories filled with enchanting creatures, otherworldly monsters, inhuman allies, and a dash of romance in a fantasy setting, this is the series for you.

Exodus

The Broken Worlds Trilogy

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