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The Shard The Shard [The Shard](#) The Shard Servant of the Shard Servant of the Shard [The War of the Shard](#) [The Shard](#) [Shard](#) [The Shard of Time](#) [The Shards of Excalibur Complete Series](#) [The Shard Fence](#) The Bone Shard Daughter [Warbreaker](#) Awakening The Shards of Heaven Shard & Shield The Way of Kings Art Deco Britain Twist of the Blade In Pursuit of the Shard Fortune A Single Shard The Shard [Shard of the Ancient](#) Orbbelgguren Series: Book IX Child of the Shard [The War of the Shard](#) [The Underneath](#) Sustainable Concrete Solutions A Walk in London Fox Elvensword and the Shard of Terraman A Shard of Ice The Gene Keys Shard in the Heart A Life in Pattern The Risen Shard [Quarterstars Awakening](#) Quest for the Shard [Why We Build A Shard of Sun](#) Drawing Architecture

Buildings are driven by human emotions and desires; hope, power, money, sex, the idea of home. In *Why We Build* Rowan Moore explores the making of buildings from conception to inhabitation and reveals the paradoxical power of architecture: it looks fixed and solid, but is always changing in response to the lives around it. Moving across the globe and through history, through works of folly, beauty, spectacle, and subtlety, Moore gives a provocative and iconoclastic view of what makes architecture, why it matters, and why we find it fascinating. You will never look at a building in the same way again.

Warbreaker is the story of two sisters - who happen to be princesses, the God King one of them has to marry, a lesser god, and an immortal trying to undo the mistakes he made hundreds of years ago. Theirs is a world in which those who die in glory return as gods to live confined to a pantheon in Hallandren's capital city. A world transformed by BioChromatic magic, a power based on an essence known as breath. Using magic is arduous: breath can only be collected one unit at a time from individual people. But the rewards are great: by using breath and drawing upon the color in everyday objects, all manner of miracles and mischief can be performed. Brandon Sanderson proves again that he is a master of what Tolkien called 'secondary creation,' the invention of whole worlds, complete with magics and myths all their own.

The definitive guide to Art Deco buildings in Britain. The perennially popular style of Art Deco influenced architecture and design all over the world in the 1920s and 1930s – from elegant Parisian theatres to glamorous Manhattan skyscrapers. The style was also adopted by British architects, but, until now, there has been little that really explains the what, where and how of Art Deco buildings in Britain. In *Art Deco Britain*, leading architecture historian and writer Elaine Harwood, brings her trademark clarity and enthusiasm to the subject as she explores Britain's Art Deco buildings. *Art Deco Britain*, published in association with the Twentieth Century Society, is the definitive guide to the architectural style in Britain. The book begins with an overview of the international Art Deco style, and how this influenced building design in Britain. The buildings covered include Houses and Flats; Churches and Public Buildings; Offices; Shops, Showrooms and Cafés; Hotels and Public Houses; Cinemas, Theatres and Concert Halls; Sports Buildings; Industrial Premises and Transport Buildings. The book covers some of the best-loved and some lesser-known buildings around the UK, such as the Midland Hotel in Morecambe, Eltham Palace, Broadcasting House and the Carreras Cigarette Factory in London, Finella in Cambridge, St Christopher's Church in Liverpool and Tinside Lido in Plymouth. Beautifully produced and richly illustrated with architectural photography, this is the definitive guide to a much-loved architecture style. An elegant presentation of stunning and inspiring architectural drawings from antiquity to the present day Throughout history, architects have relied on drawings both to develop their ideas and communicate their vision to the world. This gorgeous collection brings together more

than 250 of the finest architectural drawings of all time, revealing each architect's process and personality as never before. Creatively paired to stimulate the imagination, the illustrations span the centuries and range from sketches to renderings, simple to intricate, built projects to a utopian ideal, famous to rarely seen - a true celebration of the art of architecture. Visually paired images draw connections and contrasts between architecture from different times, styles, and places. From Michelangelo to Frank Gehry, Louise Bourgeois to Tadao Ando, B.V. Doshi to Zaha Hadid, and Grafton to Luis Barragán, the book shows the incredible variety and beauty of architectural drawings. Drawing Architecture is ideal for art and architecture lovers alike, as well as anyone interested in the intersection of creativity and history. From the publisher of Exhibit A: Exhibitions that Transformed Architecture, 1948-2000.

He can save her life—if he sacrifices those he swore to protect. When the artifact intended to end an interdimensional war is damaged, a mage is trapped on the other side of the rift with her servant—and only bastard soldier Shianan knows the cheery young boy with her is really one of the monstrous enemy, disguised as a human. Ariana is one of Shianan's few friends, but rescue requires treason and betraying his people to attack. State mage Ariana struggles as a prisoner of war in a world of deadly magic and unfamiliar customs. Her only ally is her former servant, once again a renowned warrior caught up in political machinations. To survive, he'll have to renew the fight against Ariana's world. As their people's wasted armies brace for fresh battle, bastard, mage, and monster must set aside prejudices and rivalries to find an end to centuries of conflict, before they die as traitors.

Reviews say: "Shard & Shield is one of the most character-driven fantasy novels I've ever read, and I mean that in the best way." "...a gripping fantasy tale and characters that I've come to care for who face complex situations that don't have easy answers. A great read!" This new epic fantasy series by an award-winning author is recommended for fans of Patrick Rothfuss, Brandon Sanderson, and Brent Weeks.

'We were told we would never get planning consent and we did. We were told we would never be able to fund it and we did. Then we were told we would never be able to build it and we did.' Irvine Sellar

In 2000, Irvine Sellar, a former market trader famous for helping to create the look of the Swinging Sixties on Carnaby Street, stood on a rooftop in Southwark, London, and decided to build the tallest building in western Europe. He had virtually no experience, and he wanted to build at the wrong height, in the wrong place, on the wrong side of the river and at the wrong time. Twelve years later, the Shard, a 'vertical city' designed by one of the world's leading architects, Renzo Piano, changed the skyline of London. It immediately became one of the most instantly recognizable and admired contemporary buildings in the world. This is the story of one man's vision for London and his determination to redefine an ancient but maligned part of the city despite seemingly insurmountable challenges including mass opposition, a huge planning inquiry, the financial crash, and major construction issues that required radical improvisation at every turn. At every twist in the tale, Sellar refused to give up. The Shard is a tale of extreme ambition, innovation and a relentless desire to recast the skyscraper as a force for good.

Richard Rudd is an international teacher, writer and award-winning poet. He is the founder of the Gene Keys Synthesis, an integral matrix of all human evolutionary potential. Representing a convergence of many lineages and dimensions, Richard's teachings span the chasm between the mystical heights and practical everyday life. A devoted husband and father, Richard lives in Devon, England. As the seed of the Elvish Empire takes root in the scar of the world, Fox struggles with the mantle of Champion. Time has chiseled away at the boy and made him a man, but the ghosts of his past arise to threaten his future. He still owes a debt to find three lost swords, and that continues to eat at his core. The swords must be found. In the rocky stone of Shard Keep in the North Mountains, an evil stirs. As Bhaal sat quietly on his throne, the remnants of his once-proud empire crumbled away. Things that should not have been forgotten were left neglected for far too long, things that demanded his careful attention. Nevertheless, that was not left unnoticed by the authorities of such

things. Bhaal cheated Death in a most intimate way, a way that leaves a festering wound. In the end, Death will have her way. Or will she? An astounding tale of courage, belonging and endurance from a renowned storyteller. Tree-ear has a dream. He has watched the master potter Min take a lump of clay and shape it into a thing of beauty. For Tree-ear the transformation is a miracle. Someday he wants to perform such a miracle himself. But you cannot just walk up to a master potter and ask him to teach you his craft, especially not if you're an orphan like Tree-ear. First Tree-ear must prove he is worthy of Min's time and teachings. So he asks the honourable master if he can work for him, without pay, for the privilege of being near such talent. Tree-ear has taken his first step toward his dream. If Tree-ear takes it one hill, one valley, one day at a time, just maybe, he'll be able to make his dream come true. 'Readers will not soon forget these characters or their sacrifices.' Publishers Weekly Contains Linda Sue Park's 2002 Newbery Award acceptance speech. "Lavish and complete world-building, made grand and epic by the range of fascinating creatures, [McDaniel] takes elements of classic fantasy and does unexpected things with them." – Authors Reading War stirs in the hearts of the elves and humans. Jaerick, king of the elves, and Traelyn, Great Mother of the humans, have a storied and tragic past, but neither can recall anything but the hate between them for actions in a past that has been wiped from memory. The Quarterstar Prophecy, however, stirs within the realm, with a will of its own, and it calls to both Jaerick and Traelyn. At the center of it all lies the Quarterstar Talisman and the only known Quarterstar Shard to have ever been found – kept separate due to the power of the Shard if combined with the Talisman. Traelyn should have died generations ago. Her father, Dar Drannon, must come back in order to fulfill the prophecy. Yet, it is the king's advisor, Naemyn, who may thwart the balance of power as the Quarterstar Prophecy unfolds. We are born into this world without understanding that the circumstances around us will inevitably cause heartache. Heartache forms a dark shard that grows until we either die of a broken heart or seek help. I wrote until I gained freedom from the shard in my heart. Shard in the Heart is born from the idea that multiple versions of ones self exist. Every time you make a decision, another version of you makes the opposite choice. There are versions of ourselves that have lost their lives to suicide. When suicide occurs, there is so much pain that the soul shatters and the soul split into shards. These painful shards are embedded into the living versions of the self. Those of us who exist must bear the pain and carry on even though we do not understand why our heart aches. The poems in this compilation were born of a need to spill the frustration onto pages and away from our hearts. My greatest hope is that by sharing my words, you can relate to my stories and find a way out of the darkness, a way to pull the shard out of your heart. Open your heart, pour out the words and experience life. Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house. A voice in the wind sings on . . . Shard is a gryphon entrusted with a great responsibility. A dragon of the Sunland has left her newborn kit to his care, and now Shard has difficult decisions to make about how best to keep the swiftly growing dragonet safe, while remaining true to his own destiny and the prophecy of the Summer King. He sets out to return the dragonet to his kin in the Sunland and find help for his own quest, but his hope for making wise and benevolent allies is quickly replaced with the reality of cold, mistrustful dragons who want nothing to do with gryfons, Shard, or his wars in warmer lands. In the Silver Isles, the warrior gryphon Caj sets out on a dangerous hunt for his mad wingbrother, Sverin, once the mighty Red King. The safety of the pride, and in the end, Caj's life, may depend on his success or failure. Meanwhile, Shard's wingbrother Kjorn seeks to find him and reconcile, and his quest will take him across the land that was once his birthright and into the heart of tricky alliances, enmities, and the ever-looming threat of the Voiceless, fear-mongering wyrms. The Song of the Summer King promises that one will rise higher, one will see farther, and his wing beats will part the storm . . . but as Shard learns more of the world and the tangled threads of fate, he begins to fear that no

one can part the storm of growing hatred and fear--not even a Summer King. For the first time, enjoy all five books of The Shards of Excalibur series in one omnibus volume! Ariane Forsythe and Wally Knight are just two ordinary Canadian teenagers until the morning they encounter the Lady of the Lake in the unlikely waters of Wascana Lake in Regina, Saskatchewan. Ariane learns she's heir to the power of the Lady, and she and Wally, who turns out to have his own unsuspected connection to the legends of King Arthur, are given the difficult task of finding the five scattered shards of Arthur's sword Excalibur before Merlin can, in his modern-day guise as wealthy and powerful computer magnate Rex Major. If Merlin gets the sword, he will use its power to take over the world and then launch an attack into his homeland of Faerie, no matter what the cost. Ariane's and Wally's quest takes them all over the world (courtesy of the power Ariane has inherited that allows them to travel through water and the clouds), from Saskatchewan to the Northwest Territories to southern France; to New Zealand and the Caribbean; to British Columbia and Scotland, always struggling--and sometimes failing--to stay one step ahead of Rex Major. Along the way, they face betrayal and treachery, difficult choices, and unexpected discoveries. And when the quest is finally achieved and the sword reforged, what happens next is nothing at all like either Wally or Ariane imagined, and threatens everything they've sought to achieve--and everyone they love. Includes Song of the Sword, Twist of the Blade, Lake in the Clouds, Cave Beneath the Sea, and Door Into Faerie. A dying king. A mysterious invader. The seer's vision was clear: find the lost shard from the Spire of Peace or the realm would drown in blood. The problem: eight hundred years ago the elven hero Kathkalan took the shard with him into the lair of the most vicious dragon ever known to mankind...and he never returned. Reluctantly drafted to lead the quest is the minor noble Midas, torn between his duty to the realm and the desire to protect his sons. With an unlikely band of heroes, including two elderly rangers and a young tinker 's son, Midas must risk losing everything he loves if he is to locate the shard and save the Known Lands. Ariane and Wally must find a way to travel to France, and go deep underground, to find the second Shard of Excalibur before Rex Major can get his hands on it. The challenges facing humanity in the 21st century include climate change, population growth, overconsumption of resources, overproduction of waste and increasing energy demands. For construction practitioners, responding to these challenges means creating a built environment that provides accommodation and infrastructure with better whole-life performance using low volumes of primary materials, less non-renewable energy, wastefulness and causing fewer disturbances to the natural environment. Concrete is ubiquitous in the built environment. It is therefore essential that it is used in the most sustainable way so practitioners must become aware of the range of sustainable concrete solutions available for construction. While sustainable development has been embedded into engineering curricula, it can be difficult for students and academics to be fully aware of the innovations in sustainable construction that are developed by the industry. Sustainable Concrete Solutions serves as an introduction to and an overview of the latest developments in sustainable concrete construction. It provides useful guidance, with further references, to students, researchers, academics and practitioners of all construction disciplines who are faced with the challenge of designing, specifying and constructing with concrete. Designed by the internationally renowned architect Renzo Piano and developed by Irvine Sellar, The Shard is one of the world's most striking new skyscrapers and is now, at 310m, the tallest building in Western Europe. From 1 February 2013, people will be able to visit The View on floors 68, 69 and 72 almost twice the height of any other viewing gallery in London from where they will experience a 360-degree, 40-mile view over one of the world's most historic and exciting cities. Organized spread by spread, easy to navigate and as elegantly designed as the building itself, the official guidebook sets The Shard in the context of Southwark, one of the capital's most historic boroughs, before outlining the design principles and construction story of the building. Also included are Q&As with both the architect and the developer and fascinating facts and stats relating to this extraordinary building.

Central to the book's purpose as the official guidebook are a series of twelve high-resolution double-page panoramic photographs of the views from The Shard (three per compass point: looking left, looking right and looking down), each annotated to identify London's key buildings, monuments and landmarks. An informative souvenir for visitors to The Shard, the book will also be available in the trade, making it available to all Londoners and visitors to the capital.

Dar Axenhammer the second, a male dwarf, volunteers to help with the mines of a small village. His journey leads him on an adventure beyond his comprehension. Elemmiire, a female dark elf, struggles to find out who she is and the more she learns about her species the more she tries to be her own individual. However, her unique abilities are beyond her understanding and threaten to take her to her breaking point. Drathir Alure, a female dark elf bard blade, is the only known survivor of the great flood upon Anarchia. But, as she leaves the underworld life behind, she finds that she is still a pawn in a larger scheme of things. Aton Brightstar returns and his world has been thrown upside down. He is driven to make life-changing decisions that impact himself and those around him. His journeys only make him wonder if these random events are connected to drive him toward a predetermined fate. This book continues the epic adventures of the Orbbelgguren series. Designed by the internationally renowned architect Renzo Piano and developed by Irvine Sellar, The Shard is one of the world's most striking new skyscrapers and is now, at 310m, the tallest building in Western Europe. Almost twice the height of any other viewing gallery in London, the View on floors 68, 69 and 72 offers visitors a 360-degree, 40-mile view over one of the world's most historic and exciting cities. Organized spread by spread, easy to navigate and as elegantly designed as the building itself, the official guidebook sets The Shard in the context of Southwark, before outlining the design principles and construction story of the building. Also included are Q&As with both the architect and the developer and fascinating facts and stats relating to this extraordinary building.

Central to the book's purpose as the official guidebook is a series of twelve double-page panoramic photographs of the view from The Shard, all of them new to this edition. An informative souvenir for visitors to The Shard, the book will also be available in the trade, making it available to all Londoners and visitors to the capital.

Kaia Davis discovers she has the power to control silicon and joins a group of young covert agents (who also have elemental powers) in their fight against a wave of global terrorism. New York Times – bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe. Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard's influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave.

Servant of the Shard is the first book in the Sellswords trilogy and the fourteenth book in the Legend of Drizzt series. London Bridge Tower, also known as the "Shard", was completed in July 2012, though it is not open to public yet. With its 306 m height, the Shard is Europe's tallest building. Conceived and implemented as a vertical town, the tower is a shimmering, lively presence in London's skyline. The volume is an account of the story of this astonishing project, from its first design hypothesis and inception, to the amazing building site and the final grand opening. The volume presents a wide and exclusive choice of Renzo Piano's sketches, prospects, plans and sections of the building, working models, prototypes and photos from the site, along with direct accounts of those who took part in this extraordinary adventure. A text by Renzo Piano in first person tells the "behind the scene" story of a building that is already a landmark in the city of London. Much of the book is unpublished material found through the work of cataloguing and classifying which belongs to the Renzo Piano Foundation. The story of the project evolves from the

first visit to the site at the inauguration, through sketches, drawings, models, notes and memories of Renzo Piano. *The Bone Shard Daughter* is an unmissable debut from a major new voice in epic fantasy — a stunning tale of magic, mystery, and revolution in which the former heir to the emperor will fight to reclaim her power and her place on the throne. "One of the best debut fantasy novels of the year." — BuzzFeed News "An amazing start to a new trilogy." — Culturess "It grabs you by the heart and the throat from the first pages and doesn't let go." — Sarah J. Maas The emperor's reign has lasted for decades, his mastery of bone shard magic powering the animal-like constructs that maintain law and order. But now his rule is failing, and revolution is sweeping across the Empire's many islands. Lin is the emperor's daughter and spends her days trapped in a palace of locked doors and dark secrets. When her father refuses to recognise her as heir to the throne, she vows to prove her worth by mastering the forbidden art of bone shard magic. Yet such power carries a great cost, and when the revolution reaches the gates of the palace, Lin must decide how far she is willing to go to claim her birthright - and save her people. "One of the best debut fantasy novels of the year." — BuzzFeed News "An amazing start to a new trilogy." — Culturess "It grabs you by the heart and the throat from the first pages and doesn't let go." — Sarah J. Maas "Epic fantasy at its most human and heartfelt . . . inventive, adventurous and wonderfully written." — Alix E. Harrow "Utterly absorbing. I adored it." — Emily Duncan "A thoroughly fantastic read." — Kevin Hearne "Stewart's debut is sharp and compelling. It will hook readers in and make them fiercely anticipate the rest of the series." — Booklist "Groundbreaking epic fantasy for a new age." — Tasha Suri "Begins with a spark of intrigue that ignites into a thrilling adventure." — Hafsa Faizal An old hound that has been chained up at his hateful owner's run-down shack, and two kittens born underneath the house, endure separation, danger, and many other tribulations in their quest to be reunited and free. 50,000 first printing. An assassin with no rival meets a magic he cannot defeat. The Chain Breaker Series begins. Trained to kill from a young age, Gavin Lorren finally escaped that life. No more killing innocents. No more working alone. The jobs are still dangerous, but at least he can choose. Now an old friend has invited him to the city of Yoran where the work is plentiful. The Roasted Dragon tavern is rough but cozy. The regulars are seedy but welcoming. The owner Jessica is fond of him. It's almost too good to be true. His good fortune is fleeting. Gavin finds himself facing a new enemy, fast and deadly El'aras warriors—an ancient race with innate magical talent. By the time he learns sorcery is involved, he's in too deep. To succeed, he'll have to uncover parts of his past that he'd hoped to forget. It will take an assassin without equal to survive. It will take the Chain Breaker. Imagine for a moment that all the faerie tales you heard in the days of youth were true. That pixies and trolls and wizards really did roam the Earth in long ago days. You might wonder, "Where did they go?" They didn't go anywhere. In the shadows and hidden places of today's world, goblins sharpen their knives while ogres load their shotguns. Wizards ply their trade from the inner city, replacing lonely tower sanctums with towering skyscrapers. And humanity has no idea. Not until a man who does not come from the world we know stumbles across the unseen presence lurking outside common vision, prompting a pursuit that spans the globe to discover the mystery of the Nocristu. New York Times – bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard's influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave. *Servant of the Shard* is the first book in the *Sellswords* trilogy and the fourteenth book in the *Legend of*

Drizzt series A hundred years ago the spell placed upon the Shard of Dancun by the ancient wizards was undone and evil consumed the Shadow Hills. Now, as the Flying Comet appears again, Princess Airia Nyuru must flee her home for the safety of the Hamikai Temple. When a king attempts to kidnap her, she and her griffin Enereas seek refuge in the Hillwall country of Ruekar. The only hope for the end of the Shadow Hills and the Soulless that dwell within them are two puzzling prophecies that Airia alone can fulfill. As she struggles to decipher them, journeying to foreign lands and facing hardships from both within and without, she realizes the gravity and scale of the War of the Shard, and fears her quest is impossible. The Shard of Time is the fourth novel in the Imperium Saga spin-off young adult fantasy series: The Adventures of Kyria. London - the perfect place for a girl and her mother to spend the day! Follow them as they alight the classic red bus and begin a whirlwind tour of some of London's most iconic land marks. Published to coincide with the exhibition, Orla Kiely: A Life in Pattern at The Fashion and Textile Museum, London, 25 May - 23 September 2018. Orla Kiely has opened her archives to explore a life dedicated to print. From her earliest and most iconic pattern, Stem, to the evolution of her print design encompassing the worlds of fashion, homewares and beyond, Orla shares the full range of patterns and designs that she has produced since establishing her brand in 1995. This is a celebration of Orla's entire body of work - of colour, of print and of a handbag loved by women all over the world. Foreword written by Leith Clark, founder of The Violet Book and previously Lula magazine. A dark corruption lies at the heart of the city. She must find the courage to accept her magic and defeat it. Nalani hasn't felt like she fitted in since her beloved father left home over a decade ago. Her magic is unique, and her mother is distant, fearful of her power. Nalani longs to regain her affection and to finally belong, but when her magic surges to life, demanding that she leave her home, Nalani obeys, hoping this might prove a new beginning. In the rich and vibrant city of Karas, she finds unexpected friendship, but also dark secrets and a ruthless adversary. Nalani and her newfound friends follow a trail that they hope will lead to the source of the dark energy spreading across the land. If she can destroy it, she might finally discover a means to leave her magic behind and find a place for herself. But not everything is as it seems, and Nalani must learn to accept her magic and trust her friends before the corruption overpowers them all. Filled with dark magic, dangerous secrets, a strong female lead, and hard-won friendships, The Shard is the first book in the young adult, coming-of-age epic fantasy Darkling Duology. Buy The Shard to capture a fragment of hope today For those who enjoy ya coming of age fantasy, young adult coming of age fantasy, YA, teens, teenagers, young adult fantasy, ya fantasy, ya epic fantasy, young adult epic fantasy, teenage fantasy, other worlds, secondary worlds, with strong female character, strong female lead character, young adult fantasy for girls, ya fantasy for girls, clean romance, mystery, adventure. Julius Caesar is dead, assassinated on the senate floor, and the glory that is Rome has been torn in two. Octavian, Caesar's ambitious great-nephew and adopted son, vies with Marc Antony and Cleopatra for control of Caesar's legacy. As civil war rages from Rome to Alexandria, and vast armies and navies battle for supremacy, a secret conflict may shape the course of history. Juba, Numidian prince and adopted brother of Octavian, has embarked on a ruthless quest for the Shards of Heaven, lost treasures said to possess the very power of the gods-or the one God. Driven by vengeance, Juba has already attained the fabled Trident of Poseidon, which may also be the staff once wielded by Moses. Now he will stop at nothing to obtain the other Shards, even if it means burning the entire world to the ground. Caught up in these cataclysmic events, and the hunt for the Shards, are a pair of exiled Roman legionnaires, a Greek librarian of uncertain loyalties, assassins, spies, slaves . . . and the ten-year-old daughter of Cleopatra herself. Michael Livingston's The Shards of Heaven reveals the hidden magic behind the history we know, and commences a war greater than any mere mortal battle. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. In a time of great darkness, when evil sweeps the land, a prophecy foretells the coming of a savior, a

child that will defeat the forces of evil and save the world. She is Kyria, the Chosen One. Quest for the Shard is the sixth novel in the Imperium Saga spin-off young adult fantasy series: The Adventures of Kyria. A hundred years ago the spell placed upon the Shard of Danc?n by the ancient wizards was undone and evil consumed the Shadow Hills. Now, as the Flying Comet appears again, Princess Airia Nyuru must flee her home for the safety of the Hamikai Temple. When a king attempts to kidnap her, she and her griffin Enereas seek refuge in the Hillwall country of Ruekar. The only hope for the end of the Shadow Hills and the Soulless that dwell within them are two puzzling prophecies that Airia alone can fulfill. As she struggles to decipher them, journeying to foreign lands and facing hardships from both within and without, she realizes the gravity and scale of the War of the Shard, and fears her quest is impossible. Good men are dead. Can an injured soldier accused of treason avenge his fallen brothers before the madness of the shards consumes his mind? Angry, amputated, and possibly going insane, things only get stranger for Steve when reality itself begins to bend, and two strangers come to kill him! Can Steve survive? Will he discover the truth? Find out in Awakening, book one of the gritty and intense urban fantasy series, The Shard Chronicles! "The characters are well written. The pacing is excellent. The entire book is strong, relevant and very cinematic." "Five star main character!" "This series is incredible! Definitely one of my favorites, glad to have found this series and author!" "Can't wait to read the sequel!" "Totally unique (and brilliant) magic system, and very creative action scenes" "Wow what a ride!" Don't miss out on what reviewers are calling "what all urban fantasies should aspire towards!"

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