

## Edge Of Destiny Guild Wars 2 J Robert King

Death Sails the Seas. The lost kingdom of Orr lies beneath the ocean waves, an entire civilization swallowed by an ancient cataclysm. For centuries, it has lain dormant in the depths, its ancient secrets lost. Until now. The Elder Dragon Zhaitan has risen. In its wake, the drowned kingdom of Orr is reborn—and another is destroyed. The city of Lion's Arch, for generations a cornerstone of civilization in Tyria, is brutally swept beneath the waves, leaving nothing but ruins. Among the survivors is Cobiah Marriner, a human sailor shipwrecked by the tsunami and stranded at sea. When he is rescued by a ferocious charr, Cobiah knows that he's been plunged into a world forever changed. Now, Zhaitan's undead servants dominate the sea, destroying port after port and slaughtering anything in their path. In the midst of ruin, Cobiah vows to see Lion's Arch rebuilt. Amid the storm of the dragon's rising, Cobiah must become a hero to his crew and an admiral to the pirate fleet, and face the ghosts of his past. Only then will he master the Sea of Sorrows and crush the armada of Orr.

250 years ago, Ascalon burned . . . Desperate to defend his land from advancing hordes of bestial charr, King Adelbern summoned the all-powerful Foefire to repel the invaders. But magic can be a double-edged sword—the Foefire burned both

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charr and human alike. While the charr corpses smoldered, the slain Ascalonians arose again, transformed by their king's rage into ghostly protectors and charged with guarding the realm . . . forever. The once mighty kingdom became a haunted shadow of its former glory. Centuries later, the descendants of Ascalon, exiled to the nation of Kryta, are besieged on all sides. To save humankind, Queen Jennah seeks to negotiate a treaty with the hated charr. But one obstacle remains. The charr legions won't sign the truce until their most prized possession, the Claw of the Khan-Ur, is returned from the ruins of fallen Ascalon. Now a mismatched band of adventurers, each plagued by ghosts of their own, sets forth into a haunted, war-torn land to retrieve the Claw. Without the artifact, there is no hope for peace between human and charr—but the undead king who rules Ascalon won't give it up easily, and not everyone wants peace!

Celia Wird and her three sisters are just like other 20-something girls—with one tiny exception: they're products of a backfired curse that has given each of them unique powers that make them, well, weird... Celia's a girl in trouble. Her heart is bound to Aric, but he is a pureblood were who must deny her or risk condemning his species to extinction. And that's just her love life. She's also been called to take down a group of demon terrorists looking to overthrow the paranormal world. (No pressure.) In order to bring them down, Celia must ally herself to Misha, the

master vampire who has made no secret of his desire for her. And if that weren't enough misfortune for one girl, a clairvoyant's prediction could destroy Celia and Aric's love for good. The only way to protect the world from unbridled supernatural terrorism is for Celia to bind herself to her destined mate. And that doesn't appear to be Aric...

Destiny Called - They Answered In the dark recesses of Tyria, elder dragons have awoken from millennial slumbers. First came Primordus, which stirred in the Depths forcing the asura to flee to the surface. Half a century later, Jormag awoke and drove the norn from the frozen climes of the Northern Shiverpeaks, corrupting sons and brothers along the way. A generation later, Zhaitan arose in a cataclysmic event that reshaped a continent and flooded the capital of the human nation of Kryta. The races of Tyria stand on the edge of destiny. Heroes have battled against dragon minions, only to be corrupted into service of the enemy. Armies have marched on the dragons and been swept aside. The dwarves sacrificed their entire race to defeat a single dragon champion. The age of mortals may soon be over. This is a time for heroes. While the races of Tyria stand apart, six heroic individuals will come together to fight for their people: Eir, the norn huntress with the soul of an artist; Snaff, the asuran genius, and his ambitious assistant Zojja; Rytlock, the ferocious charr warrior in exile; Caithe, a

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deadly sylvari with deep secrets; and Logan, the valiant human guardian dealing with divided loyalties. Together they become Destiny's Edge. Together they answer the call. But will it be enough?

“Cat and Bones are combustible together.” —Charlaine Harris, author of the Sookie Stackhouse novels Cat and Bones are back! New York Times and USA Today bestselling author Jeaniene Frost returns to her remarkable Night Huntress paranormal series, pulling out all the stops on This Side of the Grave. The incomparable team of half-vampire Cat Crawfield and her all-vamp husband Bones face their most terrifying challenge yet as they race to prevent a “species war” that could devastate humans and immortals alike—and are forced to seek help from their sworn enemy, the Ghoul Queen of New Orleans. Gripping, intriguing, and hot as Hades, This Side of the Grave is where Kim Harrison, Lynsay Sands, and Christine Feehan fans definitely want to be! Fantasy roman.

Catling – She’s a weapon desired by those who reign and those who rebel. In the tiered cities of Ellegeance, the elite Influencers’ Guild holds the power to manipulate emotions. Love and fear, pleasure and pain mark the extremes of their sway. But it’s the subtle blends that hook their victims’ hearts. They hide behind oaths of loyalty and rule the world. Until Catling discovers the gift that will

be her bane. She is the shield that disrupts the influencer's sway. Born in the grim warrens beneath the city, Catling rues the rose birthmark encircling her eye. Yet, it grants her a unique ability, the means to remake a civilization. To the Guild, she an aberration, a threat, and they order her death. No longer a helpless child, Catling has other plans. As chaos shakes the foundations of order and rule, will she become the realm's savior? Or its executioner? Welcome to a world of three moons, a sentient landscape, rivers of light, and tier cities that rise from the swamps like otherworld flowers. A planet of waterdragons, where humans are the aliens living among three-fingered natives with spotted skin. Where a half-blood converses with the fog and the goddess plans her final reckoning. In the spirit of the fantasy tradition set by Patrick Rothfuss, Karen Miller, and Glenda Larke, follow Catling's journey as she grows into the deadly force that shapes the future. She is the realm's shield, an influencer, assassin, healer, mother, and avenger. And all she desires is to go home.

The Arthurian epic that began in Mad Merlin continues in Lancelot du Lethe, the story of the greatest knight, paramour, and traitor the Round Table has ever known. The story of Lancelot is one of striving for perfection only to fall short due to the sins of the flesh. But in Lancelot du Lethe the knight is only partially of the mortal realm. He and Guinevere share a mystical bond of which Arthur cannot be

a part, for they are both of the bloodline of the fey, immortally destined to be betrothed. This ensuing war of loyalties and love threatens the uneasy peace not just mortal realm but of the entire netherworld of the multipantheons of gods as well. Drawing from Joseph Campbell, and from sources both historical and literary, this is a new take on the story of Camelot's most famous knight, told as only the author of *Mad Merlin* can. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Highlighted by two hundred full-color photographs, a celebration of American crafts and decorative arts and the artists who create them showcases masterpieces of furniture, wood, ceramics, glass, fiber, jewelry, metal, and basketry from the past two centuries, along with a look at how craft has shaped American history, arts, vitality, and identity. 25,000 first printing.

The first in an epic new fantasy series, introducing an unforgettable new heroine and a stunningly original dystopian steampunk world with a flavor of feudal Japan. *A DYING LAND* The Shima Imperium verges on the brink of environmental collapse; an island nation once rich in tradition and myth, now decimated by clockwork industrialization and the machine-worshippers of the Lotus Guild. The skies are red as blood, the land is choked with toxic pollution, and the great spirit animals that once roamed its wilds have departed forever. AN

**IMPOSSIBLE QUEST** The hunters of Shima's imperial court are charged by their Shogun to capture a thunder tiger – a legendary creature, half-eagle, half-tiger. But any fool knows the beasts have been extinct for more than a century, and the price of failing the Shogun is death. **A HIDDEN GIFT** Yukiko is a child of the Fox clan, possessed of a talent that if discovered, would see her executed by the Lotus Guild. Accompanying her father on the Shogun's hunt, she finds herself stranded: a young woman alone in Shima's last wilderness, with only a furious, crippled thunder tiger for company. Even though she can hear his thoughts, even though she saved his life, all she knows for certain is he'd rather see her dead than help her. But together, the pair will form an indomitable friendship, and rise to challenge the might of an empire.

After the lost kingdom of Orr, along with the Elder Dragon Zhaitan and his undead minions, emerges from the sea, it is up to Cobiah Marriner, one of the last survivors of the city of Lion's Arch, to avenge his home and stop the forces of evil. Original. 75,000 first printing. Video game tie-in.

Imagine there was an easy way you could keep your heart strong, your mind sharp, and your body youthful. Imagine this program could keep you young, improve your sex life, prevent cancer and heart disease, and keep your skin supple and wrinkle-free. And perhaps best of all, imagine this was something

readily available at your local drugstore or natural food store. These and other benefits are the miraculous results of antioxidants. Lester Packer is the world's foremost authority on these natural healers. In *The Antioxidant Miracle*, he explains for the first time exactly how you can design a practical, personalized antioxidant program for disease prevention and optimal wellness. *The Antioxidant Miracle* is the first popular book to reveal the full range of healing benefits of lipoic acid, the most versatile and powerful antioxidant and nature's secret weapon in treating heart disease, cancer, diabetes, and liver disease. This breakthrough book also unveils the astonishing strength of the antioxidant network, the combination of vitamin E, vitamin C, lipoic acid, Co Q10, and glutathione that-when taken together in the proper amounts-battles disease and aging far more aggressively than supplements taken individually. After an accessible explanation of the science behind antioxidants, Packer and bestselling health writer Carol Colman show you how to develop your own state-of-the-art supplement regimen designed to keep your body strong, your brain at full speed, and your antioxidant network working at its peak. They include specialized supplement programs for smokers, diabetics, people with a family history of cancer or heart disease, menopausal women, athletes, and picky eaters. You'll find out how to incorporate antioxidant-rich foods easily into your diet and

develop your own plan for smooth, healthy, young looking skin. And you'll discover the benefits of "booster" antioxidants-bioflavonoids like ginkgo biloba and Pycnogenol-and others like beta carotene and selenium. The Antioxidant Miracle can enhance and extend your life. Make the antioxidant miracle work for you! Advance acclaim for The Antioxidant Miracle \* "Finally, a book by a renowned and active researcher that proves the value of nutritional supplements. The Antioxidant Miracle provides a shield protecting us from disease and ensuring health. The information in this book could save your life!" Julian Whitaker, M.D., Founder, Whitaker Wellness Institute and \* Editor of Health and Healing. "Life is like a candle flame, and antioxidants make it burn brighter and longer. Lester Packer is the keeper of the flame. For those of us seeking to combat the debility and diseases of aging, The Antioxidant Miracle is an essential tool.-William Regelson, M.D., Coauthor of the New York Times bestseller, The Melatonin Miracle "Any health-conscious person will want to read The Antioxidant Miracle. It makes the understanding of these miracle nutrients easy to comprehend and utilize in his or her everyday life.-Earl Mindell. Author of The Herb Bible, The Vitamin Bible, and The Supplement Bible. Riders. A new fantasy adventure from New York Times and USA Today bestselling author Veronica Rossi. For eighteen-year-old Gideon Blake, nothing

but death can keep him from achieving his goal of becoming a U.S. Army Ranger. As it turns out, it does. Recovering from the accident that most definitely killed him, Gideon finds himself with strange new powers and a bizarre cuff he can't remove. His death has brought to life his real destiny. He has become War, one of the legendary four horsemen of the apocalypse. Over the coming weeks, he and the other horsemen--Conquest, Famine, and Death--are brought together by a beautiful but frustratingly secretive girl to help save humanity from an ancient evil on the emergence. They fail. Now--bound, bloodied, and drugged--Gideon is interrogated by the authorities about his role in a battle that has become an international incident. If he stands any chance of saving his friends and the girl he's fallen for--not to mention all of humankind--he needs to convince the skeptical government officials the world is in imminent danger. But will anyone believe him? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Millions of people play massively multiplayer online (MMO) games like World of Warcraft every day. Many of those players belong to guilds, organized groups whose members play together in order to defeat difficult bosses, compete with rivals, or undertake special challenges. Leading a guild is not a trivial matter, but many players dive into this challenging role completely unprepared. Scott F.

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Andrews has been helping guild leaders and officers since 2007 through his weekly column for WoW.com, Officers' Quarters. In *The Guild Leader's Handbook*, Andrews offers a complete guide to conceptualizing, establishing, and maintaining a successful guild. The book will help readers decide what sort of structure and focus their guild should have and covers fundamentals like recruiting, managing officers, creating and enforcing reasonable policies, and handling the interpersonal drama that threatens guild harmony. Andrews gives sage advice on how leaders can prepare their guilds for successful PvE (Player vs. Environment) dungeon crawls and raids and explains guidelines for fairly distributing the spoils of battle. He also covers how to assemble a competitive force in PvP (Player vs. Player) and how to lead a community of roleplaying specialists. *The Guild Leader's Handbook* is a comprehensive guide to guild creation and success, written by a recognized expert on the subject.

*Guild Wars: Edge of Destiny* Simon and Schuster

Definitive biography of the Polish black metal band Behemoth

Lord Branin of the dragshi, is more than just a man, but two beings—one a dragon, the other a human. The pair share one body in space in time and are able to change forms with the other at will. From the time Branin's twinned soul, Llewlyn, awoke, Branin knew the freedom of flight. However, being a shifter

comes with a price. Branin and Llewlyn are the only two of their kind who have not found their intended mates, despite millennia of waiting... and searching. The red-haired firebrand, Broch of Ky'Port plans to fill that position in Branin's life—with or without his cooperation. For eons, he fears he would never find a woman with her own dragon soul partner—until one day another's mind touched his.

"The Once and Future King" by T. H. White. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

Evanna Amaranthine, a ruthless, 600 year old vampire, has a new assignment: to leave the walls of Benajah, her beloved vampire guild, enter the realm of humans to stalk down her prey, Rian Delmar, and kill him. At first, the prospect of being around humans any longer than the time it takes to drain them repulses Evanna, but after moving in with her new human-loving vampire housemate, she soon becomes hopelessly entangled with Messiah Scarborough, his strikingly good-looking artist friend. When dreams of a past life begin to plague her as she

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continues her crusade, can she control emotions that threaten to overwhelm her? Filled with fast-paced action and steeped in suspense, *Benajah's Keeper* by Aeryn Dougan is an urban fantasy that will capture readers' hearts as it addresses the significance of family, fate, and loyalty. Dramatic, gritty, and deeply passionate, this unique take on the vampire legend will definitely leave you wanting more.

The *Art of Destiny 2* is the definitive collection for the game's stunning art and design. The *Art of Destiny 2* is a celebration of the dynamic art and visual style that fans have come to love about *Destiny*. Featuring hundreds of pieces of concept art, the book covers everything from early sketches and illustrations of characters to paintings of sweeping vistas the designers used to help shape the in-game worlds. Each step of the process is meticulously detailed, from building in-game cinematics to crafting the complex universe. With exclusive, never-before-seen imagery, developer commentary, and more, *The Art of Destiny 2* is a must-have for Guardians everywhere.

In the horrific world of Ravenloft, populated by vampires, werewolves, and worse creatures, Casimir embraces his own powers of evil in a struggle to throw off his monstrous father's curse of lycanthropy and avert his own murder. Original. 85,000 first printing.

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When Bowmark abdicates his newly-won throne to save his family from conspirators, he must battle his way across a dangerous world for a chance to

regain his throne and save his people.

“A first-rate historical page turner.” —New York Times Book Review The acclaimed and bestselling account of Ferdinand Magellan’s historic 60,000-mile ocean voyage. Ferdinand Magellan's daring circumnavigation of the globe in the sixteenth century was a three-year odyssey filled with sex, violence, and amazing adventure. Now in *Over the Edge of the World*, prize-winning biographer and journalist Laurence Bergreen entwines a variety of candid, firsthand accounts, bringing to life this groundbreaking and majestic tale of discovery that changed both the way explorers would henceforth navigate the oceans and history itself. Now updated to include a new introduction commemorating the 500th anniversary of Magellan’s voyage.

. *Renewal of Life by Transmission*. The most notable distinction between living and inanimate things is that the former maintain themselves by renewal. A stone when struck resists. If its resistance is greater than the force of the blow struck, it remains outwardly unchanged. Otherwise, it is shattered into smaller bits. Never does the stone attempt to react in such a way that it may maintain itself against the blow, much less so as to render the blow a contributing factor to its own continued action. While the living thing may easily be crushed by superior force, it none the less tries to turn the energies which act upon it into means of its own

further existence. If it cannot do so, it does not just split into smaller pieces (at least in the higher forms of life), but loses its identity as a living thing. As long as it endures, it struggles to use surrounding energies in its own behalf. It uses light, air, moisture, and the material of soil. To say that it uses them is to say that it turns them into means of its own conservation. As long as it is growing, the energy it expends in thus turning the environment to account is more than compensated for by the return it gets: it grows. Understanding the word "control" in this sense, it may be said that a living being is one that subjugates and controls for its own continued activity the energies that would otherwise use it up. Life is a self-renewing process through action upon the environment.

With Stormdancer, Jay Kristoff came roaring onto the fantasy scene-he has been praised as "the master of unique and intense plots and huge twists" (USAToday.com), while critics raved about the novel, calling it "[A] fast-paced, fantastical adventure [that] is sharp as a Shogun's sword." (The LA Times). And with healthy sales in hardcover and electronic-fueled by Jay's inventive, enthusiastic, and relentless promotion on his website, Facebook, Twitter, and the blogosphere-we know readers are hungry for the finale to his wildly inventive Lotus War saga. As civil war sweeps across the Shima Imperium, the Lotus Guild unleashes their deadliest creation-a mechanical goliath, intended to unite the

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shattered Empire under a yoke of fear. Yukiko and Buruu are forced to take leadership of the rebellion, gathering new allies and old friends. But the ghosts of Buruu's past stand between them and the army they need, and Kin's betrayal has destroyed all trust among their allies. When a new foe joins the war, it will be all the pair can do to muster the strength to fight, let alone win. And as the earth splits asunder, as armies destroy each other for rule over an empire of lifeless ash and the final secret about blood lotus is revealed, the people of Shima will learn one last, horrifying truth. An exciting, vivid conclusion to a critically acclaimed series, Endsinger is sure to have fans racing through the pages to savor every last revelation.

A glorious, oversized, full-color tome that includes art and commentary chronicling the ongoing development of the Guild Wars universe. Explore the living history of Tyria through an expansive collection of never-before-seen concept art, production material, and creator commentary from Guild Wars and Guild Wars 2 that offers exclusive insight into an every-changing world inhabited by millions of players! The continuing growth of the Guild Wars franchise is lovingly detailed by the ArenaNet artists themselves in a volume that commemorates the studio's twentieth anniversary. Dark Horse Books and ArenaNet invite all asura, sylvari, norn, char, and humans to add this wonderful

art book as a centerpiece to their collections!

"King's focus is on the wheel of the Celtic year with its cycle of four celebrations.... King describes the religious underpinnings of the festivals, the functions of the Druid priests and bards, relationships to other mythologies, and the influence of historical assimilation and migration on what we know of Celtic myth."-- "Booklist . 256 pages, 30 b/w illus., 6 x 9 1/4.

Help Luke, Leia, and R2-D2 as they journey across the galaxy on a mission for the Rebellion after the destruction of the first Death Star. With over twenty possible outcomes, readers will have to think like a real rebel to keep Luke and Leia safe from pirates, Imperials, and everything between!

Discusses the history of the world from an Islamic perspective, explaining the evolution of the Muslim community while recounting the history of the Western world with respect to Islamic events and interpretations.

"David Harvey examines the internal contradictions within the flow of capital that have precipitated recent crises. While the contradictions have made capitalism flexible and resilient, they also contain the seeds of systemic catastrophe"--  
When his uncle is abducted by a pair of gargoyles at the behest of an eight-armed god, Aereas joins his cousin Nina on a perilous journey into a bizarre and twisted world where they uncover a plot to turn the tide of the Blood War and

unleash a horrific evil. Original. 75,000 first printing.

The breathtaking sequel to Sarah Henning's *The Princess Will Save You*--a brilliantly-executed YA fantasy homage to *The Princess Bride* **KEEP YOUR EYE ON THE CROWN...** After a thousand years of political stability, the realm of The Sand and Sky is up for grabs. Four kingdoms, four rulers vying for the ultimate prize, sovereignty over the entire continent: A ruthless old king spinning webs, whose schemes encompass generations. A widowed queen whose only credo is all kings must die. A runaway queen whose unexpected return upends everyone's plans. And a prince-in-waiting determined to wait no more. Standing against them are a dispossessed princess and her stable boy love with a surprising claim of his own. Their only hope in the face of unspeakable betrayals, enemies hidden in the shadows, and insurmountable odds is the power of true love... *The Kingdoms of Sand & Sky* Trilogy Book 1: *The Princess Will Save You* Book 2: *The Queen Will Betray You* Book 3: *The King Will Kill You* Praise for *The Princess Will Save You* "Full of inconceivable wit, daring adventure, and cunning political machinations...It's as if Sarah Henning looked into my soul that yearned for a book like *The Princess Bride* and said—as you wish. And yes, this is a kissing book."—Ashley Poston, author of *Heart of Iron* "A breakneck fantasy adventure.... Swoony romance, sword fights, a great cast of characters and some clever parallels to a story about another princess who won't be made a bride makes *The Princess Will Save You* a strong contender for my favorite novel of the year."—Emily Hall Schroen,

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Main Street Books, St. Charles, Missouri At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Urza's Legacy Unfolds Urza Planeswalker has enlisted the most brilliant minds from across Dominaria to study at his academy on Tolaria. Together they work to bring to life the greatest artifact weapon Urza has ever devised, hoping to use it to defend their home from an imminent Phyrexian invasion. But treachery and tragedy stalk the tiny island, as Urza and his followers seek to manipulate time itself.

Captain Larry has received the rainbow scarf of Black Palm Steve upon the old mariner's death. With a gleeful step Larry embarks on a fantastic voyage to find himself. He brings adventure to the high seas and coconut milk to the worthy. These are the ongoing adventures of Larry and his crew aboard the fast cutter Dash!

Mad Merlin told the story from a god's point of view. Lancelot Du Lether told the story from a lover's point of view. Now in the third volume of J. Robert King's critically acclaimed Arthurian triptych focuses on a woman of Avalon--Morgan le Fey. Part female Hamlet, part mystical Lady Macbeth, this daughter of a slain king must become an Arthurian Joan of Arc for all women when her position in society and royal lineage place her in direct opposition to all that Arthur must accomplish ... not just for Camelot but for all mankind. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A skilled homicide detective, A mysterious murder, A vampire who will do anything to

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stay in the shadows... Hope is a skilled detective. When she delves into a mysterious case, Reed offers his assistance. Too bad, he's the one who is hell-bent on covering everything up. When she uncovers evidence linking Reed to the crime, he kidnaps her before she can reveal his secret. He's a vampire. Now Hope has landed on the vampire council's radar. Her skills become a curse as the council decides she'd make a great addition to the Raven vampire assassins. But before she can join their ranks she'll need to be trained in the art of war. Her betrayer has become her trainer, and her life is in his hands. Will she be able to put her hatred aside to save her life? Find out in this thrilling urban fantasy series. If you love Anita Blake, then you'll love this series. For readers who love the following authors: Terry Bolryder Charlene Hartnady Cherise Sinclair Jane Washington Alex Lidell Kristen Banet Kristy Cuning Crystal Ash Grace McGinity Caroline Peckham, Susanne Valenti AK Koonce Harper Wylde Ivy Asher, Raven Kennedy Shayla Black Kathryn Moon Crystal Ash Grace McGinty Nicole Edwards Tate James Milly Taiden C.M. Stunich Tiffany Reisz Anne Bishop Provides tips, techniques, and strategies for the fantasy multiplayer online role-playing game set in Tyria.

In a world where humanity lives in suspended space, children undergo a fishing test when they come of age. Those with immaculate talents have the possibility of becoming great fishing masters. In the endless sea, every life is imbued with a sacred mission. There are fish that can fly, turtles that have absorbed the worldly essence, and whales

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that can devour the heaven and earth... There are also countless fishers. Fishing is an art. There is an ancient saying: If you can't fish, you might as well be bait.

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