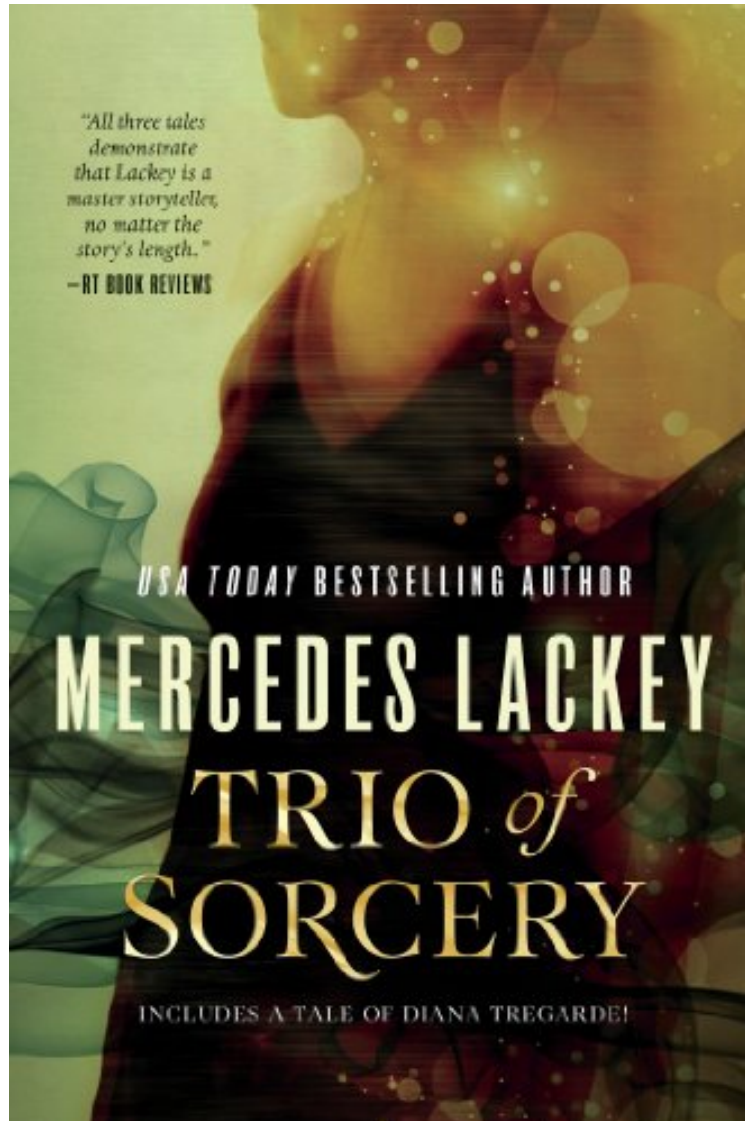


[Download pdf] Trio of Sorcery: Arcanum 101, Drums, and Ghost in the Machine

Trio of Sorcery: Arcanum 101, Drums, and Ghost in the Machine

Von Mercedes Lackey

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Von Mercedes Lackey : Trio of Sorcery: Arcanum 101, Drums, and Ghost in the Machine before purchasing it in order to gage whether or not it would be worth my time, and all praised Trio of Sorcery: Arcanum 101, Drums, and Ghost in the Machine:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. zwei lang erwartete StoriesVon kalahariDas Buch enthlt zwei lang erwartete Stories mit Diana Tregarde und Jennifer Taldeer in gewohnt guter Qualitt. Dazu eine mig gute Bonusgeschichte.Der Buchschnitt an der offenen Seite ist nicht

glatt, sondern sehr rau, was angeblich vom Verlag so gewollt ist. Dadurch ist das Blttern etwas unhandlich.

Kurzbeschreibung New York Times and USA Today bestselling author Mercedes Lackey presents Trio of Sorcery, three exciting short urban fantasy novels featuring three resourceful heroines and three different takes on the modern world and on magics both modern and ancient. Arcanum 101: Diana Tregarde, practicing witch, romance novelist, Guardian of the Earth. Studying at Harvard, Diana is approached by Joe O'Brian, a young cop who has already seen more than one unusual thing during his budding career. The distraught mother of a kidnap victim is taking advice from a "psychic" and interfering in the police investigation. Will Diana prove that the psychic is a fake? Unfortunately, the psychic is not a fake, but a very wicked witch--and the child's kidnapper. Drums: Jennifer Taldeer, shaman, private investigator, member of the Osage tribe. Most of Jennie's work is regular PI stuff, but Nathan Begay brings her a problem she's never seen before. His girlfriend, Caroline, is Chickasaw to his Navaho, but that's not the problem. Somehow, Caroline has attracted the attention of an angry Osage ghost. Thwarted in love while alive, the ghost has chosen Caroline to be his bride in death. Ghost in the Machine: Ellen McBride: computer programmer extraordinaire, techno-shaman. The programmers and players of a new MMORPG find that the game's "boss," a wendigo, is "killing" everyone--even the programmers' characters with their god-like powers. A brilliant debugger, Ellen discovers that the massive computing power of the game's servers have created a breach between the supernatural world and our own. This wendigo isn't a bit of code, it's the real thing . . . and it's on the brink of breaking out of the computers and into the real world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Pressestimmen "Sure to please Lackey fans... All three tales once again demonstrate that Lackey is a master storyteller, no matter the story's length." --"RT Book s," 4 1/2 stars "Lackey's well-seasoned talents for good storytelling and character development are on full display here." --"Booklist" "The three novellas are well written and entertaining while starring strong females with similar traits but different scenarios confronting the supernatural." -- "The Midwest Book ""A great mix of urban and paranormal fantasy." --"Book Chick City" Sure to please Lackey fans All three tales once again demonstrate that Lackey is a master storyteller, no matter the story's length. "RT Book s, 4 1/2 stars" Lackey's well-seasoned talents for good storytelling and character development are on full display here. "Booklist" The three novellas are well written and entertaining while starring strong females with similar traits but different scenarios confronting the supernatural. "The Midwest Book " A great mix of urban and paranormal fantasy. "Book Chick City""Kurzbeschreibung New York Times and USA Today bestselling author Mercedes Lackey presents Trio of Sorcery, three exciting short urban fantasy novels featuring three resourceful heroines and three different takes on the modern world and on magics both modern and ancient. Arcanum 101: Diana Tregarde, practicing witch, romance novelist, Guardian of the Earth. Studying at Harvard, Diana is approached by Joe O'Brian, a young cop who has already seen more than one unusual thing during his budding career. The distraught mother of a kidnap victim is taking advice from a "psychic" and interfering in the police investigation. Will Diana prove that the psychic is a fake? Unfortunately, the psychic is not a fake, but a very wicked witch--and the child's kidnapper. Drums: Jennifer Taldeer, shaman, private investigator, member of the Osage tribe. Most of Jennie's work is regular PI stuff, but Nathan Begay brings her a problem she's never seen before. His girlfriend, Caroline, is Chickasaw to his Navaho, but that's not the problem. Somehow, Caroline has attracted the attention of an angry Osage ghost. Thwarted in love while alive, the ghost has chosen Caroline to be his bride in death. Ghost in the Machine: Ellen McBride: computer programmer extraordinaire, techno-shaman. The programmers and players of a new MMORPG find that the game's "boss," a wendigo, is "killing" everyone--even the programmers' characters with their god-like powers. A brilliant debugger, Ellen discovers that the massive computing power of the game's servers have created a breach between the supernatural world and our own. This wendigo isn't a bit of code, it's the real thing . . . and it's on the brink of breaking out of the computers and into the real world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.