Adding book updates through blogs

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Book Update

The upper atmosphere was turned into a thick layer of ice but under the layer of ice is a thriving and lush planet similar to earth. The ice layer was designed by king Prometheus, king of the umbras. Prometheus is described as a ruthless and unsympathetic ruler by his subjects. -this paragraph from my unfinished book!





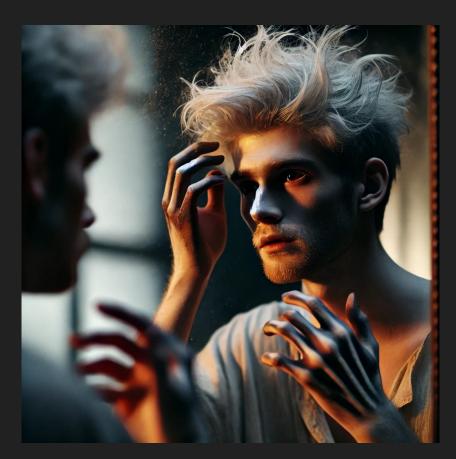
Book Update

Salem has a burn mark scar on his chest and he has another scar running along his spine. Salem is uncertain how he exactly got the scar running along his spine and it frightened him. Salem was taught how to use a sword by his father, both Samuel and his father were farmers. Salem is a great swordsman and a great explorer and architect. -this paragraph from my unfinished book!



Book Update

Salem's hair, once blonde and full, was now a shade of ghastly white. He combed his scarred fingers through his unpigmented mane and looked at his reflection. He could barely recognize the person staring back at him, thanks to his father's experiments. The "curse" entails whoever is brought back to life by the corvus pit will slow down the aging process so much that for every 214 years Sam physically ages one single year.



Book update

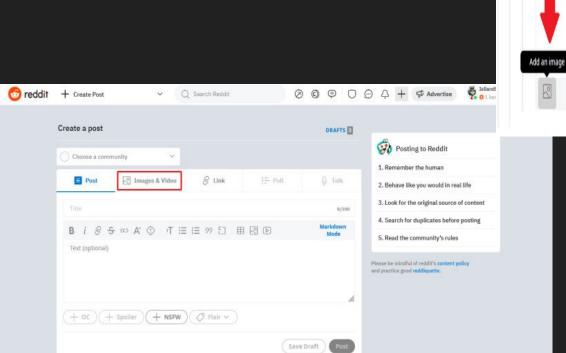
First problem is that it changes your personality drastically. The pit also gave Salem four big wings on his back and wings on the sides of his head. Salem is canonically a shapeshifter.





What's next?

I want to add features such as a blog page with update and comments.
Examples:



3 P Reply Share · · ·

What are your thoughts?

Showing prices of my paintings



When Spring is Back \$640.00



Clouds of Jupiter \$640.00



Animals of India: King Cobra

\$5,000.00



Abstract Fluid Painting \$640.00

Research

- Film Found footage
- More writing
- More research on cyphers
- More research on how to put together a horror story
- Film editing

Other stuff that needs to be done (coding)

- Resize of images
- Add and hide some sort of cypher's
- Add blogs update
- unity

Game design

Unity

