

Shadow Fall Godslayer 1

One thousand years after pledging himself to the dark god Satoris, Lord Tanaros works to defend the citadel of Darkhaven from a human uprising, a situation that is complicated by Satoris's capture of the beautiful Elvish princess, Cerelinde. By the author of Banewrecker. 50,000 first printing.

Wit'ch War is the dazzling third volume in the epic saga of The Banned and the Banished In her hands, the young wit'ch Elena holds the awesome energies of blood magick—and more. For the fate of all Alasea hinges on her recovery of the Blood Diary, a potent talisman forged five hundred years ago, then locked away behind wards too strong for any mage to break. But only with the secrets recorded in its pages can Elena defeat the evil magicks of the Dark Lord. The challenge? The Diary lies hidden in A'loa Glen, the fabled city that belongs to Shorkan, chief lieutenant of the Dark Lord, and his fearsome army. Now, with the aid of the ocean-dwelling Sy-wen and her great dragon, Elena prepares a desperate invasion of A'loa Glen. At her side stands the one-armed warrior Er'ril, her faithful protector and the only man who knows how to unlock the wards surrounding the Blood Diary—a man who also happens to be the brother of the dreaded Shorkan. Meanwhile, Elena's brother, whose magick brings him prophetic dreams, has glimpsed a future in which Elena falls by the deadly sword of . . . Er'ril. But his visions do not always come true. How can he act against his sister's trusted guardian on the basis of a future betrayal that may never happen? For Elena's sake, and for the sake of all Alasea, how can he afford not to?

Determined to solve an ancient mystery, a woman undertakes a forbidden quest that pits her against the Dark-Hunter leader and proud god Acheron, with whom she joins forces when ancient guardians and old enemies threaten both of them. Reprint.

An alliance embarks on a dangerous journey to uncover the secrets of the distant past and save their world in this captivating, deeply visionary adventure from #1 New York Times bestselling thriller-master James Rollins. A gifted student foretells an apocalypse. Her reward is a sentence of death. Fleeing into the unknown she is drawn into a team of outcasts: A broken soldier, who once again takes up the weapons he's forbidden to wield and carves a trail back home. A drunken prince, who steps out from his beloved brother's shadow and claims a purpose of his own. An imprisoned thief, who escapes the crushing dark and discovers a gleaming artifact - one that will ignite a power struggle across the globe. On the run, hunted by enemies old and new, they must learn to trust each other in order to survive in a world evolved in strange, beautiful, and deadly ways, and uncover ancient secrets that hold the key to their salvation. But with each passing moment, doom draws closer. WHO WILL CLAIM THE STARLESS CROWN? A Macmillan Audio production from Tor Books

Cuneiform records made some three thousand years ago are the basis for this essay on the ideas of death and the afterlife and the story of the flood which were current among the ancient peoples of the Tigro-Euphrates Valley. With the same careful scholarship shown in his previous volume, The Babylonian Genesis, Heidel interprets the famous Gilgamesh Epic and other related Babylonian and Assyrian documents. He compares them with corresponding portions of the Old Testament in order to

determine the inherent historical relationship of Hebrew and Mesopotamian ideas.

Filled with fascinating characters and stunning adventures, *The Last Monster Hunter* will transport you to an enchanted realm where magic makes dreams come true. Theodore Beckett knows nothing of magic until his bedroom wall smiles... .. and then tries to kill him. Doors to a whole new world suddenly crash open for Theo, a world filled with monsters, magicians, and dragons. His role in this secret society slowly unfolds when Theo learns he is the son of its lost hero. The man who defeated the Orc King. Elijah Dros. A new war looms, and Theo realizes his introduction might not be a coincidence. He may well be the last Hunter. But with nobody to teach him, how will Theo ever learn to protect himself, let alone others?

Godswar 1: The Mask of Ares Four Against a God When Ingram and Quester had seen their clients, Lady Victoria Vantage and her young niece Urelle Vantage, safely to their new home, they had thought their work finished, the time come to find new Adventures - despite the not-well-hidden interest between Ingram and Urelle. Then Ingram receives an impossible message: he, a fugitive and exile from Clan Camp-Bel, is desperately needed by the Clan in distant Aegeia, a thousand miles and more away, for a mission so secret it cannot be included in the recall. And the very night he and Quester set out, Urelle discovers there are assassins already on their trail and rushes to warn them - and following her, Victoria, a retired Adventurer forced once more into the field. But more is at stake than they can realize, for the ancient Cycle of Aegeia - the living morality play between the Reason of Athena and the Passion of Ares - is in peril of destruction; a monstrous impostor has taken the place of the God of War, and begins to orchestrate an ending to Aegeia itself. And the false Ares knows that one of the four travelers is the only thing standing between him and the downfall of the gods...

The stunning conclusion to the *Twilight War!* One of the *Forgotten Realms* world's most compelling villains--the Archwizards of Shade--have come down from their flying city with their sights set on the merchant realm of Sembia. They come in the guise of allies, but have invasion and empire as their ultimate aim. The fate of Sembia may be sealed, but Erevis Cale still has a shocking destiny that will end in his destruction--if he's lucky. This trilogy brings about major changes to the *Forgotten Realms* setting. From the Paperback edition.

On a post apocalyptic dystopian Earth ravaged by two warring gods, Ben Casper lives in a crumbling shopping mall called *The Glass Palace* with his family. He's just come back from a rites of passage into the brutal outside world that officially makes him an adult. Now he must get married and be trained to take over from his father as Mayor. Except he sees things differently now; he falls in love with his friend's brother and makes a friend in a member of the Felum, a vicious human/cat hybrid tribe. He doesn't want responsibility. Only he might have it thrust upon him when he becomes embroiled in a conspiracy to kill the gods; a plot that could lead everyone he loves into mortal danger...

From National Book Award finalist Laini Taylor comes an epic fantasy about a mythic lost city and its dark past. The dream chooses the dreamer, not the other way around--and Lazlo Strange, war orphan and junior librarian, has always feared that his dream chose poorly. Since he was just five years old, he's been obsessed with the mythic lost city of Weep, but it would take someone bolder than he to cross half the world in search of it. Then a stunning opportunity presents itself, in the form of a hero called the *Godslayer* and a band of legendary warriors, and he has to seize his chance or lose his dream forever. What happened in Weep two hundred years ago to cut it off from the rest of the

world? And who is the blue-skinned goddess who appears in Lazlo's dreams? In this sweeping and breathtaking novel by National Book Award finalist Laini Taylor, author of the New York Times bestselling Daughter of Smoke & Bone trilogy, the shadow of the past is as real as the ghosts who haunt the citadel of murdered gods. Fall into a mythical world of dread and wonder, moths and nightmares, love and carnage. The answers await in Weep.

Rarely has a young writer won a place among the major talents in fantasy fiction as quickly as James Clemens. In the first four novels of his breathtaking epic, *The Banned and the Banished*, Clemens has woven an ever-deepening spell of wonderment with his boundless imagination and matchless storytelling gifts. Now he brings his saga to a masterful and breathtaking climax as the wit'ch Elena faces the unmasked evil of the Dark Lord for the final time in a cataclysmic conclusion that will shatter her understanding of all that has gone before. . . . The three deadly Weirgates are destroyed but the threat of the Dark Lord remains. And so Elena and her companions have gone their separate ways to prepare for what is yet to come. Elena herself has journeyed to the beautiful city of A'loa Glen, there to recover her strength and spirit. Enter Harlequin Quail. Some might call him a fool, but the little man in the jester's suit claims to be a spy. And he comes fresh from the foul fortress of Blackhall itself, where the Dark Lord dwells. There he uncovered things that spell certain doom— for a final Weirgate remains, the most potent one of all. And with it, in just one moon's time, the Dark Lord will avenge his earlier defeat, destroying the heart of the land and ushering in a reign of evil without end. Only Elena, with the awesome magicks of the Blood Diary, has the power to stop him. Blackhall is all but impregnable. And according to Quail, the Weirgate is well hidden, in a place known only to the Dark Lord himself. Thus begins a desperate quest like no other. Hunted by the Dark Lord's minions and threatened by clandestine betrayals, Elena and her brave companions reunite in the effort to locate the last Weirgate and destroy it. Along the way, many questions will be answered and illusions will be smashed. Brother will turn against brother, and the strongest bonds of magic and love will be tested to the breaking point . . . and beyond.

In the world of Myrillia the gods live amongst men; their excretions so filled with the essence of magic that they are collected to fuel magical processes and engines. They can also die amongst men, and when one is slain suspicion falls upon a man. Tylar de Noche, once a Shadowknight, now a broken husk, is branded Godslayer and pursued by the order that cast him out. Possessed of a god's magical essence and with a demon imprisoned within him, Tylar and his few friends must solve the mystery of the slain god to clear his name.

Quests are overrated All his life, Prince Rupert thrilled in the glorious exploits of his royal ancestors. Finally embarking on his own heroic journey, Rupert realizes there's a lot the minstrels leave out of their songs. On the hunt for a mythical dragon, besieged by demons, and navigating the cursed Darkwood with a smart-mouthed unicorn, Rupert is becoming somewhat disenchanted with legends. But even if he succeeds, peril awaits, because the king never intended for his spare heir to return from this fool's errand. Now, with the help of a few unusual allies, Rupert must make up the story as he goes--outmaneuvering assassins, thwarting the voracious spread of the Darkwood, and grappling with rumors of a powerful evil's return. Rupert may not be the hero Forest Kingdom wanted, but at this rate, he's the only one they're going to get. New York Times bestselling author Simon R. Green's trademark wit and genre-twisting narrative sparkles in *Blue Moon Rising*, the first book of *The Forest Kingdom* series.

One of fantasy's finest next-generation storytellers continues to break new ground. Michael J. Sullivan's trailblazing career began with the breakout success of his *Riyria* series: full-bodied, spellbinding fantasy adventures whose imaginative scope and sympathetic characters won a devoted readership and comparisons to fantasy masters Brandon Sanderson, Scott Lynch, and J.R.R. Tolkien himself. Now *Age of Myth*

inaugurates an original five-book series. Since time immemorial, humans have worshipped the gods they call Fhrey, truly a race apart: invincible in battle, masters of magic, and seemingly immortal. But when a god falls to a human blade, the balance of power between humans and those they thought were gods changes forever. Now only a few stand between humankind and annihilation: Raithe, reluctant to embrace his destiny as the God Killer; Suri, a young seer burdened by signs of impending doom; and Persephone, who must overcome personal tragedy to lead her people. The Age of Myth is over. The time of rebellion has begun. Magic, fantasy, and mythology collide in Michael J. Sullivan's Legends of the First Empire series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR

In the 2nd book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, the shadow legacy of Erevis Cale lives on even as his old foe Mephistopheles seeks to stamp it out at any cost. Cale's son Vasen—unmoored in time by the god Mask—has thus far been shielded from the archdevil's dark schemes, alone among the servants of the Lord of Light who have raised him since birth. Living in a remote abbey nestled among the Thunder Peaks of Sembia, Vasen is haunted by dreams of his father, trapped in the frozen hell of Cania. He knows the day will come when he must assume his role in the divine drama unfolding across Faerûn. But Vasen knows not what that role should be . . . or whether he is ready to take it on. He only knows what his father tells him in dreams—that he must not fail. Enter Drasek Riven, a former compatriot of Erevis Cale, now near divine and haunted by dreams of his own—he too knows the time to act is near. Shar, the great goddess of darkness, looks to cast her shadow on the world forever. Riven has glimpsed the cycle of night she hopes to complete, and he knows she must be stopped. At the crossroads of divine intrigue and mortal destiny, unlikely heroes unite to thwart the powers of shadow and hell, and the sundering of worlds is set on its course.

Think Game of Thrones meets Buffy the Vampire Slayer with a drizzle of E.L. James - Telegraph Perfect for fans of Jessica Jones and True Blood, this is a blockbuster modern fantasy set in a divided world where one woman must uncover the truth to seek her revenge. Half-Fae, half-human Bryce Quinlan loves her life. Every night is a party and Bryce is going to savour all the pleasures Lunathion – also known as Crescent City – has to offer. But then a brutal murder shakes the very foundations of the city, and brings Bryce's world crashing down. Two years later, Bryce still haunts the city's most notorious nightclubs – but seeking only oblivion now. Then the murderer attacks again. And when an infamous Fallen angel, Hunt Athalar, is assigned to watch her every footstep, Bryce knows she can't forget any longer. As Bryce and Hunt fight to unravel the mystery, and their own dark pasts, the threads they tug ripple through the underbelly of the city, across warring continents, and down to the deepest levels of Hel, where things that have been sleeping for millennia are beginning to stir ... With unforgettable characters and page-turning suspense, this richly inventive new fantasy series by #1 New York Times bestselling author Sarah J. Maas delves into the heartache of loss, the price of freedom – and the power of love.

"A vivid, action-packed story that is based as much on confrontation and problem-solving as it is on Theo's evolution and courage." Midwest Book Review "This book made me feel anew the sense of wonder that originally drew me to the fantasy genre in the first place." Reedsy Discovery Theodore Beckett knows nothing of magic until his bedroom wall smiles... .. and then tries to kill him. Doors to a whole new world suddenly crash open for Theo, a world filled with monsters, magicians, and dragons. His role in this secret society slowly unfolds when Theo learns he is the son of its lost hero. The man who defeated the Orc King. Elijah Dros. A new war looms, and Theo realizes his introduction might not be a coincidence. He may well be the last Hunter. But with nobody to teach him, how will Theo ever learn to protect himself, let alone others?

"Destined from birth to serve as protector of the princess Zariya, Khai is trained in the arts of killing and stealth by a warrior sect in the deep

desert; yet there is one profound truth that has been withheld from him"--Book jacket.

A city threatened by unimaginable horrors must trust their most hated outcast, or lose everything, in this crushing epic fantasy debut. After ten years on the run, dodging daemons and debt, reviled magician Edrin Walker returns home to avenge the brutal murder of his friend. Lynas had uncovered a terrible secret, something that threatened to devour the entire city. He tried to warn the Arcanum, the sorcerers who rule the city. He failed. Lynas was skinned alive and Walker felt every cut. Now nothing will stop him from finding the murderer. Magi, mortals, daemons, and even the gods – Walker will burn them all if he has to. After all, it wouldn't be the first time he's killed a god... File Under: Fantasy [Look Who's Back | Blood Sorcery | Tyrants & Titans | Mind Mates]

"Clemens has constructed a world of magic that's never been seen before, with a cast of beings who are so engaging and entrancing that you never want the story to end."—John Saul Elena bears the mark of the wit'ch upon her palm, the crimson stain that testifies to an awesome power of unimaginable potency: wild, seductive, difficult to control. Only a mistress of blood magick can stand against the foul minions and all-corrupting evil of the Dark Lord. But Elena is not yet the mistress of her magick. Protected by an ageless warrior and a band of renegades, she quests for a lost city where prophecies speak of a mystic tome that holds the key to the Dark Lord's defeat. But if the Dark Lord finds her first, Elena will become his most fearsome weapon . . .

One thousand years ago, a wish was made and a sword of rage and lightning was forged. Kamigoroshi. The Godslayer. A weapon powerful enough to seal away the formidable demon Hakaimono. Now he has broken free. Kitsune shapeshifter Yumeko has one task: to take her piece of the ancient and powerful Scroll of a Thousand Prayers to the Steel Feather temple in order to prevent the summoning of the Harbinger of Change, the great Kami Dragon who will grant one wish to whomever holds the scroll. But she has a new enemy now, more dangerous than any she has yet faced. The demon Hakaimono is free at last, and he has possessed the very person Yumeko trusted to protect her from the evil at her heels, Kage Tatsumi of the Shadow Clan. Hakaimono has only one goal: to break the curse of the sword and set himself free to rain chaos and destruction over the land forevermore. To do so, he will need the scroll. And Yumeko is the only one standing in his way.

Aurianna spent her life fighting. It was her calling, her purpose, and her greatest glory. If only it were so easy to fight fate. A sacrifice intended to save his greatest acolyte transforms Matthias into the very monster he once fought against. Aurianna's attempt to kill him, and therefore free him from his infernal enslavement, dooms her to his fate. The demon within Matthias hungers to possess and corrupt Aurianna, tempting him with his own deepest, darkest desires. But when he refuses to give into his lust, she knows there is still goodness in him, and that freeing him from his demon is the only way to safeguard her own soul. Through Aurianna, the goddess he abandoned offers Matthias one chance at salvation and freedom. He must save her. To Betray a Master contains explicit content and mature themes that may be upsetting to some people. Reader discretion is advised.

Four millennia have passed since the gods came to Myrillia, creating the nine lands of peace as a haven from the nightmarish, accursed Hinterlands. In all this time nothing has disturbed the harmony of the nine lands. But now the goddess of the Summering Isles has been murdered. The only witness is Tylar de Noche, a crippled and disgraced former Shadowknight. As he holds the dying goddess, her last breath bestows a powerful blessing on him—a mark that heals his broken body. A mark that many see as proof that he killed a god. A mark that unleashes a powerful force of darkness within him. Chased across Myrillia by enemies both human and ethereal, Tylar must uncover and face down a being powerful enough to kill an immortal—the true godslayer. For if he fails, all of Myrillia will fall into shadow.

NEW YORK TIMES BESTSELLER • Pierce Brown's relentlessly entertaining debut channels the excitement of *The Hunger Games* by Suzanne Collins and *Ender's Game* by Orson Scott Card. "Red Rising ascends above a crowded dystopian field."—USA Today NAMED ONE OF THE BEST BOOKS OF THE YEAR BY ENTERTAINMENT WEEKLY, BUZZFEED, AND SHELF AWARENESS "I live for the dream that my children will be born free," she says. "That they will be what they like. That they will own the land their father gave them." "I live for you," I say sadly. Eo kisses my cheek. "Then you must live for more." Darrow is a Red, a member of the lowest caste in the color-coded society of the future. Like his fellow Reds, he works all day, believing that he and his people are making the surface of Mars livable for future generations. Yet he toils willingly, trusting that his blood and sweat will one day result in a better world for his children. But Darrow and his kind have been betrayed. Soon he discovers that humanity reached the surface generations ago. Vast cities and lush wilds spread across the planet. Darrow—and Reds like him—are nothing more than slaves to a decadent ruling class. Inspired by a longing for justice, and driven by the memory of lost love, Darrow sacrifices everything to infiltrate the legendary Institute, a proving ground for the dominant Gold caste, where the next generation of humanity's overlords struggle for power. He will be forced to compete for his life and the very future of civilization against the best and most brutal of Society's ruling class. There, he will stop at nothing to bring down his enemies . . . even if it means he has to become one of them to do so. Praise for *Red Rising* "[A] spectacular adventure . . . one heart-pounding ride . . . Pierce Brown's dizzyingly good debut novel evokes *The Hunger Games*, *Lord of the Flies*, and *Ender's Game*. . . . [Red Rising] has everything it needs to become meteoric."—Entertainment Weekly "Ender, Katniss, and now Darrow."—Scott Sigler "Red Rising is a sophisticated vision. . . . Brown will find a devoted audience."—Richmond Times-Dispatch Don't miss any of Pierce Brown's *Red Rising* Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE

"I loved every page of this book. Clemens has constructed a world of magic that's never been seen before, with a cast of beings who are so engaging and entrancing that you never want the story to end."—John Saul On a fateful night five centuries ago, three mages made a desperate last stand, sacrificing everything to preserve the only hope of goodness in the beautiful, doomed land of Alasea. Now, on the anniversary of that ominous night, a girl-child ripens into the heritage of lost power. But before she can even comprehend her terrible new gift, the Dark Lord dispatches his winged monsters to capture her and bring him the embryonic magic she embodies. Fleeing the minions of darkness, Elena is swept toward certain doom—and into the company of unexpected allies. There she forms a band of the hunted and the cursed, the outcasts and the outlaws, to battle the unstoppable forces of evil and rescue a once-glorious empire . . . Praise for *Wit'ch Fire* "Wit'ch Fire grabs at your heart and tears a little hole, then tears another, and another—a brutal and beautiful ride. I can't put the book down!"—R. A. Salvatore "Full of violence, magical pyrotechnics, and black-headed villains."—Publishers Weekly

Werewolves are immune to every illness and can heal any wound. It should be impossible for one to become possessed by a demon. But that's exactly what Seth Wilder is facing: a werewolf gone insane from possession. He has no choice but to deliver her to the only exorcist in America, Elise Kavanagh, who also happens to be a powerful demon known as

the Godslayer. Elise is in hiding when Seth and Rylie Gresham, Alpha werewolf, arrive seeking her help. She agrees, but everything has its price. What they learn about the possessed werewolf changes everything — Hell and Earth, the pack, and the future of the entire world... keywords: demons, angels, urban fantasy novel, occult supernatural, supernatural suspense, paranormal romance, dark fantasy, exorcism exorcist, werewolves, werewolf pack

The Shape of Fantasy is an in-depth look at Heroic Epic Fantasy. It depicts structural and narrative patterns with models stemming from science and philosophy. Although Fantasy Fiction is generally defined by its impossibility, Fantasy Fiction not an illogical form. It is, in fact, governed by a sense of rules and structure, one that reflects our current understanding of space-time and cosmology. These models are an integral part of the structure of Heroic Epic Fantasy itself. Thus, this book introduces new ways of perceiving current productions of the Fantasy genre. In doing so, it also explores how Fantasy Fiction exhibits a conscious awareness of its own form.

Melliandra, forced into a betrothal with a sinister prince, flees Castle Harvell with Jack, a kitchen apprentice with an uncontrolled power to work miracles. The Book of Words is a new fantasy adventure series featuring lethal conspiracies. When a skull, deformed and corrupted by dark Graces, is discovered, former Shadowknight Tylar must discover the mystery behind it, a quest that leads him into the heart of the Hinterland, a desolate region from which no Shadowknight has ever returned. Reprint.

He was supposed to be a myth. But from the moment I crossed the River Styx and fell under his dark spell...he was, quite simply, mine. *A scorchingly hot modern retelling of Hades and Persephone that's as sinful as it is sweet.* Society darling Persephone Dimitriou plans to flee the ultra-modern city of Olympus and start over far from the backstabbing politics of the Thirteen Houses. But all that's ripped away when her mother ambushes her with an engagement to Zeus, the dangerous power behind their glittering city's dark facade. With no options left, Persephone flees to the forbidden undercity and makes a devil's bargain with a man she once believed a myth...a man who awakens her to a world she never knew existed. Hades has spent his life in the shadows, and he has no intention of stepping into the light. But when he finds that Persephone can offer a little slice of the revenge he's spent years craving, it's all the excuse he needs to help her—for a price. Yet every breathless night spent tangled together has given Hades a taste for Persephone, and he'll go to war with Olympus itself to keep her close...

In the frigid storms of winter, leaders and warriors are forged... Can the Jarl's heirs avenge their kin and protect their throne from ancient foes? Bjorn, son of the Jarl of Oakharrow, has always felt more at ease with a quill than a sword. Yet when tragedy strikes his family, he must draw a blade and lead a company of warriors into the cold, deadly mountains in pursuit of a mysterious enemy. But vengeance comes at a high price... Aelthena, Bjorn's sister, was born with the

aptitude to lead, and she's eager to prove it. But her society's rules for women, and her love for her brother, restrain her efforts to command. As she walks the fine line between ambition and virtue, the city stirs in unrest, and even her allies question her right to rule... Yet more than one city's fate hangs in the balance. Mythic enemies emerge to conquer all humanity. And the only way they can be overcome is for Bjorn and Aelthena to unite their feuding peoples and master mysterious powers few humans have touched before... The Runewar is rising - and it begins with the fall of the throne. The Throne of Ice & Ash is Book 1 of The Runewar Saga, a Norse epic fantasy series by the author of the bestselling Legend of Tal books. Begin a new adventure of vast sojourns, political intrigue, grand-scale wars, and awakening magic... Perfect for fans of A Game of Thrones and Half a King!

A mortally wounded R'shiel seeks the healing powers of the believed-extinct magical Harshini, while Tarja and the Defenders consider an alliance with a long-time adversary in order to protect themselves against Karien invaders. Supreme Commander Lord Tanaros was once human. But he chose darkness and immortality when his wife betrayed him with his king. He killed them both, and fled the realms of Men and now cares nothing for their fates. A thousand years passed. His only allegiance is to his master, the dark god Satoris, who gave the gift of Life to the race of Men. Satoris, who rebelled against his elder brother God Haomane who had demanded that gift be taken away. Their fight cracked the very world in two; the name of Satoris became the word for evil throughout all the races, while the legend of Tanaros is the seminal tale of treachery. And yet not all tales told are true. A final prophecy has begun to unfold, and the races are uniting in their quest to rid the world of Satoris. The elder gods and goddesses, stranded on the other side of the world, send dreams to spur all to destroy Satoris and Tanaros, but those loyal to their god know a different side of the story and try to defend their citadel of Darkhaven, where Satoris sits in sorrow, controlling his own dominion, seeking neither victory nor vengeance. Satoris's followers capture the beautiful Elvish princess Cerelinde, and without her the Allies cannot fulfill the prophecy. All who support Satoris clamor for her death-but Satoris refuses to act like the monster that he is made out to be, for he recognizes in Cerelinde a spark of the love that he once bore for his fellow gods. She is a great danger to Satoris--and a greater danger for Tanaros and all that he holds dear. For she reminds him that not all women need be false... and that though he may be immune to death, his heart is still very much mortal. Strong storytelling with evocative, compelling, and unforgettable characters, Godslayer is the thrilling conclusion to the events begun in Banewreaker, a haunting tale of love and loss that ultimately asks the question: If all that is considered good considers you evil, are you? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The dazzling epic of The Banned and the Banished has established James Clemens as an exciting new voice in fantasy fiction. Now his remarkable skills reach their peak with Wit'ch Gate, as one girl remains her realm's only hope against

the forces of darkness . . . In a spectacular feat of daring and magic, Elena and her army of outlaws and rebels have defeated evil's minions and released the mystic secrets of the Blood Diary. But the malevolent Dark Lord has unleashed the Weirgates—black wells of ferocious energy that are his greatest source of power. Now Elena's bravest allies are sent to find and destroy the Gates, as windships carry the fight north to the frigid woodlands, south to the burning desert sands, and east to the blasted regions of dread Gul'gotha. Along the way, they will face their own personal demons as well. The twin brothers Mogweed and Fardale race against time to break the curse that has stolen their shapechanging birthright, and Elena's brother Joach must evade the desert sandsharks if he is to master his own elemental power. The trail will lead them even to the fabulous el'vin homeland of Stormhaven. None of the rebels will come back unscathed, some never returning at all . . . And Elena herself must journey to Gulgotha. Daring the enemy's own lair, she must emerge victorious if she is to reveal the secret of the Dark Lord's frightening identity—and the shocking nature of his vast powers.

Failed Shadowknight Tylar witnessed the death of a god whose blood healed his deformities but branded him a Godslayer and a hunted criminal. In this second volume of the trilogy, Tylar's struggle for the truth is vindicated when he is officially reinstated as a Shadowknight.

The highly anticipated, thrilling sequel to the New York Times bestseller, *Strange the Dreamer*, from National Book Award finalist Laini Taylor, author of the bestselling *Daughter of Smoke & Bone* trilogy. Sarai has lived and breathed nightmares since she was six years old. She believed she knew every horror, and was beyond surprise. She was wrong. In the wake of tragedy, neither Lazlo nor Sarai are who they were before. One a god, the other a ghost, they struggle to grasp the new boundaries of their selves as dark-minded Minya holds them hostage, intent on vengeance against Weep. Lazlo faces an unthinkable choice--save the woman he loves, or everyone else?--while Sarai feels more helpless than ever. But is she? Sometimes, only the direst need can teach us our own depths, and Sarai, the muse of nightmares, has not yet discovered what she's capable of. As humans and godspawn reel in the aftermath of the citadel's near fall, a new foe shatters their fragile hopes, and the mysteries of the Mesarthim are resurrected: Where did the gods come from, and why? What was done with thousands of children born in the citadel nursery? And most important of all, as forgotten doors are opened and new worlds revealed: Must heroes always slay monsters, or is it possible to save them instead? Love and hate, revenge and redemption, destruction and salvation all clash in this gorgeous sequel to the New York Times bestseller, *Strange the Dreamer*.

Name of the Wind meets Witcher! The legend of Tal Harrenfel is sung across the Westreach—and with each telling, the tales grow taller. But he's never claimed to be more than a man... When Tal receives a mysterious visitor, he becomes

embroiled in the plots of monarchs and an ancient war with a fabled sorcerer... Can Tal live up to his legend?

"Everything epic fantasy should be: rich, cruel, gorgeous, brilliant, enthralling and deeply, deeply satisfying. I loved it."—Lev Grossman, author of *The Magicians* When destiny calls, there's no fighting back. Kihrin grew up in the slums of Quur, a thief and a minstrel's son raised on tales of long-lost princes and magnificent quests. When he is claimed against his will as the missing son of a treasonous prince, Kihrin finds himself at the mercy of his new family's ruthless power plays and political ambitions. Practically a prisoner, Kihrin discovers that being a long-lost prince is nothing like what the storybooks promised. The storybooks have lied about a lot of other things, too: dragons, demons, gods, prophecies, and how the hero always wins. Then again, maybe he isn't the hero after all. For Kihrin is not destined to save the world. He's destined to destroy it. Jenn Lyons begins the *Chorus of Dragons* series with *The Ruin of Kings*, an epic fantasy novel about a man who discovers his fate is tied to the future of an empire.

Hated by humans who believe him to be responsible for a war between the gods, the proud Satoris orders former mortal soldier Tanaros Blacksword to prevent an unfavorable prophecy from being fulfilled by capturing the Lady of the Ellylon and thwarting her alliance with the High King of Men. By the author of *Kushiel's Avatar*. Reprint.

A trilogy sets sail with a novel that's "charming, light-hearted and funny . . . Feels a little like *The Hobbit* or *The Wind in the Willows*" (Fantasy Literature). James P. Blaylock's debut novel *The Elfin Ship* has become a classic of whimsical fantasy. With echoes of Kenneth Graham and Mark Twain, it's a gentle, eccentric, and hilarious novel that will delight readers of all ages. Trading with the elves used to be so simple. Every year Master Cheeser Jonathan Bing would send his very best cheeses downriver to traders who would eventually return with Elfin wonders for the people of Twombly Town. But no more . . . First, the trading post at Willowood Station was mysteriously destroyed. Then, a magical elfin airship began making forays overhead. Something was definitely amiss. So Jonathan set off downriver to deliver the cheeses himself, accompanied by the amazing Professor Wurzle, the irrepressible Dooly, and his faithful dog Ahab. It would have been such a pleasant trip, if not for the weeping skeleton, mad goblins, magic coins, an evil dwarf, a cloak of invisibility—and a watch that stopped time. If only the return trip were so simple. "Madcap's not a word heard much these days, but it's a great one to apply to the characters and their adventures in *The Elfin Ship*. From start to finish, Blaylock maintains a high level of inventive goofiness that never lets up. If you want about as great a break as possible from the brutalities and cynicism of much of today's fantasy, this book is it." —Black Gate

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