

Dragon Wing The Death Gate Cycle 1 Margaret Weis

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The Hand of Chaos Open Road Media

From the bestselling authors of *The Rose of the Prophet* and *The Death Gate Cycle*, the first in a majestic saga of magic, fantasy, and adventure In the enchanted realm of Merilon, magic is life. Born without magical abilities and denied his birthright, Joram is left for dead. Yet he grows to manhood in a remote country village, hiding his lack of powers only through constant vigilance and ever more skillful sleight-of-hand. Forced to kill a man in self-defense, Joram can keep his secret from the townspeople no longer: he has no magic, no life. Fleeing to the Outlands, Joram joins the outlawed Technologists, who practice the long forbidden arts of science. Here he meets the scholarly catalyst Saryon, who has been sent on a special mission to hunt down a mysterious "dead man" and instead finds himself in a battle of wits and power with a renegade warlock of the dark Duuk-tsarith caste. Together, Joram and Saryon begin their quest toward a greater destiny—a destiny that begins with the discovery of the secret books that will enable them to overthrow the evil usurper Blachloch . . . and forge the powerful magic-absorbing Darksword.

The Monsters Know What They're Doing Spectra

A #1 New York Times bestseller! Sarah J. Maas's brand-new CRESCENT CITY series begins with *House of Earth and Blood*: the story of half-Fae and half-human Bryce Quinlan as she seeks revenge in a contemporary fantasy world of magic, danger, and searing romance. Bryce Quinlan had the perfect life—working hard all day and partying all night—until a demon murdered her closest friends, leaving her bereft, wounded, and alone. When the accused is behind bars but the crimes start up again, Bryce finds herself at the heart of the investigation. She'll do whatever it takes to avenge their deaths. Hunt Athalar is a notorious Fallen angel, now enslaved to the Archangels he once attempted to overthrow. His brutal skills and incredible strength have been set to one purpose—to assassinate his boss's enemies, no questions asked. But with a demon wreaking havoc in the city, he's offered an irresistible deal: help Bryce find the murderer, and his freedom will be within reach. As Bryce and Hunt dig deep into Crescent City's underbelly, they discover a dark power that threatens everything and everyone they hold dear, and they find, in each other, a blazing passion—one that could set them both free, if they'd only let it. With unforgettable characters, sizzling romance, 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.

Legacy of the Darksword Wednesday Books

From his army of the undead, Xar, Lord of the Nexus, learns of the existence of the mysterious Seventh Gate. It is said that this gate grants whoever enters it the power to create worlds—or destroy them. Only Haplo knows its location—but he doesn't know he knows it. Now an ex-lover has been sent to betray Haplo and bring back his corpse. Meanwhile, the assassin Hugh the Hand is also after Haplo, wielding the Accursed Blade. With his old companion Alfred, Haplo must seek sanctuary in the Labyrinth—a deadly prison maze whose inhabitants are condemned to death. Millennia ago a battle raged between the Sartan and the Patryn, and the Sartan sundered the world into four realms—air, fire, stone, and water—and then vanished. But now the two races have rediscovered each other through the magic of the Death Gate—and war is about to erupt anew.

Dragon Fate Spectra

Ages ago, sorcerers of unmatched power sundered a world into four realms—sky, stone, fire, and water—then vanished. Over time, magicians learned to work spells only in their own realms and forgot the others. Now only the few who have survived the Labyrinth and crossed the Death Gate know of the presence of all four realms—and even they have yet to unravel the mysteries of their severed world. . . . In Arianus, Realm of Sky, humans, elves, and dwarves battle for control of precious water—traversing a world of airborne islands on currents of elven magic and the backs of mammoth dragons. But soon great

magical forces will begin to rend the fabric of this delicate land. An assassin will be hired to kill a royal prince—by the king himself. A dwarf will challenge the beliefs of his people—and lead them in rebellion. And a sinister wizard will enact his plan to rule Arianus—a plan that may be felt far beyond the Realm of Sky and into the Death Gate itself.

The Redemption of Althalus Tor Books

Ten years after Alex and Aaron Stowe brought peace to Quill and Artimé, their younger twin sisters journey beyond the islands in this New York Times bestselling first novel of a new sequel series to *The Unwanted*s, which Kirkus Reviews called "The Hunger Games meets Harry Potter." Identical twins Fifer and Thisbe Stowe have amazing yet uncontrollable magical abilities. They're naturally more gifted than even their brother, Alex, the head mage of Artimé, could hope to be. But when they accidentally use their magic in the jungle of Artimé to strike down a beloved creature, Alex is furious, and threatens to lock them away until they can learn to control their power. The threat is soon forgotten, though, when Hux, the ice blue dragon, comes to Artimé bearing the horrible news that his siblings have been enslaved by the notoriously evil Revinir, ruler of the dragon land. Seeking a chance to right their wrong and escape their brother's wrath, Thisbe, Fifer, and their friend Seth sneak away to rescue the dragons from grave peril. Will their untrained abilities be enough to save the dragons—and themselves—when they come face-to-face with the Revinir?

The Seventh Gate Simon and Schuster

A genius is abducted by an alien bounty-hunter for the location of a powerful inter-dimensional object. Trouble is, he can't remember a thing. Ben isn't exactly a genius, but he has an immense breadth of knowledge. Whether it's natural science (specifically the intricacies of bug sex), or vintage timepieces, he can spout facts and information with the best of experts. He just can't explain why he knows any of it. Another thing he knows is the location of the Chime. What it is or why it's important, he can't say. But this knowledge is about to get him in a whole heap of trouble, as a trash-talking, flesh construct bounty hunter is on his tail and looking to sell him to the highest bidder. And being able to describe the mating habits of Brazilian bark lice won't be enough to get him out of it. File Under: Science Fiction [Bloom of God | Patton you on the back | Eels Aplenty | Some Aliens Just Suck]

Triumph of the Darksword Macmillan

Abarrach, the Realm of stone. Here, on a barren world of underground caverns built around a core of molten lava, the lesser races -- humans, elves, and dwarves -- seem to have all died off. Here, too, what may well be the last remnants of the once powerful Sartan still struggle to survive. For Haplo and Alfred -- enemies by heritage, traveling companions by necessity -- Abarrach may reveal more than either dares to discover about the history of Sartan... and the future of all their descendants.

Dragon Wing Del Rey

Orson Scott Card is "a master of the art of storytelling" (Booklist), and *The Worthing Saga* is a story that only he could have written. It was a miracle of science that permitted human beings to live, if not forever, then for a long, long time. Some people, anyway. The rich, the powerful—they lived their lives at the rate of one year every ten. Some created two societies: that of people who lived out their normal span and died, and those who slept away the decades, skipping over the intervening years and events. It allowed great plans to be put in motion. It allowed interstellar Empires to be built. It came near to destroying humanity. After a long, long time of decadence and stagnation, a few seed ships were sent out to save our species. They carried human embryos and supplies, and teaching robots, and one man. The *Worthing Saga* is the story of one of these men, Jason Worthing, and the world he found for the seed he carried. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Forging the Darksword Canongate Books

Sailing to California in 1865, 14-year-old Otter leaves China to meet his father and legendary uncle on the transcontinental railroad, an adventure that challenges his survival on the mountains of the Sierras. Newbery Honor Book

House of Earth and Blood Spectra

With mythic sweep and epic scope, David Gemmell's bestselling novels of magic and adventure feature

brooding heroes who fight to preserve all that is good and honorable in themselves and in the worlds through which they stride like lonely giants. In times of terror and despair, theirs are the swords that carve a shining path, inspiring others to follow. Even after their deaths, their names live on. . . . A thousand years after they fell in battle, two heroes—Druss and Skilgannon—are revered throughout the war-torn lands of the Drenai. Yet men and women live in abject fear of the Joinings, abominable meldings of man and beast, and of their mistress, the dark sorceress known as the Eternal. None can stave off these ruthless foes. But what if the soul of one such hero could be called back from the void, his bones housed again in flesh? An ancient prophecy foretold that Skilgannon would return in his people's darkest hour. To most, this is a foolish hope. But not so to Landis Kan. For years, as the power of the Eternal grew, Kan searched for the tomb of Skilgannon the Damned. And at last, he found it, gathering up the bones and performing the mystic ritual. But the reborn hero is an enigma: a young man whose warrior skills are blunted and whose memories are fragmented. This Skilgannon is a man out of time, marooned in a world as strange to him as a dream, remote from all he knew and loved. Or nearly all. Before bringing Skilgannon back, Landis Kan experimented upon other bone fragments found in the hero's tomb. That ritual resulted in a surly giant who possessed astounding strength, but no memories. To Kan, he was a dangerous failure. But to Skilgannon, this giant represented their last hope. For as the ageless evil of the Eternal threatens to drown the Drenai lands in blood, two legendary heroes will once again lead the way to freedom.

Stringers Spectra

Chaos is everywhere as the Lord of the Nexus orders his servant Haplo and the human child known as Bane to further their master's work on Arianus, the realm of air. But their one time companion Alfred has been cast into the deadly Labyrinth. And somehow the assassin Hugh the Hand has been resurrected to complete his dark mission. More important, the evil force that Haplo and Alfred discovered on Arianus has escaped. As Haplo's doubts about his master grow deeper, he must decide whether to obey the Lord of the Nexus or betray the powerful Patryn...and endeavor to bring peace to the universe. *The Worthing Saga* Random House Worlds Captured by the enemy Roche during an aerial raid, dragonmaster Hal Kailas is trapped in a castle by dark sorcery, plotting a daring escape designed to not only secure his own freedom, but than of his people, as well. By the author of *Storm of Wings*. Original.

Red Rising Spectra

The third novel in the Sianim series from the #1 New York Times bestselling author of the *Mercy Thompson* series and the *Alpha and Omega* novels... When Rialla was young, slave traders from Darran ambushed her clan, killing all the men and enslaving the women and children. For years, Rialla lived in bondage, serving her master while waiting for a chance to escape. When that chance came, she made the best of it—and fled to the mercenary nation of Sianim... Now she can strike back at her former masters. A lord in Darran seeks to outlaw slavery—but there are plots to kill him before he can. Rialla is chosen by the spymaster of Sianim to prevent the murder—and is plunged into a world of deadly magic, where gods walk in human form. Where her most trusted companions are not what they claim. And where Rialla could be enslaved again...

Fahrenheit 451 Bloomsbury Publishing USA

The author's embark on *The death gate cycle*' a seven-volume epic fantasy series.

Elven Star Spectra

This epic fantasy omnibus chronicles the lives of a community of witches fighting to survive hardship and imprisonment after a destructive battle. In the triumphant conclusion to the three-book series *Witch World: The Turning*, when the Witches of Estcarp combined their powers to prevent the invasion of Karsten, the world was plunged into chaos. Now the survivors struggle to defeat the invaders and rebuild their shattered lives. Praise for *On Wings of Magic* "Both stories are well crafted and mesh with Norton's own creations, although this book is no place to start one's exploration of the *Witch World*. It does, however, merit a place in any Norton collection." —Booklist

Serpent Mage Simon and Schuster

A powerful cleric plots the ultimate treason against a medieval realm's young king in Katherine Kurtz's breathtaking return to the

fantasy world of the Deryni For centuries, a powerful faction of the Holy Church in Gwynedd has been at war with the Deryni, the mysterious race whose magic is despised and feared by those who lack their remarkable arcane abilities. The bloodshed ended with the coronation of the popular young King Kelson Haldane, himself a possessor of Deryni magic—but the peace is short-lived. Dark rumblings of secession are coming from northern Meara as support strengthens for Cairtin Quinnell, the cunning and ruthless pretender queen. But an even greater threat is emerging from the shadows of orthodoxy. The treacherous Edmund Loris, onetime Archbishop of Valoret and the Deryni's most virulent foe, has escaped from confinement—and, with a cabal of like-minded conspirators, is preparing to undertake an act of blackest treason: the craven murder of Gwynedd's rightful liege. With the first book in the Histories of King Kelson trilogy, acclaimed fantasist Katherine Kurtz continues her sweeping and magnificent history of a feudal society on an alternate medieval Earth—a complex world of war, political intrigue, faith, romance, and magic, where the courageous and enlightened are called upon to take up arms against the entrenched forces of ignorance and intolerance.

Revelation National Geographic Books

David and Leigh Eddings were mythmakers and world builders of the first order. With *The Redemption of Althalus*, the authors of the Belgariad and Malloreon sagas created a thrilling stand-alone epic—boldly written and brilliantly imagined. It would be sheer folly to try to conceal the true nature of Althalus, for his flaws are the stuff of legend. He is, as all men know, a thief, a liar, an occasional murderer, an outrageous braggart, and a man devoid of even the slightest hint of honor. Yet of all the men in the world, it is Althalus, unrepentant rogue and scoundrel, who will become the champion of humanity in its desperate struggle against the forces of an ancient god determined to return the universe to nothingness. On his way to steal *The Book from the House at the End of the World*, Althalus is confronted by a cat—a cat with eyes like emeralds, the voice of a woman, and the powers of a goddess. She is Dweia, sister to The Gods and a greater thief even than Althalus. She must be: for in no time at all, she has stolen his heart. And more. She has stolen time itself. For when Althalus leaves the House at the End of the World, much wiser but not a day older than when he'd first entered it, thousands of years have gone by. But Dweia is not the only one able to manipulate time. Her evil brother shares the power, and while Dweia has been teaching Althalus the secrets of *The Book*, the ancient God has been using the dark magic of his own *Book* to rewrite history. Yet all is not lost. But only if Althalus, still a thief at heart, can bring together a ragtag group of men, women, and children with no reason to trust him or each other. Praise for *The Redemption of Althalus* “Highly recommended . . . Featuring a cast of engaging characters, some fanciful plot twists, and a light-hearted atmosphere that should appeal strongly to fans and first-time readers alike.”—Library Journal “The story takes off. The interactions between characters, straightforward plotting, and doses of wry humor keep the tale humming.”—Booklist “An engaging young reprobate hero . . . [A] magical realm of good-natured fun.”—Publishers Weekly “A compelling, involving story.”—Science Fiction Chronicle

Time of the Twins Harper Collins

Returning to one of their best-loved fantasy series, Margaret Weis and Tracy Hickman bring alive a sweeping tale of intrigue and magic. It is twenty years since the once-magical land of Thimhallan was shattered by the forging of the Darksword. The survivors of that catastrophe now live on Earth, bereft of magic and hope, forbidden to return home. Only Joram remains behind on the world ravaged by his Darksword. Although the magic weapon has been destroyed—and with it, Joram's power—rumors have risen that Joram has forged a second Darksword. Now, as a merciless alien race threatens Earth with annihilation, Earth's desperate leaders look to Joram as their only hope. But even as his old friend Saryon begins the perilous journey to seek his aid, the embittered Joram has his own plans for the weapon. And Joram is not the only one. Soon a new menace looms, foreshadowing betrayal, enslavement, and death to humans and Thimhallans alike.

Into the Labyrinth Penguin

From acclaimed New York Times bestselling fantasists Margaret Weis and Tracy Hickman comes the spellbinding conclusion to the epic adventure of wonder, courage, magic, and ambition that is the breathtaking world of the Sovereign Stone. Over two hundred years have passed since the mystical Sovereign Stone was shattered and the world of Loerem faced its most dangerous test ever—the rise of the dark lord Dagnarus. But now Dagnarus has stirred from the Void and seeks the utter conquest of all Loerem. Leading a seemingly unstoppable horde of bestial, powerful minions and a host of insidious undead, Dagnarus captures mortal kingdom after mortal kingdom, until he stands before the very gates of New Vinnengael, as traitors within the city plot to yield the crown to the undead lord. In the darkness and turmoil that follows, all heroes must first master their own fears and weaknesses before they can take up the fight to stop Dagnarus, and the company spreads across many lands to face many perils. Mortally wounded by a Blood-knife wielded by an undead Vrykyl knight, the Baron Shadamehr lies dying, and even the many skills of his beautiful, beloved Alise may not be able to save him. Others face desperate journeys through hostile lands and difficult tests of character. And, unsuspected, a deadly Vrykyl stalks the pecwae Bashae—and his precious burden, the human portion of the Sovereign

Stone—through the streets of New Vinnengael. Yet the gods have their own plans for this imperiled land, and drawn by an unknown call, the Dominion Lords head for the Portal of the Gods, the mystical, haunted site of Dagnarus's terrible treachery two hundred years beforehand. For if all the parts of the sundered Sovereign Stone can be reunited, the Dominion Lords can stop Dagnarus's unholy plans for domination. But one piece is still missing. . . . As the past and present converge in a desperate race to determine the future, an unlikely hero will arise. A man who will become far more than he ever dreamed possible and who holds the fate of all Loerem in his hands. And to save Loerem he must venture into a realm of utter terror and darkness . . . into the very blackness of the Void itself.

Dragonwings Candlewick Press

New York Times bestselling author Rainbow Rowell's epic fantasy, the Simon Snow trilogy, concludes with *Any Way the Wind Blows*. In *Carry On*, Simon Snow and his friends realized that everything they thought they understood about the world might be wrong. And in *Wayward Son*, they wondered whether everything they understood about themselves might be wrong. Now, Simon and Baz and Penelope and Agatha must decide how to move forward. For Simon, that means choosing whether he still wants to be part of the World of Mages — and if he doesn't, what does that mean for his relationship with Baz? Meanwhile Baz is bouncing between two family crises and not finding any time to talk to anyone about his newfound vampire knowledge. Penelope would love to help, but she's smuggled an American Normal into London, and now she isn't sure what to do with him. And Agatha? Well, Agatha Wellbelove has had enough. *Any Way the Wind Blows* takes the gang back to England, back to Watford, and back to their families for their longest and most emotionally wrenching adventure yet. This book is a finale. It tells secrets and answers questions and lays ghosts to rest. The Simon Snow Trilogy was conceived as a book about Chosen One stories; *Any Way the Wind Blows* is an ending about endings—about catharsis and closure, and how we choose to move on from the traumas and triumphs that try to define us.