

Into The Labyrinth Death Gate Cycle 6 Margaret Weis

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Triumph of the Darksword Simon and Schuster

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.

Aeon Legion Open Road Media

Second in line for succession to the throne, Prince Dagnarus will have his crown...and his queen -- though his heart's prize is a married elfin beauty. Let his hated half-brother Prince Helmos and the Dominion Lords dare to oppose him. For Dagnarus's most loyal servant has ventured into the terrible darkness, where lies the most potent talisman in the realm. And once it is in the dark prince's hand, no power will deter his Destiny.

The Black Coast A Waltz of Sin and Fire

The first novel in Hugo Award-winning author Charles Stross's witty Laundry Files series. Bob Howard is a low-level techie working for a super-secret government agency. While his colleagues are out saving the world, Bob's under a

desk restoring lost data. His world was dull and safe - but then he went and got Noticed. Now, Bob is up to his neck in spycraft, parallel universes, dimension-hopping terrorists, monstrous elder gods and the end of the world. Only one thing is certain: it will take more than a full system reboot to sort this mess out . . .

Into the Labyrinth Sourcebooks, Inc.

To save Reev, Kai must unravel the threads of her past and face shocking truths about her brother, her friendship with Avan, and her unique power. She will leave the only home she's ever known and risk getting caught up in a revolution centuries in the making.

The Name of the Rose Spectra

Gate of the Sun is the first magnum opus of the Palestinian saga. After their country is torn apart in 1948, two men remain alone in a deserted makeshift hospital in the Shatila camp on the outskirts of Beirut. We enter a vast world of displacement, fear, and tenuous hope. Khalil holds vigil at the bedside of his patient and spiritual father, a storied leader of the Palestinian resistance who has slipped into a coma. As Khalil attempts to revive Yunes, he begins a story, which branches into many. Stories of the people expelled from their villages in Galilee, of the massacres that followed, of the extraordinary inner strength of those who survived, and of love. Khalil—like Elias Khoury—is a truth collector, trying to make sense of the fragments and various versions of stories that have been told to him. His voice is intimate and direct, his memories are vivid, his humanity radiates from every page. Khalil lets his mind wander through time, from village to village, from one astonishing soul to another, and takes us with him. Gate of the Sun is a Palestinian Odyssey. Beautifully weaving together haunting stories of survival and loss, love and devastation, memory and dream, Khoury humanizes the complex Palestinian struggle as he brings to life the story of an entire people.

The Crossing Gate Spectra

THE STORY: The home of the Blackwoods near a Vermont village is a lonely, ominous abode, and Constance, the young mistress of the place, can't go out of the house without being insulted and stoned by the villagers. They have also composed a nasty s

Dragons of Deceit Rebellion Publishing Ltd

Time travel has made the Edge of Time a dangerous place. To protect the Edge of Time from the disastrous alterations of time travelers, the Aeon Legion seeks the greatest soldiers and warriors from the most bloody, war-torn eras in history. Those they deem worthy gain a chance to compete in the toughest training program ever designed. Terra Mason, a plain eighteen-year-old girl from the modern United States, has an impressive stubborn streak. Her persistence and bravery gains the notice and sponsorship of one of the Aeon Legion's greatest heroines. Now Terra must turn that stubbornness into determination if she is to contend with history's finest soldiers and somehow pass the Aeon Legion's final test, the mysterious Labyrinth. She will not quit. Terra will prove that even someone as average as her can still be a heroine. Hanns Speer is polite, good-natured, charming, a genius inventor of a time travel machine, and a dedicated member of the Nazi Party. Yet he cannot understand why people from the future regard him and his fellow Nazis as monsters. Now he must use his charisma

and cunning to challenge the seemingly invincible Aeon Legion and its monopoly on time travel. He will not quit. Hanns will steal history itself if he has to, mistakenly believing it will prove him to be a hero.

Into the Labyrinth Penguin

In a world full to bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about sixty years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling apart at the seams — and a team of programmers racing a deadline to hammer out the last few bugs in their AI. *Mogworld is the debut novel from video-game icon Yahtzee Croshaw (Zero Punctuation)! With an exclusive one-

chapter preview of Yahtzee Croshaw's next novel, Jam—coming to bookstores in October 2012!
*Ben "Yahtzee" Croshaw's video review site, Zero Punctuation, receives over 2,500,000 unique hits a month, and has been licensed by G4 Television. *Yahtzee's blog receives about 150,000 hits per day. "The first legitimate breakout hit from the gaming community in recent memory." -Boing Boing

Elven Star New Directions Publishing

In 1327, Brother William of Baskerville is sent to investigate charges of heresy against Franciscan monks at a wealthy Italian abbey but finds his mission overshadowed by seven bizarre murders.

Dragon Wing DAW Hardcover

Collects eleven stories set during the War of Souls about forbidding places and dangerous creatures, including dragons, Qualinesti rebels, gnomes, and ghosts.

The Search for Magic Harper Collins

The Crossing Gate is about a teenager coping with adulthood through the lens of a dystopian society.

Deadhouse Gates Houghton Mifflin Harcourt

War can get a fellow killed. The fearless draconians of the War of the Lance have retired from the field of battle to a pleasant valley in the Kharolis Mountains. Well, it would be pleasant, if it weren't for some dwarves, whose irritating feuding prevents the draconians from realizing their greatest hope -- the ability to continue their doomed race. When the dwarves discover a map leading to a fortune buried in the dwarven kingdom of Thorbardin, the draconians are swept up in a feverish race for treasure. Little do both sides realize that they are part of the strange and terrible destiny descending upon Krynn during the Summer of Flame. A destiny that includes the children of Chaos . . . the fire dragons! The Doom Brigade is the first installment in The Chaos War series, stories set during the war of the Dragons of Summer Flame, the New York Times best-selling novel co-authored by Margaret Weis.

The Doom Brigade Wizards of the Coast

The Seventh Gate is the thrilling conclusion to the New York Times bestselling Death Gate Cycle by Margaret Weis and Tracy Hickman. In this tale of treachery, power, and heroism, Alfred, Haplo, and Marit embark on a journey of death and discovery as they seek to enter the dreaded Seventh Gate. Encountering enemies both old and new, they unleash a magic no power can control, damning themselves to an apocalypse of unimagined proportion in a final struggle between good and evil.

Well of Darkness Titan Books (US, CA)

PART STORY, PART GAME - PURE ADVENTURE! Bestselling author, and long-time fan of Fighting Fantasy, Charlie Higson brings his own brand of heart-stopping action, terrifying monsters and page-turning plotting to Allansia... expect the unexpected! In this brand new addition to the multi-million-copy-selling Fighting Fantasy series, you - the hero - must respond to a call for help from the people of Allansia. Your quest to the Temple of Miracles in the Invisible City will be challenging and dangerous, and your simple mission will soon take a darker turn as you face the legendary Gates Of Death. On the other side waits the Queen Of Darkness, Ulrakhaar. To stop her, and save Titan from destruction, you will have to venture further than ever before... to the Kingdom Of The Dead.

Labyrinths Spectra

Orson Scott Card's The Lost Gate is the first book in the Mithermages series from the New York Times bestselling author of Ender's Game. Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English — but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family. The Mithermages series The Lost Gate The Gate Thief Gatefather At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An Inquiry Into Love and Death Tor Books

After the four worlds Alfred has at last found his people on Chelstra, the realm of sea. But his travels have taught him to be cautious... and Alfred soon realizes his caution is justified, even among his own kind. The one person Alfred can trust is, strangely, Haplo the Patryn. But Haplo's lord has decreed all Sartan to be the enemy, and Haplo dares not go against his lord. Now the companions have arrived in a land where humans, elves, and dwarves have learned to live in peace. Unaware of an even greater threat to all the realms, it is Sartan and Patryn who will disrupt this alliance of the lesser races in their struggle to gain control of all four worlds. Only Alfred and Haplo realize that they have a much older -- and more powerful -- enemy than each other...

The Gates of Evangeline Spectra

The second novel in the awe-inspiring Malazan Book of the Fallen series. "Gripping, fast-moving, delightfully dark, with a masterful and unapologetic brutality reminiscent of George R. R. Martin." -- Elizabeth Haydon In the vast dominion of Seven Cities, in the Holy Desert Raraku, the seer Sha'ik and her followers prepare for the long-prophesied

uprising known as the Whirlwind. Unprecedented in size and savagery, this maelstrom of fanaticism and bloodlust will embroil the Malazan Empire in one of the bloodiest conflicts it has ever known, shaping destinies and giving birth to legends . . . Set in a brilliantly realized world ravaged by dark, uncontrollable magic, *Deadhouse Gates* is a novel of war, intrigue and betrayal confirms Steven Erikson as a storyteller of breathtaking skill, imagination and originality--a new master of epic fantasy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Serpent Mage Wizards of the Coast

War Dragons. Fearsome Raiders. A Daemoniac Warlord on the Rise. When the citizens of Black Keep see ships on the horizon, terror takes them because they know who is coming: for generations, the keep has been raided by the fearsome clanspeople of Tjkorsha. Saddling their war dragons, Black Keep's warriors rush to defend their home only to discover that the clanspeople have not come to pillage at all. Driven from their own land by a daemoniac despot who prophesies the end of the world, the raiders come in search of a new home . . . Meanwhile the wider continent of Narida is lurching toward war. Black Keep is about to be caught in the crossfire – if only its new mismatched society can survive. The start of an unmissable fantasy series.

The Invisible Life of Addie LaRue Archipelago

The regiment of draconian engineers featured in *The Doom Brigade* seek a safe haven for their precious cargo of young draconians. All they have to do is stay alive. Surely that shouldn't be too hard. But Commander Kang puzzles over a sinister mystery. Why are some of his men vanishing? Kang will have to use draconian measures to defeat his foes and save his race. They'd better be enough -- the fate of his entire race hangs in the balance.

Mandarin Gate Dramatists Play Service Inc

Xar, Lord of the Nexus, has traveled to the fiery world of Abarrach to raise an army to conquer the four worlds. He discovers that whoever enters the Seventh Gate can either create worlds or destroy them. Book 6.