

The Blinding Knife Lightbringer 2 Brent Weeks

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Bared Blade Tor Books

The nail-biting third novel in the Night Angel series, from international bestseller Brent Weeks - an astonishing and epic tale of magic, violence and revenge. A new queen has usurped the throne and is leading Cenaria into disaster. The country has become a broken realm with a threadbare army, little food, and no hope. Kylar Stern plans to reinstate his closest friend Logan as King, but can he really get away with murder? In the north, the Godking's death has thrown Khalidor into civil war. To gain the upper hand, one faction attempts to raise the goddess Khali herself. But they are playing with volatile powers, and trigger conflict on a vast scale. Seven armies will converge to save - or destroy - an entire continent. Kylar has finally learnt the bitter cost of immortality, and is faced with a task only he can complete. To save his friends, and perhaps his enemies, he must assassinate a goddess. Failure will doom the south. Success will cost him everything he's ever loved. 'Brent Weeks has a style of immediacy and detail that pulls the reader relentlessly into his story. He doesn't allow you to look away' Robin Hobb 'Nobody does break-neck pacing and amazingly-executed plot twists like Brent Weeks' Brian McClellan 'Weeks creates a rich blend of politics, culture and character . . . then throws in magic-using assassins' Peter V. Brett 'Unforgettable characters, a plot that kept me guessing, non-stop action and the kind of in-depth storytelling that makes me admire a writer's work' Terry Brooks 'Weeks has truly cemented his place among the great epic fantasy writers of our time' British Fantasy Society For more from Brent Weeks, check out: Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows The Kylar Chronicles Night Angel Nemesis Perfect Shadow: A Night Angel Novella The Way of Shadows: The Graphic Novel Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White

The Way of Shadows: The Graphic Novel

Macmillan

Kylar Stern has given up the way of shadows for a life of peace, but when an old ally returns, Kylar must make a deadly choice in the second novel of the Night Angel Trilogy

by NYT bestselling author Brent Weeks. Kylar Stern has rejected the assassin's life. The Godking's successful coup has left Kylar's master, Durzo, and his best friend, Logan, dead. He is starting over: new city, new friends, and new profession. But when he learns that Logan might actually be alive and in hiding, Kylar is faced with an agonizing choice: will he give up the way of shadows forever and live in peace with his new family, or will he risk everything by taking on the ultimate hit? Devour this blockbuster tale of assassination and magic by Brent Weeks, which has delighted readers all over the world -- with over one million copies in print!

Half the World Orbit

The latest volume of the prestigious anthology series, published annually across six decades! The Nebula Awards Showcase volumes have been published annually since 1966, reprinting the winning and nominated stories of the Nebula Awards, voted on by the members of the Science Fiction and Fantasy Writers of America (SFWA). The editor, selected by SFWA's anthology Committee (chaired by Mike Resnick), is Jane Yolen, an author of children's books, fantasy, and science fiction. This year's Nebula Award winners are Charlie Jane Anders, Seanan McGuire, William Ledbetter, Amal El-Mohtar, and Eric Heisserer, with David D. Levine winning the Andre Norton Award for Young Adult Science Fiction and Fantasy Book.

Perfect Shadow John Hunt Publishing

HIGH ADVENTURE ON THE SWORD
EDGE OF DESTINY A Cavern of
Black Ice is the first book in
J.V. Jones's Sword of Shadow
series As a newborn Ash March
was abandoned--left for dead at
the foot of a frozen mountain.
Found and raised by the
Penthero Iss, the mighty
Surlord of Spire Vanis, she has
always known she is different.
Terrible dreams plague her and
sometimes in the darkness she
hears dread voices from another
world. Iss watches her as she
grows to womanhood, eager to
discover what powers his ward
might possess. As his interest
quickens, he sends his living

blade, Marafice Eye, to guard
her night and day. Raif
Sevrance, a young man of Clan
Blackhail, also knows he is
different, with uncanny
abilities that distance him
from the clan. But when he and
his brother survive an ambush
that plunges the entire
Northern Territories into war,
he yet seeks justice for his
own . . . even if means he must
forsake clan and kin. Ash and
Raif must learn to master their
powers and accept their joint
fate if they are to defeat an
ancient prophecy and prevent
the release of the pure evil
known as the End Lords. At the
Publisher's request, this title
is being sold without Digital
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The Blood Mirror Penguin

International bestselling author Mark Lawrence continues the bold new world of dark fantasy he created in the Broken Empire trilogy with the first book of the Red Queen's War... For all her reign the Red Queen has fought the long war, contested in secret, against the powers that stand behind nations, for higher stakes than land or gold. Her greatest weapon is The Silent Sister—unseen by most and unspoken of by all. The Red Queen's grandson, Prince Jalan Kendeth—drinker, gambler, seducer of women—is one who can see The Silent Sister. Content with his role as a minor royal, Jal pretends that the hideous crone is not there. But war with the undead is coming, and the Red Queen has called on her family to defend the realm. Jal thinks that nothing that will affect him. He's wrong... After escaping a death trap set by the Silent Sister, Jal finds his fate magically intertwined with a fierce Norse warrior. As the two undertake a journey to undo the spell, encountering grave dangers, willing women, and an upstart prince named Jorg Ancrath along the way, Jalan gradually catches a glimmer of the truth: he and the Norseman are but pieces in a game—and the Red Queen controls the board.

Mistborn Trilogy Orbit

The Guild of Navigators has ruled the Aion Sea for centuries, using their fleet of mystical ships to collect trade for the Aurelian Empire. Now the Emperor is dead. For Calder Marten, Captain of The Testament, the Emperor's death is not an end, but an

opportunity. He and his crew seek the legendary Heart of Nakothi, an artifact that could raise a second Emperor...and earn Calder a fortune. But they're not the only ones who want the Heart. The Consultant's Guild, an ancient order of spies and assassins, will stop at nothing to keep the world in chaos. They seek to destroy the Heart, and prevent the world from uniting under a single Emperor ever again. On the seas, a man works to restore the dying Empire. In the shadows, a woman seeks to destroy it. Will you explore the seas here with Calder? Or will you walk the shadows with Shera, in the parallel novel "Of Shadow and Sea"?

Storm Breaking Games Workshop

As the old gods awaken and satrapies splinter, the Chromeria races to find the only man who can still end a civil war before it engulfs the known world in the third novel of the NYT bestselling Lightbringer series by Brent Week. As the old gods awaken and satrapies splinter, the Chromeria races to find the only man who can still end a civil war before it engulfs the known world. But Gavin Guile has been captured by an old enemy and enslaved on a pirate galley. Worse still, Gavin has lost more than his powers as Prism -- he can't use magic at all. Without the protection of his father, Kip Guile will face a master of shadows as his grandfather moves to choose a new Prism and put himself in power. With Teia and Karris, Kip will have to use all his wits to survive a secret war between noble houses, religious factions, rebels, and an ascendant order of hidden assassins called The Broken Eye. Read the third book in Brent Weeks's blockbuster epic fantasy series that had Peter V. Brett saying, "Brent Weeks is so good, it's starting to tick me off!".

The Skin Map and The Bone House Baen Publishing Enterprises

What happens after the happy ending? Garrick is over the moon that his girlfriend, Bliss, said yes. He's finally found the love of his life. That means his worries are over, right? But when he invites her to visit London and meet his family, he is presented with a whole new set of problems. How will his privileged and wealthy family react to Bliss's unique brand of awkwardness?

A Cavern of Black Ice Orbit

Gavin Guile is missing, leaving Kip and his allies to face the White King's horde in the fourth novel of the NYT bestselling Lightbringer series by Brent Week's. When does an empire fall? The Seven Satrapies have collapsed into four-and those are falling before the White King's armies. Gavin Guile, ex-emperor, ex-Prism, ex-galley slave, formerly the one man who might have averted war, is now lost, broken, and trapped in a prison crafted by his own hands to hold a great magical genius. But Gavin has no magic at all. Worse, in this prison, Gavin may not be alone. Kip Guile will make a last, desperate attempt to stop the White King's growing horde. Karris White attempts to knit together an empire falling apart, helped only by her murderous and possibly treasonous father-in-law Andross Guile. Meanwhile, Teia's new talents will find a darker use-and the cost might be

too much to bear. Together, they will fight to prevent a tainted empire from becoming something even worse. Devour this blockbuster epic fantasy series that had Peter V. Brett saying, "Brent Weeks is so good, it's starting to tick me off!"

The Blinding Knife HarperCollins UK

Enjoy books one and two in Stephen Lawhead's Bright Empires series as an e-book collection! The Skin Map It is the ultimate quest for the ultimate treasure. Chasing a map tattooed on human skin. Across an omniverse of intersecting realities. To unravel the future of the future. The Bone House Kit Livingstone met his great-grandfather Cosimo in a rainy alley in London where he discovered the truth about alternate realities. Now he 's on the run—and on a quest—trying to understand the impossible mission he inherited from Cosimo: to restore a map that charts the hidden dimensions of the multiverse. Survival depends on staying one step ahead of the savage Burley Men.

Scorpica Pyr

In a world where magic is tightly controlled, the most powerful man in history must choose between his kingdom and his son in the first book in the epic NYT bestselling Lightbringer series. Guile is the Prism. He is high priest and emperor, a man whose power, wit, and charm are all that preserves a tenuous peace. Yet Prisms never last, and Guile knows exactly how long he has left to live. When Guile discovers he has a son, born in a far kingdom after the war that put him in power, he must decide how much he's willing to pay to protect a secret that could tear his world apart. If you loved the action and adventure of the Night Angel trilogy, you will devour this incredible epic fantasy series by Brent Weeks.

The Gathering Of The Lost Simon and Schuster

In Rosiee Thor's lavish fantasy novel with a Jazz Age spark, a politically savvy teen must weigh her desire to climb the social ladder against her heart in a world where magic buys votes. Flare is power. With only a drop of flare, one can light the night sky with fireworks . . . or burn a building to the ground -- and seventeen-year-old Ingrid Ellis wants her fair share. Ingrid doesn't have a family fortune, monetary or magical, but at least she has a plan: Rise to the top on the arm of Linden Holt, heir to a hefty political legacy and the largest fortune of flare in all of Candesce. Her only obstacle is Linden's father who refuses to acknowledge her. So when Senator Holt announces his run for president, Ingrid uses the situation to her advantage. She strikes a deal to spy on the senator 's opposition in exchange for his approval and the status she so desperately craves. But the longer Ingrid wears two masks, the more she questions where her true allegiances lie. Will she stand with the Holts, or will she forge her own path?

Hank Reinhardt's Book of Knives Orbit

As Storm Breaking opens, the western allies, led by Karal, Karsite Sunpriest and delegate to the Valdemaran Court, and the Adepts Firesong and An'desha, have traveled deep into the Dorisha

Plains to locate the ancient ruins of the Tower of Urtho, Mage of Silence, creator of the gryphons. Legend has it that below the Tower, deeply buried beneath the plains, is Urtho's Vault, hidden stronghold of some of the most powerful magical weapons ever devised - weapons that Urtho himself felt were too dangerous to use. With the help of the Shin'a'in plainsmen, they have successfully excavated this ancient arsenal, and risked their lives triggering one of these antique but potent tools of death to unleash a monstrous burst of mage-energy. With this explosion of magical power, Karal, Firesong, and their companions have temporarily counteracted the ever-increasing waves of the mage storms. But they know that this desperate action will not save them - they have bought themselves precious time, but are still far from a permanent solution. They know now that the mage storms are an "echo" through time of the prehistoric Cataclysm which destroyed Urtho's Tower, created the vast and barren Dorisha Plains, and permanently warped their world more than two thousand years ago. And they also know that if they don't find a way to banish these magical vibrations they will culminate in another Cataclysm - this time destroying their world for good. But the Vault is not the only thing buried for centuries below the Dorisha Plains, and camped in the ruins of what once was the workplace of the most ingenious mage their world has ever known, the desperate allies soon come to realize that their solution may lie beneath the dust at their feet. The saving of their world just might be accomplished by the work of a man who has been dead for millennia!

Perfect Shadow Penguin

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY BUZZFEED •

ALEX AWARD WINNER • New York Times bestselling author Joe

Abercrombie 's thrilling series continues in the follow-up to Half a King, which George R. R. Martin hailed as “ a fast-paced tale of betrayal and revenge that grabbed me from page 1 and refused to let go. ” “ The Shattered Seas trilogy has worked its way into a very exclusive group of my favorite fantasy novels of all time. ” —James Dashner, #1 New York Times bestselling author of The Maze Runner Sometimes a girl is touched by Mother War. Thorn is such a girl. Desperate to avenge her dead father, she lives to fight. But she has been named a murderer by the very man who trained her to kill. Sometimes a woman becomes a warrior. She finds herself caught up in the schemes of Father Yarvi, Gettland 's deeply cunning minister. Crossing half the world to find allies against the ruthless High King, she learns harsh lessons of blood and deceit. Sometimes a warrior becomes a weapon. Beside her on the journey is Brand, a young warrior who hates to kill, a failure in his eyes and hers, but with one chance at redemption. And weapons are made for one purpose. Will Thorn forever be a pawn in the hands of the powerful, or can she carve her own

path? Praise for Half the World “ An excellent page-turner . . . full of drama and energy. ” —New York Daily News

“ Another entertaining burst of battle, magic and political machinations from the always reliable Joe Abercrombie . . . a thoroughgoing blast, a violent, beautiful rabbit hole of craft that is well worth disappearing into. ” —Shelf Awareness
“ Compelling . . . [Thorn] makes Katniss Everdeen look like Dorothy Gale. ” —Chicago Tribune “ Splendid . . . Abercrombie has a knack for building characters with pathos and wit. . . . The fast-paced story draws readers along while setting up what promises to be an explosive final showdown. ” —Publishers Weekly

“ Clever, exciting and unexpected. ” —SFF World Praise for Joe Abercrombie ’ s Half a King “ Half a King is my favorite book by Joe Abercrombie so far, and that ’ s saying something. ” —Patrick Rothfuss “ As in all Abercrombie ’ s books, friends turn out to be enemies, enemies turn out to be friends; the line between good and evil is murky indeed; and nothing goes quite as we expect. With eye-popping plot twists and rollicking good action, Half a King is definitely a full adventure. ” —Rick Riordan “ Enthralling! An up-all-night read. ” —Robin Hobb “ Polished and sharp, perhaps his most technically proficient novel yet . . . I dare you to read the first chapter and try not to turn the next page. ” —Brent Weeks “ Half a King can be summed up in a single word: masterpiece. It ’ s a coming-of-age story. It ’ s a Viking saga. It ’ s a revenge tale and family drama and the return of the prodigal son. But most of all, it ’ s this: a short time alongside people as weak and blundering as we are and, in the midst of it all, as heroic. Far too short a time, as it turns out. What a wonderful book. ” —Myke Cole “ Half a King is full of all the adventure I ’ ve come to expect from Abercrombie and a tenderness I never knew he had. ” —Sam Sykes

The Way of Shadows Penguin

In this stunning conclusion to the epic New York Times bestselling Lightbringer series, kingdoms clash as Kip struggles to escape his family's shadow in order to protect the land and people he loves. Gavin Guile, once the most powerful man the world had ever seen, has been laid low. He's lost his magic, and now he is on a suicide mission. Failure will condemn the woman he loves. Success will condemn his entire empire. As the White King springs his great traps and the Chromeria itself is threatened by treason and siege, Kip Guile must gather his forces, rally his allies, and scramble to return for one impossible final stand. The long-awaited epic conclusion of Brent Weeks's New York Times bestselling Lightbringer series.

Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood MirrorThe Burning White For more from Brent Weeks, check out: Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows The Night Angel Trilogy: 10th Anniversary EditionNight Angel: The Complete Trilogy (omnibus)Perfect Shadow: A Night Angel Novella The Way of Shadows: The Graphic Novel

It Rides a Pale Horse Orbit

Reminds me of why I became a fantasy enthusiast in the first place. Fantasy can be an escape from reality, but some stories carry the reader to an enhanced reality, a place where the world seems to have brighter colours and sharper contrasts' — Robin Hobb on A Time of Dread (book one) Defy the darkness. Defend the light . . . At the battle of Starstone Lake, Drem and his friends witnessed horrors they ’ ll never forget. They saw magic warping men into beasts and a demon rise from the dead, creating something new and terrifying. So they flee to warn the Order of the Bright Star. But the demons ’ high priestess, Fritha, is determined to hunt them down. Concealed in Forn Forest, Riv struggles to understand her half-breed lineage. It represents the warrior angels ’ most dangerous secret, so when their high captain tracks her down, he aims to kill. Meanwhile, demonic forces are gathering a mighty war-host, to crush their enemies and rule the world of man. And the angels are already fractured and facing betrayal. Like heroes of old, Riv, Drem and the Bright Star ’ s warriors must battle to save their land. But can the light triumph when the dark is rising? A Time of Blood, the second book in the Of Blood and Bone series, is the spectacular follow-up to A Time of Dread by John Gwynne. 'A great read that accelerates the pace and goes one up on its excellent predecessor . . . Exciting, action-packed fantasy' — Mark Lawrence 'This is extraordinarily good, an epic feat of the imagination. In this series Gwynne is setting a new benchmark in fantasy. I ’ d love to see it on screen' — Giles Kristian

Keeping Her Daniel Greene

SHE WILL NOT STAND ALONE. Five years after the assault on her stronghold home, Malian of Night remains missing, believed dead amidst the wilds of Jaransor. But not all accept her death and now her enemies are on the hunt. Suspicion falls on heralds Tarathan and Jehane, who find themselves caught in a web of intrigue and murder amidst the Ijiri Festival of Masks. They flee bearing word of a death on the Wall - and a call to duty and honour that Malian must answer or be forsworn.

The Bookman Histories Orbit

Tomas Piety has been many things: soldier, priest, gangster...and spy. As Tomas's power grows, the nobility better watch their backs, in this dark and gritty epic fantasy series. People are weak, and the poorer and more oppressed they are, the weaker they become--until they can't take it anymore. And when they rise up...may the gods help their oppressors. When Tomas Piety returned from the war, he just wanted to rebuild his empire of crime with his gang of Pious Men. But his past as a spy for the Queen's Men drew him back in and brought him more power than he ever imagined.

Now, with half of his city in ashes and the Queen's Men at his back, the webs of political intrigue stretch out from the capital to pull Tomas in. Dannsburg is calling. In Dannsburg the nobility fight with words, not blades, but the results are every bit as bloody. In this pit of beasts, Tomas must decide once and for all whether he is truly the people's champion...or just a priest of lies. [Nebula Awards Showcase 2018](#) Random House Discover the origins of Durzo Blint in this original novella set in the world of Brent Weeks's New York Times bestselling Night Angel Trilogy. Gaelan Starfire is a careful, quiet, simpler farmer. He's also an immortal, peerless in the arts of war. Over the centuries, he's worn many faces to hide his gift, but he is a man ill-fit for obscurity. When Gaelan must take a job hunting down the world's finest assassins for the beautiful courtesan and crime lord Gwinvere Kirena what he finds may destroy everything he's ever believed in. Includes the short story "I, Night Angel" Night AngelThe Way of ShadowsShadow's EdgeBeyond the Shadows Night Angel: The Complete Trilogy (omnibus)Perfect Shadow: A Night Angel NovellaThe Way of Shadows: The Graphic Novel LightbringerThe Black PrismThe Blinding KnifeThe Broken EyeThe Blood Mirror A Time of Blood: Of Blood and Bone 2 Macmillan Simon can only watch, helpless, as his family is killed and his friends captured by enemy Travelers-men and women who can summon mystical powers from otherworldly Territories. To top it off, another young man from Simon's village discovers that he's a savior prophesied to destroy evil and save the realm.Prophecy has nothing to say about Simon. He has no special powers, no magical weapons, and no guarantee that he'll survive. But he sets off anyway, alone, to gain the power he needs to oppose the Travelers and topple their ruthless Overlord. It may not be his destiny, but Simon's determined to rescue his fellow villagers from certain death.Because who cares about prophecy, really?