

Darksiders The Abomination Vault Audio Ari Marmell

King Dororam, grief stricken by the death of his daughter, assembles the Allied Forces to attack the Dark Lord known as Morthul, the Charnel King, who in turn brings together a Demon Squad made up of such creatures as goblins, ogres, trolls, doppelgangers, and gremlins to defend Kirol Syrreth.

Comprising the ancient texts of The Belgariad and The Malloreon, The Rivan Codex is a book which stands in the same relationship to the Belgariad and Malloreon as The Silmarillion does to The Lord of the Rings and The Hobbit. Flapping Eagle is a young Indian given the gift of immortality after drinking a magic fluid. Tiring of the burden of immortal life he sets off to find the mystical Calf Island, where he can rejoin the human race. His journey is peopled with strange assortments of characters, including the clumsy, loquacious Virgil Jones; his ugly, tragic companion, Dolores O'Toole; the wicked conjurer, Nicholas Deggle; the dainty, light-spirited Elfrida Gribb; and the enigmatic, pervasive Grimus, creator and controller of the mysterious island. An enticing combination of science fantasy, storytelling and folklore makes this first novel by Salman Rushdie an epic adventure truly unlike any other.

IT'S THE END OF THE WORLD AS WE KNOW IT... For decades, the apocalypse and its aftermath have yielded some of the most exciting short stories of all time. From David Brin's seminal "The Postman" to Hugh Howey's "Deep Blood Kettle" and Tananarive Due's prescient "Patient Zero," the end of the world continues to thrill. This companion volume to the critically acclaimed WASTELANDS offers thirty of the finest examples of post-apocalyptic short fiction, with works by: Ann Aguirre Megan Arkenberg Paolo Bacigalupi Christopher Barzak Lauren Beukes David Brin Orson Scott Card Junot Díaz Cory Doctorow Tananarive Due Toiya Kristen Finley Milo James Fowler Maria Dahvana Headley Hugh Howey Keffy R. M. Kehrlí Jake Kerr Nancy Kress Joe R. Lansdale George R. R. Martin Jack McDevitt Seanan McGuire Maureen F. McHugh D. Thomas Minton Rudy Rucker & Bruce Sterling Ramsey Shehadeh Robert Silverberg Rachel Swirsky Genevieve Valentine James Van Pelt Christie Yant Award-winning editor John Joseph Adams has once again assembled a who's who of short fiction, and the result is nothing short of mind-blowing.

The stunning debut of a brilliant nonfiction writer whose vivid account of his grandparents' lives in Egypt, Tunisia, Palestine, and Los Angeles reclaims his family's Jewish Arab identity There was a time when being an "Arab" didn't mean you were necessarily Muslim. It was a time when Oscar Hayoun, a Jewish Arab, strode along the Nile in a fashionable suit, long before he and his father arrived at the port of Haifa to join the Zionist state only to find themselves hosed down with DDT and then left unemployed on the margins of society. In that time, Arabness was a mark of cosmopolitanism, of intellectualism. Today, in the age of the Likud and ISIS, Oscar's son, the Jewish Arab journalist Massoud Hayoun whom Oscar raised in Los Angeles, finds his voice by telling his family's story.

To reclaim a worldly, nuanced Arab identity is, for Hayoun, part of the larger project to recall a time before ethnic identity was mangled for political ends. It is also a journey deep into a lost age of sophisticated innocence in the Arab world; an age that is now nearly lost. *When We Were Arabs* showcases the gorgeous prose of the Eppy Award–winning writer Massoud Hayoun, bringing the worlds of his grandparents alive, vividly shattering our contemporary understanding of what makes an Arab, what makes a Jew, and how we draw the lines over which we do battle.

The beloved Shannara series by #1 New York Times bestselling author Terry Brooks is universally acclaimed as a towering achievement, an unquestioned masterpiece in fantasy literature. Now, for the first time, all the wonders of Shannara have been gathered into one single, indispensable volume in which Terry Brooks shares candid views on his creation. Lavishly illustrated with full-color paintings and black-and-white drawings, this comprehensive guide ventures behind the scenes to explore the history, the people, the places, the major events, and of course the magic, of one of the world's greatest fantasy epics. What sets Terry Brooks apart? Is it a knack for creating complex, unforgettable characters like Allanon the Druid, Shea Ohmsford, and Amberle the elven-maid—men and women, gnomes and wizards, who come alive on the page and in our hearts? Is it the haunting and utterly believable evil of his darker creations: the foul Dagda Mor, the insanely murderous Jachyra, the enigmatic Ilse Witch? Or is it the way his adventures effortlessly partake of the timeless quality of myth? Whatever the secret of Brooks's storytelling magic, generations of readers have fallen under its spell, returning again and again to the pages of beloved classics like *The Elfstones of Shannara* and *The Druid of Shannara*, and relishing his newest novels in the *Voyage of the Jerle Shannara* saga. Sure to tantalize and delight old fans and newcomers alike, *The World of Shannara* is the ultimate gateway into the fantasy realms of Terry Brooks—and the perfect companion to take along on the journey of a lifetime.

Darksiders: Genesis is an action/adventure game that tears its way through hordes of demons, angels, and everything in-between on its way to Hell and back with guns blazing and swords swinging. Showcasing the introduction of the Horseman Strife and the return of his brother War, *Genesis* gives players their first look at the world of *Darksiders* before the events of the *Apocalypse*. *The Art of Darksiders Genesis* gathers the epic artwork behind this unique new installment in the franchise, and includes character designs, rough concepts, environments, storyboards, and more. *Darksiders Genesis* also heralds the return of series creator Joe Madureira (*Battle Chasers*, *Uncanny X-men*) alongside his development studio, Airship Syndicate.

"He was . . . a strange blending of Puritan and Cavalier, with a touch of the ancient philosopher, and more than a touch of the pagan. . . . A hunger in his soul drove him on and on, an urge to right all wrongs, protect all weaker things. . . . Wayward and restless as the wind, he was consistent in only one respect—he

was true to his ideals of justice and right. Such was Solomon Kane."Collected in this volume are the seven stories (plus one poem) that make up the thrilling saga of the dour and deadly Puritan, Solomon Kane: Red Shadows (1928), Skulls In The Stars (1929), Rattle Of Bones (1929), The Moon Of Skulls (1930), The Hills Of The Dead (1930), The Footfalls Within (1931), Wings In The Night (1932) and Solomon Kane's Homecoming – A Poem (1936). Together they constitute a sprawling epic of weird fantasy adventure that stretches from sixteenth-century England to remote African jungles where no white man has set foot. Here are shudder-inducing tales of vengeful ghosts and bloodthirsty demons, of dark sorceries wielded by evil men and women, all opposed by a grim avenger armed with a fanatic's faith and a warrior's savage heart.

The long-awaited moment is here, as Robert Newcomb brings his epic trilogy, The Destinies of Blood and Stone, to a triumphant close. Old questions will receive unexpected answers. Ancient prophecies will come to pass. New wonders and horrors will be revealed. And the lives of Prince Tristan and his sister, Shailiha—the Chosen Ones who alone can unite the sundered powers of the beneficent Vigors and the evil Vagaries—will change forever. On the far side of the impassable Tolenka Mountains, where the countries of Rustannica and Shashida fight an endless War of Attrition, a turning point has come. Vespasian, emperor of Rustannica, is desperate. The relentless battle has left his country battered and the treasury all but empty. Unless he can achieve a breakthrough his armies will crumble and the cause of the Vagaries will go down in abject defeat. But if he gathers all his strength in one daring throw of the dice, Vespasian may yet prevail. Meanwhile, in Eutracia, the wizards Faegan and Wigg make a startling discovery—a new form of magic that grants its users amazing powers. Among them may be an unforeseen method of crossing the Tolenka Mountains and entering directly into the War of Attrition, tilting the balance in favor of the Vigors . . . and bringing Tristan into full possession of the mystic endowments in his blood. But a new threat has surfaced in Eutracia. An ancient Vagaries spell has borne its poisonous fruit: half-human, half-serpent monstrosities who live only to slay and are commanded by a hideously transformed sorcerer-demon known as the Viper Lord. Now, as Tristan departs on a risky mission to cross into Rustannica and meet his destiny in an apocalyptic confrontation with Vespasian, Shailiha will remain behind to battle the Viper Lord and his murderous horde. Failure is unthinkable. But the cost of victory may be impossibly high.

Retired villain Corvis Rebaine must become the Terror once again to stop an evil impostor in this "thoroughly entertaining" sequel to The Conqueror's Shadow (Graeme's Fantasy Book Review). In the land of Imphallion, one legend is remembered with horror—the Terror of the East. Once he came to conquer it. Then to save it. And both times, he vanished without a trace. Removing his dark armor to return to his humble life, Corvis Rebaine has nothing but memories left. Like the memory of his beloved wife and children fleeing from him in horror when they learned of his terrible

legacy. Rebaine wants no more of war. But what Rebaine wants no longer matters. Because the Terror has returned . . . without him. A merciless killer seemingly clad in the Terror's armor is sweeping across the land, slaughtering all in his path. And worse, an old enemy has returned to claim revenge, aided by a woman whose soul is consumed with hatred towards Rebaine—his own daughter. Now Rebaine must again wear the dreaded dark armor if he is going to save Imphallion, as well as all he holds dear, from a terrifying impostor. But after so much war, and so much pain, can he summon the strength to truly become the Terror once more? "The sequel to *The Conqueror's Shadow* fills a vital niche in the fantasy adventurer genre, one occupied by the heroes of Michael Moorcock's *Elric Melniboné* novels and C.S. Friedman's *Coldfire Trilogy*." —Library Journal

In a meteoric career that spanned a mere twelve years, Robert E. Howard single-handedly invented the genre that came to be called sword and sorcery. From his fertile imagination sprang some of fiction's most enduring heroes. Yet while Conan is indisputably Howard's greatest creation, it was in his earlier sequence of tales featuring Kull, a fearless warrior with the brooding intellect of a philosopher, that Howard began to develop the distinctive themes, and the richly evocative blend of history and mythology, that would distinguish his later tales of the Hyborian Age. Much more than simply the prototype for Conan, Kull is a fascinating character in his own right: an exile from fabled Atlantis who wins the crown of Valusia, only to find it as much a burden as a prize. This groundbreaking collection, lavishly illustrated by award-winning artist Justin Sweet, gathers together all Howard's stories featuring Kull, from Kull's first published appearance, in "The Shadow Kingdom," to "Kings of the Night," Howard's last tale featuring the cerebral swordsman. The stories are presented just as Howard wrote them, with all subsequent editorial emendations removed. Also included are previously unpublished stories, drafts, and fragments, plus extensive notes on the texts, an introduction by Howard authority Steve Tompkins, and an essay by noted editor Patrice Louinet. Praise for Kull "Robert E. Howard had a gritty, vibrant style—broadsword writing that cut its way to the heart, with heroes who are truly larger than life."—David Gemmell "Howard's writing seems so highly charged with energy that it nearly gives off sparks."—Stephen King "Howard was a true storyteller—one of the first, and certainly among the best, you'll find in heroic fantasy. If you've never read him before, you're in for a real treat."—Charles de Lint "For stark, living fear . . . what other writer is even in the running with Robert E. Howard?"—H. P. Lovecraft "The Dark Eidolon" by Clark Ashton Smith. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

"Original and vivid. I was captivated."—Nancy Kress, author of *Beggars in Spain* Born into hardship, Dar learns to rely on herself alone. When her family betrays her, Dar is conscripted into King Kregant's army and its brutal campaign to conquer a neighboring country. Now she is bound as a slave to a dreaded regiment of orcs, creatures legendary for their savagery and battle prowess. Rather than cower, Dar rises to the

challenge. She learns the unique culture and language of the orcs, survives treachery from both allies and enemies, and struggles to understand a mystical gift that brings her dark, prophetic visions. As the war escalates—amid nightmarish combat and shattering loss—Dar must seize a single chance at freedom.

Piers Anthony's bestselling Xanth series is one of the cornerstones of fantasy, a lively and whimsical interpretation of a genre often criticized for taking itself too seriously. Anthony's first Xanth novel, *A Spell for Chameleon*, was initially edited to target a more traditional audience. Now, in an eBook exclusive, *A Spell for Chameleon* has been reworked line by line—its language matching the simpler, playful way with words that made Piers Anthony an enduring fan favorite. Xanth is an enchanted land where magic rules, a land of centaurs and dragons and basilisks where every citizen has a unique spell to call their own. For Bink of North Village, however, Xanth is no fairy tale. He alone has no magic. And unless he gets some—and fast!—he will be exiled. Forever. But the Good Magician Humfrey is convinced that Bink does indeed have magic. In fact, both Beauregard the genie and the magic wall chart insist that Bink has magic as powerful as any possessed by the King, the Good Magician Humfrey, or even the Evil Magician Trent. Be that as it may, no one can fathom the nature of Bink's very special magic. This is even worse than having no magic at all . . . and he still faces exile!

Darksiders II Prima Official Game Guide includes:

- Launch Exclusive Weapon - Bludgeon your foes with the Fletcher's Crow Hammer, available only via the guide
- Explore everything – detailed walkthrough covering Death's journey through every dungeon and sidequest
- Combat details – all of Death's moves, weapons and abilities covered in full detail
- Solutions - solve even the most difficult of puzzles
- Find your way – labeled maps show the location for every hidden item and objective
- This guide covers the following platforms: Xbox 360, PS3, and PC

Mick Oberon may look like just another 1930s private detective, but beneath the fedora and the overcoat, he's got pointy ears and he's packing a wand. The third title in this popular series.

New Hardcover Edition! Awakened by the End of Days, Death, the most feared of the Four Horsemen of the Apocalypse, embarks on a quest to undo Armageddon! *The Art of Darksiders II* collects the dark and dynamic artwork behind the second installment in the fan-favorite *Darksiders* video game series. Featuring the artwork of legendary comic artist Joe Madureira (*X-men*, *Battle Chasers*) and the Vigil Games art team, the book collects full-color illustrations, character and environment designs, unused concepts, and more!

Before *Assassin's Creed Origins*, there was an Oath. Egypt, 70BC, a merciless killer stalks the land. His mission- to find and destroy the last members of an ancient order, the Medjay - to eradicate the bloodline. In peaceful Siwa, the town's protector abruptly departs, leaving his teenage son, Bayek, with questions about his own future and a sense of purpose he knows he must fulfill. Bayek sets off in search of answers, his journey taking him along the Nile and through an Egypt in turmoil, facing the dangers and the mysteries of the Medjay's path.

Offering deeper insights into the critically acclaimed *God of War*® franchise, this novel returns us to the dark world of ancient Greek mythology explored in the heart-pounding action of *God of War I*, the bestselling video game. A brutal warrior, Kratos is a slave to the gods of Olympus. Plagued by the nightmares of his past and yearning for freedom,

the Ghost of Sparta would do anything to be free of his debt to the gods. He is on the verge of losing all hope when the gods give him one last task to end his servitude. He must destroy Ares, the god of war. But what chance does a mere mortal have against a god? Armed with the deadly chained Blades of Chaos, guided by the goddess Athena, and driven by his own insatiable thirst for vengeance, Kratos seeks the only relic powerful enough to slay Ares . . . a quest that will take him deep into the mysterious temple borne by the Titan Cronos! From the black depths of Hades to the war-torn city of Athens to the lost desert beyond, God of War sheds a brutal new light on the bestselling video game and on the legend of Kratos.

LEAP INTO THE FUTURE, AND SHOOT BACK TO THE PAST H. G. Wells's seminal short story "The Time Machine," published in 1895, provided the springboard for modern science fiction's time travel explosion. Responding to their own fascination with the subject, the greatest visionary writers of the twentieth century penned some of their finest stories. Here are eighteen of the most exciting tales ever told, including "Time's Arrow" In Arthur C. Clarke's classic, two brilliant physicists finally crack the mystery of time travel—with appalling consequences. "Death Ship" Richard Matheson, author of Somewhere in Time, unveils a chilling scenario concerning three astronauts who stumble upon the conundrum of past and future. "Yesterday was Monday" If all the world's a stage, Theodore Sturgeon's compelling tale follows the odyssey of an ordinary joe who winds up backstage. "Rainbird" R.A. Lafferty reflects on what might have been in this brainteaser about an inventor so brilliant that he invents himself right out of existence. "Timetipping" What if everyone time-traveled except you? Jack Dann provides some surprising answers in this literary gem. . . . as well as stories by Poul Anderson • L. Sprague de Camp • Joe Haldeman • John Kessel • Nancy Kress • Henry Kuttner • Ursula K. Le Guin • Larry Niven • Charles Sheffield • Robert Silverberg • Connie Willis By turns frightening, puzzling, and fantastic, these stories engage us in situations that may one day break free of the bonds of fantasy . . . to enter the realm of the future: our future. Note: "A Sound of Thunder" by Ray Bradbury and "I'm Scared" by Jack Finney are not included in this edition.

This stunning follow-up to Ellen Kushner's cult-classic novel, *Swordspoint*, is set in the same world of labyrinthine intrigue, where sharp swords and even sharper wits rule. Against a rich tapestry of artists and aristocrats, students, strumpets, and spies, a gentleman and a scholar will find themselves playing out an ancient drama destined to explode their society's smug view of itself—and reveal that sometimes the best price of uncovering history is being forced to repeat it. . . . The Fall of the Kings Generations ago the last king fell, taking with him the final truths about a race of wizards who ruled at his side. But the blood of the kings runs deep in the land and its people, waiting for the coming together of two unusual men, Theron Campion, a young nobleman of royal lineage, is heir to an ancient house and a modern scandal. Tormented by his twin duties to his family and his own bright spirit, he seeks solace in the University. There he meets Basil St. Cloud, a brilliant and charismatic teacher ruled by a passion for knowledge—and a passion for the ancient kings. Of course, everyone now knows that the wizards were charlatans and the kings their dupes and puppets. Only Basil ins not convinced—nor is he convinced that the city has seen its last king. . .

All the majesty and mayhem of Greek mythology springs to life once more in the powerful second novel based on the bestselling and critically acclaimed *God of War*®

franchise. Once the mighty warrior Kratos was a slave to the gods, bound to do their savage bidding. After destroying Ares, the God of War, Kratos was granted his freedom by Zeus—and even given the ousted god’s throne on Olympus. But the other gods of the pantheon didn’t take kindly to Kratos’s ascension and, in turn, conspired against him. Banished, Kratos must ally himself with the despised Titans, ancient enemies of the Olympians, in order to take revenge and silence the nightmares that haunt him. God of War II takes the videogame’s action to electrifying new heights, and adds ever more fascinating layers to the larger-than-life tale of Kratos.

What is it about the cat that captivates the creative imagination? No other creature has inspired so many authors to take pen to page. From legendary editor Ellen Datlow comes *Tails of Wonder and Imagination*, showcasing tales of science fiction, fantasy, mystery, and horror by some of today’s most popular authors. With stories by Stephen King, Carol Emshwiller, Tanith Lee, Peter S. Beagle, Elizabeth Hand, Dennis Danvers, Theodora Goss, Susanna Clarke, Neil Gaiman, Kelly Link, George R. R. Martin, Lucius Shepard, Joyce Carol Oates, Graham Joyce, Catherynne M. Valente, Michael Marshall Smith, and many others. *Tails of Wonder and Imagination* features more than forty stories in which cats are heroes and stories in which they’re villains; tales of domestic cats, tigers, lions, mythical part-cat beings, people transformed into cats, cats transformed into people. And yes, even a few cute cats.

In this struggle for influence and power, for the keys to magical knowledge, everything you knew about novels based on *Magic: The Gathering®* is changing . . . Jace Beleren is a planeswalker who has taken the path of least resistance. He is gifted and powerful, but chooses not to push himself. Part of an inter-planar consortium that deals in magical artifacts, Jace has some power and influence. He also has a certain amount of security. That’s all about to change. When Liliana, a dark temptress with demons of her own (quite literally), comes into his life, she brings with her more possibilities, but also more problems. Under attack from external interests, a friend dies because of decisions Jace made. Upset with himself and fearing for his life, Jace sets out to find who is behind this new threat. What he uncovers along the way, an inter-planar chase filled with peril, will alter everything he knows.

Discover the epic tale of legendary viking Geirmund Hel-hide in this new novel set in the world of *Assassin's Creed Valhalla* Mid-9th Century CE. The Viking attacks and invasions are shattering England’s kingdoms. Born into a royal lineage of Norwegian kings, Geirmund Hel-hide sets out for adventure to prove his worth as a Viking and a warrior. A perilous journey across the sea brings him into contact with a being out of myth and grants him a mysterious ring that promises both great power and bitter betrayal. As Geirmund rises in the ranks of King Guthrum’s legendary army, he will have to use all his cunning to face the many dangers of a land ravaged by war. Fighting alongside his band of loyal warriors, his path will soon lead him into a conflict as old as the Gods themselves.

An international bestseller and beloved cultural touchstone, Anne Rice’s classic novel *Interview with the Vampire* starts “where Bram Stoker and the Hollywood versions leave off and penetrates directly to the true fascination of the myth” (*Chicago Tribune*). But that’s only the beginning. Over the course of twelve interwoven novels, Rice crafts a richly imagined, magnificently transporting epic around her chilling, charismatic antihero, Lestat. An aristocrat in the heady days of pre-revolutionary France who lives

to become a rock star in the demonic, shimmering 1980s, Lestat rushes through the centuries in search of others like him, seeking answers to the mystery of his eternal, terrifying existence. Now, with the publication of the complete series in one convenient eBook bundle, there has never been a better time to devour the entirety of *The Vampire Chronicles*. Gathered here are the ten books that comprise the original saga: *INTERVIEW WITH THE VAMPIRE* *THE VAMPIRE LESTAT* *QUEEN OF THE DAMNED* *THE TALE OF THE BODY THIEF* *MEMNOCH THE DEVIL* *THE VAMPIRE ARMAND* *MERRICK BLOOD AND GOLD* *BLACKWOOD FARM* *BLOOD CANTICLE* . . . as well as the two books of the *New Tales of the Vampires*: *PANDORA VITTORIO*, *THE VAMPIRE* Praise for the novels of Anne Rice “Brilliant . . . [Rice’s] undead characters are utterly alive.”—*The New York Times Book Review* “If you surrender and go with her . . . you have surrendered to enchantment, as in a voluptuous dream.”—*The Boston Globe* “Frightening, sensual . . . Anne Rice will live on through the ages of literature. . . . To read her is to become giddy as if spinning through the mind of time, to become lightheaded as if our blood is slowly being drained away.”—*San Francisco Chronicle* “Unrelentingly erotic . . . sometimes beautiful, and always unforgettable.”—*The Washington Post* “Rice has created universes within universes, traveling back in time as far as ancient, pre-pyramidic Egypt and journeying from the frozen mountain peaks of Nepal to the crowded, sweating streets of southern Florida.”—*Los Angeles Times* “Fiercely ambitious, nothing less than a complete unnatural history of vampires.”—*The Village Voice*

Robert E. Howard is famous for creating such immortal heroes as Conan the Cimmerian, Solomon Kane, and Bran Mak Morn. Less well-known but equally extraordinary are his non-fantasy adventure stories set in the Middle East and featuring such two-fisted heroes as Francis Xavier Gordon—known as “El Borak”—Kirby O’Donnell, and Steve Clarney. This trio of hard-fighting Americans, civilized men with more than a touch of the primordial in their veins, marked a new direction for Howard’s writing, and new territory for his genius to conquer. The wily Texan El Borak, a hardened fighter who stalks the sandscapes of Afghanistan like a vengeful wolf, is rivaled among Howard’s creations only by Conan himself. In such classic tales as “The Daughter of Erlik Khan,” “Three-Bladed Doom,” and “Sons of the Hawk,” Howard proves himself once again a master of action, and with plenty of eerie atmosphere his plotting becomes tighter and twistier than ever, resulting in stories worthy of comparison to Jack London and Rudyard Kipling. Every fan of Robert E. Howard and aficionados of great adventure writing will want to own this collection of the best of Howard’s desert tales, lavishly illustrated by award-winning artists Tim Bradstreet and Jim & Ruth Keegan.

Originally published: London: Allen Lane, 1977.

The Spear of Lugh, one of the four Kingly Hallows of Ireland is in Chicago. And everyone, everyone wants it, for it is said that he who carries the spear into battle cannot be defeated. Among those who seek it are an agent of the infamous Wild Hunt; a mobster who knows far more about these things than he should; and of course both the Seelie and Unseelie Courts – the last people PI Mick Oberon would want getting hold of the spear...

NEW YORK TIMES BESTSELLER • Ramses the Great returns in this “darkly

magical” (USA Today) novel from bestselling author Anne Rice “The reader is held captive and, ultimately, seduced.”—San Francisco Chronicle Ramses the Great lives! But having drunk the elixer of live, he is now Ramses the Damned, doomed forever to wander the earth, desperate to quell hungers that can never be satisfied—for food, for wine, for women. Reawakened in opulent Edwardian London, he becomes Dr. Ramsey, expert in Egyptology. He also becomes the close companion of voluptuous, adventurous Julie Stratford, heiress to a vast shipping fortune and the center of a group of jaded aristocrats with appetites of their own to appease. But the pleasures Ramses enjoys with Julie cannot soothe him. Searing memories of his last reawakening, at the behest of Cleopatra, his beloved Queen of Egypt, burn in his immortal soul. And though he is immortal, he is still all too human. His intense longings for his great love, undiminished over the centuries, will force him to commit an act that will place everyone around him in the gravest danger. . . .

Death and War, two of the feared Horsemen, are sent to stop a group of renegades from locating a hoard of weapons possessing ultimate power and malice and unleashing total destruction.

Delving into the days before the Apocalypse, Darksiders II: Death's Door is a pivotal contribution to the world of the game! Created in collaboration with Joe Madureira's Vigil Games, this original story follows Death, one of the Four Horsemen of the Apocalypse, on a mission to destroy a rogue demon. Chasing the creature across magical realms and even through time, Death takes on a heart-pounding adventure that reveals some of the greatest mysteries of the games!

The novelization of the highly anticipated God of War game. His vengeance against the Gods of Olympus years behind him, Kratos now lives as a man in the realm of Norse gods and monsters. It is in this harsh, unforgiving world that he must fight to survive... and teach his son to do the same. This startling reimaging of God of War deconstructs the core elements that defined the series--satisfying combat; breathtaking scale; and a powerful narrative--and fuses them anew.

New Hardcover Edition! Deceived by the forces of evil into prematurely bringing about the end of the world, WAR -- the first Horseman of the Apocalypse -- battles both Heaven and Hell across the ravaged remains of Earth, searching for vengeance and vindication. Showcasing the unparalleled artwork of Joe Madureira (X-men, Battle Chasers, Ultimates) and the Vigil Games art team, The Art of Darksiders features hundreds of full-color illustrations, character and environment designs, development sketches, early concepts, promotional artwork, and more.

This early work by Robert E. Howard was originally published in 1929 and we are now republishing it with a brand new introductory biography. 'The Shadow Kingdom' is a story in the Kull series in which Kull is tricked by the Serpent Men and barely escapes with his life. Robert Ervin Howard was born in Peaster,

Texas in 1906. During his youth, his family moved between a variety of Texan boomtowns, and Howard - a bookish and somewhat introverted child - was steeped in the violent myths and legends of the Old South. At fifteen Howard began to read the pulp magazines of the day, and to write more seriously. The December 1922 issue of his high school newspaper featured two of his stories, 'Golden Hope Christmas' and 'West is West'. In 1924 he sold his first piece - a short caveman tale titled 'Spear and Fang' - for \$16 to the not-yet-famous *Weird Tales* magazine. Howard's most famous character, Conan the Cimmerian, was a barbarian-turned-King during the Hyborian Age, a mythical period of some 12,000 years ago. Conan featured in seventeen *Weird Tales* stories between 1933 and 1936 which is why Howard is now regarded as having spawned the 'sword and sorcery' genre. The Conan stories have since been adapted many times, most famously in the series of films starring Arnold Schwarzenegger. Get ready for *Odyssey*: journey deeper in the world of *Assassin's Creed* in the official novel of the highly anticipated new game, coming October 2018. Greece, 5th century BCE. Cassandra is a mercenary of Spartan blood, sentenced to death by her family, cast out into exile. Now she will embark on an epic journey to become a legendary hero - and uncover the truth about her mysterious lineage. The *Assassin's Creed* novels have sold more than 1 million copies around the world, gaining almost 30,000 4 and 5 star reviews. See what readers are already saying about the series that lets you dive deeper into the world behind the highly acclaimed video game series: 'A brilliant read' ***** 'I love this book' ***** 'Original and unique' ***** 'A brilliant accompaniment to the games' *****

An acorn falls far from the tree Former Chicago lawyer Ben Holiday was very proud and quite happy. And why shouldn't he be? The Magic Kingdom which he ruled as High Lord was finally at peace. He was free to lie back and watch as his new daughter grew. And grow she did—by leaps and bounds, shooting through infancy in a matter of months. She took her first steps and learned to swim in the same week. An amalgam of magic and heredity, Mistaya was born a seedling, nourished by soils from Landover, Earth, and the fairy mists, come into being in the dank, misty deadness of the Deep Fell. She was as lovely as her mother, the sylph Willow, with dazzling green eyes that cut to the soul. Ben wished he could enjoy his daughter's childhood and his happy kingdom forever. Alas, those idyllic days were not to last. For Rydall, king of lands beyond the fairy mist, rode up to the gates of Sterling Silver and shattered peace of Landover. His armies were poised on the border, ready to invade unless Ben accepted a challenge: Rydall would send seven champions to face Ben, each in a different form. If Ben triumphed over all seven, Rydall would then abandon his claims to the kingdom. Some counseled the High Lord to refuse Rydall's challenge, but Holiday could not, for Mistaya had been snatched from her guardians by foul magic. And Rydall held the key to her fate. . . .

Dragon Age: The Calling by David Gaider is another thrilling prequel to *Dragon Age: Origins*, the hit role-playing video game from award-winning developer BioWare! After two hundred years of exile, King Maric has allowed the legendary Grey Wardens to finally return to Ferelden. When they come, however, they bring dire news: one of their

own has escaped into the Deep Roads and aligned himself with their ancient enemy, the monstrous darkspawn. The Grey Wardens need Maric's help, and he reluctantly agrees to lead them into the passages he traveled through many years before, chasing after a deadly secret that will threaten to destroy not only the Grey Wardens but also the Kingdom above.

The official prequel novel to the Xbox 360 videogame, *Fable:™ The Journey* It's been almost a decade since the events of *Fable 3*, when the Hero vanquished the threat across the sea and claimed his throne. As king he led Albion to an era of unprecedented peace and prosperity. But on the night of his wedding to his new queen, ominous word arrives: The darkness has returned. Beyond a harrowing mountain pass, the exotic desert country Samarkand has been overrun by shadowy forces. Within the walls of its capital city, a mysterious usurper known only as the Empress has seized control. To protect his realm, the king must lead his most trusted allies into a strange land unknown to outsiders. As they forge ahead along Samarkand's ancient Great Road, populated by undead terrors and fantastic creatures once believed to be the stuff of legend, the king is drawn ever closer to his greatest challenge yet. But soon Albion is engulfed in a war of its own. As the darkness spreads, town by town, a treacherous force has infiltrated the queen's circle. Now the fate of all that is good rests with a faint flicker of hope . . . that somewhere, somehow, heroes still do exist. © 2012 Microsoft Corporation. All Rights Reserved. Microsoft, *Fable*, Lionhead, the Lionhead logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies.

DarksidersThe abomination vaultRandom House Digital, Inc.

From Robert E. Howard's fertile imagination sprang some of fiction's greatest heroes, including Conan the Cimmerian, King Kull, and Solomon Kane. But of all Howard's characters, none embodied his creator's brooding temperament more than Bran Mak Morn, the last king of a doomed race. In ages past, the Picts ruled all of Europe. But the descendants of those proud conquerors have sunk into barbarism . . . all save one, Bran Mak Morn, whose bloodline remains unbroken. Threatened by the Celts and the Romans, the Pictish tribes rally under his banner to fight for their very survival, while Bran fights to restore the glory of his race. Lavishly illustrated by award-winning artist Gary Gianni, this collection gathers together all of Howard's published stories and poems featuring Bran Mak Morn—including the eerie masterpiece "Worms of the Earth" and "Kings of the Night," in which sorcery summons Kull the conqueror from out of the depths of time to stand with Bran against the Roman invaders. Also included are previously unpublished stories and fragments, reproductions of manuscripts bearing Howard's handwritten revisions, and much, much more. Special Bonus: a newly discovered adventure by Howard, presented here for the very first time.

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