

Wizardborn The Runelords Book 3

Certain works of fantasy are immediately recognizable as monuments, towering above the rest of the category. Authors of those works, such as Stephen R. Donaldson, Robert Jordan and Terry Goodkind, come immediately to mind. Add to that list David Farland, whose epic fantasy series continues now. The story picks up eight years after the events of *Lair of Bones* and begins a new chapter in the Runelords saga focusing on Gaborn's son, Fallion. Gaborn, the Earth King, has been traveling far from his home, to strange and unknown places. While beyond the edge of the earth, he finally succumbs to the accelerated aging that comes from all of the endowments he has taken. His death is the signal for a revolution, an attack from the supernatural realms by immensely powerful immortal beings. These forces have discovered that Gaborn's son is the resurrection of an immortal, one whose potential power is so great that he might be able to reorder the entire universe. Fallion's enemies have decided that they must control him, and failing that, destroy him. He is only a child, but he is the heir to Gaborn's kingdom, and so must flee to the ends of the earth to avoid the destruction of all that Gaborn accomplished. One of the mightiest of contemporary fantasy epics continues. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"Covenant is [Stephen R.] Donaldson's genius!"—The Village Voice He called himself Thomas Covenant the Unbeliever, because he dared not believe in this strange alternate world on which he suddenly found himself. Yet the Land tempted him. He had been sick; now he seemed better than ever before. Through no fault of his own, he had been outcast, unclean, a pariah. Now he was regarded as a reincarnation of the Land's greatest hero—Berek Halfhand—armed with the mystic power of White Gold. That power alone could protect the Lords of the Land from the ancient evil of the Despiser, Lord Foul. Except that Covenant had no idea how to use that power. . . .

The Saga of the Runelords is written in the finest tradition of Tolkien and other works that rise above the fantasy genre to special and individual heights. Now the epic story continues, in this follow-up to "Worldbinder."

The highly anticipated sequel to *A DEMON IN SILVER, HANGMAN'S GATE* continues the epic saga of the War of the Archons. After uniting the bandit clans, the Iron Tusk has swept into Shengen and taken control of the empire. With an army behind him, he marches along the Skull Road, ready to lay waste to the lands in the west. The mountain fortress of Dunrun and its rag-tag defenders are all that stand in his way. With their country besieged on all sides, troubling rumours of a priestess amassing power in the north, and unnatural alliances to the south, no help is coming. Alone, they must hold back the inhuman powers of the Iron Tusk, or see life as they know it come to an end. The old gods have returned...

Volume Two of *The Runelords* Raj Ahtan, ruler of Indhopal, has used enough forcibles to transform himself into the ultimate warrior: The Sum of All Men. Ahtan seeks to bring all of humanity under his rule—destroying anything and anyone that stood in his path, including many friends and allies of young Prince Gaborn Val Orden. But Gaborn has fulfilled a two-thousand-year-old prophecy, becoming the Earth King—a mythic figure who can unleash the forces of the Earth itself. And now the struggle continues. Gaborn has managed to drive off Raj Ahtan, but Ahtan is far from defeated. Striking at far-flung cities and fortresses and killing dedicatives, Ahtan seeks to draw out the Earth King from his seat of power, to crush him. But as they weaken each other's forces in battle, the armies of an ancient and implacable inhuman enemy issue forth from the very bowels of the Earth. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

L.E. Modesitt, Jr.'s *Colors of Chaos* continues his bestselling fantasy series the *Saga of Recluce*, which is one of the most popular in contemporary epic fantasy. Now a full mage in the White Order, Cerryl must prove himself indispensable to Jeslek, the High Wizard. Whether through assassination, effective governance of occupied territory or the fearless and clever direction of troops in battle, Cerryl faces many harrowing obstacles—assassination, political entanglements, battlefield prowess—and Anya, the plotting seductress who's the real power behind the white wizards. With his wits, his integrity, and the support of his love, the Black healer Leyladin, he must survive long enough to claim his rightful spot within the ruling hierarchy of the White Order. "An intriguing fantasy in a fascinating world."—Robert Jordan, New York Times bestselling author of *The Wheel of Time*® series *Saga of Recluce* #1 *The Magic of Recluce* / #2 *The Towers of Sunset* / #3 *The Magic Engineer* / #4 *The Order War* / #5 *The Death of Chaos* / #6 *Fall of Angels* / #7 *The Chaos Balance* / #8 *The White Order* / #9 *Colors of Chaos* / #10 *Magi'i of Cyador* / #11 *Scion of Cyador* / #12 *Wellspring of Chaos* / #13 *Ordermaster* / #14 *Natural Order Mage* / #15 *Mage-Guard of Hamor* / #16 *Arms-Commander* / #17 *Cyador's Heirs* / #18 *Heritage of Cyador* / #19 *The Mongrel Mage* / #20 *Outcasts of Order* / #21 *The Mage-Fire War* (forthcoming) *Story Collection: Recluce Tales* Other Series by L.E. Modesitt, Jr. *The Imager Portfolio* *The Corean Chronicles* *The Spellsong Cycle* *The Ghost Books* *The Ecolitan Matter* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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

For the first time ever, DRAGONOLOGY fiction! Introducing the *Dragonology Chronicles* — full-length novels with enough fire-breathing adventure to satisfy true Dragonology fans who just can't get enough! Adventure! Villains! And dragons, dragons, dragons! From the creators of the best-selling *Dragonology* series, this first volume of the *Dragonology Chronicles* finds Daniel Cook and his sister, Beatrice, studying with eccentric dragonologist Dr. Ernest Drake. Soon they're caught up in a race to find the stolen Dragon's Eye — a jewel that has the power to reflect the true Dragon Master — before it is stolen by the evil Ignatius Crook. Working with Dr. Drake (and many friendly dragons), can these young siblings foil Ignatius and recover the Dragon's Eye?

Certain works of fantasy are immediately recognizable as monuments, towering above the rest of the category. Authors of those works, such as George R.R. Martin, Robert Jordan, and Terry Goodkind, come immediately to mind. Add to that list David Farland, whose epic Runelords series continues now in *Worldbinder*. After the events of *Sons of the Oak*, Fallion and Jaz, the sons of the great Earth King Gaborn, are now living as fugitives in their own kingdom. Their former home has been invaded and secretly controlled by supernatural being of ultimate evil. The sons are biding their time until they can regain their rightful places in the land. Fallion seems destined to heal the world, and feels the calling to act. When he attempts to do so though, two entire worlds collapse into one, and nothing will ever be the same again. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Over a millennium ago, Erna, a seismically active yet beautiful world was settled by colonists from far-distant Earth. But the seemingly habitable planet was fraught with perils no one could have foretold. The colonists found themselves caught in a desperate battle for survival against the fae, a terrifying natural force with the power to prey upon the human mind itself, drawing forth a person's worst nightmare images or most treasured dreams and indiscriminately giving them life. Twelve centuries after fate first stranded the colonists on Erna, mankind has achieved an uneasy stalemate, and human sorcerers manipulate the fae for their own profit, little realizing that demonic forces which feed upon such efforts are rapidly gaining in strength. Now, as the hordes of

the dark fae multiply, four people—Priest, Adept, Apprentice, and Sorcerer—are about to be drawn inexorably together for a mission which will force them to confront an evil beyond their imagining, in a conflict which will put not only their own lives but the very fate of humankind in jeopardy.

In Old Earth's clandestine world of ambassador-spies, Michelangelo Kusanagi-Jones and Vincent Katherinessen were once a starring team. But ever since a disastrous mission, they have been living separate lives in a universe dominated by a ruthless Coalition—one that is about to reunite them. The pair are dispatched to New Amazonia as diplomatic agents. Allegedly, they are to return priceless art. Covertly, they seek to tap its energy supply. But in reality, one has his mind set on treason. And among the extraordinary women of New Amazonia, in a season of festival, betrayal, and disguise, he will find a new ally—and a force beyond any that humans have known. . . .

Originally published as two books, *Worlds of the Golden Queen* is a stellar tale of love, adventure, sacrifice, and war set in a fantastic future. In the first novel, *The Golden Queen*, the insectoid Dronons have slain the human queen Semarritte, throwing into chaos the ten thousand worlds over which she reigned. Desperate to save mankind, Lord Veriasse, her near-immortal consort, has created a new queen: Everynne, cloned from the dead original. Hotly pursued, Everynne falls in with cocky bodyguard Gallen O'Day; the pious Orick, an intelligent black bear; and the beautiful orphan Maggie Flynn. With Gallen and the others newly sworn to her service, the young queen begins the great struggle against the aliens. Leaping from world to world via an ancient system of instantaneous transport gates, the heroes face terrible dangers and great wonders as they seek the heart of the dronon worlds, carrying the battle straight to the enemy. In the second novel, *Beyond the Gate*, Maggie Flynn has become, by test of combat, the new Golden Queen. Gallen, Maggie, and Orick face an attack by Dronons on a planet where humans have achieved the pinnacle of genetic engineering. They must stop them while guarding the secret of Maggie's whereabouts, for she is only the Golden Queen until her champion, Gallen, is defeated by a Dronon challenger. In the midst of a slam-bang story, Farland raises and examines deep questions of humanity's definition and identity.

Certain works of fantasy are immediately recognizable as monuments, towering above the rest of the category. They have been written by the likes of Stephen R. Donaldson, Robert Jordan, and Terry Goodkind. Now add to that list David Farland, whose epic fantasy series began with *The Runelords*, continued in *Brotherhood of the Wolf* and the New York Times bestseller *Wizardborn*, and reaches its peak now in *The Lair of Bones*. Prince Gaborn, the Earth King, has defeated the forces arrayed against him each time before: the magical and human forces marshaled by Raj Ahten, who seeks immortality at any cost and has given up his humanity in trade; and the inhuman, innumerable, insectile hordes of the giant Reavers from under the Earth, whose motives are unknowable, but inimical to human life. Now there must be final confrontations, both on the field of battle, with the supernatural creature that Raj Ahten has become, and underground, in the cavernous homeland of the Reavers, where the sorcerous One True Master who rules them all lies in wait—in the Lair of Bones. The survival of the human race on Earth is at stake. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

More than anything, Benjamin Ravenspell wants a pet. But when he buys a mouse named Amber, he gets more than he bargained for. No sooner does Ben take her home, than Amber turns him into a mouse too. You see, Amber has magical abilities, and it so happens that Ben is a familiar—a creature that stores magical energy. Together they each form half of a powerful wizard. Alone, they're just vermin. Soon Ben and Amber find themselves pitted in an epic battle against a magical enemy who is as crazed as he is evil—and the fate of the world will rest on them learning to work together.

After saving Oregon from a nuclear crisis and revealing the plight of enslaved micedom to the human population, Amber, the valiant mouse wizard, and her partner Ben, the once-human mouse, head to Disneyland for a much-deserved vacation. But greater trouble lurks ahead. Mouse mentor Lady Blackpool prophesies that the Ever Shade, an ancient evil force, will soon be returning to the earth. Then the mice receive word that Belle Z. Bug, a giant mutant fly associated with the Ever Shade, has hatched in a Los Angeles landfill. In the twitch of a whisker, Belle Z. Bug's seductive multilevel marketing campaign enslaves a massive army of unsuspecting flies and throws the human race into chaos. When the mice's plane falls under attack, they join forces with the indomitable Harold Schortzenbeggar (governor-extraordinaire of California) to confront their common enemy. But their recent battle with evil wormlord Sebaceous Ooze sapped the heroes' vital powers. Will the victories won in *Of Mice and Magic* and *The Wizard of Ooze* come to naught as they face the sinister Lord of the Flies?

Swords and Shields. Faith and Magic. Grab your weapons and prepare, for the enemy is on the move. High fantasy and mighty conflicts go hand-in-hand. In great wars, armies rise to fight evil hordes and heroes struggle to push beyond their imperfections to save the day. These stories include more than just epic landscapes and characters—they also feature epic battles. Imagine a doctor struggling to identify the spy who has infiltrated his company's ranks and poisoned his colleagues or a boy suspected of murder by a king yet protected by a princess as he helps her father against his own people. Imagine a butcher discovering that he's called to lead an uprising, or a First Born knowing that she must betray her own in order to save humanity. The possibilities are endless, but at the heart they have this in common: soldiers' ordinary and otherwise struggling against extraordinary odds to survive the day. They must withstand dark magic, dodge enemy blades, and defy the odds to survive SHATTERED SHIELDS.

Contributors: Larry Correia Sarah A. Hoyt Gray Rinehart David Farland Glen Cook Seanan McGuire John Helfers Annie Bellet Joseph Zieja Wendy N. Wagner David Farland Cat Rambo Robin Wayne Bailey Nancy Fulda John R. Fultz Dave Gross James L. Sutter Elizabeth Moon At the publisher's request, this title is sold without DRM (Digital Rights Management). About *Shattered Shields*: "An inventive and thought-provoking set of tales that capture the bravery and terrors of battle. Carries the banner of military fantasy proudly."--John Marco, author of *The Bronze Knight Series* About *The Raygun Chronicles* edited by Bryan Thomas Schmidt: "Fans of sf should enjoy this stylistically varied homage to a genre as old as the fiction . . ."--Library Journal About *Beyond the Sun* edited by Bryan Thomas Schmidt: "Beyond the Sun mixes courage, redemption, and stark terror in tales of distant worlds. Buckle in."--Jack McDevitt, author of *Firebird*

Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series. The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister,

shadowbound forces are gathering as the gods themselves prepare to play their hand... Conceived and written on a panoramic scale, Gardens of the Moon is epic fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Soar to new heights of Science Fiction & Fantasy. Who are the top science fiction writers and illustrators of the future? The answer is here. Get to know tomorrow's brightest creative talents chosen by some of today's bestselling authors and celebrated artists including Kevin J. Anderson, Orson Scott Card, Larry Elmore, Brandon Sanderson, Dan dos Santos, and Robert J. Sawyer. Enter brilliantly realized worlds of dystopian politics, magical realism, post-apocalyptic adventure and romance, dark fantasy and more. Explore universes of unlimited possibility in which a cereal box becomes a Pandora's box of good and evil . . . a troupe of artistic androids risk everything to catch the eye of a critic . . . and the foundation of a family, the very key to their existence, is not only inhabiting a home, but becoming it. Discover the writers who push the boundaries—and break beyond them . . . the illustrators who envision the impossible—and render it real . . . the stories that challenge the way we see ourselves—and see the world in a new way. The future of science fiction and fantasy is in your hands. Anthology includes: 12 award-winning stories, 16 full-color illustrations, 4 bonus stories, and 4 articles offering art and writing tips.

4 bonus short stories by L. Ron Hubbard, Katherine Kurtz, Jody Lynn Nye and Nnedi Okorafor. "Borrowed Glory" by L. Ron Hubbard: For a single day of glory and the settlement of a dispute among immortals, a life can be a satisfactory price. "The Green Tower" by Katherine Kurtz: The magic is strong in the Green Tower, and two young girls struggle to discover its secrets. "The Phoenix's Peace" by Jody Lynn Nye: The Phoenix has always been the guardian of Dembia. Now there's trouble in the land, and mysteriously, the Phoenix has left two golden eggs. "The Winds of Harmattan" by Nnedi Okorafor: A young woman seeks her destiny in the African winds of Harmattan. Art and writing tips by Echo Chernik, L. Ron Hubbard, Mike Perkins, and Sean Williams. "The Illustrators of the Future Contest and the Art of This Anthology" by Echo Chernik: As a successful advertising and publishing illustrator, Illustrators of the Future Coordinating Judge and art director, Echo gives the story behind the cherished art included in this anthology. "Steps in the Right Direction" by L. Ron Hubbard: In this interview, Ron describes the practical philosophy and energetic disciplines he applied with such telling success to his own career as a professional author. "Breaking In" by Mike Perkins: Marvel and DC artist for Captain America, Thor, and Spider-Man shares valuable advice for anyone wanting to make it as a professional artist and illustrator. "Making Collaboration Work for You or Co-writing with Larry and Sean" by Sean Williams: New York Times bestselling author, provides insight on the pitfalls and advantages of collaborating with another author. "Science fiction as a genre has always looked to the future and the Writers of the Future looks to the future of science fiction." —Kevin J. Anderson "Writers of the Future has my heartiest support and unqualified recommendation." —Terry Brooks "Writers of the Future, as a contest and as a book, remains the flagship of short fiction." —Orson Scott Card "L. Ron Hubbard ignited the spark of imagination, which in the minds of these new artists has become a blaze." —Bob Eggleton "Some of the most excellent speculative fiction that you can find anywhere. They're cutting edge. They're new." —Nnedi Okorafor "Without Writers of the Future, I wouldn't be where I am today." —Patrick Rothfuss "These are the people who are going to be creating trends." —Brandon Sanderson "The Illustrators of the Future is an amazing compass for what the art industry holds in store for all of us." —Dan dos Santos "Packed with brilliant stories and thoughtful essays, all wonderfully illustrated by the artist winners?always a joy to behold." —Robert J. Sawyer

Tristan grew up human among aliens, now he must use his alienness to survive among humans.

Dominion is the first anthology of speculative fiction and poetry by Africans and the African Diaspora. An old god rises up each fall to test his subjects. Once an old woman's pet, a robot sent to mine an asteroid faces an existential crisis. A magician and his son time-travel to Ngoni country and try to change the course of history. A dead child returns to haunt his grieving mother with terrifying consequences. Candace, an ambitious middle manager, is handed a project that will force her to confront the ethical ramifications of her company's latest project—the monetization of human memory. Osupa, a newborn village in pre-colonial Yorubaland populated by refugees of war, is recovering after a great storm when a young man and woman are struck by lightning, causing three priests to divine the coming intrusion of a titanic object from beyond the sky. A magician teams up with a disgruntled civil servant to find his missing wand. A taboo error in a black market trade brings a man face-to-face with his deceased father—literally. The death of a King sets off a chain of events that ensnare a trickster, an insane killing machine, and a princess, threatening to upend their post-apocalyptic world. Africa is caught in the tug-of-war between two warring Chinas, and for Ibrahim torn between the lashings of his soul and the pain of the world around him, what will emerge? When the Goddess of Vengeance locates the souls of her stolen believers, she comes to a midwestern town with a terrible past, seeking the darkest reparations. In a post-apocalyptic world devastated by nuclear war, survivors gather in Ife-Iyoku, the spiritual capital of the ancient Oyo Empire, where they are altered in fantastic ways by its magic and power.

The Willie Handcart Company of 1856 was a trial and a miracle. You will feel apart of the company as you follow three of its members in a moving masterpiece that will take you from the green fields of Denmark to the icy peaks of the Rockies in a saga that elevates and enriches those that it touches.

The next compelling instalment in this rich and detailed fantasy epic about a world in conflict.

A recognized master fantasist, Tanith Lee has won multiple awards for her craft, including the British Fantasy Award, the World Fantasy Award for Life Achievement, and the Bram Stoker Award for Lifetime Achievement in Horror. The White Serpent returns to the world of Vis nearly a century after the reign of Raldnor, the legendary Storm Lord who brought peace to Dorthar. Despite his efforts, the people are once again divided by conflict, and the goddess Anackire must choose new champions if the realm is to have any hope of preservation.... As a child, Rehger was sold into slavery, torn from his home and family. As a young man, he has proved his martial prowess as a lauded gladiator, fighting in the grand city of Saardsimney. But in the midst of his rise to fame, he meets Aztira, an intriguing woman who wields devastating power. With her magic and knowledge, she could be the person who transforms his life of subservience and leads him to his destiny. But before he can fully uncover the truth of their connection, a powerful earthquake strikes, devastating the city and forcing Rehger to flee. Haunted by visions of Aztira long after their first encounter, Rehger embarks on a quest to seek out her people, the legendary Amanackire, in a city shrouded in mystery and myth....

This discounted ebundle includes: The Runelords, Brotherhood of the Wolf, Wizardborn, The Lair of Bones, Sons of the Oak, Worldbinder, The Wyrmling Horde, Chaosbound "The Runelords is a first rate tale, an epic fantasy that more than delivers on its promise. Read it soon and treat yourself to an adventure you won't forget." —Terry Brooks The Runelords Young Prince Gaborn of Mystarria is traveling in disguise on a journey to ask for the hand of the lovely Princess Iome of Sylvarresta. He soon spots two assassins who have their sights set on Princess Iome's father. Brotherhood of the Wolf Set hours after the end of Book One, this volume continues the complex story of Prince Gaborn, now the Earth King, and his struggle to unite all humanity against a common enemy, the Reavers. Wizardborn Gaborn, now the Earth King, has lost his powers. He must still contend with the threat of the huge, inhuman Reavers, whose myriads Gaborn and his forces must pursue across the nation. The Lair of Bones Racing against time, Gaborn, the Earth King, together with his bride, Iome, and Binnesman, the Earth warden with his apprentice, the child Averan, must descend into their dark tunnels in pursuit, to find the Reaver's evil master. Sons of Oak The story picks up eight years after the events of Lair of Bones and begins a new chapter in the Runelords saga focusing on Gaborn's son, Fallion. Worldbinder Fallion and Jaz, the sons of the great Earth King Gaborn, are now living as fugitives in their own kingdom. Their former home has been invaded and secretly controlled by supernatural being of ultimate evil. The sons are biding their time until they can

regain their rightful places in the land. The Wyrmling Horde Fallion was imprisoned on a strange world that he created by combining two alternate realities. It's a world brimming with dark magic, ruled by a creature of unrelenting evil who is gathering monstrous armies to conquer the universe. Chaosbound This installment tells the parallel story of Borenson, who is transformed into a monstrous warrior in the conflation of worlds chronicled in the prior book. Now Borenson and his family must fight their way across the world to conquer the evil that holds Fallion in thrall. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ask Doodle, a 70 pound labradoodle, why he flunked out of service-dog school and he'll tell you: smart and obedient don't always go hand in hand. His former bosses call him a "career-change" dog, but he knows what that term really means: fired. Turns out he doesn't have the temperament to be a service dog like his littermates. "Too much doodle, not enough labra," as one boss put it, referring to his poodle-like independence and his tendency to run away. Now he has a job sniffing out bed bugs for a new boss, Josh Hunter of Hunter Bed Bug Detection Agency. The best part of the new job? Definitely Molly, the boss's 10-year old daughter. She slips Doodle extra treats when she's not busy snapping photos with the camera she carries everywhere. But Molly has secrets of her own. The biggest one-a book filled with her photographs-she keeps hidden in the closet. She tells Doodle the book is for her mother, who disappeared when Molly was only three. Maybe to Mexico, Molly says, where her mother's parents moved after they were deported. But then Molly's photos attract the attention of a gang of criminals. And when she enlists Doodle's help to solve the crime, his nose and her camera lead them straight into danger. A charming mystery for dog lovers of all ages.

The first book of the saga of The Runelords Young Prince Gaborn Val Orden of Mysteria is traveling in disguise on a journey to ask for the hand of the lovely Princess Iome of Sylvarresta. Armed with his gifts of strength and perception, Prince Gaborn and his warrior bodyguard stop in a local tavern along the way. Immediately, they spot a pair of assassins who have their sights set on Princess Iome's father. As the prince and his bodyguard race to warn the king of this impending danger, they realize that more than the royal family is at risk, the very fate of the Earth is in jeopardy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In the first book of The Runelords, Raj Ahten, the Wolf Lord of Indhopal, uses magic to transform himself into the ultimate warrior: The Sum of All Men. He seeks to bring all of humanity under his rule - destroying anything and anyone in his path. Standing in his way is Prince Gaborn Val Orden, who must fulfil a 2,000-year-old prophecy and become the Earth King, a mythic figure who can unleash the forces of the earth itself. Only then will humanity have a chance to survive. . .

When the evil worm lord Sebaceous Ooze uses his magical song to enslave mice to dig a volcano that will help him and his slobber goblin armies take over the world, it's up to Amber, a mouse with magical powers, to stop him. With her devoted friends by her side - Ben, a mouse who used to be a human boy; Thorn a genius mouse; and Bushmaster, the wise vole - Amber might stand a chance of thwarting the giant worm's sinister plan. But with a human army on their tails and betrayal in their path, these rodents are on a quest far more dangerous than any of them anticipated. A thrilling and exciting adventure for the young and young at heart.

Book Three of The Runelords Certain works of fantasy are immediately recognizable as monuments, towering above the rest of the category. Authors of those works, such as Stephen R. Donaldson, J.R.R. Tolkien, Robert Jordan and Terry Goodkind, come immediately to mind. Now add David Farland to that list, whose epic fantasy series began with The Runelords. Wizardborn continues the story of the struggle of Gaborn, now the Earth King, who has lost his powers but continues to lead his people. He must contend with the threat of the huge, inhuman Reavers, whose myriads Gaborn and his forces must now pursue across the nation. It has become Gaborn's fate to follow, even into the depths. Raj Ahten, the great warlord endowed with the strength and qualities of thousands of men, once the primary threat to Gaborn, now struggles to retain his own empire. His war of conquest thwarted, his very life is now threatened by the Reaver thousands. And a young girl, Averan, who has eaten a Reaver and absorbed some of its memories, becomes a keystone in the search for the dark Reaver lair. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In a world where magic has vanished, rival nations vie for power in a continent devastated by war. When a young woman demonstrates magical talent for the first time in decades there are those that will kill to obtain her power. But the girl finds that guardians can come from the most unlikely places.

Gaborn, the Earth King, now without his powers, and his former enemy, Raj Ahten, confront a common enemy--the invading, inhuman Reavers--while Averan, an innocent young girl, holds the key to finding the Reavers' dark lair.

WizardbornBook Three of 'The Runelords'Macmillan

Bestselling author David Farland has taught dozens of writers who have gone on to staggering literary success, including such #1 New York Times Bestsellers as Brandon Mull (Fablehaven), Brandon Sanderson (Wheel of Time), James Dashner (The Maze Runner) and Stephenie Meyer (Twilight). In this book, Dave teaches how to analyze an audience and outline a novel so that it can appeal to a wide readership, giving it the potential to become a bestseller. The secrets found in his unconventional approach will help you understand why so many of his authors go on to prominence.

Borenson and Myrima endeavor to save their land and people in the aftermath of Borenson's merge with an otherworldly monster who transforms him into an enormous berserker warrior and renders him a pawn to supernatural rulers. Reprint. When a New York subway station is torn apart by inconceivably powerful forces, Richard Wentworth--feared by the Underworld as The Spider--springs into action. Prowling by night to intercept the next attack, Wentworth encounters a band of destroyers far different than any who ever challenged him before--a fearless, merciless foe that does not quail before The Spider's menacing laugh and which sheds his avenging bullets without injury. As a reign of sabotage sweeps the nation, the Master of Men realizes that an old enemy has returned from the grave. But which one? There is only a cryptic warning symbol signed with the cruel taunt, "I AM BACK." While The Spider deploys new weapons to combat this horrific challenge, the F.B.I. sends its top man-hunters into the fray, a trio of disgraced agents whose orders are to blast The Spider on sight. Caught between bulletproof Steel Men and Federal guns, The Spider struggles to balk the destruction of Manhattan while facing a personal holocaust...with his unknown enemy determined to permanently brand Richard Wentworth with his own searing symbol of guilt-the seal of The Spider! Guest starring the F.B.I.'s infamous Suicide Squad!

A recognized master fantasist, Tanith Lee has won multiple awards for her craft, including the British Fantasy Award, the

World Fantasy Award for Life Achievement, and the Bram Stoker Award for Lifetime Achievement in Horror. Raldnor, Storm Lord and chosen hero of the goddess Anackire, has passed into legend after bringing peace to the land of Dorthar. But after twenty years, that tenuous peace is threatening to dissolve. Contentious forces are brewing, working through subterfuge and overt war to see the new Storm Lord displaced. Kesarh, prince of Istris, has grand ambitions. Though he is only a lesser noble of Karmiss, his shrewdness and cunning ensure him a stake in the tumultuous fight for sovereignty. If he succeeds, he may yet win the power he craves—and an empire to rule. But his plans are not infallible—a daughter, conceived from a forbidden union, could prove to be his downfall. Ashni is a child not quite human, altered by the strange circumstances of her birth and blessed by the goddess Anackire. In a world of assassinations, concealed plots, and political machinations, Ashni must contend with the dangerous plans of her father if she is to fulfill the demands of the goddess...and avoid a war that could destroy the very empire Kesarh wishes to build.

The first four novels in the Miss Fisher's Murder Mysteries series are now available for a limited time in a specially-priced bundle. Unflappable, unconventional, and uninhibited, the Honourable Phryne Fisher leaves the tedium of English high society for Melbourne, Australia, and never looks back. In her first four adventures, Phryne handles everything - danger, excitement, and love - with panache and flair, and still finds time for discreet dalliances and delicious diversions. This four book bundle includes: Cocaine Blues, Flying Too High, Murder on the Ballarat Train, and Death at Victoria Dock.

Who knows where the time goes? There never seems to be enough time in Kinvara, or anywhere else in Ireland for that matter. When J.J.'s mother says time's what she really wants for her birthday, J.J. decides to find her some. He's set himself up for an impossible task . . . until a neighbor reveals a secret. There's a place where time stands still—at least, it's supposed to. J.J. can make the journey there, but he'll have to vanish from his own life to do so. Can J.J. find the leak between the two worlds? Will a shocking rumor about his family's past come back to haunt him? And what does it all have to do with the village's new policeman . . . ?

After the “war with no name” a cat assassin searches for his lost love in Repino’s strange, moving sci-fi epic that channels both Homeward Bound and A Canticle for Lebowitz. The “war with no name” has begun, with human extinction as its goal. The instigator of this war is the Colony, a race of intelligent ants who, for thousands of years, have been silently building an army that would forever eradicate the destructive, oppressive humans. Under the Colony's watchful eye, this utopia will be free of the humans' penchant for violence, exploitation and religious superstition. As a final step in the war effort, the Colony uses its strange technology to transform the surface animals into high-functioning two-legged beings who rise up to kill their masters. Former housecat turned war hero, Mort(e) is famous for taking on the most dangerous missions and fighting the dreaded human bio-weapon EMSAH. But the true motivation behind his recklessness is his ongoing search for a pre-transformation friend—a dog named Sheba. When he receives a mysterious message from the dwindling human resistance claiming Sheba is alive, he begins a journey that will take him from the remaining human strongholds to the heart of the Colony, where he will discover the source of EMSAH and the ultimate fate of all of earth's creatures.

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