

Dancers Lament Path To Ascendancy Book 1

The conclusion to Ian C. Esslemont's epic fantasy Path to Ascendancy trilogy--a prequel story set in the New York Times bestselling Malazan Empire series--co-created by Steven Erikson. The incessant war between the bickering city states of Quon Tali rages. So engrossed are the warring lords and princes in their own petty feuds that few notice that an upstart mage from Dal Hon has gained control of the southern seas. Kellanved could not care less about any of this petty politicking or strategy or war. Something other and altogether more mysterious has caught his attention and he - together with a reluctant and his decidedly skeptical friend Dancer - traverse continents and journey through the Realms. But this ancient mystery that has so captivated Kellanved is neither esoteric nor ephemeral. It involves the Elder races themselves, and more alarmingly, the semi-mythic Army of Dust and Bone. Surely no one in their right mind would be so foolish as to embark on a journey from which none have returned? Well, no one except Kellanved.

Path to Ascendancy #1 Dancer's Lament #2 Deadhouse Landing #3 Kellanved's Reach

In Kurald Galain, commoner hero Vatha Urusander aspires to take the hand of the reigning Mother Dark, but since she has already taken Lord Draconus as consort, the threat of civil war rises, all while an ancient power rises from the sea.

Two adventurers and their manservant meet a number of interesting inhabitants of Spendrugle, including a man who should've stayed dead and an ignored tax collector in this new novel from the author of Forge of Darkness.

"The exciting beginning of a promising new epic fantasy series. Prepare for ancient mysteries, innovative magic, and heart-pounding heists."—Brandon Sanderson "Complex characters, magic that is tech and vice versa, a world bound by warring trade dynasties: Bennett will leave you in awe once you remember to breathe!"—Tamora Pierce In a city that runs on industrialized magic, a secret war will be fought to overwrite reality itself—the first in a dazzling new series from City of Stairs author Robert Jackson Bennett. Sancia Grado is a thief, and a damn good one. And her latest target, a heavily guarded warehouse on Tevanne's docks, is nothing her unique abilities can't handle. But unbeknownst to her, Sancia's been sent to steal an artifact of unimaginable power, an object that could revolutionize the magical technology known as scrying. The Merchant Houses who control this magic—the art of using coded commands to imbue everyday objects with sentience—have already used it to transform Tevanne into a vast, remorseless capitalist machine. But if they can unlock the artifact's secrets, they will rewrite the world itself to suit their aims. Now someone in those Houses wants Sancia dead, and the artifact for themselves. And in the city of Tevanne, there's nobody with the power to stop them. To have a chance at surviving—and at stopping the deadly transformation that's under way—Sancia will have to marshal unlikely allies, learn to harness the artifact's power for herself, and undergo her own transformation, one that will turn her into something she could never have imagined.

West of Theft, on a vast stretch of ocean known as the Wastes, the free-ship Suncurl pilots its way along the Lees of Laughter's end, away from the city of Lamentable Moll. Aboard the ship, three passengers have become the subject of the crew's gossip: the luckless manservant Emancipor Reese, and his masters, the homicidal necromancers known as Bauchelain and Korbal Broach. But a bizarre force pursues them along the cursed sea-lane known as Laughter's End, even as an arcane thing awakens aboard the Suncurl. What secrets do the captain and her First Mate conceal from the rest of the crew? What lurks in the darkness of the ship's hold? And what of the eunuch's strange behavior... or his frightening offspring? Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

A latest entry in the series that includes Surrender to the Will of the Night features a savagely changed human race in the aftermath of defeated kings and lost leaders who are replaced by new rulers in a world that is gradually being overtaken by ice. 15,000 first printing.

Shortlisted for the 2016 British Fantasy Society Award for Best Novel. Guns of the Dawn is a pacey, gripping fantasy of war and magic, from Arthur C. Clarke Award-winning author, Adrian Tchaikovsky. The first casualty of war is truth . . . First, Denland's revolutionaries assassinated their king, launching a wave of bloodshed after generations of peace. Next they clashed with Lascanne, their royalist neighbour, pitching war-machines against warlocks in a fiercely fought conflict. Genteel Emily Marshwic watched as the hostilities stole her family's young men. But then came the call for yet more Lascanne soldiers in a ravaged kingdom with none left to give. Emily must join the ranks of conscripted women and march toward the front lines. With barely enough training to hold a musket, Emily braves the savage reality of warfare. But she begins to doubt her country's cause, and those doubts become critical. For her choices will determine her own future and that of two nations locked in battle.

Steven Erikson returns to the Malazan world with the second book in a dark and revelatory new epic fantasy trilogy, one that takes place a millennium before the events in his New York Times bestselling Malazan Book of the Fallen. Fall of Light continues to tell the tragic story of the downfall of an ancient realm, a story begun in the critically acclaimed Forge of Darkness. It's a conflicted time in Kurald Galain, the realm of Darkness, where Mother Dark reigns. But this ancient land was once home to many a power... and even death is not quite eternal. The commoners' great hero, Vatha Urusander, is being promoted by his followers to take Mother Dark's hand in marriage, but her Consort, Lord

Draconus, stands in the way of such ambitions. The impending clash sends fissures throughout the realm. As rumors of civil war burn through the masses, an ancient power emerges from the long dead seas. Caught in the middle of it all are the First Sons of Darkness, Anomander, Andarist, and Silchas Ruin of the Purake Hold... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Fiends of Nightmaria is a new novella from New York Times bestselling author Steven Erikson, set in the world of the Malazan Book of the Fallen. The king is dead, long live King Bauchelain the First, crowned by the Grand Bishop Korbal Broach. Both are, of course, ably assisted in the running of the Kingdom of Farrog by their slowly unravelling servant, Emancipor Reese. However, tensions are mounting between Farrog and the neighboring country of Nightmaria, the mysterious home of the Fiends. Their ambassador, Ophal D Neeth Flatroq, seeks an audience with King Bauchelain, who has thus far rebuffed his overtures. But the necromancer has some other things on his plate. To quell potential rebellion nearly all the artists, poets, and bards in the city have been put to death. A few survivors languish in the dungeons, bemoaning their fates. Well, just moaning in general really...and maybe plotting escape and revenge. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This followup to Ian C. Esslemont's Blood and Bone is sure to delight Malazan fans. Tens of thousands of years of ice is melting, and the land of Assail, long a byword for menace and inaccessibility, is at last yielding its secrets. Tales of gold discovered in the region's north circulate in every waterfront dive and sailor's tavern, and now countless adventurers and fortune-seekers have set sail in search of riches. All these adventurers have to guide them are legends and garbled tales of the dangers that lie in wait -- hostile coasts, fields of ice, impassable barriers and strange, terrifying creatures. But all accounts concur that the people of the north meet all trespassers with the sword. And beyond are rumoured to lurk Elder monsters out of history's very beginnings. Into this turmoil ventures the mercenary company, the Crimson Guard. Not drawn by contract, but by the promise of answers: answers to mysteries that Shimmer, second in command, wonders should even be sought. Arriving also, part of an uneasy alliance of Malazan fortune-hunters and Letherii soldiery, comes the bard Fisher kel Tath. And with him is a Tiste Andii who was found washed ashore and cannot remember his past life, yet who commands far more power than he really should. Also venturing north is said to be a mighty champion, a man who once fought for the Malazans, the bearer of a sword that slays gods: Whiteblade. And lastly, far to the south, a woman guards the shore awaiting both her allies and her enemies. Silverfox, newly incarnated Summoner of the undying army of the T'lan Imass, will do anything to stop the renewal of an ages-old crusade that could lay waste to the entire continent and beyond. Casting light on mysteries spanning the Malazan empire, and offering a glimpse of the storied and epic history that shaped it, "Assail" is the final chapter in the epic story of the Empire of Malaz. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Drawing on events touched on in the prologue of Steven Erikson's landmark fantasy Gardens of the Moon: A Malazan Book of the Fallen, Night of Knives is the first in Ian C. Esslemont's Novels of the Malazan Empire series--a momentous chapter in the unfolding story of the extraordinarily imagined world of Malaz. The small island of Malaz and its city gave the great empire its name, but now it is little more than a sleepy, backwater port. Tonight, however, things are different. Tonight the city is on edge, a hive of hurried, sometimes violent activity; its citizens bustle about, barring doors, shuttering windows, avoiding any stranger's stare. Because tonight there is to be a convergence, the once-in-a-generation appearance of a Shadow Moon--an occasion that threatens the good people of Malaz with demon hounds and other, darker things... It was also prophesied that this night would witness the return of Emperor Kellanved, and there are those prepared to do anything to prevent this happening. As factions within the greater Empire draw up battle lines over the imperial throne, the Shadow Moon summons a far more ancient and potent presence for an all-out assault upon the island. Witnessing these cataclysmic events are Kiska, a young girl who yearns to flee the constraints of the city, and Temper, a grizzled, battle-weary veteran who seeks simply to escape his past. Each is to play a part in a conflict that will not only determine the fate of Malaz City, but also of the world beyond... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This discounted ebundle includes: Night of Knives, Return of the Crimson Guard, Stonewielder, Orb Sceptre Throne, Blood and Bone, Assail An epic adventure in the extraordinarily imagined world of Malaz! Ian C. Esslemont co-created the world of Malaz with his friend Steven Erikson, and Esslemont's Novels of the Malazan Empire are set in the same world as Erikson's Malazan Book of the Fallen. Night of Knives On the highly prophesized night of the Shadow Moon, the various sects of the shore city prepare for what they fear could be a collision of ancient worlds and demons. Return of the Crimson Guard The return of the mercenary company, the Crimson Guard, could not have come at a worse time for a Malazan Empire exhausted by warfare and weakened by betrayals and rivalries. There are those who wonder whether the Empress Laseen might not be losing her grip on power... Stonewielder Greymane believed he'd outrun his past. With his school for swordsmanship in Falar, he was looking forward to a quiet life, despite his colleague Kyle's misgivings. However, it seems it is not so easy for an ex-Fist of the Malazan Empire to disappear, especially one under sentence of death. Orb Sceptre Throne Darujhistan, city of dreams, city of blue flames, is peaceful at last; its citizens are free to return to politicking, bickering, trading, and enjoying the good things in life. Yet there are those who will not allow the past to remain buried... Blood and Bone On the continent of Jacuruku, the Thaumaturgs have mounted yet another expedition to tame the neighboring wild jungle. Yet this is no normal wilderness. It is called Himatan, and it is said to be half of the spirit realm and half of the earth. Assail Tens of thousands of years of ice is melting, and the land of Assail, long a byword for menace and inaccessibility, is at last yielding its secrets. Countless adventurers and fortune-seekers have set sail in search of riches... Other Tor books by Ian C. Esslemont Path to Ascendancy Dancer's Lament Deadhouse Landing Other books in the world of Malaz by Steven Erikson Malazan Book of the Fallen Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God The Kharkanas Trilogy Forge of Darkness Fall of Light Walk in Shadow* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

As the Crimson Guard marches toward Quon Tali, the heart of the Malazan Empire, many citizens, and even her own generals and mages, wonder whether Empress Laseen is losing her grip on power.

Esslemont's new prequel trilogy takes readers deeper into the politics and intrigue of the New York Times bestselling Malazan Empire. Dancer's Lament focuses on the genesis of the empire,

and features Dancer, the skilled assassin, who, alongside the mage Kellanved, would found the Malazan empire. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A whimsical space-opera spoof follows the misadventures of not-terribly-bright but exceedingly cocksure Captain Hadria Sawback and his motley crew aboard the starship Willful Child as they plant the Terran flag on subjugated alien worlds.

This discounted ebundle includes: Gardens of the Moon, Deadhouse Gates, Memories of Ice, House of Chains “I stand slack-jawed in awe of The Malazan Book of the Fallen.” —Glen Cook In this epic fantasy series, Steven Erikson draws on his twenty years of experience as an anthropologist and archaeologist, as well as his expert storytelling skills. Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire, with action and battle scenes among the most brutal and exciting in fantasy. Malazan Book of the Fallen Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God The Kharkanas Trilogy Forge of Darkness Fall of Light Walk in Shadow* Other books in the world of Malaz by Ian C. Esslemont The Malazan Empire Night of Knives Return of the Crimson Guard Stonewielder Orb Sceptre Throne Blood and Bone Assail Path to Ascendancy Dancer's Lament Deadhouse Landing At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This discounted Mistborn ebundle includes: Alloy of Law, Shadows of Self, The Bands of Mourning From #1 New York Times bestselling author Brandon Sanderson, the Mistborn: Wax & Wayne series is a heist story of political intrigue and magical, martial-arts action. Three hundred years after the events of the Mistborn trilogy, Scadrial is now on the verge of modernity, with railroads to supplement the canals, electric lighting in the streets and the homes of the wealthy, and the first steel-framed skyscrapers racing for the clouds. Waxillium Ladrian, a rare Twinborn, can Push on metals with his Allomancy and use Feruchemy to become lighter or heavier at will. After twenty years in the Roughts, Wax has been forced by family tragedy to return to the metropolis of Elendel. Now he must reluctantly put away his guns and assume the duties and dignity incumbent upon the head of a noble house. Or so he thinks, until he learns the hard way that the mansions and elegant tree-lined streets of the city can be even more dangerous than the dusty plains of the Roughts. Other Tor books by Brandon Sanderson The Cosmere The Stormlight Archive The Way of Kings Words of Radiance Edgedancer (Novella) Oathbringer The Mistborn trilogy Mistborn: The Final Empire The Well of Ascension The Hero of Ages Mistborn: The Wax and Wayne series Alloy of Law Shadows of Self Bands of Mourning Collection Arcanum Unbounded Other Cosmere novels Elantris Warbreaker The Alcatraz vs. the Evil Librarians series Alcatraz vs. the Evil Librarians The Scrivener's Bones The Knights of Crystallia The Shattered Lens The Dark Talent The Rithmatist series The Rithmatist Other books by Brandon Sanderson The Reckoners Steelheart Firefight Calamity At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

It is an undeniable truth: give evil a name and everyone's happy. Give it two names and...why, they're even happier. Intrepid necromancers Bauchelain and Korbal Broach, scourges of civilization, raisers of the dead, reapers of the souls of the living, devourers of hope, betrayers of faith, slayers of the innocent, and modest personifications of evil, have a lot to answer for and answer they will. Known as the Nehemoth, they are pursued by countless self-professed defenders of decency, sanity, and civilization. After all, since when does evil thrive unchallenged? Well, often—but not this time. Hot on their heels are the Nehemethanai, avowed hunters of Bauchelain and Korbal Broach. In the company of a gaggle of artists and pilgrims, stalwart Mortal Sword Tulgord Vise, pious Well Knight Arpo Relent, stern Huntsman Steck Marynd, and three of the redoubtable Chanter brothers (and their lone sister) find themselves faced with the cruelest of choices. The legendary Crack'd Pot Trail, a stretch of harsh wasteland between the Gates of Nowhere and the Shrine of the Indifferent God, has become a tortured path of deprivation. Will honor, moral probity, and virtue prove champions in the face of brutal necessity? No, of course not. Don't be silly. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

All ten volumes of New York Times bestselling author Steven Erikson's epic fantasy series featuring vast legions of gods, mages, humans, and dragons battling for destiny of the Malazan Empire are collected together in one e-Book bundle. The Complete Malazan Book of the Fallen includes: Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The epic new chapter in the history of Malaz—the new epic fantasy from Steven Erikson's friend and co-creator of this extraordinary and exciting imagined world. Darujhistan, city of dreams, city of blue flames, is peaceful at last; its citizens free to return to politicking, bickering, trading and, above all, enjoying the good things in life. Yet there are those who will not allow the past to remain buried. A scholar digging in the plains stumbles across an ancient sealed vault. The merchant Humble Measure schemes to drive out the remaining Malazan invaders. And the surviving agents of a long-lost power are stirring, for they sense change and so, opportunity. While, as ever at the centre of everything, a thief in a red waistcoat and of rotund proportions walks the streets, juggling in one hand custard pastries, and in the other the fate of the city itself. Far to the south, fragments of the titanic Moon's Spawn have crashed into the Rivan Sea creating a series of isles...and a fortune hunter's dream. A Malazan veteran calling himself 'Red' ventures out to try his luck—and perhaps say goodbye to old friends. But there he finds far more than he'd bargained for as the rush to claim the Spawn's treasures descends into a mad scramble of chaos and bloodshed. For powers from across the world have gathered here, searching for the legendary Throne of Night. The impact of these events are far reaching, it seems. On an unremarkable island off the coast of Genabackis, a people who had turned their backs upon all such strivings now lift their masked faces towards the mainland and recall the ancient prophesy of a return. And what about the ex-Claw of the Malazan Empire who now walks the uttermost edge of creation? His mission—the success or failure of which the Queen of Dreams saw long ago—is destined to shape far more than anyone could have ever imagined. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ian C. Esslemont's prequel trilogy takes readers deeper into the politics and intrigue of the New York Times bestselling Malazan Empire. The first book of the Path to Ascendancy trilogy, Dancer's Lament, focuses on the genesis of the empire and features Dancer, the skilled assassin, who, alongside the mage Kellanved, would found the Malazan empire. At the Publisher's

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A Thaumaturg expedition to tame the jungle wilderness of the Himatan prompts young Saeng and her brother on a desperate mission to reclaim a forgotten past heritage under the rule of an ancient and powerful goddess.

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.

What happens when media and politics become forms of entertainment? As our world begins to look more and more like Orwell's 1984, Neil's Postman's essential guide to the modern media is more relevant than ever. "It's unlikely that Trump has ever read Amusing Ourselves to Death, but his ascent would not have surprised Postman." -CNN Originally published in 1985, Neil Postman's groundbreaking polemic about the corrosive effects of television on our politics and public discourse has been hailed as a twenty-first-century book published in the twentieth century. Now, with television joined by more sophisticated electronic media—from the Internet to cell phones to DVDs—it has taken on even greater significance. Amusing Ourselves to Death is a prophetic look at what happens when politics, journalism, education, and even religion become subject to the demands of entertainment. It is also a blueprint for regaining control of our media, so that they can serve our highest goals. "A brilliant, powerful, and important book. This is an indictment that Postman has laid down and, so far as I can see, an irrefutable one." —Jonathan Yardley, The Washington Post Book World

The second novel in the awe-inspiring Malazan Book of the Fallen series. "Gripping, fast-moving, delightfully dark, with a masterful and unapologetic brutality reminiscent of George R. R. Martin." -- Elizabeth Haydon In the vast dominion of Seven Cities, in the Holy Desert Raraku, the seer Sha'ik and her followers prepare for the long-prophesied uprising known as the Whirlwind. Unprecedented in size and savagery, this maelstrom of fanaticism and bloodlust will embroil the Malazan Empire in one of the bloodiest conflicts it has ever known, shaping destinies and giving birth to legends . . . Set in a brilliantly realized world ravaged by dark, uncontrollable magic, Deadhouse Gates is a novel of war, intrigue and betrayal confirms Steven Erikson as a storyteller of breathtaking skill, imagination and originality--a new master of epic fantasy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Best selling author Steven Erikson returns with the latest in the morbid history of the Malazan Empire In Northern Genabackis, a raiding party of savage tribal warriors descends from the mountains into the southern flatlands. Their intention is to wreak havoc amongst the despised lowlanders, but for the one named Karsa Orlong it marks the beginning of what will prove to be an extraordinary destiny. Some years later, it is the aftermath of the Chain of Dogs. Tavore, the Adjunct to the Empress, has arrived in the last remaining Malazan stronghold of Seven Cities. New to command, she must hone twelve thousand soldiers, mostly raw recruits but for a handful of veterans of Coltaine's legendary march, into a force capable of challenging the massed hordes of Sha'ik's Whirlwind who lie in wait in the heart of the Holy Desert. But waiting is never easy. The seer's warlords are locked into a power struggle that threatens the very soul of the rebellion, while Sha'ik herself suffers, haunted by the knowledge of her nemesis: her own sister, Tavore. And so begins this awesome new chapter in Steven Erikson's acclaimed Malazan Book of the Fallen . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Spellson War, the second book in New York Times bestselling author L. E. Modesitt, Jr.'s epic fantasy series the Spellson Cycle about a singer and music instructor at Iowa State University who gets far more than she expected when she is magically transported to the world of Erde. Anna Marshal is regent of the kingdom of Defalk only a few months after a sorcerer pulled her from her boring life as a music instructor. Her power and abilities saved Defalk from invasion, and now she must defend it against the greedy rulers of neighboring kingdoms who see an opportunity. The Spellson Cycle The Soprano Sorceress The Spellson War Darksong Rising The Shadow Sorceress Shadowsinger Other series by this author: The Imager Portfolio The Saga of Recluce The Corean Chronicles The Ghost Books The Ecolitan Matter At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A thrilling, harrowing novel of war, intrigue and dark, uncontrollable magic, Toll the Hounds is the new chapter in Erikson's monumental series - epic fantasy at its most imaginative and storytelling at its most exciting. In Darujhistan, the city of blue fire, it is said that love and death shall arrive dancing. It is summer and the heat is oppressive, but for the small round man in the faded red waistcoat, discomfiture is not just because of the sun. All is not well. Dire portents plague his nights and haunt the city streets like fiends of shadow. Assassins skulk in alleyways, but the quarry has turned and the hunters become the hunted. Hidden hands pluck the strings of tyranny like a fell chorus. While the bards sing their tragic tales, somewhere in the distance can be heard the baying of Hounds...And in the distant city of Black Coral, where rules Anomander Rake, Son of Darkness, ancient crimes awaken, intent on revenge. It seems Love and Death are indeed about to arrive...hand in hand, dancing. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

As war threatens the land and Greymane tries to outrun his past, and the death sentence it carries, a new emperor of Malaz hopes to redeem the failed invasion of Korel with a secret weapon lying in the vaults beneath the Imperial capital: Stonewielder. By the best-selling author of Return of the Crimson Guard.

The incessant war between the bickering city states of Quon Tali rages. So engrossed are the warring lords and princes in their own petty feuds that few notice that an upstart mage from Dal

Hon has gained control of the southern seas. But some powers are alarmed And in the meantime, as Purge and Tali indulge in what seems like a their never-ending game of war, a mercenary caught up in the fight between the two states suddenly refuses to play along and causes all sorts of chaos. Simultaneously, a pair of escapees from Castle Gris make their way across this ravaged landscape of flame and butchery. Their intention to seek out the legendary Crimson Guard. And then there's Kellanved who could not care less about any of this petty politicking or strategy or war. Something other and altogether more mysterious has caught his attention and he - together with a reluctant and decidedly sceptical Dancer - traverse continents and journey through the Realms in pursuit . . . But this ancient mystery that has so captivated Kellanved is neither esoteric nor ephemeral. No, it is of an altogether darker and more dangerous hue. It involves the Elder races themselves, and more specifically - certainly more alarmingly - the semi-mythic, and universally dreaded, Army of Dust and Bone. Surely no one in their right mind would be so foolish as to embark on a journey from which none have returned? Well, no one except Kellanved that is . . . Returning to the turbulent early history of what would become the Malazan Empire, here is the third awesome chapter in Ian C. Esslemont's new epic fantasy sequence.

Esslemont's new prequel trilogy takes readers deeper into the politics and intrigue of the New York Times bestselling Malazan Empire. Dancer's Lament focuses on the genesis of the empire, and features Dancer, the skilled assassin, who, alongside the mage Kellanved, would found the Malazan empire.

A third volume of the fantasy epic that began with Gardens of the Moon finds the uneasy alliance between Onearm's army and Whiskeyjack's Bridgeburners against the Pannion Domin empire further challenged by rumors that the Crippled God has escaped and is out for revenge. Reprint.

The conclusion to Ian C. Esslemont's epic fantasy Path to Ascendancy trilogy--a prequel story set in the New York Times bestselling Malazan Empire series--co-created by Steven Erikson.

The incessant war between the bickering city states of Quon Tali rages. So engrossed are the warring lords and princes in their own petty feuds that few notice that an upstart mage from Dal Hon has gained control of the southern seas. Kellanved could not care less about any of this petty politicking or strategy or war. Something other and altogether more mysterious has caught his attention and he - together with a reluctant and his decidedly skeptical friend Dancer - traverse continents and journey through the Realms. But this ancient mystery that has so captivated Kellanved is neither esoteric nor ephemeral. It involves the Elder races themselves, and more alarmingly, the semi-mythic Army of Dust and Bone. Surely no one in their right mind would be so foolish as to embark on a journey from which none have returned? Well, no one except Kellanved. Path to Ascendancy #1 Dancer's Lament #2 Deadhouse Landing #3 Kellanved's Reach At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Two thieves want answers. Riyria is born... For more than a year Royce Melborn has tried to forget Gwen DeLancy, the woman who saved him and his partner Hadrian Blackwater from certain death. Unable to get her out of his mind, Royce returns to Medford with Hadrian but the two receive a very different reception --- Gwen refuses to see them. The victim of abuse by a powerful noble, she suspects that Royce will ignore any danger in his desire for revenge. By turning the thieves away, Gwen hopes to once more protect them. What she doesn't realize is what the two are capable of --- but she's about to find out. Chronological Order The Crown Tower (Riyria Chronicles #1) The Rose and the Thorn (Riyria Chronicles #2) Theft of Swords (Riyria Revelations #1 & #2): contains The Crown Conspiracy & Avempartha Rise of Empire (Riyria Revelations #3 & #4): contains Nyphron Rising & The Emerald Storm Heir of Novron (Riyria Revelations #5 & #6): contains Wintertide & Percepliquis

All is not well in Lamentable Moll. A sinister, diabolical killer stalks the port city's narrow, barrow-humped streets, and panic grips the citizens like a fever. Emancipor Reese is no exception, and indeed, with his legendary ill luck, it's worse for him than for most. Not only was his previous employer the unknown killer's latest victim, but Emancipor is out of work. And, with his dearest wife terminally comfortable with the manner of life to which she asserts she has become accustomed (or at least to which she aspires) -- for her and their two whelps -- all other terrors grow limp and pale for poor Emancipor. But perhaps his luck has finally changed, for two strangers have come to Lamentable Moll... and they have nailed to the centre post in Fishmonger's Round a note requesting the services of a manservant. This is surely a remarkable opportunity for the hapless Emancipor Reese... no matter that the note reeks with death-warded magic; no matter that the barrow ghosts themselves howl with fear every night; and certainly no matter that Lamentable Moll itself is about to erupt in a frenzy of terror-inspired anarchy.... Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

The first three tales of Bauchelain and Korbal Broach, the famed necromancers from the Malazan Book of the Fallen, collected in one volume. BLOOD FOLLOWS In the port city of Lamentable Moll, a diabolical killer stalks the streets and panic grips the citizens like a fever. As Emancipor Reese's legendary ill luck would have it, his previous employer is the unknown killer's latest victim. But two strangers have come to town and they have posted in Fishmonger's Round a note, reeking of death-warded magic, requesting the services of a manservant... THE HEALTHY DEAD The city of Quaint's zeal for goodness can be catastophic, and no one knows this better than Bauchelain and Korbal Broach, two stalwart champions of all things bad. The homicidal necromancers - and their substance-addled manservant, Emancipor Reese - find themselves ensnared in a scheme to bring goodness into utter ruination. Sometimes you must bring down civilization...in the name of civilization. THE LEES OF LAUGHTER'S END After their blissful sojourn in Lamentable Moll, the sorcerers Bauchelain and Korbal Broach - along with their manservant, Emancipor Reese -set out on the open seas aboard the sturdy ship Suncurl. Alas, there's more baggage in the hold than meets the beady eyes of the crew, and unseemly terrors awaken. For Bauchelain, Korbal Broach and Emancipor Reese, it is just one more night on the high seas, on a journey without end. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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Dancer's Lament Path to Ascendancy Book 1 Macmillan

Mercenary Eddie LaCrosse discovers that the teen whose father he failed to rescue from a bear attack 16 years ago now needs his help in the latest novel of the series following Wake of the Bloody Angel.

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