

## Farlander Col Buchanan

The Providence of Fire is the second novel in Brian Staveley's Chronicle of the Unhewn Throne, a gripping new epic fantasy series. The conspiracy to destroy the ruling family of the Annurian Empire is far from over. Having learned the identity of her father's assassin, Adare flees the Dawn Palace in search of allies to challenge the coup against her family. Few trust her, but when she is believed to be touched by Intarra, patron goddess of the empire, the people rally to help her retake the capital city. As armies prepare to clash, the threat of invasion from barbarian hordes compels the rival forces to unite against their common enemy. Unknown to Adare, her brother Valyn, a renegade member of the empire's most elite fighting force, has allied with the invading nomads. The terrible choices each of them has made may make war between them inevitable. Between Valyn and Adare is their brother Kaden, rightful heir to the Unhewn Throne, who has infiltrated the Annurian capital with the help of two strange companions. The knowledge they possess of the secret history that shapes these events could save Annur or destroy it. Chronicle of the Unhewn Throne The Emperor's Blades The Providence of Fire The Last Mortal Bond Other books in the world of the Unhewn Throne Skullsworn (forthcoming) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Facing a life sentence in prison for his various crimes, notorious criminal Hell Tanner is given the chance to escape jail by driving cross-country to deliver a case of antiserum to the plague-ridden people of Boston, confronting radioactive storms, carnivorous predators, mutated scorpions, and other perils along the way. Reprint.

In Farlander, the first book of the Heart of the World series, readers met Ash, an aging master assassin of the famed order of Roshun, and his apprentice Nico, a boy who always managed to be in the wrong place at the right time. Ash and Nico, one with failing health and the other with little training, were sent on a suicidal mission to fulfill a contract against the favored son of the Holy Matriarch, the ruler of Mann. The assassination of the Matriarch's son maintained the honor and reputation of the Roshun, but further destabilized a nation already beset by strife. For Ash, fulfilling the contract came at an enormous personal cost. Now in *Stands a Shadow*, driven by grief and anger, Ash embarks on a journey that takes him through the Free Ports and towards the embattled city of Bar-Khos. He arrives at the city as the Holy Matriarch of Mann orders her forces to breach the walls of Bar-Khos and bring it under her control. Renouncing the ways of the Roshun, Ash disguises himself among the Mannian soldiers, determined to go to any lengths to have his revenge against the Matriarch. . . . The Heart of the World series is an epic adventure that, through the lens of its vibrant and unique world and engaging characters, asks intriguing questions and illuminates the humanity at the core of both hero and villain. *Stands a Shadow* is the second book in the series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ash, disguised as a Mannian soldier, makes his way into Bar-Khos and vows to take his revenge upon the Holy Matriarch of Mann, whose forces are besieging the city in their invasion of the Free Ports.

The Heart of the World is a land in strife. For fifty years the Holy Empire of Mann, an empire and religion born from a nihilistic urban cult, has been conquering nation after nation. Their leader, Holy Matriarch Sasheen, ruthlessly maintains control through her Diplomats, priests trained as subtle predators. The Mercian Free Ports are the only confederacy yet to fall. Their only land link to the southern continent, a long and narrow isthmus, is protected by the city of Bar-Khos. For ten years now, the great southern walls of Bar-Khos have been besieged by the Imperial Fourth Army. Ash is a member of an elite group of assassins, the Roshun - who offer protection through the threat of vendetta. Forced by his ailing health to take on an apprentice, he chooses Nico, a young man living in the besieged city of Bar-Khos. At the time, Nico is hungry, desperate, and alone in a city that finds itself teetering on the brink. When the Holy Matriarch's son deliberately murders a woman under the protection of the Roshun; he forces the sect to seek his life in retribution. As Ash and his young apprentice set out to fulfil the Roshun orders - their journey takes them into the heart of the conflict between the Empire and the Free Ports . . . into bloodshed and death. Discover the magic of Trudi Canavan with her brand new novel in the Traitor Spy Trilogy... Living among the Sachakan rebels, Lorkin does his best to learn about their unique magic. But the Traitors are reluctant to trade their secrets for the Healing they so desperately want. Meanwhile, Sonea searches for the rogue, knowing that Cery cannot avoid assassination forever --- but the rogue's influence over the city's underworld, however, is far greater than she feared. And in the University, two female novices are about to remind the Guild that sometimes their greatest enemy is found within...

Enter once more the world of Roland Deschain—and the world of the Dark Tower...now presented in a stunning graphic novel form that will unlock the doorways to terrifying secrets and bold storytelling as part of the dark fantasy masterwork and magnum opus from #1 New York Times bestselling author Stephen King. “The man in black fled across the desert, and the gunslinger followed.” With these unforgettable words, millions of readers were introduced to Stephen King’s iconic character Roland Deschain of Gilead. Roland is the last of his kind, a “gunslinger” charged with protecting whatever goodness and light remains in his world—a world that “moved on,” as they say. In this desolate reality—a dangerous land filled with ancient technology and deadly magic, and yet one that mirrors our own in frightening ways—Roland is on a spellbinding and soul-shattering quest to locate and somehow save the mystical nexus of all worlds, all universes: the Dark Tower. Now, in the graphic novel series Stephen King's *The Dark Tower: Beginnings*, originally published by Marvel Comics in single-issue form and creatively overseen by Stephen King himself, the full story of Roland's troubled past and coming-of-age is revealed. Sumptuously drawn by Jae Lee and Richard Isanove, plotted by longtime Stephen King expert Robin Furth, and scripted by New York Times bestselling author Peter David, *Beginnings* is an extraordinary and terrifying journey into Roland's origins—ultimately serving as the perfect introduction for new readers to Stephen King's modern literary classic *The Dark Tower*, while giving longtime fans thrilling adventures merely hinted at in his blockbuster novels. Bringing the dramatic history of Roland into chronological order—as originally published in the novels *The Gunslinger* and *Wizard and Glass*—*The Gunslinger Born* begins with a reckless act of courage that gains Roland his first set of guns and earns him and his friends, Cuthbert Allgood and Alain Johns, a special mission to the town of Hambry...not only for their personal safety but on behalf of the Affiliation—an alliance resisting the ruinous advance of “the Good Man,” a monster named John Farson. But the expedition will quickly become Roland's first experience of the evil forces that he will encounter again and again throughout his life, and in a myriad of guises. And he will also discover the overwhelming power and pain of true love, through which, more than anything, he will learn beyond a shadow of a doubt what things are worth killing for....

What time is it? Adventure Time™! Explore the magical world of Ooo with Jake the Dog and Finn the Human, along with the Ice King, Princess Bubblegum, Marceline the Vampire Queen, and all your favorite Adventure Time characters, in this New York Times bestselling companion book to Cartoon Network's hit animated series. Written and compiled by the Lord of Evil himself, *The Adventure Time Encyclopaedia* matches the playful, subversive tone of the television series, detailing everything anyone will ever need to know about the postapocalyptic land of Ooo and its inhabitants—secret lore and spells, fun places you should visit and places where you will probably die, whom to marry and whom not to marry, how to make friends and destroy your enemies—plus hand-written marginalia by Finn, Jake, and Marceline. An indispensable guide to the show fans love to watch, this side-splittingly funny love letter to Adventure Time is sure to appeal to readers of all ages. Heck yeah! From the Back Cover: Written by the Lord of Evil Himself, Hunson Abadeer (a.k.a. Marceline the Vampire Queen's dad), to instruct and confound the demonic citizenry of the Nightosphere, *The Adventure Time Encyclopaedia* is perhaps the most dangerous book in history. Although seemingly a guidebook to the Land of Ooo and its postapocalyptic inhabitants, it is in fact an amusing nightmare of literary pitfalls, bombastic brain-boggles, and ancient texts designed to drive the reader mad. Complete with secret lore and wizard spells, fun places

you should visit and places where you will probably die, advice on whom to marry and whom not to marry, and how to make friends and destroy your enemies, this volume includes hand-written marginalia by Finn, Jake, and Marceline. Arguably the greatest encyclopaedia ever written since the beginning of the cosmos, it is also an indispensable companion to humans and demons who know what time it is: Adventure Time! Praise for The Adventure Time Encyclopaedia: "Even if you're an adult Adventure Time fan, the book will make you feel like you're 10 again." —USA Today's Daily Candy blog "The brand-new Adventure Time Encyclopaedia will tell viewers everything they need to know about the post-apocalyptic magical land and its inhabitants." —Entertainment Weekly's Family Room blog "The . . . Encyclopaedia will appeal to Adventure Time fans who want to delve deeper into the show's mysterious back story and bizarre details." —The Los Angeles Times'Hero Complex blog

Janny Wurts's epic tale of two half-brothers cursed to life-long enmity continues in this spectacular second volume.

The children of an assassinated emperor try to stay alive and avenge their father's death while continuing down their individual life-paths, one in a monastery, another training with elite soldiers, and one appointed a minister determined to prove herself to her people.

This Hugo Award-winning disaster epic from the Science Fiction Grand Master "ranks among [his] most ambitious works" (SFSite). The Wanderer inspires feelings of pure terror in the hearts of the five billion human beings inhabiting Planet Earth. The presence of an alien planet causes increasingly severe tragedies and chaos. However, one man stands apart from the mass of frightened humanity. For him, the legendary Wanderer is a mere tale of bizarre alien domination and human submission. His conception of the Wanderer bleeds into unrequited love for the mysterious "she" who owns him.

The Sixth Book of the epic Malazan Book of the Fallen from bestselling author Steven Erikson. In The Bonehunters, in the ever decimating Malazan Empire, a war is brewing between mortal and immortals, gods and mages, that will decide once and for all who shall exist and who shall perish. The Seven Cities Rebellion has been crushed. Sha'ik is dead. One last rebel force remains, holed up in the city of Y'Ghatan and under the fanatical command of Leoman of the Flails. The prospect of laying siege to this ancient fortress makes the battle-weary Malaz 14th Army uneasy. For it was here that the Empire's greatest champion Dassem Ultor was slain and a tide of Malazan blood spilled. A place of foreboding, its smell is of death. But elsewhere, agents of a far greater conflict have made their opening moves. The Crippled God has been granted a place in the pantheon, a schism threatens and sides must be chosen. Whatever each god decides, the ground-rules have changed, irrevocably, terrifyingly and the first blood spilled will be in the mortal world. A world in which a host of characters, familiar and new, including Heboric Ghost Hands, the possessed Apsalar, Cutter, once a thief now a killer, the warrior Karsa Orlong and the two ancient wanderers Icarium and Mappo--each searching for such a fate as they might fashion with their own hands, guided by their own will. If only the gods would leave them alone. But now that knives have been unsheathed, the gods are disinclined to be kind. There shall be war, war in the heavens. And, the prize? Nothing less than existence itself... Here is the stunning new chapter in Steven Erikson magnificent Malazan Book of the Fallen--hailed as an epic of the imagination and acknowledged as a fantasy classic in the making. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Chance and the reader's decisions will determine whether the Silver Crusader can capture the Titanium Cyborg and save Titan City.

After Piers Knight--curator of the Brooklyn Museum and master of the uses of magical artifacts--learns of an inscribed stone that may unlock an otherworldly Armageddon that certain powers are all too eager to bring about, he is the only one standing in the way of the destruction. Reprint.

A restored Thomas Covenant inadvertently unleashes an apocalyptic force that endangers the entire world, a threat that is countered by the mysterious Jeremiah.

The Dread Empire, a gritty world of larger-than-life plots, nation-shattering conflict, maddening magic, strange creatures, and raw, flawed heroes, all shown through the filter of Cook's inimitable war-correspondent prose. The Dread Empire, spanning from the highest peaks of the Dragon's Teeth to the endless desert lands of Hammad al Nakir, from besieged Kavelin to mighty Shinshan, the Empire Unacquainted with Defeat, with its fearless, masked soldiers, known as the Demon Guard...

When Desmond Miles is called away on an urgent mission, he entrusts fellow Assassin Jonathan Hawk with File 24. Hawk sets out to search for the Scepter of Isis – a powerful ancient artifact, lost in time. Through his Assassin ancestor, El Cakr, Hawk travels to Egypt in 1257, where the Scepter lies in the hands of the new Sultan. Pursued in the present by the formidable Templar agent Vernon Hest, Hawk finds himself in a race against time...throughout time. The first of three fantastic new albums in the second cycle of Assassin's Creed graphic novels from Ubisoft's Les Deux Royaumes, published for the first time in the English language, Assassin's Creed: Hawk is the continuation to the exciting, fast-paced Assassin's Creed comic series, featuring an all-new Assassin in an all-new era!

The Quantum Thief is a Kirkus Reviews Best of 2011 Science Fiction & Fantasy title. One of Library Journal's Best SF/Fantasy Books of 2011 Jean le Flambeur is a post-human criminal, mind burglar, confidence artist, and trickster. His origins are shrouded in mystery, but his exploits are known throughout the Hierarchy- from breaking into the vast Zeusbrains of the Inner System to stealing rare Earth antiques from the aristocrats of Mars. Now he's confined inside the Dilemma Prison, where every day he has to get up and kill himself before his other self can kill him. Rescued by the mysterious Mieli and her flirtatious spacecraft, Jean is taken to the Oubliette, the Moving City of Mars, where time is currency, memories are treasures, and a moon-turned-singularity lights the night. What Mieli offers is the chance to win back his freedom and the powers of his old self-in exchange for finishing the one heist he never quite managed. As Jean undertakes a series of capers on behalf of Mieli and her mysterious masters, elsewhere in the Oubliette investigator Isidore Beaufrelet is called in to investigate the murder of a chocolatier, and finds himself on the trail of an arch-criminal, a man named le Flambeur.... Hannu Rajaniemi's The Quantum Thief is a crazy joyride through the solar system several centuries hence, a world of marching cities, ubiquitous public-key encryption, people communicating by sharing memories, and a race of hyper-advanced humans who originated as MMORPG guild members. But for all its wonders, it is also a story powered by very human motives of betrayal, revenge, and jealousy. It is a stunning debut. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

David Baldacci is back with The Keeper, the follow up to his instant #1 global bestseller and award-winning YA fantasy debut The Finisher. Vega Jane was always told no one could leave the town of Wormwood. She was told there was nothing outside but the Quag, a wilderness filled with danger and death. And she believed it - until the night she stumbled across a secret that proved that everything she knew was a lie. Now Vega and her best friend Delph must find a way to make it across this terrifying land of

bloodthirsty creatures and sinister magic. But the Quag is worse than Vega Jane's darkest imagining. It's a living, breathing prison designed to keep enemies out and the villagers of Wormwood in. The Quag will throw everything at Vega. It will try to break her. It will try to kill her. And survival might come at a price not even Vega is willing to pay. Master storyteller David Baldacci unleashes a hurricane of action and adrenalin that takes readers to breaking point in this second instalment in the Vega Jane series.

What is an orc? An orc is an 18 stone fighting machine, made of muscle, hide, talon and tusk, with a villainous disposition and a mean sense of humour. And, of course, an orc is a poor dumb grunt - the much abused foot soldier of the Evil Horde of Darkness. The usual last battle of Good against Evil is about to begin. Orc Captain Ashnak and his war-band know exactly what they can expect. The forces of Light are outnumbered, full of headstrong heroes devoid of tactics - but the Light's still going to win. Orcs - the sword fodder in the front line - will die by the thousands. Life's a bitch.

A time of reckoning has begun. For ten years the Free Ports held their own against the despotic empire of Mann - but the empire is now poised to destroy them. The crucial fortress city of Bar-Khos is under attack and its freedom depends on a few unsteady hands. Betrayal could come from any side, at any moment. While chaos reigns, Nico will search for his captive mother and attempt to defend his people. And Shard the Dreamer will hunt for legendary charts, which could yet save the city. However, a Red Guard officer gone rogue could bring about the end, and a visitor from another world has a hidden agenda. With the war entering its darkest hours, will any of them survive? Fierce Gods is the fourth and final novel in Col Buchanan's 'Heart of the World' series.

Dark, thrilling, and hilarious, *The Black Hawks* is an epic adventure perfect for fans of Joe Abercrombie and Scott Lynch.

A fantastical reimaging of the American West which draws its influence from steampunk, the American western tradition, and magical realism *The world is only half made*. What exists has been carved out amidst a war between two rival factions: the Line, paving the world with industry and claiming its residents as slaves; and the Gun, a cult of terror and violence that cripples the population with fear. The only hope at stopping them has seemingly disappeared—the Red Republic that once battled the Gun and the Line, and almost won. Now they're just a myth, a bedtime story parents tell their children, of hope. To the west lies a vast, uncharted world, inhabited only by the legends of the immortal and powerful Hill People, who live at one with the earth and its elements. Liv Alverhusen, a doctor of the new science of psychology, travels to the edge of the made world to a spiritually protected mental institution in order to study the minds of those broken by the Gun and the Line. In its rooms lies an old general of the Red Republic, a man whose shattered mind just may hold the secret to stopping the Gun and the Line. And either side will do anything to understand how. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"If you're looking for God's answers to man's dilemmas, this book is a great tool—particularly for the men and women on America's frontlines." —Colonel Jeff O'Leary, USAF (retired), Fox News Military Analyst The demands of military life can be staggering. Soldiers, sailors, airmen, and Marines face pressures and temptations that civilians will never know. Fortunately, here is help from someone who has been there. Tom Neven uses examples from history, real-life anecdotes from men and women in uniform, and biblical wisdom to help you navigate the biggest challenges of military life. *On the Frontline* addresses issues such as: ·Loneliness (how to cope with deployment and separation from family and friends) ·Sex (how to resist temptation and remain faithful) ·Debt (how to manage money and avoid financial traps) ·Relationships (how to build and maintain a marriage, friendships, and other relationships from a distance) ·Fear (how to deal with the threat of injury or death) Written for both men and women, this powerful book confronts these and other issues head-on, offering hope, encouragement, and practical guidance for every day you serve *On the Frontline*.

*The Heart of the World* is a land in strife. For fifty years the Holy Empire of Mann, an empire and religion born from a nihilistic urban cult, has been conquering nation after nation. Their leader, Holy Matriarch Sasheen, ruthlessly maintains control through her Diplomats, priests trained as subtle predators. Ash is a member of an elite group of assassins, the Roshun, who offer protection through the threat of vendetta. Forced by his ailing health to take on an apprentice, he chooses Nico, a young man living in the besieged city of Bar-Khos. At the time, Nico is hungry, desperate, and alone in a city that finds itself teetering on the brink. When the Holy Matriarch's son deliberately murders a woman under the protection of the Roshun; he forces the sect to seek his life in retribution. As Ash and his young apprentice set out to fulfill the Roshun orders, their journey takes them into the heart of the conflict between the Empire and the Free Ports...into bloodshed and death. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Follows the lives of Ana Alvarado and Derek Brooks as they create and relate to the artificial intelligences they helped design.

Dark and rich, epic in scope, in *The Last Page* Anthony Huso has crafted a fantasy in the vein of China Mieville's *Perdido Street Station* and Mervyn Peake's *Gormenghast*, teeming with unthinkable horrors and stylish wonders. The city of Isca is set like a dark jewel in the crown of the Duchy of Stonehold. In this sprawling landscape, the monsters one sees are nothing compared to what's living in the city's sewers. Twenty-three-year-old Caliph Howl is Stonehold's reluctant High King. Thrust onto the throne, Caliph has inherited Stonehold's dirtiest court secrets. He also faces a brewing civil war that he is unprepared to fight. After months alone amid a swirl of gossip and political machinations, the sudden reappearance of his old lover, Sena, is a welcome bit of relief. But Sena has her own legacy to claim: she has been trained from birth by the Shradnae witchocracy—adept in espionage and the art of magical equations writ in blood—and she has been sent to spy on the High King. Yet there are magics that demand a higher price than blood. Sena secretly plots to unlock the *Cisrym Ta*, an arcane text whose pages contain the power to destroy worlds. The key to opening the book lies in Caliph's veins, forcing Sena to decide if her obsession for power is greater than her love for Caliph. Meanwhile, a fleet of airships creeps ever closer to Isca. As the final battle in a devastating civil war looms and the last page of the *Cisrym Ta* waits to be read, Caliph and Sena must face the deadly consequences of their decisions. And the blood of these conflicts will stain this and other worlds forever. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

When he is chosen to be the apprentice of an ailing protective assassin in a world dominated by a nihilistic urban cult,

Nico accompanies his master on a mission to kill the murderous son of the cult's ruthless matriarch.

As the empire of Mann threatens the world with enslavement, only a single island nation continues to stand in its way - the Free Ports of the democras. For ten years they have held their own, but now the empire draws its noose even tighter over them. Rallying to its defence are those from the secretive network known as the Few, including the cripple and troubleshooter Coya Zeziké. Coya has hopes of enlisting the forest contrarè in the aid of the besieged city of Bar-Khos. With him is Shard, the only Dreamer of the Free Ports, a woman capable of manipulating waking reality or the strange dimensions of the Black Dream. The Roshun order of assassins have also engaged in the war at last. But Ash, their ailing farlander, has more urgent business to overcome. Facing him is a skyship voyage into the Great Hush, then further journeying to the fabled Isles of Sky, where he hopes bring his dead apprentice Nico back to life. Yet, his voyage into the unknown may save more than just Nico . . . it may save the Free Ports themselves.

BOOK 1 IN THE ACCLAIMED FANTASY SERIES "An impressively imagined war-ravaged world." Publishers Weekly "Something special ... the story grips from the astonishing opening sequence to the unexpected conclusion." The Times The Heart of the World is a land in strife. For fifty years the Holy Empire of Mann, an empire and religion born from a nihilistic urban cult, has been conquering nation after nation. Their leader, Holy Matriarch Sasheen, ruthlessly maintains control through her Diplomats, priests trained as subtle predators. The Mercian Free Ports are the only confederacy yet to fall. Their only land link to the southern continent, a long and narrow isthmus, is protected by the city of Bar-Khos. For ten years now, the great southern walls of Bar-Khos have been besieged by the Imperial Fourth Army. Ash is a member of an elite group of assassins, the Roshun - who offer protection through the threat of vendetta. Forced by his ailing health to take on an apprentice, he chooses Nico, a young man living in the besieged city of Bar-Khos. At the time, Nico is hungry, desperate, and alone in a city that finds itself teetering on the brink. When the Holy Matriarch's son deliberately murders a woman under the protection of the Roshun; he forces the sect to seek his life in retribution. As Ash and his young apprentice set out to fulfil the Roshun orders - their journey takes them into the heart of the conflict between the Empire and the Free Ports... into bloodshed and death. MORE PRAISE FOR THE SERIES "Well rendered and nicely paced ... Stirring combat and vivid details." Kirkus Reviews "Something special ... Buchanan writes vividly and well, and the story grips from the astonishing opening sequence to the unexpected conclusion." The Times "Completely absorbing. Once I was into it, I just couldn't put it down." Glen Cook, author of The Black Company series "Gripping ... Delightfully undermin[es] expectations." SFX

From NYT bestselling author Brent Weeks comes the first novel in his breakout fantasy trilogy in which a young boy trains under the city's most legendary and feared assassin, Durzo Blint. For Durzo Blint, assassination is an art--and he is the city's most accomplished artist. For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned to judge people quickly--and to take risks. Risks like apprenticing himself to Durzo Blint. But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics--and cultivate a flair for death. Devour this blockbuster tale of assassination and magic by Brent Weeks, which has delighted readers all over the world--with over one million copies in print! Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Night Angel: The Complete Trilogy (omnibus) Perfect Shadow: A Night Angel Novella (e-only) The Way of Shadows: The Graphic Novel For more from Brent Weeks, check out: Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White

FarlanderSt. Martin's Press

Ben Hatke brings back our intrepid space heroine for another delightful sci-fi/fantasy adventure in this New York Times-Bestselling graphic novel trilogy for middle grade readers. Zita the Spacegirl has saved planets, battled monsters, and wrestled with interplanetary fame. But she faces her biggest challenge yet in the third and final installment of the Zita adventures. Wrongfully imprisoned on a penitentiary planet, Zita has to plot the galaxy's greatest jailbreak before the evil prison warden can execute his plan of interstellar domination!

An account of the aid worker co-author's dramatic January 2012 rescue from kidnappers in Somalia by members of a Navy SEAL Team Six unit offers insight into the effective use of targeted U.S. military missions.

The trilogy that began with The Emperor's Blades and continued in The Providence of Fire reaches its epic conclusion, as war engulfs the Annurian Empire in Brian Staveley's The Last Mortal Bond The ancient csestriim are back to finish their purge of humanity; armies march against the capital; leaches, solitary beings who draw power from the natural world to fuel their extraordinary abilities, maneuver on all sides to affect the outcome of the war; and capricious gods walk the earth in human guise with agendas of their own. But the three imperial siblings at the heart of it all--Valyn, Adare, and Kaden--come to understand that even if they survive the holocaust unleashed on their world, there may be no reconciling their conflicting visions of the future. Chronicle of the Unhewn Throne The Emperor's Blades The Providence of Fire The Last Mortal Bond Other books in the world of the Unhewn Throne Skullsworn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Llesho was seven when the Harn invaded his family's mountain kingdom of Thebin. Sold into slavery on Pearl Island, he was, as far as he know, the sole survivor of his royal family. When Llesho was ten, the old man called Lleck secretly began to undertake the boy's education. But when Llesho was fifteen, Lleck died, and his spirit visited the boy while he worked the pearl beds, revealing his true destiny to him. All six of his older brothers were still alive! Llesho must win his freedom, find and rescue his brothers, and with their help raise an army against the evil Harn. But as a pearl diver he would never be allowed off the island. So Llesho petitioned his lord to be trained as a gladiator, thus taking the first step on a road that would lead to conflicts with sorcerers, encounters with the avatars of gods, and a dangerous journey in search of the widely scattered family he had never expected to see again...

The first book of the saga of The Runelords Young Prince Gaborn Val Orden of Mysterria 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.

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