

## Luck In The Shadows Nightrunner 1 Lynn Flewelling

The Black Company, courageous mercenaries serving the Lady, battles the evil rebel forces falsely professing to follow the White Rose, a long-dead heroine, and discovers the mute girl they rescued is the true White Rose reborn

Alodar was a mere apprentice thaumaturge, learning the least of the five arts of magic. As such, he had no right to aspire to the hand of the fair lady, Queen Vendora, not even when he saved her during the demon-inspired siege of her frontier castle. But aspire he did. His quest forced him from one exacting branch of magic to another, with the rewards he earned always going to others. Finally, only the branch of wizardry remained--the great, almost lost art of controlling demons. It was then he learned of the ancient plot behind his rise--and faced the greatest danger any man could dare!

Chaos is everywhere as the Lord of the Nexus orders his servant Haplo and the human child known as Bane to further their master's work on Arianus, the realm of air. But their one time companion Alfred has been cast into the deadly Labyrinth. And somehow the assassin Hugh the Hand has been resurrected to complete his dark mission. More important, the evil force that Haplo and Alfred discovered on Arianus has escaped. As Haplo's doubts about his master grow deeper, he must decide whether to obey the Lord of the Nexus or betray the powerful Patryn...and endeavor to bring peace to the universe.

Luck in the ShadowsThe Nightrunner Series, Book I Spectra

After winning the lottery, a young woman goes back to school—and gets an unexpected lesson in love—in this romance by the author of *Beginner's Luck*. Winning the lottery with her two best friends doesn't just bring wealth for Greer Hawthorne, it also allows her to pursue a long-postponed education. She's finally on the cusp of proving to her big, overprotective family that she's independent—until a careless mistake jeopardizes her plan to graduate. Lucky for her, there's someone in town who may be able to help . . . Globe-hopping photojournalist Alex Averin only plans to be in town for his sister Kit's wedding before jetting off again. But when gorgeous, good-hearted Greer needs an assist with a photography project, he's powerless to say no. Showing Greer his professional passion ignites a new one for both of them. But can a ceaseless wanderer stay by an ambitious woman's side...or are Alex and Greer both pushing their luck too far? This eBook edition includes a bonus scene!

The Nightrunners are back in this gripping novel full of Lynn Flewelling's trademark action, intrigue, and richly imagined characters. More than the dissolute noblemen they appear to be, Alec and Seregil are skillful spies, dedicated to serving queen and country. But when they stumble across evidence of a plot pitting Queen Phoria against Princess Kliia, the two Nightrunners will find their loyalties torn as never before. Even at the best of times, the royal court at Rhíminee is a serpents' nest of intrigue, but with the war against Plenimar going badly, treason simmers just below the surface. And that's not all that poses a threat: A mysterious plague is spreading through the crowded streets of the city, striking young and old alike. Now, as panic mounts and the body count rises, hidden secrets emerge. And as Seregil and Alec are about to learn, conspiracies and plagues have one thing in common: The cure can be as deadly as the disease.

2015 REVISED EDITION Scarlet of Lysia is an honest pedlar, a young merchant traveling the wild, undefended roads to support his aging parents. Liall, called the Wolf of Omara, is the handsome, world-weary chieftain of a tribe of bandits blocking a mountain road that Scarlet needs to cross. When Liall jokingly demands a carnal toll for the privilege, Scarlet refuses and an inventive battle of wills ensues, with

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disastrous results. Scarlet is convinced that Liall is a worthless, immoral rogue, but when the hostile countryside explodes into violence and Liall unexpectedly fights to save the lives of Scarlet's family, Scarlet is forced to admit that the Wolf is not the worst ally he could have, but what price will proud Scarlet ultimately have to pay for Liall's friendship?

A young nobleman chosen to become a wolfdar, a warrior bonded to a fighting wolf, Isolfr is bound to Viradechtis, a queen wolf, as they confront a powerful force of trolls, wyverns, and other supernatural creatures that threatens the complaisant human holdings. Reprint.

A dozen years of peace have passed in the city of White Gryphon - providing well deserved and much needed security for the people who had lost their homes in the magical Cataclysm which killed the Mage Urtho, creator of the gryphons. But the inhabitants of White Gryphon have not forgotten their long struggles, and have trained an elite guard force, the Silver Gryphons, to protect their city, and if necessary, to join with the army of the Black Kings for mutual defense.

While enemy ships threaten Percheron's harbor, heroic Lazar lies afflicted with the drezden illness and cannot rise. And Zaradine Ana has been taken prisoner by the mysterious Arafanz and his warriors, and is believed to be with child—carrying the heir to the throne, the unborn son of Zar Boaz. Torn by an inner conflict raging between heart and head, Zar Boaz can think only of Ana, even as his land sits poised on the brink of devastating war. Launching a daring, desperate plan, he calls for his country's strongest to make one more foray into the desert . . . even as the Goddess reaches the crest of her ascent, throwing mortal and divine alike into chaotic battle for the soul of Percheron.

The cult classic fantasy of manners, now with three bonus stories “Swordspoint has an unforgettable opening and just gets better from there.”—George R. R. Martin Hailed by critics as “a bravura performance” (Locus) and “witty, sharp-eyed, [and] full of interesting people” (Newsday), this acclaimed novel, filled with remarkable plot twists and unexpected humor, takes fantasy to an unprecedented level of elegant writing and scintillating wit. Award-winning author Ellen Kushner has created a world of unforgettable characters whose political ambitions, passionate love affairs, and age-old rivalries collide with deadly results. On the treacherous streets of Riverside, a man lives and dies by the sword. Even the nobles on the Hill turn to duels to settle their disputes. Within this elite, dangerous world, Richard St. Vier is the undisputed master, as skilled as he is ruthless—until a death by the sword is met with outrage instead of awe, and the city discovers that the line between hero and villain can be altered in the blink of an eye.

When Alec of Kerry is taken prisoner, he is certain that his life is at an end. But one thing he never expected was his cellmate. Seregil of Rhiminee is many things - none of them unpredictable. And when he offers to take Alec on as his apprentice, things may never be the same for either of them.

The Gap series comes to a shattering climax in a cataclysmic showdown that will mean either the survival of all humankind . . . or its absorption and annihilation. Drifting in space, sabotaged by a crewman tainted with an alien mutagen, the starship Trumpet broadcasts to any ship in range the formula of the mutagen's antidote—a drug the United

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Mining Companies has suppressed for its own sinister purposes. Aboard the crippled ship, the fugitives and survivors—Morn Hyland, an ex-UMCP cop, Angus Thermopyle, a newly freed cyborg, and unwilling saboteur Ciro Vasaczk—must make a desperate gamble. Pursued by the UMCP ship Punisher, threatened by the return of an Amnion combat vessel, they will hijack the police craft by any means necessary—and take it back to Earth.

To reclaim his powers, wizard Felix Harrowgate must restore the magical talisman known as the Virtu-by confronting the dark sorcerer who destroyed it.

"Let me tell you who I am, on the chance that these scribblings do survive....I am Murgan, Standard bearer of the Black Company, though I bear the shame of having lost that standard in battle. I am keeping these Annals because Croaker is dead. One-Eye won't, and hardly anyone else can read or write. I will be your guide for however long it takes the Shadowlanders to force our present predicament to its inevitable end..." So writes Murgan, seasoned veteran of the Black Company. The Company has taken the fortress of Stormgard from the evil Shadowlanders, lords of darkness from the far reaches of the earth. Now the waiting begins. Exhausted from the siege, beset by sorcery, and vastly outnumbered, the Company have risked their souls as well as their lives to hold their prize. But this is the end of an age, and great forces are at work. The ancient race known as the Nyueng Bao swear that ancient gods are stirring. the Company's commander has gone mad and flirts with the forces of darkness. Only Murgan, touched by a spell that has set his soul adrift in time, begins at last to comprehend the dark design that has made pawns of men and god alike. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

With the Leran threat laid to rest, Alec and Seregil are now able to turn their attention to the ancient evil which threatens their land. The Plenimarans, at war with Skalans, have decided to defeat their ancient enemy by raising up the Dead God, Seriamaius. The early attempts at this reincarnation--masterminded by the sinister Duke Mardus and his sorcerous minion Vargul Ashnazai--once left Seregil in a sorcerous coma. Now, an ancient prophecy points to his continuing role in the quest to stop Mardus in his dread purpose. Seregil's friend and Mentor, the wizard Nysander, has long been the guardian of a deadly secret. In a secret, silver-lined room hidden well beneath the Oreska, he has served for most of his 300 years as the keeper of a nondescript clay cup. But this cup, combined with a crystal crown and some wooden disks, forms the Helm of Seriamaius, and any mortal donning the reconstructed Helm will become the incarnation of the god on earth. Nysander holds the cup and Mardus the wooden disks--one of which was responsible for Seregil's coma--but the crown must still be located. Threatened under pain of death by Nysander to keep his quest a secret even from his loyal companion, Alec, Seregil is dispatched to find the last missing piece of the Helm so that he and Nysander can destroy it. But this is only the beginning of one of his deadliest journeys ever, for the prophecy also holds that four will come

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together in a time of darkness, and gradually all that Seregil values is placed at risk as he, Alec, Nysander and Micum are drawn into a deadly web of terror and intrigue.

Sometimes revenge is the road to salvation. Louie Thorne understands this. When her parents were brutally shot dead in their home, Louie found the strength to go on only by armoring herself with the quest for vengeance. She found the criminals that took everything from her--and ended their lives--despite what it cost her. So when fellow huntress Diana Dennard crosses Louie's path, in pursuit of a dangerous pedophile, Louie refuses to interfere. She understands the need governing Diana's every move--even if the woman's methods toe the line of madness. As Lou is dragged into Diana's hunt, Diana's mask slips. The game turns dark. Suddenly the bad guys aren't Diana's only target and Lou finds herself between a dangerous and conniving psychopath and the ones she loves. Will Louie's dark power be enough to protect them? Or will the coldest heart win...

Someone, or something, is ripping the hearts from living men. Justinian, Lord Sterling, has lived for centuries, serving an ancient entity known only as the Dragon. Immortality is Justin's reward. But to keep it, he must keep killing. Lt. Sandra McCormick is a dedicated cop, a loner whose job is her refuge from a twisted past. But to keep it, she must stop the killing. Two loners, each stalking the other. Each destined to be the other's savior--and downfall. For love, unexpected, unstoppable, draws them together. And love is the one vice the Dragon will not allow . . .

Seregil--thief, con artist, and spy in the employ of the queen's wizard--takes an apprentice in his struggle against a surreal world of intrigue, magic, and politics engineered by Plenimar, the queen's ancient foe. Original.

With their most treacherous mission yet behind them, heroes Seregil and Alec resume their double life as dissolute nobles and master spies. But in a world of rivals and charmers, fate has a different plan.... After their victory in Aurënen, Alec and Seregil have returned home to Rhíminee. But with most of their allies dead or exiled, it is difficult for them to settle in. Hoping for diversion, they accept an assignment that will take them back to Seregil's homeland. En route, however, they are ambushed and separated, and both are sold into slavery. Clinging to life, Seregil is sustained only by the hope that Alec is alive. But it is not Alec's life his strange master wants—it is his blood. For his unique lineage is capable of producing a rare treasure, but only through a harrowing process that will test him body and soul and unwittingly entangle him and Seregil in the realm of alchemists and madmen—and an enigmatic creature that may hold their very destiny in its inhuman hands.... But will it prove to be savior or monster?

Under the rule of a usurper king, the realm of Skala has suffered famine, plague, and invasion. But now the time for the rightful heir has come, a return to the tradition of warrior queens. And the Lightbearer's prophecy is to be upheld at last: so long as a daughter of the royal line defends and rules, Skala will never be subjugated. Now a mystical fire has burned away the male body known as Prince Tobin, revealing Princess Tamír, a girl on the verge of womanhood—and a queen ready to claim her birthright after a life in disguise under the protection of wizards and witches. But will her people, her army—and the friends she was forced to

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deceive—accept her? Worse, will the crown’s rival heir, friend to Tobin, turn foe to Tamír, igniting civil war in a fierce battle for Skala?

“Den of Thieves rollicks....This is a book I would be happy to have written.” —Dave Duncan Remember this name: David Chandler. With Den of Thieves, the first book in his astounding fantasy series, The Ancient Blades Trilogy, Chandler immediately establishes himself as a major player in the world of action-rich epic fantasy—right up there alongside George R. R. Martin, R. A. Salvatore, and Raymond E. Feist. An enthralling and wonderfully gritty tale of cutpurses, knights and demons, witches, betrayals, and darkest intrigue—in the popular vein of the bestselling works of Brent Weeks, Joe Abercrombie, and Scott Lynch—Den of Thieves introduces readers to Malden, an amiable young criminal whose one grave mistake bonds him to the lord of the underworld and sets him on an impossible quest that will most likely lead the hapless thief to his doom.

From the award-winning author of Swordpoint comes a witty, wicked coming-of-age story that is both edgy and timeless. . . .

Welcome to Riverside, where the aristocratic and the ambitious battle for power and prestige in the city’s labyrinth of streets and ballrooms, theatres and brothels, boudoirs and salons. Into this alluring and alarming world walks a bright young woman ready to take it on and make her fortune. A well-bred country girl, Katherine knows all the rules of conventional society. Her biggest mistake is thinking they apply. Katherine’s host and uncle, Alec Champion, the capricious and decadent Mad Duke Tremontaine, is in charge here—and to him, rules are made to be broken. When he decides it would be far more amusing for his niece to learn swordplay than to follow the usual path to ballroom and husband, her world changes forever. And there’s no going back. Blade in hand, it’s up to Katherine to find her own way through a maze of secrets and betrayals, nobles and scoundrels—and to gain the power, respect, and self-discovery that come to those who master. . . . “Unholy fun, and wholly fun . . . an elegant riposte, dazzlingly executed.”—Gregory Maguire, New York Times bestselling author of Wicked

Acclaimed Inda series within Sherwood Smith's epic fantasy Sartorias-deles universe • Military fantasy woven with courtly politics, vast worldbuilding, and diverse characters Indevan-Dal is the second son of the Prince and Princess of Choraed Elgaer, destined to become his elder brother Tanrid's Shield Arm—his military champion. Like all second sons, he is to be privately trained at home by Tanrid, the brother whose lands he will one day protect. When the King's Voice comes to summon Inda to the Military Academy, he might well feel foreboding, or even fear—war is imminent—yet youthful Inda feels only excitement. But there are things that Tanrid hasn't prepared him for, and Inda will soon learn that the greatest threats to his safety will not come from foreign enemies, but from supposed allies within his own country.

Eli Monpress is talented. He's charming. And he's a thief. But not just any thief. He's the greatest thief of the age - and he's also a wizard. And with the help of his partners - a swordsman with the most powerful magic sword in the world but no magical ability of his own, and a demonseed who can step through shadows and punch through walls - he's going to put his plan into effect. The first step is to increase the size of the bounty on his head, so he'll need to steal some big things. But he'll start small for now. He'll just steal something that no one will miss - at least for a while. Like a king.

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Sometimes the price of destiny is higher than anyone imagined.... Dark Magic, Hidden Destiny For three centuries a divine prophecy and a line of warrior queens protected Skala. But the people grew complacent and Erius, a usurper king, claimed his young half sister's throne. Now plague and drought stalk the land, war with Skala's ancient rival Plenimar drains the country's lifeblood, and to be born female into the royal line has become a death sentence as the king fights to ensure the succession of his only heir, a son. For King Erius the greatest threat comes from his own line — and from Illior's faithful, who spread the Oracle's words to a doubting populace. As noblewomen young and old perish mysteriously, the king's nephew — his sister's only child — grows toward manhood. But unbeknownst to the king or the boy, strange, haunted Tobin is the princess's daughter, given male form by a dark magic to protect her until she can claim her rightful destiny. Only Tobin's noble father, two wizards of Illior, and an outlawed forest witch know the truth. Only they can protect young Tobin from a king's wrath, a mother's madness, and the terrifying rage of her brother's demon spirit, determined to avenge his brutal murder....

"A new star is rising in the fantasy firmament...teems with magic and spine-chilling amounts of skullduggery."—Dave Duncan, author of *The Great Game* When young Alec of Kerry is taken prisoner for a crime he didn't commit, he is certain that his life is at an end. But one thing he never expected was his cellmate. Spy, rogue, thief, and noble, Seregil of Rhiminee is many things—none of them predictable. And when he offers to take on Alec as his apprentice, things may never be the same for either of them. Soon Alec is traveling roads he never knew existed, toward a war he never suspected was brewing. Before long he and Seregil are embroiled in a sinister plot that runs deeper than either can imagine, and that may cost them far more than their lives if they fail. But fortune is as unpredictable as Alec's new mentor, and this time there just might be...Luck in the Shadows.

Scientists have genetically engineered five human hybrid races known as werewolves, vampires, dragons, sensers and wendigoes. The first four races coexist with humans in relative peace. The fifth one wants to slaughter the others. Years ago Liam faced the destruction of his village in Ireland by wendigoes who murdered nearly everyone in his life. Now, working in Invercade HyCO, the only person he has left is his best friend Tig. The two of them kill a wendigo who has been living and working in the city for years and begin to unravel a plot by the creatures that could be more dangerous than anything they have experienced so far. When Tig starts dating someone else Liam realises he is in love with him and their friendship begins to fall apart. Liam thinks his life can't get much worse but wendigoes always find a way to prove him wrong.

Dissolute nobles, master spies, and the unlikeliest of heroes, Alec and Seregil have survived exile, treachery, and black magic. But the road that lies ahead is the most hazardous they've ever traveled. For with enemies on all sides, they must walk a narrow path between good and evil where one misstep might be their last. Having escaped death and slavery in Plenimar, Alec and Seregil want nothing more than to go back to their nightrunning life in Rhiminee. Instead they find themselves saddled with Sebrahn, a strange, alchemically created creature—the prophesied “child of no woman.” Its moon-white skin and frightening powers make Sebrahn a danger to all whom Alec and Seregil come into contact with, leaving them no choice but to learn more about Sebrahn's true nature. With the help of trusted friends and Seregil's clan, the duo set out to discover the truth about this living homunculus—a

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journey that can lead only to danger or death. For Seregil's old nemesis Ulan í Sathil of Virèsse and Alec's own long-lost kin are after them, intent on possessing both Alec and Sebrahn. On the run and hunted, Alec and his comrades must fight against time to accomplish their most personal mission ever.

For a millenium, the Children of Amarid have served the people of Tobyn-Ser. Drawing upon the Mage-Craft, which flows from the psychic bond they forge with their avian familiars, the Mages of the Order have fulfilled their oaths by healing the injured and ill, repelling invasions by the land's enemies, and caring for the people in times of crisis. They are governed by laws handed down by Amarid, the first of their kind, who committed the Mage-Craft to the people's protection. Only once in a thousand years has a mage defied those laws. Theron, a contemporary of Amarid, sought to use his powers to gain wealth and glory. For that he was punished, though not before he brought down a terrible curse on his fellow mages and all who would come after them. Recently, dark rumors have spread across Tobyn-Ser. Children of Amarid have been seen destroying crops, vandalizing homes, massacring men, women, and children. Have the mages forsaken their oaths? Has Theron returned from beyond death to take his vengeance? Or does Tobyn-Ser face a new threat, one it is ill-prepared and ill-equipped to face? With the land in turmoil and faith in the Mage-Craft badly shaken, it falls to Jaryd, a young mage with extraordinary potential, but little knowledge of the power he wields, to find and destroy Tobyn-Ser's enemies before they destroy all he holds dear. CHILDREN OF AMARID is the first volume of the LonTobyn Chronicle, David B. Coe's Crawford Award-winning debut series. This is the Author's Edit of the original book. Welcome to Mithgar, Dennis L. McKiernan's classic bestselling fantasy series of adventure where legends are forged in the fires of sorcery.... For as long as she can remember, the Elven Lady Arin has been besieged by visions from the past—or the future. But none has ever left her so shaken as the one that foretells the fall of Mithgar: images of raging dragons and brutal legions laying waste to everything in their path signifying a devastating war that will threaten the land. There is more to the prophecy than a warning—riddles within the vision that Arin must decipher if she is to prevent the forthcoming destruction. And it will take a journey across countless leagues—connected to a relic of immense power known as the Dragonstone—to find the answers to Mithgar's salvation....

In this follow-up to "The Bone Doll's Twin," the second book in Flewelling's stellar high-concept fantasy series continues the story about the destiny of a hopeless people's prince and the secret burden he carries. Original.

Seregil of Rhiminee and his companion, Alec of Kerry, attempt to save their land from an ancient evil, as Alec learns the shocking truth about his own shadowed heritage and he, Seregil, and a group of loyal companions are thrown into a deadly conflict with the ultimate evil. Original.

David and Leigh Eddings were mythmakers and world builders of the first order. With The Redemption of Althalus, the authors of the Belgariad and Malloreon sagas created a thrilling stand-alone epic—boldly written and brilliantly imagined. It would be sheer folly to try to conceal the true nature of Althalus, for his flaws are the stuff of legend. He is, as all men know, a thief, a liar, an occasional murderer, an outrageous braggart, and a man devoid of even the slightest hint of honor. Yet of all the men in the world,

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it is Althalus, unrepentant rogue and scoundrel, who will become the champion of humanity in its desperate struggle against the forces of an ancient god determined to return the universe to nothingness. On his way to steal The Book from the House at the End of the World, Althalus is confronted by a cat--a cat with eyes like emeralds, the voice of a woman, and the powers of a goddess. She is Dweia, sister to The Gods and a greater thief even than Althalus. She must be: for in no time at all, she has stolen his heart. And more. She has stolen time itself. For when Althalus leaves the House at the End of the World, much wiser but not a day older than when he'd first entered it, thousands of years have gone by. But Dweia is not the only one able to manipulate time. Her evil brother shares the power, and while Dweia has been teaching Althalus the secrets of The Book, the ancient God has been using the dark magic of his own Book to rewrite history. Yet all is not lost. But only if Althalus, still a thief at heart, can bring together a ragtag group of men, women, and children with no reason to trust him or each other. Praise for *The Redemption of Althalus* "Highly recommended . . . Featuring a cast of engaging characters, some fanciful plot twists, and a light-hearted atmosphere that should appeal strongly to fans and first-time readers alike."—Library Journal "The story takes off. The interactions between characters, straightforward plotting, and doses of wry humor keep the tale humming."—Booklist "An engaging young reprobate hero . . . [A] magical realm of good-natured fun."—Publishers Weekly "A compelling, involving story."—Science Fiction Chronicle

A California medieval scholar is pulled into a far-off magical world—and a fight to save mankind—in this novel by a New York Times–bestselling author. As a student of medieval history, Gil Patterson is a woman familiar with dark stories. She knows well the Crusades, the Black Death, and the other horrors of the Middle Ages, but it is another kind of atrocity that has begun to haunt her dreams. She sees forces of evil assaulting a beleaguered kingdom, whose kind people are on the brink of annihilation, and awakes each morning in a cold sweat. Gil dismisses the dreams until a wizard appears in her apartment. He has crossed into her dimension, passing through the fraying fabric of the universe, to ask her help. For mankind to survive he must protect an infant prince, whom he plans to hide in Gil's world. The student of history is about to get much closer to evil than she ever imagined. This ebook features an illustrated biography of Barbara Hambly, including rare photos and never-before-seen documents from the author's personal collection.

The High Hallack Cycle continues with unlikely compatriots bound together by danger as they search for a terrible treasure in the Witch World. Brixia knows what evil powers can do to a person, a people, and a land. Once a highborn Lady of a hall in High Hallack, she now scours the deserted Dales, where the Darkness has devastated all in its path. Her only companion is her loyal feline, Uta—until she meets the travelers. One is a madman. A broken lord driven by desire whose only wish is to find the powerful magical item known as Zarsthor's Bane—an object as wreathed in mystery and ancient lore as it is cloaked in peril. The other is a squire devotedly following his demented master. All three soon find themselves drawn into the dreaded Waste in search of the mystical totem. But such a prize comes at a price none of them are prepared to pay—a price worse than death itself . . . Zarsthor's Bane is the 2nd book in the Witch World: High Hallack Cycle, but you may enjoy reading the series in any order.



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After his wife's untimely death, a powerful sorcerer dedicates his life to seeking revenge against all womankind. He turns his captives into beautiful swans--who briefly regain human form by the fleeting light of the moon. Only Odette, noblest of the enchanted flock, has the courage to confront her captor. But can she gain the allies she needs to free herself and the other swan-maidens from their magical slavery? A monumental tale of loyalty and betrayal, of magic good and evil, of love both carnal and pure, and of the duality of human nature, *The Black Swan* is a rich tapestry which is sure to become an all-time masterpiece of fantasy.

Master spies Seregil and Alec are no strangers to peril. Their assignments, nightrunning for wizards and nobles, have led them into many deadly situations. But sometimes the greatest danger can lurk beneath a Traitor's Moon. . . . Wounded heroes of a cataclysmic battle, Seregil and Alec have spent the past two years in self-imposed exile, far from their adopted homeland, Skala, and the bitter memories there. But as the war rages on, their time of peace is shattered by a desperate summons from Queen Idralain, asking them to aid her daughter on a mission to Aurënen, the very land from which Seregil was exiled in his youth. Here, in this fabled realm of magic and honor, he must at last confront the demons of his dark past, even as Alec discovers an unimagined heritage. And caught between Skala's desperate need and the ancient intrigues of the Aurënfäie, they soon find themselves snared in a growing web of treachery and betrayal.

Den of Thieves introduced a phenomenal new fantasist to the world: David Chandler. With *A Thief in the Night*, he continues the saga of young cutpurse Malden, whose one tragic mistake has marked him for either doom or glory if his luck holds out. Fantasy lovers who regularly devour the works of Brent Weeks, Scott Lynch, and Joe Ambercrombie—and fans of the action-packed epic fantasy of George R. R. Martin (*Game of Thrones*) and R. A. Salvatore—will be entranced by this gritty and exciting tale of intrigue and betrayal, of knights, thieves, witches, and monsters, as Malden pursues a fabulous treasure, and very possibly his own damnation, in the lair of a terrible demon.

It was a long fall from Clan Heir to common thief, but Aaron never wanted any part of his father's brutal outlander reign. In fact, besides coin purses and jewels, there's very little in all of Cisali that interests Aaron, until he stumbles—quite literally—into a prince's bedchamber... Prince Davish of Ischia is a skilled swordsman both on the field and beneath the sheets, at least when he isn't outrageously drunk. But the wine helps him forget all the ways he's disappointed his father, his family, and soon enough, his young bride-to-be... A trained Wizard of the Nine with more raw talent than real-world experience, Princess Chandra has no interest in the politically arranged marriage. She flees to the royal city of Ischia seeking a way out of the union. But there, she discovers something far more shocking than Prince Davish's rakish reputation... The Stone of Ischia has been stolen. A powerful talisman, The Stone protects the city from the active volcano that looms over its terraces and streets. Without it, Ischia will be destroyed and the kingdom of Cisali will fall. Its

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only hope is an unlikely band of heroes—a failed thief, a drunken prince, and a runaway wizard—who must face pirates, powerful magic, and their own carefully guarded secrets in order to find and restore the Stone of Ischia. REVIEWS “The delightful camaraderie of three unlikely heroes and well controlled fantasy elements make Huff's adventure great fun to read.” —Publishers Weekly “Huff arranges the ordinary elements of fantasy into an extraordinary tale of adventure and transformation.” —Library Journal “An exciting adventure ... they face pirates, storms, traitors ... each has unique talents that can bring their mission to a successful conclusion, each has weakness that could destroy themselves and a city of people.” —Voya

Belimai Sykes is many things: a Prodigal, the descendant of ancient demons, a creature of dark temptations and rare powers. He is also a man with a brutal past and a dangerous addiction. And Belimai Sykes is the only man Captain William Harper can turn to when faced with a series of grisly murders. But Mr. Sykes does not work for free and the price of Belimai's company will cost Captain Harper far more than his reputation. From the ornate mansions of noblemen, where vivisection and sorcery are hidden beneath a veneer of gold, to the steaming slums of Hells Below, Captain Harper must fight for justice and for his life. His enemies are many and his only ally is a devil he knows too well. Such are the dangers of dealing with the wicked.

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