

Oathbreaker Legend Of The Gods Book 1

A National Indie Bestseller An NPR Best Book of the Year A New York Times Best Book of the Year An Amazon Best Book of the Year A Booklist Editors' Choice A BookPage Best Book of the Year A NECBA Windows & Mirrors Selection A Publishers Weekly Best Book of the Year A Wall Street Journal Best Book of the Year A Today.com Best of the Year PRAISE "A modern masterpiece." —The New York Times Book Review "Supple, sparkling and original." —The Wall Street Journal "Mesmerizing." —TODAY.com "This book could change the world." —BookPage "Like nothing else you've read or ever will read." —Linda Sue Park "It hooks you right from the opening line." —NPR SEVEN STARRED REVIEWS ? "A modern epic." —Kirkus Reviews, starred review ? "A rare treasure of a book." —Publishers Weekly, starred review ? "A story that soars." —The Bulletin, starred review ? "At once beautiful and painful." —School Library Journal, starred review ? "Raises the literary bar in children's lit." —Booklist, starred review ? "Poignant and powerful." —Foreword Reviews, starred review ? "One of the most extraordinary books of the year." —BookPage, starred review A sprawling, evocative, and groundbreaking autobiographical novel told in the unforgettable and hilarious voice of a young Iranian refugee. It is a powerfully layered novel that poses the questions: Who owns the truth? Who speaks it? Who believes it? "A patchwork story is the shame of the refugee," Nayeri writes early in the novel. In an Oklahoman middle school, Khosrou (whom everyone calls Daniel) stands in front of a skeptical audience of classmates, telling the tales of his family's history, stretching back years, decades, and centuries. At the core is Daniel's story of how they became refugees—starting with his mother's vocal embrace of Christianity in a country that made such a thing a capital offense, and continuing through their midnight flight from the secret police, bribing their way onto a plane-to-anywhere. Anywhere becomes the sad, cement refugee camps of Italy, and then finally asylum in the U.S. Implementing a distinct literary style and challenging western narrative structures, Nayeri deftly weaves through stories of the long and beautiful history of his family in Iran, adding a richness of ancient tales and Persian folklore. Like Scheherazade of One Thousand and One Nights in a hostile classroom, Daniel spins a tale to save his own life: to stake his claim to the truth. EVERYTHING SAD IS UNTRUE (a true story) is a tale of heartbreak and resilience and urges readers to speak their truth and be heard.

A boy. A wolf. A legend for all time. The sixth book in the internationally bestselling WOLF BROTHER (Chronicles of Ancient Darkness) series by renowned author Michelle Paver. As winter approaches and Souls' Night draws near, the Eagle Owl Mage holds the clans in a grip of terror. To fulfill his destiny, Torak seeks his lair in the Mountain of Ghosts. Accompanied by Renn and Wolf, Torak must defy demons and tokoroths, and find his way through the Gorge of the Hidden People. Wolf must overcome terrible grief and Renn must make an agonizing decision. And in the final battle against the Soul-Eater, Torak will face the most heart-rending choice of all ... Audio edition also available, read by Sir Ian McKellen.

An anthology of original short stories based on the heroes of the Warhammer Fantasy Time of Legends Original short stories from some of the best fantasy writers in the Black Library. Themed on the early history of the Warhammer fantasy world, The Time of Legends is when heroes roamed the old world - both good and bad.

Evil had cast its shadow over the kingdom of Rethwellan. When Idra, leader of the Sunhawks mercenaries, failed to return from a journey to her home, Tarma and Kethry, warrior and mage, set out in search of their vanished leader.

Grab this epic novel by New York Times Bestselling Author Aaron Hodges today, and immerse yourself in the ambitious conclusion to the Legend of the Gods Trilogy...

When Knights attack the temple of Skystead, seventeen-year-old Pela is the only one to escape. Her mother and the other villagers are taken, accused of worshiping the False Gods. They will pay the ultimate price - unless Pela can rescue them. Pela has never left the safety of her town, let alone touched a sword. What chance does she have against the ruthless Knights of Alana? She's not a hero. But she knows one. Her uncle Devon was a mighty warrior once, in times when magic filled the world. Age has withered his strength and he retired long ago, but maybe he will answer the call of family. Can Pela convince him to stand against the darkness one last time? A thrilling new epic fantasy from the breathtaking world of NYTimes Bestselling Author Aaron Hodges

Irresistibly action-packed and full of lethal surprises, this stunning new fantasy series from Victoria Aveyard, #1 New York Times bestselling author of the Red Queen series, begins where hope is lost and asks: When the heroes have fallen, who will take up the sword? A strange darkness grows in Allward. Even Corayne an-Amarat can feel it, tucked away in her small town at the edge of the sea. She soon discovers the truth: She is the last of an ancient lineage—and the last hope to save the world from destruction. But she won't be alone. Even as darkness falls, she is joined by a band of unlikely companions: A squire, forced to choose between home and honor. An immortal, avenging a broken promise. An assassin, exiled and bloodthirsty. An ancient sorceress, whose riddles hide an eerie foresight. A forger with a secret past. A bounty hunter with a score to settle. Together they stand against a vicious opponent, invincible and determined to burn all kingdoms to ash, and an army unlike anything the realm has ever witnessed.

Fifteen-year-old Raim lives in a world where you tie a knot for every promise you make. If you break that promise, you're scarred for life and cast out into the desert. On the most important day of his life, Raim's wrist knot bursts into flames, scarring him as an oathbreaker. Now he has two options: run or die.

For five hundred years the Gods have united the Three Lands in harmony. Now that balance has been shattered, and chaos threatens. A town burns and flames light the night sky. Hunted and alone, seventeen year old Eric flees through the wreckage. The mob grows closer, baying for the blood of their tormentor. Guilt weighs on his soul, but he cannot stop, cannot turn back. If he stops, they die. For two years he has carried this curse, bringing death and destruction wherever he goes. But now there is another searching for him - one who offers salvation. His name is Alastair and he knows the true nature of the curse. Magic.

Angrboda's story begins where most witch's tales end: with a burning. A punishment from Odin for refusing to give him knowledge of the future, the fire leaves Angrboda injured and powerless, and she flees into a remote forest. There she is found by a man Loki, and her initial

distrust grows into a deep and abiding love. Their union produces three unusual children, each with a secret destiny, who she is keen to raise at the hidden from Odin's all-seeing eye. But as Angrboda slowly recovers her prophetic powers, she learns that her blissful life - and possibly all of existence - is in danger.

Would you become a monster to save those you love?Evanar Hostric dreams of being a Guardian, but his magic is not like the others at the Temple. It is darker, hungrier, and comes at a terrible cost.His comfortable life is upended by a group of new students which leads to a dreadful encounter and Evan doubting his dream. He resolves to leave it behind in favor of a more peaceful path when an attack on all he loves forces him to choose: Let them die or become the monster he was meant to be.Aspected is the prequel to The Emperor's Conscience series by Michael K. Combs. If you like dark magic and conflicted antiheroes, you'll love this introduction to the world of The Emperor's Conscience, where sometimes a monster's morality is your only hope.

Who will take up the mantle and slay the evil in the Frozen North, saving all from death and destruction? Not Kell Kressia, he's done his part... Kell Kressia is a legend, a celebrity, a hero. Aged just seventeen he set out on an epic quest with a band of wizened fighters to slay the Ice Lich and save the world, but only he returned victorious. The Lich was dead, the ice receded and the Five Kingdoms were safe. Ten years have passed Kell lives a quiet farmer's life, while stories about his heroism are told in every tavern across the length and breadth of the land. But now a new terror has arisen in the north. Beyond the frozen circle, north of the Frostrunner clans, something has taken up residence in the Lich's abandoned castle. And the ice is beginning to creep south once more. For the second time, Kell is called upon to take up his famous sword, Slayer, and battle the forces of darkness. But he has a terrible secret that nobody knows. He's not a hero - he was just lucky. Everyone puts their faith in Kell the Legend, but he's a coward who has no intention of risking his life for anyone...

"Part Guardian--part Priest, Evanar Hostric is a broken mage with a dark side. Traveling to answer a mysterious offer from the Emperor, he finds himself the enemy of one of the most powerful nobles in the land. But after discovering the Archduke's secret--that he is selling children to his wealthy friends to fund a rebellion--that suits Evan just fine. Locked in a race to save those that society ignored, he is beleaguered at every step and finds himself more and more willing to do horrible things in the pursuit of right. Evanar Hostric is the Emperor's Conscience, but does that leave room for one of his own?" -- Page 4 of cover.

January 1937. Clouds of war are gathering over a fogbound London. Twenty-eight year old Jack is poor, lonely and desperate to change his life. So when he's offered the chance to be the wireless operator on an Arctic expedition, he jumps at it. Spirits are high as the ship leaves Norway: five men and eight huskies, crossing the Barents Sea by the light of the midnight sun. At last they reach the remote, uninhabited bay where they will camp for the next year. Gruhuken. But the Arctic summer is brief. As night returns to claim the land, Jack feels a creeping unease. One by one, his companions are forced to leave. He faces a stark choice. Stay or go. Soon he will see the last of the sun, as the polar night engulfs the camp in months of darkness. Soon he will reach the point of no return - when the sea will freeze, making escape impossible. And Gruhuken is not uninhabited. Jack is not alone. Something walks there in the dark. This Special Edition Ebook will feature exclusive material: AUTHOR EXTRAS: Dark Matter ¿ An exclusive interview with Michelle Paver and an extended author biography with integrated photos of the landscape of Spitsbergen. COVER DESIGN: Dark Matter ¿ the jacket designer¿s take and cover design progression (5 x visuals). DARK MATTER - A SHORT FILM: Dark Matter ¿ Turning the novel into a short promotional film and Dark Matter - The Film Director's Cut, the rejected film scripts, the final film script and behind the scenes at filming (3 x visuals).

Alana has been captured. She expected an agonizing death to follow, but instead, she now finds herself a guest of the Tsar. Locked away amidst the wealth and luxury, it isn't long before she learns the reason she was spared - her entire life has been a lie. Her true identity lurks within, chained by magic, but with promises of untold power. It terrifies her, and yet...she must know the truth. Meanwhile, ex-soldier Devon plans a fresh rebellion in Trola. But after carving his legend in the blood of their people, he's a marked man. He'll have to watch his step if he's to successfully negotiate the shifting tides of the Trolan cause - and not end up dead in the process. Either way, failure is not an option, because without an uprising, Alana will be lost to him forever... Grab this all new epic fantasy by New York Times Bestselling Author Aaron Hodges.

Torak has survived the summer and his heart-stopping adventure in the Seal Islands. He and Wolf are together again. But their reunion is all too short-lived. As mid winter approaches Torak learns the worst from the White Fox clan - Wolf has been snatched. In a desperate bid to rescue him, Torak and Renn must brave the frozen wilderness of the Far North. They tread a deadly dangerous path as they step into a world of deceit, treachery and lies and come face to face with the the most powerful and feared mages alive. Cruel Thiazzi, the Oak Tree Mage, Seshru the Viper Mage, beautiful and manipulative, and Nef the gruff Bat Mage - here too is Eostra, the mysterious Masked One - all of them bound by their desire for all creatures to bow before them. Under the dark wings of night Torak confronts vengeful ice bears, mistrust, broken promises and a terrifying evil. Another step is taken on his quest to destroy the Soul-Eaters, but with it comes the burden of an utterly chilling secret of his own... Launched at the height of the Harry Potter phenomenon, the Chronicles of Ancient Darkness is the ultimate magical adventure. This edition contains brand new interviews with Michelle Paver. Audio edition also available, read by Ian McKellen.

Centuries ago, the world fell. From the ashes rose a terrible new species-the Tangata. Now they wage war against the kingdoms of man. And humanity is losing.

For five hundred years the Gods have united the Three Lands in harmony. Now that balance has been shattered, and chaos threatens. A town burns and flames light the night sky. Hunted and alone, seventeen year old Eric flees through the wreckage. The mob grows closer, baying for the blood of their tormentor. Guilt weighs on his soul, but he cannot stop, cannot turn back. If he stops, they die. For two years he has carried this curse, bringing death and destruction wherever he goes. But now there is another searching for him - one who offers salvation. His name is Alastair, and he knows the true nature of the curse. Magic. Grab over 1000 pages of Epic Fantasy in this THREE BOOK SET by New York Times Bestselling Author Aaron Hodges!

Runaway teenager Liz wants nothing more than an ordinary life. But when she's abducted off the streets, Liz learns her government has other plans. In a future ruled by a ruthless dictator, there's no place for the weak, and she's spirited away to a facility deep in the Californian mountains. There, Liz wakes in an iron cage - and she's not alone.

Norway, AD 785 - a vow of vengeance must be kept . . . Sigurd Haraldarson has proved himself a great warrior . . . and a dangerous enemy. He has gone a long way towards avenging the murder of his family. And yet the oath-breaker King Gorm, who betrayed Sigurd's father, still lives. And so long as he draws breath, the scales remain unbalanced. The sacred vow to avenge his family burns in Sigurd's veins, but he must be patient and bide his time. He knows that he and his band of warriors are not yet strong enough to confront the treacherous king. They need silver, they need more spear-brothers to rally to the young Viking's banner - but more than these, they need to win fame upon the battlefield. And so the fellowship venture west, to Sweden, to fight as mercenaries. And it is there - in the face of betrayal and bloodshed, on a journey that will take him all too close to the halls of Valhalla - that Sigurd's destiny will be forged. There, in the inferno of winter's fire . . . The Vikings return in this thrilling, thunderous sequel to Giles Kristian's bestselling God of Vengeance.

When the days stretch and the land bakes, dragons will again scour the sky. A city of bones and a city of gold plot against each other while the rebellion gathers strength. A young man is caught in a tempest of intrigue that will forge a new era of freedom, or

forever scar the land. He must discover the secret of the Dragon Choir to save his father and end the stranglehold of an unforgiven nation.

A century since the departure of the Gods, the Three Nations are now united beneath the Tsar. Magic has been outlawed, its power too dangerous to remain unchecked. All Magickers must surrender themselves to the crown, or face imprisonment and death. Alana's mundane life has just been torn apart by the emergence of her brother's magic. Now they must leave behind everything they've ever known and flee - before the Tsar's Stalkers pick up their trail. Tasked with hunting down renegade Magickers, the merciless hunters will stop at nothing to bring them before the Tsar's judgement. As the noose closes around Alana and her brother, disgraced hero Devon finds himself at odds with the law when he picks a fight with the wrong man. The former warrior has set aside his weapons, but now, caught between the renegades and the Stalkers, he is forced to pick a side - the empire, or the innocent.

The Lady of Pain. She rules the city of Sigil from behind a veil of perfect silence. Feared by mortal and gods alike, she flays her worshipers alive and casts her foes into inescapable labyrinths of despair. Only fools dare ask her to speak. And the Amnesian Hero has come with a question. When the god Poseidon tells a man with no memory how to recover his past, the unwitting warrior seeks out the Lady of Pain and finds himself banished to the Mazes. With the help of a beautiful - but dead - tiefling sorceress, a horned fiend with a dark disposition, and a deranged wind-priest who claims to be the center of the multiverse, he must discover the secret of the Lady's past - or confront a memory so horrifying it could tear him apart! The Silence is Broken.

Where he walks, death follows. He was once known as Prince Bernard, ruler of his people and the man who led them in the Fey War against creatures out of myth and legend, beings out of nightmare. A man renowned for his strength, a man feared by his own people as much as his enemies. But there are other names for him, too. Kingslayer. Oathbreaker. Traitor. The Crimson Prince. And they are all true. Now, he is simply Cutter, a man who arrived at the village of Brighton, a small place on the outskirts of the Known Lands, where men and women brave the harsh temperatures and freezing winds to survive. A man who brought with him a past full of regrets and an infant child, one he swore to protect. For fifteen years, he watched over the child, hidden away in the desolate wilderness. But a man cannot run from his past-not forever. Sooner or later, it catches him. Always, it catches him. Death comes to Brighton, led by a brother he betrayed and the troops of a kingdom he betrayed. Death comes to Brighton-and it is he who brought it. With an entire kingdom against him, with the Fey stirring restlessly in the Black wood, eager for revenge, a lone warrior, once a prince, will be forced to take up his axe once more to protect the youth. To keep his promise. It is heavy that axe, that promise, but he carries it, as he must. It is the price of his sins. It is a warrior's burden. A Warrior's Burden is the first book in Saga of the Known Lands, a new series by bestselling author Jacob Peppers. It is a grimdark epic fantasy tale of creatures out of myth and legend, magic, battles, and warriors pitted against each other in a deadly struggle to survive. Are you looking for an action-filled character-driven fantasy? Then come and take your first steps into the Known Lands...

Hraban, the Raven, is a young Germani noble, born to the Marcomanni tribe during the reign of Augustus. Having never met his father, the ill-omened Maroboodus, and raised by his war-chief grandfather Hulderic, Hraban's dream of the return of his famous father from Roman service suddenly becomes reality. Unfortunately, the return of his father also brings death and war to their village, and the malice of Rome follows his father and his rogue men like a shadow. Drusus, the famed Roman soldier prowls on the borders of Germania's many tribes, and will surely lead the legions against them eventually. A hunted man, Maroboodus hopes to unite the nations against the threat, and he has brewed a desperate plan in his clever mind. His son Hraban, and Hraban's brother Gernot, must weight their honor against the demands of their powerful, deceitful father, and find a way to survive the roles Maroboodus has chosen them in his grand scheme. That scheme is also a desperate one. Maroboodus's Roman ways are ill-suited for the Germani, and he is seen as an outsider, who still must convince them all to heed his wisdom. Maroboodus knows triumph against Drusus comes only from discipline so lacking in Germania, and survival hinges on a change in the old ways, and perhaps on the demise of those, who would not change anyway. So, men must die. Hraban's task is to betray his own for his father's vision, before Rome, the ever-hungry Wolf, turns south. While Drusus is busy in the north, subjugating the Chauci, and the Sigambri, Maroboodus must not only grasp power in the Marcomanni tribe, but to form a grand alliance of former and current enemies in the south. Then, he must defeat the tribe of the Matticati, staunch Roman allies. Hraban's role, the one he must adopt in order to prove himself to Maroboodus, demands he must make, and break many oaths. If he succeeds, the Germani might be saved under the leadership of Maroboodus, and Hraban might finally find the favor of his father, if not his honor. And yet, Hraban finds a surprising, hidden layer in the schemes of his father, and must ultimately decide between family, and the honorable ways of his ancient people. The Oath Breaker is a story of Rome and Germania, and based on historical accounts of a period, when the fate of Germania was decided, and the foundation of the imperial Rome was built. It is a first book in a series that will take Hraban from the mysterious depths of the Black Woods to the illustrious, terrible Rome, and far beyond, as he seeks to avenge his lost kin and honor. Drusus, Tiberius, Livia, Augustus, and many other famous men and women will have their part to play in the story of the ancient legends. War, love, betrayal, and friendship alike can be found in this massive tale of the past. The brutal story of Hraban and his friends is one of Longward's most powerful books.

The oath was an institution of fundamental importance across a wide range of social interactions throughout the ancient Greek world, making a crucial contribution to social stability and harmony; yet there has been no comprehensive, dedicated scholarly study of the subject for over a century. This volume of a two-volume study explores the nature of oaths as Greeks perceived it, the ways in which they were used (and sometimes abused) in Greek life and literature, and their inherent binding power.

The #1 New York Times bestselling sequel to Words of Radiance, from epic fantasy author Brandon Sanderson at the top of his game. In Oathbringer, the third volume of the New York Times bestselling Stormlight Archive, humanity faces a new Desolation with the return of the Voidbringers, a foe with numbers as great as their thirst for vengeance. Dalinar Kholin's Alethi armies won a fleeting victory at a terrible cost: The enemy Parshendi summoned the violent Everstorm, which now sweeps the world with destruction, and in its passing awakens the once peaceful and subservient parshmen to the horror of their millennia-long enslavement by humans. While on a desperate flight to warn his family of the threat, Kaladin Stormblessed must come to grips with the fact that the newly kindled anger of the parshmen may be wholly justified. Nestled in the mountains high above the storms, in the tower city of Urithiru, Shallan Davar investigates the wonders of the ancient stronghold of the Knights Radiant and unearths dark secrets lurking in its depths. And Dalinar realizes that his holy mission to unite his homeland of Alethkar was too narrow in scope. Unless all the nations of Roshar can put aside Dalinar's blood-soaked past and stand together—and unless Dalinar himself can confront that past—even the restoration of the Knights Radiant will not prevent the end of civilization. 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.

In 2051, America is no more. Risen from the ashes of civil war, the Western Allied States ruthlessly eradicate any threat to the new union. Traitors are executed without trial, their families seized. But a terrifying plague is sweeping through the nation. Its victims do not die--they change. People call them the Chead, and where they walk, destruction follows. Desperate to stop its spread, the government turns to the children of traitors for a solution. Eighteen-year-old Elizabeth Flores is one of the unlucky 'volunteers' for their experiments. Made a fugitive by the death of her parents, she seeks refuge in the city of Sacramento...but the hunters are waiting, and she is imprisoned along with hundreds of others deep in the Californian mountains. Stripped of her rights, Elizabeth soon learns there is little separating humanity from the monsters they seek to destroy... Blending the dystopian Hunger Games with the insane experiments of Stranger Things, fans will love this new imagining of a not-so-distant future. Enter an all new world with New York Times Bestselling Author, Aaron Hodges. *This series was originally published as the Praegressus Project, but has been rewritten and rebranded.

Catling – She's a weapon desired by those who reign and those who rebel. In the tiered cities of Ellegeance, the elite Influencers' Guild holds the power to manipulate emotions. Love and fear, pleasure and pain mark the extremes of their sway. But it's the subtle blends that hook their victims' hearts. They hide behind oaths of loyalty and rule the world. Until Catling discovers the gift that will be her bane. She is the shield that disrupts the influencer's sway. Born in the grim warrens beneath the city, Catling rues the rose birthmark encircling her eye. Yet, it grants her a unique ability, the means to remake a civilization. To the Guild, she an aberration, a threat, and they order her death. No longer a helpless child, Catling has other plans. As chaos shakes the foundations of order and rule, will she become the realm's savior? Or its executioner? Welcome to a world of three moons, a sentient landscape, rivers of light, and tier cities that rise from the swamps like otherworld flowers. A planet of waterdragons, where humans are the aliens living among three-fingered natives with spotted skin. Where a half-blood converses with the fog and the goddess plans her final reckoning. In the spirit of the fantasy tradition set by Patrick Rothfuss, Karen Miller, and Glenda Larke, follow Catling's journey as she grows into the deadly force that shapes the future. She is the realm's shield, an influencer, assassin, healer, mother, and avenger. And all she desires is to go home.

Enslaved in the mines of Lonia, Pela has forgotten the last time she saw the sun. For days uncounted she has toiled, scorned by her captors, forgotten. Her jailers think her cowed, but the blood of a warrior flows in her veins. When a new overseer arrives, Pela sees an opportunity. The man is young and untrained - he could easily be deceived. Meanwhile, the Plorsean King has been cast down. Supported by the Knights of Alana, his wife has seized the crown and plunged the nation into chaos. But the king is not dead yet. His champion slain, his throne usurped by the woman he loved, Braidon has nothing left but his rage. What better weapon to use against his treacherous wife?

OathbreakerOathbreaker

Offering deeper insights into the critically acclaimed God of War® franchise, this novel returns us to the dark world of ancient Greek mythology explored in the heart-pounding action of God of War I, the bestselling video game. A brutal warrior, Kratos is a slave to the gods of Olympus. Plagued by the nightmares of his past and yearning for freedom, the Ghost of Sparta would do anything to be free of his debt to the gods. He is on the verge of losing all hope when the gods give him one last task to end his servitude. He must destroy Ares, the god of war. But what chance does a mere mortal have against a god? Armed with the deadly chained Blades of Chaos, guided by the goddess Athena, and driven by his own insatiable thirst for vengeance, Kratos seeks the only relic powerful enough to slay Ares . . . a quest that will take him deep into the mysterious temple borne by the Titan Cronos! From the black depths of Hades to the war-torn city of Athens to the lost desert beyond, God of War sheds a brutal new light on the bestselling video game and on the legend of Kratos.

A glorious, bloody, perfect Viking saga of honour, courage, blood feud and revenge from the Sunday Times bestselling author of Lancelot, Giles Kristian. Perfect for fans of Bernard Cornwell and Games of Thrones. "Unrelenting pace, brilliant action and characters. A masterwork." - CONN IGGULDEN "Action-packed storytelling which stirs the blood and thrills the soul" - WILBUR SMITH "Easily one of the best books I've had the pleasure to read" - ***** Reader review. ***** IT BEGAN WITH THE BETRAYAL OF A LORD BY A KING... Norway 785 AD. When King Gorm puts Jarl Harald's family to the sword, he makes one fatal mistake - he fails to kill Harald's youngest son, Sigurd. His kin slain, his village seized, his taken as slaves, Sigurd wonders if the gods have forsaken him. Hunted by powerful men, he is unsure who to trust and yet he has a small band of loyal followers at his side. With them - and with the help of the All-Father, Odin - he determines to make a king pay for his treachery. Using cunning and war-craft, Sigurd gathers together a fellowship of warriors - including his father's right-hand man Olaf, Bram (who men call Bear), Black Floki who wields death with a blade, and the shield maiden Valgerd, who fears no man - and convinces them to follow him. For, whether Ódin is with him or not, Sigurd WILL have vengeance. And neither men nor gods had best stand in his way . . . Sigurd's story continues in Winter's Fire.

After discovering the true nature of the One Ring, Bilbo Baggins entrusts it to the care of his young cousin, Frodo, who is charged with bringing about its destruction and thus foiling the plans of the Dark Lord.

Pursued by the inhuman Tangata, Lukys flees on foot through the wilderness. He and his companions make for the ocean, a stolen ship their only hope-but even that may prove fleeting. For should they reach the island of Perfugia, a war is brewing between the kingdoms of humanity. Lukys fears he will find only more death on the shores of their homeland. But they have nowhere else left to go. Meanwhile, the Queen's Archivist might hold the key to peace. Standing before the City of the Gods, Erika has dreamed of this moment her entire life-so why does she feel such dread? The City is nothing like she imagined, plain stone buildings in place of soaring towers. And the Gods have sworn against interference in the struggles of lesser beings. She must make them see the truth, convince them to abandon their ancient laws, or humanity will fall. And the Tangata will rule, ascendant.

A boy. A wolf. The legend lives on. Viper's Daughter is the seventh book in the award-winning series that began with Wolf Brother, selling over 3 million copies in 36 territories. Like them it can be read as a standalone story. For two summers Torak and Renn have been living in the Forest with their faithful pack-brother, Wolf. But their happiness is shattered when Renn realizes Torak is in danger – and she's the threat. When she mysteriously disappears, Torak and Wolf brave the Far North to find her. At the mercy of the Sea Mother and haunted by ravenous

ice bears, their quest leads them to the Edge of the World. There they must face an enemy more evil than any they've encountered. Viper's Daughter plunges you back into the Stone-Age world of Torak, Renn and Wolf: a world of demons, Hidden People and exhilarating adventure which has entranced millions of readers. PRAISE FOR VIPER'S DAUGHTER: 'What rich, dazzling, immersive storytelling ... The best book I have read this year by a country mile. (By a wild arctic length of many wolf lopes, I suppose I should say)' Hilary McKay, author of The Skylarks' War. 'Michelle is in a league of her own with this series and what luck for us all that she hasn't finished with Torak, Renn and Wolf's world yet' Abi Elphinstone, author of Rumblestar. 'Viper's Daughter is sharp, striking, and loaded with the wisdom of the deep past. I am in awe of Paver's accomplishment' Sophie Anderson, author of The House with Chicken Legs. 'Skillful, satisfying, and minutely researched, this powerful evocation of an ancient world is vivid in its imagery and captivating in its excitement' Adrienne Byrne, Muswell Hill Children's Bookshop. 'Paver's love for the natural world comes across so strongly in her writing and her imagination takes you on a twisting, fantastic journey all the way to the Edge of the World' Grace Barrett, Waterstones Norwich.

On the wild planet of Talamh, humanity thrived... ..until the Alfur conquered their world. Now, defeated and broken, humanity serves their alien overlords. And looks to the stars for a hero. Rydian Holt is nothing, nobody-just another human from the slums of Talamh. But when his mother is caught up in the slaughter of a fledgeling resistance group, Rydian's entire family is thrown into infamy. His fellow humans brand him traitor, while the Alfur hail his mother a hero. Desperate to clear his name, Rydian must delve into his mother's past, and the secrets she sought to uncover. Secrets about the Alfur, about their alien technology-and the mysterious Light that powers their world.

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