

Shadowfall Book One Of The Godslayer Chronicles

The quest for the stolen chalice is a sham - her family's excuse to get rid of Tevi. Exiled in a dangerous and confusing world filled with monsters, bandits, and sorcerers, Tevi battles demons within and without as she searches for her place in the strange new world. Jemeryl has her future planned out - a future that will involve minimal contact with ordinary folk who do not understand sorcerers. Her ambition is to lead a solitary life within the Coven and to devote herself to the study of magic. It is all very straightforward - until she meets Tevi. Two unlikely allies join forces to defeat an insidious evil and on the journey find one another.

Custo Santovari is a fallen hero, a man who sacrificed himself for his best friend, an angel who's earned himself a well-deserved place in Heaven. But he risks it all to rescue a woman from soul-sucking wraiths.

Shadow's Fall, Book 4 . . . The Conclusion."I have tried to share everything. I have tried to hold nothing back. And so, I will tell you what happens next. You may judge me. You may cast your disapproval. You may call me fatalistic or dramatic. Weak. Or macabre. But you will never know. You will never understand. Because you have not lived my life. Find faults in my choices if you will, but this is what happened. Judge as you like, but know that my story does not require your permission. Do not forget that you are the one who decided to listen . . .

. . . ***Violet Archer knows that something is coming. She just doesn't know what . . . or who. And, oh boy, is she ever in for it. She will need to battle the Darkness--all which surrounds her--as well as all which lies within. And while she knows her heart, it will be tested. Left behind by one man. Pursued by another. She believes she is the hero of her story. But Violet is about to learn that some heroes turn into villains.

***Adult novel. Contains mature and explicit content.

Step into the world of Shadow Falls, a camp that helps teens tap into their special...talents. Once you visit, you'll never forget it—and you'll never, ever be the same. From the moment Kylie Galen arrived at Shadow Falls Camp, she's had one burning question: What am I? Surrounded by vampires, werewolves, shape-shifters, fairies and witches, Kylie longs to figure out her own supernatural identity...and what her burgeoning powers mean. And now she'll need them more than ever, because she's being haunted by a new spirit who insists that someone Kylie knows—and loves—will die before the end of the summer. If only she only knew who she was supposed to save. And how... But giving Kylie the most trouble is her aching heart. Gorgeous werewolf Lucas left camp with another girl, but he's still visiting Kylie in her dreams. And Derek, a sexy half Fae who's always been there for her when she needed him, is pushing to get more serious—and growing impatient, especially when Lucas returns. Kylie knows she needs to decide between the boys, and it's tearing her up inside. Yet romance will have to wait, because something from the dark side of the supernatural world is hiding in Shadow Falls. It's about to threaten everything she holds dear...and bring her closer to her destiny. Awake at Dawn is the second installment in C.C. Hunter's young adult fantasy series.

After using her powers to heal Vampire Queen Miranda Grey-Solomon, young witch Stella Maguire must save the Shadow World from a new regime of vampires. Original.

Wit'ch War is the dazzling third volume in the epic saga of The Banned and the Banished In her hands, the young wit'ch Elena holds the awesome energies of blood magick—and more. For the fate of all Alasea hinges on her recovery of the Blood Diary, a potent talisman forged five hundred years ago, then locked away behind wards too strong for any mage to break. But only with the secrets recorded in its pages can Elena defeat the evil magicks of the Dark Lord. The challenge? The Diary lies hidden in A'loa Glen, the fabled city that belongs to Shorkan, chief lieutenant of the Dark Lord, and his fearsome army. Now, with the aid of the ocean-dwelling Sy-wen and her great dragon, Elena prepares a desperate invasion of A'loa Glen. At her side stands the one-armed warrior Er'ril, her faithful protector and the only man who knows how to unlock the wards surrounding the Blood Diary—a man who also happens to be the brother of the dreaded Shorkan. Meanwhile, Elena's brother, whose magick brings him prophetic dreams, has glimpsed a future in which Elena falls by the deadly sword of . . . Er'ril. But his visions do not always come true. How can he act against his sister's trusted guardian on the basis of a future betrayal that may never happen? For Elena's sake, and for the sake of all Alasea, how can he afford not to?

"Williams's debut novel is hard SF at its best." —Robert J. Sawyer, Hugo Award-winning author of "Quantum Night" "Eternal Shadow reads like a Michael Crichton sci-fi thriller..." 4.5/5 Stars. —San Francisco Review "Fans of the hard science fiction of Andy Weir (The Martian) and Isaac Asimov... will have their eyes glued to the pages." 4.9/5 Stars. —IndieReader "When apocalyptic disaster looms, humanity turns to science and technology in this well-crafted tale." —Kirkus Review "...A thoughtful, intelligent portrait of humanity's first contact with extraterrestrial life." —Foreward Reviews What would you do if the world was going to end in ten years? For Jennifer Epstein, a by-the-books senior researcher at SETI, there is only one answer: prevent the apocalypse from happening. Pluto, Neptune, and Uranus were destroyed by an alien threat. The deck was stacked against humanity before the cards came out of the box. But Jennifer isn't alone. She has Samantha Monroe, her excitable but brilliant colleague. From South Africa, CEO Muzikayise Khulu of Khulu Global supplies his vast resources to the ultimate race for survival. The three find themselves in an unlikely alliance while political brinkmanship, doomsday cults, and untested technologies form ever-growing obstacles. Will humanity unite to face the greatest challenge of their time, or will it destroy itself before the alien ship arrives?

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Shadow's Fall, Book 4 . . . The Conclusion. "I have tried to share everything. I have tried to hold nothing back. And so, I will tell you what happens next. You may judge me. You may cast your disapproval. You may call me fatalistic or dramatic. Weak. Or macabre. But you will never know. You will never understand. Because you have not lived my life. Find faults in my choices if you will, but this is what happened. Judge as you like, but know that my story does not require your permission. Do not forget that you are the one who decided to listen . . ." *** Violet Archer knows that something is coming. She just doesn't know what . . . or who. And, oh boy, is she ever in for it. She will need to battle the Darkness--all which surrounds her--as well as all which lies within. And while she knows her heart, it will be tested. Left behind by one man. Pursued by another. She believes she is the hero of her story. But Violet is about to learn that some heroes turn into villains. ***Adult novel. Contains mature and explicit content.

Alphabet Squadron's hunt for the deadliest TIE fighters in the galaxy continues in this Star Wars adventure! News of the New Republic's victory still reverberates through the galaxy. In its wake, the capital ships of the newly legitimized galactic government journey to the farthest stars, seeking out and crushing the remnants of imperial tyranny. But some old ghosts are harder to banish than others. And none are more dangerous than Shadow Wing. Yrica Quell's ragtag Alphabet Squadron still leads the search for Shadow Wing, but they're no closer to their goal—and the pressure to find their quarry before it's too late has begun to shake them apart. Determined to finish the fight once and for all, Quell works with New Republic Intelligence's contentious Caern Adan and the legendary General Hera Syndulla to prepare the riskiest gambit of her starfighting career—a trap for Shadow Wing that could finish the chase once and for all. But in the darkness, their enemy has evolved. Soran Keize, last of the Imperial aces, has stepped into the power vacuum at the head of Shadow Wing, reinvigorating the faltering unit in their hour of need. Once adrift in the aftershocks of the war, Keize has found meaning again, leading the lost soldiers of his unit through to safety. The only thing standing in his way? The most mismatched squadron in the New Republic Navy, led by his former mentee: the traitor Yrica Quell. When a skull, deformed and corrupted by dark Graces, is discovered, former Shadowknight Tylar must discover the mystery

behind it, a quest that leads him into the heart of the Hinterland, a desolate region from which no Shadowknight has ever returned. Reprint.

The long-awaited epic conclusion to the award-winning Shadow Fall series is finally here! My name is Maia Graystone: soldier, commander of the rebel army . . . and the Emperor's worst nightmare. After going from scorned traitor to leader of the rebel army overnight, I'm now the most powerful girl in the empire. But power always comes with a price. My mother questions my position at every turn, my enemies wait for the right moment to strike, and the burden of leadership threatens my relationship with Riser. When the Emperor kidnaps someone I love, I'm faced with the impossible—sneak onto Hyperion, his highly-guarded palace in the sky. I've survived the Shadow Trials. I've survived the violent Blood Courts. But surviving this final mission means deciding once and for all who to trust—the golden prince from my past or the dark soldier from my future. With Pandora's wrath only days away, I'll enter one final twisted game of treachery, secrets, and deceit. Winner takes all . . . let the games begin. Dare to enter the gritty world of Shadow Fall where tyrants rule, misfits reign, and anti-heroes are tasked with saving the world. If you like enemies-to-lovers romance, high-octane action, and epic themes of good versus evil, you'll binge this rollercoaster of emotions late into the night! Four thousand years ago, a great war took place among the gods, which shattered their heavenly realm. This Sundering created the land of Myrillia, where near-invincible gods live amongst men. Yet the weapon that fashioned the Sundering may also strike down the immortals, as failed Shadowknight Tylar discovers. He witnesses the death of a god, whose blood heals his deformities but brands him a Godslayer and a hunted criminal. Tylar flees with now god-like powers, seeking to avenge the god's death and clear his name. He must ultimately confront the greatest god of all and face the supreme treachery . . .

"I loved every page of this book. Clemens has constructed a world of magic that's never been seen before, with a cast of beings who are so engaging and entrancing that you never want the story to end."—John Saul On a fateful night five centuries ago, three mages made a desperate last stand, sacrificing everything to preserve the only hope of goodness in the beautiful, doomed land of Alasea. Now, on the anniversary of that ominous night, a girl-child ripens into the heritage of lost power. But before she can even comprehend her terrible new gift, the Dark Lord dispatches his winged monsters to capture her and bring him the embryonic magic she embodies. Fleeing the minions of darkness, Elena is swept toward certain doom—and into the company of unexpected allies. There she forms a band of the hunted and the cursed, the outcasts and the outlaws, to battle the unstoppable forces of evil and rescue a once-glorious empire . . . Praise for Wit'ch Fire "Wit'ch Fire grabs at your heart and tears a little hole, then tears another, and another—a brutal and beautiful ride. I can't put the book down!"—R. A. Salvatore "Full of violence, magical pyrotechnics, and black-hearted villains."—Publishers Weekly

Stranded on an alien planet, two astronauts must battle deadly elements and each other to recover a reserve shuttle built for one Black Star is a debut graphic novel by Eric Anthony Glover, based on his original unproduced screenplay, and illustrated by Arielle Jovellanos. In the future, interstellar travel is past its prime and sending shuttles beyond our solar system—even for vital scientific research—is a life-threatening gamble. However, in order to retrieve samples of an alien flower that may hold the key to saving countless lives, Harper North and her crew of scientists must journey to Eleos, a dangerous planet in deep space. But as they approach Eleos, their ship is caught in an asteroid storm and as it hurtles towards the surface, its reserve shuttle detaches, landing over 100 kilometers away. When the rest of the crew perishes in the burning wreckage of the ship, North races towards the rescue shuttle built for one, hoping to fulfill their mission and survive. But North isn't alone: The team's wilderness expert is still alive and hell-bent on hunting North down and claiming the shuttle for herself. Now, North has no choice but to reach the shuttle first—and fast. The fuel is leaking. Her GPS battery is dying. And the planet's deadly seasonal change is coming. As she battles the flora and fauna and tries to elude her ruthless former crew mate, North will find the cost of survival is dear . . . Will she be willing to pay that price?

The company enhanced Brice. They promised him action and adventure. But he's stuck on a malfunctioning craft, with a crew who treat him like a child. He's miles from home, in the worst storm of the season, and night is falling. And in the shadows the creatures wait, their hunger growing. The company prepared Brice for many things, but nothing can prepare him for what he must face when the shadows fall. Shadowfall is the first book in the Shadows series, a dark combination of science-fiction and horror. In the ninth romantic suspense novel in the New York Times bestselling Tracers series, author Laura Griffin brings back her elite cadre of forensic experts as they hunt down the most brutal serial killer yet. Special Agent Tara Rushing arrives at a grisly murder scene and quickly discovers she's got a serial killer on her hands. The killer is meticulous, making sure to wipe up even the smallest traces of evidence. . . . but the Delphi Center experts are on the case. The local sheriff has a suspect all picked out—ex-Marine and current security expert Liam Wolfe. Despite all her digging, Tara knows very little about Liam when she shows up at his sprawling Texas compound, which serves as headquarters for Wolfe Security, and she's surprised by her intense physical reaction to him. As she and Liam grow closer, Tara finds herself depending on his skills and expertise to help her track a killer. But when another body turns up, Tara must decide if she can trust the man who's quickly stealing her heart. The ninth novel in the Tracers series that combines gripping plot twists with spine-tingling romance, Shadow Fall once again proves that "Laura Griffin gets better with each book" (The Romance Reviews).

Considered by the author to be his finest work yet, this is a novel of realistic detail, heartfelt emotion, and dazzling imagination that builds a world readers won't want to leave and spins a tale they won't want to end. In a town of amazing magicks, where the real and the imagined live side by side and the Faerie of legend know the automatons of the future, Time sees all—but even he cannot escape the prophecy of James Hart's return, which can only mean the death of Shadows Fall.

For Kira Solomon, normal was never an option. Kira's day job is as an antiquities expert, but her true calling is as a Shadowchaser. Trained from youth to be one of the most lethal Chasers in existence, Kira serves the Gilead Commission, dispatching the Fallen who sow discord and chaos. Of course, sometimes Gilead bureaucracy is as much a thorn in her side as anything the Fallen can muster against her. Right now, though, she's got a bigger problem. Someone is turning the city of Atlanta upside down in search of a millennia-old Egyptian dagger that just happens to have fallen into Kira's hands. Then there's Khefar, the dagger's true owner -- a near-immortal 4,000-year-old Nubian warrior who, Kira has to admit, looks pretty fine for his age. Joining forces is the only way to keep the weapon safe from the sinister

Shadow forces, but now Kira is in deep with someone who holds more secrets than she does, the one person who knows just how treacherous this fight is. Because every step closer to destroying the enemy is a step closer to losing herself to Shadow forever....

Thirteen-year-old Rigg has a secret ability to see the paths of others' pasts, but revelations after his father's death set him on a dangerous quest that brings new threats from those who would either control his destiny or kill him.

"Clemens has constructed a world of magic that's never been seen before, with a cast of beings who are so engaging and entrancing that you never want the story to end."—John Saul Elena bears the mark of the wit'ch upon her palm, the crimson stain that testifies to an awesome power of unimaginable potency: wild, seductive, difficult to control. Only a mistress of blood magick can stand against the foul minions and all-corrupting evil of the Dark Lord. But Elena is not yet the mistress of her magick. Protected by an ageless warrior and a band of renegades, she quests for a lost city where prophecies speak of a mystic tome that holds the key to the Dark Lord's defeat. But if the Dark Lord finds her first, Elena will become his most fearsome weapon . . .

ShadowfallPenguin

Twenty years ago, the powerful mage Atrix Wolfe unleashed an uncontrollable force that killed his beloved king. Now, the Queen of the Wood has offered him one last chance for redemption. She asks him to find her daughter, who vanished into the human world during the massacre he caused. No one has seen the princess—but deep in the kitchens of the Castle of Pelucir, there is a scullery maid who appeared out of nowhere one night long ago. She cannot speak and her eyes are full of sadness. But there are those who call her beautiful.

Fifteen-year-old Neryn is alone in the land of Alban, where the oppressive king has ordered the capture of anyone with magical strengths, but when she sets out for Shadowfell, a training ground for a rebel group, Neryn meets a mysterious soldier and the Good Folk, who tell her that she, alone, can save Alban.

The company enhanced Brice. They promised him action and adventure. But he's stuck on a malfunctioning craft, with a crew who treat him like a child. He's miles from home, in the worst storm of the season, and night is falling. And in the shadows the creatures wait, their hunger growing. The company prepared Brice for many things, but nothing can prepare him for what he must face when the shadows fall. Shadowfall is the first book in the Shadows series, a dark combination of science-fiction and horror.

The first novel in a new trilogy starring veteran New Republic pilots! On the brink of victory in a brutal war, five New Republic pilots transform from hunted to hunters in this epic Star Wars adventure. Set after Return of the Jedi, Alphabet Squadron follows a unique team, each flying a different class of starfighter as they struggle to end their war once and for all. The Emperor is dead. His final weapon has been destroyed. The Imperial Army is in disarray. In the aftermath, Yrica Quell is just one of thousands of defectors from her former cause living in a deserters' shantytown—until she is selected to join Alphabet Squadron. Cobbled together from an eclectic assortment of pilots and starfighters, the five members of Alphabet are tasked by New Republic general Hera Syndulla herself. Like Yrica, each is a talented pilot struggling to find their place in a changing galaxy. Their mission: to track down and destroy the mysterious Shadow Wing, a lethal force of TIE fighters exacting bloody, reckless vengeance in the twilight of their reign. The newly formed unit embodies the heart and soul of the Rebellion: ragtag, resourceful, scrappy, and emboldened by their most audacious victory in decades. But going from underdog rebels to celebrated heroes isn't as easy as it seems, and their inner demons threaten them as much as their enemies among the stars. The wayward warriors of Alphabet Squadron will have to learn to fly together if they want to protect the new era of peace they've fought so hard to achieve. Part of a Marvel and Del Rey crossover event, Alphabet Squadron is the counterpart to Marvel's TIE Fighter miniseries, which follows the exploits of Shadow Wing as they scheme to thwart the New Republic.

Written by the #1 New York Times best-selling author of Ahsoka! When Padmé Naberrie, "Queen Amidala" of Naboo, steps down from her position, she is asked by the newly-elected queen to become Naboo's representative in the Galactic Senate. Padmé is unsure about taking on the new role, but cannot turn down the request to serve her people. Together with her most loyal handmaidens, Padmé must figure out how to navigate the treacherous waters of politics and forge a new identity beyond the queen's shadow.

Supreme Commander Lord Tanaros was once human. But he chose darkness and immortality when his wife betrayed him with his king. He killed them both, and fled the realms of Men and now cares nothing for their fates. A thousand years passed. His only allegiance is to his master, the dark god Satoris, who gave the gift of Life to the race of Men. Satoris, who rebelled against his elder brother God Haomane who had demanded that gift be taken away. Their fight cracked the very world in two; the name of Satoris became the word for evil throughout all the races, while the legend of Tanaros is the seminal tale of treachery. And yet not all tales told are true. A final prophecy has begun to unfold, and the races are uniting in their quest to rid the world of Satoris. The elder gods and goddesses, stranded on the other side of the world, send dreams to spur all to destroy Satoris and Tanaros, but those loyal to their god know a different side of the story and try to defend their citadel of Darkhaven, where Satoris sits in sorrow, controlling his own dominion, seeking neither victory nor vengeance. Satoris's followers capture the beautiful Elvish princess Cerelinde, and without her the Allies cannot fulfill the prophecy. All who support Satoris clamor for her death—but Satoris refuses to act like the monster that he is made out to be, for he recognizes in Cerelinde a spark of the love that he once bore for his fellow gods. She is a great danger to Satoris—and a greater danger for Tanaros and all that he holds dear. For she reminds him that not all women need be false... and that though he may be immune to death, his heart is still very much mortal. Strong storytelling with evocative, compelling, and unforgettable characters, Godslayer is the thrilling conclusion to the events begun in Banewreaker, a haunting tale of love and loss that ultimately asks the question: If all that is considered good considers you evil, are you? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The aces of the New Republic have one final chance to defeat the darkness of Shadow Wing in this thrilling conclusion to the Star Wars: Alphabet Squadron trilogy! In the wake of Yrica Quell's shocking decision—and one of the fiercest battles of their lives—the remnants of Alphabet Squadron seek answers and closure across a galaxy whose old war scars are threatening to reopen. Soran Keize has returned to the tip of Shadow Wing's spear. Operation Cinder, the terrifying protocol of planetary extermination that began in the twilight of the Imperial era, burns throughout the galaxy. Shadow Wing is no longer wounded prey fleeing the hunters of the New Republic. With its leader, its strength has returned, and its Star Destroyers and TIE squadrons lurk in the darkness

between stars, carrying out the fallen Emperor's final edict of destruction—as well as another, stranger mission, one Keize has championed not for the dying Empire, but for its loyal soldiers. Alphabet Squadron's ships are as ramshackle and damaged as their spirits, but they've always had one another. Now, as they face the might of Keize's reborn juggernaut, they aren't sure they even have that. How do you catch a shadow? How do you kill it? And when you're finally victorious, who pays the price? My name is Maia Graystone: rebel, terrorist, and . . . traitor. Imprisoned in the Tower at the Archduchess's mercy, awaiting certain execution, I spend every moment thinking of ways to escape so I can find Riser and fulfill the promise to my father. When the perfect moment arises, I break free, only to discover the unthinkable—the rebels have branded me a traitor. It gets worse. War looms, my friends have abandoned me, and Nicolai refuses to help find the Mercurian. There's only one way to change his mind and regain the rebels' respect. I must fight in the ruthless Blood Courts, a violent, gladiatorial arena where only the strong survive. Only problem is, first I have to defeat the reigning champion. Someone I once trusted with my heart. Win and the entire rebel army is mine. Lose and the world burns. Dare to enter the gritty world of Shadow Fall where tyrants rule, misfits reign, and anti-heroes are tasked with saving the world. If you like enemies-to-lovers romance, high-octane action, and epic themes of good versus evil, you'll binge this rollercoaster of emotions late into the night!

A vampire and a werewolf who never fit in. A witch whose spells don't always work as planned. And a mysterious new guy who's hiding something. Together they will discover who they're meant to be... Hidden from the human world, Shadow Falls is a secret camp for teens with supernatural powers. But for four very different teens, it's much more than just a camp—it's where their destinies will unfold. Independent and strong-willed Della Tsang didn't believe in vampires...until she became one. Chase Tallman is the newest member of Shadow Falls, but what made him into the sexy, mysterious vampire he is today? And what led him to Della Tsang? For Miranda Kane, magic has always been something she's struggled with—until she finally has a chance to prove herself a witch to be reckoned with. And for Fredericka Lakota, the one guy who challenges her the most will lead her to the life she's always wanted. C. C. Hunter's New York Times bestselling Shadow Falls series captured hearts all over the world. Now available in print for the first time, these enchanting novellas will reveal a side of the camp that you've never seen before...and live in your heart forever. Fans won't want to miss these four remarkable stories of love, magic and friendship in *Almost Midnight*.

The murder of Meeryn, goddess of the Summering Isles, by a mysterious dark entity draws the sole witness to the crime, Tylar de Noche, a crippled and disgraced former Shadowknight, into a dangerous battle against friends and foes alike. Reprint. Paired with a dark prince in a murderous game of survival, Maia Graystone discovers the only thing more dangerous than the Emperor's court is her conflicted heart.

For three years, Miranda Grey-Solomon has kept her role as Vampire Queen of the South separate from her Grammy-winning music career. But now, her dual lives are starting to collide, threatening everything Miranda and David, her Prime, have worked for. The entire Signet Council has descended upon Austin for its ten-year summit, bringing with it Prime James Hart of the Northeast, a sworn enemy come to take his revenge on those who defied him. But Miranda and David receive an unexpected offer of help from David's sire, an ancient and powerful vampire with knowledge that may be their salvation—or their doom.

Welcome to Shadow Falls, nestled deep in the woods of a town called Fallen... Kylie Galen has never felt normal. One night she finds herself at the wrong party, with the wrong people, and it changes her life forever. Her mother ships her off to Shadow Falls—a camp for troubled teens—but within hours of arriving, it becomes clear that her fellow campers aren't "troubled." Here at Shadow Falls, vampires, werewolves, shapeshifters, witches and fairies train side by side—learning to harness their powers, control their magic, and live in the normal world. They insist Kylie is one of them, and that she was brought to Shadow Falls for a reason. As if life wasn't complicated enough, enter Derek and Lucas. Derek's a half Fae who's determined to be her boyfriend, and Lucas is a brooding werewolf with whom Kylie shares a secret past. Both Derek and Lucas couldn't be more different, but they both have a powerful hold on her heart. Even though Kylie is uncertain about everything, she starts to realize that Shadow Falls is exactly where she belongs... Don't miss this spectacular, New York Times bestselling, young adult paranormal romance series from C. C. Hunter! *Born at Midnight* will steal your heart and haunt your dreams.

In a world where magic is tightly controlled, the most powerful man in history must choose between his kingdom and his son in the first book in the epic NYT bestselling *Lightbringer* series. Guile is the Prism. He is high priest and emperor, a man whose power, wit, and charm are all that preserves a tenuous peace. Yet Prisms never last, and Guile knows exactly how long he has left to live. When Guile discovers he has a son, born in a far kingdom after the war that put him in power, he must decide how much he's willing to pay to protect a secret that could tear his world apart. If you loved the action and adventure of the *Night Angel* trilogy, you will devour this incredible epic fantasy series by Brent Weeks.

The dazzling epic of *The Banned and the Banished* has established James Clemens as an exciting new voice in fantasy fiction. Now his remarkable skills reach their peak with *Wit'ch Gate*, as one girl remains her realm's only hope against the forces of darkness . . . In a spectacular feat of daring and magic, Elena and her army of outlaws and rebels have defeated evil's minions and released the mystic secrets of the Blood Diary. But the malevolent Dark Lord has unleashed the Weirgates—black wells of ferocious energy that are his greatest source of power. Now Elena's bravest allies are sent to find and destroy the Gates, as windships carry the fight north to the frigid woodlands, south to the burning desert sands, and east to the blasted regions of dread Gul'gotha. Along the way, they will face their own personal demons as well. The twin brothers Mogweed and Fardale race against time to break the curse that has stolen their shapechanging birthright, and Elena's brother Joach must evade the desert sandsharks if he is to master his own elemental power. The trail will lead them even to the fabulous el'vin homeland of Stormhaven. None of the rebels will come back unscathed, some never returning at all . . . And Elena herself must journey to Gulgotha. Daring the enemy's own lair, she must emerge victorious if she is to reveal the secret of the Dark Lord's frightening identity—and the shocking nature of his vast powers.

A mortally wounded R'shiel seeks the healing powers of the believed-extinct magical Harshini, while Tarja and the Defenders consider an alliance with a long-time adversary in order to protect themselves against Karien invaders.

Spread throughout the dark corners of our world lies the Shadow World, a society of vampires who feed off the living. In Austin, Texas, one woman must quell the cravings rising within her, as the very fate of the world rests in her hands... Ever since her Prime, David Solomon, returned from the dead, Miranda Grey has been hungry. The transformation from ordinary vampires into the ultrapowerful children of Persephone has left both Miranda and David craving the taste of death—and their appetites are growing. Meanwhile, a formerly vague threat from a fringe group of humans has turned into a full-on war. The Order of the Morningstar has devoted itself to eradicating vampires and has begun to assassinate Primes all over the globe. The Shadow World's fate depends on the Circle of Signets descended from those who subdued Morningstar hundreds of years ago—but if even a single one is killed, the war is almost certainly lost. Now, with the help of a strange new ally, Miranda must put aside her hunger and access long-forgotten magic to save the Circle, but time is running out...

The world is split in two... and both sides are deadly. In a society of extreme have or have nots, Tenly Hawkins is just trying to improve her future. Born into the Cobalts, the lowest rung of society, she has done everything possible to escape her fate by playing by the rules. Against all odds, she secures a coveted position in the Premier Workforce... and a way out of squalor into Scarlet society. But when her scoundrel of

a best friend, Kalib, also secures a spot, she's suspicious. Did he cheat, and will his fortune somehow collapse everything she's worked for? Placed in a high ranking household as a governess, Tenly settles into her new role. That is, until she caught in the middle of growing progressive upheaval due to the inequality of the rich and poor. But it's all being covered up. Her life's dream is not the safe haven Tenly once thought it would be. And if anyone finds out about her secret meetings with Kalib, she can't seem to refuse; it could not only put them both at risk... It could be fatal.

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