

## Shadowfell Shadowfell 1

A young woman is both a bard—and a warrior—in this thrilling historical fantasy from the author of the *Sevenwaters* novels. Eighteen-year-old Liobhan is a powerful singer and an expert whistle player. Her brother has a voice to melt the hardest heart, and is a rare talent on the harp. But Liobhan's burning ambition is to join the elite warrior band on Swan Island. She and her brother train there to compete for places, and find themselves joining a mission while still candidates. Their unusual blend of skills makes them ideal for this particular job, which requires going undercover as traveling minstrels. For Swan Island trains both warriors and spies. Their mission: to find and retrieve a precious harp, an ancient symbol of kingship, which has gone missing. If the instrument is not played at the upcoming coronation, the candidate will not be accepted and the kingdom will be thrown into disarray. Faced with plotting courtiers and tight-lipped druids, an insightful storyteller, and a boorish Crown Prince, Liobhan soon realizes an Otherworld power may be meddling in the affairs of the kingdom. When ambition clashes with conscience, Liobhan must make a bold decision—and the consequences may break her heart.

Soon to be an original series starring Rosamund Pike as Moiraine! In *The Dragon Reborn*, the third novel in Robert Jordan's #1 New York Times bestselling epic fantasy series, *The Wheel of Time®*, Rand al'Thor undertakes a journey to prove himself worthy of being the Champion of Light. Winter has stopped the war—almost—yet men are dying, calling out for the Dragon. But where is he? Rand al'Thor has been proclaimed the Dragon Reborn. Traveling to the great fortress known as the Stone of Tear, he plans to find the sword Callandor, which can only be wielded by the Champion of Light, and discover if he truly is destined to battle The Dark One. Following Rand, Moiraine and their friends battle Darkhounds on the hunt, hoping they reach the Heart of the Stone in time for the next great test awaiting the Dragon Reborn. Since its debut in 1990, *The Wheel of Time®* by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The last six books in series were all instant #1 New York Times bestsellers, and *The Eye of the World* was named one of America's best-loved novels by PBS's *The Great American Read*. *The Wheel of Time®* New Spring: The Novel #1 *The Eye of the World* #2 *The Great Hunt* #3 *The Dragon Reborn* #4 *The Shadow Rising* #5 *The Fires of Heaven* #6 *Lord of Chaos* #7 *A Crown of Swords* #8 *The Path of Daggers* #9 *Winter's Heart* #10 *Crossroads of Twilight* #11 *Knife of Dreams* By Robert Jordan and Brandon Sanderson #12 *The Gathering Storm* #13 *Towers of Midnight* #14 *A Memory of Light* By Robert Jordan *Warrior of the Altai* By Robert Jordan and Teresa Patterson *The World of Robert Jordan's The Wheel of Time* By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons *The Wheel of Time Companion* By Robert Jordan and Amy Romanczuk *Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

For fans of Libba Bray, this first book in a gothic suspense trilogy is inspired by H. G. Wells's *The Island of Dr. Moreau* and has been hailed by New York Times bestseller Carrie Ryan as having "beautiful writing, breakneck pacing, a pulse-pounding mystery, and an irresistible romance." Following accusations that her scientist father gruesomely

experimented on animals, sixteen-year-old Juliet watched as her family and her genteel life in London crumbled around her—and only recently has she managed to piece her world back together. But when Juliet learns her father is still alive and working on a remote tropical island, she is determined to find out if the old accusations are true. Accompanied by her father's handsome young assistant, Montgomery, and an enigmatic castaway, Edward, Juliet travels to the island, only to discover the depths of her father's insanity. Torn between horror and scientific curiosity, Juliet knows she must end her father's dangerous experiments and escape her jungle prison before it's too late. Yet as the island falls into chaos, she discovers the extent of her father's genius—and madness—in her own blood.

Inspector Sejer investigates the delivery of a threatening postcard that coincides with the discovery of a child who was found covered in blood but unharmed in her stroller. The chieftains of Sevenwaters have long been custodians of a vast and mysterious forest—and a new heir has been born. But the family's joy turns to despair when the baby is taken, and something unnatural is left in his place. To reclaim her newborn brother, Clodagh must enter the shadowy Otherworld and confront the powerful prince who rules there?

Provides information on the nature of the power source, races, classes, feats, powers, and options in the game of Dungeons and Dragons.

"In the final book of the Shadowfell trilogy, Neryn, the rebels, and the Good Folk must work together to survive their final confrontation with King Keldec"--

This boxed set is for Dungeon Masters interested in taking their heroes on excursions to the Shadowfell. The kit includes a 128-page book detailing the city of Gloomwrought, a 32-page book of encounters set in Gloomwrought and beyond, two card stock sheets of die-cut monster and villain tokens, a foldout battle map, and a deck of 30 cards.

A young warrior who wields both the power of her music and the strength of her sword faces a grave threat in this enthralling historical fantasy. Bard and fighter Liobhan is always ready for a challenge. So when news arrives at Swan Island that the prince of Dalriada has gone missing after an assault by both masked men and the sinister Crow Folk, she's eager to act. While Liobhan and her fellow Swan Island warriors seek answers to the prince's disappearance, the bard Brocc, Liobhan's brother, finds himself in dire trouble. His attempts to communicate with the Crow Folk have led him down a perilous path. When Liobhan and her comrades are sent to the rescue, it becomes clear the two missions are connected--and a great mystery unfolds. What brought the Crow Folk to Erin? And who seeks to use them in an unscrupulous bid for power? As Liobhan and Brocc investigate, it will take all their strength and will to continue pursuing the truth. With the safety of their loved ones in the balance, the risks they must take may cost them everything.

Blade of Fortriu is the second book in Juliet Marillier's Bridei Chronicles. Five Winters have passed since young king Bridei ascended the throne of Fortriu. Five years, in which the people have felt a contentment unknown for generations. But the security of a people can vanish in a heartbeat, for wolves are often drawn to fields filled with fattened sheep. Bridei is determined to drive the Gaelic invaders from his lands once and for all. And so, with his land secure and his house in order, he prepares for war. And one of Bridei's plans to win the war to come involves the beautiful young Ana. A princess of the Light Isles, she has dwelt as a hostage at the court of Fortriu for most of her young life. Despite being a pawn of fortune, she has bewitched all at court and is dearly loved by Bridei and his queen. But Ana understands her duty. And so she will travel north, to make a strategic marriage with a chieftain she has never seen, in the hopes of gaining an ally on whom Bridei's victory relies. For secrecy's sake, Ana must travel at a

soldier's pace, with a small band led by the enigmatic spymaster Faolan. Bridei implores Ana to trust see the good in Faolan...but Ana cannot see beyond his cold competence and killer's eyes. Then, when she arrives at the chieftain Alpin's stronghold in the mysterious Briar Woods, her discomfort and unease increase tenfold, for this is a place of full of secrets and her betrothed is an enigma himself. The more Ana tries to uncover the truth of her new life, the more she discovers a maze of polite diversions that mask deadly lies. She fears Faolan, but he may prove to be the truest thing in her world. Or her doom. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A guide to the role-playing game that provides information on its commands, individual campaigns, scoring, extras, tactics, and the secrets of the multi-player mode. This adventure takes characters from 1st level to 3rd level.

A tale set in a fey-oppressed alternate world five years after the Great War finds Jane Eliot, a woman forced to wear an iron mask to suppress a scarring fey curse, taking a job as governess to a fey-stricken child and falling in love with her employer, an enigmatic artist who transforms unattractive women into beautiful fey. A first novel. 20,000 first printing.

A D&D Adventure for 11th-level characters. Designed to take characters from 11th to 14th level, this adventure pits the heroes against a variety of horrible monsters and fiendish foes as they seek to thwart the evil machinations of the denizens of the Trollhaunt Warrens. This adventure can be run as a stand-alone adventure or as Part One of a three-part series of adventures that spans 10 levels of gameplay.

A young woman who is both a bard--and a warrior--seeks to repay her debts and settle scores in this thrilling historical fantasy series. The young warrior and bard Liobhan has lost her brother to the Otherworld. Even more determined to gain a place as an elite fighter, she returns to Swan Island to continue her training. But Liobhan is devastated when her comrade Dau is injured and loses his sight in their final display bout. Blamed by Dau's family for the accident, she agrees to go to Dau's home as a bond servant for the span of one year. There, she soon learns that Oakhill is a place of dark secrets. The vicious Crow Folk still threaten both worlds. And Dau, battling the demon of despair, is not an easy man to help. When Liobhan and Dau start to expose the rot at the center of Oakhill, they place themselves in deadly danger. For their enemy wields great power and will stop at nothing to get his way. It will take all the skills of a Swan Island warrior and a touch of the uncanny to give them a hope of survival. . . .

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Sixteen-year-old Neryn is alone in the land of Alban, where the oppressive king has ordered anyone with magical strengths captured and brought before him. Eager to hide her own canny skill--a uniquely powerful ability to communicate with the fairy-like Good Folk--Neryn sets out for the legendary Shadowfell, a home and training ground for a secret rebel group determined to overthrow the evil King Keldec. During her dangerous journey, she receives aid from the Good Folk, who tell her she must pass a series of tests in order to recognize her full potential. She also finds help from a handsome young man, Flint, who rescues her from certain death--but whose motives in doing so remain unclear. Neryn struggles to trust her only allies. They both hint that she alone may be the key to Alban's release from Keldec's rule. Homeless, unsure of who to trust, and trapped in an empire determined to crush her, Neryn must make it to Shadowfell not only to save herself, but to save Alban.

FOR PAULA, ACCOMPANYING her merchant father on a trading voyage to Istanbul is a dream come true. They have come to this city of trade on a special mission to purchase a most rare artifact—a gift from the ancient goddess, Cybele, to her followers. It's the only remnant of a lost, pagan cult. But no sooner have they arrived when it becomes clear they may be playing at a dangerous game. A colleague and friend of

Paula's father is found murdered. There are rumors of Cybele's cult reviving within the very walls of Istanbul. And most telling of all, signs have begun to appear to Paula, urging her to unlock Cybele's secret. Meanwhile, Paula doesn't know who she can trust in Istanbul, and finds herself drawn to two very different men. As time begins to run out, Paula realizes they may all be tied up in the destiny of Cybele's Gift, and she must solve the puzzle before unknown but deadly enemies catch up to her. . . .

Shadowfell Alfred A. Knopf Books for Young Readers

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. • Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild • Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment • Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits • Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival • All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay • Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

Verdigris (n.): a blue-green rust that tarnishes ageing and forgotten copper coins, altering them entirely . . . One evening, Ryan and his friends steal some coins from a well. Soon after, strange things begin to happen. Peculiar burn marks appear on Ryan's knuckles and light bulbs mysteriously explode. Then the well witch appears, with her fountains for eyes and gargled demands. From now on the kids who've stolen from her must serve her—and the wishes rotting at the bottom of her well.

The first book in the Shadowfell trilogy from the acclaimed author of the *Sevenwaters*

series "An exquisitely written tale of love, fear, faith and difficult choices ... Marillier is a consummate craftswoman." Sydney Morning Herald The people of Alban are afraid. The tyrannical king and his masked Enforcers are scouring the land, burning villages and enslaving the canny. Fifteen-year-old Neryn has fled her home in the wake of its destruction, and is alone and penniless, hiding her extraordinary magical power. She can rely on no one - not even the elusive Good Folk who challenge and bewilder her with their words. When an enigmatic stranger saves her life, Neryn and the young man called Flint begin an uneasy journey together. She wants to trust Flint but how can she tell who is true in this land of evil? For Neryn has heard whisper of a mysterious place far away: a place where rebels are amassing to free the land and end the King's reign. A place called Shadowfell. A story of courage, hope, danger and love from one of the most compelling fantasy storytellers writing today. "A new book by Juliet Marillier is always a cause for celebration" Kate Forsyth Winner of the Tin Duck Award for Speculative Fiction Finalist in the Sir Julius Vogel Awards Fans of Marion Zimmer Bradley, Isobelle Carmody and Robin Hobb will love Juliet Marillier.

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. In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizt draws his swords once more to aid his friends. His lover, Dahlia Sin'felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon's Claw, Alegni's sentient sword, dominates Entreri's movements—if not his mind. And then there's the way Entreri looks at Dahlia. Can Drizt trust his old foe? Praise for the Neverwinter Saga: "Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout"—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I "Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story."—The SFF Hub on Gauntlgrym, Neverwinter Saga Book I "A quick read with some very satisfying fight scenes. It's also deeply layered with emotional atmosphere" —California Literary Review on Gauntlgrym, Neverwinter Saga Book I From the Hardcover edition. This book enables players to weave elements of the Feywild into their existing and future characters. It contains exciting new character builds and options that are thematically rooted to the Feywild, a wild and verdant plane of arcane splendor, full of dangerous and whimsical creatures.

"Pyramid of Shadows" is a D&D adventure designed for heroic-tier characters of levels 7-10. This work includes an adventure booklet for the Dungeon Master, a player's booklet, and more, all contained in a handy folder.

Award-winning author Juliet Marillier "weaves magic, mythology, and folklore into every sentence on the page" (The Book Smugglers). Now she presents the first novel in an enchanting series that will transport readers to a magical vision of ancient Ireland.... In exchange for help escaping her long and wrongful imprisonment, embittered magical healer Blackthorn has vowed to set aside her bid for vengeance against the man who destroyed all

that she once held dear. Followed by a former prison mate, a silent hulk of a man named Grim, she travels north to Dalriada. There she'll live on the fringe of a mysterious forest, duty bound for seven years to assist anyone who asks for her help. Oran, crown prince of Dalriada, has waited anxiously for the arrival of his future bride, Lady Flidais. He knows her only from a portrait and sweetly poetic correspondence that have convinced him Flidais is his destined true love. But Oran discovers letters can lie. For although his intended exactly resembles her portrait, her brutality upon arrival proves she is nothing like the sensitive woman of the letters. With the strategic marriage imminent, Oran sees no way out of his dilemma. Word has spread that Blackthorn possesses a remarkable gift for solving knotty problems, so the prince asks her for help. To save Oran from his treacherous nuptials, Blackthorn and Grim will need all their resources: courage, ingenuity, leaps of deduction, and more than a little magic.

A magical mixture of rules options for the world's greatest roleplaying game. The wizard Tasha, whose great works include the spell Tasha's hideous laughter, has gathered bits and bobs of precious lore during her illustrious career as an adventurer. Her enemies wouldn't want these treasured secrets scattered across the multiverse, so in defiance, she has collected and codified these tidbits for the enrichment of all. EXPANDED SUBCLASSES. Try out subclass options for every Dungeons & Dragons class, including the artificer, which appears in the book. MORE CHARACTER OPTIONS. Tasha's Cauldron of Everything introduces a host of class features and feats, plus straightforward rules for modifying a character's racial traits and customizing their origin. INTRODUCING GROUP PATRONS. Whether you're part of the same criminal syndicate or working for an ancient dragon, each group patron option comes with its own perks and types of assignments. SPELLS, ARTIFACTS & MAGIC TATTOOS. Discover more spells, as well as magic tattoos, artifacts, and other magic items for your campaign. EXPANDED RULES OPTIONS. Try out rules for sidekicks, supernatural environments, natural hazards, and parleying with monsters, and gain guidance on running a session zero. A PLETHORA OF PUZZLES. Ready to be dropped into any D&D adventure, puzzles of varied difficulty await your adventurers, complete with traps and guidance on using the puzzles in a campaign. Full of expanded content for players and Dungeon Masters alike, this book is a great addition to the Player's Handbook. Baked in you'll find more rule options for all the character classes in the Player's Handbook, including more subclass options. Thrown in for good measure is the artificer class, a master of magical invention. And this witch's brew wouldn't be complete without a dash of added artifacts, spellbook options, spells for both player characters and monsters, magical tattoos, group patrons, and other tasty goodies. Neryn has finally found the rebel group at Shadowfell, and now her task is to seek out the elusive Guardians, vital to her training as a Caller. These four powerful beings have been increasingly at odds with human kind, and Neryn must prove her worth to them. She desperately needs their help to use her gift without compromising herself or the cause of overthrowing the evil King Keldec. Neryn must journey with the tough and steadfast Tali, who looks on Neryn's love for the double agent Flint as a needless vulnerability. And perhaps it is. What Flint learns from the king will change the battlefield entirely—but in whose favor, no one knows.

Daughter of the Forest is a testimony to an incredible author's talent, a first novel and the beginning of a trilogy like no other: a mixture of history and fantasy, myth and magic, legend and love. Lord Colum of Sevenwaters is blessed with six sons: Liam, a natural leader; Diarmid, with his passion for adventure; twins Cormack and Conor, each with a different calling; rebellious Finbar, grown old before his time by his gift of the Sight; and the young, compassionate Padriac. But it is Sorcha, the seventh child and only daughter, who alone is destined to defend her family and protect her land from the Britons and the clan known as Northwoods. For her father has been bewitched, and her brothers bound by a spell that only Sorcha can lift. To reclaim the lives of her brothers, Sorcha leaves the only safe place she has

ever known, and embarks on a journey filled with pain, loss, and terror. When she is kidnapped by enemy forces and taken to a foreign land, it seems that there will be no way for her to break the spell that condemns all that she loves. But magic knows no boundaries, and Sorcha will have to choose between the life she has always known and a love that comes only once. Juliet Marillier is a rare talent, a writer who can imbue her characters and her story with such warmth, such heart, that no reader can come away from her work untouched. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 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 planes have always been a place of great mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in this fourth edition continues that grand tradition.

Robin McKinley's mesmerizing history of Damar is the stuff that legends are made of. *The Hero and the Crown* is a dazzling "prequel" to *The Blue Sword*. Aerin is the only child of the king of Damar, and should be his rightful heir. But she is also the daughter of a witchwoman of the North, who died when she was born, and the Damarians cannot trust her. But Aerin's destiny is greater than her father's people know, for it leads her to battle with Maur, the Black Dragon, and into the wilder Damarian Hills, where she meets the wizard Luthe. It is he who at last tells her the truth about her mother, and he also gives over to her hand the Blue Sword, Gonturan. But such gifts as these bear a great price, a price Aerin only begins to realize when she faces the evil mage, Agsded, who has seized the Hero's Crown, greatest treasure and secret strength of Damar.

High in the Transylvanian woods, at the castle Piscul Draculi, live five daughters and their doting father. It's an idyllic life for Jena, the second eldest, who spends her time exploring the mysterious forest with her constant companion, a most unusual frog. But best by far is the castle's hidden portal, known only to the sisters. Every Full Moon, they alone can pass through it into the enchanted world of the Other Kingdom. There they dance through the night with the fey creatures of this magical realm. But their peace is shattered when Father falls ill and must go to the southern parts to recover, for that is when cousin Cezar arrives. Though he's there to help the girls survive the brutal winter, Jena suspects he has darker motives in store. Meanwhile, Jena's sister has fallen in love with a dangerous creature of the Other Kingdom--an impossible union it's up to Jena to stop. When Cezar's grip of power begins to tighten, at stake is everything Jena loves: her home, her family, and the Other Kingdom she has come to cherish. To save her world, Jena will be tested in ways she can't imagine--tests of trust, strength, and true love.

National bestselling author Juliet Marillier revisits the classic fairy tale of *Beauty and the Beast* in this "engaging Gaelic fantasy romance starring two fascinating reluctant souls" (Genre Go Round Reviews). *Whistling Tor* is a place of secrets, a mysterious, wooded hill housing the crumbling fortress belonging to Anluan—a chieftain whose name is spoken throughout the region in tones of revulsion and

bitterness. A curse lies over Anluan's family and his people, and the woods themselves hold a perilous force whose every whisper threatens doom. Then the young scribe Caitrin appears in Anluan's garden, admiring the rare plant known as heart's blood. Retained to sort through entangled family documents, Caitrin brings about unexpected changes in the household, casting a hopeful light against the despairing shadows. But even as Caitrin brings solace to Anluan, and the promise of something more between them, he remains in thrall to the darkness surrounding Whistling Tor. To free Anluan's burdened soul, Caitrin must unravel the web of sorcery woven by his ancestors before it claims his life—and their love...

In the final book of the #4 New York Times best-selling Neverwinter Saga, Drizzt Do'Urden navigates a winding path littered with secrets and lies. Tangled up in his companion Dahlia's dark secrets, the ties that once held her close to Drizzt threaten to tear as her bonds to his former foe, Artemis Entreri, continue to grow. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of Bregan D'aerthe in his quest to destroy Drizzt. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own. Determined to stand for what's right in the Realms once again, Drizzt forges a new road north—toward Icewind Dale. Will his new companions follow? Can he fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Praise for the Neverwinter Saga: "Absolutely profound." —Paul Goat Allen, BarnesandNoble.com "Masterfully written, thrillingly unpredictable, and everything a Drizzt Do'Urden fan could hope for. You'll be hanging on the words till the very end . . . and then begging for more." — GamesFiends.com "Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout"—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I "Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story."—The SFF Hub on Gauntlgrym, Neverwinter Saga Book I "A quick read with some very satisfying fight scenes. It's also deeply layered with emotional atmosphere" —California Literary Review on Gauntlgrym, Neverwinter Saga Book I

After her adventures with the League of the Healing Hand, Finn the Cat finds her life at Castle Rurach boring. Snowbound for the winter and faced with the prospect of being molded into "Lady Fionnghal" by her mother, she pines to be on the battlefield with her father against the sea demons. But Finn's talents are needed elsewhere. Summoned by the Righ, Lachlan the Winged, she must embark on a perilous journey into the Forbidden Land. Imprisoned in the Black Tower is a rebellious prophet whose beliefs have made him an enemy among his

own people. Now Finn must help rescue the one whose words can free a land enshrouded in darkness.

Enter Shadow Falls: After Dark and meet a vampire named Della, who's about to discover what her own story is meant to be. . . . Della had the perfect life--the family, a boyfriend, and a bright future--until she was turned, and abandoned by everyone she loves. She takes refuge at Shadow Falls, a camp for teens with paranormal powers. It's where she and her best friends, Kylie and Miranda, heal their heartbreak with laughter, and where Della is training to be a paranormal investigator--and she refuses to be distracted. That means there's no time for romance with Steve, a gorgeous shapeshifter whose kisses melt her heart. When a new vampire named Chase shows up at camp, Della's world is thrown into even more chaos. Arrogant and annoyingly sexy, Chase is a mystery . . . and the only mystery Della likes is one she can solve. She can't solve Chase, at least not while she's dealing with ghostly hauntings, vampire gangs and a web of family secrets. Can she prove herself as an investigator and keep her life--and her heart--intact? From bestselling author C. C. Hunter comes *Reborn*, the first book in a new series set once more in the world of Shadow Falls.

*Wolfskin* is the first of a fantasy duet in *The Light Isles* series from Juliet Marillier, weaving history and folklore into a saga of adventure, romance, and magic. All young Eyvind ever wanted was to become a great Viking warrior--a *Wolfskin*--and perform honorable deeds out in the name of his War fathergod, Thor. He can think of no future more glorious. And the chance to make it happen is his when his older brother Ulf is brought the tale of a magical land across the sea, a place where men with courage could go to conquer a land and bring glory to themselves. They set out to find this fabled land and discover a windswept and barren place, but one filled with unexpected beauty and hidden treasures... and a people who are willing to share their bounty. Ulf's new settlement begins in harmony with the natives of the isles led by the gentle king Engus. And Eyvind finds a treasure of his own in the young Nessa, niece of the king, seer, and princess. His life will change forever as she claims his heart for her own. But someone has come along to this new land who is not what he seems. Eyvind's heartfriend, Somerled, the strange and lonely boy Eyvind befriended so long ago has a secret--and his own plans for the future. The blood oath that they swore in childhood binds them in lifelong loyalty, and Somerled is calling in the debt of honor. What he asks might just doom Eyvind to kill the only thing that he has ever truly loved. Will the price of honor create the destruction of all that Eyvind holds dear? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Presents a "Dungeons and Dragons" adventure for the 21st to 23rd level, providing adventure hooks, setup information, tactics, and features of areas.

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