

Prince Of Thorns The Broken Empire

The Eye of the WorldThe Red Wolf ConspiracyOne Word KillTheft of SwordsSpinward Fringe Broadcast 0: OriginsPrince of ThornsDispel IllusionThe Fractal PrinceRed CountryThe Wheel of OsheimThe Good for NothingsRoad BrothersThe Liar's KeyLost LoreEmperor of ThornsThe Skull ThroneLike a Mighty ArmyHidden HuntressGrey SisterThe Girl and the StarsThe Blade ItselfKings of the WyldLimited WishThe Devil's Engine: HellraisersHoly SisterThe Complete Broken Empire Trilogy: Prince of Thorns, King of Thorns, Emperor of ThornsPrince of FoolsThe Republic of ThievesPromise of BloodSwords of Good MenThe Broken Empire Series Books 1 and 2: Prince of Thorns, King of ThornsMorgan Le FayThe Time Traveler's AlmanacA Court of Mist and FuryKing of ThornsThe River of ShadowsSherlock Holmes and the Christmas DemonMaliceTrapping Zero (An Agent Zero Spy Thriller—Book #4)Red Sister

The Eye of the World

The #1 New York Times bestselling sequel to Sarah J. Maas's stunning and seductive A Court of Thorns and Roses.

The Red Wolf Conspiracy

"The good thing is, no one will ever die again. The bad thing is, everyone will want to." A physicist receives a mysterious paper. The ideas in it are far, far ahead of current thinking and quite, quite terrifying. In a city of "fast ones," shadow players, and jinni, two sisters contemplate a revolution. And on the edges of reality a thief, helped by a sardonic ship, is trying to break into a Schrödinger box for his patron. In the box is his freedom. Or not. Jean de Flambeur is back. And he's running out of time. In Hannu Rajaniemi's sparkling follow-up to the critically acclaimed international sensation The Quantum Thief, he returns to his awe-inspiring vision of the universeand we discover what the future held for Earth. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

One Word Kill

One choice. Two possible timelines. And a world hanging in the balance. It's the summer of 1986 and reluctant prodigy Nick Hayes is a student at Cambridge University, working with world-renowned mathematician Professor Halligan. He just wants to be a regular student, but regular isn't really an option for a boy-genius cancer survivor who's already dabbled in time travel. When he crosses paths with a mysterious yet curiously familiar girl, Nick discovers that creases have appeared in the fabric of time, and that he is at the centre of the disruption. Only Nick can resolve this time paradox before the damage

becomes catastrophic for both him and the future of the world. Time is running out--literally. Wrapped up with him in this potentially apocalyptic scenario are his ex-girlfriend, Mia, and fellow student Helen. Facing the world-ending chaos of a split in time, Nick must act fast and make the choice of a lifetime--or lifetimes. Game on.

Theft of Swords

"A stunning new epic fantasy series following a girl who is cast out by her people and must fight with everything she has to survive, set in the same world as Red Sister. In some children, the old blood shows, giving them strength, speed, and mystical power. In the cities of Abeth's Corridor, such children are prized. But on the vast ice plains of Abeth, those traits lead children to burn bright and die young, and the discipline of the priests is harsh. Any child who shows signs of the old races is cast into the Pit of the Missing, never to be seen again. Yaz is only sixteen, but she feels a burgeoning gift and she knows the next gathering will be her last--the priests see everything, and her aberrance will not be tolerated. But then she is spared and her brother is identified as one of the broken and cast down into the pit. Stunned, awash with guilt and grief, she flings herself in after him. She expects to find death. Instead she finds a sprawling, secret civilization, where survival is even less assured than on the ice plains. And she soon realizes that this underground empire revolves around a great truth--and an even greater evil--that puts all of Abeth in danger"--

Spinward Fringe Broadcast 0: Origins

Morgan is a little girl who lives in Tintagel Castle by the sea, loved and sheltered by her noble parents, the Duke and Duchess of Belerion. An extraordinarily clever child, extremely sharp-eyed, exceptionally curious. A little girl unlike other children. One stormy night a ship is wrecked off the coast, bringing with it new friends - Fleur the princess from a far-off land, Safir the stowaway with a secret, and the mysterious twins Merlin and Ganieda. Morgan's visions of another world awaken her to the realisation that she can see things others cannot. That she has powers other people do not possess. Not long afterwards, Morgan encounters Diana, the Moon Huntress, who charges her with a dangerous mission that only she can accomplish. With Merlin by her side and unsure if he is friend or foe, Morgan must venture far from home to enter the realms of the Piskies and the Muryans, warring tribes of faeries who vie for the souls of lost children. There she must summon her magic to fight the most ancient powers in the world, to rescue a young soul destined to be reborn

Prince of Thorns

The Age of Kings is dead . . . and I have killed it. It's a bloody business overthrowing a king Field Marshal Tamas' coup against his king sent corrupt aristocrats to the guillotine and brought bread to the starving. But it also provoked war with

the Nine Nations, internal attacks by royalist fanatics, and the greedy to scramble for money and power by Tamas's supposed allies: the Church, workers unions, and mercenary forces. It's up to a few Stretched to his limit, Tamas is relying heavily on his few remaining powder mages, including the embittered Taniel, a brilliant marksman who also happens to be his estranged son, and Adamat, a retired police inspector whose loyalty is being tested by blackmail. But when gods are involved Now, as attacks batter them from within and without, the credulous are whispering about omens of death and destruction. Just old peasant legends about the gods waking to walk the earth. No modern educated man believes that sort of thing. But they should In a rich, distinctive world that mixes magic with technology, who could stand against mages that control gunpowder and bullets? PROMISE OF BLOOD is the start of a new epic fantasy series from Brian McClellan. Winner of the David Gemmell Morningstar Award for Best Debut Fantasy.

Dispel Illusion

When a sixteen-year-old troublemaker named Marlow Green is trapped in a surreal firefight against nightmarish creatures in the middle of his New York City neighborhood, he unwittingly finds himself amid a squad of secret soldiers dedicated to battling the legions of the devil himself. Powering this army of young misfits is an ancient machine from the darkest parts of history. Known as the devil's engine, it can make any wish come true—as long as you are willing to put your life on the line. Promised powers beyond belief, and facing monstrous apparitions straight out of the netherworld, Marlow must decide if he's going to submit to a demonic deal with the infernal machine that will enable him to join the crusade—if it doesn't kill him first. From the author of the Escape from Furnace series, here is the opening salvo in an explosive new horror trilogy about an ordinary American kid caught up in an invisible war against the very worst enemy imaginable.

The Fractal Prince

Whip-smart and utterly charming, Danielle Banas's irreverent YA sci-fi adventure The Good for Nothings is perfect for fans of Guardians of the Galaxy, The Lunar Chronicles, and Firefly. Cora Saros is just trying her best to join the family business of theft and intergalactic smuggling. Unfortunately, she's a total disaster. After landing herself in prison following an attempted heist gone very wrong, she strikes a bargain with the prison warden: He'll expunge her record if she brings back a long-lost treasure rumored to grant immortality. Cora is skeptical, but with no other way out of prison (and back in her family's good graces), she has no choice but to assemble a crew from her collection of misfit cellmates—a disgraced warrior from an alien planet; a cocky pirate who claims to have the largest ship in the galaxy; and a glitch-prone robot with a penchant for baking—and take off after the fabled prize. But the ragtag group soon discovers that not only is the too-good-to-be-true treasure very real, but they're also not the only crew on the hunt for it. And it's definitely a prize worth killing for. Praise for The Good for Nothings: "A fun, galaxy-spanning treasure hunt with plenty of action and heart." —Publishers

Weekly

Red Country

Six hundred years old, the Imperial Merchant Ship Chathrand is a massive floating outpost of the Empire of Arqual. And it is on its most vital mission yet: to deliver a young woman whose marriage will seal the peace between Arqual and its mortal enemy, the Mzithrin Empire. But Thasha, the young noblewoman in question, may be bringing her swords to the altar. For the ship's true mission is not peace but war—a war that threatens to rekindle an ancient power long thought lost. As the Chathrand navigates treacherous waters, Thasha must seek unlikely allies—including a magic-cursed deckhand, a stowaway tribe of foot-high warriors, and a singularly heroic rat—and enter a treacherous web of intrigue to uncover the secret of the legendary Red Wolf.

The Wheel of Osheim

Ready Player One meets Stranger Things in this new novel by the bestselling author who George RR Martin describes as "an excellent writer." In January 1986, fifteen-year-old boy-genius Nick Hayes discovers he's dying. And it isn't even the strangest thing to happen to him that week. Nick and his Dungeons & Dragons-playing friends are used to living in their imaginations. But when a new girl, Mia, joins the group and reality becomes weirder than the fantasy world they visit in their weekly games, none of them are prepared for what comes next. A strange--yet curiously familiar--man is following Nick, with abilities that just shouldn't exist. And this man bears a cryptic message: Mia's in grave danger, though she doesn't know it yet. She needs Nick's help--now. He finds himself in a race against time to unravel an impossible mystery and save the girl. And all that stands in his way is a probably terminal disease, a knife-wielding maniac and the laws of physics. Challenge accepted.

The Good for Nothings

King of Seven Nations, Jorg Ancrath, is still seeking revenge against his father and sets his sights on becoming Emperor using lost technology.

Road Brothers

Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles-until they are hired to pilfer a famed sword. What appears to be just a simple

job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J. Sullivan self-published the first books of his Riyria Revelations, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores everywhere. Theft of Swords was originally published as: The Crown Conspiracy and Avempartha. BOOKS IN THE RIYRIA REVELATIONS Theft of Swords (The Crown Conspiracy & Avempartha) Rise of Empire (Nyphron Rising & The Emerald Storm) Heir of Novron (Wintertide & Percepliquis)

The Liar's Key

BOOK ONE IN THE BROKEN EMPIRE TRILOGY “Prince of Thorns deserves attention as the work of an iconoclast who seems determined to turn that familiar thing, Medievaesque Fantasy Trilogy, entirely on its head.”—Locus When he was nine, he watched as his mother and brother were killed before him. By the time he was thirteen, he was the leader of a band of bloodthirsty thugs. By fifteen, he intends to be king It’s time for Prince Honourous Jorg Ancrath to return to the castle he turned his back on, to take what’s rightfully his. Since the day he hung pinned on the thorns of a briar patch and watched Count Renar’s men slaughter his mother and young brother, Jorg has been driven to vent his rage. Life and death are no more than a game to him—and he has nothing left to lose. But treachery awaits him in his father’s castle. Treachery and dark magic. No matter how fierce his will, can one young man conquer enemies with power beyond his imagining?

Lost Lore

A volume of short stories by the bestselling author of THE BROKEN EMPIRE series, Mark Lawrence This is a collection of fourteen stories of murder, mayhem, pathos, and philosophy, all set in the world of the Broken Empire. Within these pages, you will find tales of men such as Red Kent, Sir Makin, Rike, Burlow and the Nuban, telling of their origins and the events that forged them. There is Jorg himself, striding the page as a child of six, as a teenage wanderer and as a young king. And then there is a tale about Prince Jalan Kendeth - liar, cheat, womaniser and coward. To the new reader, welcome to a lawless world where wit and sword are the most useful weapons, and danger lurks as much in candle-lit palaces as in dark alleys and dense woodland. To those who have already journeyed with Jorg, we hope you will enjoy renewing old acquaintances with your favourite characters.

Emperor of Thorns

The complete, critically-acclaimed debut fantasy trilogy: The Broken Empire by Mark Lawrence. This bundle includes PRINCE OF THORNS, KING OF THORNS and EMPEROR OF THORNS.

The Skull Throne

From the international bestselling author of the Broken Empire trilogy comes the second book of the Red Queen's War After harrowing adventure and near death, Prince Jalan Kendeth and the Viking Snorri ver Snagason find themselves in possession of Loki's key, an artefact capable of opening any door and sought by the most dangerous beings in the Broken Empire—including the Dead King. Jal wants only to return home to his wine, women, and song, but Snorri has his own purpose for the key: to find the very door into death, throw it wide, and bring his family back into the land of the living. And as Snorri prepares for his quest to find death's door, Jal's grandmother, the Red Queen, continues to manipulate kings and pawns toward an endgame of her own design

Like a Mighty Army

NEW YORK TIMES BESTSELLER "A bright new voice in the fantasy genre" (George R. R. Martin), acclaimed author Scott Lynch continues to astound and entertain with his thrillingly inventive, wickedly funny, suspense-filled adventures featuring con artist extraordinaire Locke Lamora. And The Republic of Thieves is his most captivating novel yet. With what should have been the greatest heist of their career gone spectacularly sour, Locke and his trusted partner, Jean, have barely escaped with their lives. Or at least Jean has. But Locke is slowly succumbing to a deadly poison that no alchemist or physiker can cure. Yet just as the end is near, a mysterious Bondsmage offers Locke an opportunity that will either save him or finish him off once and for all. Magi political elections are imminent, and the factions are in need of a pawn. If Locke agrees to play the role, sorcery will be used to purge the venom from his body—though the process will be so excruciating he may well wish for death. Locke is opposed, but two factors cause his will to crumble: Jean's imploring—and the Bondsmage's mention of a woman from Locke's past: Sabetha. She is the love of his life, his equal in skill and wit, and now, his greatest rival. Locke was smitten with Sabetha from his first glimpse of her as a young fellow orphan and thief-in-training. But after a tumultuous courtship, Sabetha broke away. Now they will reunite in yet another clash of wills. For faced with his one and only match in both love and trickery, Locke must choose whether to fight Sabetha—or to woo her. It is a decision on which both their lives may depend. PRAISE FOR SCOTT LYNCH The Republic of Thieves "Fast paced, fun, and impossible to put down . . . Locke and company remain among the most engaging protagonists in fantasy."—Publishers Weekly (starred review) "The Republic of Thieves has all the colorful action, witty repartee, and devious scheming that fans of the series have come to expect."—Wired "A fantasy world unique among its peers . . . If you're looking for a great new fantasy series this is one you won't want to miss. . . . In a word: AWESOME!"—SF Revu Red Seas Under Red Skies "Lynch

hasn't merely imagined a far-off world, he's created it, put it all down on paper—the smells, the sounds, the people, the feel of the place. The novel is a virtuoso performance, and sf/fantasy fans will gobble it up.”—Booklist (starred review) “Red Seas Under Red Skies firmly proves that Scott Lynch isn't a one-hit wonder. . . . It'll only be a matter of time before Scott Lynch is mentioned in the same breath as George R. R. Martin and Steven Erikson.”—Fantasy Book Critic “Grand, grandiose, grandiloquent . . . No critic is likely to fault Lynch in his overflowing qualities of inventiveness, audacious draftsmanship, and sympathetic characterization.”—Locus The Lies of Locke Lamora “Right now, in the full flush of a second reading, I think The Lies of Locke Lamora is probably in my top ten favorite books ever. Maybe my top five. If you haven't read it, you should. If you have read it, you should probably read it again.”—Patrick Rothfuss, New York Times bestselling author of The Name of the Wind

Hidden Huntress

Relates a tale of the bestial Trollocs, the witch Moiraine, and three boys, one of whom is fated to become the Dragon--the World's only hope and the sure means of its destruction

Grey Sister

From the international bestselling author of the Broken Empire Trilogy, the thrilling conclusion to the Red Queen's War All the horrors of Hell stand between Snorri ver Snagason and the rescue of his family, if indeed the dead can be rescued. For Jalan Kendeth, getting out alive and with Loki's key is all that matters. Loki's creation can open any lock, any door, and it may also be the key to Jalan's fortune back in the living world. Jalan plans to return to the three w's that have been the core of his idle and debauched life: wine, women, and wagering. Fate, however, has other plans, larger plans. The Wheel of Osheim is turning ever faster, and it will crack the world unless it's stopped. When the end of all things looms, and there's nowhere to run, even the worst coward must find new answers. Jalan and Snorri face many dangers, from the corpse hordes of the Dead King to the many mirrors of the Lady Blue, but in the end, fast or slow, the Wheel of Osheim always pulls you back. In the end, it's win or die.

The Girl and the Stars

Sometimes being wrong is the right answer. Nick Hayes's genius is in wringing out the universe's secrets. It's a talent that's allowed him to carve paths through time. But the worst part is that he knows how his story will end. He's seen it with his own eyes. And every year that passes, every breakthrough he makes, brings him a step closer. Mia's accident is waiting for them both in 2011. If it happens then he's out of choices. Then a chance 1992 discovery reveals that this seeker of truth

has been lying to himself. But why? It's a question that haunts him for years. A straw he clings to as his long-awaited fate draws near. Time travel turns out not to be the biggest problem Nick has to work on. He needs to find out how he can stay on his path but change the destination. Failure has never been an option, and neither has survival. But Nick's hoping to roll the dice one more time. And this new truth begins with a lie.

The Blade Itself

The searing conclusion of the thrilling epic fantasy trilogy that saw a young girl trained by an arcane order of nuns grow into the fiercest of warriors. They came against her as a child. Now they face the woman. The ice is advancing, the Corridor narrowing, and the empire is under siege from the Scithrowl in the east and the Durns in the west. Everywhere, the emperor's armies are in retreat. Nona Grey faces the final challenges that must be overcome if she is to become a full sister in the order of her choice. But it seems unlikely that she and her friends will have time to earn a nun's habit before war is on their doorstep. Even a warrior like Nona cannot hope to turn the tide of war. The shiphearts offer strength that she might use to protect those she loves, but it's a power that corrupts. A final battle is coming in which she will be torn between friends, unable to save them all. A battle in which her own demons will try to unmake her. A battle in which hearts will be broken, lovers lost, thrones burned.

Kings of the Wyld

"Abercrombie writes fantasy like no one else." - The Guardian They burned her home. They stole her brother and sister. But vengeance is following. Shy South hoped to bury her bloody past and ride away smiling, but she'll have to sharpen up some bad old ways to get her family back, and she's not a woman to flinch from what needs doing. She sets off in pursuit with only a pair of oxen and her cowardly old step father Lamb for company. But it turns out Lamb's buried a bloody past of his own. And out in the lawless Far Country the past never stays buried. Their journey will take them across the barren plains to a frontier town gripped by gold fever, through feud, duel and massacre, high into the unmapped mountains to a reckoning with the Ghosts. Even worse, it will force them into an alliance with Nicomo Cosca, infamous soldier of fortune, and his feckless lawyer Temple, two men no one should ever have to trust . . . RED COUNTRY takes place in the same world as the First Law trilogy, Best Served Cold, and The Heroes. This novel also represents the return of Logen Ninefingers, one of Abercrombie's most beloved characters. First Law Trilogy The Blade Itself Before They Are Hanged Last Argument of Kings Novels in the First Law world Best Served Cold The Heroes Red Country

Limited Wish

Books one and two of the critically-acclaimed debut fantasy trilogy The Broken Empire by Mark Lawrence. This bundle includes Prince of Thorns and King of Thorns.

The Devil's Engine: Hellraisers

A retired group of legendary mercenaries get the band back together for one last impossible mission in this award-winning debut epic fantasy. "Fantastic, funny, ferocious." - Sam Sykes Clay Cooper and his band were once the best of the best, the most feared and renowned crew of mercenaries this side of the Heartwyld. Their glory days long past, the mercs have grown apart and grown old, fat, drunk, or a combination of the three. Then an ex-bandmate turns up at Clay's door with a plea for help--the kind of mission that only the very brave or the very stupid would sign up for. It's time to get the band back together. WINNER OF THE DAVID GEMMELL MORNINGSTAR AWARD FOR BEST FANTASY DEBUT. WINNER OF THE REDDIT/FANTASY AWARD FOR BEST DEBUT FANTASY NOVEL. For more from Nicholas Eames, check out: Bloody Rose

Holy Sister

The new Sherlock Holmes novel from the New York Times bestselling author of The Age of Odin and Firefly - Big Damn Hero. It is 1890, and in the days before Christmas Sherlock Holmes and Dr John Watson are visited at Baker Street by a new client. Eve Allerthorpe - eldest daughter of a grand but somewhat eccentric Yorkshire-based dynasty - is greatly distressed, as she believes she is being haunted by a demonic Christmas spirit. Her late mother told her terrifying tales of the sinister Black Thurrick, and Eve is sure that she has seen the creature from her bedroom window. What is more, she has begun to receive mysterious parcels of birch twigs, the Black Thurrick's calling card. Eve stands to inherit a fortune if she is sound in mind, but it seems that something - or someone - is threatening her sanity. Holmes and Watson travel to the Allerthorpe family seat at Fellscar Keep to investigate, but soon discover that there is more to the case than at first appeared. There is another spirit haunting the family, and when a member of the household is found dead, the companions realise that no one is beyond suspicion.

The Complete Broken Empire Trilogy: Prince of Thorns, King of Thorns, Emperor of Thorns

A definitive collection of time-travel stories from more than a century of literature features pieces by such leading authors as Douglas Adams, Isaac Asimov and Ray Bradbury and is complemented by a selection of informative nonfiction articles, including Charles Yu's "Top Ten Tips For Time Travelers."

Prince of Fools

Sometimes, one must accomplish the impossible. Beneath the mountain, the king's reign of tyranny is absolute; the one troll with the capacity to challenge him is imprisoned for treason. Cécile has escaped the darkness of Trollus, but she learns all too quickly that she is not beyond the reach of the king's power. Or his manipulation. Recovered from her injuries, she now lives with her mother in Trianon and graces the opera stage every night. But by day she searches for the witch who has eluded the trolls for five hundred years. Whether she succeeds or fails, the costs to those she cares about will be high. To find Anushka, she must delve into magic that is both dark and deadly. But the witch is a clever creature. And Cécile might not just be the hunter. She might also be the hunted...

The Republic of Thieves

The international bestselling author of the Broken Empire and the Red Queen's War trilogies begins a stunning epic fantasy series about a secretive order of holy warriors At the Convent of Sweet Mercy, young girls are raised to be killers. In some few children the old bloods show, gifting rare talents that can be honed to deadly or mystic effect. But even the mistresses of sword and shadow don't truly understand what they have purchased when Nona Grey is brought to their halls. A bloodstained child of nine falsely accused of murder, guilty of worse, Nona is stolen from the shadow of the noose. It takes ten years to educate a Red Sister in the ways of blade and fist, but under Abbess Glass's care there is much more to learn than the arts of death. Among her class Nona finds a new family—and new enemies. Despite the security and isolation of the convent, Nona's secret and violent past finds her out, drawing with it the tangled politics of a crumbling empire. Her arrival sparks old feuds to life, igniting vicious struggles within the church and even drawing the eye of the emperor himself. Beneath a dying sun, Nona Grey must master her inner demons, then loose them on those who stand in her way.

Promise of Blood

The second novel in a brilliant fantasy trilogy from the international bestselling author of Prince of Thorns. Behind its walls, the Convent of Sweet Mercy has trained young girls to hone their skills for centuries. In Mystic Class, Novice Nona Grey has begun to learn the secrets of the universe. But so often even the deepest truths just make our choices harder. Before she leaves the convent, Nona must choose which order to dedicate herself to--and whether her path will lead to a life of prayer and service or one of the blade and the fist. All that stands between her and these choices are the pride of a thwarted assassin, the designs of a would-be empress wielding the Inquisition like a knife, and the vengeance of the empire's richest lord. As the world narrows around her, and her enemies attack her through the system she is sworn to, Nona must find her own path despite the competing pulls of friendship, revenge, ambition, and loyalty. And in all this only one thing is certain: there will be blood.

Swords of Good Men

After finding ancient, magical artifacts hidden in a chamber beneath the castle, King Jorg plots to use them against the twenty thousand members of the enemy's approaching army.

The Broken Empire Series Books 1 and 2: Prince of Thorns, King of Thorns

David Weber's Like a Mighty Army is the hotly anticipated seventh volume in the New York Times bestselling Safehold series. For centuries, the world of Safehold, last redoubt of the human race, lay under the unchallenged rule of the Church of God Awaiting. The Church permitted nothing new--no new inventions, no new understandings of the world. What no one knew was that the Church was an elaborate fraud--a high-tech system established by a rebel faction of Safehold's founders, meant to keep humanity hidden from the powerful alien race that had destroyed old Earth. Then awoke Merlyn Athrawes, cybernetic avatar of a warrior a thousand years dead, felled in the war in which Earth was lost. Monk, warrior, counselor to princes and kings, Merlyn has one purpose: to restart the history of the too-long-hidden human race. And now the fight is thoroughly underway. The island empire of Charis has declared its independence from the Church, and with Merlyn's help has vaulted forward into a new age of steam-powered efficiency. Fending off the wounded Church, Charis has drawn more and more of the countries of Safehold to the cause of independence and self-determination. But at a heavy cost in bloodshed and loss--a cost felt by nobody more keenly than Merlyn Athrawes. The wounded Church is regrouping. Its armies and resources are vast. The fight for humanity's future isn't over, and won't be over soon.

Safehold Series 1. Off Armageddon Reef 2. By Schism Rent Asunder 3. By Heresies Distressed 4. A Mighty Fortress 5. How Firm A Foundation 6. Midst Toil and Tribulation 7. Like A Mighty Army 8. Hell's Foundations Quiver 9. At the Sign of Triumph

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Morgan Le Fay

First in a brand new series from the author of The Broken Empire Trilogy. The Red Queen is old but the kings of the Broken Empire dread her like no other. For all her reign she has fought the long war, contested in secret, against the powers that stand behind nations, for higher stakes than land or gold. Her greatest weapon is The Silent Sister--unseen by most and unspoken of by all. The Red Queen's grandson, Prince Jalan Kendeth--drinker, gambler, seducer of women--is one who can see The Silent Sister. Tenth in line for the throne and content with his role as a minor royal, he pretends that the hideous crone is not there. But war is coming. Witnesses claim an undead army is on the march, and the Red Queen has called on her family to defend the realm. Jal thinks it's all a rumor--nothing that will affect him. But he is wrong?

The Time Traveler's Almanac

In the gripping sequel to Robert V. S. Redick's acclaimed epic fantasy novels *The Red Wolf Conspiracy* and *The Ruling Sea*, the crew of the vast, ancient ship *Chathrand* have reached the shores of the legendary southern empire of Bali Adro. Many have died in the crossing, and the alliance of rebels, led by the tarboy Pazel Pathkendle and the warrior Thasha Isiq, has faced death, betrayal, and darkest magic. But nothing has prepared them for the radically altered face of humanity in the South. They have little time to recover from the shock, however. For with landfall, the battle between the rebels and centuries-old sorcerer Arunis enters its final phase. At stake is control of the Nilstone, a cursed relic that promises unlimited power to whoever unlocks the secrets of its use—but death to those who fail. And no one is closer to mastering the Stone than Arunis. Desperate to stop him, Pazel and Thasha must join forces with their enemies, including the depraved Captain Rose and the imperial assassin Sandor Ott. But when a suspicious young crewmember turns his attentions to Thasha, it is the young lovers themselves who are divided—most conveniently for Arunis. As the mage's triumph draws near, the allies face a terrible choice: to break their oaths and run for safety, or to hunt the world's most dangerous sorcerer through the strange and deadly dream kingdom known as the River of Shadows, and to face him a last time among the traps and horrors of his lair. Brimming with high adventure, dark enchantment, and unforgettable characters, *The River of Shadows* deftly secures Redick's place in the ranks of epic fantasy's most original and enthralling storytellers. From the Hardcover edition.

A Court of Mist and Fury

"You will not sleep until you are finished with AGENT ZERO. A superb job creating a set of characters who are fully developed and very much enjoyable. The description of the action scenes transport us into a reality that is almost like sitting in a movie theater with surround sound and 3D (it would make an incredible Hollywood movie). I can hardly wait for the sequel." --Roberto Mattos, Books and Movie Reviews In *TRAPPING ZERO* (Book #4), a terrorist cell in the Mideast gains a new, fanatic leader, one intent on orchestrating what would be the deadliest attack on American soil. Can Agent Zero uncover the plot and stop him in time? Although Agent Zero's daughters are home safely, the mental anguish from their experience weighs heavy on their small family. Zero, working to be a good father and to repair the damage, decides the time has come to undergo surgery to regain all of his memories. But will it work? In the midst of it all, he is again thrust into the line of duty as a U.S. embassy is destroyed in the Mideast and as an experimental new weapon is uncovered. But without his memories, with some of his own CIA allies intent on his destruction, who can he really trust? *TRAPPING ZERO* (Book #4) is an un-putdownable espionage thriller that will keep you turning pages late into the night. "Thriller writing at its best." --Midwest Book Review (re *Any Means Necessary*) "One of the best thrillers I have read this year." --Books and Movie Reviews (re *Any Means Necessary*) Also available is Jack Mars' #1 bestselling *LUKE STONE THRILLER* series (7 books), which

begins with Any Means Necessary (Book #1), a free download with over 800 five star reviews!

King of Thorns

Hidden pasts. Secrets untold. Legends half-remembered. Fifteen fantasy writers gather to bring fifteen tales to life, each one a unique glimpse into a wholly original world. On the Emerald Road, a dead Sage triggers a brutal trial beneath the forest floor. There, a young man must fight—and kill—both friends and enemies to become the next wielder of the fabled Emerald Blade. In Midgard, a priestess of humble birth forges a strange bond with an ancient being as she searches for justice in a land that often rewards cruelty, betrayal, and bloodshed. And in the Yarnsworld, the Magpie King teaches two brothers a dangerous lesson about the power of stories. Sticks and stones may indeed break bones . . . but they cannot hurt the Bramble Man. In worlds ravaged by flood, fire, and frost, mere mortals strive to make their own legends amidst demons and deities alike. And in lands racked with human strife—where evil endures and no one is ever safe—scarred heroes fight forces even darker than their own personal demons. Why do they fight? Some seek to better the world, or themselves. Others are out to right old wrongs. But whatever their goal - reward, redemption, or just respite - the truth will out eventually. For no story is ever truly lost so long as there exists one to tell it.

The River of Shadows

"Built from the skulls of fallen generals and demon princes, the Skull Throne of Krasia is a seat of honor and powerful magic that keeps the demon corelings at bay. Now it stands empty. From atop it, Ahmann Jardir was meant to conquer the known world, forging a unified army to end the demon war once and for all. Arlen Bales, the Warded Man, stood against this course, challenging Jardir to a duel to the death. Rather than risk defeat, Arlen cast Jardir and himself from a precipice, opening a struggle for succession that threatens to tear the Free Cities of Thesa apart" -- back cover.

Sherlock Holmes and the Christmas Demon

Swords of Good Men--the first volume Snorri Kristjansson's Vhlhalla Saga--in is a raucous and gripping fantasy adventure set in Viking Norway, where plundering and pillaging are a way of life and creature comforts rarely exceed a mug of sour mead. To weary Viking Ulfar Thormodsson, the town of Stenvik is the penultimate stop on what has been a long and perilous journey. It has been particularly challenging for Thormodsson, who has been charged with protecting the life of his high-born cousin. Having travelled the world for two years, all he wants is to go home--but Stenvik awaits. After coming ashore, Thormodsson meets the beautiful and tragic Lilja, who immediately captures his heart. Stenvik is also home to solitary blacksmith Audun Arngrimsson, whose past hides many dark secrets. Soon, the conflict brewing between two factions of

dangerous and determined men of the town threatens to sweep all of them, natives and visitors alike, into the jaws of war. As the Vikings learn, King Olav is marching on Stenvik from the east, determined to bring the White Christ to the masses at the point of his sword - even as a host of bloodthirsty raiders led by a mysterious woman sails from the north. Thormodsson and his companions will soon learn that in this conflict between the Old Gods and the new, there are enemies everywhere - outside the walls of Stenvik as well as within. Swords of Good Men features a memorable cast of original characters and is driven by non-stop action and a clever sense of humor. Kristjansson deftly and elegantly weaves Norse mythology and history with fantasy in a novel that offers not only a good dose of bloody Viking feuding, but intrigue and romance.

Malice

The first novel in the First Law Trilogy and debut fantasy novel from New York Times bestseller, Joe Abercrombie. Logen Ninefingers, infamous barbarian, has finally run out of luck. Caught in one feud too many, he's on the verge of becoming a dead barbarian -- leaving nothing behind him but bad songs, dead friends, and a lot of happy enemies. Nobleman, dashing officer, and paragon of selfishness, Captain Jezal dan Luthar has nothing more dangerous in mind than fleecing his friends at cards and dreaming of glory in the fencing circle. But war is brewing, and on the battlefields of the frozen North they fight by altogether bloodier rules. Inquisitor Glokta, cripple turned torturer, would like nothing better than to see Jezal come home in a box. But then Glokta hates everyone: cutting treason out of the Union one confession at a time leaves little room for friendship. His latest trail of corpses may lead him right to the rotten heart of government, if he can stay alive long enough to follow it. Enter the wizard, Bayaz. A bald old man with a terrible temper and a pathetic assistant, he could be the First of the Magi, he could be a spectacular fraud, but whatever he is, he's about to make the lives of Logen, Jezal, and Glokta a whole lot more difficult. Murderous conspiracies rise to the surface, old scores are ready to be settled, and the line between hero and villain is sharp enough to draw blood. Unpredictable, compelling, wickedly funny, and packed with unforgettable characters, *The Blade Itself* is noir fantasy with a real cutting edge.

Trapping Zero (An Agent Zero Spy Thriller—Book #4)

In the darkest region of explored space sits a bright beacon; Freeground Station. Serving as a supply and trading post it is home to a select number of human beings that will take a desperate chance to make a difference in their end of the galaxy. - Contains the entire First Light Chronicles Trilogy. A Space Opera Adventure enjoyed across the globe by all ages and downloaded over a million times.

Red Sister

The world is broken Corban wants nothing more than to be a warrior under King Brenin's rule - to protect and serve. But that day will come all too soon. And the price he pays will be in blood. Evnis has sacrificed - too much it seems. But what he wants - the power to rule -- will soon be in his grasp. And nothing will stop him once he has started on his path. Veradis is the newest member of the warband for the High Prince, Nathair. He is one of the most skilled swordsman to come out of his homeland, yet he is always under the shadow of his older brother. Nathair has ideas - and a lot of plans. Many of them don't involve his father, the High King Aquilus. Nor does he agree with his father's idea to summon his fellow kings to council. The Banished Lands has a violent past where armies of men and giants clashed in battle, but now giants are seen, the stones weep blood and giant wyrms are stirring. Those who can still read the signs see a threat far greater than the ancient wars. For if the Black Sun gains ascendancy, mankind's hopes and dreams will fall to dust and it can never be made whole again. MALICE is a dark epic fantasy tale of blind greed, ambition, and betrayal.

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