

## Bloodravenbloodraven

Omnibus edition of the three Dawn of War novels, which tie in to the best-selling THQ computer game.

An acclaimed anthology of original short novels by some of the greatest writers in fantasy fiction, including Terry Brooks, Diana Gabaldon, Neil Gaiman, George R. R. Martin, and Anne McCaffrey Legends II picks up where its illustrious predecessor left off. All of the bestselling writers represented in Legends II return to the special universe of the imagination that its author has made famous throughout the world. Whether set before or after events already recounted elsewhere, whether featuring beloved characters or compelling new creations, these masterful short novels are both mesmerizing stand-alones—perfect introductions to the work of their authors—and indispensable additions to the epics on which they are based. ROBIN HOBB returns to the Realm of the Elderlings with “Homecoming,” a powerful tale in which exiles sent to colonize the Cursed Shores find themselves sinking into an intoxicating but deadly dream . . . or is it a memory? GEORGE R. R. MARTIN continues the adventures of Dunk, a young hedge knight, and his unusual squire, Egg, in “The Sworn Sword,” set a generation before the events in A Song of Ice and Fire. ORSON SCOTT CARD tells a tale of Alvin Maker and the mighty Mississippi, featuring a couple of ne’er-do-wells named Jim Bowie and Abe Lincoln, in “The Yazoo Queen.” DIANA GABALDON turns to an important character from her Outlander saga—Lord John Grey—in “Lord John and the Succubus,” a supernatural thriller set in the early days of the Seven Years War. ROBERT SILVERBERG spins an enthralling tale of Majipoor’s early history—and remote future—as seen through the eyes of a dilettantish poet who discovers an unexpected destiny in “The Book of Changes.” TAD WILLIAMS explores the strange afterlife of Orlando Gardiner, from his Otherland saga, in “The Happiest Dead Boy in the World.” ANNE McCAFFREY shines a light into the most mysterious and wondrous of all places on Pern in the heartwarming “Beyond Between.” RAYMOND E. FEIST turns from the great battles of the Riftwar to the story of one soldier, a young man about to embark on the ride of his life, in “The Messenger.” ELIZABETH HAYDON tells of the destruction of Serendair and the fate of its last defenders in “Threshold,” set at the end of the Third Age of her Symphony of Ages series. NEIL GAIMAN gives us a glimpse into what befalls the man called Shadow after the events of his Hugo Award–winning novel American Gods in “The Monarch of the Glen.” TERRY BROOKS adds an exciting epilogue to The Wishsong of Shannara in “Indomitable,” the tale of Jair Ohmsford’s desperate quest to complete the destruction of the evil Ildatch . . . armed only with the magic of illusion.

An exceptionally illustrated fiction for millions of Blizzard fans, Diablo III: Book of Cain is the source book for Blizzard Entertainment's Diablo franchise and the best-selling Diablo III game, as told by the games' core narrator, Deckard Cain. In Blizzard Entertainment's Diablo® and Diablo II, the recurring character of Deckard Cain delivered quests, accompanied the brave adventurer, and, as the last of the Horadrim, provided a link to the greater history of the world of Sanctuary. Ever mysterious during these appearances, Cain hinted at a larger story, providing snippets of it in his notebook. Diablo III: Book of Cain is Cain's formal record of this greater tale—a dissertation on the lore of the Diablo universe, told by one who has witnessed and participated in some of the epic events that make up the eternal conflict between the High Heavens and the Burning Hells. Designed as an “in-world” artifact from the Diablo universe, Diablo III: Book of Cain includes Cain's revealing meditations, as well as dozens of sketches and color artworks depicting the angelic and demonic beings who wage constant war with one another. Fate will not be denied. And those FATED TO RISE can't remain in the shadows forever. Two thousand years after the ancient Kingdom of Alekka was broken in two, the gods are stirring, seeking a reckoning, for order can only last so long before chaos returns to claim its rightful place. The dreamers see what is coming. They warn their lords of a trouble greater than any other, raising fears of unimaginable death and destruction, and a winter colder than any that has come before. Heroes will be sought. Secrets revealed. Sides chosen. As the battle to claim Alekka begins... Eye of the Wolf is the first book in The Lords of Alekka epic fantasy series. Set in the same world as The Furyck Saga, it features a new cast of richly-woven characters and an exciting new adventure to embark upon. What readers are saying about Eye of the Wolf: ? ? ? ? ? Wow, just wow... when you start to read this make sure to allot enough time because you will not want to put it down. ? ? ? ? ? I absolutely LOVE this author! These books could seriously be a series you would see on Netflix or Hulu! ? ? ? ? ? If you like reading sagas like GOT or the Wheel of Time where there are a lot characters and lots of plots going on to keep track of then you will love Rayne's writing and enjoy this book/series. ? ? ? ? ? I keep forgetting how much I like the way she writes and the world-building she does. Looking forward to reading these for years to come. ? ? ? ? ? I first discovered this author when I found the Furyck Saga. I fell in love with the world-building and magic system. I believe it to be one of the best fantasy series I've read. ? ? ? ? ? She just keeps getting better! This is another amazing story! From the first few pages I was hooked! Note: This book contains adult themes and mature content

From George R. R. Martin's Introduction to Warriors: "People have been telling stories about warriors for as long as they have been telling stories. Since Homer first sang the wrath of Achilles and the ancient Sumerians set down their tales of Gilgamesh, warriors, soldiers, and fighters have fascinated us; they are a part of every culture, every literary tradition, every genre. All Quiet on the Western Front, From Here to Eternity, and The Red Badge of Courage have become part of our literary canon, taught in classrooms all around the country and the world. Our contributors make up an all-star lineup of award-winning and bestselling writers, representing a dozen different publishers and as many genres. We asked each of them for the same thing—a story about a warrior. Some chose to write in the genre they're best known for. Some decided to try something different. You will find warriors of every shape, size, and color in these pages, warriors from every epoch of human history, from yesterday and today and tomorrow, and from worlds that never were. Some of the stories will make you sad, some will make you laugh, and many will keep you on the edge of your seat." The stories in the first mass market volume of this book are: Introduction: Stories of the Spinner Rack, by George R. R. Martin Forever Bound, by Joe Haldeman The Eagle and the Rabbit, by Steven Saylor And Ministers of Grace, by Tad Williams The King of Norway, by Cecelia Holland Defenders of the Frontier, by Robert Silverberg The Mystery Knight, by George R. R. Martin Many of these writers are bestsellers. All of them are storytellers of the highest quality. Together they make a volume of unforgettable reading. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A war injury ends Sutton Albright's career as a concert pianist. His nights are spent in a debauched romp through gay Manhattan. After he meets Jack, their attraction cannot be denied. Can music heal them both, or will sudden prosperity jeopardize their chance at love?

A graphic novel edition of *The Mystery Knight*, one of the thrilling Dunk and Egg novellas from George R. R. Martin's *A Knight of the Seven Kingdoms* and a prequel of sorts to *A Game of Thrones* "Every wedding needs a singer, and every tourney needs a mystery knight." Westeros is eerily peaceful. King Aerys I sits on the Iron Throne. A ravaging plague has abated. Yet beneath the surface, tensions linger sixteen years after a failed rebellion. In these restless times, noble hedge knight Ser Duncan the Tall—Dunk, to his friends—and his precocious boy squire, Egg, travel the Seven Kingdoms performing chivalrous deeds, though Egg's bloodline must be concealed at all costs. After heading north for Winterfell, Dunk and Egg are lured off the kingsroad by a wedding feast—and an unusually lucrative tournament. The champion jouster will claim a rare trophy indeed: a dragon's egg. Dunk, always better in a melee, would be satisfied with a hot meal, a cup of wine, and a purse full of coins. But a treasonous plot is more likely to hatch before another dragon ever stretches its wings. Someone's on to Egg. And a mystery knight with designs on an even bigger prize soon throws the entire affair into chaos.

A collection of short fiction and novels by leading fantasy authors journeys to the worlds of imagination they created in their works, with contributions by Terry Brooks, Orson Scott Card, Diana Gabaldon, Anne McCaffrey, and Neil Gaiman.

### Captive PrinceBerkley

Raised by the Brothers of the Sixth Order, Vaelin Al Sorna, a Warrior of the Faith, must battle the Empire and even his own father in the first book of a new fantasy trilogy. Discover the real sources of many of the traditions, beliefs, and techniques of modern Witchcraft! And what author Raven Grimassi reveals in *Hereditary Witchcraft* is the documented ancient roots of the Old Religion. One-by-one, Grimassi goes through the tenets of Witchcraft and shows their ancient sources. The association of the pentagram with Witchcraft goes back at least 2,500 years. The idea of the four elements goes back to a philosopher named Empedocles of Sicily in around 475 B.C.E. The practice of many covens today of having a Priestess, Priest, and Maiden can be traced back over 2,000 years to ancient Pompeii. This book is filled with history, myth, and folklore. But it is also filled with rituals and techniques that you can do. On these pages you will learn how to prepare and banish a magic circle. You'll learn rituals you can do by yourself, including those for the Solstices, Diana's Day, and Cornucopia. With this information you can become a follower of the Old Ways! Of course, one of the most famous aspects of Witchcraft is magick. Grimassi doesn't disappoint here, either. You'll learn runic magick and divination; you'll learn about doing magick with the Moon and stars; you'll learn secret symbols and the powers of herbs. If you are a Witch - or you're thinking about becoming a Witch - this is one of the most important books you could possibly have. You'll find the documentation to support the antiquity of your beliefs and the way Witchcraft is practiced today. This book is both a guide for everyday life and a resource to discover Wiccan origins. If you don't have a copy of this book, get one today. You'll use it for the rest of your life.

Family secrets, sinister murders, a divided Edinburgh - the next thrilling medical mystery in the historical crime series featuring duo Will Raven and Sarah Fisher.

As the Crimson Guard marches toward Quon Tali, the heart of the Malazan Empire, many citizens, and even her own generals and mages, wonder whether Empress Laseen is losing her grip on power.

"Warrior-maiden and consort of the blood god Khorne, the name Valkia the Bloody is feared among all the tribes of the north -- friend and foe alike. From her earliest days as a shield bearer for her father King Merroc, she has known nothing but unending warfare and the brutal politics of the tribal leaders, and soon reaches out to seize power for herself. Though her feral beauty might attract unlikely suitors and her enemies may plot against her in secret, Valkia holds the patronage of the Ruinous Powers, and Khorne will not allow his chosen queen to fall."--Publisher.

What do a Black American soldier, invalidated out at Yorktown, and a white British officer who deserted his post have in common? Quite a bit, actually. • They attempted to kill each other the first time they met. • They're liable to try again at some point in the five-hundred mile journey that they're inexplicably sharing. • They are not falling in love with each other. • They are not falling in love with each other. • They are... Oh, no. *The Pursuit Of...* is a love affair between two men and the Declaration of Independence. It's a novella of around 38,000 words.

It is the twilight of mankind. Depleted by generations of war with a race of dark beasts, humanity stands on the brink of extinction. The outlands are soaked with the blood of the fallen. The midlands are rotting with decadence and despair. Elfkind, estranged by past crimes, watches and waits for nature to run its course. And then the two collide. Ayden's life has long been guided by two emotions: love for his sister, and hatred of all things human. When he's captured in battle, he is enslaved in the service of a human prince, Freyrik Farr. Freyrik's always known elves to be beautiful and dangerous, but never has one affected him as deeply as Ayden. Teetering on a dagger's edge between duty and high treason, Freyrik discovers that some choices can change a life, and some an entire world. Between prejudice, politics, pride, and survival, Ayden and Freyrik must carve a new path, no matter how daunting. For nothing less than the fate of both their peoples rests on the power of their perseverance — and their love.

Every *Game of Thrones* fan remembers where they were for Ned Stark's untimely demise, can hum the tune of "The Rains of Castamere," and can't wait to find out Daenerys Targaryen's next move. But do you know the real inspiration for the Red Wedding? Or how to book a trip to visit Winterfell? *100 Things Game of Thrones Fans Should Know & Do Before They Die* is the ultimate resource for true fans. Whether you've read all of George R.R. Martin's original novels or just recently devoured every season of the hit show, these are the 100 things all *Game of Thrones* fans need to know and do in their lifetime. Pop culture critic Rowan Kaiser has collected every essential piece of *Game of Thrones* knowledge and trivia, as well as must-do activities, and ranks them all from 1 to 100, providing an entertaining and easy-to-follow checklist as you progress on your way to fan superstardom!

A thrilling, harrowing novel of war, intrigue and dark, uncontrollable magic, *Toll the Hounds* is the new chapter in Erikson's monumental series - epic fantasy at its most imaginative and storytelling at its most

exciting. In Darujhistan, the city of blue fire, it is said that love and death shall arrive dancing. It is summer and the heat is oppressive, but for the small round man in the faded red waistcoat, discomfiture is not just because of the sun. All is not well. Dire portents plague his nights and haunt the city streets like fiends of shadow. Assassins skulk in alleyways, but the quarry has turned and the hunters become the hunted. Hidden hands pluck the strings of tyranny like a fell chorus. While the bards sing their tragic tales, somewhere in the distance can be heard the baying of Hounds...And in the distant city of Black Coral, where rules Anomander Rake, Son of Darkness, ancient crimes awaken, intent on revenge. It seems Love and Death are indeed about to arrive...hand in hand, dancing. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The bonds of love... The bonds of matrimony... The bonds between husband and wife... Let's face it-some bonds are made to be broken. Here, for the first time ever, are four stories from today's most provocative authors that take the classic idea of the "faerie tale wedding" and give it a swift kick in the bustle.

The everything-you-missed, wanted-to-know-more-about, and can't-get-enough guide to the Game of Thrones television series—from the first episode to the epic finale. Valar morghulis! Spanning every episode across all eight seasons, INSIDER's entertainment correspondent Kim Renfro goes deep into how the show was made, why it became such a phenomenon and explores every detail you want to know. It's the perfect book to look back at all you may have missed or to jump-start you on a second viewing of the whole series. As an entertainment correspondent, Renfro has covered the show's premieres, broken down key details in scenes, explored characters' histories, and interviewed the cast, directors, and crew. In this book, she sheds new light on the themes, storylines, character development, the meaning of the finale, and what you can expect next. Some of the questions answered here include: What was the Night King's ultimate purpose? How did the show effect George R.R. Martin's ability to finish the book series? Why were the final seasons shorter? Why did the direwolves get shortchanged? How were the fates of Jon Snow and Daenerys Targaryen foretold from the start? Was that really a bittersweet ending? Winter may have come and gone, but there is still plenty to discover and obsess over in this behind-the-scenes fan guide to the Game of Thrones HBO series.

When the world falls, it falls fast. Leaving one man doing everything in his power to save his family, but at what cost. What is to become of his humanity when his children return to him finding out what he has done. There can be no rest when blood is tainted, and no one can stop the struggle for power.

Darkblade, the great warrior of the Sixth Order returns home in defeat from King Janus's war vowing to never take up a sword again, but fate has other plans for him, in the sequel to Blood Song.

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

The Bone Ravens, Space Marine warriors with near superhuman strength, are sent to destroy the planet Cyrene and its heretical populace, but one of the warriors, Brother-Captain Angelos, is faced with a difficult choice because Cyrene is his own native world. Original. (A novelization of the THQ Real Time Strategy game, releasing Fall 2004)

The uneasy peace that exists following the death of Robb Stark is threatened by new plots, intrigues, and alliances that once again will plunge the Seven Kingdoms into all-out war for control of the Iron Throne.

NEW YORK TIMES BESTSELLER \* Taking place nearly a century before the events of A Game of Thrones, A Knight of the Seven Kingdoms compiles the first three official prequel novellas to George R. R. Martin's ongoing masterwork, A Song of Ice and Fire. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY LOS ANGELES TIMES AND BUZZFEED These never-before-collected adventures recount an age when the Targaryen line still holds the Iron Throne, and the memory of the last dragon has not yet passed from living consciousness. Before Tyrion Lannister and Podrick Payne, there was Dunk and Egg. A young, naïve but ultimately courageous hedge knight, Ser Duncan the Tall towers above his rivals--in stature if not experience.

Tagging along is his diminutive squire, a boy called Egg--whose true name is hidden from all he and Dunk encounter. Though more improbable heroes may not be found in all of Westeros, great destinies lay ahead for these two . . . as do powerful foes, royal intrigue, and outrageous exploits. Featuring more than 160 all-new illustrations by Gary Gianni, A Knight of the Seven Kingdoms is a must-have collection that proves chivalry isn't dead--yet. Praise for A Knight of the Seven Kingdoms "Readers who already love Martin and his ability to bring visceral human drama out of any story will be thrilled to find this trilogy brought together and injected with extra life."--Booklist "The real reason to check out this collection is that it's simply great storytelling.

Martin crafts a living, breathing world in a way few authors can. . . . [Gianni's illustrations] really bring the events of the novellas to life in beautiful fashion."--Tech Times "Stirring . . . As Tolkien has his Silmarillion, so [George R. R.] Martin has this trilogy of foundational tales. They succeed on their own, but in addition, they succeed in making fans want more."--Kirkus Reviews

(starred review) "Pure fantasy adventure, with two of the most likable protagonists George R. R. Martin has ever penned."--Bustle "A must-read for Martin's legion of fans . . . a rousing prelude to [his] bestselling Song of Ice and Fire saga . . . rich in human drama and the colorful worldbuilding that distinguishes other books in the series."--Publishers Weekly

Think Game of Thrones meets Buffy the Vampire Slayer with a drizzle of E.L. James - Telegraph Perfect for fans of Jessica Jones and True Blood, this is a blockbuster modern fantasy set in a divided world where one woman must uncover the truth to seek her revenge. Half-Fae, half-human Bryce Quinlan loves her life. Every night is a party and Bryce is going to savour all the pleasures Lunathion – also known as Crescent City – has to offer. But then a brutal murder shakes the very foundations of the city, and brings Bryce's world crashing down. Two years later, Bryce still haunts the city's most notorious nightclubs – but seeking only oblivion now. Then the murderer attacks again. And when an infamous Fallen angel, Hunt Athalar, is assigned to watch her every footstep, Bryce knows she can't forget any longer. As Bryce and Hunt fight to unravel the mystery, and their own dark pasts, the threads they tug ripple through the underbelly of the city, across warring continents, and down to the deepest levels of Hel, where things that have been sleeping for millennia are beginning to stir ... With unforgettable characters and page-turning suspense, this richly inventive new fantasy series by #1 New York Times bestselling author Sarah J. Maas delves into the heartache of loss, the price of freedom – and the power of love.

The world created by George R.R. Martin in his high fantasy series A Song of Ice and Fire—now the basis for the hit HBO series Game of Thrones—is not only richly drawn, but also immensely popular. By A Game of Thrones' debut in May 2011, the series already had more than 6 million copies in print in the US and had sold more than 16 million worldwide. Since the television series' debut, A Game of Thrones and subsequent titles in the series have appeared consistently on the New York Times bestseller list. The latest title in the series, A Dance with Dragons, sold nearly 300,000 copies on its first day in print. Beyond the Wall explores the book series' influences, its place in the fantasy pantheon, its challenging narrative choices, and the pull of its stunningly epic scope.

An action-packed omnibus revealing the dark majesty of three infamous Champions of Chaos: Sigvald, Valkia the Bloody and Egrimm van Horstmann. In the cold wastes of the North, the followers of Chaos gather in their thousands, eager to lay waste to the soft lands of the south. These bloodthirsty, undisciplined warriors can only be controlled by the fiercest of leaders – champions who have risen through the ranks by dint of their infamous deeds to become the favoured of the Dark Gods. This omnibus collects together the stories of three such mighty leaders – Prince Sigvald the Magnificent, the Gorequeen of Khorne Valkia the Bloody, and the rogue wizard Egrimm van Horstmann. And be warned: though the journey to greatness is long and hard, the battle to maintain such a position of power amid the servants of Chaos is never-ending... This omnibus contains the novels Valkia the Bloody by Sarah Cawkwell, Sigvald by Darius Hinks and Van Horstmann by Ben Counter, along with additional bonus short stories.

A Passion for Blood is a continuing quest for Galan to try to convince Tanith that she is his total reincarnated love, Mircea, which was stolen from him four hundred years ago by the vicious Kattaillia. Since they have traveled to Romania, Tanith's visions have gotten stronger, and she is able to see more of her past lives. But Kattaillia is close behind them, and they have to flee before she kills them once again.

- Set Two Years After Emma And The Lost Will of Johanna Winters - Emma has one final task to complete before she can be completely happy with Eric, and that is to find her wedding ring. There is a sickness in the land. Prophets tell of the fall of empires, the rise of champions. Great beasts stir in vaults beneath the hills, beneath the waves. Armies mass. Gods walk. The world will be torn asunder. Epic fantasy is storytelling at its biggest and best. From the creation myths and quest sagas of ancient times to the mega-popular fantasy novels of today, these are the stories that express our greatest hopes and fears, that create worlds so rich we long to return to them again and again, and that inspire us with their timeless values of courage and friendship in the face of ultimate evil—tales that transport us to the most ancient realms and show us the most noble sacrifices, the most astonishing wonders. Now acclaimed editor John Joseph Adams (Wastelands, The Living Dead) brings you seventeen tales by today's leading authors of epic fantasy, including George R. R. Martin (A Song of Ice and Fire), Ursula K. Le Guin (Earthsea), Robin Hobb (Realms of Elderlings), Kate Elliott (Crown of Stars), Tad Williams (Of Memory, Sorrow & Thorn), Patrick Rothfuss (The Kingkiller Chronicle), and more. Return again to lands you've loved or visit magical new worlds. Victory against the coming darkness is never certain, but one thing's for sure—your adventure will be epic.

Damen is a warrior hero to his people, and the rightful heir to the throne of Akielos. But when his half-brother seizes power, Damien is captured, stripped of his identity and sent to serve the prince of an enemy nation as a pleasure slave. For Damen, there is just one rule: never, ever reveal his true identity. Because the one man Damen needs is the one man who has more reason to hate him than anyone else. Bound to thrill long term online fans of the Captive Prince trilogy, this volume contains the original story in full alongside exclusive bonus short stories.

THE DARK WILL RISE. WHO WILL FALL? WHO WILL STAND? The ancient world of magic is no more. Its heroes are dead, its halls are ruins, and its great battles between Light and Dark are forgotten. Only the Stewards remember. For centuries they have kept vigil, sworn to protect humanity if the Dark King ever returns. Sixteen-year-old dock boy Will is on the run in London, pursued by the men who killed his mother. When an old servant urges him to seek out the Stewards, Will is ushered into a secret world, where he must train to fight for the Light in the oncoming war. As the Dark King's return looms, reborn warriors begin to draw battle lines. But when the young descendants of Light and Dark step into their destined roles, old allegiances, old enmities and old flames are awakened. Will must stand with the last heroes of the Light to prevent the calamity that destroyed their world from returning to destroy his own. Dark Rise is the first book in a thrilling new YA fantasy series from bestselling Australian author CS Pacat. 'Beautiful, classical and deliciously dark.' - Jay Kristoff '... a YA fantasy that begins breathlessly and rarely lets up ... Dark Rise is perfect for fans of Six of Crows by Leigh Bardugo or The Cruel Prince by Holly Black.' - Books+Publishing

A clash of warriors draws closer as Rhulad Sengar, the Emperor of a Thousand Deaths, spirals into madness, surrounded by sycophants and agents of his Machiavellian chancellor. Against this backdrop, a band of fugitives seek a way out of the empire, but on

Prince Allen has trained his entire life to follow in the footsteps of his illustrious mother, who has made their kingdom one of the wealthiest and most influential in the empire. For the past few years he has trained to become the new consort of the High King. The only thing no one prepared him for was the stubborn, arrogant High King himself, who declares Allen useless and throws him out of court. High King Sarrica is ruling an empire at war, and that war will grow exponentially worse if his carefully laid plans do not come to fruition. He's overwhelmed and needs help, as much as he hates to admit it, but it must be someone like his late consort: a soldier, someone who understands war, who is not unfamiliar with or afraid of the harsher elements of rule. What he doesn't need is the delicate, pretty little politician foisted on him right as everything goes wrong.

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