

*Darksiders The Abomination Vault Audio Ari Marmell*

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

Hot Lead, Cold Iron is the first novel in a brand-new fantasy detective series that will appeal to fans of Rivers of London and The Dresden Files Chicago, 1932. Mick Oberon may look like just another private detective, but beneath the fedora and the overcoat, he's got pointy ears and he's packing a wand. Oberon's used to solving supernatural crimes, but the latest one's extra weird. A mobster's daughter was kidnapped sixteen years ago, replaced with a changeling, and Mick's been hired to find the real child. The trail's gone cold, but what there is leads Sideways, to the world of the Fae, where the Seelie Court rules. And Mick's not really welcome in the Seelie Court any more. He'll have to wade through Fae politics and mob power struggles to find the kidnapper – and of course it's the last person he expected.

The wizards of Unseen University are again called upon to defend their creation, Roundworld, this time in a courtroom—where its very existence hangs in the balance. The Omnians fervently believe that the world is round, not flat, and view the discovery of Roundworld as a vindication of their faith. To leave this artifact in the hands of the wizards would be unacceptable. Not only do the academics hold that Discworld is flat, but by creating the Roundworld universe, they have elevated themselves to the level of gods. Ankh-Morpork's venerable tyrant Lord Vetinari agrees to a tribunal, where the wizards Ridcully, Rincewind, and Ponder Stibbons can present their case—with key assistance from a Roundworld librarian named Marjorie Daw. JUDGMENT DAY weaves together explorations of such Earthly topics as big science, creation, subatomic particles, the existence of dark matter, and the psychology of belief—a treat for Discworld fans and

readers of popular science alike.

In this struggle for influence and power, for the keys to magical knowledge, everything you knew about novels based on Magic: The Gathering® is changing . . . Jace Beleren is a planeswalker who has taken the path of least resistance. He is gifted and powerful, but chooses not to push himself. Part of an inter-planar consortium that deals in magical artifacts, Jace has some power and influence. He also has a certain amount of security. That's all about to change. When Liliana, a dark temptress with demons of her own (quite literally), comes into his life, she brings with her more possibilities, but also more problems. Under attack from external interests, a friend dies because of decisions Jace made. Upset with himself and fearing for his life, Jace sets out to find who is behind this new threat. What he uncovers along the way, an inter-planar chase filled with peril, will alter everything he knows.

**Stories**

**God of War - The Official Novelization**

**Judgment Day**

**Ancient Texts of THE BELGARIAD and THE MALLOREON**

**The Goblin Corps**

**Litany of Dreams**

The cult classic fantasy of manners, now with three bonus stories "Swordspoint has an unforgettable opening and just gets better from there."—George R. R. Martin Hailed by critics as "a bravura performance" (Locus) and "witty, sharp-eyed, [and] full of interesting people" (Newsday), this acclaimed novel, filled with remarkable plot twists and unexpected humor, takes fantasy to an unprecedented level of elegant writing and scintillating wit. Award-winning author Ellen Kushner has created a world of unforgettable characters whose political ambitions, passionate love affairs, and age-old rivalries collide with deadly results. On the treacherous streets of Riverside, a man lives and dies by the sword. Even the nobles on the Hill turn to duels to settle their disputes. Within this elite, dangerous world, Richard St. Vier is the undisputed master, as skilled as he is ruthless—until a death by the sword is met with outrage instead of awe, and the city discovers that the line between hero and villain can be altered in the blink of an eye.

From the award-winning author of Swordspoint comes a witty, wicked coming-of-age story that is both edgy and timeless. . . . Welcome to Riverside, where the aristocratic and the ambitious battle for power and prestige in the city's labyrinth of streets and ballrooms, theatres and brothels, boudoirs and salons. Into this alluring and alarming world walks a bright young woman ready to take it on and make her fortune. A well-bred country girl, Katherine knows all the rules of conventional society. Her

biggest mistake is thinking they apply. Katherine's host and uncle, Alec Campion, the capricious and decadent Mad Duke Tremontaine, is in charge here—and to him, rules are made to be broken. When he decides it would be far more amusing for his niece to learn swordplay than to follow the usual path to ballroom and husband, her world changes forever. And there's no going back. Blade in hand, it's up to Katherine to find her own way through a maze of secrets and betrayals, nobles and scoundrels—and to gain the power, respect, and self-discovery that come to those who master. . . . "Unholy fun, and wholly fun . . . an elegant riposte, dazzlingly executed."—Gregory Maguire, New York Times bestselling author of *Wicked*

The novelization of the highly anticipated God of War game. His vengeance against the Gods of Olympus years behind him, Kratos now lives as a man in the realm of Norse gods and monsters. It is in this harsh, unforgiving world that he must fight to survive... and teach his son to do the same. This startling reimagining of God of War deconstructs the core elements that defined the series--satisfying combat; breathtaking scale; and a powerful narrative--and fuses them anew.

Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed... Norrec Vizharan has become a living nightmare. While on a quest to find magical treasure, the soldier of fortune discovers an artifact beyond his wildest dreams: the ancient armor of Bartuc, the legendary Warlord of Blood. But the mysterious armor soul. Now, pursued by demons who covet the dark armor for their own devices, Norrec must overcome a bloodlust he can scarcely control and learn the truth about his terrifying curse before he is lost to darkness forever... An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game from Blizzard Entertainment. Intended for mature readers.

BioShock: Rapture

Agents of Artifice

The Rivan Codex

Rapture

El Borak and Other Desert Adventures

Volume I of The Destinies of Blood and Stone

Dark incantations expose the minds of Miskatonic University students to supernatural horrors, in this chilling mystery novel of Arkham Horror The mysterious disappearance of a gifted student at Miskatonic University spurs his troubled roommate, Elliot Raslo, into an investigation of his own. But Elliot already struggles against the maddening allure of a ceaseless chant that only he can hear... When Elliot's search converges with that of a Greenland Inuk's hunt for a stolen relic, they are left with yet more questions. Could there be a connection between Elliot's litany and the broken stone stele covered in antediluvian

writings that had obsessed his friend? Learning the answers will draw them into the heart of a devilish plot to rebirth an ancient horror.

Robert Newcomb's dazzling debut trilogy, *The Chronicles of Blood and Stone*, introduced readers to the strange and wondrous land of Eutracia. Now, in *Savage Messiah*, the first volume in a sweeping new trilogy of magic, romance, and adventure, Newcomb returns to the world of his epic saga, unlocking fresh secrets and startling surprises. With the demise of his evil half brother, Wulfgar, Prince Tristan restored peace to Eutracia . . . or so he thought. But the Orb of the Vigors was damaged in the climactic battle, and now the powerful artifact is bleeding magical energy and cutting a swath of death and destruction across the kingdom. Tristan can heal the wounded Orb, but not until his enchanted blood is returned to normal. Only then will the powers of the Vigors be his to command. Unfortunately, the secret of reversing the enchantment is lost. Even worse, Wulfgar is neither dead nor defeated. Enconced in his fortress across the Sea of Whispers, Tristan's hideously scarred half brother plots with the Heretics, the otherworldly masters of the Vagaries. With their aid, Wulfgar has grown even stronger in the dark arts. Now, with powerful demonic servants and weapons of dire potency, Wulfgar sets forth to complete the destruction of the Orb . . . and to avenge himself on the Chosen Ones. Preceding him, he sends a brotherly greeting: a cunning assassin with orders to dispatch Eutracia's ruling council. Tristan and his trusted allies—the wise wizards Wigg and Faegan, the beautiful pirate Tyranny, and, dearest of all, his beloved Celeste—embark on a desperate quest to cleanse his blood. It is a journey that will lead from the Sea of Whispers to distant Parthalon to the mysterious Well of Forestallments, and it will change everything the Chosen Ones think they know about themselves and their destiny. If they should fail, the Orb will perish, and with it, the Vigors. As for success, it may prove more costly still. . . .

Arthur Winter, his wife and daughter move to Rapture with the promise of a better life and more importantly a new start. He intends to work hard and one day be wealthy just like Ryan promises everyone who moves to Rapture. He opens a small business. For a few years things are good, almost idyllic. The good life is shattered when one day his daughter mysteriously vanishes without trace. The police of Rapture don't seem to want to help. So Arthur sets out to find her himself. He is lead down into a seedy underworld that exists below the upmarket facade of Rapture. But can he find her in time? Explore fascinating, often chilling "what if" accounts of the world that could have existed—and still might yet . . . Science fiction's most illustrious and visionary authors hold forth the ultimate alternate history collection. Here you'll experience mind-bending tales that challenge your views of the past, present, and future, including: • "The Lucky Strike": When the Lucky Strike is chosen over the Enola Gay to drop the first atomic bomb, fate takes an unexpected turn in Kim Stanley Robinson's gripping tale. • "Bring the Jubilee": Ward Moore's novella masterpiece offers a rebel victory at Gettysburg which changes the course of the Civil War . . . and all of American history. • "Through Road No Wither": After Hitler's victory in World War II, two Nazi officers confront their destiny in Greg Bear's apocalyptic vision of the future. • "All the Myriad Ways": Murder or suicide, Ambrose Harmon's death leads the police down an infinite number of pathways in Larry Niven's brilliant and defining tale of alternatives and consequences. • "Mozart in Mirrorshades": Bruce Sterling and Lewis Shiner explore a terrifying era as the future crashes into the past—with disastrous results. . . . as well as "The Winterberry" by Nicholas A. DiChario • "Islands in the Sea" by Harry Turtledove • "Suppose They Gave a Peace" by Susan Shwartz • "Manassas, Again" by Gregory Benford • "Dance Band on the Titanic" by Jack L. Chalker • "Eutopia" by Poul Anderson • "The Undiscovered" by William Sanders • "The Death of Captain Future" by Allen Steele • and "Moon of Ice" by Brad Linaweaver The definitive collection: fourteen seminal alternate history tales drawing readers into a universe of dramatic possibility and endless wonder.

Predator: Stalking Shadows

Hitman: Damnation

Savage Messiah

Empty

StarCraft: Evolution

*LEAP INTO THE FUTURE, AND SHOOT BACK TO THE PAST* H. G. Wells's seminal short story "The Time Machine," published in 1895, provided the springboard for modern science fiction's time travel explosion. Responding to their own fascination with the subject, the greatest visionary writers of the twentieth century penned some of their finest stories. Here are eighteen of the most exciting tales ever told, including "Time's Arrow" In Arthur C. Clarke's classic, two brilliant physicists finally crack the mystery of time travel—with appalling consequences. "Death Ship" Richard Matheson, author of *Somewhere in Time*, unveils a chilling scenario concerning three astronauts who stumble upon the conundrum of past and future. "Yesterday was Monday" If all the world's a stage, Theodore Sturgeon's compelling tale follows the odyssey of an ordinary joe who winds up backstage. "Rainbird" R.A. Lafferty reflects on what might have been in this brainteaser about an inventor so brilliant that he invents himself right out of existence. "Timetipping" What if everyone time-traveled except you? Jack Dann provides some surprising answers in this literary gem. . . . as well as stories by Poul Anderson • L. Sprague de Camp • Joe Haldeman • John Kessel • Nancy Kress • Henry Kuttner • Ursula K. Le Guin • Larry Niven • Charles Sheffield • Robert Silverberg • Connie Willis By turns frightening, puzzling, and fantastic, these stories engage us in situations that may one day break free of the bonds of fantasy . . . to enter the realm of the future: our future. Note: "A Sound of Thunder" by Ray Bradbury and "I'm Scared" by Jack Finney are not included in this edition.

*THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT* Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new novels set in the universe of *MASS EFFECT(TM): ANDROMEDA*. The action will weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical *MASS EFFECT* saga.

King Dororam, grief stricken by the death of his daughter, assembles the Allied Forces to attack the Dark Lord known as Morthul, the Charnel King, who in turn brings together a Demon Squad made up of such creatures as goblins, ogres, trolls, doppelgangers, and gremlins to defend Kirol Syrreth.

The long-awaited moment is here, as Robert Newcomb brings his epic trilogy, *The Destinies of Blood and Stone*, to a triumphant close. Old questions will receive unexpected answers. Ancient prophecies will come to pass. New wonders and horrors will be revealed. And the lives of Prince Tristan and his sister, Shailiha—the Chosen Ones who alone can unite the sundered powers of the beneficent Vigors and the evil Vagaries—will change forever. On the far side of the impassable Tolenka Mountains, where the countries of Rustannica and Shashida fight an endless War of Attrition, a turning point has come. Vespasian, emperor of Rustannica, is desperate. The relentless battle has left his country battered and the treasury all but empty. Unless he can achieve a breakthrough his armies will crumble and the cause of the Vagaries will go down in abject defeat. But if he gathers all his strength in one daring throw of the dice, Vespasian may yet prevail. Meanwhile, in Eutracia, the wizards Faegan and Wigg make a startling discovery—a new form of magic that grants its users amazing

*powers. Among them may be an unforeseen method of crossing the Tolenka Mountains and entering directly into the War of Attrition, tilting the balance in favor of the Vigors . . . and bringing Tristan into full possession of the mystic endowments in his blood. But a new threat has surfaced in Eutracia. An ancient Vagaries spell has borne its poisonous fruit: half-human, half-serpent monstrosities who live only to slay and are commanded by a hideously transformed sorcerer-demon known as the Viper Lord. Now, as Tristan departs on a risky mission to cross into Rustannica and meet his destiny in an apocalyptic confrontation with Vespasian, Shailiha will remain behind to battle the Viper Lord and his murderous horde. Failure is unthinkable. But the cost of victory may be impossibly high.*

*Mass Effect - Andromeda: Nexus Uprising*

*Swordspoint*

*Darksiders II: Death's Door*

*Journey to the Center of the Earth, Twenty Thousand Leagues Under the Sea, Round the World in Eighty Days*

*A Planeswalker Novel*

*A Mick Oberon Job*

**The Ming dynasty becomes a battleground for the Brotherhood of Assassins and the Order of the Templars in this blockbuster action novel from a previously unexplored part of the beloved Assassin's Creed universe. China, 16th century. The Assassins are gone. Zhang Yong, the relentless leader of the Eight Tigers, took advantage of the emperor's death to eliminate all his opponents, and now the Templars hold all the power. Shao Jun, the last representative of her clan, barely escapes death and has no choice but to flee her homeland. Vowing to avenge her former brothers in arms, she travels to Europe to train with the legendary Ezio Auditore. When she returns to the Middle Kingdom, her saber and her determination alone will not be enough to eliminate Zhang Yong: she will have to surround herself with allies and walk in the shadows to defeat the Eight Tigers.**

**Jules Verne's most beloved novels are gathered here in one hardcover volume: three thrilling tales of fabulous journeys under, through, and around the earth. Verne was one of the great pioneers of science fiction. Born in France in 1828, he wrote brilliantly about space, air, and underwater travel long before airplanes and space ships had been invented, and he is still one of the most widely read internationally of all science-fiction writers. But beyond charting new territory for adventurous fiction, his creations have entered our culture and taken on the magnitude and vitality of myth. It is hard to imagine anyone who has not heard of Captain Nemo and his giant submarine exploring the ruins of Atlantis in *Twenty Thousand Leagues Under the Sea*, Phileas Fogg's frantic race around the world by every means of transportation in *Round the World in Eighty Days*, and the harrowing descent through a volcanic crater to underground caverns where prehistoric creatures roam in *Journey to the Center of the Earth*. These stories have seized the imaginations of readers for generations and are as vivid and exciting now as when their author first imagined traveling beyond the bounds of the possible.**

**Translated by Henry Frith**

**A prequel to the video-game franchise explains how the technologically advanced undersea city called Rapture came to be and how it eventually devolved into a chaotic dystopia.**

**Trapped by Magic. Trapped by Politics. Trapped by Destiny. Trapped in the form of the knight who supposedly slew him, the dragon Tzavalantsaval--with a loathsome goblin**

***steward as his only true ally--struggles to navigate the Kirresci royal court and humanity itself, even as politics and intrigues he scarcely understands push the southern kingdoms ever nearer to open war.***

***A StarCraft Novel***

***Introduction by Tim Farrant***

***God of War II***

***The Shadow Kingdom***

***Diablo III: Storm of Light***

***A Novel***

Join David and Leigh Eddings on a fascinating behind-the-scenes tour of the extensive background materials they compiled before beginning the masterpiece of epic fantasy unforgettably set down in *The Belgariad* and *The Malloreon* and their two companion volumes, *Belgarath the Sorcerer* and *Polgara the Sorceress*. Our tour stretches from the wealthy Empire of Tolnedra to the remote Isle of the Winds, from the mysterious mountains of Ulgoland to the forbidding reaches of darkest Malloreon. Along the way, you will meet old friends and enemies alike. Rare volumes will be opened to your eyes. Sacred holy books in which you may read the secrets of the Gods themselves and of their prophets. Scholarly histories of the rise and fall of empires from the Imperial Library at Tol Honeth. The profound mysteries of the Malloreon Gospels. THE RIVAN CODEX will enrich your understanding of all that has gone before . . . and whet your appetite for more spectacular adventures from this talented team.

The original novelization of *King Kong*, featuring a new introduction by Jack Thorne, the Tony-winning playwright of *King Kong: Alive on Broadway*, and cover art by the celebrated Olly Moss. The giant primeval gorilla King Kong is one of the most recognized images in our culture. So great is the mighty Kong's hold on the popular imagination that his story has inspired an entire cinematic universe. Now the legendary monster comes to the stage in the brand-new musical *King Kong: Alive on Broadway*. Beneath King Kong's cultural significance, however, is a tense and surprisingly tender story. One cannot help but be frightened by Kong's uncontrollable fury, be saddened over the giant's capture, mistreatment, and exploitation by venal showmen, or sympathize with the beast's ill-fated affection for the down-on-her-luck starlet Ann Darrow. With a foreword by Mark Cotta Vaz, the preeminent biographer of Merian C. Cooper, producer of the original 1933 classic film.

Delving into the days before the Apocalypse, *Darksiders II: Death's Door* is a pivotal contribution to the world of the game! Created in collaboration with Joe Madureira's Vigil Games, this original story follows Death, one of the Four Horsemen of the Apocalypse, on a mission to destroy a rogue demon. Chasing the creature across magical realms and even through time, Death takes on a heart-pounding adventure that reveals some of the greatest mysteries of the games!

Robert E. Howard is famous for creating such immortal heroes as Conan the Cimmerian, Solomon Kane, and Bran Mak Morn. Less well-known but equally extraordinary are his non-fantasy adventure stories set in the Middle East and featuring such two-fisted heroes as Francis Xavier Gordon—known as “El Borak”—Kirby O'Donnell, and Steve Clarney. This trio of hard-fighting Americans, civilized men with more than a touch of the primordial in their veins, marked a new direction for Howard's writing, and new territory for his genius to conquer. The wily Texan El Borak, a hardened fighter who stalks the sandscapes of Afghanistan like a vengeful wolf, is rivaled among Howard's creations only by Conan himself. In such classic tales as “The Daughter of Erlik Khan,” “Three-Bladed Doom,” and “Sons of the Hawk,” Howard proves himself once again a master of action, and with plenty of eerie atmosphere his plotting becomes tighter and twistier than ever, resulting in stories worthy of comparison to Jack London and Rudyard Kipling. Every fan of Robert E. Howard and aficionados of great adventure writing will want to own this collection of the best of Howard's desert tales, lavishly

illustrated by award-winning artists Tim Bradstreet and Jim & Ruth Keegan.

King Kong

Stories by Arthur C. Clarke, Jack Finney, Joe Haldeman, Ursula K. Le Guin, Larry Niven, Theodore Sturgeon, Connie Willis, and more

The Best Time Travel Stories of the 20th Century

The Big Daddy

Science of Discworld IV: A Novel

The Best Alternate History Stories of the 20th Century

**This early work by Robert E. Howard was originally published in 1929 and we are now republishing it with a brand new introductory biography. 'The Shadow Kingdom' is a story in the Kull series in which Kull is tricked by the Serpent Men and barely escapes with his life. Robert Ervin Howard was born in Peaster, Texas in 1906. During his youth, his family moved between a variety of Texan boomtowns, and Howard - a bookish and somewhat introverted child - was steeped in the violent myths and legends of the Old South. At fifteen Howard began to read the pulp magazines of the day, and to write more seriously. The December 1922 issue of his high school newspaper featured two of his stories, 'Golden Hope Christmas' and 'West is West'. In 1924 he sold his first piece - a short caveman tale titled 'Spear and Fang' - for \$16 to the not-yet-famous Weird Tales magazine. Howard's most famous character, Conan the Cimmerian, was a barbarian-turned-King during the Hyborian Age, a mythical period of some 12,000 years ago. Conan featured in seventeen Weird Tales stories between 1933 and 1936 which is why Howard is now regarded as having spawned the 'sword and sorcery' genre. The Conan stories have since been adapted many times, most famously in the series of films starring Arnold Schwarzenegger.**

**All the majesty and mayhem of Greek mythology springs to life once more in the powerful second novel based on the bestselling and critically acclaimed God of War® franchise. Once the mighty warrior Kratos was a slave to the gods, bound to do their savage bidding. After destroying Ares, the God of War, Kratos was granted his freedom by Zeus—and even given the ousted god's throne on Olympus. But the other gods of the pantheon didn't take kindly to Kratos's ascension and, in turn, conspired against him. Banished, Kratos must ally himself with the despised Titans, ancient enemies of the Olympians, in order to take revenge and silence the nightmares that haunt him. God of War II takes the videogame's action to electrifying new heights, and adds ever more fascinating layers to the larger-than-life tale of Kratos.**

**Darksiders: Genesis is an action/adventure game that tears its way through hordes of demons, angels, and everything in-between on its way to Hell and back with guns blazing and swords swinging. Showcasing the introduction of the Horseman Strife and the return of his brother War, Genesis gives players their first look at the**



world of Darksiders before the events of the Apocalypse. **The Art of Darksiders Genesis** gathers the epic artwork behind this unique new installment in the franchise, and includes character designs, rough concepts, environments, storyboards, and more. **Darksiders Genesis** also heralds the return of series creator Joe Madureira (**Battle Chasers**, **Uncanny X-men**) alongside his development studio, **Airship Syndicate**.

The High Heavens are healing after the fall of the Prime Evil. The Angiris Council has recovered the Black Soulstone and now stands vigil over the cursed artifact deep within the glimmering Silver City. Amid these momentous events, Tyrael struggles with his position as the new Aspect of Wisdom, feeling out of place as a mortal among his angelic brethren and doubting his ability to fully embody his role. As he searches within himself and the Heavens for reassurance, he senses the Black Soulstone's grim influence on his home. Where harmony of light and sound once reigned, a mounting discord is threatening to shroud the realm in darkness. Imperius and the other archangels vehemently oppose moving or destroying the crystal, leading Tyrael to put Heaven's fate in the hands of humankind... Drawing powerful humans to his side from the far ends of Sanctuary, Tyrael reforges the ancient Horadrim and charges the order with an impossible task: to steal the Soulstone from the heart of Heaven. Among the champions entrusted with this burden are Jacob of Staalbreak, former avatar of Justice and guardian of the angelic blade El'druin; Shanar, a wizard with phenomenal powers; Mikulov, a lithe and reverent monk; Gynvir, a fearless and battle-hardened barbarian; and Zayl, a mysterious necromancer. With time and the forces of both good and evil against them, can these heroes unite as one and complete their perilous mission before Heaven falls to ruin?

**An Arkham Horror Novel**

**Legacy of Blood**

**The Ming Storm**

**God's Demon**

**An Assassin's Creed Novel**

**The Art of Darksiders Genesis**

*A girl tumbles into a downward spiral when a romantic encounter turns violent in this heartwrenching novel from the author of **Cracked**. Dell is used to disappointment. Ever since her dad left, it's been one let down after another. But no one—not even her best friend—understands all the pain she's going through. So Dell hides behind self-deprecating jokes and forced smiles. Then the one person she trusts betrays her. Dell is beyond devastated. Without anyone to turn to for comfort, her depression and self-loathing spin out of control. But just how far will she go to make all the heartbreak and the name-calling stop?*

*An action-packed prequel to the new IllFonic video game **PREDATOR: HUNTING GROUNDS** - revealing deeply buried secrets in the battle between the ultimate hunters and their human prey. This official prequel novel leads into the new PlayStation®4 video game from IllFonic. **PREDATOR: STALKING SHADOWS** is the bridge between Predator 2 and the current day continuity. U.S. Marine*

*Scott Devlin takes on a new assignment that begins with the clean-up of a Los Angeles combat scene revealing what appears to be alien weapons and tech. His next mission, to an equatorial jungle, seems like an assault on a drug cartel until his team finds human bodies, skinned and suspended from the trees. Justifiably freaked out, Devlin digs deeper and discovers hidden truths, clandestine agencies, savage opponents... and an unexpected ally. Predator TM & © 2019 Twentieth Century Fox Film Corporation. All rights reserved.*

**THE OFFICIAL, ALL-ORIGINAL, ALL-OUT THRILLING PREQUEL TO THE MUCH-ANTICIPATED NEW GAME HITMAN: ABSOLUTION** Since the devastating conclusion of *Hitman: Blood Money*, Agent 47 has been MIA. Now fans awaiting the return of the blockbuster videogame and film phenomenon can pinpoint the location of the world's most brutal and effective killer-for-hire before he reemerges in *Hitman: Absolution*. When the Agency lures him back with a mission that will require every last ounce of his stealth, strength, and undercover tactics, they grossly underestimate the silent assassin's own agenda. Because this time, Agent 47 isn't just going to bite the hand that feeds him. He's going to tear it off and annihilate anyone who stands in his way. The powerful Lord Sargatanas, Brigadier-general in Beelzebub's host, is restless. For millennia Sargatanas has ruled dutifully over an Infernal metropolis, but he has never forgotten what he lost in the Fall. He is sickened by what he has done and what he has become. Now, with a small event—a confrontation with a damned soul—he makes a decision that will reverberate through every being in Hell. Sargatanas decides to attempt the impossible, to rebel, to win his way Home and bring with him anyone who chooses to follow...be they demon or soul. He will stake everything on fighting all the abominable forces of Hell arrayed against him, when the prize is nothing less than redemption. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*Tales Before Tolkien: The Roots of Modern Fantasy*

*Darksiders: The Abomination Vault*

*Hot Lead, Cold Iron*

*Ash & Ambition*

*Volume III of the Destinies of Blood and Stone*

*The Warlord's Legacy*

An action-packed novel that ushers in a new age of adventure in the critically acclaimed StarCraft series from Blizzard Entertainment. The #1 New York Times bestselling author of *Thrawn* pens the latest chapter in the stunning StarCraft saga, building on the game's rich legacy to create an unforgettable new story. After nearly a decade of brutal warfare, three mighty factions—the enigmatic protoss, the savage zerg, and the terrans, humanity's descendants in the sector—have entered a cease-fire, but the peace is tenuous at best. When the sudden restoration of an incinerated planet is brought to light, tensions erupt. Neutrality swings back to hostility, and old enemies are accused of developing biological weapons to reignite the bitter conflict. An expedition of terran and protoss soldiers and researchers is deployed to investigate the mysterious zerg planet and its inhabitants' intentions. But the lush alien landscape is host to other denizens, creatures shrouded in shadow, and should they be unleashed, they will change the

fate of the entire galaxy.

Retired villain Corvis Rebaine must become the Terror once again to stop an evil impostor in this “thoroughly entertaining” sequel to *The Conqueror’s Shadow* (Graeme’s Fantasy Book Review). In the land of Imphallion, one legend is remembered with horror—the Terror of the East. Once he came to conquer it. Then to save it. And both times, he vanished without a trace. Removing his dark armor to return to his humble life, Corvis Rebaine has nothing but memories left. Like the memory of his beloved wife and children fleeing from him in horror when they learned of his terrible legacy. Rebaine wants no more of war. But what Rebaine wants no longer matters. Because the Terror has returned . . . without him. A merciless killer seemingly clad in the Terror’s armor is sweeping across the land, slaughtering all in his path. And worse, an old enemy has returned to claim revenge, aided by a woman whose soul is consumed with hatred towards Rebaine—his own daughter. Now Rebaine must again wear the dreaded dark armor if he is going to save Imphallion, as well as all he holds dear, from a terrifying impostor. But after so much war, and so much pain, can he summon the strength to truly become the Terror once more? “The sequel to *The Conqueror’s Shadow* fills a vital niche in the fantasy adventurer genre, one occupied by the heroes of Michael Moorcock’s *Elric Melniboné* novels and C.S. Friedman’s *Coldfire Trilogy*.” —Library Journal

Terry Brooks. David Eddings. George R. R. Martin. Robin Hobb. The top names in modern fantasy all acknowledge J. R. R. Tolkien as their role model, the author whose work inspired them to create their own epics. But what writers influenced Tolkien himself? Here, internationally recognized Tolkien expert Douglas A. Anderson has gathered the fiction of authors who sparked Tolkien’s imagination in a collection destined to become a classic in its own right. Andrew Lang’s romantic swashbuckler, “*The Story of Sigurd*,” features magic rings, an enchanted sword, and a brave hero loved by two beautiful women— and cursed by a ferocious dragon. Tolkien read E. A. Wyke-Smith’s “*The Marvelous Land of Snergs*” to his children, delighting in these charming tales of a pixieish people “only slightly taller than the average table.” Also appearing in this collection is a never-before-published gem by David Lindsay, author of *Voyage to Arcturus*, a novel which Tolkien praised highly both as a

thriller and as a work of philosophy, religion, and morals. In stories packed with magical journeys, conflicted heroes, and terrible beasts, this extraordinary volume is one that no fan of fantasy or Tolkien should be without. These tales just might inspire a new generation of creative writers. Tales Before Tolkien: 22 Magical Stories "The Elves" by Ludwig Tieck "The Golden Key" by George Macdonald "Puss-Cat Mew" by E. H. Knatchbull-Hugessen "The Griffin and the Minor Canon" by Frank R. Stockton "The Demon Pope" by Richard Garnett "The Story of Sigurd" by Andrew Lang "The Folk of the Mountain Door" by William Morris "Black Heart and White Heart" by H. Rider Haggard "The Dragon Tamers" by E. Nesbit "The Far Islands" by John Buchan "The Drawn Arrow" by Clemence Housman "The Enchanted Buffalo" by L. Frank Baum "Chu-bu and Sheemish" by Lord Dunsany "The Baumhoff Explosive" by William Hope Hodgson "The Regent of the North" by Kenneth Morris "The Coming of the Terror" by Arthur Machen "The Elf Trap" by Francis Stevens "The Thin Queen of Elfhame" by James Branch Cabell "The Woman of the Wood" by A. Merritt "Golithos the Ogre" by E. A. Wyke-Smith "The Story of Alwina" by Austin Tappan Wright "A Christmas Play" by David Lindsay

New Hardcover Edition! Awakened by the End of Days, Death, the most feared of the Four Horsemen of the Apocalypse, embarks on a quest to undo Armageddon! The Art of Darksiders II collects the dark and dynamic artwork behind the second installment in the fan-favorite Darksiders video game series. Featuring the artwork of legendary comic artist Joe Madureira (X-men, Battle Chasers) and the Vigil Games art team, the book collects full-color illustrations, character and environment designs, unused concepts, and more!

Rise of the Blood Royal

Covenant's End

The Privilege of the Sword

God of War

The Art of Darksiders II

**Darksiders: The Abomination Vault** Titan Books

Ride with the Horsemen of the Apocalypse as they seek to unearth a plot that could plunge all of Creation into chaos! Ages before the events of Darksiders and Darksiders II, two of the feared Horsemen—Death and War—are tasked with stopping a group of renegades from locating the Abomination Vault: a hoard containing weapons of ultimate power and malice, capable of bringing an end to the uneasy truce between Heaven and Hell . . . but only by unleashing total destruction. Created in close collaboration with the Darksiders II teams at Vigil

and THQ, Darksiders: The Abomination Vault gives an exciting look at the history and world of the Horsemen, shining a new light on the unbreakable bond between War and Death.

The Widdershins Adventures come to a thrilling conclusion in an action-packed fantasy in which the young outlaw with a heart of gold (and the pesky voice of a god in her ear) returns home to face her destiny... After almost a year away from the grand city of Davillon, wandering thief Widdershins has finally come to terms with the pain and grief that drove her to leave. When she returns, all she can hope is that her old friends can forgive her hasty actions. But even that may be too much to ask...because home is not what it used to be. The entire city is on edge, with unrest and rumors of upheaval spreading through the darkened streets, and Shins is shocked to discover that she already knows the person behind the strife all too well—her dreaded nemesis, Lisette Suvagne. Thanks to an unholy bargain with otherworldly powers, the vindictive Lisette is far more dangerous than before—and far too formidable even for Shins and her personal god, Olgun, to confront alone. Now, for the sake of her friends, her city, and her own soul, Shins must gather allies from every corner of Davillon—lawful, unlawful, and seriously unlawful—if she hopes to face the greatest challenge of her life. Because the greatest challenge of Widdershins' life might also be the end of it...