

Get Free Rath And Storm Magic
The Gathering Anthology

Rath And Storm Magic The Gathering Anthology

**A POWER LOST. AN ENEMY
GAINED. In a gargoyle city
beneath the streets of
Chicago, Storm Princess**

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Marbella Mercy walks a dangerous path to find the only source of magic that will save Baelen Rath's life. Now in control of her storm power, she must infiltrate gargoyle territory, heal Baelen, and escape. It's a simple get in,

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get out plan ... until she crosses paths with the brutal gargoyle king. Already in possession of savage power, the king is hell bent on adding the storm to his list. Wanting the Princess for his own, he is prepared to do

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anything to bend her to his will. When the king's ruthless actions push Marbella to the edge, she is left with only one choice - the princess must strike.

At a time when most people have grown weary of the war

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between the states, two young children are desperate to find their way to the battlefields. Jeremy DeGroot wants nothing more than to join a troop as a drummer boy. For Dulcie, a runaway slave, freedom means she must head

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directly toward the fighting in the hopes that she'll become "contraband," that is, property of the Union troops. Both Jeremy and Dulcie find a place with the 107th New York Volunteer Regiment and even start to forge a friendship.

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But all that is threatened when they cross paths with the mysterious Charlie, a young Confederate soldier, who may look like the enemy but feels more like a friend. Young readers who like their fiction filled with exciting

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historical details, rich characters, and action-packed adventures will be drawn to The Storm Before Atlanta. In the pit-fighting arenas, a Cabal dementia caster unleashes an array of horrific monsters when the dark

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**nightmares of his mind
suddenly come to life.**

Original.

**Depicts the hardships and
suffering endured by the
Joads as they journey from
Oklahoma to California during
the Depression.**

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Mercadian Masques
The Gauntlet and the Fist
Beneath
A Celebration of Dungeons &
Dragons
Gerrard's Quest
30 Years of Adventure

A collection of original

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short stories explore the world of Dominaria and the fearsome creatures that stalk the land, including dragons, lhurgoyfs, and delraichs, in an anthology featuring the work of Tom Dupree, A. L. Lassieur, Will

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McDermott, Tim Ryan, Brian
Thomsen, Denise R. Graham,
and Jess Lebow, among
others. Original.

NEW YORK TIMES BESTSELLER •
Experience the first
official adventure in Magic:
The Gathering's multiverse

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in nearly a decade as the ultimate battle begins on Ravnica. Teyo Verada wants nothing more than to be a shieldmage, wielding arcane energies to protect his people from his world's vicious diamondstorms. When

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he's buried alive in the aftermath of his first real tempest, the young mage's life is about to end before it can truly begin—until it doesn't. In a flash, a power he didn't know he had whisks him away from his home, to a

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world of stone, glass, and wonder: Ravnica. Teyo is a Planeswalker, one of many to be called to the world-spanning city—all lured by Nicol Bolas, the Elder Dragon. Bolas lays siege to the city of Ravnica, hungry

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for the ultimate prize:
godhood itself. His
unparalleled magic and
unstoppable army appear
poised to bring the city to
utter ruin. Among those who
stand in the way of Bolas's
terrifying machinations are

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the Gatewatch, Planeswalkers sworn to defeat evil, no matter where it's found. But as they work to unite the other mages and mount a defense of the city and its people, the terrifying truth of Bolas's plan becomes

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clear. The Elder Dragon has prepared a trap to ensnare the most powerful mages from across the Multiverse—and it's too late to escape. As forces great and small converge on the city and the battle rages, the stakes

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could not be higher. If the Gatewatch falters and the Planeswalkers fail, the curtain will fall on the age of heroes—and rise on the infinite reign of Nicol Bolas.

The war with the spirit

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world has begun... In a world of mysticism and honor, a war is brewing. Spirits launch attacks against humans as, in the shadows, a terror lurks just beyond sight. Michiko, daughter of the warlord

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Konda, must brave the dangers outside her father's fortress to consult holy monks and the orochi, snake folk with a strong connection to the spirit world. Yet when Michiko meets Umezawa, a thief and

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black magic user, she realizes that to stop the war that is about to sweep the land, she may have to make alliances with her enemies. And the most dangerous foes may be her friends...

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An anthology of seventeen short fantasy stories takes place in the magical world of Dominia and includes the works of such authors as Michael Stackpole, Robert Vardeman, and other masters of the genre

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A Magic The Gathering Novel
Kamigawa Cycle
Transcendental Magic
The Darksteel Eye
The Storm Before Atlanta
Return to the multiverse of
Magic: The Gathering as the
hunt for Liliana Vess is on in

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the aftermath of the War of the Spark. The Planeswalkers have defeated Nicol Bolas and saved the Multiverse—though at grave cost. The living have been left to pick up the pieces and mourn the dead. But one

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loss is almost too great to bear: Gideon Jura, champion of justice and shield of the Gatewatch, is gone. As his former comrades Jace and Chandra struggle to rebuild from this tragedy, their future,

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like the future of the Gatewatch, remains uncertain. As the Gatewatch's newest member, Kaya aims to help write that future. In joining, she pledged an oath to protect the living and the dead, but now

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that oath will be tested. The grieving guild masters of Ravnica have tasked her with a grave mission suited to her talents as a hunter and assassin—a mission she is ordered to keep secret from

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the Gatewatch. She must track down and exact retribution on the traitor Liliana Vess. But Liliana Vess has no interest in being found. Forsaken by her friends, she fled Ravnica after the defeat of Bolas. She was

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hostage to his wicked will,
forced to assist in his terrible
atrocities on pain of
death—until Gideon, the last
one who believed in her
goodness, died in her place.
Haunted by Gideon's final gift,

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and hunted by former allies, Liliana now returns to a place she'd thought she'd never see again, the only place she has left: home.

Urza's Legacy Unfolds Urza
Planeswalker has enlisted the

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most brilliant minds from across Dominaria to study at his academy on Tolaria. Together they work to bring to life the greatest artifact weapon Urza has ever devised, hoping to use it to defend their

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home from an imminent
Phyrexian invasion. But
treachery and tragedy stalk the
tiny island, as Urza and his
followers seek to manipulate
time itself.

A fantasy adventure featuring

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General Floré and a quest to save her abducted daughter, from a debut Scottish author. Gerrard's Legacy A collection of powerful magical artifacts is the only defense against the forces of evil that are arrayed

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against Dominaria. Gerrard, the heir to the Legacy, together with Sisay, captain of the flying ship Weatherlight, has sought out many parts of the Legacy. Gerrard's Quest
Sisay has been kidnapped by

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Volrath, ruler of the plane of Rath. Gerrard stands at a crossroads. His companion is in danger, the Legacy may be lost forever. Only he—with the loyal crew of the Weatherlight— can rescue Sisay and recover the

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Legacy.

Time Streams

The Myths of Magic

Future Sight

The Wrath & the Dawn

The Monsters of Magic

Returning to the popular world of

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Dominaria for the first time in years, the Time Spiral Cycle centers on Teferi Planeswalker, a well-loved character with a rich history in Magic: The Gathering. This title also features appearances of many other beloved characters who will be easily recognized by readers and fans alike.

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As with previous Magic titles, Future Sight previews the latest Magic card set release by giving readers the first look at what will be coming out in the set.

It is a day in the country, and everthing is hot and still. Then the hazy sky begins to shift. Something is

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astir, something soundless.

With the help of the planeswalker, Teferi, the Jamuraan League of City-States struggles to put together a desperate defense against the invasion of the Keldons, who landed in the north. Original.

After escaping from the shadowy

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plane of Rath, the crew of the "Weatherlight" makes its way to Mercadia, where everything is for sale. In the streets of this strange city, the heroes find that more than merchandise can be bought and sold.

Prophecy

Nemesis

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Distant Planes

The Thran

Heretic, Betrayers of Kamigawa

An enemy beyond evil... Whose eye sees into every corner of Mirrodin. Whose ambition strides across the planes. Whose foe is a lonely elf and her loyal goblin companion. The fury of Memnarch is

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turned against Glissa and Slobad as they make their way across Mirrodin in search of new allies. From the city of the leonin to the dark fortress Panopticon, their travels range until they come face to face with the creator of Mirrodin himself. And from his lips they will hear the prophecy that can remake their world.

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Some extraordinary rats come to the aid of a mouse family in this Newbery Medal Award–winning classic by notable children’s author Robert C. O’Brien. Mrs. Frisby, a widowed mouse with four small children, is faced with a terrible problem. She must move her family to their summer quarters immediately, or face almost

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certain death. But her youngest son, Timothy, lies ill with pneumonia and must not be moved. Fortunately, she encounters the rats of NIMH, an extraordinary breed of highly intelligent creatures, who come up with a brilliant solution to her dilemma. And Mrs. Frisby in turn renders them a great service.

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The first wave is over, but the invasion rages on. In the midst of all-out war, the ground shifts and moves. Millions upon millions of invaders appear out of nowhere as the artificial plane of Rath overlays Dominaria, covering the natural landscape with the unnatural horrors of Phyrexia. There is no rest for the wicked.

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Before history itself, the plane of Doninaria was ruled by the Thran. They built machines and artifacts, the likes of which have never been seen. But amid all this, a shadow took root, one that would stretch its arms accross space and time.

The Grapes of Wrath

Song of Time

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Planeshift

Chainer's Torment

Mirrodin Cycle

Set in the Magic: The Gathering universe, a collection of original short fantasy fiction features contributions from J. Robert King,

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*Jeff Grubb, Paul B. Thompson,
and Francis Lebaron, among
others, in stories that focus on
the most collectible cards from
the trading card game. Original.
The Myth. The Magic.
Dominarian legends speak of a*

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mighty conflict, obscured by the mists of history. Of a conflict between the brothers Urza and Mishra for supremacy on the continent of Terisiare. Of titantic engines that scarred and twisted the very planet. Of a final battle

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*that sank continents and shook
the skies. The saga of the
Brothers' War.*

*Rath and StormWizards of the
Coast*

*Before the Brothers' War. Before
the five colors of magic. Before*

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history itself, the plane of Dominaria was ruled by the Thran. They built machines and artifacts, the likes of which have never since been seen. But amid this civilization, a shadow took root, one that would stretch its

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arms across space and time. The hideous evil of Phyrexia was born.

*War of the Spark: Forsaken
(Magic: The Gathering)*

Bloodlines

The Princess Must Strike

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An Anthology

War of the Spark: Ravnica

(Magic: The Gathering)

Magic the Gathering

#1 New York Times

Bestseller A sumptuous and
epically told love story

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inspired by A Thousand and
One Nights Every dawn
brings horror to a
different family in a land
ruled by a killer. Khalid,
the eighteen-year-old
Caliph of Khorasan, takes

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a new bride each night only to have her executed at sunrise. So it is a suspicious surprise when sixteen-year-old Shahrzad volunteers to marry Khalid. But she does so

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with a clever plan to stay alive and exact revenge on the Caliph for the murder of her best friend and countless other girls. Shazi's wit and will, indeed, get her through to

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the dawn that no others
have seen, but with a
catch . . . she's falling
in love with the very boy
who killed her dearest
friend. She discovers that
the murderous boy-king is

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not all that he seems and neither are the deaths of so many girls. Shazi is determined to uncover the reason for the murders and to break the cycle once and for all. *The book is

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a Rough Cut Edition (pages are deliberately not the same length).*

On the artificial plane of Rath, staging ground for invasion, the Phyrexians prepare to stop their

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greatest enemy. A "Magic:
The Gathering" novel.
The second title in a
series that peers into a
mysterious new area of the
Magic® world. Heretic:
Betrayers of Kamigawa

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continues a series that will explore a new and mysterious area of the Magic: The Gathering world that fans have never seen before. This novel previews the newest

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trading card game set to be released in February, giving fans a sneak peek at the new elements of the game. AUTHOR BIO: Scott McGough is a former Magic: The Gathering line

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continuity guru for
Wizards of the Coast, Inc.
His most recent novels are
the Magic Legends Cycle
Two trilogy and Outlaw:
Champions of Kamigawa. He
has contributed short

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stories to The Myths of
Magic, The Dragons of
Magic, and The Monsters of
Magic anthologies.

Outlaw, Champions of
Kamigawa
Planar Chaos

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The Fifth Dawn

Its Doctrine and Ritual

Wrath of the Storm

The concluding title in a series that peers into a mysterious new area of the Magic® world. Guardian: Saviors of Kamigawa concludes a

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series that explores a new and mysterious area of the Magic: The Gathering world that fans have never seen before. This novel previews the newest trading card game set to be released in June, giving fans a sneak peek at the new

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Kamigawa, and Heretic: Betrayers of Kamigawa. He has contributed short stories to The Myths of Magic, The Dragons of Magic, and The Monsters of Magic anthologies. From the Paperback edition. Blood has been spilled. Battle lines

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have been drawn. Time is getting short as Tolaria races to find the one who will wield the power of the Legacy. Deep in the inner circle, the dark lord Yawgmoth sends out an edict: Kill Urza Planeswalker. From the bloodlines of the Benalish

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plains, a hero is born.

Trouble has a way of seeking out Nicolas Calva, and it's not likely to leave him alone any time soon.

With Caesar's magic bulla, the Malice of Mars, and the possibility of a Jupiter Stone in play, all the

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powers of Rome are circling Nic. He'll have to maneuver his way through scheming government officials and reawakened magical beasts to save the Empire. Can he manage to keep his friends and family safe, claim his own freedom

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once and for all, and rescue the Empire -- before the magic gets the better of him? With twists and turns on every page, critically acclaimed author Jennifer Nielsen weaves an epic, action-packed conclusion to her extraordinary Mark of the Thief

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trilogy.

Honoring the thirtieth anniversary of the popular role-playing game, this richly illustrated retrospective takes a close-up look at the past, present, and future of the Dungeons & Dragons franchise, featuring a

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selection of essays, facts, and photographs that capture the events, products, personalities, art, and influence of the game through the years. Reprint.

Guardian, Saviors of Kamigawa
Freedom at Stake

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Storm Princess 2 The Gathering Dark

In the wake of the Brothers' War,
Dominaria is in ruins. A backlash against
magic and its users has become the focus
for the tattered remnants of social order.

NEW YORK TIMES BESTSELLER □

Page 76/94

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Pierce Brown's relentlessly entertaining debut channels the excitement of *The Hunger Games* by Suzanne Collins and *Ender's Game* by Orson Scott Card. *Red Rising* ascends above a crowded dystopian field. **USA Today ONE OF THE BEST BOOKS OF THE YEAR** **Entertainment Weekly, BuzzFeed, Shelf Awareness** **I**

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live for the dream that my children will be born free," she says. "That they will be what they like. That they will own the land their father gave them." "I live for you," I say sadly. Eo kisses my cheek. "Then you must live for more." Darrow is a Red, a member of the lowest caste in the color-coded society of the future. Like his fellow

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Reds, he works all day, believing that he and his people are making the surface of Mars livable for future generations. Yet he toils willingly, trusting that his blood and sweat will one day result in a better world for his children. But Darrow and his kind have been betrayed. Soon he discovers that humanity reached the surface generations

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ago. Vast cities and lush wilds spread across the planet. Darrow and Reds like him are nothing more than slaves to a decadent ruling class. Inspired by a longing for justice, and driven by the memory of lost love, Darrow sacrifices everything to infiltrate the legendary Institute, a proving ground for the

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dominant Gold caste, where the next generation of humanity's overlords struggle for power. He will be forced to compete for his life and the very future of civilization against the best and most brutal of Society's ruling class. There, he will stop at nothing to bring down his enemies . . . even if it means he has to

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become one of them to do so. Praise for Red Rising "[A] spectacular adventure . . . one heart-pounding ride . . . Pierce Brown's dizzyingly good debut novel evokes The Hunger Games, Lord of the Flies, and Ender's Game. . . . [Red Rising] has everything it needs to become meteoric." Entertainment Weekly "Ender,

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Katniss, and now Darrow. — Scott Sigler
— Red Rising is a sophisticated vision. . . .
Brown will find a devoted
audience. — Richmond Times-Dispatch
Don't miss any of Pierce Brown's Red
Rising Saga: RED RISING — GOLDEN
SON — MORNING STAR — IRON GOLD
— DARK AGE

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The pieces to a vast, mysterious, and ancient puzzle come together to form the secret society known as the "Circle," but when Cheyne, a young archaeologist, becomes determined to solve the ancient riddle and find the Armageddon clock before the Beast of the Hours awakes. Original.

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One of fantasy's finest next-generation storytellers continues to break new ground. Michael J. Sullivan's trailblazing career began with the breakout success of his Riyria series: full-bodied, spellbinding fantasy adventures whose imaginative scope and sympathetic characters won a devoted readership and comparisons to

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fantasy masters Brandon Sanderson, Scott Lynch, and J.R.R. Tolkien himself. Now Age of Myth inaugurates an original five-book series. Since time immemorial, humans have worshipped the gods they call Fhrey, truly a race apart: invincible in battle, masters of magic, and seemingly immortal. But when a god falls to a human

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blade, the balance of power between humans and those they thought were gods changes forever. Now only a few stand between humankind and annihilation: Raithe, reluctant to embrace his destiny as the God Killer; Suri, a young seer burdened by signs of impending doom; and Persephone, who must overcome

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personal tragedy to lead her people. The Age of Myth is over. The time of rebellion has begun. Magic, fantasy, and mythology collide in Michael J. Sullivan's Legends of the First Empire series: AGE OF MYTH □ AGE OF SWORDS □ AGE OF WAR

Mrs. Frisby and the Rats of Nimh

The Moons of Mirrodin

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The Brothers' War

Book One of The Legends of the First
Empire

Age of Myth

Returning to the popular world of
Dominaria for the first time in
years, the Time Spiral Cycle
centers on Teferi Planeswalker, a

Page 89/94

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well-loved character with a rich history in Magic: The Gathering. The title also features appearances of many other beloved characters who will be easily recognized by readers and fans alike. As with previous Magic titles, Planer Chaos previews the

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latest Magic card set release by giving readers the first look at what will be coming out in the set.

A World Beyond Imagination
Where forests of metal claw the sky. Where razor-sharp metallic grasses stretch across the plains.

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Where vast oceans of quicksilver conceal predators awaiting the unwary. Across this harsh landscape, an orphaned elf must make her way, seeking the secrets of her past, daring the perils of her present. And she must tear aside the veil that hides

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the face of a hidden enemy
whose power extends across all
Mirrodin

The next title in a series that
opens up a strange new area of
the Magic: The Gathering world.
The Darksteel Eye continues a
series that explores a new and

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mysterious world in the Magic:
The Gathering setting.
Rath and Storm
Magic - The Gathering
The Storm Book
Red Rising