

## *The Wayfarer Redemption 1 Sara Douglass*

the second compelling instalment of the troy Game - the sequel to Hades' Daughter. It has been 2000 years since Cornelia, wife of Brutus, brought the troy Game to a wrenching halt by murdering Genvissa, the Mistress of the Labyrinth. In those 2000 years the city of troia Nova, now known as London, was razed and rebuilt a dozen times as the Minotaur Asterion unsuccessfully tried to discover where Brutus hid the six golden kingship bands of troy. But now everyone is back, reborn into 11th-century Europe so they can play out their part in the Game. Asterion lurks within the court of Edward the Confessor, plotting with malevolence. Cornelia lives, older and wiser, but trapped in another loveless and desperate marriage. Genvissa returns, driven by spite and ambition. And in his stronghold on the coast of Normandy waits Brutus, reborn as one of the mightiest warrior-kings of all time...

The Middle Ages. Finally, the Black Plague has passed and for a while it seems evil has been defeated. Europe recovers; prosperity returns, trade resumes, and people slowly recover from the effects of the plague. Then, just as the Church relaxes its guard, war spreads across Europe. Widespread heresies challenge the authority of the Church. Revolts and rebellions threaten to topple the established monarchies and overturn the social order of Europe. And then the plague returns, worse than ever. Thomas Neville, a neurotic warrior-priest, eventually discovers the cause. The minions of the Devil have been scattered throughout European society during the confusion of the Black Death. His task is to discover the identities of these shapeshifters so that the Church can move against them, but it is a dangerous task. These are master shapeshifters, perfect at their craft, and Neville can never be certain of who he should trust. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

they teeter on the edge of hell, the select priests who do the will of the angels...Reveal this secret to any other, and you can be sure that the angels themselves will ensure your death □o each single priest named by the angels has been told before being entrusted with the horrifying responsibility. these priests have made the lone journey to the Cleft, there to perform certain duties ... incantations to ensure that the spawn of angels and humans do not wreak havoc on earth. Wynkyn de Worde has undertaken the journey from Rome to Nuremberg over one hundred times, but now the plague ravages Europe, and this time his health, too, fails. A visitation from the Archangel Michael ensures that another will follow Wynkyn, but in the decade between succession, will the godless fill the land ... DARKWITCH RISING is the third title in Sara Douglass's compelling Troy Game series, a riveting historical fantasy series of love and revenge set against the very fabric of time itself. Britian. An ancient land. Most think they know its history. But few suspect and fewer still know the truth. For back in the mists of time came Brutus, last of the Trojan kings, who was armed with the knowledge of how to construct a magical Labyrinth that could rival the might of the gods. He was drawn to this place by the alluring sorceress Genvissa and together they almost succeeded in creating the Labyrinth. But in the end they were thwarted by Brutus's wife Cornelia, who understood the danger to the land. Her actions however trapped them all into a endless cycle of death and rebirth until the magic of the Labyrinth is completed. Ages pass. Time and again the players have come close to victory but each time there is a new wrinkle to stay the fulfillment of power. The Now that these soul travelers arrive is a most unique one. The English are at war, not with a foreign power but amongst themselves; a mighty Civil War that threatens to destroy a nation. A great pestilence is upon the land and the newly restored Charles II sits upon the throne trying to hold chaos at bay...and he is one of the major players in this drama. And he is not alone. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Serpent Bride

Enchanter

Evolution

Threshold

A Romance

Child of Blood

*The time has come to end their punishment or the world. For nearly destroying the world in an ancient war, the Ashanti were cursed by the Goddess Mhyrah with lifespans of less than a decade. To regain normal lives for his people, Beh'kana, the Ashanti King, will conquer death by gaining control of the source of all elemental magic: the spirit realm. Even if he must burn the world to do so. After all, he already killed his closest friend to gain the Ashanti throne. But his defeat at the Earth Gate nearly cost him his life. Lavinia did not seek to be named Guardian of the Spheres when she touched each to gain control of elemental power. But now that choice has propelled her to being the key to stop the Ashanti. She controls the gates that allow magic into the world. And she must close them or the Ashanti will cross into the spirit realm and gain power beyond imagination, enough to enslave or destroy the world they once sought to rule. But with the closure of each gate, an elemental power is lost. Only two gates remain open. Magic is faint. Just when the fight grows the most desperate. To win needed help, Lavinia has promised a man who once tried to kill her best friend that she would open the gates and restore magic again. It might give them the power to fight the Ashanti or it will give their enemy the world. Discover the end to the epic fantasy journey begun in book 1 of the Games of Fire trilogy, Spark of Defiance, and continued through book 2, Gates of Fire & Earth. The struggle for the power over life and death as well as all the elements comes to a dramatic conclusion. Can a cruel ancient punishment be ended without destroying*

magic or the world? Welcome back to the world of Myrrah and meet the Elementals of Fire, Earth, Water, Air, and Spirit who shape it. Pick up book 3 of the Games of Fire trilogy, *A New Goddess*, today!

*Pilgrim*, Book Five of the *Wayfarer Redemption* from Sara Douglass The *Star Gate* is destroyed and the *Star Dance* is dead. *Icarii Enchanters*, gods, and humans alike are helpless as the *TimeKeeper Demons* lay waste to *Tencendor*. There must be hope left, but no one knows where to find it. Death lurks in every twist of the *Maze*, but only those who have the courage to endure death can learn the secrets of the ancient enemy. *Caelum SunSoar* and his parents know that the only way is to discover the ancient secrets that lay trapped in the mountain *Star Finger*, and *Faraday*, martyred heroine, grows ever fearful -- and ever bitter. Must she lose everything to the land? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From epic fantasy author Sara Douglass comes *Crusader*, The sixth book in The *Wayfarer Redemption* series For countless millennia the *Star Dance* and the *TimeKeeper Demons* have battled their way across the universe, destroying innumerable planets, laying waste to civilizations across the cosmos. Choosing the land of *Tencendor* as their last battleground, the demons break through the *Star Gate*. The *Gate* destroyed, all magic in the world is gone and the three races of *Tencendor* are plunged into a vortex of chaos, madness, and death. *Caelum SunSoar*, son of the near-immortal *Starman Axis* and beloved ruler of all the land's peoples, is dead. Leaderless, those not killed outright or driven mad flee to the one place left to them, *Sanctuary*, a magical place created ages past to shield all who are good from the wrath of the demons. There is for some one hope left: *DragonStar*, *Axis*'s other son. Many believe he is the true *StarSon*, the only being that can save their world. Others are just as convinced that he is in league with the demons and will be their doom. Only *DragonStar* knows the truth and as he and his companions go forth to do battle he prays that he may convince all that his motives are pure. What he does not know is that there is a traitor who plans to hand *Sanctuary* over to the *Demons*. A betrayer whose actions could force *DragonStar* to make a sacrifice so bloody and horrific that it could mean the destruction of everything that he holds dear in this life or the next. And if he fails, he could doom *Tecendor* to an eternal hell. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From ancient Greece they came, remnants of the glorious *Trojans*. Led by *Brutus*, *Kingman*, holder of the bands of gold that wield the very magic of the Gods, these travelers are bowed but not broken, and they have come to *Albion* to begin anew. A vision of beauty called them to create a new *Troy*, and when they landed on the shores of the land that became *Britain*, they found an old magic that was fading. And so they began to construct a new *Labyrinth*, a place of magic that will bring unimaginable power to those who can control it. The temptress who brought *Brutus* to this land seeks to use him for her own purposes, but in that she fails, for it is the bride of *Brutus* who dooms the completion of the *labyrinth* . . . and sends all the players in this drama---handsome *Brutus*, his beautiful wife, *Cornelia*, and the sensuous and deadly *Genvissa*---into a hell of death and rebirth, until the *Labyrinth* is completed and the ancient magic is set free. A thousand years pass. Cathedrals rise in place of mud and wattle huts, hymns to saints replace odes to Celtic and Greek gods. But the magic from the dawn of time waits, and the players are not yet done with their destinies. They have new faces and new bodies, but old souls---and not all who have come back remember their parts in this drama. There are kings and princes, deadly court intrigues, and ancient powers awoken. And a warrior across the sea who only waits for his opportunity to finish what was started centuries before . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Book Four of The *Troy Game*

*Medalon*

*The Nameless Day*

*The Desert Prince*

*The Infinity Gate*

Book 3 of *Winds of the Forelands*

For nine hundred years the *Forelands* knew peace, but unrest among the magical *Qirsi* people has blossomed into a conspiracy against the *Eandi* rulers. What started with an occasional "accidental" death of a lord has exploded into violence, rending the fabric of *Forelands* society. Led by a mysterious *Qirsi* "Weaver" with powers that can reach into the minds of others even in their sleep, the rebellion is now turning *Qirsi* against *Qirsi*, as

it weakens alliances among the Eandi. Some Qirsi ministers are torn between plotting to overthrow the Eandi and staying loyal to their lords; others have been ready for a rebellion for a long time and are active in the burgeoning and increasingly violent rebellion. Even some Qirsi who oppose the rebellion are forced to take sides against their lords, while an Eandi lord in league with the conspiracy prepares for war against rival houses. Yet as the world tilts toward terrible upheaval, some stand firm against the chaos. Grinsa, a Qirsi gleaner, is trying to head off the war he knows would spell disaster for his own people as well as the Eandi. Traveling with Lord Tavis of Curch as the young noble seeks revenge on the assassin who killed his betrothed and thus set the chaos in motion, Grinsa may be the only person who can stop the Weaver from shattering the long peace. But even Grinsa can't do it alone. His sister, Keziah, archminister to King Kearney, himself a staunch advocate of peace, works to prevent war, too. They may be too late, though, as realms plunge toward war, goaded by traitors within their gates.

Ancient Greece: A place where the gods hold mortal life cheap, mere playthings to amuse, delight, and abuse at their will. But those puny mortals are not wholly devoid of power and at the core of their fabulous city-states lies the Labyrinth, where they can shape the powers of the heavens to their own design. When Theseus entered the Labyrinth and came away with the prize of freedom and his beloved Adrienne, Mistress of the Labyrinth, his future seemed assured... Until he abandoned her for the unforgivable sin of bearing him only a daughter, and the world seemed to change. From that day forward, all the Labyrinths in the ancient world started to decay. It slowly became clear that power was fading from the city-states. Was it the natural decline that comes to all cultures or was it because the power of the Labyrinth had been corrupted by a woman spurned? A hundred years pass--Troy has fallen and the Trojans are a scattered and humbled people. The warrior Brutus is of the line of kings and gods. He wears the golden kingship bands of Troy proudly--but they are his only mementos of a former glory, for he is a man without a country and is left little else but pride and a memory of the latent power that he could wield if but given a chance. When he receives a god-sent vision of a distant shore where he can rebuild the ancient kingdom, he will move heaven and earth to reach his destiny. Ever eastward he is drawn, to a lovely and mystical green land that offers him a haven--and a dream of power and conquest. Nothing will deter him... not even the entreaties of the young princess whom he took as his wife and bedded against her will. First her hatred--and now her love--torment and bind him. She is the only one who realizes the danger he is stepping into, and she will do anything to save him... and his son, whom she carries in her womb. For in the mists of Albion there lies a woman of power--a woman who has used her siren call to cloud Brutus's mind and has her own reasons for luring the warrior to these lush shores.... She is the long-descended granddaughter of Adrienne, and she has in her heart a hatred that has been passed down for generations. Her plans for Brutus will enact a revenge that could destroy the gods themselves. s20If Brutus makes the journey successfully, it will be the next step in the Game of the Labyrinth and might start a complicated contest of wills that could span centuries.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An epic fantasy adventure set in the beloved world of the Demon Cycle, following a new generation of heroes, from New York Times bestselling author Peter V. Brett "Heart-wrenching, smart, and modern . . . The Desert Prince has set a new standard for fantasy."--Wesley Chu, #1 New York Times bestselling author of The War Arts Saga Fifteen years have passed since the end of the war with demons, creatures of darkness who have hunted the night and plagued humanity since time out of mind. The heroes of humanity's hour of need have become legend, and those who remain struggle to escape their shadows. Olive Paper and Darin Bales have grown up in this new peaceful world. Demons have been all but destroyed, but dangers still lurk for the children of heroes. Olive, princess of Hollow, has her entire life planned out by her mother, Duchess Leesha Paper: a steady march on a checklist to prepare her for succession. The more her mother writes the script, the more Olive rails against playing the parts she is assigned. Darin faces challenges of a different kind. Though free to choose his own path, the weight of legacy hangs heavy around his shoulders. It isn't easy being the son of the man people say saved the world. Everyone expects greatness from Darin, but the only thing he's ever been great at is hiding. When Olive and Darin step across the wards one night, they learn the demons are not all gone, and those that remain hunger for revenge. Events are set in motion that only prophecy can foresee as Olive and Darin seek to find their own places in the world in time to save it again.

The second instalment of this complex, beautiful story. Can treachery and murder offer

the only path to salvation? Glass turns to flesh as DarkGlass Mountain rouses from its restless sleep to walk the land and plot the downfall of the Lord of Elcho Falling. Ishbel and Maximilian, now utterly estranged, ride for Serpent's Nest, not realising that at their backs a cadre of traitors plot their death. Axis once more takes command of the Strike Force, but it is not enough to save him from the gallows of Isaiah's generals, nor from the lover who betrays him. In Isembard the Skraelings run amok, but they will not touch the sole survivor from the slaughter of Aqhat, who walks north with a mysterious relic of Ashdod's past. Over all hover the Lealfast, ancient creatures who hide many secrets and possess a sorcery so ancient and malignant that it threatens to curse Elcho Falling as soon as the twisted citadel rises.'a darkly sensual tale ... nothing less than you would expect from our best fantasy writer' '???? BOOKSELLER+PUBLISHER 'Douglass certainly has an epic imagination ... devourers of fantasy fiction will lap it up' THE AGE

Elemental Magic & Epic Fantasy Adventure

Book One

Battleaxe

A History of American Hubris

A Sorcerer's Treason

**1940. The skies above London are filled with German planes on nightly raids, a Blitz that brings a barrage of bombs that pound the city into rubble. Each morning Londoners face the night's handiwork and though they are presented with the possibility of sudden death, they are determined to fight the evil that threatens to destroy their nation. They struggle to live normal lives amid the terror and chaos. But is it only Hitler's Luftwaffe and the Blitz that is responsible for all the death and destruction that the city is facing? Brutus, the Greek Kingman who brought the bands of power to the isle of Alba millennia ago once again walks the streets of London, this time as an American major. The men and women who are his eternal companions (and sometimes lovers and enemies) have all been reborn in this time and place. They have come together for one last battle to finally complete the magical Labyrinth buried at the heart of the city. Half completed and resonating with an evil power, the Maze calls to them to complete the Game and possibly set all the players free. As Brutus works to find a solution that will end his age-old pain he comes to realize that there is a new power that walks the land. It is strong, hungry, and it has its own agenda. And by its actions could change the world forever. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.**

**The land of Tencendor is no more. But not everyone is dead. the land of tencendor is no more. But not everyone is dead. Many Icarii survive in the courts abroad, while StarDrifter SunSoar, father to Axis, lives within the corrupt Palace of the First in Coroleas. Not even the Star Dance is as dead as the Icarii Enchanters had believed, for a strange race living in the frozen northern wastes can still hear, and use, the music of the heavens. Other ghosts from the past wait in the shadows. the Skraelings once again gather in the north. Far across the Widowmaker Sea a pyramid broods and plots revenge on those who had once thought to destroy it. to the east, at the edge of the world, an ancient serpent god uncoils, sending an unwilling woman to be the bride of the enigmatic Lord of Elcho Falling. As men, Icarii, ice wraiths and ancient gods gather for war, a legend rises from the dead - Axis SunSoar, come to regain his heritage and the Star Dance, and to battle new dangers across a vast, mysterious land. PRAISE FOR SARA DOUGLASS 'breathtaking' SYDNEY MORNIG HERALD 'addictively readable' THE AGE 'a superior adventure fantasy right to the last' BOOKLIST**

**From the New York Times bestselling author of The Winter King comes a breathtaking new tale of love and adventure set in the mystical land of Mystral He wasn't supposed to choose her... Seafaring prince Dilys Merimydon has been invited to court the three magical princesses of Summerlea. To eradicate the pirates threatening Calberna and to secure the power of the Sea Throne, Dilys vows to return home with a fierce warrior-queen as his bride. But politics has nothing to do with unexpected temptation. She didn't dare wed him... A weathermage like her sisters, Gabriella Coruscate's gentleness exemplifies the qualities of her season name, Summer. Yet her quiet poise conceals dangerous powers she cannot begin to wield. Better to live without excitement, she reasons, than risk her heart and lose control—until an irresistible Sealord jolts her awake with a thunderclap of raw desire. Until evil threatens everything they hold dear... When pirates kidnap Summer and her sisters, Dilys begins a desperate quest to save the woman he loves. Only by combining his command of the seas with the unleashed fury of Summer's formidable gifts can they defeat their brutal enemies and claim the most priceless victory of all: true love.**

**In a story set within the smoldering forges of the Cauldron, Rhapsody uses her singing talents and the help of Achmed the Snake and his friend Grunther to reach Sagia, the great tree that enables them to journey 1400 years into the future.**

**Darkwitch Rising**

**Conquerors' Heritage**

**Book One of the Hythrun Chronicles**

**Living Without**

**Pilgrim**

**Book Two of The Troy Game**

*1899, Sand Island, Wisconsin. Bridget Lederle resides in the lighthouse she's tended since her father died. Here, on the rocky shore of Lake Superior, she's alone with the bitter ignominy of her birth, the shame of her love child's*

death, and the ghost of a mother she never really knew... That all changes on the wintry night she rescues a mysterious, charismatic stranger whose boat is nearly dashed upon the rocks. After she's nursed him back to health, he tells her a fantastical tale...of another world, where somehow only she can save the beleaguered Empress from sorcerous plottings to usurp the throne. His tale is wildly fanciful, yet Bridget feels somehow drawn to his world, to the empire of Isavalta. Kalami, her handsome, charming patient, transports her with him from Lake Superior to a dazzling world that seems like a dream... But if Isavalta is a dream, Bridget's new life is a nightmare. Caught in a magical crossfire between the powerful Dowager Empress, her daughter-in-law, and the sorcerers who serve their mistresses and other more subtle ends, she doesn't know whom to trust, whom to beware...With the fate of an empire at stake and her heart torn by conflicting desires, she becomes a reluctant player in a deadly game of politics and magic with rules as hard to untangle as the knots in a silken tassel or the threads of a woven rug. As she attempts to see beyond the masks of power and discover truth in a world where magical spells can take almost any form, each hour she spends in the luxury of Isavalta's court binds her more tightly in the seductive embrace of secrets from her own past and of unfulfilled yearnings she can't deny. A stranger in this bedazzling place, she must find a path to salvation - for herself and for her new, otherworldly home - but that path seems rockier than the Lake Superior shore she left behind.

The latest collection of graphic art by the best-selling artist of *Secrets*, *Malefic*, *III*, *Millennium* and others. More beguiling fantasy painting plus the beginning of an elaboration on the front cover of *Malefic*.

A stunning epic fantasy in the tradition of David Eddings, Janny Wurts and Robert Jordan. A thousand years ago the Acharites drove the Forbidden from their land. Now strange sightings along Achar's northern border foreshadow their return. The barbaric tribes of the Ravensbund are pouring south with tales of fearsome beings who feed on the terror of their prey. Winter has come early, and with it the promise of war. Axis, bastard son of the dead Princess Rivkah, is sent to the battlefront of Gorkenfort with his elite Axe-Wielders. Once there, he must hand over command to his hated half-brother, Borneheld. But travelling north, Axis falls in love with Faraday - Borneheld's betrothed - and meets two priests who challenge the very essence of his beliefs. The Sentinels walk the land, the treeFriend has been found, and the people of the Plough, the Wing and the Horn must set aside their differences and unite under one leader against the evil rising in the North... 'Douglass has the breadth of vision necessary to create sweeping epics and the storyteller's gift that makes readers love her.' - *Locus* the Axis trilogy Book 1. A stunning epic fantasy in the tradition of David Eddings, Janny Wurts and Robert Jordan. A thousand years ago the Acharites drove the Forbidden from their land. Now strange sightings along Achar's northern border foreshadow their return. The barbaric tribes of the Ravensbund are pouring south with tales of fearsome beings who feed on the terror of their prey. Winter has come early, and with it the promise of war. Axis, bastard son of the dead Princess Rivkah, is sent to the battlefront of Gorkenfort with his elite Axe-Wielders. Once there, he must hand over command to his hated half-brother, Borneheld. But travelling north, Axis falls in love with Faraday - Borneheld's betrothed - and meets two priests who challenge the very essence of his beliefs. The Sentinels walk the land, the treeFriend has been found, and the people of the Plough, the Wing and the Horn must set aside their differences and unite under one leader against the evil rising in the North... 'Douglass has the breadth of vision necessary to create sweeping epics and the storyteller's gift that makes readers love her.' - *Locus* the Axis trilogy Book 1.

Over the hot southern land of Ashdod looms the shadow of Threshold, a massive pyramid which the Magi of Ashdod are building to propel themselves into Infinity, a plane of existence that holds the promise of technological magics and supposedly unimaginable power. For decades, thousands of slaves have lost their lives in the construction of this edifice. Now that this construction is almost complete, the Magi need only to add the finishing touches, and they will let nothing stand in the way of achieving their desire. The Master of the Magi, a young and ambitious man, ready to do anything for power, sees the glassworker slave Tirzah as a plaything, a trifle to relieve the tensions of the day. He senses that under her placid façade Tirzah is hiding something, but try as he may to see beneath her surface, she remains an enigma. What he does not know is that her secret is the knowledge of forbidden magic. That she senses the inherent power in glass and can communicate with it - and that the glass in Threshold screams to her in pain. For it knows what neither Tirzah nor any of the Magi suspect. That something waits in Infinity, watching, biding its time, and when the final glass plate is laid and the capstone cemented in blood, it plans to use Threshold to step from Infinity into Ashdod... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Happy Doomsday

DarkGlass Mountain: Book Three

Gods' Concubine

Starman

The Icarus Syndrome

The Empire's Ruin

**Starman is the third title in Sara Douglass's epic fantasy Wayfarer Redemption series. A sprawling tale of love and magic, enormous battles and true monsters Axis is the StarMan of prophecy and legend, destined to lead the three races of his world to unite as one people. The people of his world all know the Prophecy of the Destroyer, despite the failed attempts of the Seneschal to suppress it in the name of the god Artor the Ploughman, and it predicts and dictates Axis's path through war and destruction to the creation of Tencendor. The Prophecy foretold that Axis would defeat his half-brother and lay claim to the land that Tencendor will be created upon. The Prophecy told of the**

traitor in Axis's camp-Faraday's champion, Timozel. And the Prophecy foretold many a choice that Axis must make in order to fulfill his destiny . . . but neglected to mention the choice between the beautiful and courageous Faraday, his late half-brother's wife, and the feisty and hauntingly enchanting Azhure. To Faraday, he had pledged his love and a place by his side as ruler of Tencendor; to Azhure, he had given his children, his time, and his devotion. His love for both women is what the last twist of the Prophecy relies on. While Azhure explores her newfound powers as an Icarii Enchantress, and Faraday replants the ancient forests of the Mother, the evil Gorgrael is plotting Axis's downfall, invading the sky with ice and terror and the flesh-hungry Gryphons. His most daring move is to follow prophecy, to taunt Axis with the pain of his beloved. But which beloved woman will Gorgrael choose . . . and will she be the one whose death will distract Axis from saving the world? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

#### **The Wayfarer RedemptionBook OneTor Books**

Like his physician father, Garth Baxtor is gifted with The Touch. By laying his hands upon a person, Garth can sense what dwells within: pain, illness, joy, or sorrow. It is through the application of The Touch that the gifted minister helps the sick of Escator by diagnosing ills and promoting healing. By decree of the royal treasury, for a period of three weeks each year, physicians of Escator - in lieu of taxes - are required to attend to the needs of the criminals who labor endlessly in the Veins, the labyrinth of mines carved deep into the earth and from which they harvest the gloam-a priceless commodity upon which the fortunes of Escator depend. It is during one such period of mandatory service that Joseph Baxtor decides his son is old enough to accompany him to the Veins as his apprentice. Garth is delighted. It's a chance to escape the dull and dreary surroundings of his quiet village for the delights of the capital city of Ruen. Joseph has been ordered to attend King Cavor himself. Garth will actually meet the king in person! As he discovers all too soon, however, the task at hand is a grim one. Descending into the mines for the first time, Garth could hardly be less prepared for what he encounters: thousands of men laboring like animals in dreadful conditions deep below the earth's surface. Applying his hands to the wound of one prisoner known only as Lot No. 859, Garth is stunned by what he discovers. This man is no common criminal. But then, who is he? Could it be? After all these years? Prince Maximillian? The answer to the riddle will involve Garth in a harrowing journey out of the Veins and into the Land of Dreams as he tries to resolve the question of the identity of Lot No 859. In the process, Garth will solve a centuries-old mystery-a mystery that will pit one king against another and shake the Kingdom of Escator to its foundations. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In The Icarus Syndrome, Peter Beinart tells a tale as old as the Greeks - a story about the seductions of success. Beinart describes Washington on the eve of three wars - World War I, Vietnam and Iraq - three moments when American leaders decided they could remake the world in their image. Each time, leading intellectuals declared that history was over, and the spread of democracy was inevitable. Each time, a president held the nation in the palm of his hand. And each time, a war conceived in arrogance brought untold tragedy. In dazzling colour, Beinart portrays three extraordinary generations: the progressives who took America into World War I, led by Woodrow Wilson, the lonely preacher's son who became the closest thing to a political messiah the world had ever seen. The Camelot intellectuals who took America into Vietnam, led by Lyndon Johnson, who lay awake night after night shaking with fear that his countrymen considered him weak. And George W. Bush and the post-cold war neoconservatives, the romantic bullies who believed they could bludgeon the Middle East and liberate it at the same time. Like Icarus, each of these generations crafted 'wings' - a theory about America's relationship to the world. They flapped carefully at first, but gradually lost their inhibitions until, giddy with success, they flew into the sun. But every era also brought new leaders and thinkers who found wisdom in pain. They reconciled American optimism - our belief that anything is possible - with the realities of a world that will never fully bend to our will. In their struggles lie the seeds of American renewal today. Based on years of research, The Icarus Syndrome is a provocative and strikingly original account of hubris in the American century - and how we learn from the tragedies that result.

#### **Gods Concubine**

#### **Book One of The Troy Game**

#### **Sinner**

#### **Druid's Sword**

#### **The Scarlet Letter**

#### **Beyond the Hanging Wall**

R'shiel, daughter of the First Sister of the Blade, and her half-brother, Tarja, a Captain of the Defenders, become caught up in a rebellion against the Sisterhood, the rulers of Medalon.

“Epic storytelling on a par with Terry Goodkind and Robert Jordan.” —Library Journal. This Wayfarer Redemption discounted ebundle includes: Wayfarer Redemption, Enchanter, Starman, Sinner, Pilgrim, Crusader Sara Douglass's The Wayfarer Redemption begins and ends with prophecy – of ancient beings who came to the land of Tencendorand set in motion a struggle that has lasted for millennia...and how their descendants are faced with the discovery of an artifact that could rule the Stars. The Wayfarer Redemption: One young woman, Faraday, betrothed of Duke Borneheld, discovers that all she has been told about her people's history is untrue. Now she must fight against oppressive forces until everyone knows the truth of the Star Gate. Enchanter: Axis is a true hero, in every sense of the word. On his shoulders lies the double burden

of prophecy and war. Having fulfilled the first part of the prophecy by becoming the StarMan, he now must reunite the three races inhabiting his world. **Starman: All know the tale of the Prophecy of the Destroyer, a riddle that foretold how Axis would defeat his half-brother and lay claim to the land that Tencendor will be created upon. But prophecies can sometimes be mecurious things. Sinner: The land Tencendor has been united for more than forty years. The Starman Axis defeated the dreaded monster Gorgrael and by fulfilling his destiny he has brought peace finally to this land: Attaining god-like powers, Axis retires to the ethereal sphere in the heavens. All seems golden for this land. Or so it might seem. Pilgrim: The Star Gate is destroyed and the Star Dance is dead. Icarii Enchanters, gods, and humans alike are helpless as the TimeKeeper Demons lay waste to Tencendor. There must be hope left, but no one knows wher to find it. Crusader: Choosing the land of Tencendor as their last battleground, the demons break through the Star Gate. The Gate destroyed, all magic in the world is gone and the three races of Tencendor are plunged into darkness. But there is one hope left: DragonStar. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.**

**The Black Plague. The Pestilence. Disease and death haunt every town and village across 14th century Europe and none are immune from its evil. Some see the devastation of their world as a sign from God for Man's wickedness. But Brother Thomas Neville sees this swath of death as something much more. Neville is a man beset by demons. Or is it angels? He has had a visitation from none other than the Archangel Michael, who commands Thomas to a mission. This mission will take Neville across the length and breath of the continent in a desperate bid to find the means to stop the minions of Satan who have found a doorway out of Hell and are preparing to venture forth, to try and seize this world in preparation for an assault on Heaven itself. As Thomas Neville encounters angels and demons, saints and witches, he comes to realize that the armies of God and Satan are arraying themselves for the final battle...and that his soul is to be the battleground. The question is, has Neville picked the truly good side? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.**

**Tencendor is no more. The land is gone. But a few SunSoars still remain. And a new foe walks the world. Ishbel Brunelle, priestess of the Serpent Coil, and Maximilian, the Lord of Elcho Falling, have raised the magic of Elcho Falling, and found new allies against the darkness in the mysterious Lealfast. And more crucially still, Axis SunSoar, former god and current hero, has rediscovered the magical Star Dance and revived his legendary Strike Force to push back the evil hordes commanded by the DarkGlass Mountain. But their enemy grows stronger through blood and betrayal, the Lealfast have their own agenda, and when unexpected treachery threatens, Axis SunSoar must face a darkness greater than any he has ever known.**

#### **Prophecy**

**The Wayfarer Redemption, Enchanter, Starman, Sinner, Pilgrim, Crusader**

**The Wayfarer Redemption**

**The Complete Wayfarer Redemption Series**

**A Weathermages of Mystral Novel**

**Book Three of The Troy Game**

Brian Staveley, author of The Emperor's Blades, gives readers the first book in a new epic fantasy trilogy based in the world of his popular Chronicle of the Unhewn Throne, The Empire's Ruin. FanFiAddict—Lord TBR's Best of 2021 Best of Summer 2021—Polygon The Annurian disintegrating. The advantages it used for millennia have fallen to ruin. The ranks of the Kettral have been decimated from within, and the granting instantaneous travel across the vast lands of the empire, can no longer be used. In order to save the empire, one of the survivors voyage beyond the edge of the known world through a land that warps and poisons all living things to find the nesting ground of the god. Meanwhile, a monk turned con-artist may hold the secret to the kenta gates. But time is running out. Deep within the southern reaches an ancient god-like race has begun to stir. What they discover will change them and the Annurian Empire forever. If they can survive. Chronicle of the Unhewn Throne The Emperor's Blades The Providence of Fire The Last Mortal Bond Other books in the world of the Unhewn Throne Skulduggery Priest Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The stunning sequel to The Wayfarer Redemption Axis is a true hero, in every sense of the word. On his shoulders lies the double burden of war. Having fulfilled the first part of the prophecy by becoming the StarMan, he now must reunite the three races inhabiting his world. He must lead an army against his evil half-brother, to regain control of Tencendor, once the greatest land in the world. It is his destiny to be caught between the women he loves, one the epitome of gentility, beauty, and intelligence, the other a fierce warrior with a cunning wit. And it is his destiny to be turned every turn by the vicious Goragel, an insane monster bent on destroying all that Axis works to preserve . . . Enchanter is the riveting sequel to Sara Douglass's spell-binding first novel The Wayfarer Redemption, and winner of the 1996 Aurealis Award for Best Fantasy Novel. Sara Douglass returns to America by storm with this powerful tale of love, prophecy, battles, and revenge. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In Elizabeth Haydon's Rhapsody, a fellowship was forged--three companions who, through great adversity, became a force to be reckoned with: the Singer; Achmed the assassin-king; and Grunthor, the giant Sergeant-Major. Driven by a prophetic vision, Rhapsody races to rescue a young woman while Achmed and Grunthor seek the F'dor--an ancient and powerful demon. These companions may be destined to fulfill The Prophecy of the Star, but their time is running short. They must find their elusive enemy before his darkness consumes them all. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In Conquerors' Pride, Timothy Zahn, Hugo Award-winning author of the New York Times bestselling Star Wars(r) trilogy, unfurled an epic tale of heroism and courage as the interstellar Commonwealth faced savage invasion by alien starships of unknown origin. Now he probes deeply into the minds of the invaders themselves in one of the most powerful evocations of an alien society ever created. The Zhirrz have won a temporary respite from the barbarians. But the Human captive Pheylan Cavanaugh has escaped, and for that Thrr-gilag, the young Searcher, finds himself disgraced and his engagement to a female of a rival clan imperilled. Soon he becomes a target of hidden and powerful forces seeking to remake Zhirrzh society in their merciless image. His only hope is to prove that the overclan authorities are wrong: that it was not the Humans who started the war. But the forces of the Zhirrzh are overextended and face swift retaliation. The Zhirrzh have learned to conquer death itself -- but even that awe-inspiring feat is no match for the devastating might of the Human Conqueror armadas. Thrr-gilag soon comes to realize that his people face a two-fold threat: annihilation by Human technology. . . or destruction from within.

Into the Violet Gardens

The Wounded Hawk

Hades' Daughter

The Sea King  
Child of Earth  
A Novel of Isavalta, Book One

*For the past four years, Nary May's heart belonged to Saxon "Vicious" Black. Despite the painful reality of unrequited love, her feelings never strayed, no matter what he did. But there comes a time when surviving means letting go. What she never expected was to find herself fighting for her life and trying to survive a new form of torment threatening to swallow her whole. Saxon was broken. Never feeling worthy, the last thing he ever wanted to do was taint the woman he loved. But it was easier to push and walk away than leave himself open for more heartache. However, when faced with the possibility of losing Nary to the monsters that invade her dreams, the time to run was over. To save her means risking it all, but to continue living without his heart was no longer an option. \*\*\*WARNING: contains explicit sexual situations, violence, disturbingly sensitive and taboo subjects, offensive language, and very mature topics. Recommended for age 18 years and up\*\*\* Please note: This is book #4 in an MC spin-off series, but it's more based on the hero finding his love interest than club business. Next in the series: Walkout (novella)*

*The year is 2024. A ruthless cartel dominates Latin America, and the FBI's Troy Levi gets commissioned to intervene. A cyborg for the bureau's Virtual Division, Levi delivers a devastating blow to the cartel's power but encounters a wave of social resentment in the aftermath. As the people's feelings for cyborgs grow bitter, former black-op cyborg ally and CIA operative Soriana Salazar finds herself caught between sides. Eliminating the cartel destabilized the region, fueling anti-cyborg sentiments in neighboring countries and afar. But tough decisions await Salazar after civil unrest forces the agency to sever all cyborgs ties. And that's only the beginning... Betrayed by the government, hated by the people, a vengeful league of cyborgs spawns a sinister scheme of liberation. And While Levi searches for Solace amid the turmoil and Salazar seeks balance, both will have to take a grave stand if they hope to stall the impending chaos.*

*"Sara Douglass has the breadth of vision necessary to create sweeping epics and the storyteller's gift that makes readers love her." —Locus*  
*Sara Douglass has already established herself as one of the most original and exciting of today's bestselling fantasists with her Wayfarer Redemption Trilogy, DarkGlass Mountain Trilogy, and other magnificent works of epic fantasy. With The Devil's Diadem, she delivers a richly imaginative stand-alone novel of alternate history, set in a twelfth-century England similar to our own time, in which a virulent plague threatens to annihilate a kingdom—and one unwitting young noblewoman holds the key to salvation. Library Journal puts Douglass's work, "on a par with with Terry Goodkind and Robert Jordan." Read The Devil's Diadem and you will most certainly agree. Hal Bolingbroke, the Demon-King, prepares a tournament in honour of his accession to the throne. Thomas Neville knows that his decision between the angels and the demons must come soon. Meanwhile, the Black Dog of Pestilence arrives. This book is the final instalment of The Crucible.*

*Book One of 'The Crucible'*

*Book Two of 'The Crucible'*

*Rhapsody*

*Bonds of Vengeance*

*Book Five of the Wayfarer Redemption*

*Book Six of 'The Wayfarer Redemption'*

A millennia-old prophecy was given when the Forbidden Ones were driven from Achar. And now, the Acharites witness its manifestation under attack by an evil lord from the North, Gorgreal-his ice demons strike from the sky and kill hundreds of brave warriors in the blink of an eye. All Acharites believe the end is near. One young woman, Faraday, betrothed of Duke Borneheld, learns that all she has been told about her people's history is untrue. While fleeing to safety from the dangerous land, Faraday, rides with Axis, legendary leader of the Axe-Wielders, the hated half-brother of Borneheld-and a man Faraday secretly loves although it would be death to admit it. She embarks on a journey, which will change her life forever, in search of the true nature of her people. This grand and heroic story tells the tale of one woman's plight to lead her people and change their hearts and their minds forever. She fights against oppressive forces to share this reality and will not do anything everyone knows. . . . The truth of the Star Gate At the Publisher's request, this title is being sold without Digital Rights Management (DRM) applied.

Overseeing a precarious peace between the three races of Tencendor, Caelum SunSoar, the son of the Starman Axis, struggles with the loss of his Icarri sister at the hands of his hated brother Drago, who has been rendered mortal as punishment for his alliance with the monster Gorgreal. Reprint.

The second book of the Wayfarer Redemption, an enthralling continuation of The Axis trilogy, by the bestselling Australian author Sara Douglass

The end of the world is the weirdest time to come of age. Welcome to the end of the world. One minute, people are going about their lives--the next--not. In the wake of the inexplicable purge, only a handful of young misfits remains. When it all went down, "Wizard of Odd" Dev Borneheld was seeking shelter from the taunts of his classmates. Goth girl Lucy Abernathy had lost her best friend and had no clue where to turn. Twinkie-loving quarterback "Marcus" Haddad was learning why you never discuss politics and religion in polite company--or online. As if that wasn't confusing enough, when you're sixteen isn't confusing enough, throw in the challenges of postapocalyptic subsistence, a case of survivor's guilt turned up to eleven, and the small task of rebuilding humankind... No one said doomsday would be a breeze. But for Dev, Lucy, and Marcus, the greatest hope--and greatest threat--will come when they find each other.

The Devil's Diadem

A New Goddess

Crusader

The Crippled Angel

The Twisted Citadel