

Traitors Blade The Greatcoats Book 1

To secure the magical golden armor that he needs to save Aduro, King Hugo's wizard, Tom must defeat Arachnid the Spider King, who has been placed by the evil wizard Malvel in the caves of Avantia where the armor is hidden.

Following his beloved debut, *Traitor's Blade*, Sebastien de Castell returns with volume two of his fast-paced fantasy adventure series, inspired by the swashbuckling action and witty banter of *The Three Musketeers*. *Knight's Shadow* continues the series with a thrilling and dark tale of heroism and betrayal in a country crushed under the weight of its rulers' corruption. A few days after the horrifying murder of a duke and his family, Falcio val Mond, swordsman and First Cantor of the Greatcoats, begins a deadly pursuit to capture the killer. But Falcio soon discovers his own life is in mortal danger from a poison administered as a final act of revenge by one of his deadliest enemies. As chaos and civil war begin to overtake the country, Falcio has precious little time left to stop those determined to destroy his homeland.

Chrys Valerian is a threadweaver, a high general, and soon-to-be father. But to the people of Alchea, he is the Apogee—the man who won the war. When a stranger's prophecy foretells danger to Chrys' child, he must do everything in his power to protect his family—even if the most dangerous enemy is the voice in his own head. To the west, a sheltered girl seeks to find her place in the world. To the south, a young man's life changes after he dies. Together, they will change the world—whether they intend to or not.

Ten year old Ferius Parfax has a simple plan: kill every last inhabitant of the spell-gifted nation that destroyed her people, starting with the man who murdered her parents. Killing mages is a difficult business, of course, so Ferius undertakes to study the ways of the Argosi: the loosely-knit tribe of tricksters known for getting the better of even the most powerful of spellcasters. But the Argosi have a price for their teachings, and by the time Ferius learns what it is, it may be too late. Perfect for fans of *The Dark Tower*, *Firefly*, *Guardians of the Galaxy*, Terry Pratchett, Ben Aaronovitch and Jim Butcher.

A Novel

A Queen in Hiding

Voice of War

Saint's Blood

The Fox and the Bowman

A failed mage turned outlaw must use guile and a handful of spells to challenge a dangerous rival in the second book of an exciting adventure fantasy series from Sebastien de Castell.

Forced to live as an outlaw, Kellen relies on his wits and his allies to survive the unforgiving borderlands. When he meets a young woman cursed with a deadly plague, he feels compelled to help. But her secrets draw powerful enemies and it's not long before Kellen is entangled in a conspiracy of blackmail, magic, and murder. As the bodies begin to pile up, Kellen fears he's next. The second novel in a compelling six-book series, bursting with tricks, humor, and a whole new way to look at magic.

Spellslinger Series Spellslinger Shadowblack Charmcaster For more

from Sebastien de Castell, check out: The Greatcoats
QuartetTraitor's BladeSaint's BloodKnight's ShadowTyrant's
Throne

A matchless warrior is pitted against a near-God in the second epic installment of the Raven's Blade series. It has long been our lot in life, brother, to do what others can't. Vaelin Al Sorna was known across the realm as the greatest of warriors, but he thought battles were behind him. He was wrong. Prophecy and rumor led him across the sea to find a woman he once loved, and drew him into a war waged by the Darkblade, a man who believes himself a god—and one who has gathered a fanatical army that threatens all of the known world. After a costly defeat by the Darkblade, Vaelin's forces are shattered, while the self-proclaimed immortal and his army continue their terrible march. But during the clash, Vaelin regained some of the dark magic that once gave him unrivaled skill in battle. And though the fight he has been drawn into seems near unwinnable, the song that drives him now desires the blood of his enemy above all else...

Welcome to seventeenth-century Paris, where intrigue, duels, and spies are rife and Cardinal Richelieu's men may be prevailed upon to risk life and limb in the name of France at a moment's notice. And with war on the horizon, the defense of the nation has never been more pressing. Danger is rising from the south—an insidious plot that could end with a huge dragon-shaped shadow falling over France, a shadow cast by dragons quite unlike the pet dragonets that roam the cities like stray cats, or the tame wyverns men ride like horses, high over the Parisian rooftops. These dragons and their descendants are ancient, terrible, and powerful ... and their plans contain little room for the lives or freedom of men. Cardinal Richelieu has nowhere else to turn; Captain La Fargue and his elite group of men, the Cardinal's Blades, must turn the tide. They must hold the deadly Black Claw cult at bay, root out traitors to the crown, rescue prisoners, and fulfill their mission for the Cardinal, for their country, but above all for themselves. It's death or victory. And the victory has never been less certain.

Falcio val Mond is the first Cantor of the Greatcoats. Trained in the fighting arts and the laws of Tristia, the Greatcoats are travelling Magisters upholding King's Law. They are heroes. Or at least they were, until they stood aside while the Dukes took the kingdom and then began fighting among themselves. lang="EN-US" The horrifying murder of a duke and his family sends Falcio in a deadly pursuit to capture the killer. But Falcio soon discovers his own life is in mortal danger from a poison administered as a final act of revenge by one of his deadliest

enemies. As chaos and civil war begin to overtake the country, Falcio has precious little time left to stop those determined to destroy his homeland. lang="EN-US"Greatcoat's Lament lang="EN-US" is a dark swashbuckling tale of idealism and betrayal in a country crushed under the weight of its rulers' corruption. It is the second book in the Greatcoat's series that began with Traitor's Blade.

A Turn of Light

Arachnid the Spider King

Tyrant's Throne

The Terror

The Black Song

A failed mage learns that just because he's not the chosen one it doesn't mean he can't be a hero in the fifth book of an adventure fantasy series from Sebastien de Castell.!--~b~-- Kellen Argos is an outlaw spellslinger with a bad reputation, a long list of enemies, and zero luck. When he accidentally smears blood on the Daroman flag, he's dragged before the queen to be executed for his act of treason. Face-to-face with the young monarch, Kellen is offered a chance to save himself. If he can defeat the queen at a game of cards, he'll walk free...if not, his life is forfeit. But what begins as a game reveals a conspiracy against the queen's life. And now, Kellen is not only playing for his own freedom, but also for the future of an empire. Spellslinger

Series Spellslinger Shadowblack Charmcaster Soulbinder Queenslayer For more from Sebastien de Castell, check out: The Greatcoats Quartet Traitor's Blade Saint's Blood Knight's Shadow Tyrant's Throne span

Ocean's Eleven meets John Scalzi in this funny, action-filled, stand-alone sci-fi adventure from the author of Planetside, in which a small team of misfit soldiers takes on a mission that could change the entire galaxy. Sergeant Gastovsky—Gas to everyone but his superior officers—never wanted to be a soldier. Far from it. But when a con goes wrong and he needs a place to lay low for a while, he finds himself wearing the power armor of the augmented infantry. After three years on a six-year contract, Gas has found his groove running low-level cons and various illegal activities that make him good money on the side. He's the guy who can get you what you need. But he's always had his eye out for a big score—the one that might set him up for life after the military. When one of his soldiers is left behind after a seemingly pointless battle, Gas sees his chance. He assembles a team of misfit soldiers that would push the term “ragtag” to its limits for a big con that leads them on a daring behind-the-lines mission, pitting him not only against enemy soldiers but against the top brass of his own organization. If he pulls this off, not only will he save his squadmate, he might just become the legend he's always considered himself. He might also change the way the entire galaxy looks at this war. But for any of that to happen, he has to live through this insane plan. And charm rarely stops bullets.

A classic later novel by Anna Kavan. A largely autobiographical account of an unhappy childhood, this daring synthesis of memoir and surrealist experimentation chronicles the subject's gradual withdrawal from the daylight world of received reality.

Brief flashes of daily experience from childhood, adolescence, and youth are described in what is defined as "nighttime language"—a heightened, decorative prose that frees these events from their gloomy associations. The novel suggests we have all spoken this dialect in childhood and in our dreams, but these thoughts can only be sharpened or decoded by contemplation in the dark. Revealing that side of life which is never seen by the waking eye but which dreams and drugs can suddenly emphasize, this startling discovery illustrates how these nighttime illuminations reveal the narrator's joy for the living world.

The war is over, but something is rotten in the state of Eidyn. A twisted fantasy road trip from award-winning author Justin Lee Anderson. This character-driven epic mystery, with magic, demons, murder and mayhem ends with a mind-blowing twist that will have readers immediately re-reading the book.

The High King's Tomb

Blood Red

Play of Shadows

A Shiver of Snow and Sky

Debut author Sarah Kozloff offers a breathtaking and cinematic epic fantasy of a ruler coming of age in A Queen in Hiding first in the quartet of The Nine Realms series. Four books. Four months. Nine Realms. Readers will be able to binge this amazing fantasy series with beautiful interlocking art across the spines of all four books. Orphaned, exiled and hunted, Cerulia, Princess of Weirandale, must master the magic that is her birthright, become a ruthless guerilla fighter, and transform into the queen she is destined to be. But to do it she must win the favor of the spirits who play in mortal affairs, assemble an unlikely group of rebels, and wrest the throne from a corrupt aristocracy whose rot has spread throughout her kingdom. The Nine Realms Series #1 A Queen in Hiding #2 The Queen of Raiders #3 A Broken Queen March 2020 #4 The Cerulean Queen April 2020 At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A failed mage learns that just because he's not the chosen one it doesn't mean he can't be a hero in the third book of a new adventure fantasy series from Sebastien de Castell. Spellslinger

SeriesSpellslingerShadowblackCharmcaster For more from Sebastien de Castell, check out: The Greatcoats QuartetTraitor's BladeSaint's BloodKnight's ShadowTyrant's Throne

Christopher's homecoming takes a sinister turn when a murderous conspiracy is uncovered in this fifth novel of the award-winning Blackthorn Key series. Christopher, Tom, and Sally are back in London at last. Everyone is relieved at their return—the plague has ended, and the king, pleased with their service, offers a surprising reward. But trouble has followed them home... First, an old friend is ambushed and left for dead. Then an anonymous letter arrives at Blackthorn—a mysterious warning hidden inside a riddle and secret code. As Christopher and his friends begin to investigate, they soon discover they've stumbled upon a plot to kill the king...and anyone else who dares stand in the traitors' way.

A would-be mage with no magic of his own has to defeat powerful enemies with only cunning and deception in the first book of an exciting adventure fantasy series from Sebastien de Castell. Kellen is moments away from facing his first duel and proving his worth as a spellcaster. There's just one problem: his magic is fading. Facing exile unless he can pass the mage trials, Kellen is willing to risk everything -- even his own life -- in search of a way to restore his magic. But when the enigmatic Ferius Parfax arrives in town, she challenges him to take a different path. One of the elusive Argosi, Ferius is a traveller who lives by her wits and the cards she carries. Daring, unpredictable, and wielding magic Kellen has never seen before, she may be his only hope. The first novel in a compelling six-book series, bursting with tricks, humor, and a whole new way to look at magic. Spellslinger SeriesSpellslingerShadowblackCharmcaster For more from Sebastien

*de Castell, check out: The Greatcoats QuartetTraitor's BladeSaint's BloodKnight's ShadowTyrant's Throne
Spellslinger*

Crownbreaker

Sleep Has His House

Blood Reaver

The Cardinal's Blades

British-born Sebastian St. Clair, who was forced to join the French army in the Napoleonic Wars, returns home to England, where he falls in love with his aunt's companion--only to discover that someone is plotting against him.

An epic, hugely entertaining YA fantasy inspired by the tale of Snow White, perfect for fans of Victoria Aveyard and Sarah J Maas.

**~b~>A failed mage learns that just because he's not the chosen one it doesn't mean he can't be a hero in the fourth book of an exciting adventure fantasy series from Sebastien de Castell. For Kellen, the only way to survive is to hide. His curse is growing stronger, bringing dark and violent visions, and the bounty hunters dogging his heels get closer every day. Desperate, he searches for a mysterious order of monks rumored to have a cure. But salvation comes with a high price. Spellslinger SeriesSpellslingerShadowblackCharmcasterSoulbinder
For more from Sebastien de Castell, check out: The Greatcoats QuartetTraitor's BladeSaint's BloodKnight's ShadowTyrant's Throne span**

The Aurora Award winning first book of the Night's Edge series introduces a rich and atmospheric fantasy world. The pastoral valley of Marrowdell is home to a small pioneer settlement of refugees, lush fields of grain, enigmatic house toads—and Jenn Nalynn, the miller's daughter. Life here is full of laughter and peace, as well as hard work, and no one bothers overmuch about the outside world. Except Jenn Nalynn. Jenn longs to travel, to seek what's missing in her life. Not that she's sure what that is, but since this summer began, she's felt a strange and powerful yearning. She's certain she'll find what she needs, if only she can leave the valley. But she must not. Jenn is turn-born and cursed, born by the light of two worlds and bound to both. For the valley is more than it seems. Long ago, a cataclysm of misused power pinned Marrowdell to the Verge, a place of wild magic, home to dragons and even stranger creatures. Should Jenn step beyond Marrowdell, she will pull the worlds asunder. To prevent this, powers from the Verge have sent a guard to watch over her, a disgraced dragon Jenn knows as Wisp, her invisible playmate. Wisp's duty is to keep Jenn in Marrowdell. By love, if he can. By her death, if he must. But time is running out. What Jenn unknowingly feels is the rise of the Verge's magic within her, a magic that will threaten her and those she loves. Worse, this summer will end with a Great Turn, and strangers seeking power at any cost have come to Marrowdell to try to force an opening into the Verge, to the ruin of all.

The Traitor

Fable: Edge of the World

The Lost War

The Disasters

the swashbuckling start of the Greatcoats Quartet

The Breakfast Club meets Guardians of the Galaxy in this YA sci-fi adventure by debut author M. K. England. Hotshot pilot Nax Hall has a

*history of making poor life choices. So it's not exactly a surprise when he's kicked out of the elite Ellis Station Academy in less than twenty-four hours. But Nax's one-way trip back to Earth is cut short when a terrorist group attacks the Academy. Nax and three other washouts escape—barely—but they're also the sole witnesses to the biggest crime in the history of space colonization. And the perfect scapegoats. On the run, Nax and his fellow failures plan to pull off a dangerous heist to spread the truth. Because they may not be "Academy material," and they may not even get along, but they're the only ones left to step up and fight. Full of high-stakes action, subversive humor, and underdogs becoming heroes, this YA sci-fi adventure is perfect for fans of *Illuminae*, *Heart of Iron*, or the cult classic TV show *Firefly* and is also a page-turning thrill ride that anyone—not just space nerds—can enjoy.*

The sky speaks on the frozen island of Skane. Beautiful lights appear and their colours have meaning: Green means all is well, blue means a snowstorm is coming. And then there's red: Rare. A warning. When the sky last shone red, a terrible plague came to the island - this time around, can our heroine Osa prevent so many lives being lost again?

*Never cross a master of the bow . . . A young archer bent on revenge against the knight who impoverished his family encounters an enigmatic stranger who promises him a far more potent form of retribution. But when Thomas finds himself hurled by magic to fight battles in faraway lands, he soon discovers that the vengeance his mysterious benefactor offers could change not only one archer's destiny, but that of the entire world. A masterful short historical fantasy full of magic, archery, and intrigue by the author of the acclaimed *Greatcoats* and *Spellslinger* series.*

The "masterfully chilling" novel that inspired the hit AMC series (Entertainment Weekly). The men on board the HMS Terror — part of the 1845 Franklin Expedition, the first steam-powered vessels ever to search for the legendary Northwest Passage — are entering a second summer in the Arctic Circle without a thaw, stranded in a nightmarish landscape of encroaching ice and darkness. Endlessly cold, they struggle to survive with poisonous rations, a dwindling coal supply, and ships buckling in the grip of crushing ice. But their real enemy is even more terrifying. There is something out there in the frigid darkness: an unseen predator stalking their ship, a monstrous terror clawing to get in. "The best and most unusual historical novel I have read in years." —Katherine A. Powers, Boston Globe

Traitor's Blade

Under the Pendulum Sun

Knight's Shadow

Soulbinder

Eidyn Book One

Traitor's Blade the swashbuckling start of the Greatcoats Quartet Jo Fletcher Books

A failed mage learns that just because he's not the chosen one it doesn't mean he can't be a hero in final book of the *Spellslinger* series. Once an outlaw spellslinger, Kellen Argos has made a life for himself as the Daroman Queen's protector. A little magic and a handful of tricks are all it takes to deal with the

constant threats to her reign. But when rumors of an empire-shattering war begin to stir, Kellen is asked to commit an unimaginable act to protect his queen. Inside enemy territory, he quickly realizes something is amiss. Someone is playing a dangerous game. And to discover their secrets, Kellen will have to challenge the greatest spellcaster who's ever lived. Kellen's misadventures concludes in *Crownbreaker*, the riveting finale to the adventure fantasy series that began with *Spellslinger*.
Spellslinger Series
Spellslinger
Shadowblack
Charmcaster
Soulbinder
Queenslayer
Crownbreaker
For more from Sebastien de Castell, check out: *The Greatcoats Quartet*
Traitor's Blade
Saint's Blood
Knight's Shadow
Tyrant's Throne

Miles Cameron weaves an epic tale of magic and mercenaries, war and depravity, politics and intrigue in this action-packed debut fantasy *The Red Knight*. Twenty eight florins a month is a huge price to pay, for a man to stand between you and the Wild. Twenty eight florins a month is nowhere near enough when a wyvern's jaws snap shut on your helmet in the hot stink of battle, and the beast starts to rip the head from your shoulders. But if standing and fighting is hard, leading a company of men -- or worse, a company of mercenaries -- against the smart, deadly creatures of the Wild is even harder. It takes all the advantages of birth, training, and the luck of the devil to do it. *The Red Knight* has all three, he has youth on his side, and he's determined to turn a profit. So when he hires his company out to protect an Abbess and her nunnery, it's just another job. The abby is rich, the nuns are pretty and the monster preying on them is nothing he can't deal with. Only it's not just a job. It's going to be a war. . . If you're a fan of Mark Lawrence, John Gwynne, or Brian McClellan you won't want to miss out on this intricate, epic debut fantasy.

'One hell of a good book' - Conn Iggulden
The Greatcoats - legendary heroes, arbiters of justice . . . or notorious traitors? The Greatcoats are travelling magistrates bringing justice to all . . . or at least they were, before they watched the Dukes impale their King's head on a spike. Now the land's heroes are reviled as traitors, their Greatcoats in tatters. Facio, Kest and Brasti have been reduced to working as mercenaries, but when they find their employer dead - and are forced to watch as the killer plants evidence framing them for the murder - they realise things are about to get even worse. For the royal conspiracy that began with overthrowing an idealistic young king is spreading to Rijou, the most corrupt city in the land, and the life of a young girl hangs in the balance. When every noble is a tyrant and every knight is a thug, the only thing you can really trust is a traitor's blade.

Ace, King, Knave

A Short Story of Magic and Archery

Charmcaster

The Traitor's Blade

The Scar-Crow Men

Magic, danger, and adventure abound for messenger Karigan G'ladheon in the third book in Kristen Britain's New York Times-bestselling Green Rider fantasy series • "First-rate fantasy." —Library Journal More than a thousand years ago, the armies of the Arcosian Empire, led by sorcerer Mornhavon the Black, crossed the great sea and tried to conquer the land of Sacoridia using terrible dark magic. Eventually, Mornhavon was captured, and his evil spirit imprisoned in Blackveil Forest. Since that day, the perimeter of Blackveil—now a dark and twisted land—has been protected by the magical D'Yer Wall. But in the centuries since the war's end, knowledge of the working of magic disappeared from Sacoridia, due to the fear and prejudice of a people traumatized by Mornhavon's sorceries. Karigan G'ladheon is now a seasoned Green Rider—a member of the magical messenger corps of the king. But during her first year as a Rider, a rogue magician cracked the mighty D'Yer Wall. The spirit of Mornhavon, sensing the weakness, began to wake, seeking vengeance, and causing frightening aberrations throughout the land. Karigan

managed to transport the spirit of Mornhavon into the future, buying valuable time for her king and country. But how far in the future is Mornhavon now? A hundred years? Ten? Only one year? There is no way to tell. And though Karigan and her fellow Riders have scoured the land searching for lost magical knowledge, and members of Clan D'Yer are camped at the wall, hoping to uncover its lost secrets, they were unaware of a threat to their kingdom that lay far closer. For there were Arcosian soldiers who survived the Long War, and the descendants of those ancient enemies spent generations honing their powers of dark magic—a force against which the Sacoridians have no defense....

After years of struggle and sacrifice, Falcio val Mond, First Cantor of the Greatcoats, is on the brink of fulfilling his dead king's dream: Aline, the king's daughter, is about to take the throne and restore the rule of law once and for all. But for the Greatcoats, nothing is ever that simple. In the neighboring country of Avars, an enigmatic new warlord is uniting the barbarian armies that have long plagued Tristia's borders--and even worse, he is rumored to have a new ally: Trin, who's twice tried to kill Aline to claim the throne of Tristia for herself. With the armies of Avars at her back, led by a bloodthirsty warrior, she'll be unstoppable. Falcio, Kest, and Brasti race north to stop her, but in those cold and treacherous climes they discover something altogether different, and far more dangerous: a new player is planning to take the throne of Tristia, and with a sense of dread the three friends realize that the Greatcoats, for all their skill, may not be able to stop him. As the nobles of Tristia and even the Greatcoats themselves fight over who should rule, the Warlord of Avars threatens to invade. With so many powerful contenders vying for power, it will fall to Falcio to render the one verdict he cannot bring himself to utter, much less enforce. Should he help crown the young woman he vowed to put on the throne, or uphold the laws he swore to serve?

Fueled by their hatred of the False Emperor, the Night Lords, stalking the galaxy in hopes on avenging the death of their primarch, form a tentative alliance with the Red Corsairs, and together they concoct a plan to steal the loyalist Chapter's gene-seed, dooming them to a slow death. Original.

How do you kill a Saint? Falcio, Kest, and Brasti are about to find out, because someone has figured out a way to do it and they've started with a friend. The Dukes were already looking for ways out of their agreement to put Aline on the throne, but with the Saints turning up dead, rumours are spreading that the Gods themselves oppose her ascension. Now churches are looking to protect themselves by bringing back the military orders of religious soldiers, assassins, and (especially) Inquisitors - a move that could turn the country into a theocracy. The only way Falcio can put a stop to it is by finding the murderer. He has only one clue: a terrifying iron mask which makes the Saints vulnerable by driving them mad. But even if he can find the killer, he'll still have to face him in battle. And that may be a duel that no swordsman, no matter how skilled, can hope to win.

Shadowblack

Fall of the Argosi

The Misfit Soldier

Queenslayer

The Red Knight

A failed mage learns that just because he's not the chosen one it doesn't mean he can't be a hero in the third book of an exciting adventure fantasy series from Sebastien de Castell. Kellen's life as an outlaw spellslinger is about to get a lot worse. In Gitabria, a miraculous discovery draws spies from all over the continent willing to kill to get their hands on it. Swept up in the race for power, Kellen is forced to join the pursuit. But the invention holds a dark secret—one that could spark a war. Spellslinger

Series Spellslinger Shadowblack Charmcaster Soulbinder For more from Sebastien de Castell, check out: The Greatcoats Quartet Traitor's Blade Saint's Blood Knight's Shadow Tyrant's Throne

Behind doors is another story. Behind doors you can do what you like. Sophia - rational, demure, and hiding a 'little weakness' - has recently married the charismatic Mr Zedland. But Zedland has secrets of his own and Sophia comes to suspect that her marriage is not what it seems. In cramped rooms in Covent Garden, Betsy-Ann shuffles a pack of cards. A gambler, dealer in second-hand goods, and living with a grave robber, her life could not be more different to Sophia's - but she too discovers that she has been lied to. As both women take steps to discover the truth, their lives come together through a dramatic series of events, taking the reader through the streets of 1760s London: a city wearing a genteel civility on its surface and rife with hypocrisy, oppression and violence lurking underneath. A brilliant story of adventure, wit and philosophy from the origins of the SPELLSLINGER series to enrapture devotees as well as newcomers alike. New to the ways of the Argosi, the tribe of wandering philosophers who seek to defeat evil by wit and guile, Ferius Parfax encounters a hideous plague - the Red Scream. Highly contagious, caught by the hearing of a deadly verse, it turns its victims into mindless monsters that destroy all human life they come into contact with. With the help of a deaf boy whom she has saved from two horrifying victims of the plague, she sets out to find the source of the Red Scream and overcome its terrifying power. Along the way she is joined by another Argosi, Rosie, who purports to be so much wiser and more adept than Ferius, but

who turns out to have her own dark secrets. Peopled with extraordinary characters and gut-wrenching drama, Ferius's story teaches her hard lessons about the limits of the Argosi's ways. Readers will delight not just in this amazing masterclass in plot pacing and narrative drive, but in the seemingly bottomless well of wit, thought and wisdom that the story brings up and that has changed lives down the ages. It takes the reader on a journey like no other.

The ninth novel in Mercedes Lackey's magical Elemental Masters series reimagines the fairy tale Red Riding Hood in a richly-detailed alternate Victorian world. Rosamund is an Earth Master in the Schwarzwald, the ancient Black Forest of Germany. Since the age of ten, she has lived with her teacher, the Hunt Master and Earth Magician of the Schwarzwald Foresters, a man she calls "Papa." Her adoptive Papa rescued her after her original Earth Master teacher, an old woman who lived alone in a small cottage in the forest, was brutally murdered by werewolves. Rosa herself barely escaped, and this terrifying incident molded the course of her future. For like her fellow Earth Masters of the Schwarzwald Lodge, Rosa is not a healer. Instead, her talents lead her on the more violent path of protection and defense— "cleansing" the Earth and protecting its gentle fae creatures from those evil beings who seek to do them harm. And so Rosa becomes the first woman Hunt Master and the scourge of evil creatures, with a deadly specialty in werewolves and all shapeshifters. While visiting with a Fire Master—a friend of her mentor from the Schwarzwald Lodge—Rosa meets a pair of Elemental Magicians from Hungary who have come looking for help. They suspect that there is a dark power responsible for a string of murders happening in the remote countryside of Transylvania, but they have no proof. Rosa agrees to help them, but there is a catch: one of the two men asking for aid is a hereditary werewolf. Rosa has been taught that there are three kinds of werewolves. There are those, like the one that had murdered her teacher, who transform themselves by use of dark magic, and also those who have been infected by the bite of these magical werewolves—these poor victims have no control over their transformative powers. Yet, there is a third kind: those who have been born with the ability to transform at will. Some insist that certain of these hereditary werewolves are benign. But Rosa has never encountered a benign werewolf!

Can she trust this Hungarian werewolf? Or is the Hunter destined to become the Hunted?

Way of the Argosi

The Shadow Queen

The official prequel novel to the Xbox 360 videogame, Fable:™ The Journey It's been almost a decade since the events of Fable 3, when the Hero vanquished the threat across the sea and claimed his throne. As king he led Albion to an era of unprecedented peace and prosperity. But on the night of his wedding to his new queen, ominous word arrives: The darkness has returned. Beyond a harrowing mountain pass, the exotic desert country Samarkand has been overrun by shadowy forces. Within the walls of its capital city, a mysterious usurper known only as the Empress has seized control. To protect his realm, the king must lead his most trusted allies into a strange land unknown to outsiders. As they forge ahead along Samarkand's ancient Great Road, populated by undead terrors and fantastic creatures once believed to be the stuff of legend, the king is drawn ever closer to his greatest challenge yet. But soon Albion is engulfed in a war of its own. As the darkness spreads, town by town, a treacherous force has infiltrated the queen's circle. Now the fate of all that is good rests with a faint flicker of hope . . . that somewhere, somehow, heroes still do exist. © 2012 Microsoft Corporation. All Rights Reserved. Microsoft, Fable, Lionhead, the Lionhead logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies.

Swordplay, magic, intrigue and friendships stronger than iron: the first book in a new swashbuckling fantasy series by the bestselling author of The Greatcoats. Damelas Shademantaigne picked a poor night to flee a judicial duel. He has precious little hope of escaping the wrath of Vixen, the most feared duelist in the entire city, until he stumbles through the stage doors of the magnificent Operato Belleza and tricks his way into the company of actors. An archaic law provides temporary respite from his troubles--until one night a ghostly voice in his head causes Damelas to fumble his lines, inadvertently blurting out the dreadful truth: the city's most legendary hero may actually be a traitor and a brutal murderer. With only the help of his boisterous and lusty friend Bereto, a beautiful assassin whose target may well be Damelas himself, and a company of misfit actor who'd just as soon see him dead, this failed son of two Greatcoats must somehow find the courage within himself to dig up long-buried truths before a ruthless band of bravos known as the Iron Orchids comes for his head. Oh, and there's the that matter of the Vixen waiting to duel him...

The year is 1593. The London of Elizabeth I is in the terrible grip of the Black Death. As thousands die from the plague and the queen hides behind the walls of her palace, English spies are being murdered across the city. The killer's next target: Will Swyfte - adventurer, rake, scholar, and spy.

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