

Read Online Beyond The Pale Last Rune 1 Mark Anthony Read Pdf Free

Beyond the Pale The Gates of Winter The Gates of Winter The Keep of Fire The First Stone The Healer's Rune The Dark Remains Blood of Mystery The Magicians and Mrs. Quent Dust of Dreams Gardens of the Moon The Ballad of the White Horse A Visit from the Goon Squad Spider's Bite Runebinder Chain of Iron Sweet Ruin Brotherhood of the Wolf House of Chains Runebreaker Pale Kings and Princes The Kill The Hanged Man Odin Sugar Sugar Rune Toll the Hounds The Ruin of Kings Whispers of the Runes Pathfinder Tales: Lord of Runes The Rime of the Ancient Mariner Oath Taker Legend The Shadowhunter's Codex Virgil Wander Witches' Brew Chain of Gold Venom in the Veins This Golden Flame Master of One The King of Elfland's Daughter

From an exciting new master of fantasy comes the second novel of an epic tale filled with dangerous magic, dark mystery, and unrelenting suspense The Keep Of Fire Travis Wilder has returned from the otherworld of Eldh, hoping to settle back into his humdrum life in the mountains of contemporary Colorado. But he soon finds himself stalked by two shadowy

organizations, each aware of his incredible journey and each determined to exploit it--whatever the cost to Travis...or to Eldh. Meanwhile, a terrifying new contagion is spreading like wildfire, a disease with no cure, which some are comparing to the Black Plague. When the disease strikes his closest friend, Travis is drawn back to Eldh, where the same epidemic, known as the Burning Plague, is wreaking another kind of havoc. There, in a realm of gods and monsters, myths and runecraft, Travis and his former companion Grace Beckett--herself from Earth, but now living on Eldh--must solve the riddle of the plague. Where did it come from? What is its purpose? And how can it possibly be stopped...before it completely destroys two coexisting worlds: ancient Eldh and modern Earth. A thrilling, harrowing novel of war, intrigue and dark, uncontrollable magic, *Toll the Hounds* is the new chapter in Erikson's monumental series - epic fantasy at its most imaginative and storytelling at its most exciting. In Darujhistan, the city of blue fire, it is said that love and death shall arrive dancing. It is summer and the heat is oppressive, but for the small round man in the faded red waistcoat, discomfiture is not just because of the sun. All is not well. Dire portents plague his nights and haunt the city

streets like fiends of shadow. Assassins skulk in alleyways, but the quarry has turned and the hunters become the hunted. Hidden hands pluck the strings of tyranny like a fell chorus. While the bards sing their tragic tales, somewhere in the distance can be heard the baying of Hounds...And in the distant city of Black Coral, where rules Anomander Rake, Son of Darkness, ancient crimes awaken, intent on revenge. It seems Love and Death are indeed about to arrive...hand in hand, dancing. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Delve into the details of all things Shadowhunter with this illustrated guide to the knowledge and lore of the Shadowhunter world. Since the thirteenth century, the Shadowhunter's Codex has been the one and only manual for Shadowhunters looking to brush up on their demon languages, learn proper stele use, and discover just what exactly a pyxis is. Featured in both *The Mortal Instruments* and *The Infernal Devices*, this guide is a necessity for any young Nephilim on their journey to becoming a Shadowhunter. Beautifully illustrated, the Codex contains images of the famous Shadowhunter homeland of Idris, as well as depictions of demons and other Downworlders. But this isn't just any copy of *The*

Shadowhunter's Codex. It's Clary's copy, and as an artist herself, she's sketched pictures of her friends and family in the book, and scrawled helpful advice in the margins. Of course, she couldn't exactly stop Jace or Simon from adding their thoughts either. Part encyclopedia, part history, part training manual—complete with commentary from Shadowhunters who have seen it all—this beautiful guide is a perfect supplement to the #1 New York Times bestselling series. There is turmoil in the Wastelands as the exiled Malazan army marches against an unseen enemy, the White Face clan faces rebellion in the south, the Perish Grey Helms encounter the Bonehunters, and members of the Elder Race seek help from humans. Reprint. The Pale King has been defeated, his legions decimated. The Dark God Mohg has been destroyed. And the evil corporation, Duratek, has been disbanded, foiled in its efforts to strip-mine the world of Eldh. And for our heroes, three years have passed in relative peace. But only relative, because every one of them know in their hearts that their duties are not yet ended. For perihelion approaches, as the two worlds continue to grow nearer. And bad things are coming in its wake. In the skies over Earth, astronomers have noted an anomaly which seems to be swallowing stars whole. On Eldh, these

rifts in the sky are appearing as well--and the dragon Sinfathisar tells Grace Beckett that, if left unchecked, these holes of anti-being will annihilate all of creation forever. He adds that only Travis Wilder--whom the Mournish believe is fated to raise the lost city of Morindu the Dark from the desert sands that hide and hold it--can save the world. But what is the connection between the lost city of the sorcerers and the wounds that rift the heavens? As Grace goes in search of Travis and Travis goes in search of his kidnapped daughter, all the threads of fate begin to pull together, revealing ancient mysteries on both worlds, and connections within connections that carry all the way back through time. With both worlds increasingly wracked by tempests and earthquakes and a palpable sense of hopelessness and despair, and with magic sputtering and dying around them, can our heroes patch together the missing pieces of the puzzle before all of life is annihilated? In a masterwork of brilliant storytelling, the epic fantasy of two parallel worlds--mystical Eldh and modern Earth--takes a surprising turn in Book Five of Mark Anthony's thrilling saga of magic, suspense, and adventure, *The Last Rune*. The enigmatic Shemal has known only two Runebreakers. One, her rival Kelephon, served

the Pale King and his army of apocalypse. The other was Travis Wilder, the Runebreaker of prophecy. Now, in outcast and newly made Runebreaker Larad, Shemal has found a weapon to open the door between worlds. As the shadow of Shemal's master, the vengeful god Mohg, Lord of Nightfall, looms, Grace Beckett seeks to harness wild magic and Travis Wilder joins her in the struggle between warriors and mages, witches and kings and betrayers of every form. As the time of final reckoning approaches, Travis and Grace will find themselves facing a dark conspiracy of evil whose virulence threatens to overwhelm anyone who stands in its way. Yet if they don't succeed in stopping it, two worlds will be lost forever. Three hundred years after a great war shattered the Council of Races, the warriors of Ruddan have all but eradicated their cousins, the faerie Aethel. In so doing, they decimated the Dryht sages and enslaved mortal Humanity. Now a young voice with a dangerous secret calls her people to rebel. Young Sabine, one of the Human slaves, must overcome centuries of lies and prejudice to forge an alliance among four enemy races. But what chance does Sabine have when her very existence threatens the planet? From a brilliant fantasy master comes a tale of astounding magic, unrelenting evil, and

redemptive courage. Travis Wilder and Grace Beckett have returned to modern Earth to get medical help for Beltan, a knight from the otherworld of Eldh. But as Beltan lies unconscious in the ICU of a Denver hospital, a shadowy organization plots to kidnap him, and sinister forces of dark magic cross the boundary from Eldh in a murderous search for Travis and Grace. Meanwhile, in Eldh, a young baroness, her witch companion, and their mortal and immortal friends journey to a dying city, there to confront a nameless evil that has begun to annihilate the very gods. Somehow Travis and Grace must save Beltan and themselves, then make their way back to Eldh. For only there can they hope to defeat a demonic enemy that can shatter time, devour space, and turn existence into nothingness. In this enchanting debut novel, Galen Beckett weaves a dazzling spell of adventure and suspense, evoking a world of high magick and genteel society—a world where one young woman discovers that her modest life is far more extraordinary than she ever imagined. Of the three Lockwell sisters—romantic Lily, prophetic Rose, and studious Ivy—all agree that it's the eldest, the book-loving Ivy, who has held the family together ever since their father's retreat into his silent vigil in the library upstairs. Everyone blames Mr.

Lockwell's malady on his magickal studies, but Ivy alone still believes—both in magic and in its power to bring her father back. But there are others in the world who believe in magick as well. Over the years, Ivy has glimpsed them—the strangers in black topcoats and hats who appear at the door, strangers of whom their mother will never speak. Ivy once thought them secret benefactors, but now she's not so certain. After tragedy strikes, Ivy takes a job with the reclusive Mr. Quent in a desperate effort to preserve her family. It's only then that she discovers the fate she shares with a jaded young nobleman named Dashton Rafferdy, his ambitious friend Eldyn Garritt, and a secret society of highwaymen, revolutionaries, illusionists, and spies who populate the island nation of Altania. For there is far more to Altania than meets the eye and more to magick than mere fashion. And in the act of saving her father, Ivy will determine whether the world faces a new dawn—or an everlasting night. . . . The last member of a murdered House tries to protect his ward from forced marriage to a monster while uncovering clues to his own tortured past. The Tarot Sequence imagines a modern-day Atlantis off the coast of Massachusetts, governed by powerful Courts based on the traditional Tarot deck. Rune Saint John, last

child of the fallen Sun Throne, is backed into a fight of high court magic and political appetites in a desperate bid to protect his ward, Max, from a forced marital alliance with the Hanged Man. Rune's resistance will take him to the island's dankest corners, including a red light district made of moored ghost ships; a surreal skyscraper farm; and the floor of the ruling Convocation, where a gathering of Arcana will change Rune's life forever. Follow Gin Blanco, a kick-butt female assassin who moonlights at a BBQ joint in Tennessee, as she searches for the person who double-crossed her in this heart-pounding and fresh paranormal romance series. After Gin's family was murdered by a Fire elemental when she was thirteen, she lived on the streets and eventually became an assassin to survive. Now, Gin is assigned to rub out an Ashland businessman, but it turns out to be a trap. After Gin's handler is brutally murdered, she teams up with the sexy detective investigating the case to figure out who double-crossed her and why. Only one thing is for sure—Gin has no qualms about killing her way to the top of the conspiracy. "A god for the ages, Odin's veneration remains vital and active. Paxson provides songs, rituals, magical exercises, and practical advice to help you develop your own personal relationship with the Lord of

Runes. Highly recommended." –Judika Illes, author of Encyclopedia of Spirits, Encyclopedia of 5000 Spells, and other books

Odin is arguably one of the most enigmatic and complex characters in Norse mythology. Revered since the Viking Age, Odin has been called the greatest of the gods--the god of words and wisdom, runes and magic, a transformer of consciousness, and a trickster who teaches truth. He is both war god and poetry god, and he is the Lord of Ravens, the All-Father, and the rune master. *Odin: Ecstasy, Runes, and Norse Magic* is the first book on Odin that is both historically sourced and accessible to a general audience. It explores Odin's origins, his appearances in sagas, old magic spells, and the Poetic Edda, and his influence on modern media, such as Tolkien's *Lord of the Rings* trilogy. Each chapter features suggestions for rituals, exercises, and music, so readers can comprehend and become closer to this complicated god. Author Diana Paxson, an expert on Viking-era mythology, provides a complete portrait of Odin and draws on both scholarship and experience to provide context, resources, and guidance for those who are drawn to work with the Master of Ecstasy today. When Haven Ashwood's best friend is taken by a curse, she's forced to partner with an immortal Lord she'd rather kill than trust.

The rules are simple: break the curse or die. The rare magic flowing through Haven's veins gives her a fighting chance, but mixing light and dark magic might just cost Haven her soul. Best selling author Steven Erikson returns with the latest in the morbid history of the Malazan Empire In Northern Genabackis, a raiding party of savage tribal warriors descends from the mountains into the southern flatlands. Their intention is to wreak havoc amongst the despised lowlanders, but for the one named Karsa Orlong it marks the beginning of what will prove to be an extraordinary destiny. Some years later, it is the aftermath of the Chain of Dogs. Tavore, the Adjunct to the Empress, has arrived in the last remaining Malazan stronghold of Seven Cities. New to command, she must hone twelve thousand soldiers, mostly raw recruits but for a handful of veterans of Coltaine's legendary march, into a force capable of challenging the massed hordes of Sha'ik's Whirlwind who lie in wait in the heart of the Holy Desert. But waiting is never easy. The seer's warlords are locked into a power struggle that threatens the very soul of the rebellion, while Sha'ik herself suffers, haunted by the knowledge of her nemesis: her own sister, Tavore. And so begins this awesome new chapter in Steven Erikson's acclaimed Malazan Book of the Fallen

. . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. As a former vampire, Simon gets along with Downworlders. The Clave does not. One of ten adventures in Tales from the Shadowhunter Academy. As a former vampire, Simon's always been sympathetic to Downworlders. But after a training exercise goes wrong, he gets a glimpse into the Shadowhunters' prejudice as he learns about the origin of Helen and Mark Blackthorn, principle characters in The Dark Artifices. This standalone e-only short story follows the adventures of Simon Lewis, star of the #1 New York Times bestselling series, The Mortal Instruments, as he trains to become a Shadowhunter. Tales from the Shadowhunter Academy features characters from Cassandra Clare's Mortal Instruments, Infernal Devices, and the upcoming Dark Artifices and Last Hours series. Pale Kings and Princes is written by Cassandra Clare and Robin Wasserman. Read more of Cassandra Clare's Shadowhunter Chronicles in The Infernal Devices, The Mortal Instruments, and The Bane Chronicles. The first novel in ten years from award-winning, million-copy bestselling author Leif Enger, Virgil Wander is an enchanting and timeless all-American story that follows the inhabitants of a small Midwestern town in

their quest to revive its flagging heart
Midwestern movie house owner Virgil Wander is
"cruising along at medium altitude" when his
car flies off the road into icy Lake Superior.
Virgil survives but his language and memory
are altered and he emerges into a world no
longer familiar to him. Awakening in this new
life, Virgil begins to piece together his
personal history and the lore of his broken
town, with the help of a cast of affable and
curious locals—from Rune, a twinkling, pipe-
smoking, kite-flying stranger investigating
the mystery of his disappeared son; to Nadine,
the reserved, enchanting wife of the vanished
man, to Tom, a journalist and Virgil's oldest
friend; and various members of the Pea family
who must confront tragedies of their own. Into
this community returns a shimmering prodigal
son who may hold the key to reviving their
town. With intelligent humor and captivating
whimsy, Leif Enger conjures a remarkable
portrait of a region and its residents, who,
for reasons of choice or circumstance, never
made it out of their defunct industrial
district. Carried aloft by quotidian pleasures
including movies, fishing, necking in parked
cars, playing baseball and falling in love,
Virgil Wander is a swift, full journey into
the heart and heartache of an often overlooked
American Upper Midwest by a "formidably

gifted" (Chicago Tribune) master storyteller. "Everything epic fantasy should be: rich, cruel, gorgeous, brilliant, enthralling and deeply, deeply satisfying. I loved it."—Lev Grossman, author of *The Magicians* When destiny calls, there's no fighting back. Kihrin grew up in the slums of Quur, a thief and a minstrel's son raised on tales of long-lost princes and magnificent quests. When he is claimed against his will as the missing son of a treasonous prince, Kihrin finds himself at the mercy of his new family's ruthless power plays and political ambitions. Practically a prisoner, Kihrin discovers that being a long-lost prince is nothing like what the storybooks promised. The storybooks have lied about a lot of other things, too: dragons, demons, gods, prophecies, and how the hero always wins. Then again, maybe he isn't the hero after all. For Kihrin is not destined to save the world. He's destined to destroy it.

Jenn Lyons begins the Chorus of Dragons series with *The Ruin of Kings*, an epic fantasy novel about a man who discovers his fate is tied to the future of an empire. The bestselling author of *The Vampire Diaries* now completes her terrifying romantic horror trilogy. Before disappearing into the Shadow World, Julian takes Jenny Thornton's boyfriend and cousin. To get them back, she must go on a treasure

hunt. To lose means paying the devil himself. Consumer sweepstakes. "In a class with the Tolkien books." – L. Sprague de Camp. One of fantasy literature's most influential works, this captivating tale of a young lord's quest for a fairy princess bride is the forerunner of modern sword and sorcery novels. Magic is sin Aidan desires only one thing: to rule. Arrogant, headstrong and driven by the element of Fire, he will stop at nothing to bring the evil Howls that destroyed Scotland to their knees. But Fire is a treacherous element, and the very magic that brought him to power could burn his world to ash. Especially with the blood of his fellow Hunters on his hands. Driven by a bloodlust he can't control and dark whispers that may not be entirely in his head, he and his magic-eschewing friend Kianna will do whatever it takes to liberate their broken world. Even at the risk of confronting the Church. Even at the risk of losing his humanity. But power isn't the only thing on Aidan's mind. He's falling for the intoxicating Tomas, an Incubus who offers everything Aidan desires. For a price. And if that price burns the world down, well...Aidan is used to playing with Fire. "Aristocratic Pathfinder Varian Jeggare and his hellspawn bodyguard Radovan (Pathfinder's answer to Holmes and Watson) return for their fifth

standalone novel. When Varian is bequeathed a dangerous magical book by an old colleague, he and Radovan are pulled into a mystery and set on the path of a powerful necromancer seeking to become the new avatar of an ancient and sinister demigod--one of the legendary Runelords. But in saving the world, will Varian and Radovan lose their souls? Paizo Publishing is the award-winning publisher of fantasy roleplaying games, accessories, board games, and novels"-- Orphaned and forced to serve her country's ruling group of scribes, Karis wants nothing more than to find her brother, long ago shipped away. But family bonds don't matter to the Scriptorium, whose sole focus is unlocking the magic of an ancient automaton army. In her search for her brother, Karis does the seemingly impossible: she awakens a hidden automaton. Intelligent, with a conscience of his own, Alix has no idea why he was made. Or why his father, their nation's greatest traitor, once tried to destroy the automatons. Suddenly, the Scriptorium isn't just trying to control Karis; it's hunting her. Together with Alix, Karis must find her brother and the secret that's held her country in its power for centuries. From #1 New York Times and USA TODAY bestselling author Cassandra Clare comes the first novel in a brand-new trilogy where

evil hides in plain sight and love cuts deeper than any blade. Chain of Gold is a Shadowhunters novel. Cordelia Carstairs is a Shadowhunter, a warrior trained since childhood to battle demons. When her father is accused of a terrible crime, she and her brother travel to London in hopes of preventing the family's ruin. Cordelia's mother wants to marry her off, but Cordelia is determined to be a hero rather than a bride. Soon Cordelia encounters childhood friends James and Lucie Herondale and is drawn into their world of glittering ballrooms, secret assignations, and supernatural salons, where vampires and warlocks mingle with mermaids and magicians. All the while, she must hide her secret love for James, who is sworn to marry someone else. But Cordelia's new life is blown apart when a shocking series of demon attacks devastate London. These monsters are nothing like those Shadowhunters have fought before—these demons walk in daylight, strike down the unwary with incurable poison, and seem impossible to kill. London is immediately quarantined. Trapped in the city, Cordelia and her friends discover that their own connection to a dark legacy has gifted them with incredible powers—and forced a brutal choice that will reveal the true cruel price of being a hero. "David Gemmell tells a tale of very

real adventure, the stuff of true epic fantasy.”—R. A. Salvatore Druss, Captain of the Ax, is the stuff of legends. Tales of his battles are told throughout the land, and the stories expand with each telling. But Druss himself grows older, until finally, the warrior turns his back on glory and retreats to his mountain lair. There he awaits his old enemy: death. But far below, the barbarian Nadir hordes are on the march. All that stands between them and the Drenai people is a mighty six-walled fortress, Dros Delnoch—a great citadel that seems destined to fall. If it does, the Nadir will sweep inexorably across the land, killing all who oppose them.

Reluctantly Druss agrees to come down from his mountaintop to lead this last, hopeless fight. Lost causes mean nothing to him—he has fought in such battles a thousand times in a thousand lands. And he is a hero to inspire a new generation of warriors. He is Druss the Legend. Thus begins David Gemmell’s most celebrated novel—an unrivaled classic of mythic heroism and magnificent adventure. . .

. A #1 New York Times Bestseller! The Shadowhunters must catch a killer in Edwardian London in this dangerous and romantic sequel to the #1 New York Times bestselling novel Chain of Gold, from New York Times and USA TODAY bestselling author Cassandra Clare.

Chain of Iron is a Shadowhunters novel. Cordelia Carstairs seems to have everything she ever wanted. She's engaged to marry James Herondale, the boy she has always loved; she has a new life in London with her best friend Lucie; and she bears the sword Cortana, a legendary hero's blade. But the truth is far grimmer. Cordelia's marriage is a lie, arranged to save her reputation, while James remains in love with the Grace Blackthorn. Cortana burns her when she touches it. And a serial murderer is targeting the Shadowhunters of London, killing under cover of darkness, then vanishing without a trace. Now Cordelia, James, and Lucie must follow the trail of the killer through the city's most dangerous streets. All the while, each is keeping a shocking secret: Lucie, that she is attempting to raise the dead; Cordelia, that she has sworn a dangerous oath of loyalty to a mysterious power; and James, that he himself may be the killer they seek. A strange rift in ordinary reality draws saloon owner Travis Wilder and ER doctor Grace Beckett into the otherworld of Eldh--a land of gods, monsters, and magic that is sorely in need of heroes. From an acclaimed new master of fantasy fiction comes Book Four in the continuing saga of magic, adventure, courage, and fate on parallel worlds--mystical Eldh and modern

Earth. Blood of Mystery A twist of time has left Runebreaker Travis Wilder and three of his otherworldly friends stranded on 1880s Earth in a lawless Colorado mining town. As they search for a way back to their own time, Grace Beckett—in present-day Eldh—journeys to a frozen kingdom where she learns her own terrifying destiny: to oppose the Pale King and his monstrous army in the coming cataclysmic battle that will decide Eldh's future forever. If the Pale King emerges victorious, his master Mohg, the dread Lord of Nightfall, will return from exile, break the First Rune, and remake Eldh in his own dark image. And Earth itself, Eldh's sister world, will be the next to fall under shadow. Even if Travis returns to Eldh in time to align his calling as Runebreaker with Grace's destiny as Blademender, how can two mere humans hope to defeat an evil more ancient than any world, more powerful than all existence? Volume Two of The Runelords Raj Ahtan, ruler of Indhopal, has used enough forcibles to transform himself into the ultimate warrior: The Sum of All Men. Ahtan seeks to bring all of humanity under his rule—destroying anything and anyone that stood in his path, including many friends and allies of young Prince Gaborn Val Orden. But Gaborn has fulfilled a two-thousand-year-old prophecy, becoming the Earth King—a mythic

figure who can unleash the forces of the Earth itself. And now the struggle continues. Gaborn has managed to drive off Raj Ahtan, but Ahtan is far from defeated. Striking at far-flung cities and fortresses and killing dedications, Ahtan seeks to draw out the Earth King from his seat of power, to crush him. But as they weaken each other's forces in battle, the armies of an ancient and implacable inhuman enemy issue forth from the very bowels of the Earth. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. THAT OLD BLACK MAGIC! The competition to become Queen of the Magical World is heating up—and the rivalry is destroying the friendship of witch girls Chocolat and Vanilla. Tired of living in Chocolat's shadow, Vanilla has fallen under the influence of Pierre, a charming boy who is also the secret leader of a band of evil outcasts from the Magical World. When Pierre gives Vanilla a taste of the power that can be collected from angry hearts, Vanilla changes—and turns against Chocolat. Homeless and without a best friend, Chocolat finds help in both the Human and Magical worlds. Yet two problems remain: The all-important Spring Exam is coming up, and Chocolat has her own feelings for Pierre! Magic is risen. When magic returned to the world, it could have

saved humanity, but greed and thirst for power caused mankind's downfall instead. Now once-human monsters called Howls prowl abandoned streets, their hunger guided by corrupt necromancers and the all-powerful Kin. Only Hunters have the power to fight back in the unending war, using the same magic that ended civilization in the first place. But they are losing. Tenn is a Hunter, resigned to fight even though hope is nearly lost. When he is singled out by a seductive Kin named Tom's and the enigmatic Hunter Jarrett, Tenn realizes he's become a pawn in a bigger game. One that could turn the tides of war. But if his mutinous magic and wayward heart get in the way, his power might not be used in favor of mankind. If Tenn fails to play his part, it could cost him his friends, his life...and the entire world. Sinister sorcery. Gallows humor. A queer romance so glorious it could be right out of fae legend itself. Master of One is a fantasy unlike any other. Rags the thief has never met a pocket he couldn't pick, but when he's captured by a sorcerer with world-ending plans, he realizes even he is in over his head. Forced to use his finely honed skills to nab pieces of an ancient fae relic, Rags is stunned to discover that those "relics" just happen to be people: A distractingly handsome Fae prince, A too-honorable Queensguard

deserter, A scrappy daughter of a disgraced noble family, A deceptively sweet-natured prince, A bona fide member of the Resistance, And him. Rags. They may all be captives in the sorcerer's terrible scheme, but that won't stop them from fighting back. And, sure, six unexpected allies against one wicked enemy doesn't make for generous odds, but lucky for him, Rag's not generous—he's smart. And he has a plan that just might get them out of this alive. With the heist and intrigue of Six of Crows and the dark fairy tale feel of The Cruel Prince, this young adult fantasy debut will have readers rooting for a pair of reluctant heroes as they take on a world-ending fae prophecy, a malicious royal plot, and, most dangerously of all, their feelings for each other. An acorn falls far from the tree Former Chicago lawyer Ben Holiday was very proud and quite happy. And why shouldn't he be? The Magic Kingdom which he ruled as High Lord was finally at peace. He was free to lie back and watch as his new daughter grew. And grow she did—by leaps and bounds, shooting through infancy in a matter of months. She took her first steps and learned to swim in the same week. An amalgam of magic and heredity, Mistaya was born a seedling, nourished by soils from Landover, Earth, and the fairy mists, come into being in the dank,

misty deadness of the Deep Fell. She was as lovely as her mother, the sylph Willow, with dazzling green eyes that cut to the soul. Ben wished he could enjoy his daughter's childhood and his happy kingdom forever. Alas, those idyllic days were not to last. For Rydall, king of lands beyond the fairy mist, rode up to the gates of Sterling Silver and shattered peace of Landover. His armies were poised on the border, ready to invade unless Ben accepted a challenge: Rydall would send seven champions to face Ben, each in a different form. If Ben triumphed over all seven, Rydall would then abandon his claims to the kingdom. Some counseled the High Lord to refuse Rydall's challenge, but Holiday could not, for Mistaya had been snatched from her guardians by foul magic. And Rydall held the key to her fate. . . . 'I would recommend this to readers of Barbara Erskine and if you enjoyed the TV series Vikings' 5? ? ? ? ? reader review 'Once again, Christina Courtenay takes us to the heart of the Viking world with an epic romantic tale of love and adventure' NICOLA CORNICK Christina's stunning and evocative new dual-time standalone epic novel, Hidden in the Mists, is available to preorder now! Brimming with romance, adventure and vivid historical detail, Christina Courtenay does for the Vikings what Diana Gabaldon's Outlander and

Clanlans does for Scottish history.

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..... Time is no barrier for a love that is destined to be. When jewellery designer Sara Mattsson is propelled back to the ninth century, after cutting herself on a Viking knife she uncovers at an archaeological dig, she is quick to accept what has happened to her. For this is not the first Sara has heard of time travel. Although acutely aware of the danger she faces when she loses the knife - and with it her way to return to her own time - this is also the opportunity of a lifetime. What better way to add authenticity to the Viking and Anglo-Saxon motifs used in her designs? As luck has it, the first person Sara encounters is Rurik Eskilsson, a fellow silversmith, who is also no stranger to the concept of time travel. Agreeing that Sara can accompany him to Jorvik, they embark on a journey even more perilous than one through time. But Fate has brought these two kindred spirits together across the ages for a reason... ..

..... Just some of the rich praise for Christina Courtenay: 'Whispers of the Runes is the best Christina Courtenay book yet. It held me captive as I read and stayed in my mind whenever I had to put it down' SUE MOORCROFT

'A wonderful dual timeline story with captivating characters and full of vivid historical detail bringing the Viking world alive, I didn't want it to end!' CLARE MARCHANT 'I love how the historical detail is sure and authentic but never at the expense of a rollicking-good story and romance. If you like beautifully written timeslip, this is definitely one for you. Oh, and did I mention hot Vikings? What's not to like!' GEORGIA HILL 'This epic romance is sure to sweep you off your feet!' TAKE A BREAK 'An absorbing story, fast-paced and vividly imagined, which really brought the Viking world to life' PAMELA HARTSHORNE 'A love story and an adventure, all rolled up inside a huge amount of intricately-detailed, well-researched history. Thoroughly enjoyable' KATHLEEN MCGURL 'Prepare to be swept along in this treasure of an adventure! With a smart, courageous heroine and hunky, honourable hero at the helm, what's not to like?' KATE RYDER 'Seals Christina Courtenay's crown as the Queen of Viking Romance'

CATHERINE MILLER The next searing novel in Kresley Cole's bestselling Immortals After Dark series. Print run 75,000. In a masterwork of brilliant storytelling, the epic fantasy of two parallel worlds—mystical Eldh and modern Earth—takes a surprising turn in Book Five of Mark Anthony's thrilling saga of magic,

suspense, and adventure, *The Last Rune*. The enigmatic Shemal has known only two Runebreakers. One, her rival Kelephon, served the Pale King and his army of apocalypse. The other was Travis Wilder, the Runebreaker of prophecy. Now, in outcast and newly made Runebreaker Larad, Shemal has found a weapon to open the door between worlds. As the shadow of Shemal's master, the vengeful god Mohg, Lord of Nightfall, looms, Grace Beckett seeks to harness wild magic and Travis Wilder joins her in the struggle between warriors and mages, witches and kings and betrayers of every form. As the time of final reckoning approaches, Travis and Grace will find themselves facing a dark conspiracy of evil whose virulence threatens to overwhelm anyone who stands in its way. Yet if they don't succeed in stopping it, two worlds will be lost forever. Reproduction of the original: *The Ballad of the White Horse* by G.K.

Chesterton NATIONAL BESTSELLER • NATIONAL BOOK CRITICS CIRCLE WINNER • With music pulsing on every page, this startling, exhilarating novel of self-destruction and redemption "features characters about whom you come to care deeply as you watch them doing things they shouldn't, acting gloriously, infuriatingly human" (*The Chicago Tribune*). Bennie is an aging former punk rocker and record executive. Sasha is the

passionate, troubled young woman he employs. Here Jennifer Egan brilliantly reveals their pasts, along with the inner lives of a host of other characters whose paths intersect with theirs. "Pitch perfect.... Darkly, rippingly funny.... Egan possesses a satirist's eye and a romance novelist's heart." —The New York Times Book Review

Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series. The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as

the gods themselves prepare to play their hand... Conceived and written on a panoramic scale, Gardens of the Moon is epic fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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