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The Godling Chronicles

Valshara has fallen, and the forces of Angraal are advancing. For the first time, human and elf must shed blood as one, in order to stem the tide of evil. But new hope has arisen. From across the Western Abyss, a people long forgotten have returned. However, hope comes at its own price. Gewey must choose between his bond of love, and his duty to the world he is struggling to save.

The Godling Chronicles

Armies gather for war in the frozen land of Angral threatening to set the world ablaze. The elves are divided and scattered and humans fall prey to the dark influence of the Reborn King. Now, Gewey is faced with his greatest challenge yet. Unite the world of elf and human before it is too late...

The Godling Chronicles

The time has come for the world to see the true power of the Reborn King. His vast armies march, bringing death and devastation to all who would dare oppose him. But hope will endure if the bonds of friendship, both old and new, remain strong. Gewey, split between the man he wants to be and the god he must become, will test his very soul in order to fulfill his destiny. And only through his love for Kaylia can he hold on to his humanity.

Gardens of the Moon

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 from Steven Erikson. 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.

The Red Pyramid

Since their mother's death, Carter and Sadie have become near strangers. While Sadie has lived with her grandparents in London, her brother has traveled the world with their father, the brilliant Egyptologist, Dr. Julius Kane. One night, Dr. Kane brings the siblings together for a "research experiment" at the British Museum, where he hopes to set things right for his family. Instead, he unleashes the Egyptian god Set, who banishes him to oblivion and forces the children to flee for their lives. From the creator of the hit *Percy Jackson* series.

Souls in the Great Machine

The great Calculor of Libris was forced to watch as Overmayor Zarvora had four of its components lined up against a wall and shot for negligence. Thereafter, its calculations were free from errors, and that was just as well--for only this strangest of calculating machines and its two thousand enslaved components could save the world from a new ice age. And all the while a faint mirrorsun hangs in the night sky, warning of the cold to come. In Sean McMullen's glittering, dynamic, and exotic world two millennia from now, there is no more electricity, wind engines are leading-edge technology, librarians fight duels to settle disputes, steam power is banned by every major religion, and a mysterious siren "Call" lures people to their death. Nevertheless, the brilliant and ruthless Zarvora intends to start a war in space against inconceivably ancient nuclear battle stations. Unbeknownst to Zarvora, however, the greatest threat to humanity is neither a machine nor a force but her demented and implacable enemy Lemorel, who has resurrected an obscene and evil concept from the distant past: Total War. *Souls in the Great Machine* is the first volume of Sean McMullen's brilliant future history of the world of Greatwinter. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

True Mates

There are things that we want, and things that we need. Sometimes they end up being one and the same. PHILIP All my life, I've known two truths: my best friend Jaeger is my true mate, and I'm destined to marry a princess I've never met for the sake of my kingdom. Prophecy's a bitter pill to swallow when you've tasted true love and are told it can never be. But I wouldn't be worthy of my beautiful omega if I were willing to let selfishness be the ruin of my people. Still, I don't feel anything but selfish as I keep my childhood friend close, and yet forever out of reach. The pain of our proximity reflected in his eyes. A better man would set him free, but I'm not that noble. Just noble enough to deny us both what we crave. But if I can't be with the man I love, I can at least be a better prince for my people. I need to remain focused on staving off my enemies as I'm teased with the promise of the only thing I've ever wanted. Because as it turns out, prophecies are never quite what you think... JAEGER If the story of my life has a theme, it must be this: so close, and yet so far. Orphaned and raised as a brother to the wolf prince I love more than my own life, but never quite felt like one of the family. Talented enough in battle to silence the rumors that only favoritism gave me the role of his bodyguard, but not skilled enough to protect him when he needed me most. I am willing and eager to be the partner--the mate--Prince Philip deserves. I can give him everything he wants, if only it weren't for the one thing an ancient prophecy demands of him. The Prince must surrender to a marriage with the heir of a kingdom strong enough to protect his own. But we are who we are, and we all have a role to play. I've made peace with mine. Ready to step into the shadows and allow his bride to bask in his light. But then I discover: I am not who I thought I was. And I have a far greater role to play than any I prepared for. Discover the hidden truths that are revealed when these fearless men take destiny into their own hands. *True Mates*, is an exciting M/M, shifter, MPREG romance that makes you believe that fate may have a plan for us all.

The Venture of Islam, Volume 1

The Venture of Islam has been honored as a magisterial work of the mind since its publication in early 1975. In this three-volume study, illustrated with charts and maps, Hodgson traces and interprets the historical development of Islamic civilization from before the birth of Muhammad to the middle of the twentieth century. This work grew out of the famous course on Islamic civilization that Hodgson created and taught for many years at the University of Chicago. "This is a nonpareil work, not only because of its command of its subject but also because it demonstrates how, ideally, history should be written."—The New Yorker Volume 1, The Classical Age of Islam, analyzes the world before Islam, Muhammad's challenge, and the early Muslim state between 625 and 692. Hodgson then discusses the classical civilization of the High Caliphate. The volume also contains a general introduction to the complete work and a foreword by Reuben Smith, who, as Hodgson's colleague and friend, finished the Venture of Islam after the author's death and saw it through to publication.

Stormbringer

In one of the most well-known and well-loved fantasy epics of the 20th century, Elric is the brooding, albino emperor of the dying Kingdom of Melniboné. After defeating his nefarious cousin and gaining control over the epic sword, Stormbringer, Elric, prince of ruins, must decide what he's willing to sacrifice in a fight against Armageddon.

Ancient Ceylon

An account of the aborigines and of part of the early civilization in Sri Lanka.

Robert E. Howard's Conan the Cimmerian Barbarian

This 860-page collection contains all of Robert E. Howard's Conan the Cimmerian stories published during his lifetime, contextualized with biographical details of their author. The hardcover, a Multimedia Bundle Edition, includes the e-book and audiobook editions as downloadable bonus content. Excerpt from Introduction: "When the first Conan of Cimmeria story appeared in the pages of *Weird Tales* magazine in December 1932, nothing quite like it had ever before appeared in print. Author Robert E. Howard had been writing stories broadly similar to it for half a decade; but it was with Conan, and the Hyborian Age storyworld in which he was placed, that Howard finally fully doped out the sub-genre that would become known as "sword and sorcery," of which Howard is today considered the founding father. "Conan's origins date back to an experiment in 1926 titled "The Shadow Kingdom," featuring the character Kull, exile of Atlantis. The idea -- Howard's great innovation -- was, at its core, historical fiction set in a pre-historical period. That pre-historical period -- being, of course, lost in the mists of time -- could contain anything Howard might like to include: evil races of sentient snake-things, sorcerers, undead creatures, demons walking upon the earth, anything. "In other words, Howard was creating a secular mythology. "And as with any mythology, secular or no, there would be a hero, a Ulysses or a Theseus, an exceptional man of legend striding through that myth-world, sword in hand, righting wrongs and slaying supernatural monsters and, along the way, providing metaphorical insight onto his world and ours. "At the same time, he was finding success with another historical-fiction-fusion innovation: The grim, savage English Puritan Solomon Kane. Kane's world was the skull-strewn chaos of Europe and north Africa during the Thirty Years War, in the early 1600s. Little enough is known about specific events during that dark time that it was possible to take historical liberties with it as a storyworld, so that it could accommodate dark magic, walking skeletons, vampires, magic staffs, and, of course, N'Longa the witch-doctor. "Howard quickly realized he was onto something with Solomon Kane. The first Solomon Kane story, "Red Shadows," appeared in August 1928 in *Weird Tales*, and readers loved it. Here was a dark, brooding world of menace and witchcraft connected pseudo-genealogically to their own. It was easy for readers to "take the ride" -- to suspend their disbelief and envision Kane's adventures as a part of the real world. "But, perhaps the connection with the real world was too close. The countries of 1630s Europe are well known; the causes of the conflict fully understood. There was only so much Howard could do in Solomon Kane's world. Moreover, Solomon Kane is just a hard character to root for. Unlike Kull, he is, not to put too fine a point on it, really not a sane man. "So it makes perfect sense that after the shadowy, prehistoric world of Kull and the dark, necromantic world of Solomon Kane, Howard would combine these two precursors to develop a world that was far enough into the distant past to be free of actual historical constraints -- like Kull's -- yet close enough to the present to still exist as echoes and legends in the world's mythologies. "And so Howard created The Hyborian Age, circa 10,000 B.C. And to play the role of our avatar as we explore this shadowy,

almost-historical world, he gave us Conan the Cimmerian - to tread the jeweled thrones of the Earth under his sandalled feet."

The Godling Chronicles

Darkness comes as a new power rises in Angrääl. The Dark Knight has betrayed the Gods and stolen The Sword of Truth, trapping them in heaven. With the power of the Sword he can reshape the world and bring death to all who oppose him. Only one thing stands between the darkness and the light. Gewey Stedding. Only he has the power to stand against the oncoming storm. Only he can mend the world. But only if he can discover his power....

Wings of Ebony

Instant New York Times bestseller! "A remarkable, breathtaking, earthshaking, poetic thrillride." —Daniel José Older, New York Times bestselling author of *Shadowshaper* In this riveting, keenly emotional debut fantasy, a Black teen from Houston has her world upended when she learns about her godly ancestry and must save both the human and god worlds. Perfect for fans of Angie Thomas, Tomi Adeyemi, and *The Hunger Games*! "Make a way out of no way" is just the way of life for Rue. But when her mother is shot dead on her doorstep, life for her and her younger sister changes forever. Rue's taken from her neighborhood by the father she never knew, forced to leave her little sister behind, and whisked away to Ghizon—a hidden island of magic wielders. Rue is the only half-god, half-human there, where leaders protect their magical powers at all costs and thrive on human suffering. Miserable and desperate to see her sister on the anniversary of their mother's death, Rue breaks Ghizon's sacred Do Not Leave Law and returns to Houston, only to discover that Black kids are being forced into crime and violence. And her sister, Tasha, is in danger of falling sway to the very forces that claimed their mother's life. Worse still, evidence mounts that the evil plaguing East Row is the same one that lurks in Ghizon—an evil that will stop at nothing until it has stolen everything from her and everyone she loves. Rue must embrace her true identity and wield the full magnitude of her ancestors' power to save her neighborhood before the gods burn it to the ground.

Maya and the Rising Dark

In this contemporary fantasy, Maya's search for her missing father puts her at the center of a battle between our world, the Orishas, and the mysterious and sinister Dark world.

Memories of Prophecies

The memories of the past may be forgotten, but prophecies linger. Cinder Shade and his fellow cadets have survived a brutal mission in the vast wilds of the Dagger Mountains. Laying to rest many of their brother warriors, they return to the Third Directorate, battered, bruised, and weary of soul. But the world turns, and new challenges press. Cinder must set aside his grief, especially when granted a task by Anya Aruyen, the elven princess with whom he shares an inexplicable bond. She urges him to further master his skills as a warrior and become worthy of fighting at her side. Others have also taken note of Cinder. His name is spoken in the high halls of elven palaces. The empress watches him, wondering at his unmatched abilities. So, too, do the dwarves. They fear Cinder, worrying that he is the embodiment of their darkest prophecies. And in the distant north, shadows gather. They whisper of their fallen god, Shet, dead three thousand years now. Whispering of his rebirth. But when the prophecies speak conflicting portents and none can decipher the truth, what path can even a consummate warrior take?

The White Tower

For a thousand years magic has been outlawed and its wielders rounded up and taken to The White Tower for purging. Those unfortunate enough to be born with the gift struggle every day to keep their identities hidden. The Jun'ri have ruled over the Van'ae since the fall of the wizard order, but the winds of change are beginning to shift. Magic is on the rise. Those that seek to exploit it as well as those that seek to defend it will once again be forced to stand and fight. At sixteen, TY knows he's different. With the arrival of the Black Watch in Easthaven, his family is forced to reveal a secret that threatens to strip away everything he held to be true. The answer to who he is will not only threaten his life, but the lives of everyone around him. Thrown into an age old war, Ty is forced to use the one thing he fears the most in order to survive . . . magic. No prisoner has ever escaped the White Tower. FERRIN is determined

to be the first. After enduring extensive torture by a sadistic Inquisitor, Ferrin is told that he will suffer the Chambers of Purging if he does not help them create magic-infused weapons for their growing army. As Guardian Protector to the High King, AYRION is no stranger to battle. With a neighboring kingdom threatening war, dark creatures of magic growing at an alarming rate, and a hidden enemy plotting from within the palace walls, he has no choice but to unleash his twin blades before everything he holds dear is ripped away. VALTOR, Arch Chancellor of the White Tower and newly promoted advisor to Prince Dakaran, has been using his position to not only round up any and all gifted wielders as he works to build an army for what he perceives will be an epic battle between those with magic and those without.

Brainjack

Another terrifying sci-fi page-turner from the author of *The Tomorrow Code*! Las Vegas is gone--destroyed in a terrorist attack. Black Hawk helicopters patrol the skies over New York City. And immersive online gaming is the most dangerous street drug around. In this dystopic near-future, technology has leapt forward once again, and neuro-headsets have replaced computer keyboards. Just slip on a headset, and it's the Internet at the speed of thought. For teen hacker Sam Wilson, a headset is a must. But as he becomes familiar with the new technology, he has a terrifying realization. If anything on his computer is vulnerable to a hack, what happens when his mind is linked to the system? Could consciousness itself be hijacked? Before he realizes what's happened, Sam's incursion against the world's largest telecommunications company leads him to the heart of the nation's cyberdefense network and brings him face to face with a terrifying and unforeseen threat.

Art and Agency

In *Art and Agency*, Alfred Gell formulates an anthropological theory of visual art that focuses on the social context of art production, circulation, and reception. As a theory of the nexus of social relations involving works of art, this work suggests that in certain contexts, art-objects substitute for persons and thus mediate social agency. Diversely illustrated--and based on European, Polynesian, Melanesian, and Australian sources--*Art and Agency* was completed just before Gell's death at the age of fifty-one in January 1997. It embodies the intellectual bravura, lively wit, vigor, and erudition for which he was admired, and will stand as an enduring testament to one of the most gifted anthropologists of his generation.

The Keeper Chronicles

It will take the Keepers of legend to save Queensland. Too bad all they've got is one man haunted by his past, another who's a failure at magic, and an untrained girl. Mallon the Undying's reign of terror ended eight years ago when he entered the elven wood and never returned. The country of Queensland has shakily returned to normal, and the Keepers who helped defend her have returned to their own pursuits as historians, storytellers, and studiers of magic. But Mallon's moniker was truer than anyone knew. His followers still work to keep his ruthless ideas alive by abducting powerful children, sowing discord among the people, and nibbling away at Queensland's borders. Unfortunately, the only Keepers left between Queensland and destruction are: -Alaric, who betrayed everything he believed to save his wife - and still failed.-Will, a storyteller who's convinced his weak magic makes him useless.-And Sini, a former slave girl with unimagined power but no way to wield it. With the help of unsettling elves, gruff dwarves, sentient stones, and magical swords, Alaric, Will, and Sini will have to find a way to overcome their own weaknesses and face the growing shadows. Can the Keepers survive being hunted by dragons, attacked by frost goblins, and deceived by wizards? Or will Mallon's forces of destruction overwhelm them and the land they love? The complete trilogy of *The Keepers Chronicles* includes: *A Threat of Shadows* *Pursuit of Shadows* *Siege of Shadows*

Curses

"Curses is the 'Beauty and the Beast' retelling I've been waiting for." --Marissa Meyer, #1 New York Times bestselling author "A unique and twisty magical romp!" --Tamora Pierce, New York Times bestselling author Merit Cravan refused to fulfill her obligation to marry a prince, leading to a fairy godling's curse. She will be forced to live as a beast forever, unless she agrees to marry a man of her mother's choosing before her eighteenth birthday. Tevin Dumont has always been a pawn in his family's cons. The prettiest boy in a big family, his job is to tempt naïve rich girls to abandon their engagements, unless their parents agree to pay him off. But after his mother runs afoul of the beast, she decides to

trade Tevin for her own freedom. Now, Tevin and Merit have agreed that he can pay off his mother's debt by using his con-artist skills to help Merit find the best match . . . but what if the best match is Tevin himself?

The God of the Witches

This celebrated study of witchcraft in Europe traces the worship of the pre-Christian and prehistoric Horned God from paleolithic times to the medieval period. Murray, the first to turn a scholarly eye on the mysteries of witchcraft, enables us to see its existence in the Middle Ages not as an isolated and terrifying phenomenon, but as the survival of a religion nearly as old as humankind itself, whose devotees held passionately to a view of life threatened by an alien creed. The findings she sets forth, once thought of as provocative and implausible, are now regarded as irrefutable by folklorists and scholars in related fields. Exploring the rites and ceremonies associated with witchcraft, Murray establishes the concept of the "dying god"—the priest-king who was ritually killed to ensure the country and its people a continuity of fertility and strength. In this light, she considers such figures as Thomas a Becket, Joan of Arc, and Gilles de Rais as spiritual leaders whose deaths were ritually imposed. Truly a classic work of anthropology, and written in a clear, accessible style that anyone can enjoy, *The God of the Witches* forces us to reevaluate our thoughts about an ancient and vital religion.

The Zork Chronicles

In *AN INTRODUCTION TO MYTHOLOGY*, originally published in the 1920s, Spence presented a comprehensive overview of traditional forms of narrative that, for our primitive ancestors, served as religion and science. Besides recounting tales from around the world, Spence explained the many differences in primitive and modern worldviews. According to Spence, themes such as animism, while now almost absent from our thinking, are still enlightening to us in modern times: "just as fossil animals and plants have their living representatives to-day, so do ideas and conceptions representing this petrified form of religion and science still flourish in our present-day superstitions and our present-day faiths." Spence's *INTRODUCTION TO MYTHOLOGY* provides a sweeping view of worldwide mythological themes from a scholar of the overlooked and intriguing. Scottish writer Lewis Spence (1874-1955) was a respected authority on worldwide myths, legends, folklore, and occult subjects, and wrote more than forty books, including *ENCYCLOPEDIA OF OCCULTISM*, *THE POPUL VUL*, *THE HISTORY OF ATLANTIS*, *THE MAGIC AND MYSTERIES OF MEXICO*, *ANCIENT EGYPTIAN MYTHS AND LEGENDS*, *FAIRY TRADITION IN BRITAIN*, and *THE MAGIC ARTS IN CELTIC BRITAIN*.

An Introduction to Mythology

The literary critic defends the importance of Western literature from Chaucer and Shakespeare to Kafka and Beckett in this acclaimed national bestseller. *NOMINATED FOR THE NATIONAL BOOK CRITICS CIRCLE AWARD* Harold Bloom's *The Western Canon* is more than a required reading list—it is a "heroically brave, formidably learned" defense of the great works of literature that comprise the traditional Western Canon. Infused with a love of learning, compelling in its arguments for a unifying written culture, it argues brilliantly against the politicization of literature and presents a guide to the essential writers of the western literary tradition (*The New York Times Book Review*). Placing William Shakespeare at the "center of the canon," Bloom examines the literary contributions of Dante Alighieri, John Milton, Jane Austen, Emily Dickenson, Leo Tolstoy, Sigmund Freud, James Joyce, Pablo Neruda, and many others. Bloom's book, much-discussed and praised in publications as diverse as *The Economist* and *Entertainment Weekly*, offers a dazzling display of erudition and passion. "An impressive work...deeply, rightly passionate about the great books of the past."—Michel Dirda, *The Washington Post Book World*

The Western Canon

Originally published in 1983, Leo Steinberg's classic work has changed the viewing habits of a generation. After centuries of repression and censorship, the sexual component in thousands of revered icons of Christ is restored to visibility. Steinberg's evidence resides in the imagery of the overtly sexed Christ, in *Infancy* and again after death. Steinberg argues that the artists regarded the deliberate exposure of Christ's genitalia as an affirmation of kinship with the human condition. Christ's lifelong virginity, understood as potency under check, and the first offer of blood in the circumcision, both required acknowledgment of the genital organ. More than exercises in realism, these unabashed images underscore the crucial theological import of the Incarnation. This revised and greatly expanded

edition not only adduces new visual evidence, but deepens the theological argument and engages the controversy aroused by the book's first publication.

The Sexuality of Christ in Renaissance Art and in Modern Oblivion

This book covers all Australian science fiction and fantasy authors, books and stories, as well as important magazines, sub-genres and works published electronically.

Godling

Centuries ago, the land of Gameryah was saved from the forces of the Ice King by the Silver Serpent. Now the frost marches again and three young villagers set off on a perilous quest to recover the legendary weapon. Join Shanis Malan, a rebellious young woman, Oskar Klehn a bookish misfit, and Hierm Van Derin, an outcast second son, in a classic fantasy in the tradition of David Eddings and Robert Jordan, filled with magic, intrigue, and adventure! This boxed set includes the complete Absent Gods trilogy plus a bonus short story, The Glyphs of Riza. The Silver Serpent The frost creeps again... Taught the sword from childhood, Shanis Malan's only dream is to be a soldier, but a woman cannot join the Galdoran army. She thinks her dream has come true when Prince Lerryn hosts a tournament in her town, but tragedy drives her and her friends from their home and sends them on a quest for a legendary artifact that can save the world from the minions of the Ice King. Join Shanis and her friends on a perilous search for the Silver Serpent. Keeper of the Mists Evil rises. Destiny, or perhaps mere chance, has chosen Shanis Malan to be the bearer of the Silver Serpent, the one prophesied to bring and end to years of clan war. But as Shanis seeks to fulfill her destiny, a pretender rises in the east and enemies invade her homeland. Will she choose the path that leads her back to the place she loves, or will she accept her fate and face the Keeper of the Mists? David Debord's memorable series continues in book two of The Absent Gods! The Gates of Iron The Frostmarch has come! Shanis Malan must unite her broken nation and unlock the secret of the Silver Serpent. With Galdora at war, Larris must unravel a conspiracy that threatens his nation from the inside. Oskar enters the order of saikurs, but does the secret to victory over the Ice King lie hidden behind the Gates of Iron? Powerful forces collide and secrets are revealed in the thrilling conclusion to The Absent Gods! "An enjoyable blend of adventure, intrigue, and humor. Fans of Terry Brooks and David Eddings could easily enjoy The Silver Serpent." Fantasy Book Critic "A superb story told believably and unpretentiously by a superb new author." Hugo Award Winner Ron Miller

The Popular Religion and Folk-lore of Northern India

The Bard's Blade is the start of the new Sorcerer's Song fantasy adventure series from Brian D. Anderson, bestselling author of The Godling Chronicles and Dragonvein. Mariyah enjoys a simple life in Vylari, a land magically sealed off from the outside world, where fear and hatred are all but unknown. There she's a renowned wine maker and her betrothed, Lem, is a musician of rare talent. Their destiny has never been in question. Whatever life brings, they will face it together. Then a stranger crosses the wards into Vylari for the first time in centuries, bringing a dark prophecy that forces Lem and Mariyah down separate paths. How far will they have to go to stop a rising darkness and save their home? And how much of themselves will they have to give up along the way? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The MUP Encyclopaedia of Australian Science Fiction & Fantasy

"The Rincewind Trilogy" is a bumper volume containing the complete text of two novels and one novella, all starring one of the Discworld's most popular characters: the Wizard Rincewind and his irrepressible - and quite intractable - Luggage.

The Absent Gods Trilogy

With old enemies vanquished, new heroes emerge. Sir Torsten Unger must deal with the aftermath of the Drav Cra's failed occupation of Yarrington. But with so much power up for grabs, old enemies begin to show their faces from the darker corners of the city. Desperate to find Sora, Whitney Fierstown joins a traveling troupe of entertainers in order to secure safe passage to Yaolin, where he believes he can find her. What seems like a simple journey, however, when Whitney finds himself growing too close to his new companions and must choose between saving them from certain death, or continuing on his own. In the south, a new warrior rises up to fight in the name of her father, Muskigo Ayerabi. It will take

everything she has to prove that the time of the Shesaitju has come as he once taught her. Don't miss the highly anticipated 4th Book in the epic and unpredictable Buried Goddess Saga.

The Bard's Blade

The end is coming. It's time to make a last stand... Whitney, Lucindur and the others couldn't stop Nesilia from returning in a new form. Many died in their failed attempt, but not all hope was lost. Sora is free and more powerful than ever, ready for vengeance against the Buried Goddess. Together, they'll have one last shot at stopping her, but it may be too late. Nesilia's army tears across Pantego, killing everything in their path. The Drav Cra stand with her under Freydis, Babrak leads a Shesaitju fleet in her name. Demons and monsters from Elsewhere are slaves to her will. In order to have any chance of fighting back, Sir Torsten Unger and Caleef Mahraveh arrange a marriage in an effort to unite their rival kingdoms. But if the people of Pantego can't come together once and for all, Nesilia will drown all the world in darkness. Will anyone survive this final battle? Find out in the epic conclusion to the Buried Goddess Saga that promises to take your breath away.

Holy Himalaya

All ten volumes of New York Times bestselling author Steven Erikson's epic fantasy series featuring vast legions of gods, mages, humans, and dragons battling for destiny of the Malazan Empire are collected together in one e-Book bundle. In this epic fantasy series, Erikson draws on his twenty years of experience as an anthropologist and archaeologist, as well as his expert storytelling skills. The Complete Malazan Book of the Fallen includes: Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Folk-lore in the Old Testament

Set the scene for the Serpent's Skull Adventure Path or paint a vivid backdrop for thousands of untold wilderness adventures with this wide-ranging jungle campaigning sourcebook. Learn the terrible secrets that lurk below the darkened canopy of the Screaming Jungle, dare the treacherous territory of the Gorilla King, and explore the fallen air-cities of long-dead cultures! Discover the secrets to surviving in the hostile Mwangi Jungle -- and how to make it a memorable threat for players. Unearth lore about the strange creatures who live in the Mwangi expanse and their even stranger deities. All this and more awaits in this overview of the Mwangi Expanse, an unmapped green hell in the southern reaches of the Pathfinder Chronicles Campaign Setting.

The Rincewind Trilogy

Celebrated religious and social historian Rodney Stark traces the extraordinary rise of Christianity through its most pivotal and controversial moments to offer fresh perspective on the history of the world's largest religion. In *The Triumph of Christianity*, the author of *God's Battalions* and *The Rise of Christianity* gathers and refines decades of powerful research and discovery into one concentrated, concise, and highly readable volume that explores Christianity's most crucial episodes. The unique format of *Triumph of Christianity* allows Stark to avoid dense chronologies and difficult back stories, bringing readers right to the heart of Christian history's most vital controversies and enduring lessons.

Way of Gods

Word of Truth