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Those charged with protecting the human realm must brave the perils of sorcerous magic, political intrigue, and dire prophecy as they search for the truth behind ancient legend to uncover a way to defeat an all-powerful enemy. More than a millennium after the human race forges an uneasy stalemate against the demonic human-psyche feeders known as the fae, a pain-hungry demon called Calesta declares war on all living beings. Reprint. Three centuries ago, the sorcerer Gerald Tarrant abandoned his humanity to join the ranks of the undead, sustaining himself on the blood of the living. Now he heads north in search of a legend. For it is said there is a Forest where the fae has become so powerful that it devours all who enter it, and he means to test his power. This prequel novella to C. S. Friedman's bestselling Coldfire trilogy (Black Sun Rising, When True Night Falls, Crown of Shadows) offer fans of the series a tale of Tarrant's secret history, while new readers will enjoy a chilling introduction to one of High Fantasy's most fascinating-and deadly-worlds. While studying with her teacher Frostpine in the northern land of Namorn, Daja helps the twin daughters of her host family discover their own magic and uses her powers to track a deadly arsonist. The young peasant woman Kamala has proven strong and determined enough to claim the most powerful Magister sorcery for herself-but now the Magisters hunt her for killing one of their own. Her only hope of survival lies in the northern

Protectorates, where spells are warped by a curse called the Wrath that even the Magisters fear. Originally intended to protect the lands of men from creatures known only as souleaters, the Wrath appears to be weakening -- and the threat of this ancient enemy is once more falling across the land. In the High Kingdom of Danton Aurelius, magisters from across the known world are gathering for an unusual meeting. The High King's son is dying of an apparently incurable wasting disease, and he has charged them with providing an explanation and a cure. There is a mystery here, but not the one the High King thinks: the magisters know the cause of the prince's illness but they dare not reveal it for fear that it will expose the secret at the heart of their order. No, the mystery is not what is responsible, but who. . . Now the magisters must embark upon a manhunt, racing against time, before the High King learns the truth. But they have not counted on the young prince's determination to control his own fate, nor on the existence of Kamala, a young woman schooled in their own arts, who will soon shake the world to its very roots. The final book in the action-filled urban fantasy Dreamwalker trilogy follows Jessica Drake as she navigates the dangerous landscape of distant worlds and dimensions. When Jessica Drake learned that her DNA didn't match that of her parents, she had no idea that investigating her true heritage would put her family's lives in danger, and ultimately force her to cross into another world. There, in an alternate Earth dominated by individuals with frightening mental powers called Gifts, Jessica learned of a curse within her blood, one so terrifying that all who possessed it were destroyed on sight. For she is a Dreamwalker, and the same dark Gift that allows her to enter the dreams of others will eventually destroy her mind and spread insanity to all around her. Now the deadly wraiths known as reapers, created to hunt down the last Dreamwalkers, are starting to

target her family. In order to destroy them she must seek out a mysterious shapeshifting tower where the secret of the reapers' creation—and her own Dreamwalker heritage—can be found. Joining forces once more with the ex-Shadow Isaac and loremaster Sebastian, she travels to the Badlands, a region on the alternate Earth from which no traveler has ever returned. But her efforts to unlock the secrets of the past will soon ignite the flames of an ancient war, as the dead and the undead gather to fight their final battle against the Dreamwalkers—with Jessica and Isaac on the front lines, and the fate of her entire homeworld at stake. In a world where the price of magic is life itself, a group of seemingly immortal sorcerers appear to have cheated the system. And now Kamala has breached their secrets, she seeks to join their ranks as the first female Magister. But they would rather see her dead, forcing her to flee to the frozen north. There Kamala will find an evil far greater than a sorcerer's enmity, and will hear a dire prediction of a future war. In a past age, an ancient bloodline was cultivated to stand in the path of darkness. Now its warriors must unearth the truth at the heart of the legends, and stand firm against an enemy that brought mankind to the very edge of destruction. And Kamala must join their battle. A return to the world of This Alien Shore, set in the second age of stellar colonization. A computer with human-like qualities of artificial intelligence develops criminal obsessions and takes over the completely automated home of Susan Harris Dark Ages: Vampire takes you to the nights before the Camarilla, when kine truly had reason to be afraid of the dark. The vampires of this bygone age ride the dark as lords, play their games with the crowned heads of Europe, and travel to the mysterious lands of the East as they wage their ages-old war. The diablerie of saulot, the waking of Mithras, the destruction of Michael the patriarch, the return of the Dracon -- it all

means the time of reflection is over. The Inquisition stirs and the time to act is now. Across Europe, monarchs of the night set princes and barons at each other's undying throats. Young vampires take to the field ready to claim their domain and become powerful lords in their own right. Blood calls to blood. A version of the Book of Nod never before seen by mortal eyes. Over a millennium ago, Erna, a seismically active yet beautiful world was settled by colonists from far-distant Earth. But the seemingly habitable planet was fraught with perils no one could have foretold, and the colonists found themselves caught in a desperate battle for survival against the fae, a terrifying natural force with the power to prey upon the human mind itself, drawing forth images from a person's worst nightmare or most treasured dreams and indiscriminately giving them life. Twelve centuries after fate first stranded the colonists on Erna, mankind has achieved an uneasy stalemate, and human sorcerers manipulate the fae for their own profit, little realising that demonic forces which feed upon such efforts are rapidly gaining in strength. Now, as the hordes of the dark fae multiply, four people - Priest, Adept, Apprentice and Sorcerer - are about to be drawn inexorably together for a mission which will force them to confront an evil beyond their imagining, in a conflict which will put not only their own lives but the very fate of humankind in jeopardy ... When Jessica Drake learned that her DNA didn't match that of her parents, she had no idea that the search for her heritage would put her family's lives in danger, or force her to cross into another world. In an alternate Earth dominated by individuals with unnatural powers called Gifts, Jessica learned that there was a curse within her blood, one so feared that all who possessed it were destroyed on sight. For she was a Dreamwalker, and the same dark Gift that would allow her to enter the dreams of others would eventually destroy her

mind and spread insanity to all those around her. Now she is back with her family, but there is no peace to be found. Her childhood home has been destroyed, her mother's mind is irreparably damaged, and the Gift of the Dreamwalkers is beginning to manifest in her in terrifying ways. When a stranger invades her dreams and creatures from her nightmares threaten to cross into the waking universe, Jessica knows she must return to the alternate Earth where she was born and seek allies... even if doing so means she must bargain with those she fears the most. Dreamseeker is the gripping sequel to C.S. Friedman's Dreamwalker. The Wild Hunt is stirring - and the dragons are finally waking from their long sleep... Cat Barahal was the only survivor of the flood that took her parents. Raised by her extended family, she and her cousin, Bee, are unaware of the dangers that threaten them both. Though they are in beginning of the Industrial Age, magic - and the power of the Cold Mages - still hold sway. Now, betrayed by her family and forced to marry a powerful Cold Mage, Cat will be drawn into a labyrinth of politics. There she will learn the full ruthlessness of the rule of the Cold Mages. What do the Cold Mages want from her? And who will help Cat in her struggle against them? In Conquest Born is the monumental science fiction epic that received unprecedented acclaim—and launched C.S. Friedman's phenomenal career. A sweeping story of two interstellar civilizations—locked in endless war, it was nominated for the John W. Campbell Award. Kamala, a peasant woman well-versed in powerful magic, is sought by the Magister sorcerers for murder and flees to the northern Protectorates where a curse called the Wrath warps her spells. This lauded work of science fiction and New York Times Notable Book of the Year explores a universe where genetic mutations have allowed certain individuals to traverse the stars. It is the second stage of human colonization—the first age, humanity's initial



attempt to people the stars, ended in disaster when it was discovered that Earth's original superluminal drive did permanent genetic damage to all who used it—mutating Earth's far-flung colonists in mind and body. Now, one of Earth's first colonies has given humanity back the stars, but at a high price—a monopoly over all human commerce. And when a satellite in Earth's outer orbit is viciously attacked by corporate raiders, an unusual young woman flees to a ship bound for the Up-and-Out. But her narrow escape does not mean safety. For speeding across the galaxy pursued by ruthless, but unknown adversaries, this young woman will discover a secret which is buried deep inside her psyche—a revelation the universe may not be ready to face.... "When deep-space travel altered the genes of the first interstellar colonists, Earth abandoned them. But some of the colonies survived, and a new civilization of mental and physical 'Variants' has been established, centered around clusters of space stations known as the outworlds. Now the unthinkable has happened: a suicide assault has destroyed the life support system of a major waystation. All that is known about the young men responsible is that in their last living moments they were receiving messages from an uninhabited sector of space, and were playing a virtual reality game. Two unlikely allies have joined forces to investigate the incident: Ru Gaya, a mercenary explorer with a taste for high risk ventures, and game designer Micah Bello, who must find the parties responsible for the attack in order to clear his name"-- Unlikely allies Damien and Tarrant are faced with an enemy who may prove invulnerable—a demon who has declared war on mankind. Called Calesta, he is a master of illusion and devourer of pain, and he plans to remake the human species until it exists only to sate his unquenchable thirst for suffering. The war against Calesta will take Damien and Tarrant from the depths of Hell to the

birthplace of demons and beyond—in a battle that could cost them not only their lives, but the very soul of mankind. *Crown of Shadows* is the stunning conclusion to C. S. Friedman's *Coldfire* trilogy. Sabriel meets Romeo and Juliet in this stunning and atmospheric novel—the first in a duology—from the author of *Cruel Beauty* and *Crimson Bound*. When the mysterious fog of the Ruining crept over the world, the living died and the dead rose. Only the walled city of Viyara was left untouched. The heirs of the city's most powerful—and warring—families, Mahyanai Romeo and Juliet Catresou, share a love deeper than duty, honor, even life itself. But the magic laid on the Juliet at birth compels her to punish the enemies of her clan—and Romeo has just killed her cousin Tybalt. Which means he must die. Paris Catresou has always wanted to serve his family by guarding the Juliet. But when his ward tries to escape her fate, magic goes terribly wrong—killing her and leaving Paris bound to Romeo. If he wants to discover the truth of what happened, Paris must delve deep into the city, ally with his worst enemy . . . and perhaps turn against his own clan. Mahyanai Runajo only wants to protect her city—but she's the only one who believes it's in peril. In her desperate hunt for information, she accidentally pulls Juliet from the mouth of death—and finds herself bound to the bitter, angry girl. Runajo quickly discovers Juliet might be the one person who can help her recover the secret to saving Viyara. Both pairs will find friendship where they least expect it. Both will find that Viyara holds more secrets and dangers than anyone ever expected. And outside the walls, death is waiting. . . . Includes excerpt from *Dreamseeker* (pages 347-360). **A DARK ENEMY. AN ANCIENT WAR. A NEW CHAMPION.** Young Malian is being trained to rule. Her people garrison the mountain range known as the Wall of Night against an ancient enemy, keeping a tide of shadow from the rest of

their world. Malian is expected to uphold this tradition, yet she's known little of real danger until the enemy attacks her fortress home and the Keep of Winds becomes a bloodbath. Malian flees deep into the Old Keep - and when the danger is greatest her own hidden magic flares into life. But if she accepts its power, she must prepare to pay the price. 'The Heir of Night by Helen Lowe is a richly told tale of strange magic, dark treachery and conflicting loyalties, set in a well realized world' - Robin Hobb 'Dark and magical... The Heir of Night is a grand entrance'

TheBookBag.co.uk The start of an incredibly addictive new fantasy series - perfect for readers of Trudi Canavan, Karen Miller and Brent Weeks. When Jessica Drake learns that her DNA doesn't match that of her parents, she has no idea that the search for her heritage will put her family's lives in danger, or force her to cross into another world--an alternate Earth dominated by individuals with unnatural powers called Gifts. There she learns she's a Dreamwalker--and there's a curse within her blood so feared that all who possess it are destroyed on sight. A new trilogy of epic adventure from one of the finest writers in modern fantasy C.S. Friedman, acclaimed author of The Coldfire Trilogy, returns to the epic style which has made her one of the most popular fantasy writers in the genre. In this first book of the trilogy, Friedman introduces readers to a world of high fantasy, replete with vampire-like magical powers, erotic interludes, treachery, war, sorcery, and a draconic creature of horrific power and evil that will have readers eagerly awaiting the next novel in the series. Cat Barahal and her beloved cousin Bee think they have reached a safe place to shelter. But the Cold Mages who are conspiring to take them prisoner are closing in. The warlord who hopes to conquer all Europa is convinced their destiny is to aid him, whether they want to or not. And the man Cat was forced to marry is back, as vainly arrogant and

annoyingly handsome as ever. Worst of all, as Hallows' Night approaches, powers hidden deep within the spirit world are rising. Cat must seek allies against these threats and figure out who to trust, for if she makes the wrong choices, she'll lose everything. Only one thing is certain. When Hallows' Night comes the Wild Hunt will ride- and it feeds on mortal blood. In the first installment of the exciting Dragon Kingdom of Wrenly graphic novel series, the scarlet dragon Ruskin's bravery is put to the test when a curse threatens his kingdom. As the pampered pet dragon of the Prince of Wrenly, Ruskin has never known life beyond the walls of the palace. Until the day a young dragon from Crestwood comes to the palace to plead for help. An evil curse has been unleashed in Crestwood and threatens to destroy all of Wrenly. Ruskin has a choice to make: stay safe at home in the palace, or try to help save his kingdom. For Ruskin, there is no choice. He knows he has to try and help if he can. What Ruskin and his new dragon friends don't yet realize is that the curse was awoken for one reason only—to put Ruskin in harm's way. The mission to reverse the curse is far more dangerous than anyone realizes...in fact, it's seemingly impossible. Why is Ruskin the target of these shadowy forces? And how far is Ruskin willing to go to save his kingdom? Over a millennium ago, Erna, a seismically active yet beautiful world was settled by colonists from far-distant Earth. But the seemingly habitable planet was fraught with perils no one could have foretold. The colonists found themselves caught in a desperate battle for survival against the fae, a terrifying natural force with the power to prey upon the human mind itself, drawing forth a person's worst nightmare images or most treasured dreams and indiscriminately giving them life. Twelve centuries after fate first stranded the colonists on Erna, mankind has achieved an uneasy stalemate, and human sorcerers manipulate

the fae for their own profit, little realizing that demonic forces which feed upon such efforts are rapidly gaining in strength. Now, as the hordes of the dark fae multiply, four people—Priest, Adept, Apprentice, and Sorcerer—are about to be drawn inexorably together for a mission which will force them to confront an evil beyond their imagining, in a conflict which will put not only their own lives but the very fate of humankind in jeopardy. When a gruesome murder takes place in Braden Heights, Indiana, the local authorities suspect the disemboweled and eyeless corpse is the result of an animal attack. But when another body is discovered, the eyes gouged out, Sam, Dean and Castiel start looking for connections between the victims—and discover both men were soon-to-be fathers. As the boys hunt the killer, they unearth the town's troubled past, and secrets some would prefer stay buried forever. A brand-new Supernatural novel, set during season 10, that reveals a previously unseen adventure for the Winchester brothers, from the hit CW series! A new trilogy of epic adventure from one of the finest writers in modern fantasy C.S. Friedman, acclaimed author of *The Coldfire Trilogy*, returns to the epic style which has made her one of the most popular fantasy writers in the genre. In this first book of the trilogy, Friedman introduces readers to a world of high fantasy, replete with vampire-like magical powers, erotic interludes, treachery, war, sorcery, and a draconic creature of horrific power and evil that will have readers eagerly awaiting the next novel in the series. 'This is a truly excellent fantasy and an epic beginning for a new trilogy' *Locus* One woman will either save an entire continent or completely destroy it in a captivating epic fantasy bursting with intrigue and ambition, questioned loyalties, and broken magic. 'Guard the tower, ward the stone. Find your answers writ in bone. Keep your trust through wits or war--nothing must unseal the door.' Deep within

Gloamingard Castle lies a black tower. Sealed by magic, it guards a dangerous secret that has been contained for thousands of years. As Warden, Ryxander knows the warning passed down through generations: nothing must unreal the Door. But one impetuous decision will leave her with blood on her hands--and unleash a threat that could doom the world to fall to darkness. 'A must-read for lovers of high fantasy' C. L. Polk, World Fantasy Award-winning author Witchmark 'The Obsidian Tower is a masterpiece of character driven fantasy . . . I was enthralled from the first page ' Fantasy Book Review 'With this novel, Melissa Caruso solidifies herself as one of my favourite authors. The Obsidian Tower is a masterpiece of character driven fantasy . . . I was enthralled from the first page' Fantasy Book Review The debate surrounding the Christian aspects of C.S. Lewis's *The Chronicles of Narnia*, J.R.R. Tolkien's *The Lord of the Rings*, Philip Pullman's *His Dark Materials* and J.K. Rowling's *Harry Potter* has revealed not only the prominence of religious themes in fantasy fiction, but also readers' concerns over portrayals of religion in fantasy. Yet while analyses of these works fill many volumes, other fantasy series have received much less attention. This critical study explores the fantastic religions and religious themes in American and Canadian works by Stephen R. Donaldson (*Chronicles of Thomas Covenant*), Guy Gavriel Kay (*Fionavar Tapestry*), Celia S. Friedman (*Coldfire Trilogy*), and Brandon Sanderson (*Mistborn*). References to biblical tradition and Christian teachings reveal these writers' overall approach to Christianity and the relationship between Christianity and the fantasy genre. A man on a mission must come to terms with his forgotten past in this gripping thriller from #1 New York Times bestselling author Dean Koontz. In Portland, he saved a young boy from a drunk driver. In Boston, he rescued a child from an underground explosion.

In Houston, he disarmed a man who was trying to shoot his own wife. Reporter Holly Thorne was intrigued by this strange quiet savior named Jim Ironheart. She was even falling in love with him. But what power compelled an ordinary man to save twelve lives in three months? What visions haunted his dreams? And why did he whisper in his sleep: There is an Enemy. It is coming. It'll kill us all...? A small group of humans must confront the horrors of fae, a terrifying natural force with the power to prey upon people's minds. By the author of *Black Sun Rising*. Three hundred years had passed since the Tyr conquered the people of Earth as they had previously overcome numerous races throughout the galaxy. In their victory they had taken the very heart out of the human race, isolating the true individualists, the geniuses, all the people who represented the hopes, dreams, and discoveries of the future, and imprisoning them in dome colonies on planets hostile to human life. There the Tyr, a race which itself shared a unified gestalt mind, had left these gifted individuals to work on projects which would, the conquerers hoped, reveal all of human kind's secrets to them. Yet Daetrin's secret as one no scientist had ever uncovered, for down through the years he had succeeded in burying it so well that he had even hidden his real nature from himself. But, taken into custody by the Tyr, there was no longer any place left for Daetrin to run, no new name and life for him to assume. Now he would at last be forced to confront the truth about himself—and if he failed, not just Daetrin but all humans would pay the price... The tribal Braxaná-created to become the ultimate warriors. The Azeans-raised to master the power of the mind. Two civilizations fighting an endless war over a long-forgotten cause. Now, after a century and a half, the legacy of their greatest military leaders threatens to tear apart both empires. Locus Award for Best First Novel winner Hugo Award for

Best Novel finalist Nebula Award for Best Novel finalist David Gemmell Morningstar Award finalist "Ahmed is a master storyteller in the grand epic tradition." —N. K. Jemisin *The Crescent Moon Kingdoms*, home to djenn and ghuls, holy warriors and heretics, are at the boiling point of a power struggle between the iron-fisted Khalif and the mysterious master thief known as the Falcon Prince. In the midst of this brewing rebellion a series of brutal supernatural murders strikes at the heart of the Kingdoms. It is up to a handful of heroes to learn the truth behind these killings. Doctor Adoulla Makhslood, "the last real ghul hunter in the great city of Dhamsawaat," just wants a quiet cup of tea. Three score and more years old, he has grown weary of hunting monsters and saving lives, and is more than ready to retire from his dangerous and demanding vocation. But when an old flame's family is murdered, Adoulla is drawn back to the hunter's path. Raseed bas Raseed, Adoulla's young assistant, is a hidebound holy warrior whose prowess is matched only by his piety. But even as Raseed's sword is tested by ghuls and manjackals, his soul is tested when he and Adoulla cross paths with the tribeswoman Zamia. Zamia Badawi, Protector of the Band, has been gifted with the near-mythical power of the lion-shape, but shunned by her people for daring to take up a man's title. She lives only to avenge her father's death. Until she learns that Adoulla and his allies also hunt her father's killer. Until she meets Raseed. When they learn that the murders and the Falcon Prince's brewing revolution are connected, the companions must race against time-and struggle against their own misgivings-to save the life of a vicious despot. In so doing they discover a plot for the Throne of the Crescent Moon that threatens to turn Dhamsawaat, and the world itself, into a blood-soaked ruin. Sabriel meets Romeo and Juliet in the stunning sequel to *Bright Smoke, Cold Fire*—from Rosamund



Hodge, the author of *Cruel Beauty* and *Crimson Bound*. In the last days of the world, the walls of Viyara are still falling, and the dead are rising faster than ever. Juliet is trapped—ordered by Lord Ineo of the Mahyanai to sacrifice the remaining members of her family, the Catresou, to stave off the end of the world. Though they're certain his plan is useless, Juliet and her former friend Runajo must comply with Lord Ineo's wishes—unless they can discover a different, darker path to protecting Viyara. Romeo is tortured: Finally aware that his true love is alive, he is at once elated and devastated, for his actions led directly to the destruction of her clan. The only way to redemption is to offer his life to the Catresou to protect and support them . . . even if it means dying to do so. When Romeo's and Juliet's paths converge once again, only a journey into Death will offer answers and the key to saving them all—but is it a journey either of them will survive? Blending science fiction and fantasy, the second book of the Coldfire Trilogy continues a dark tale of an alien world where nightmares are made manifest. Two men, absolute enemies, must unite to conquer an evil greater than anything their world has ever known. One is a warrior priest ready to sacrifice anything and everything for the cause of humanity's progress; the other, a sorcerer who has survived for countless centuries by a total submission to evil. In their joint quest, both will be irrevocably changed. When *True Night Falls* is the sequel to C. S. Friedman's acclaimed *Black Sun Rising*. Award-winning artist Whelan has illustrated the work of almost every major author in speculative fiction. Here are featured all the artist's major recent paintings, as well as a series of 25 never-before-seen works produced especially for this book. Over 100 full-color reproductions. For more than a millennium now Erna's humans have maintained an uneasy stalemate with the fae, that treacherous force of nature which feeds on the human psyche.

Adepts and sorcerers work the fae for their own profit, while the demonic creatures who feed upon such efforts rapidly gain in power and ambition. Now one of these demons, a Iezu called Calesta, has declared war on all of mankind. Master of illusion, devourer of pain, he plans to remake the human species until mankind exists only to sate his unquenchable thirst for suffering, and omens of his triumph are already apparent. Only Damien Vryce, warrior-priest of the One God, and his unlikely ally, the undead sorcerer Gerald Tarrant stand between Calesta and his triumph. Nothing short of the demon's absolute destruction will save mankind from his unholy influence. But no one on Erna is certain just what the Iezu really are and no man has ever succeeded in killing one. Faced with an enemy who may prove invulnerable, Damien and Tarrant must risk everything in a war that will take them from the depths of Hell to the birthplace of demons and beyond—in a battle which could cost them not only their lives, but the very soul of all mankind.

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