

## The Golden Torc (Saga Of The Exiles Book 2)

The Many-Colored Land, the first volume in Julian May's dazzling series of science fiction-fantasy novels, began with a des perate act of exile. A group of talented misfits from a future society chose to pass through a time-portal into the unknown dangers of a world six million years past, the world of the Pliocene. They emerged in a proto-Europe inhabited by two extraterrestrial races — the chivalric Tanu and the dwarfish, forest-dwelling Firvulag, both of which possessed far-reaching psychic powers. The humans soon became involved in the age-old struggle between the two.T he Golden Torc picks up the story as one group of captured humans is brought to Murliah, the stately capital of the Tanu kingdom. Among them is Elizabeth Orme, who was once, in her own world, a Grand Master Metapsychic. In spite of Tanu harassment, she begins to recover her lost powers. Also in this group is Bryan Gren-fell, an anthropologist seeking his lost love. And there is Aiken Drum, an adventurer, schemer, and trickster who has the talent and ambition to become a ruler in this strange new-old world.The other human group, which has managed to overcome its Tanu guards and escape into the northern forests, includes Chief Burke, an American Indian, and Felice Uindry, an athlete gifted with certain psychic powers of her own. This group, wi t h t he ambiguous aid of the Firvu-lag, determines to launch an attack against the very heart of Tanu dominance. At the end of the Grand Combat tournament between Tanu and Kirvulag comes the astonishing climax to this astonishing novel. Fritz Leiber says the series is "altogether enchanting and engrossing." Vonda Mc-Intyre comments, "It's action-oriented and vivid"; and Joe W. Ialdeman says, "It's one of the best-thought-out futures ever encountered in science fiction."

In the year 2034, Theo Uderian, a French physicist, made an amusing but impractical discovery: the means to use a one-way, fixed-focus time warp that opened into a place in the Rhone River valley during the idyllic Pliocene Epoch, six million years ago. But, as time went on, a certain usefulness developed. The misfits and mavericks of the future—many of them brilliant people—began to seek this exit door to a mysterious past. In 2110, a particularly strange and interesting group was preparing to make the journey—a starship captain, a girl athlete, a paleontologist, a woman priest, and others who had reason to flee the technological perfection of twenty-second-century life. Thus begins this dazzling fantasy novel that invites comparisons with the work of J.R.R. Tolkien, Arthur C. Clarke, and Ursula Le Quin. It opens up a whole world of wonder, not in far-flung galaxies but in our own distant past on Earth—a world that will captivate not only science-fiction and fantasy fans but also those who enjoy literate thrillers. The group that passes through the time-portal finds an unforeseen strangeness on the other side. Far from being uninhabited, Pliocene Europe is the home of two warring races from another planet. There is the knightly race of the Tanu—handsome, arrogant, and possessing vast powers of psychokinesis and telepathy. And there is the outcast race of Firvulag—dwarfish, malev-o olent, and gifted with their own supernatural skills.

Taken captive by the Tanu and transported through the primordial European landscape, the humans manage to break free, join in an uneasy alliance with the forest-dwelling Firvulag, and, finally, launch an attack against the Tanu city of light on the banks of a river that, eons later, would be called the Rhine. Myth and legend, wit and violence, speculative science and breathtaking imagination mingle in this romantic fantasy, which is the first volume in a series about the exile world. The sequel, titled The Golden Torc, will follow soon.

The Many-Coloured Land' begins Julian May's epic odyssey set in Earth's Pliocene Era. A group of misfits and mavericks are preparing to leave behind everything they have known.

The Lost Treasure of Annwn is the fourth in the magical six-book Jack Brenin series. Jack's adventures continue as he is required to take sole responsibility for finding and remaking a lost treasure to prove that he is the rightful heir to the throne of Annwn. Written for readers aged 8 to 11

the Jack Brenin series continues in The Oak Lord.

Heir of Fire

The Golden Torc: Exiles 2

A Secret Histories Novel

Ironcrown Moon

Saga of the Pliocene #02

Quests are overrated. All his life, Prince Rupert thrilled in the glorious exploits of his royal ancestors. Finally embarking on his own heroic journey, Rupert realizes there ' s a lot the minstrels leave out of their songs. On the hunt for a mythical dragon, besieged by demons, and navigating the cursed Darkwood with a smart-mouthed unicorn, Rupert is becoming somewhat disenchanted with legends. But even if he succeeds, peril awaits, because the king never intended for his spare heir to return from this fool ' s errand. Now, with the help of a few unusual allies, Rupert must make up the story as he goes—outmaneuvering assassins, thwarting the voracious spread of the Darkwood, and grappling with rumors of a powerful evil ' s return. Rupert may not be the hero Forest Kingdom wanted, but at this rate, he ' s the only one they ' re going to get. New York Times bestselling author Simon R. Green ' s trademark wit and genre-twisting narrative sparkles in Blue Moon Rising, the first book of The Forest Kingdom series.

From the author of The Many-Colored Land comes the saga of a land beyond the horizon, where the quest for power is eternal, where magic and mystery are feared above all, and one man sought to reign. On a remote island, far in the Boreal Sea, four kingdoms have struggled against one another since time out of mind. Most mysterious is the marshland kingdom of Moss—feared by the others and ruled by the Sorcerers. Soon, all will be put in peril ' s way. In recent years, three of the kingdoms have suffered fearsome volcanic eruptions that choke crops, famine among people, and an ailing leader on his deathbed. Only Moss, poverty-stricken and desolate at the best of times, seems untroubled. But Prince Conrig of Cathra, who waits patiently as his father, the king, wastes slowly away, is in league with his lover, the seductive sorceress Princess Ullanoth of Moss. And if their secret alliance succeeds in its goal, the warring kingdoms of High Blenholm will be united once and for all—under the iron hand of one supreme ruler.

Jame is a Kencyr. Kencyrs are not native to the planet where they now live. For thirty centuries they have been the weapon that their Three-Faced God has used against the power of the Perimal Darkling. And though they have fought well, the Darkling has come to planet after planet, and the Kencyrs have moved on. Jame knows this as she stumbles out of the hilly, barren Haunted Lands into the city of Tai-tastigon. But she knows little else. She does not remember what has been or what she has done for the last ten years of her life. Her memory goes back only a week or two¼to finding her home destroyed and all her family dead. In Tai-tastigon Jame begins a new life that seems to be at odds with all that the Kencyrs stand for. Kencyrs are honest and just, but Jame becomes an apprentice to the most renowned thief in the powerful Thieves' Guild. Kencyrs are confirmed monotheists, yet Jame explores the rituals and activities of the thousands of gods, temples and untempled, in this religious center, she even kills a god and then resurrects him. And at the inn, the Res ab'yrre, where she lives, she finds herself using the most sacred dances of her people, dances she does not even remember learning, for the entertainment and sometimes the destruction of the inn's patrons. Within herself, Jame finds power she does not want and doubts she defies her heredity to harbor. She moves through the rich and bloody street of Tai-tastigon like a hot spice. Her proings, to find herself and to discover what her powers mean to her and her people, combined with influences already at work, very nearly destroy the city. And yet, they bring her face to face with a destiny she must accept. This is the first of several books. At the publisher's request, this title is sold without DRM (Digital Rights Management).

AD. 2110 nearly 100,000 humans had fled the civilized strictures of the Galactic Milieu for the freedom they thought existed at the end of the one-way time tunnel to Earth, six million B.C. But all of them had fallen into the hands of the Tanu, a humanoid race who'd fled their own galaxy to avoid punishment for their barbarous ways. And now the humans had made the Tanu stronger than the Firvulag, their degenerate brethren and ritual antagonists. Soon the Tanu would reign supreme. Or so they thought. . . .

Beowulf

The Dragon Masters

From Hell With Love

The Knight and Knave of Swords

To Your Scattered Bodies Go

The 21st century was drawing to a close, and metapsychic humankind was poised at last to achieve Unity -- to be admitted into the group mind of the already unified alien races of the Galactic Milieu. But a growing corps of rebels was plotting to keep the people of Earth forever separate in the name of human individuality. And the rebels had a secret supporter: Fury, the insane metapsychic creature that would stop at nothing to claim humanity for itself. Fury's greatest enemy was the mutant genius Jack the Bodiless, whose power it craved. But Jack would never be a tool for Fury. . . . And so it turned to Dorothea Macdonald, a young woman who had spent a lifetime hiding her towering mindpowers from the best mind readers of the Milieu. But she could not hide them from Fury -- or from Jack. Time and again she rejected their advances, unwilling to be drawn into the maelstrom of galactic politics or megalomaniacal dreams. And in the end, no one -- not Jack, not Fury, not even the Galactic Milieu -- would be a match for the awesome powers of the girl who would come to be called Diamond Mask. . . .

A gripping sf adventure from the acclaimed author of The Pliocene Exile series.

The second installment of an all-new saga--begun in "Conqueror's Moon"--of a land beyond the horizon, where the quest for power is eternal, where magic and mystery are feared above all, and one man seeks to reign.

They have embraced the past to escape the future. A small group journeyed through a time-gate into Europe's prehistoric past. Yet this supposedly unspoilt sanctuary holds two alien races locked in combat. In a world where the human-like Tanu have the upper hand, Elizabeth Orme soon encounters trouble. When they find she possesses rare mind powers, they want her for their own. She won't be used as a pawn in a Tanu versus Firvulag war, but Aiken Drum can't wait to get involved. Aiken discovers the Tanu's mind-enhancing torcs have given him his own powerful abilities. And it's not long before he devises a plan to challenge the Tanu's leader - for rule of the Many-Coloured Land itself. But another faction seeks the slaughter of all humans, and he stands in their path.

Tacitus, Annals, 15.20–23, 33–45

The Nonborn King : The Adversary

Sagittarius Whorl

God Stalk

The final book in the seminal sword and sorcery series featuring Fafhrd and the Gray Mouser from the Grand Master of Science Fiction and Fantasy. The highly regarded British horror author Ramsey Campbell called Fritz Leiber "the greatest living writer of supernatural horror fiction." Drawing many of his own themes from the works of Shakespeare, Edgar Allan Poe, and H. P. Lovecraft, master manipulator Fritz Leiber is a worldwide legend within the fantasy genre, actually having coined the term sword and sorcery that would describe the subgenre he would more than help create. While The Lord of the Rings took the world by storm, Leiber's fantastic but thoroughly flawed anthoses, Fafhrd and Grey Mouser, adventured and stumbled deep within the caves of Inner Earth as well, albeit a different one than Tolkien's. They wandered and wandered to the edges of the Outer Sea, across the Land of Nehwon and throughout every nook and cranny of gothic Lankmar, Nehwon's grandest and most mystically corrupt city. Lankmar is Leiber's fully realized, vivid incarnation of urban decay and civilization's corroding effect on the human psyche. Fafhrd and Mouse are not innocents; their world is no land of honor and righteousness. It is a world of human complexities and violent action, of discovery and mystery, of swords and sorcery.

"This new novel of the Change is quite probably the finest by an author who has been growing in skill and imagination for more than twenty-five years." —Booklist (Starred Review) Rudi Mackenzie has journeyed long and far across the land that was once the United States of America, seeking for the shore where the sun rises, hoping to find the source of the world-altering event that has come to be known as the Change. His quest ends in Nantucket, an island overrun with forest, inhabited by a mere two hundred people, who claim to have been transported there from out of time. Only one odd stone house remains standing. Within it, Rudi finds a beautifully made sword seemingly waiting for him. And once he takes it up, nothing for Rudi—or for the world that he knows—will ever be the same. . . .

As the Crimson Guard marches toward Owen Tall, the heart of the Malazan Empire, many citizens, and even her own generals and mages, wonder whether Empress Laseen is looking for grip on power.

New York Times bestselling author Simon Green introduces a new kind of hero, one who fights the good fight against some very old foes in the first novel in the Secret Histories series. The name's Bond, Shaman Bond. Actually, that's just his cover. His real name is Eddie Drood, but when your job includes a license to kick supernatural ass on a regular basis, you find your laughs where you can. For centuries, his family has been the secret guardian of Humanity, all that stands between all of you and all of the really nasty things that go bump in the night. As a Drow field agent he wore the golden torc, he killed monsters, and he protected the world. He loved his job. Right up to the point where his own family declared him rogue for no reason. Now, the only people who can help Eddie prove his innocence are the people he used to consider his enemies. . . .

& the Golden Torc

The Many-coloured Land

Hex and the City

Stories of a Future Past

The Lost Treasure of Annwn

John Taylor is the name. I work the Nightside. Only in that dark heart of London where it's always three A.M., where human and inhuman can feed their darkest desires, do I feel at home. Probably because I was born there. What I do is find things—people, objects—and in this case, the truth about the origins of the Nightside. That's what Lady Luck has hired me to discover, not about the Nightside but about the great question in my life: exactly who—and what—was my long-vanished mother. Paying jobs are one thing. Personal quests are another. And I've been warned that uncovering the facts about dear old mum could be a very bad thing, not just for the Nightside but for all of existence. Still I can't stop. . . .I'm John Taylor. F

Whatever the consequences. . . .

All those who ever lived on Earth have found themselves resurrected - healthy, young, and naked as newborns - on the grassy banks of a mighty river, in a world unknown. Miraculously provided with food, but with no clues to the meaning of their strange new afterlife, billions of people from every period of Earth's history - and prehistory - must start again. Sir Richard glimpses the incredible way-station, a link between worlds. This forbidden sight would spur the renowned 19th-century explorer to uncover the truth. Along with a remarkable group of compatriots, including Alice Liddell Hargreaves (the Victorian girl who was the inspiration for Alice in Wonderland), an English-speaking Neanderthal, a WWII Holocaust survivor, and a WWII

the magnificent river. His mission: to confront humankind's mysterious benefactors, and learn the true purpose - innocent or evil - of the Riverworld. . . . Winner of the Hugo Award for best novel, 1972

Earth stands on the brink of acceptance into the Galactic Milieu, a benevolent political and telepathic alliance of alien races. Leading humanity is the powerful Remillard family, but a ruthless entity known only as the Fury has its own agenda for the Galactic Milieu. It starts to murder those with metapsychic talents, triggering a chaos that could delay Earth's inclusion.

clan leader Paul Remillard, conceives a child who could represent humanity's future. But Jack's birth is illegal under Milieu law and she will need the formidable mental abilities of Uncle Rogi and Jack's older brother Marc to cover her tracks.

The author of the acclaimed Pliocene Quartet offers an in-depth guide to a saga that "has most closely matched J. R. R Tolkien's achievement" (San Francisco Chronicle). With its richly imagined universe and large cast of finely-drawn characters, Julian May's Saga of Pliocene Exile has won devoted fans across the globe who find new layers, details, and ideas with ea

Science Fiction Magazine: 'Julian May has made a new and fresh masterwork in the genre and has irrevocably placed herself among the great of fantasy and science fiction.' Covering all four novels—The Many-Colored Land, The Golden Torc, The Nonborn King, and The Adversary—this reading guideoffers a plot chronology, the author's original maps, a descriptive list of delightful interviews with May herself. Beyond that, it gives the reader a chance to explore further the surroundings of a world six million years in the past. The glossary gives information on metapsychology, on the futuristic science of the Galactic Milieu, and on the exotic world of the Tanu and Firvulag. In all, A Pliocene Companion is a must for followers of the Saga of Pliocene Exile.

Diamond Mask

A Novel of the Malazan Empire

A Pliocene Companion

Red Rising

The Nonborn King

NEW YORK TIMES BESTSELLER • Pierce Brown ' s relentlessly entertaining debut channels the excitement of The Hunger Games by Suzanne Collins and Ender ' s Game by Orson Scott Card. " Red Rising ascends above a crowded dystopian field. " —USA Today ONE OF THE BEST BOOKS OF THE YEAR—Entertainment Weekly, BuzzFeed, Shelf Awareness " I live for the dream that my children will be born free. " she says. " That they will be what they like. That they will own the land their father gave them. " " I live for you. " I say sadly. Eo kisses my cheek. " Then you must live for more. " Darrow is a Red, a member of the lowest caste in the color-coded society of the future. Like his fellow Reds, he works all day, believing that he and his people are making the surface of Mars livable for future generations. Yet he toils willingly, trusting that his blood and sweat will one day result in a better world for his children. But Darrow and his kind have been betrayed. Soon he discovers that humanity reached the surface generations ago. Vast cities and lush wilds spread across the planet. Darrow—and Reds like him—are nothing more than slaves to a decadent ruling class.

Inspired by a longing for justice, and driven by the memory of lost love, Darrow sacrifices everything to infiltrate the legendary Institute, a proving ground for the dominant Gold caste, where the next generation of humanity ' s overlords struggle for power. He will be forced to compete for his life and the very future of civilization against the best and most brutal of Society ' s ruling class.

There, he will stop at nothing to bring down his enemies. . . . even if it means he has to become one of them to do so. Praise for Red Rising " [A] spectacular adventure. . . . one heart-pounding ride. . . . Pierce Brown ' s dizzyingly good debut novel evokes The Hunger Games, Lord of the Files, and Ender ' s Game. . . . [Red Rising] has everything it needs to become meteoric. " —Entertainment Weekly " Ender, Katniss, and now Darrow. " —Scott Sigler " Red Rising is a sophisticated vision. . . . Brown will find a devoted audience. " —Richmond Times-Dispatch Don ' t miss any of Pierce Brown ' s Red Rising Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE

Ride shotgun with a " James Bond-of-the-supernatural " \* as the Secret Histories Novels take you careening through an alternate London where around every corner a new kind of danger awaits. . . . My name is Eddie Drood, aka Shaman Bond, the very secret agent. And I am a dead man walking. I ' ve been poisoned by Dr. DOA. There is no cure, no treatment, no chance of a last-minute miracle. So all that is left to me and my love, Molly Metcalf, is to track down my killer and stop him before he can murder anyone else. So whether that means fighting a secret army on another world; or searching for a forgotten weapon in the Museum of Unattached Oddities; or facing off against Grendel Rex, the Unforgiven God, in the hidden heart of the Moon, for the terrible secret that is

Moonbreaker. . . I will do whatever it takes, while I still can. Because the game isn ' t over till I say it ' s over—and I still have one last card to play. \*SFRevu

They have always been among us—the telepaths, the persons possessing higher mind-powers that have been called "metapsychic"—but they have always been few and far between and their abilities weak or erratic. Until now. . . .Human evolution makes a quantum leap. And all over the world, people begin to be born with extraordinary minds. Some of them are geniuses and some are very ordinary. But all of these metapsychic operants have mind-powers that "normal" humanity considers amazing—and dangerous.Intervention paints this advent of Homo superior in a broad and colorful chronicle that begins in 1945 and culminates in 2013. Its many characters reveal the impact of higher mind-powers upon the possessors themselves, upon their "normal" associates, and upon a troubled society striving to avoid nuclear annihilation.The metapsychic operants are secretive and fearful at first. When they reveal themselves they are regarded with awe, exploited, and finally persecuted. They are torn by the dilemma of what role to play: are they destined to save the "normals" from global war, even if it means that they must use their mental powers to subjugate the race that gave birth to them?The book's principal protagonists are members of the Remillard family of New Hampshire—whose descendants are featured in Julian May's Saga of Pliocene Exile, a worldwide best-selling quartet that combined science fiction and cerebral adventure. Intervention details with humor, thundering action, and scientific insight a world where the human mind does much more than think—a world that is fantastic, but by no means implausible.

Celena has survived deadly contests and shattering heartbreak-but at an unspeakable cost. Now, she must travel to a new land to confront her darkest truth. . . . a truth about her heritage that could change her life-and her future-forever. Meanwhile, brutal and monstrous forces are gathering on the horizon, intent on enslaving her world. Will Celena find the strength to not only fight her inner demons, but to take on the evil that is about to be unleashed? The bestselling series that has captured readers all over the world reaches new heights in this sequel to the New York Times best-selling Crown of Midnight. Packed with heart-pounding action, fierce new characters, and swoon-worthy romance, this third book will enthrall readers from start to finish.

Book Two in the Saga of the Exiles

The Adversary

The Turning Place

The Sword of the Lady

The Many-Coloured Land

*Presents a new translation of the Anglo-Saxon epic chronicling the heroic adventures of Beowulf, the Scandinavian warrior who saves his people from the ravages of the monster Grendel and Grendel's mother.*

*Humanity is reaching for the stars, but what must we prove to get there?*

*A powerful malevolence reemerges in a terrifying new guise to threaten a leading royal family and enslave the realm in the continuation of the acclaimed Saga of the Trillium. Twelve years have passed since three princesses joined together to defeat the powerful evil poisoning their kingdom, but over time their relationship has become strained. When impetuous Kadiya, devoted champion of the aboriginal Ordinalls, loses the talisman entrusted to her, she and her sisters, Angel the noble Queen and wise Haramis the Archmage, will need to put their differences aside or see the world they protect obliterated—for the return of a malevolence they believed had been vanquished threatens the fragile society of Ruwenda and the future of the World of Three Moons. The fugitive wizard Portolanus—originally believed to be merely a lesser magician and an intolerable windbag—has gained the ability to magically unbind the sisters' tripart Scepter of Power. And woe to the world when the enemy's true face is finally revealed—for it has turned the petals of the sacred Black Trillium, encased in amulets worn around the necks of three royal siblings, an ominous blood red. A beloved author of science fiction and fantasy, Julian May created the World of the Three Moons in collaboration with her fellow fantasy fiction luminaries Andre Norton and Marion Zimmer Bradley in the classic novel Black Trillium. She takes the reins alone with Blood Trillium, the breathtaking continuation of the thrilling saga of sisterhood, magic, and a broken family reuniting to save a world.*

*The rule of Aiken Drum, a human time-traveller from the twenty-second century, who has restored order following a catastrophe in the Pliocene Epoch, is threatened by the dwarfish Firvulag, who seek general annihilation*

*Blue Moon Rising*

*Latin Text, Study Aids with Vocabulary, and Commentary*

*Return of the Crimson Guard*

*The Man With the Golden Torc*

*Conqueror's Moon*

These nine interrelated stories for young readers offer an optimistic view of the future, in which postapocalyptic survivors adapt to their dystopian circumstances to build a thriving new world.

In the final novel of the award-winning sci-fi saga, both humans and aliens face destruction as a new time-portal opens a path back to the twenty-second century. Human time-travelers from the sophisticated Galactic Milieu of the twenty-second century came to the Pliocene Epoch seeking a Garden of Eden. What they found was slavery under the knightly Tanu race, who had been exiled to Earth from a far galaxy. Freed by the usurper Aiken Drum, the humans enjoy a brief period of dominance. But now King Aiken's rule is threatened by the dwarfish Firvulag, who scheme to destroy both humans and Tanu in an ultimate Gotterdammerung. This menace becomes almost incidental when Aiken discovers that his realm is about to be invaded by another human who possesses psychic powers even greater than his own. Marc Remillard, the instigator of the Metapsychic Rebellion, nearly conquered the Galactic Milieu before escaping through the time-portal after his defeat. Marc and his followers are out to overthrow Aiken just as a new time-gate is about to be built—one that will provide a two-way portal between the Many-Colored Land and the future world of the Milieu. The Adversary brings Julian May's Locus Award-winning series—which also includes The Many-Colored Land, The Golden Tore, and The Nonborn King—to a rousing climax.

"Take some James Bond and throw in some of Green's own Nightside, and mix liberally with the epic over-the-top action of his Deathstalker novels, and you're somewhere in the right neighborhood" (The Green Man Review) of this all-new urban fantasy mystery from the New York Times bestselling author of The Spy Who Haunted me.. It's no walk in the bloody park, being a Drow—one of the family who has protected ordinary humanity from the things that go bump in the night for centuries. We're not much liked—even by one another. Now our Matriarch is dead. Murdered. Maybe by one of us. Maybe not. It's been left up to me, Eddie Drood, to figure out whodunit. That's not going to be easy. You see, opinion is divided evenly between two camps of thought: those who think the killer was Molly, my best girl, and those who think the killer was actually me. And I know for a fact that I didn't do it.

In Pliocene Europe, warring races of aliens and humans face a new threat from North America in the third novel of the Locus Award-winning sci-fi series. A group of misfits from the twenty-second century have travelled six million years back in time to the Pliocene Epoch.

But instead of an uninhabited paradise, they discover a land overrun with two alien races—each possessing great psychic powers—locked in bitter war. After escaping the knightly Tanu, a group of humans forms an uneasy alliance with the dwarfish Firvulag. But even after they succeed in destroying the Tanu capital, the war is far from over. Aiken Drum, a human with awesome mental powers, has usurped the Tanu throne. Aiken faces opposition from skeptical Tanu factions, as well as the revitalized Firvulag, who now out-number the Tanu-human coalition that Aiken has patched together. But another menace emerges to threaten Aiken's rule: a group of fearsome rogues from the year 2083, who have been living quietly in North America for decades. Led by Marc Remillard, they now seek to take advantage of the chaos in King Aiken's Many-Colored Land in order to seize control of the time-portal. The Nonborn King features the same blend of adventure, rich pageantry, humor, and fantastic eroticism that characterized The Many-Colored Land and The Golden Torc.

A New Verse Translation

The Many-colored Land

Moonbreaker

Book One in the Galactic Milieu Series

The Golden Torc

The Golden TorcHoughton Mifflin Harcourt

*e emperor Nero is etched into the Western imagination as one of ancient Rome's most infamous villains, and Tacitus' Annals have played a central role in shaping the mainstream historiographical understanding of this flamboyant autocrat. This section of the text plunges us straight into the moral cesspool that Rome had apparently become in the later years of Nero's reign, chronicling the emperor's fledgling stage career including his plans for a grand tour of Greece; his participation in a city-wide orgy climaxing in his publicly consummated 'marriage' to his toy boy Pythagoras; the great fire of AD 64, during which large parts of central Rome went up in flames; and the rising of Nero's 'grotesque' new palace, the so-called 'Golden House', from the ashes of the city. This building project stoked the rumours that the emperor himself was behind the conflagration, and Tacitus goes on to present us with Nero's gruesome efforts to quell these mutterings by scapegoating and executing members of an unpopular new cult then starting to spread through the Roman empire: Christianity. All this contrasts starkly with four chapters focusing on one of Nero's most principled opponents, the Stoic senator Thrasea Paetus, an audacious figure of moral fibre, who courageously refuses to bend to the forces of imperial corruption and hypocrisy. This course book offers a portion of the original Latin text, study aids with vocabulary, and a commentary. Designed to stretch and stimulate readers, Owen's and Gildenhard's incisive commentary will be of particular interest to students of Latin at both A2 and undergraduate level. It extends beyond detailed linguistic analysis and historical background to encourage critical engagement with Tacitus' prose*

*and discussion of the most recent scholarly thought.*

Jack the Bodiless

Intervention

A Novel

The Many-Colored Land

Blood Trillium