

Darkspell Deverry 2 Katharine Kerr

MCCULLOUGH/CODESPELL

The Seventh Gate is the thrilling conclusion to the New York Times bestselling Death Gate Cycle by Margaret Weis and Tracy Hickman. In this tale of treachery, power, and heroism, Alfred, Haplo, and Marit embark on a journey of death and discovery as they seek to enter the dreaded Seventh Gate. Encountering enemies both old and new, they unleash a magic no power can control, damning themselves to an apocalypse of unimagined proportion in a final struggle between good and evil. "A sure winner."—Booklist Against the passionate sweep of Deverrian history, the powerful wizard Nevyn has lived for centuries, atoning for the sins he committed in his youth. Now, with so much of his work at stake, Nevyn discovers that the Dark Council has been quietly interfering with the already tangled politics of war-torn Eldidd. Their evil webs are nearly spun before Nevyn, with all the power at his command, even realizes there's a war of magic destroying his world. Katharine Kerr's enthralling tales Daggertspell and Darkspell introduced readers to the kingdom of Deverry, a world where ancient gods gamble with the fates of nations, and where the souls of men and women persist beyond death. Now the dazzling fantasy saga continues with The Bristling Wood, a vast and intricate tapestry of conflict, intrigue, and high magic that transcends the bounds of time and space.

Murder takes the plunge in the sixth book in the Coffeehouse mystery series. Clare Cosi's daughter, Joy, is interning--and falling--for a top New York chef when his kitchen turns cutthroat, and Joy becomes a murder suspect. Clare knows she must catch the real killer--even if it lands her in the hottest water of her life.

A Novel of the Pinch

The Shimmering Door

Snare

Mog and the Granny

Soulbinder

Darkspell (The Deverry Series, Book 2)HarperCollins UK

The wild Northlands hold many secrets, among them the mysterious dweomer island of Haen Marn, the mountain settlements of Dwarvholt, and the fortified city of Cerr Cawnen, built long ago by escaping bondmen from Deverry itself. And just who or what are the mysterious Dwgi folk? Centuries have passed since the Wardens slew the tyrant Lord Regret, but while the Wound that he ripped in the sky remains open, the earth trembles and the sun vanishes without warning. The great warrior Rostigan wanders Aorn, weary of battle and unwanted renown. With him travels his lover, the minstrel Tarzi, who hopes she may soon witness further deeds from him worthy of song and tale. Despite Rostigan's reluctance to re-enter the world, she may get what she wishes for . . . When they travel to the once magnificent city of Silverstone they discover it has been wrenched out of existence. Journeying onwards, they come to learn the disturbing truth. The land has descended into chaos ? for the Wardens, now craving destruction, have returned from their ancient graves and Lord Regret's malicious legacy grows ever stronger, corrupting the very nature of reality.

The first book length study of the conceptualization and representation of islands in popular fiction.

Decaffeinated Corpse

The Pool of Two Moons

French Pressed

A Novel of Druss the Legend

Island Genres, Genre Islands

'I loved it . . . A perfect mix of traditional and new' Charlie N. Holmberg, author of The Paper Magician 'Deftly plotted and great fun' The Guardian Magic is poison. Secrets are power. Death is . . . complicated. Outlaw wizard Corcoran Gray has enough problems. He's friendless, penniless and on the run from the tyrannical Mages' Guild - and with the search for his imprisoned grandfather looking hopeless, his situation can't get much worse. So when a fugitive drops into his lap - literally - and gets them both arrested, it's the last straw - until Gray realises that runaway slave Brix could be the key to his grandfather's release. All he has to do is break out of prison, break into an ancient underground temple and avoid killing himself with his own magic in the process. In theory, it's simple enough. But as secrets unfold and loyalties shift, Gray discovers something with the power to change the nature of life and death itself. Now Gray must find a way to protect the people he loves, but it could cost him everything, even his soul . . . With the humour of V.E. Schwab, the scale of Trudi Canavan and the deftness of Naomi Novik, Lord of Secrets is a heartwarming fantasy novel about saving the people you love without destroying the world (or yourself). 'A fast-paced necromantic adventure' Emily Tesh, author of Silver in the Wood 'All I want is the next book, NOW' K.A. Doore, author of The Perfect Assassin

Abruptly fired while pursuing a career-making story and scarred by a failed relationship, young journalist Adam Murphy is left adrift in West Hollywood, until he encounters

mystery novelist James Wilton, with whom he follows a dark and deadly trail of sexual perversion, vengeance, and murder as they investigate the disappearances of a number of young gay men. Reprint.

Enjoy this chart-topping epic fantasy series by Sci-Fi & Fantasy author Moira Katson... It has been only two generations since Arthur Warden seized the throne of Heddred from the Conradines, and now the crown rests on the head of Garad, sickly and weak. Shadows gather: legacies of the centuries-long rivalries for power, old betrayals, the endless plots of the courtiers, and the murmur of rebellion in the southern provinces... Catwin, plucked from her life at the edge of the Kingdom, is thrust abruptly into the world of the Court when she is chosen by the Duke of Voltur to be a Shadow—spy, shield, and blade—to his niece, the Lady Miriel De Vere. The Duke's ruthlessness is legendary, and he will stop at nothing to become the power behind the throne, using Miriel as a pawn to catch Garad's heart. But the Duke's carefully-laid plans are only a piece of the intrigue of the court, and greater forces than Catwin can imagine are massed against her, determined to eliminate Miriel and impose a new order of their own. If Catwin and Miriel are to survive, they must learn quickly who to trust, and when to turn their skills against the very people who have trained them... *** KEYWORDS: female protagonist, epic fantasy, epic fantasy series, ya fantasy; sword and sorcery; coming of age; historical fantasy; SFF; YA series; enemies to friends

HIGH ADVENTURE ON THE SWORD EDGE OF DESTINY A Cavern of Black Ice is the first book in J.V. Jones's Sword of Shadow series As a newborn Ash March was abandoned--left for dead at the foot of a frozen mountain. Found and raised by the Penthero Iss, the mighty Surlord of Spire Vanis, she has always known she is different. Terrible dreams plague her and sometimes in the darkness she hears dread voices from another world. Iss watches her as she grows to womanhood, eager to discover what powers his ward might possess. As his interest quickens, he sends his living blade, Marafice Eye, to guard her night and day. Raif Sevrance, a young man of Clan Blackhail, also knows he is different, with uncanny abilities that distance him from the clan. But when he and his brother survive an ambush that plunges the entire Northern Territories into war, he yet seeks justice for his own . . . even if means he must forsake clan and kin. Ash and Raif must learn to master their powers and accept their joint fate if they are to defeat an ancient prophecy and prevent the release of the pure evil known as the End Lords. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Wraith

The Spirit Stone

Darkspell (The Devery Series, Book 2)

Conceptualisation and Representation in Popular Fiction

Light Before Day

A decade of peace has passed in Terre D'Ange, the country founded by the god Elua. Since the world's most famous courtesan saved her queen from assassination, Phèdre n? Delauny has been enjoying a quiet life until a prophetic dream calls upon her to serve her gods one last time. But what they ask may be too painful for even an anguissette to bear. When the young son of the traitor Melisande Shahrizai—Imriel de la Courcel, who stands third in line for the crown—is kidnapped, Phèdre enters an uneasy bargain to find the boy in exchange for the information that will free her beloved childhood friend Hyacinthe from his eternal imprisonment as the new Master of the Straits. When it becomes clear that Imriel's disappearance is part of a larger, far darker scheme, Phèdre knows it is her sacred duty to end it. At her side is her loving consort Josselin, who will also risk losing himself in Phèdre's gamble to rescue Imriel and save her country from a spreading darkness. And beyond her doubt, her fear, dangles the promise of a holy mystery so great that it could transform Phèdre into justice incarnate... or consume her in the flames of her own passion. All of Phèdre's journeys have led here, to the grandest of conclusions in an epic tale of fantasy, adventure, and, above all, love. Kushiel's Avatar is the stunning conclusion to Jacqueline Carey's epic trilogy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

BOOK TWO IN THE MAGICAL DEVERRY CYCLE Prepare to be spellbound by this classic fantasy series: a sparkling tale of adventure and timeless love, perilous battle and pure magic. 'I was hooked and my enthusiasm for this series carried me through to the very last and then moved me to tears' – Fantasy Book Review

The first great war of Ovira is over and the most hated king in centuries is dead, but his nephew still lives. However, Basen had nothing to do with the destructive war his uncle started. In fact, it was his uncle who exiled him and his father to the territory of their enemies, where Basen's dreams of becoming a legendary mage now fade as he must work all day just to eat. His only chance at regaining some semblance of the life he thought he would lead is to join an elite school that trains, houses, and feeds a thousand new young men and women each year. But little does Basen know that his determination will put him at the center of a war even bloodier than the one he'd barely managed to avoid.

Inheriting the powers of three noble mages of long ago, a young woman forges an alliance among the outcasts of the crumbling empire of Alasea to save it from the Dark Lord and his evil minions. Reprint.

Book 1 of the Empty Gods series

Vampire Blood Trilogy (The Saga of Darren Shan)

Kushiel's Avatar

The Legacy of Lord Regret

White Wolf

Fantasy-roman.

Even as a young girl, Jill was a favourite of the magical and mysterious Wildfolk, who appeared to her from their invisible realm. Little did she know that her extraordinary friends represented but a glimpse of a forgotten past and a fateful future. In a world outside reality, the flickering spirit of a young girl hovers between incarnations, knowing neither her past nor her future. But there is one who knows, and he waits: Nevyn, the wandering sorcerer. One bloody day long ago he relinquished a maiden's hand in marriage and so forged a terrible warp of destiny. Now he is doomed never to rest until he atones for the tragic wrongs of his youth, trapping himself and others in a spiral of time and betrayal. Can it be broken?

The world on the other side of the rift: Kelewan, a land seething with political intrigue and deadly conspiracies. Following the opulent panoply of *Daughter Of The Empire* and the dazzling pageantry of *Servant Of The Empire* comes the resounding conclusion to the Empire trilogy. Besieged by spies and rival houses, stalked by a secret and merciless brotherhood of assassins, the brilliant Lady Mara of the Acoma faces the most deadly challenge she has ever known. The fearsome Black Robes see Mara as the ultimate threat to their ancient power. In search of allies who will join her against them, Mara must travel beyond civilization's borders and even into the hives of the alien cho-ja. As those near and dear to her fall victim to many enemies, Mara cries out for vengeance. Drawing on all of her courage and guile she prepares to fight her greatest battle of all--for her life, her home, and the Empire itself.

“ For anyone who appreciates superior heroic fantasy, David Gemmell ’ s offerings are mandatory. ” —Time Out London The blood-drenched lands of the Drenai are protected by a man who has been hated and feared as much as he has been loved: the living legend known as Druss, Captain of the Ax. But this is also the land of Skilgannon, a man who is armed with the mythic Swords of Night and Day, and perhaps Druss ’ s equal on the field of battle. Brought together by a brutal attack, the two lone warriors form an unlikely alliance. But as Druss and Skilgannon face the supernatural threat of the Joinings—monstrous werebeasts with unholy strength and more than animal savagery—respect and trust will grow. Their alliance will become a friendship destined to change both men—and the lands of the Drenai—forever. “ [Gemmell ’ s] fiction has always carried the genuine flair of the classic sword and sorcery pieces of the 1930s and ’ 40s. This installment is no exception. ” —Starlog “ A multitude of good battle scenes! . . . Readers will be carried along by the nonstop action and heroic characters. ” —Booklist

Jhereg

The Deepest Blue

The Obsidian Tower

Lord of Secrets

Discovering that local cattle mutilations and a series of ritualistic murders are the work of a risen Aztec god, Guardian witch Diana Tregarde and psychic police detective Mark Valdez team up to protect the human race. Original. By the author of Children of the Night. Reprint. 15,000 first printing.

The manager and chief barista of The Village Blend, a popular New York coffeehouse, Clare Cosi is hired to create a gourmet coffee and dessert bar for her ex-husband's upcoming wedding to magazine editor Breanne Summour, a difficult task that is complicated by a series of fatal "accidents" targeting people close to Breanne.

Resurrected after her mysterious death, former Air Force Captain and pilot Tiffany Owen walks back through the doors to the world in which she died and attempts to restore her lost memory. Reprint.

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

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

ShadowTyrant's Throne span

The Swords of Night and Day

Witches of Eileanen Book 2

Resurrection

Tales of Renthia

Codespell

Mog finds life at granny's house full of surprises, particularly as the granny has a cat herself, called Tibbles.

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 unseal 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. Rooks and RuinThe Obsidian Tower For more from Melissa Caruso, check out: Swords and FireThe Tethered MageThe Defiant HeirThe Unbound Empire

A collection of fantasy stories explores the mysteries of the magical world and includes contributions by Esther Friesner, Charles de Lint, Diana Paxson,

Lawrence Watt-Evans, and Mike Resnick

Zoe Martinique witnesses a murder and a soul stealing while invisible using her talent for out-of-body travel, and joins forces with a handsome detective, her psychic mother, and the ghosts who haunt her house to stop the killer.

A Cavern of Black Ice

Mistress of the Empire

Daggerspell

A Sword of Shadows Novel

Winds of Fate

It has been 16 years since the Day of Reckoning, when magic and witchcraft were outlawed throughout all of Eileanan. And though rumors say that she is dead, the Arch-Sorceress Meghan of the Beasts still lives. Traveling with her are the true heir to the throne and the red-haired warrior Iseult. Their fates are woven together in a quest to bring magic back to the land. As Eileanan nears its darkest hour, Meghan must gather rebel forces to move upon the city of Lucescere. There, the Rìgh lies near death, and his Queen, Maya the Ensorcellor, and her babe stand to inherit his power. To end Maya's brutal reign and bring magic out of the shadows, what was broken must be brought together: twin sisters who have never met, three parts of an enchanted key, and the winged man with the powers of the lost Lodestar.

On the hostile world of the planet Snare, where different religious groups maintain a precarious peace, a small group of Islamic believers heads into alien territory in search of justice, a tribal Spirit Rider doubts her faith, and a rogue sorcerer becomes obsessed with finding a new technology. Reprint.

New York Times bestselling author Mercedes Lackey has enchanted readers since the publication of her first novel, Arrows of the Queen. Now she takes readers on another thrilling journey with the first novel in her Mage Winds series... High magic had been lost to Valdemar when he gave his life to save his kingdom from destruction by the dark sorceries. Now it falls to Elspeth Herald, heir to the throne, to take up the challenge and seek a mentor who will awaken her mage abilities.

The penultimate instalment in Katharine Kerr's bestselling fantasy series.

The Shadow Isle

The Marriage of Music and Poetry

The Bristling Wood

Burning Water

Palace

The fifteenth and final novel in the celebrated Devery series, an epic fantasy rooted in Celtic mythology that intricately interweaves human and elven history over several hundred years.

The natural magic of the classic *The Island of the Blue Dolphins* meets the danger and courage of *The Hunger Games* in this dazzling, intricate stand-alone fantasy novel set in award-winning author Sarah Beth Durst's beloved world of Renthia. Life is precious and precarious on the islands of Belene. Besieged by a capricious ocean full of malicious spirits, the people of the islands seek joy where they can. Mayara, one of the island's fearless oyster divers, has found happiness in love. But on the day of her wedding to the artist Kelo, a spirit-driven storm hits the island with deadly force. To save her loved ones, Mayara reveals a dangerous secret: she has the power to control the spirits. When the storm ends, she is taken into custody by the queen's soldiers and imprisoned with other women like her. They vary in age and social status, but to many they are heroes who will aid the country or witches that will sacrifice themselves trying. No matter who they are, the women are sent to a terrifying place—an island filled with bloodthirsty nature spirits, and left without food, water, shelter, or any tools except their own instincts and magic. Whoever survives the Island of Testing will be declared heirs to the queen. But no matter if she wins or loses, Mayara knows that the life she dreamed of is gone.

With mythic sweep and epic scope, David Gemmell's bestselling novels of magic and adventure feature brooding heroes who fight to preserve all that is good and honorable in themselves and in the worlds through which they stride like lonely giants. In times of terror and despair, theirs are the swords that carve a shining path, inspiring others to follow. Even after their deaths, their names live on. . . . A thousand years after they fell in battle, two heroes—Druss and Skilgannon—are revered throughout the war-torn lands of the Drenai. Yet men and women live in abject fear of the Joinings, abominable meldings of man and beast, and of their mistress, the dark sorceress known as the Eternal. None can stave off these ruthless foes. But what if the soul of one such hero could be called back from the void, his bones housed again in flesh? An ancient prophecy foretold that Skilgannon would return in his people's darkest hour. To most, this is a foolish hope. But not so to Landis Kan. For years, as the power of the Eternal grew, Kan searched for the tomb of Skilgannon the Damned. And at last, he found it, gathering up the bones and performing the mystic ritual. But the reborn hero is an enigma: a young man whose warrior skills are blunted and whose memories are fragmented. This Skilgannon is a man out of time, marooned in a world as strange to him as a dream, remote from all he knew and loved. Or nearly all. Before bringing Skilgannon back, Landis Kan experimented upon other bone fragments found in the hero's tomb. That ritual resulted in a surly giant who possessed astounding strength, but no memories. To Kan, he was a

dangerous failure. But to Skilgannon, this giant represented their last hope. For as the ageless evil of the Eternal threatens to drown the Drenai lands in blood, two legendary heroes will once again lead the way to freedom.

The nightmare begins... Vampire Blood trilogy comprising: Cirque Du Freak, The Vampire's Assistant and Tunnels of Blood. Join Darren Shan's descent into the darkness.

Wit'ch Fire/Storm

The Seventh Gate

Shadowborn

A Death Gate Novel, Volume 7

Espresso Shot

In the peaceful land of the Rhiddaer, Jahdo the ratcatcher's son stumbles upon a secret meeting between a city council man and a dangerous, mysterious woman. Suddenly the boy is tangled in a web of intrigue and black magic that drags him far from home. In the company of a blind bard, Jahdo must travel to Deverry to unravel the evil that binds him. But there the boy is caught up in dangers far greater than he has ever known. Two powerful sorcerers--one human, the other elven--are battling to save the country from a goddess gone mad. Their strongest ally is the mercenary soldier Rhodry Maelwaedd, a berserker bound to both women by fate and magic . . . and to the dragon upon whom all their live may depend. Days Of Blood And Fire begins an exciting new chapter in the chronicles of Deverry and the Westlands, with a story suited to new readers and loyal fans alike.

Manager of the historic Village Blend coffeehouse, Clare Cosi discovers that trouble is brewing when an old friend of her ex-husband develops the world's first botanically decaffeinated coffee bean and smuggles it into the country, resulting in murder. Original.

Art Song

Kin of Kings

Days of Blood and Fire

The Silver Mage

The Black Raven