Gardens Of The Moon Malazan Book Fallen 1 Steven Erikson

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The Bonehunters

This followup to Ian C. Esslemont's Blood and Bone is sure to delight Malazan fans. Tens of thousands of years of ice is melting, and the land of Assail, long a byword for menace and inaccessibility, is at last yielding its secrets. Tales of gold discovered in the region's north circulate in every waterfront dive and sailor's tavern, and now countless adventurers and fortune-seekers have set sail in search of riches. All these adventurers have to guide them are legends

and garbled tales of the dangers that lie in wait -hostile coasts, fields of ice, impassable barriers and strange, terrifying creatures. But all accounts concur that the people of the north meet all trespassers with the sword. And beyond are rumoured to lurk Elder monsters out of history's very beginnings. Into this turmoil ventures the mercenary company, the Crimson Guard. Not drawn by contract, but by the promise of answers: answers to mysteries that Shimmer, second in command, wonders should even be sought. Arriving also, part of an uneasy alliance of Malazan fortune-hunters and Letherii soldiery, comes the bard Fisher kel Tath. And with him is a Tiste Andii who was found washed ashore and cannot remember his past life, yet who commands far more power than he really should. Also venturing north is said to be a mighty champion, a man who once fought for the Malazans, the bearer of a sword that slavs gods: Whiteblade. And lastly, far to the south, a woman guards the shore awaiting both her allies and her enemies. Silverfox, newly incarnated Summoner of the undying army of the T'lan Imass, will do anything to stop the renewal of an ages-old crusade that could lay waste to the entire continent and beyond. Casting light on mysteries spanning the Malazan empire, and offering a glimpse of the storied and epic history that shaped it, "Assail" is the final chapter in the epic story of the Empire of Malaz. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Crippled God

War has erupted in the Banished Lands as the race for power intensifies. Corban flees his homeland searching for peace, but he soon discovers that there is no haven in the west as the agents of Rhin and roaming bands of giants hound his every step. Veradis leaves the battleground and rushes to his King's side. But he has witnessed both combat and betrayal and his duty weighs heavily upon him. Maquin seeks only revenge, but pirate slavers and the brutal world of pit-fighting stand in his way. Nathair becomes embroiled in the wars of the west as Queen Rhin marches against King Owain. The need to find the cauldron of the giants drives him on. Sides are chosen and oaths will be fulfilled or broken in a land where hell has broken loose.

Willful Child

When the last of the free cities of the Malazan Empire is targeted by the forces of the Empress Laseen, Bridgeburner squad leader Sergeant Whiskeyjack and the mage Tattersall confront dark gods to protect the citadel of Darujhistan.

Gardens of the Moon

The Sixth Book of the epic Malazan Book of the Fallen from bestselling author Steven Erikson. In The Bonehunters, in the ever decimating Malazan Empire, a war is brewing between mortal and immortals, gods and mages, that will decide once and for all who shall exist and who shall perish. The Seven Cities Rebellion has been crushed. Sha'ik is dead. One last rebel force

remains, holed up in the city of Y'Ghatan and under the fanatical command of Leoman of the Flails. The prospect of laying siege to this ancient fortress makes the battle-weary Malaz 14th Army uneasy. For it was here that the Empire's greatest champion Dassem Ultor was slain and a tide of Malazan blood spilled. A place of foreboding, its smell is of death. But elsewhere, agents of a far greater conflict have made their opening moves. The Crippled God has been granted a place in the pantheon, a schism threatens and sides must be chosen. Whatever each god decides, the ground-rules have changed, irrevocably, terrifyingly and the first blood spilled will be in the mortal world. A world in which a host of characters, familiar and new, including Heboric Ghost Hands, the possessed Apsalar, Cutter, once a thief now a killer, the warrior Karsa Orlong and the two ancient wanderers Icarium and Mappo--each searching for such a fate as they might fashion with their own hands, guided by their own will. If only the gods would leave them alone. But now that knives have been unsheathed, the gods are disinclined to be kind. There shall be war, war in the heavens. And, the prize? Nothing less than existence itself Here is the stunning new chapter in Steven Erikson magnificent Malazan Book of the Fallen--hailed as an epic of the imagination and acknowledged as a fantasy classic in the making. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Crack'd Pot Trail

The five tribes of the Tiste Edur have finally been united under the implacable rule of the Warlock King of Hiroth, but their peace was made at the cost of a pact made with a hidden power, and ancient forces are awakening that may destroy them all.

Deadhouse Landing

The complete First Law trilogy from New York Times bestseller and master of grimdark fantasy, Joe Abercrombie. "The finest epic fantasy trilogy in recent memory." - Junot Diaz Murderous conspiracies rise to the surface, old scores are ready to be settled, and the line between hero and villain is sharp enough to draw blood. Unpredictable, compelling, wickedly funny, and packed with unforgettable characters, the First Law trilogy is noir fantasy with a real cutting edge. This boxed set includes: THE BLADE ITSELF, BEFORE THEY ARE HANGED, THE LAST ARGUMENT OF KINGS. For more from Joe Abercrombie, check out: Novels in the First Law world Best Served Cold The Heroes Red Country Sharp Ends: Stories From the World of the First Law

Stonewielder

There is turmoil in the Wastelands as the exiled Malazan army marches against an unseen enemy, the White Face clan faces rebellion in the south, the Perish Grey Helms encounter the Bonehunters, and members of the Elder Race seek help from humans. Reprint.

Gardens of the Moon

GARDENS OF THE MOON Bled dry by interminable warfare, infighting and confrontations with Anomander Rake and his Tiste Andii, the Malazan Empire simmers with discontent. Sinister forces gather as the gods themselves prepare to play their hand DEADHOUSE GATES In the Holy Desert Raraku, a long prophesied uprising has begun and an untried commander battles to save the lives of thirty thousand refugees. War and betrayal, intrigue and roiling magic collide as destines are shaped and legends born 'Homeric in scope and visiona story that never fails to thrill and entertaina saga that lives up to its name, both intellectually and in its dramatic, visually rich and lavish storytelling' SFSITE

Someday I'll Be Redeemed

Acclaimed by writers, critics and readers alike, here is the opening chapter in what has been hailed a landmark of epic fantasy. A novel in which grand design, a dark and complex mythology, wild and wayward magic and a host of enduring characters combine with thrilling, powerful storytelling to resounding effect. Bled dry by interminable warfare, infighting and bloody confrontations with Lord Anomander Rake and his Tiste Andii, the vast, sprawling Malazan empire simmers with discontent. Even its imperial legions yearn for some respite. For Sergeant Whiskeyjack and his Bridgeburners and for Tattersail, sole surviving sorceress of the Second Legion, the aftermath of the siege of Pale should have

been a time to mourn the dead. But Darujhistan, last of the Free Cities of Genabackis, still holds out - and Empress Lasseen's ambition knows no bounds. However, it seems the empire is not alone in this great game. Sinister forces gather as the gods themselves prepare to play their hand

Gardens of the Moon

Marking the return of many characters from Gardens of the Moon and introducing a host of remarkable new players, Memories of Ice is both a momentous new chapter in Steven Erikson's magnificent epic fantasy and a triumph of storytelling. The ravaged continent of Genabackis has given birth to a terrifying new empire: the Pannion Domin. Like a tide of corrupted blood, it seethes across the land, devouring all. In its path stands an uneasy alliance: Onearm's army and Whiskeyjack's Bridgeburners alongside their enemies of old--the forces of the Warlord Caladan Brood, Anomander Rake and his Tiste Andii mages, and the Rhivi people of the plains. But ancient undead clans are also gathering; the T'lan Imass have risen. For it would seem something altogether darker and more malign threatens this world. Rumors abound that the Crippled God is now unchained and intent on a terrible revenge. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Gardens Of The Moon

Toll the Hounds

Esslemont's new prequel trilogy takes readers deeper into the politics and intrigue of the New York Times bestselling Malazan Empire. Dancer's Lament focuses on the genesis of the empire, and features Dancer, the skilled assassin, who, alongside the mage Kellanved, would found the Malazan empire.

Deadhouse Gates

Now is the time to tell the story of an ancient realm, a tragic tale that sets the stage for all the tales yet to come and all those already told It's a conflicted time in Kurald Galain, the realm of Darkness, where Mother Dark reigns. But this ancient land was once home to many a power. and even death is not quite eternal. The commoners' great hero, Vatha Urusander, is being promoted by his followers to take Mother Dark's hand in marriage, but her Consort, Lord Draconus, stands in the way of such ambitions. The impending clash sends fissures throughout the realm, and as the rumors of civil war burn through the masses, an ancient power emerges from the long dead seas. Caught in the middle of it all are the First Sons of Darkness, Anomander, Andarist, and Silchas Ruin of the Purake Hold Steven Erikson entered the pantheon of great fantasy writers with his debut Gardens of the Moon. Now he returns with the first novel in a trilogy that takes place millennia before the events of the Malazan Book of the Fallen and introduces readers to Kurald Galain, the warren of Darkness. It is the epic story of a realm whose fate plays a crucial role in

shaping the world of the Malazan Empire. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Forge of Darkness

It is an undeniable truth: give evil a name and everyone's happy. Give it two names andwhy, they're even happier. Intrepid necromancers Bauchelain and Korbal Broach, scourges of civilization, raisers of the dead, reapers of the souls of the living, devourers of hope, betrayers of faith, slayers of the innocent, and modest personifications of evil, have a lot to answer for and answer they will. Known as the Nehemoth, they are pursued by countless self-professed defenders of decency, sanity, and civilization. After all, since when does evil thrive unchallenged? Well, often—but not this time. Hot on their heels are the Nehemothanai, avowed hunters of Bauchelain and Korbal Broach. In the company of a gaggle of artists and pilgrims, stalwart Mortal Sword Tulgord Vise, pious Well Knight Arpo Relent, stern Huntsman Steck Marynd, and three of the redoubtable Chanter brothers (and their lone sister) find themselves faced with the cruelest of choices. The legendary Crack'd Pot Trail, a stretch of harsh wasteland between the Gates of Nowhere and the Shrine of the Indifferent God, has become a tortured path of deprivation. Will honor, moral probity, and virtue prove champions in the face of brutal necessity? No, of course not. Don't be silly. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Tigana: Anniversary Edition

Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand Conceived and written on a panoramic scale, Gardens of the Moon is epic fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Fall of Light

The powerful sorcerer and the youngest prince of Cuskelom, Prince Lorrek, returns after disappearing

ten years ago, and he finds himself accused a terrible deeds, but he claims his innocence though none believe him. In a time when advanced technology challenges ancient magic to war, Lorrek realizes in order to clear his name, he must become the very monster they say he is, but will he remember who he really is or fall into darkness completely?

Midnight Tides

While the city of Darujhistan becomes increasingly subject to assassins, tyrants, and the oppressive summer weather, Anomander Raks, Son of Darkness, plots a deadly revenge from the distant city of Black Coral. By the author of Midnight Tides. Simultaneous. 30,000 first printing.

The Summer Dragon

A brutal, harrowing chapter of the Malazan Book of the Fallen from best selling author Steven Erikson All is not well in the Letherii Empire. Rhulad Sengar, the Emperor of a Thousand Deaths, spirals into madness, surrounded by sycophants and agents of his Machiavellian chancellor. Meanwhile, the Letherii secret police conduct a campaign of terror against their own people. The Errant, once a farseeing god, is suddenly blind to the future. Conspiracies seethe throughout the palace, as the empire - driven by the corrupt and self-interested - edges ever-closer to allout war with the neighboring kingdoms. The great Edur fleet--its warriors selected from countless numbers of people--draws closer. Amongst the

warriors are Karsa Orlong and Icarium Lifestealer--each destined to cross blades with the emperor himself. That yet more blood is to be spilled is inevitable Against this backdrop, a band of fugitives seek a way out of the empire, but one of them, Fear Sengar, must find the soul of Scabandari Bloodeye. It is his hope that the soul might help halt the Tiste Edur, and so save his brother, the emperor. Yet, traveling with them is Scabandari's most ancient foe: Silchas Ruin, brother of Anomander Rake, And his motives are anything but certain - for the wounds he carries on his back, made by the blades of Scabandari, are still fresh. Fate decrees that there is to be a reckoning, for such bloodshed cannot go unanswered--and it will be a reckoning on an unimaginable scale. This is a brutal, harrowing novel of war, intrigue and dark, uncontrollable magic; this is epic fantasy at its most imaginative, storytelling at its most thrilling. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Orb Sceptre Throne

The debut novel from the acclaimed illustrator--a high fantasy adventure featuring dragons and deadly politics. Maia and her family raise dragons for the political war machine. As she comes of age, she hopes for a dragon of her own to add to the stable of breeding parents. But the war goes badly, and the needs of the Dragonry dash her hopes. Her peaceful life is shattered when the Summer Dragon—one of the rare and mythical High Dragons—makes an

appearance in her quiet valley. The Summer Dragon is an omen of change, but no one knows for certain what kind of change he augurs. Political factions vie to control the implied message, each to further their own agendas. And so Maia is swept into an adventure that pits her against the deathless Horrors—thralls of the enemy—and a faceless creature drawn from her fears. In her fight to preserve everything she knows and loves, she uncovers secrets that challenge her understanding of her world and of herself.

Dust of Dreams

Fiends of Nightmaria is a new novella from New York Times bestselling author Steven Erikson, set in the world of the Malazan Book of the Fallen At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The First Law Trilogy

This discounted ebundle includes: Gardens of the Moon, Deadhouse Gates, Memories of Ice, House of Chains "I stand slack-jawed in awe of The Malazan Book of the Fallen." —Glen Cook In this epic fantasy series, Steven Erikson draws on his twenty years of experience as an anthropologist and archaeologist, as well as his expert storytelling skills. Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire, with action and battle scenes among the most brutal and exciting in fantasy. Malazan Book of the Fallen 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 The Kharkanas Trilogy Forge of Darkness Fall of Light Walk in Shadow* Other books in the world of Malaz by Ian C. Esslemont The Malazan Empire Night of Knives Return of the Crimson Guard Stonewielder Orb Sceptre Throne Blood and Bone Assail Path to Ascendancy Dancer's Lament Deadhouse Landing At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Those Above: The Empty Throne

Allesan, son of the king of Tigana, and other survivors of the forgotten world band together to plot the demise of Brandin of Ygrath.

Reaper's Gale

In the second installment of this richly imagined fantasy adventure series, a new threat from within the Library could destroy those who depend upon it the most. The Library of the Unwritten in Hell was saved from total devastation, but hundreds of potential books were destroyed. Former librarian Claire and Brevity the muse feel the loss of those stories, and are trying to adjust to their new roles within the Arcane Wing and Library, respectively. But when the remains of those books begin to leak a strange ink, Claire realizes that the Library has kept secrets from Hell--and from its own librarians. Claire and Brevity are immediately at odds in their approach

to the ink, and the potential power that it represents has not gone unnoticed. When a representative from the Muses Corps arrives at the Library to advise Brevity, the angel Rami and the erstwhile Hero hunt for answers in other realms. The true nature of the ink could fundamentally alter the afterlife for good or ill, but it entirely depends on who is left to hold the pen.

Dancer's Lament

The necromancers Bauchelain and Korbal Broach - scourges of civilization, raisers of the dead, reapers of the souls of the living, devourers of hope, betrayers of faith, slayers of the innocent and modest personifications of evil - have a lot to answer for and answer they will, but first they must lie, murder and cheat their way through three more escapades in some of the more deprived fringes and impoverished communities of the Malazan Empire. Much to the shame of their long-suffering general factotum, Emancipoor Reese Here then - for readers' delectation and entertainment - are those escapades, namely the novellas The Crack'd Pot Trail, The Wurms of Blearmouth and The Fiends of Nightmaria . . .

Night of Knives

Esslemont's all-new prequel trilogy takes readers deeper into the politics and intrigue of the New York Times bestselling Malazan Empire. Dancer's Lament focuses on the genesis of the empire, and features Dancer, the skilled assassin, who, alongside the mage Kellanved, would found the Malazan empire.

The God is Not Willing

The first three tales of Bauchelain and Korbal Broach. the famed necromancers from the Malazan Book of the Fallen, collected in one volume. BLOOD FOLLOWS In the port city of Lamentable Moll, a diabolical killer stalks the streets and panic grips the citizens like a fever. As Emancipor Reese's legendary ill luck would have it, his previous employer is the unknown killer's latest victim. But two strangers have come to town and they have posted in Fishmonger's Round a note, reeking of death-warded magic, requesting the services of a manservant THE HEALTHY DEAD The city of Quaint's zeal for goodness can be catastophic, and no one knows this better than Bauchelain and Korbal Broach, two stalwart champions of all things bad. The homicidal necromancers - and their substance-addled manservant, Emancipor Reese - find themeselves ensnared in a scheme to bring goodness into utter ruination. Sometimes you must bring down civilization in the name of civilization. THE LEES OF LAUGHTER'S END After their blissful sojourn in Lamentable Moll, the sorcerors Bauchelain and Korbal Broach - along with their manservant, Emancipor Reese -set out on the open seas aboard the sturdy ship Suncurl. Alas, there's more baggage in the hold than meets the beady eyes of the crew, and unseemly terrors awaken. For Bauchelain, Korbal Broach and Emancipor Reese, it is just one more night on the high seas, on a journey without end. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Memories of Ice

Follows the perils of the citizens of the warring Malazan Empire.

House of Chains

The epic new chapter in the history of Malaz—the new epic fantasy from Steven Erikson's friend and cocreator of this extraordinary and exciting imagined world. Darujhistan, city of dreams, city of blue flames, is peaceful at last; its citizens free to return to politicking, bickering, trading and, above all, enjoying the good things in life. Yet there are those who will not allow the past to remain buried. A scholar digging in the plains stumbles across an ancient sealed vault. The merchant Humble Measure schemes to drive out the remaining Malazan invaders. And the surviving agents of a long-lost power are stirring, for they sense change and so, opportunity. While, as ever at the centre of everything, a thief in a red waistcoat and of rotund proportions walks the streets, juggling in one hand custard pastries, and in the other the fate of the city itself. Far to the south, fragments of the titanic Moon's Spawn have crashed into the Rivan Sea creating a series of islesand a fortune hunter's dream. A Malazan veteran calling himself 'Red' ventures out to try his luck—and perhaps say goodbye to old friends. But there he finds far more than he'd bargained for as the rush to claim the Spawn's treasures descends into a mad scramble of chaos and bloodshed. For powers from across the world have gathered here, searching for the legendary Throne of

Night. The impact of these events are far reaching, it seems. On an unremarkable island off the coast of Genabackis, a people who had turned their backs upon all such strivings now lift their masked faces towards the mainland and recall the ancient prophesy of a return. And what about the ex-Claw of the Malazan Empire who now walks the uttermost edge of creation? His mission—the success or failure of which the Queen of Dreams saw long ago—is destined to shape far more than anyone could have ever imagined. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Bauchelain and Korbal Broach

A whimsical space-opera spoof follows the misadventures of not-terribly-bright but exceedingly cocksure Captain Hadria Sawback and his motley crew aboard the starship Willful Child as they plant the Terran flag on subjugated alien worlds.

Rejoice, a Knife to the Heart

As war threatens the land and Greymane tries to outrun his past, and the death sentence it carries, a new emperor of Malaz hopes to redeem the failed invasion of Korel with a secret weapon lying in the vaults beneath the Imperial capital: Stonewielder. By the best-selling author of Return of the Crimson Guard.

Assail

"Imagine a First Contact without contact, and an alien arrival where no aliens show up. Imagine the sudden appearance of exclusion zones all over the planet, into which no humans are allowed. Imagine an end to all violence, from the schoolyard bully to nations at war. Imagine an end to borders, an end to all crime. Imagine a world where hate has no outlet and the only harm one can do is to oneself. Leaders of governments are not in the loop. Scientists have no answers. The military's hardware has stopped working. We're calling, but ET's not answering. Imagine a world transformed, but with no guidance and no hint of what's coming next. What would you do? How would you feel? What questions can you ask - what questions dare you ask - when the only possible answers come from the all-too-human face in your mirror? On the day of First Contact, it won't be about them. It will be about us."--

Valor

Steven Erikson returns to the Malazan world with the second book in a dark and revelatory new epic fantasy trilogy, one that takes place a millennium before the events in his New York Times bestselling Malazan Book of the Fallen. Fall of Light continues to tell the tragic story of the downfall of an ancient realm, a story begun in the critically acclaimed Forge of Darkness. It's a conflicted time in Kurald Galain, the realm of Darkness, where Mother Dark reigns. But this ancient land was once home to many a power and even death is not quite eternal. The commoners' great hero, Vatha Urusander, is being promoted by

his followers to take Mother Dark's hand in marriage, but her Consort, Lord Draconus, stands in the way of such ambitions. The impending clash sends fissures throughout the realm. As rumors of civil war burn through the masses, an ancient power emerges from the long dead seas. Caught in the middle of it all are the First Sons of Darkness, Anomander, Andarist, and Silchas Ruin of the Purake Hold At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Wurms of Blearmouth

A new novella from New York Times bestselling author Steven Erikson, set in the world of the Malazan Book of the Fallen, The Wurms of Blearmouth. Tyranny comes in many guises, and tyrants thrive in palaces and one-room hovels, in back alleys and playgrounds. Tyrants abound on the verges of civilization, where disorder frays the rule of civil conduct and propriety surrenders to brutal imposition. Millions are made to kneel and yet more millions die horrible deaths in a welter of suffering and misery. But leave all that behind and plunge into escapist fantasy of the most irrelevant kind, and in the ragged wake of the tale told in Lees of Laughter's End, those most civil adventurers, Bauchelain and Korbal Broach, along with their suitably phlegmatic manservant, Emancipor Reese, make gentle landing upon a peaceful beach, beneath a quaint village at the foot of a majestic castle. There they make acquaintance with the softhearted and generous folk of Spendrugle, which lies at the mouth of the Blear River and falls under the

benign rule of the Lord of Wurms in his lovely keep. Make welcome, then, to Spendrugle's memorable residents, including the man who should have stayed dead, the woman whose prayers should never have been answered, the tax collector everyone ignores, the ex-husband town militiaman who never married, the beachcomber who lives in his own beard, and the now singular lizard cat who used to be plural, and the girl who likes to pee in your lap. And of course, hovering over all, the denizen of the castle keep, Lord—Ah, but there lies this tale. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Malazan Book of the Fallen: Books 1-4

The climax to the epic Malazan Book of the Fallen series that will determine how the world is ruled. Savaged by the K'Chain Nah'Ruk, the Bonehunters march for Kolanse, where waits an unknown fate. Tormented by questions, the army totters on the edge of mutiny, but Adjunct Tavore will not relent. One final act remains, if it is in her power, if she can hold her army together, if the shaky allegiances she has forged can survive all that is to come. A woman with no gifts of magic, deemed plain, unprepossessing, displaying nothing to instill loyalty or confidence, Tavore Paran of House Paran means to challenge the gods - if her own troops don't kill her first. Awaiting Tavore and her allies are the Forkrul Assail, the final arbiters of humanity. Drawing upon an alien power terrible in its magnitude, they seek to cleanse the world, to annihilate every human, every civilization, in order to

begin anew. They welcome the coming conflagration of slaughter, for it shall be of their own devising, and it pleases them to know that, in the midst of the enemies gathering against them, there shall be betrayal. In the realm of Kurald Galain, home to the long lost city of Kharkanas, a mass of refugees stand upon the First Shore. Commanded by Yedan Derryg, the Watch, they await the breaching of Lightfall, and the coming of the Tiste Liosan. This is a war they cannot win, and they will die in the name of an empty city and a queen with no subjects. Elsewhere, the three Elder Gods, Kilmandaros, Errastas and Sechul Lath, work to shatter the chains binding Korabas, the Otataral Dragon, from her eternal prison. Once freed, she will rise as a force of devastation, and against her no mortal can stand. At the Gates of Starvald Demelain, the Azath House sealing the portal is dying. Soon will come the Eleint, and once more, there will be dragons in the world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This River Awakens

They enslaved humanity three thousand years ago. Tall, strong, perfect, superhuman and near immortal they rule from their glittering palaces in the eternal city in the centre of the world. They are called Those Above by their subjects. They enforce their will with fire and sword. Twenty five years ago mankind mustered an army and rose up against them, only to be slaughtered in a terrible battle. Hope died that day, but hatred survived. Whispers of another revolt

are beginning to stir in the hearts of the oppressed: a woman, widowed in the war, who has dedicated her life to revenge; the general, the only man to ever defeat one of Those Above in single combat, summoned forth to raise a new legion; and a boy killer who rises from the gutter to lead an uprising in the capital. Those Above is the first of an extraordinary new fantasy epic by the author of the acclaimed Low Town series that will sweep the reader into a wholly alien, wholly recognizable world of rebellion and revenge, of love and of death, of intrigue and pitiless war.

The Second Collected Tales of Bauchelain & Korbal Broach

Drawing on events touched on in the prologue of Steven Erikson's landmark fantasy Gardens of the Moon: A Malazan Book of the Fallen, Night of Knives is the first in Ian C. Esslemont's Novels of the Malazn Empire series--a momentous chapter in the unfolding story of the extraordinarily imagined world of Malaz. The small island of Malaz and its city gave the great empire its name, but now it is little more than a sleepy, backwater port. Tonight, however, things are different. Tonight the city is on edge, a hive of hurried, sometimes violent activity; its citizens bustle about, barring doors, shuttering windows, avoiding any stranger's stare. Because tonight there is to be a convergence, the once-in-a-generation appearance of a Shadow Moon--an occasion that threatens the good people of Malaz with demon hounds and other, darker things It was also prophesied that this night would

witness the return of Emperor Kellanved, and there are those prepared to do anything to prevent this happening. As factions within the greater Empire draw up battle lines over the imperial throne, the Shadow Moon summons a far more ancient and potent presence for an all-out assault upon the island. Witnessing these cataclysmic events are Kiska, a young girl who yearns to flee the constraints of the city, and Temper, a grizzled, battle-weary veteran who seeks simply to escape his past. Each is to play a part in a conflict that will not only determine the fate of Malaz City, but also of the world beyond At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Peace and Turmoil

The second novel in the awe-inspiring Malazan Book of the Fallen series. "Gripping, fast-moving, delightfully dark, with a masterful and unapologetic brutality reminiscent of George R. R. Martin." --Elizabeth Haydon In the vast dominion of Seven Cities, in the Holy Desert Raraku, the seer Sha'ik and her followers prepare for the long-prophesied uprising known as the Whirlwind. Unprecedented in size and savagery, this maelstrom of fanaticism and bloodlust will embroil the Malazan Empire in one of the bloodiest conflicts it has ever known, shaping destinies and giving birth to legends . . . Set in a brilliantly realized world ravaged by dark, uncontrollable magic, Deadhouse Gates is a novel of war, intrigue and betraval confirms Steven Eirkson as a storyteller of breathtaking skill, imagination and

originality--a new master of epic fantasy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Malazan Book of the Fallen - Collection 1

Best selling author Steven Erikson returns with the latest in the morbid history of the Malazan Empire In Northern Genabackis, a raiding party of savage tribal warriors descends from the mountains into the southern flatlands. Their intention is to wreak havoc amongst the despised lowlanders, but for the one named Karsa Orlong it marks the beginning of what will prove to be an extraordinary destiny. Some years later, it is the aftermath of the Chain of Dogs, Tayore. the Adjunct to the Empress, has arrived in the last remaining Malazan stronghold of Seven Cities. New to command, she must hone twelve thousand soldiers, mostly raw recruits but for a handful of veterans of Coltaine's legendary march, into a force capable of challenging the massed hordes of Sha'ik's Whirlwind who lie in wait in the heart of the Holy Desert. But waiting is never easy. The seer's warlords are locked into a power struggle that threatens the very soul of the rebellion, while Sha'ik herself suffers, haunted by the knowledge of her nemesis: her own sister, Tavore. And so begins this awesome new chapter in Steven Erikson's acclaimed Malazan Book of the Fallen . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Fiends of Nightmaria

Peace and Turmoil is the first installment in an epic fantasy series following heirs from across the land of Abra'am as they try to navigate magic, politics, and fiends.

The Archive of the Forgotten

From the acclaimed author of the Malazan series comes Steven Erikson's This River Awakens. In the spring of 1971, Owen Brand and his family move to the riverside town of Middlecross in a renewed attempt to escape poverty. For twelve-year-old Owen, it's the opportunity for a new life and an end to his family's isolation. He quickly falls in with a gang of three local boys and forms a strong bond with Jennifer, the rebellious daughter of a violent, alcoholic father. As summer brings release from school, two figures preside over the boys' activities: Walter Gribbs, a benign old watchman at the yacht club, and Hodgson Fisk, a vindictive farmer tormented by his past. Then the boys stumble on a body washed up on the riverbank—a discovery whose reverberations will result, as the year comes full circle, in a cataclysm that envelops them all. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION