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The Blood Raven chapter of Space Marines race to defend their homeworld against marauding aliens in this follow-up to "Dawn of War," based on the bestselling THQ computer game. Original. Omnibus edition of the Legacy of Caliban trilogy, featuring the mysterious Dark Angels Space Marines. Descendents of the First Legion, the Dark Angels are peerless warriors with a knightly heritage from their sundered home world of Caliban. Amongst their hallowed ranks are the lightning fast Ravenwing and the stalwart Deathwing. But the Legacy of Caliban is dark, and the need for atonement is great and echoes through the ages. Ever do

the Dark Angels hunt the mysterious Fallen, their greatest shame and their darkest secret. This omnibus edition contains the novels Ravenwing, Master of Sanctity and The Unforgiven, along with the short story collection Lords of Caliban. The Night Lords are one of the most feared Legions of Chaos Space Marines. Remorseless hunters & killers, they relentlessly battle the Imperium of Man to avenge the death of their Primarch Konrad Curze. Their dark crusade takes them to the world of Crythe Primus, where they will fight Imperial forces to claim the planet. Inquisitor Bronislaw Czevak is a hunted man. Escaping from the Black Library of the eldar, Czevak steals the Atlas Infernal - a living map of the Webway. With this fabled artefact & his supreme intellect, Czevak foils the predations of the Harlequins sent to apprehend him & thwarts his enemies within the Inquisition who want him dead. On the Flamescar Plateau, a time of peace and prosperity is threatened by a distant sorcerous power. Can Athol Khul bring the tribes together to keep the peace, or will war claim them all - and destroy their future? The coming of the God-King Sigmar has brought relative peace and prosperity to the Great Parch. Yet across the sun-drenched plains of the Flamescar Plateau the passions of the tribes are intemperate and generations of loyalty to the Hammer-God cannot wholly erase their warlike past and bloodthirsty traditions. Among them live the Khul, outsiders allied to the mighty Aradians through shared blades. Athol Khul is the spear-carrier, the bridge between these peoples, and to him falls a near-impossible task when a distant sorcerous power threatens the alliance. With the lives of his family and people hanging in the balance, Athol must secure whatever companions and powers he can to aid in the coming war. In doing so, he starts upon a path that will lead to glory and ruin in equal measure. Second novel in the Dark Eldar Path series The eternal city of Commorragh has been cast into turmoil by the Dysjunction, a cataclysmic disturbance in the very fabric of its existence. As the streets are inundated with horrors

from beyond the veil the supreme overlord, Asdrubael Vect, battles to keep his enemies in check and maintain his stranglehold over the riven city. Kabal turns upon kabal, archon against archon as the fires of hell are unleashed. Redemption for Commorragh rests in the hands of a disgraced incubus warrior wrongly accused of triggering the Dysjunction itself. His efforts to reclaim his lost honour could save the city or damn it forever - assuming it can survive the daemonic invasion and the archons' deadly battles for supremacy. Final novel in the Dark Eldar Path trilogy The eternal city of Commorragh is no longer beset by the horrors of the Dysjunction, but the scars of its passage remain. Now the supreme overlord, Asdrubael Vect, strives to reassert his authority over the anarchic city before hidden challengers can make their bid for power. The noble Yllithian frantically seeks new allies to put between himself and the overlord's wrath, the Mandrake kings muster and Vect prepares to unleash his most fearsome weapons against his own people as Commorragh erupts into open war. Omnibus edition collecting together the Path of the Eldar trilogy The eldar of the craftworlds devote their lives to the pursuit of perfection, following a series of paths which will their actions and decide their fates. Three friends - Korlandril, Thirianna and Aradryan - part company to walk their chosen paths - Warrior, Seer and Outcast - little realising how the actions of one will affect the others, and indeed their world. As Aradryan's choices bring the wrath of the Imperium down upon Alaitoc, it falls to Korlandril and Thirianna to defend their home - if they can avoid becoming stuck on their paths and being lost forever. The best selling fantasy book by Bill King, now in paperback The twins Tyrion and Teclis are the greatest high elf heroes still to walk the earth. They are as different to one another as darkness and light. Tyrion is an unparalleled swordsman, a superlative warrior and tactician from birth. He inspires courage and loyalty in those around him. Champion of the Everqueen, he is Ulthuan's greatest protector. Teclis's gift is magic. The greatest

natural sorcerer of the age, his power rivals that of fabled Caledor. Wise councillor of the high elves, Teclis was amongst those who first taught magic to the race of men and gave them the means to defend themselves against Chaos. From their humble origin in the wild lands of Chrace, Tyrion and Teclis were meant for a great destiny. They come from the line of Aenarion, the first king of Ulthuan and cursed champion of that magical island. When the Witch King Malekith learns of the twins' existence their lives are imperilled and they are taken to Lothorn for their protection and to learn the arts of war. The ambitious archon Yilithian and a twisted haemonculus attempt to revive a long-dead warrior in an effort to overthrow the tyrant Asdrubael Vect, who has ruled Commoragh for millennia, but their plot may cause a cataclysm. When the long-lost craftworld Ziasuthra reappears, Iyanna Arienal and Yvraine of the Ynnari lead an expedition to it in hope of retrieving the last cronesword. Still reeling from the advent of the Great Rift and the ravages of the tyranids, the aeldari inhabitants of Iyanden are shocked when they receive a message from a long-lost craftworld. Missing for millennia, the craftworld of Ziasuthra has suddenly reappeared from its sanctuary in the warp, and its denizens wish to make contact. Led by the Spiritseer Iyanna and Yvraine, the Emissary of Ynnead, a small force of craftworld aeldari head to Ziasuthra to open negotiations with their brethren. Behind their surface desire to help, however, Iyanna and Yvraine have a stronger motive: they are seeking the final cronesword, which could lie hidden behind ancient web portal on this craftworld. But how cooperative will the mysterious Ziasuthrans prove to be, or do they too have their own agenda? Gripping sci-fi action in this premium Warhammer 40,000 novel Long ago defiled by the Imperium of Man, the eldar maiden world of Dûriel was once a glittering jewel in the crown of the Valedor System. As the tyranids of Hive Fleet Leviathan sweep through the sector consuming everything in their path, wayward Prince Yriel of Iyanden discovers that the

farseers have inadvertently brought a greater threat to bear - a fragment of Hive Fleet Kraken, hurled into the warp in order to save the craftworld, has returned. The tyranid fleets cannot be allowed to combine, or their genetic legacies will merge into something even more terrible. Alongside allied forces from Craftworld Biel-Tan and even the dark eldar of Commorragh, Yriel has no choice but to fight on to the bitter end... In this second installment in the trilogy, Thirianna embarks upon the mysterious Path of the Seer, which leads her to the otherrealm of the warp where daemons are made flesh and nightmares manifest - and where she is free to unleash her psychic powers. Original.

Returning after his long self-imposed exile, Abaddon offers the disparate Chaos Space Marine warbands within the Eye of Terror a simple choice - join him or die. Ezekyle Abaddon and his warlords strive to bind the newborn Black Legion together under threat of destruction. Now Khayon, Abaddon's most-trusted assassin, is tasked with ending the threat of Thagus Daravek, the self-proclaimed Lord of Hosts and a rival to the dark fate that Abaddon claims as his own. Fighting the vile whispers of the Dark Gods within his mind, Abaddon turns a fevered gaze back to the Imperium, where his true destiny awaits. Yet the Emperor's Champion and his Black Templars stand guard at the gates of Hell, and Sigismund has waited centuries to face Abaddon in battle... "A vividly realized high-seas epic that pulls you deep into its world and keeps you tangled there until the very last word."

—Evan Winter

The tale of the Tide Child comes to an end in *The Bone Ship's Wake*, a brilliantly imagined saga of honor, glory, and warfare by British Fantasy Award-winning author, RJ Barker.

Joron Twiner's dreams of freedom lay shattered. His Shipwife is gone and all he has left is revenge. Leading the black fleet from the deck of Tide Child, he takes every opportunity to hurt the Hundred Isles he is given. But his time is limited. His fleet is shrinking, the Keyshan's Rot is running through his body, and he is hiding from a prophecy that says he and the avian sorcerer, the

Windseer will end the entire world. But the Sea Dragons have returned, a miracle in itself, and who is to say that if you can have one miracle, there cannot be another? Praise for the Tide Child Trilogy: "Brilliant." —Robin Hobb "Excellent. One of the most interesting and original fantasy worlds I've seen in years." —Adrian Tchaikovsky, Arthur C. Clarke Award-winning author

The Tide Child Trilogy
The Bone Ships
Call of the Bone Ships
The Bone Ship's Wake

For more from RJ Barker, check out: The Wounded Kingdom
Age of Assassins
Blood of Assassins
King of Assassins

For millennia, Asdrubael Vect has ruled the dark city of Commorragh, crushing any who dare to cross him. His reach is long and his position unassailable ... or so he thinks. A cabal of rebellious archons, allied with other, darker, forces seek to unseat the tyrant and rule the city in his stead. But as their actions bring about a cataclysm and draw the attention of the mysterious Harlequins, they are cast into grave danger ... and Vect is watching.

The Seer
By David Stahler Jr.
HarperCollins Publishers, Inc.
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Chapter One
The great ringed moon had come and gone, moving across the sky with a speed one could almost trace if the eyes were patient enough to follow. And now even its sister moon, small and pink, tagging slowly along behind, had begun its sinking, and as the morning light crept back into the world, Jacob Manford stirred within his damp pocket of grass and dreamed. He had been following her too long--for what seemed like hours, maybe even days--along the streets of Harmony, moving from tier to tier, from north to south, east to west, cutting through the heart of the colony each time, then twisting along unfamiliar lanes before coming back around. At first he kept losing her. She kept fading around the corners and he, running to catch up, seemed to just miss her each time. Maybe he waited, maybe he turned back--it didn't matter, she always reappeared. That was at first. Now she no longer vanished and he knew that he was gaining, that it was only a matter of time. He was close

now, close enough to hear her breathing, almost close enough to touch the dark strands of hair that floated behind her though there was no breeze. He was close enough that he knew he only had to whisper her name and she would hear him. "Delaney," he called, "please stop. I'm tired." He thought she might have laughed. Or maybe it was the sound of chimes, for as he looked ahead he could see the council house before them. He picked up the pace as they climbed the ramp toward the opening set into the hill, the gaping darkness of the portal framed by the great chimes that now clamored in alarm at his approach. He had been there only once before, to be judged in the shadows of the chamber, and he knew he had to stop her. He could only imagine what they would do to her. "Stop, Delaney. You can't go in there!" he hissed. She must not have heard him above the clanging of the chimes, for she plunged into the gloom, spreading out her arms as if to touch the edges of the doorway before being swallowed up. He raced to the opening, then paused, reaching out a hand toward the dark only to see his fingers disappear as they breached the inky surface of the entryway. He yanked his hand back and hesitated on the threshold. He had to go in after her. The chimes ceased and still he wavered. What was he waiting for? I wouldn't go in there if I were you , he heard a voice say. He snapped his eyes up to where a striped cat reclined above the doorway, its bulk still stretched along the ledge as it had been the morning that the listeners hauled him inside before the council. Then it had greeted him with a moment of understanding, but he felt no sympathy from it now as it peered down at him through slitted, yellow eyes. You remember what happened last time, don't you? its voice sounded in his mind. Maybe this time you don't come out. "How can I leave her in there?" he replied. "I have to go get her!" Suit yourself. But don't say I didn't warn you. The cat yawned, its tongue curling between needle teeth, and then stretched back against the shelf to resume its endless nap. He shook his head, angry at the creature's indifference, and reached

for the darkness again. This time his hand went deeper. Something grabbed him and began drawing him in. He gasped at the fiery touch. Try as he might, he couldn't pull away. He could only feel a burning spreading through his arm as it disappeared inch by inch, as his face came closer and closer to the opaque surface. The last thing he heard before being swallowed up was the cat's voice, a distant echo of disdain: Foolish boy, why did you return? Then he was falling. It was only a moment, but long enough in the silent void to feel as if he were slipping away from life. He had no sensation, only an impression of absence, and in that moment he was sure that he was blind again, this time for good. It's all been for nothing, he thought. But soon a mild jolt of impact shook him, and he discovered he was back on his feet and running. There was no council chamber, no council. He was in a tunnel now instead. He could see her before him once more, very close, the thin shadow of a girl, her hair flowing back, brushing the tips of his reaching fingers. There was a strange glow before her, illuminating her profile, lighting up the rough-hewn walls of the tunnel around them. He called out to her again, trying not to cough as smoke began trailing behind her. "Stop, Delaney! Don't run! You don't need to!" he called out, trying to wipe the tears from his blinking eyes as the smoke thickened. She seemed to hear his cry, for suddenly she slowed, then halted before him in the tunnel. He slowed too and came up behind her. He reached out, put his hand on her shoulder and turned her around, desperate to see her face. He had never seen her face before. He recoiled, blinking not from smoke now but from the erupting brightness as she turned toward him. He squinted, unable to see her face, only the twin sparks of brilliance that shone from the sockets of what were once her eyes. "What's happened to you?" he gasped, moving closer in spite of his horror. The light dimmed slightly, but she didn't answer as a plume of smoke rose from each eye, thick black smoke that curled up and then down, winding around his legs, fixing him in place. He could barely

make out any part of her face, but her mouth seemed to curl into a smile as her eyes brightened again, growing more intense every second. He peered even closer and saw how the eyes were flickering, little tendrils of light that curled out and around her face. They were flames. Continues... Excerpted from *The Seer* by David Stahler Jr. Copyright © 2008 by David Stahler Jr..

Excerpted by permission. All rights reserved. No part of this excerpt may be reproduced or reprinted without permission in writing from the publisher. Excerpts are provided by Dial-A-Book Inc. solely for the personal use of visitors to this web site. Each book in the Elven Grove series will always be a stand alone novel with its own conclusion. The landscape of Ainghaille is fraught with danger as would be found in an chivalrous era story. There are also goblins, wizards and dragons, many tears and laughter and at the heart of Then'diel's SONG is an epic love story. The author pulls no punches when it comes to the evil things that happen in the world of Ainghaille, but the language used is tactfully vague and leaves enough to the imagination. Then'diel's Clan are a group of young elves who find themselves alone in the human world. Roe'vaash, is her eldest son, who is half-human, tall dark & brooding. He and the younger brother, Eij'lam, seem so opposite. Torn from their elfling home and separated through time, they find themselves trapped into events that will determine the fate of the human world and all creation. Mature readers that like C.S.Lewis, Tolkien, McCaffery, Gaiman, and Pratchett would enjoy this book. Thirianna walks the dangerous Path of the Seer and gets a vision of Alaitoc in danger. The first volume in *The Black Legion* series, now available in trade paperback. When Horus fell, his Sons fell with him. A broken Legion, beset by rivalries and hunted by their erstwhile allies, the former Luna Wolves have scattered across the tortured realm of the Eye of Terror. And of Abaddon, greatest of the Warmaster's followers, nothing has been heard for many years. But when Horus's body is taken from its resting place, a confederation of legionaries seek

out the former First Captain, to convince him to embrace his destiny and continue what Horus began. The coldly methodical and unrelenting Iron Hands Space Marine Chapter clash with the cybernetic soldiers of the Adeptus Mechanicus over control of the world of Thennos. Ever since the dark days of the Great Heresy, the Iron Hands have a long and tortured history. Their years of suffering and war has left them hardened and believing in a brutal tenet: the flesh is weak. Heavily cybernetic, their flesh extensively altered, these warriors of the Imperium are more machine than man, cold in aspect as well as demeanour. Their methods of recruitment are harsh, their rituals arcane, their pride unshakable. So when a world under the protection of the Chapter falls foul of insurrection, the Iron Hands answer with fire and cold retribution. It matters not that Thennos is considered sovereign territory by the Adeptus Mechanicus - the Iron Hands' campaign is one of extermination. But there is something dark lurking within Thennos, a horror that defies the purity of cold logic and the machine, and threatens something more, something ruinous... The Imperium of Man has many enemies among the stars, but none are reviled so much as the Alien. Across the universe, humanity and their defenders, the Space Marines, seek to eradicate these threats. Fear the Alien features some of the Black Library's best-known authors plus exciting new talent with a range of stories about the on-going war with the xenos. The list of authors includes: Dan Abnett, Braden Campbell, Mark Clapham, Aaron Dembski-Bowden, James Gilmer, CS Goto, Andy Hoare, Nick Kyme, George Mann, Juliet McKenna, Steve Parker, Matt Sprange, CL Werner

The fifth title in The Horus Heresy: Primarchs series, delving into the story of Lorgar, primarch of the Word Bearers Legion and the first of the Emperor's sons to fall to Chaos. Most devoted of all the primarchs, it was Lorgar who first fell to the lure of Chaos. Once known as Aurelian, this golden son of the Emperor of Mankind found himself an outcast because he worshipped his father as a god. Humbled before the ruins of

Monarchia, chastened and brought low, Lorgar yearned for deeper meaning. He found it in the power of Ruin and thus began the descent into heresy. His fate had not always been so. On Colchis, his adopted birth world, Lorgar was not always the zealot, though his path would be nurtured by one: the priest Kor Phaeron. In the second novel of the Deathwatch series, an ancient pact is invoked, and the Deathwatch Space Marines must put aside their prejudices to battle alongside the alien eldar to protect the galaxy from an even greater menace. In the nightmare future of the 41st millennium, Mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides by ravaging aliens and threatened from within by malevolent creatures and heretic rebels. Only the strength of the Immortal Emperor of Terra stands between Humanity and its annihilation. Foremost amongst servants of the Imperium stand the Space Marines, mentally and physically engineered to be the supreme fighting force, the ultimate protectors of Mankind. The Black Templars are fearless champions and unforgiving crusaders against the enemies of the Emperor; Forged from the Imperial Fists Space Marines in the aftermath of the Horus Heresy, the Black Templars have undertaken the longest crusade the Imperium has ever known to prove their loyalty. The series centers upon a new recruit to the Black Templars and a member from their elite Sword Brethren squad and, the most venerable of their warriors, the Dreadnaught. From the "Battle of Carrion Gulf" to the "Torment Crusade," we follow these genetically-enhanced super-warriors in their dedicated hunt for the enemies of the Imperium. Warhammer 40,000: Damnation Crusade serves as an accessible opening chapter introducing new and old readers alike to this bloody, dark, ravaged universe of science fiction and fantasy! Gods of War and Ancestors, bless us now, for we go to war... The third book in Gav Thorpe's Eldar series The third of the Eldar Path series, which shows Aradryan as he lives as a Ranger. Alaitoc is attacked by the Sons of Orar Space Marines and he

must do what he can to help save the craftworld. The second book in the Phoenix Lords series, focusing on the fast and deadly female warrior, Jain Zar, first exarch of the Howling Banshees. The enigmatic eldar are one of the many intelligent races that battle humankind for control of the stars. Though few in number, they are an ancient race, and their mode of war blends spirituality with a unique mastery of technology. In times of need, the entire eldar race will rouse to war led by terrifying, almost mythological figures - the phoenix lords. Each different in his or her own way, these immortal beings embody the warrior nature of the eldar. Jain Zar - the Storm of Silence - was the first phoenix lord to be recruited by Asurmen, and would prove a swift and deadly fighter, able to harness the rage of her scream to slaughter any who dare oppose her. The ancient eldar are a mysterious race, each devoting their life to a chosen path which will guide their actions and decide their fate. Korlandril abandons peace for the Path of the Warrior. He becomes a Striking Scorpion, a deadly fighter skilled in the art of close-quarter combat. But the further Korlandril travels down this path, the closer he gets to losing his identity and becoming an avatar of war. Reborn in the fires of Nocturne, Vulkan prepares for his final journey. With the choice between vengeance and duty, what will the primarch's destiny be? Reborn in body and spirit beneath Mount Deathfire, the primarch Vulkan gathers his most trusted sons and prepares for the final part of his journey. The Legions shattered at Isstvan V have stalled the Warmaster's advance across the galaxy, but fresh cracks are spreading through the alliance between the Iron Hands, Salamanders and Raven Guard, along with mysterious rumours of the return of Ferrus Manus. Haunted by a sense of destiny unfulfilled, Vulkan must choose between joining their war of vengeance against the traitors, or following his own barely understood path all the way to the Throneworld itself. Omnibus edition of the three Dawn of War novels, which tie in to the best-selling THQ computer game. A comprehensive guide to the

history, legends, languages, and peoples of Middle Earth, compiling facts, names, words, dates, and events, and providing explanatory maps, charts, and genealogical tables. When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences. The Dark Angels Space Marines are amongst the most devout of the God-Emperor's servants. Their loyalty is seemingly beyond question and their faith almost fanatical. Yet the Chapter harbours a dark and horrific secret that stretches back over ten thousand years to the time of the Horus Heresy. When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences. Storm clouds gather around the icy city of Praag as the hordes of Chaos lay siege to the northern lands of Kislev. Only Gotrek Gurnisson, a dwarf Slayer, and his human companion, Felix Jaeger, stand between the ancient city and the forces of darkness. Reissue. The unthinkable has happened Terra has fallen to the traitor forces of Warmaster Horus! Nothing else could explain the sudden disappearance of the Astronomican's guiding light at the heart of the Imperium, or so Robute Guilliman would believe. Ever the pragmatist, he has drawn all his forces to Ultramar and begun construction of the new empire known as Imperium Secundus. Even with many of his primarch brothers at his side, he still faces war from without and intrigue from within with the best of intentions, were the full truth to be known it would likely damn them all as traitors for all eternity.

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