

Thiefs Magic The Bestselling Fantasy Adventure Book 1 Of Millenniums Rule

Angel of StormsThe Ambassador's MissionAmong ThievesDen of ThievesHalf Upon a TimeGood OmensThe Stolen ChaptersTake a ThiefTwelve Kings in SharakhaiMagic of ThievesThe Red KnightThe Darkest MagicAngel of StormsThe NoviceThe Bone ThiefSuccessor's PromiseTendrils of DarknessThe Desert of SoulsThe Magician's ApprenticeThe Magicians' GuildThe RogueThe MisbegottenThe Source of MagicThe Magic ThiefWitchmarkDead Man's SteelMaker's CurseLast of the WildsElemental ThiefThe Traitor QueenThe Revenge of MagicThe Rise of IoThe Star ThiefGifted ThiefThe Smoke ThievesThe Devil's ThiefVoice of the GodsThe Magician's ApprenticeThief's MagicA Book of Spirits and Thieves

Angel of Storms

While Maddox outmaneuvers a ruthless goddess, Farrell and sisters Crystal and Becca are pursued by the Hawkspeare Society mastermind who would seize the powerful book that sent Becca's spirit to Ancient Mytica.

The Ambassador's Mission

Together, Rielle and Tyen face a dazzling world of political intrigue, treacherous villains, and unforgettable magic in this powerful and thrilling final novel of the Millennium's Rule series. Rielle is now the Maker, restorer of worlds. She has lost count of the number of worlds she has been sent to save. Tyen has cast off his old identity. No longer a spy, he now attempts to teach new sorcerers and find ways to counteract the war-machines that are spreading throughout the worlds. But when an old enemy brings news of something worse than magically dead worlds and dangerous sorcerers—a threat unlike anything the worlds have faced before—Rielle and Tyen must reunite if they are to have any chance of saving humanity. Millennium's Rule series: Thief's Magic Angel of Storms Successor's Promise Maker's Curse More books by Trudi Canavan: The Magician's Apprentice Traitor Spy trilogy: The Ambassador's Mission The Rogue The Traitor Queen

Among Thieves

Unforgiveable betrayals, devious motives, and forbidden love collide in the first installment of internationally bestselling author Sally Green's epic new fantasy series, perfect for Game of Thrones fans. In a land tinged with magic and a bustling trade in an illicit supernatural substance, destiny will intertwine the fates of five players: A visionary princess determined to forge her own path. An idealistic soldier whose heart is at odds with his duty. A streetwise hunter tracking the most

dangerous prey. A charming thief with a powerful hidden identity. A loyal servant on a quest to avenge his kingdom. Their lives intersect with a stolen bottle of demon smoke. As war approaches, they must navigate a tangled web of political intrigue, shifting alliances, and forbidden love in order to uncover the dangerous truth about the strangely powerful smoke that intertwines their fates.

Den of Thieves

International No.1 bestselling author Trudi Canavan returns with the second novel in the Millennium's Rule series -- her most powerful and thrilling adventure yet. Tyen is teaching mechanical magic at a school respected throughout the worlds. News arrives that the formidable ruler of all worlds, long believed to be dead, is back and enforcing his old laws - including the one forbidding schools of magic. As teachers and students flee, Tyen is left with no home and no purpose except the promise he made to Vella, the sorcerer imprisoned in a book. Tyen must decide what he is willing to do to free her. After five years among the tapestry weavers of Schpeta, Rielle's peaceful new life has been shattered by a local war. As defeat looms, the powerful Angel of Storms appears and invites Rielle to join the artisans of his celestial realm. But what will he require in return for this extraordinary offer? Escape to a new world. Discover the magic of Trudi Canavan.

Half Upon a Time

She's a thief with forbidden magic. He's the guy she just stole from. Now they'll have to work together. In a city where magic is outlawed, teenage thief Ridley uses her special powers to steal from the rich and give to those in need—until the night someone follows her home after a heist and ends up murdered outside her apartment. When her best friend is accused of the crime, Ridley is determined to prove his innocence. But things get messy when the artifact Ridley stole turns out to contain secrets that could endanger many lives. Forced to team up with wealthy Archer—the guy she stole from—Ridley must hunt down the artifact before it winds up in deadly hands. Which means following a trail into the hidden parts of the city and hopefully not winding up dead. - - - "OH MY GOSH THIS WAS SO GOOD!" ~ Caitlin ★★★★★ "A real page-turner, couldn't put it down." ~ Lisa K. ★★★★★ "mesmerizing from the word go!" ~ Angie T. ★★★★★ "Love, love, LOVE this!!!!" ~ Lil'n ★★★★★ - - - THE COMPLETE RIDLEY KAYNE CHRONICLES: 1. Elemental Thief 2. Elemental Power 3. Elemental Heir

Good Omens

As the son of the late High Lord Akkarin, saviour of the city, and Sonea, the former street urchin turned Black Magician, Lorkin has a legacy of heroism and adventure to live up to. So when Lord Dannyl takes the position of Guild Ambassador to

Sachaka, Lorkin volunteers to be his assistant in the hopes of making his mark on the world. When news comes that Lorkin is in danger, the law that forbids Black Magicians leaving the city forces Sonea to trust that Danyl will save him. Besides, her old friend Cery needs her as never before: someone has been assassinating Thieves, and when his family is targeted he finds evidence that this Thief Hunter uses magic. Either a member of the Guild is hunting down the Thieves one by one, or there is - once again - a rogue magician on the streets of Imardin. And this one has full control of their powers - and is willing to kill with them.

The Stolen Chapters

They were supposed to have been hunted to extinction. But sometimes death is a myth. Astul, assassin by day and purveyor of secrets at night, has agreed to hunt down a king slayer. Somewhat for the money, a little for the ego, and a bit for the adventure but mostly for the money. There's just one problem. The king slayer's trail leads to a cache of disturbing secrets involving insane kings, mad queens and kingdoms suddenly poised for a war to end all wars. People seem to be losing their minds. Or rather, forfeiting them. Something harrowing lingers and lurks in the world of Mizridahl. And only an infamous assassin with a woeful reputation is aware. Conjurers have returned. Keywords: Free book, free fantasy, Epic fantasy, dark fantasy, adult fantasy, assassin books, anti-heroes, antihero, sword and sorcery, high fantasy, adventure fantasy, books about magic, fantasy sagas, fantasy trilogies, fantasy trilogy, fantasy series, grimdark

Take a Thief

FORGET WHAT YOU KNOW ABOUT THE NATURE OF MAGIC. In a world where an industrial revolution is powered by magic, Tyen, a student of archaeology, unearths a sentient book called Vella. Once a young sorcerer-bookbinder, Vella was transformed into a useful tool by one of the greatest sorcerers of history. Since then she has been collecting information, including a vital clue to the disaster Tyen's world faces. Elsewhere, in an land ruled by the priests, Rielle the dyer's daughter has been taught that to use magic is to steal from the Angels. Yet she knows she has a talent for it, and that there is a corrupter in the city willing to teach her how to use it -- should she dare to risk the Angels' wrath. But not everything is as Tyen and Rielle have been raised to believe. Not the nature of magic, nor the laws of their lands and not even the people they trust. AN EPIC NEW FANTASY ADVENTURE BEGINS.

Twelve Kings in Sharakhai

In the village of Giant's Hand Jack's grandfather has been pushing him to find a princess and get married, so when a young lady falls out of the sky wearing a shirt that says "Punk Princess," and she tells Jack that her grandmother, who looks

suspiciously like the long-missing Snow White, has been kidnapped, Jack decides to help her.

Magic of Thieves

The stunning prequel to the worldwide bestselling Black Magician Trilogy *Over 3 million Trudi Canavan copies sold worldwide* In the remote village of Mandryn, Tessia serves as assistant to her father, the village Healer - much to the frustration of her mother, who would rather she found a husband. But her life is about to take a very unexpected turn. When treating a patient at the residence of the local magician, Lord Dakon, Tessia is forced to fight off the advances of a visiting Sachakan mage - and instinctively uses magic. She now finds herself facing an entirely different future as Lord Dakon's apprentice. But along with the excitement and privilege, Tessia is about to discover that her magical gifts bring with them a great deal of responsibility. Events are brewing that will lead nations into war, rival magicians into conflict, and spark an act of sorcery so brutal that its effects will be felt for centuries . . . Praise for Trudi Canavan: 'Epic, vivid and believable' Guardian 'It's easy to see why Trudi Canavan's novels so often make the bestseller lists. Her easy, flowing style makes for effortless reading . . . Delightful worldbuilding . . . Vivid and enjoyable' SFX 'The world-building is tremendous. The magical system is sophisticated and fascinating' Striking Keys 'A suspenseful masterpiece . . . will have fans desperate for the sequel' RT Book Reviews 'Superb . . . an enthralling tapestry of a book that's hard to put down' Fantasy Faction *Have you tried Trudi Canavan's stunning new series, Millennium's Rule? It starts with the Sunday Times bestselling THIEF'S MAGIC*

The Red Knight

'ANOTHER PAGE-TURNER FROM ONE OF FANTASY'S BESTSELLING AUTHORS' Independent Following Thief's Magic, international No. 1 bestselling author Trudi Canavan returns with the second novel in the Millennium's Rule series - her most powerful and thrilling adventure yet. A DARK DANGER LIES IN WAIT . . . Tyen trains students in the ways of magic, but his teaching may soon be outlawed. Rumour has it that the formidable ruler of all worlds, long believed to be dead, is back and is harshly enforcing his old laws - including the one forbidding schools of magic. As teachers and pupils flee, Tyen is left with no home and no purpose . . . except to fulfil the promise he made to Vella, the sorcerer imprisoned in a book. Tyen must decide what he is willing to do to free her. Elsewhere, Rielle's peaceful new life as a tapestry weaver has been shattered by a local war. As defeat looms, the powerful Angel of Storms appears and invites Rielle to join the artists of his heavenly realm. But what will he require in return for this extraordinary offer? A gripping fantasy adventure filled with danger, intrigue and forbidden magic. Perfect for fans of Robin Hobb, Brandon Sanderson, Patrick Rothfuss and Peter V. Brett. ESCAPE TO A NEW WORLD. DISCOVER THE MAGIC OF TRUDI CANAVAN. Praise for the Millennium's Rule series: 'It's easy to see why Trudi Canavan's novels so often make the bestseller lists. Her easy, flowing style makes for effortless

reading . . . Delightful worldbuilding . . . Vivid and enjoyable' SFX 'A must for fans of Canavan's previous work and for fantasy fans in general' Press Association 'Rielle's story entrances . . . leaving readers eager for the next two volumes' Publisher's Weekly 'The world-building is tremendous. The magical system is sophisticated and fascinating' Striking Keys

The Darkest Magic

Unable to avoid being drawn into the terrible conflict, Auraya, now protector of the Siyee, fears she will be unable to meet the conditions of the all-powerful gods she once served. And an offer from a mysterious woman may be impossible for Auraya to refuse, but, if revealed, would brand her an enemy of the gods. Now, the immortal Wilds will not be deterred in their quest for powerful, long-buried secrets. But they have deadly adversaries who also seek the world-shattering truth . . . and it may appear in a form that no one anticipates.

Angel of Storms

“I was absolutely swept away by the world of *The Bone Charmer*.” – Kendare Blake, #1 New York Times bestselling author of the *Three Dark Crowns* series A deft exploration of the weight of grief and cost of revenge, Breeana Shields’s *Bone Charmer* duology reaches its spine-tingling conclusion in this high-octane fantasy-thriller. Saskia returns to Ivory Hall to train in bone magic, determined to stop Latham from gaining the power of all three Sights—past, present, and future. But danger lurks within the fortress’s marrow. Trials are underway for the apprentices, and the tasks feel specifically engineered to torment Saskia, which is exactly what Latham wants. As she grows increasingly more suspicious, her thirst for revenge becomes all-consuming. Together with the friends she can trust and the boy she loved in another lifetime, Saskia traces clues from Latham’s past to determine what he’ll do next. Their search leads them across Kastelia and brings them to a workshop housing a vast collection of horrors, including the bones Latham stole from Gran, and the knowledge that the future isn’t all that’s in jeopardy—but the past as well.

The Novice

View our feature on Douglas Hulick's *Among Thieves*. Drothe has been a member of the Kin for years, rubbing elbows with thieves and murderers in the employ of a crime lord while smuggling relics on the side. But when an ancient book falls into his hands, Drothe finds himself in possession of a relic capable of bringing down emperors—a relic everyone in the underworld would kill to obtain.

The Bone Thief

Orphan. Runaway. Thief. Since the moment I was ripped from my mother's womb, I've been an outcast amongst my own kind. The Sidhe might possess magical Gifts, unbelievable wealth and unfathomable power but I don't want a thing to do with them. I ran away from their lands in the Highlands of Scotland when I was eleven years old and I've never looked back. I don't need a Clan. I've got my own family of highly skilled thieves who mean more to me than any Sidhe ever could. Unfortunately for me, the playboy heir to the Moncrieffe Clan has something I desperately need. To get it back, I'm going to have to plunge myself back into that world, no matter what the consequences may be. I suppose it's just as well I have sense of humour. I think I'm going to need it. By bestselling author Helen Harper, Gifted Thief is the first book in the Highland Magic series.

Successor's Promise

Imardin is a city of dark intrigues and deadly politics, where those who wield magic wield power. Into this established order has blundered a young street-girl with extraordinary magical gifts. Adopted by the Magicians' Guild, her life is changed forever - but for better or for worse? Sonea knew that she'd face a tough time training within the Magicians' Guild but she little realised the level of animosity she would face from her fellow novices. The sons and daughters of the most powerful families in the realm, her classmates seem determined to see her fail - at whatever cost. But in accepting the protection of the guild's high lord, Sonea may have embraced an even bleaker fate. For High Lord Akkarin harbours a secret that is far darker than his magician's robes.

Tendrils of Darkness

International No.1 bestselling author Trudi Canavan returns with the third instalment in the Millennium's Rule series - her most powerful and thrilling adventure yet. Five years have passed since the Rebels confronted the Raen. Five years, in which Qall - the boy Rielle rescued - has grown up among the Travellers, with no memory of the life that was stolen from him. Five years of chaos, barely contained by Baluka and the Restorers. Worlds are at war, some overrun by deadly machines, some drained of magic by power-hungry sorcerers. As Qall comes of age, and Rielle and Tyen's hard-won peace is threatened, their loyalties are tested - and Qall's very existence is at stake. Because Dahli is still determined to restore Valhan to power, and he will stop at nothing to succeed. Escape to a new world. Discover the magic of Trudi Canavan.

The Desert of Souls

The constellations come to life in this imaginative fantasy adventure debut. Honorine's life as a maid at the Vidalia mansion is rather dull, dusting treasures from faraway places and daydreaming in front of maps of the world. But everything

changes when she catches two brutish sailors ransacking Lord Vidalia's study, and then follows a mysterious girl with wings out into the night. Suddenly, Honorine is whisked into the middle of a battle between the crew of a spectacular steamship and a band of mythical constellations. The stars in the sky have come to life to defend themselves against those who want to harness their powers. Much to her surprise, Honorine is the crux of it all, the center of an epic clash between magic and science, the old ways and the new. But can this spirited young girl bring both sides of a larger-than-life fight together before they unleash an evil power even older than the stars?

The Magician's Apprentice

Twenty eight florins a month is a huge price to pay, for a man to stand between you and the Wild. Twenty eight florins a month is nowhere near enough when a wyvern's jaws snap shut on your helmet in the hot stink of battle, and the beast starts to rip the head from your shoulders. But if standing and fighting is hard, leading a company of men - or worse, a company of mercenaries - against the smart, deadly creatures of the Wild is even harder. It takes all the advantages of birth, training, and the luck of the devil to do it. The Red Knight has all three, he has youth on his side, and he's determined to turn a profit. So when he hires his company out to protect an Abbess and her nunnery, it's just another job. The abby is rich, the nuns are pretty and the monster preying on them is nothing he can't deal with. Only it's not just a job. It's going to be a war. . .

The Magicians' Guild

Taking place hundreds of years before the events of The Magicians' Guild, The Magician's Apprentice is the new novel set in the world of Trudi Canavan's Black Magician trilogy. In the remote village of Mandryn, Tessia serves as assistant to her father, the village Healer. Her mother would rather she found a husband. But her life is about to take a very unexpected turn. When the advances of a visiting Sachakan mage get violent, Tessia unconsciously taps unknown reserves of magic to defend herself. Lord Dakon, the local magician, takes Tessia under his wing as an apprentice. The hours are long and the work arduous, but soon an exciting new world opens up to her. There are fine clothes and servants and - to Tessia's delight - regular trips to the great city of Imardin. However, Tessia is about to discover that her magical gifts bring with them a great deal of responsibility. For a storm is approaching that threatens to tear her world apart.

The Rogue

Discover the fantasy and wonder of The Magic Thief, the first book in Sarah Prineas's acclaimed middle grade fantasy series! Diana Wynne Jones, author of Howl's Moving Castle, said: "I couldn't put it down. Wonderful, exciting stuff." In a city

that runs on a dwindling supply of magic, a young boy is drawn into a life of wizardry and adventure. Conn should have dropped dead the day he picked Nevery's pocket and touched the wizard's locus magicalicus, a stone used to focus magic and work spells. But for some reason he did not. Nevery finds that interesting, and he takes Conn as his apprentice on the provision that the boy find a locus stone of his own. But Conn has little time to search for his stone between wizard lessons and helping Nevery discover who—or what—is stealing the city of Wellmet's magic.

The Misbegotten

As the “gripping”* epic from the author of *Sword of the North* continues, the Grim Company must battle a dangerous new enemy that is determined to destroy all of humanity. In the City of Towers, former rebel Sasha and her comrade Davarus Cole struggle to keep the peace between the warring mages who vie for dominion. But when the White Lady sends Davarus south to the Shattered Realms to seek allies among the fallen kingdoms, he finds that his hardest battle may be one fought within. The godly essence now residing within him offers power that could be used against the Fade—but with every death that feeds it, Cole risks losing a part of himself. An association with a Fade officer grants the Halfmage Eremul a position of privilege among Dorminia’s new masters. He witnesses firsthand the fate that awaits humanity. But with his magic pitiful in the face of the Fade’s advanced technology, the Halfmage must rely on his wits alone to save whom he can... And in the frozen north, the legendary warrior Brodar Kayne fights a desperate battle for his people. He is running out of time: an ancient evil sealed beneath the mountains is about to break free, an evil that is older than humanity, older than the Fade, older even than the gods—and it will not stop until the entire world is drowned in blood... From the Hardcover edition.

The Source of Magic

In a province where magic is forbidden and its possessors are murdered by the magickless, young Ilan has only one hope for survival. Concealment. In the shadow of Dimmingwood, she finds temporary protection among a band of forest brigands led by the infamous outlaw Rideon the Red Hand. But when old enemies reappear and new friendships lead to betrayal, will Ilan's magic and the power of her enchanted bow be enough to save her? * * * * * Also in the LEGENDS OF DIMMINGWOOD series: *Betrayal of Thieves* ~ Book II, *Circle of Thieves* ~ Book III (Coming Spring 2013), *Redemption of Thieves* ~ Book IV (Coming Spring 2013)

The Magic Thief

Best Book of 2015 by Amazon | Barnes & Noble | BuzzFeed • “Promises to be breathtaking.” —Robin Hobb *The Song of the Shattered Sands: Book One* Sharakhai, the great city of the desert, center of commerce and culture, has been ruled from

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time immemorial by twelve kings -- cruel, ruthless, powerful, and immortal. With their army of Silver Spears, their elite company of Blade Maidens and their holy defenders, the terrifying asirim, the Kings uphold their positions as undisputed, invincible lords of the desert. There is no hope of freedom for any under their rule. Or so it seems, until Çeda, a brave young woman from the west end slums, defies the Kings' laws by going outside on the holy night of Beht Zha'ir. What she learns that night sets her on a path that winds through both the terrible truths of the Kings' mysterious history and the hidden riddles of her own heritage. Together, these secrets could finally break the iron grip of the Kings' power if the nigh-omnipotent Kings don't find her first.

Witchmark

The phenomenally popular first novel from international No. 1 bestselling author Trudi Canavan *Over 3 million Trudi Canavan copies sold worldwide* Each year the magicians of Imardin gather together to purge the city streets of vagrants, urchins and miscreants. Masters of the disciplines of magic, they know that no one can oppose them. But their protective shield is not as impenetrable as they believe. Sonea, angry, frustrated and outraged by the treatment of her family and friends, hurls a stone at the shield, putting all her rage behind it. To the amazement of all who bear witness, the stone passes unhindered through the barrier and renders a magician unconscious. The guild's worst fear has been realised . . . There is an untrained magician loose on the streets. She must be found before her uncontrolled powers unleash forces that will destroy both her, and the city that is her home. Praise for Trudi Canavan: 'Epic, vivid and believable' Guardian 'It's easy to see why Trudi Canavan's novels so often make the bestseller lists. Her easy, flowing style makes for effortless reading Delightful worldbuilding . . . Vivid and enjoyable' SFX 'The world-building is tremendous. The magical system is sophisticated and fascinating' Striking Keys 'A suspenseful masterpiece . . . will have fans desperate for the sequel' RT Book Reviews 'Superb . . . an enthralling tapestry of a book that's hard to put down' Fantasy Faction The Black Magician Trilogy: The Magicians' Guild The Novice The High Lord *Have you tried Trudi Canavan's stunning new series, Millennium's Rule? It starts with the Sunday Times bestselling THIEF'S MAGIC*

Dead Man's Steel

Discover the magic of Trudi Canavan with her brand new novel in the Traitor Spy Trilogy Living among the Sachakan rebels, Lorkin does his best to learn about their unique magic. But the Traitors are reluctant to trade their secrets for the Healing they so desperately want. Meanwhile, Sonea searches for the rogue, knowing that Cery cannot avoid assassination forever --- but the rogue's influence over the city's underworld, however, is far greater than she feared. And in the University, two female novices are about to remind the Guild that sometimes their greatest enemy is found within

Maker's Curse

Assassins have been sent forth, an unthinkable kidnapping committed, one king is being manipulated while another is stabbed in the back. Caught in this game of intrigue and deception, a reunited band of Alliance members must uncover a sinister agenda or face becoming victims themselves. The dice have been cast, destinies intertwined and an ancient prophecy surfaces. But the deeper the band delves, the more questions remain. Can solving a mystery from the past be the key to events of the present? Will the arrival of a tormented stranger help their cause, or lead them down a dark and dangerous path? And perhaps the most important question of all: does any of it matter, or are their deaths as well as everyone they have ever known, already foretold in the threads? Enter the land of Draza and enjoy the first of this epic trilogy filled with adventure and magic, war and revenge. A tale BookIdeas writes they were "compelled to keep reading" and "is reminiscent of David Eddings's The Belgariad." Be enveloped by the Tendrils of Darkness.

Last of the Wilds

Mercedes Lackey's triumphant return to the best-selling world of Valdemar, *Take a Thief* reveals the untold story of Skif--a popular character from Lackey's first published novel, *Arrows of the Queen*. Skif was an orphan who would have died from malnutrition and exposure if he had never met Deke the pickpocket. By the time he was twelve, Skif was an accomplished cat burglar. But it wasn't until he decided to steal a finely tacked-out white horse, which was, oddly enough, standing unattended in the street, that this young thief discovered that the tables could turn on him--and that he himself could be stolen!

Elemental Thief

After pitched battle, The White—the avatars of the Five Gods—have briefly turned back the vicious invaders. And now, the priestess Auraya is sent on an urgent mission to reconcile with the powerful, outcast Dreamweavers, for their magical healing abilities may be the key to saving the land. But as a deadly plague devastates their allies and old adversaries resurface, a dreadful surprise may ruin the chance for peace. For Auraya's terrible discovery will force her into a desperate choice—one whose consequences will change the world forever.

The Traitor Queen

In this spellbinding sequel to the New York Times bestselling *The Last Magician*, Esta and Harte set off on a cross-country chase through time to steal back the elemental stones they need to save the future of magic. Hunt the Stones. Beware the

Thief. Avenge the Past. Esta's parents were murdered. Her life was stolen. And everything she knew about magic was a lie. She thought the Book of Mysteries held the key to freeing the Mageus from the Order's grasp, but the danger within its pages was greater than she ever imagined. Now the Book's furious power lives inside Harte. If he can't control it, it will rip apart the world to get its revenge, and it will use Esta to do it. To bind the power, Esta and Harte must track down four elemental stones scattered across the continent. But the world outside the city is like nothing they expected. There are Mageus beyond the Brink not willing to live in the shadows—and the Order isn't alone in its mission to crush them. In St. Louis, the extravagant World's Fair hides the first stone, but an old enemy is out for revenge and a new enemy is emerging. And back in New York, Viola and Jianyu must defeat a traitor in a city on the verge of chaos. As past and future collide, time is running out to rewrite history—even for a time-traveling thief.

The Revenge of Magic

“Perfect for fans of Rick Riordan.” —Booklist When long-dead magical creatures are discovered all around the world, each buried with a book of magic, only children can unlock the dangerous power of the books in this start to an “imaginative and exciting” (Brandon Mull, #1 New York Times bestselling author) series from the author of the New York Times bestselling Story Thieves! Thirteen years ago, books of magic were discovered in various sites around the world alongside the bones of dragons. Only those born after “Discovery Day” have the power to use the magic. Now, on a vacation to Washington, DC, Fort Fitzgerald's father is lost when a giant creature bursts through the earth, attacking the city. Fort is devastated, until an opportunity for justice arrives six months later, when a man named Dr. Opps invites Fort to a government-run school, the Oppenheimer School, to learn magic from those same books. But life's no easier at the school, where secrets abound. What does Jia, Fort's tutor, know about the attacks? Why does Rachel, master of destructive magic, think Fort is out to destroy the school? And why is Fort seeing memories of an expelled girl every time he goes to sleep? If Fort doesn't find out what's hiding within the Oppenheimer School, more attacks will come, and this time, nothing will stop them!

The Rise of Io

The glittering tradition of sword-and-sorcery sweeps into the sands of ancient Arabia with the heart-stopping speed of a whirling dervish in this thrilling debut novel from new talent Howard Andrew Jones In 8th century Baghdad, a stranger pleads with the vizier to safeguard the bejeweled tablet he carries, but he is murdered before he can explain. Charged with solving the puzzle, the scholar Dabir soon realizes that the tablet may unlock secrets hidden within the lost city of Ubar, the Atlantis of the sands. When the tablet is stolen from his care, Dabir and Captain Asim are sent after it, and into a life and death chase through the ancient Middle East. Stopping the thieves—a cunning Greek spy and a fire wizard of the Magi—requires a desperate journey into the desert, but first Dabir and Asim must find the lost ruins of Ubar and contend

with a mythic, sorcerous being that has traded wisdom for the souls of men since the dawn of time. But against all these hazards there is one more that may be too great even for Dabir to overcome Advance Praise for THE DESERT OF SOULS: "The Desert of Souls is filled with adventure, magic, compelling characters and twists that are twisty. This is seriously cool stuff." -- Steven Brust, New York Times bestselling author of the Vlad Taltos series "A grand and wonderful adventure filled with exotic magic and colorful places — like a cross between Sinbad and Indiana Jones." -- Kevin J. Anderson, New York Times bestselling author of The Map of All Things "Like the genie of the lamp, Howard Jones has granted this reader's wish for a fresh, exciting take on the venerable genre of sword-and-sorcery!" -- Richard A. Knaak, New York Times and USA Today bestselling author of Legends of the Dragonrealm "Howard Andrew Jones spins an exciting and suspenseful tale in his historical fantasy debut. A rich, detailed tapestry -- part Arthur Conan Doyle, part Robert E. Howard, and part Omar Khayyam, woven in the magical thread of One Thousand And One Nights." -- E.E. Knight, Author of the bestselling Vampire Earth "An entertaining and enjoyable journey into a world of djinns and magic far darker than expected, yet one that ends with hope, both for the characters and that there will be yet another book." -- L. E. Modesitt, Jr, author of the Recluse Saga, the Imager Portfolio, and the Corean Chronicles "A modern iteration of old school storytelling. Highly recommended to anyone in search of a fun run through strange lands and times." -- Glen Cook, author of The Black Company Series "Howard Jones wields magic like a subtle blade and action like a mighty cleaver in his scimitars and sorcery tale, weaving together Arabian myth, history, and some honest-to-gosh surprises to create a unique story that you'll not soon forget." -- Monte Cook, author of The Dungeon Masters Guide, 3rd Edition "A rousing tale of swords against sorcery. Howard Jones writes with wit and flair. His world is involving, authentic and skilfully evoked. The best fantasy novel I have read all year." -- William King, Author of the Space Wolf trilogy and creator of Gotrek and Felix "A whirlwind tale of deserts, djinn and doors to other worlds, told in a voice perfectly pitched for the style and setting." -- Nathan Long, author of Bloodborn and Shamanslayer "An Arabian Nights adventure as written by Robert E Howard. It is exciting, inventive, and most of all fun." -- Dave Drake, author of The Legion of Fire

The Star Thief

The classic collaboration from the internationally bestselling authors Neil Gaiman and Terry Pratchett, soon to be an original series starring Michael Sheen and David Tennant. "Good Omens . . . is something like what would have happened if Thomas Pynchon, Tom Robbins and Don DeLillo had collaborated. Lots of literary inventiveness in the plotting and chunks of very good writing and characterization. It's a wow. It would make one hell of a movie. Or a heavenly one. Take your pick."—Washington Post According to The Nice and Accurate Prophecies of Agnes Nutter, Witch (the world's only completely accurate book of prophecies, written in 1655, before she exploded), the world will end on a Saturday. Next Saturday, in fact. Just before dinner. So the armies of Good and Evil are amassing, Atlantis is rising, frogs are falling, tempers are flaring. Everything appears to be going according to Divine Plan. Except a somewhat fussy angel and a fast-living demon—both of

whom have lived amongst Earth's mortals since The Beginning and have grown rather fond of the lifestyle—are not actually looking forward to the coming Rapture. And someone seems to have misplaced the Antichrist . . .

Gifted Thief

Ella Patel - thief, con-artist and smuggler - is in the wrong place at the wrong time. One night, on the border of a demilitarized zone run by the body-swapping alien invaders, she happens upon a man and woman being chased by a group of assailants. The man freezes, leaving the woman to fight off five attackers at once, before succumbing. As she dies, to both Ella and the man's surprise, the sparkling light that rises from the woman enters Ella, instead of the man. She soon realizes she's been inhabited by Io, a low-ranking Quasing who was involved in some of the worst decisions in history. Now Ella must now help the alien presence to complete her mission and investigate a rash of murders in the border states that maintain the frail peace. With the Propus assigned to help her seemingly wanting to stab her in the back, and the enemy Genjix hunting her, Ella must also deal with Io's annoying inferiority complex. To top it all off, Ella thinks the damn alien voice in her head is trying to get her killed. And if you can't trust the voices in your head, who can you trust? File Under: Science Fiction [Ella From the Block | Alien Inside | War Without End | Shape Up and Strike Back]

The Smoke Thieves

The turn of a page will open the portal from our world to Mytica's past. Crystal Hatcher, Modern-Day Toronto- Crys must solve a deadly mystery after witnessing the shocking event that leaves her little sister, Becca, in a coma. Maddox Corso, Ancient Mytica- Maddox is torn between his own grave troubles and those of a stranger when he's visited by the spirit of Becca, a strange girl from another world. Farrell Grayson, Modern-Day Toronto- When the enigmatic leader of the ultra-secret Hawkspear Society enlists his help, Farrell starts to question everything he knew about family, loyalty, and himself . . . Crystal Hatcher and her little sister, Becca, are working in their mother's bookshop in downtown Toronto when they receive an unexpected delivery- a large leather-bound book written in an unrecognizable language. Becca opens it and falls into a deep coma that sends her spirit to another world. On the ritzier side of town, the elusive leader of a powerful secret society invites an aimless heir name Farrell Grayson to join his inner circle. Farrell seizes the chance to prove his worth to his parents - no matter how much he has to sacrifice. And worlds away in Mytica, a young commoner named Maddox Corso meets a pretty stranger from a faraway land who desperately needs his help. Her name is Becca Hatcher, and when Maddox realizes he's the only one who can see her, their meeting feels like much more than chance . . .

The Devil's Thief

Discover the magic of Trudi Canavan with her brand new novel in the Traitor Spy trilogy Events are building to a climax in Sachaka as Lorkin returns from his exile with the Traitor rebels. The Traitor Queen has given Lorkin the huge task of brokering an alliance between his people and the Traitors. Lorkin has also had to become a feared black magician in order to harness the power of an entirely new kind of gemstone magic. This knowledge could transform the Guild of Magicians - or make Lorkin an outcast forever. The Traitor Spy trilogy, which began with *The Ambassador's Mission* and *The Rogue*, is the new series set in the world of the international bestselling Black Magician trilogy.

Voice of the Gods

A talking sword, an Academy for Mages, and terrifying demons everywhere? This term is going to be intense. I grew up scavenging for discarded mage tech my uncle could sell, while trying to avoid the monsters in the Scraps. Not the best upbringing, but at least I had my little brother Briar and my best friend Sterling. At night we'd lift our eyes to the magnificent floating city of mages, watch the sparkling lights and dream of magic and wonder. Then one day the unthinkable happens: my uncle sells me to a nobleman with a death wish, who wants me to infiltrate the prestigious academy of magic pretending to be a mage, and more alarmingly, a lady. The first would be difficult enough, without any real magic, the second seems even more impossible. I've never worn a dress in my life. But nobody asked my opinion. I get in, thanks to a clever piece of mage-tech, but it's only a matter of time before someone uncovers that I'm a fraud and exposes the charade. My professor, Markus Du Lac, is already suspicious, and the impossibly handsome prince, sixth in line for the throne, seems strangely fascinated with me - more than enough to make me the sworn enemy of the girl who's courting him. Thrust into a world of magic, I must fool the Academy's faculty and students into proving I'm one of them. But not all is as it seems in the shining kingdom of mages. Secret dangers hide around every corner, which threaten to change my life forever. As I search the school's library for valuable treasure and forbidden archives, I'm shocked to discover I have more magical talent than I realized. Even if I succeed my mission and escape with my life, things will never be the same. *The Source of Magic* is a young adult fantasy adventure suitable for ages 13 and up. Fans who enjoyed Rachel Carter's Black Mage series and Philip Pullman's His Dark Materials trilogy will love this sprawling magical academy setting full of monsters, mages, murder and romantic intrigue.

The Magician's Apprentice

“Den of Thieves rollicks....This is a book I would be happy to have written.” —Dave Duncan Remember this name: David Chandler. With *Den of Thieves*, the first book in his astounding fantasy series, *The Ancient Blades Trilogy*, Chandler immediately establishes himself as a major player in the world of action-rich epic fantasy—right up there alongside George R. R. Martin, R. A. Salvatore, and Raymond E. Feist. An enthralling and wonderfully gritty tale of cutpurses, knights and

demons, witches, betrayals, and darkest intrigue—in the popular vein of the bestselling works of Brent Weeks, Joe Abercrombie, and Scott Lynch—Den of Thieves introduces readers to Malden, an amiable young criminal whose one grave mistake bonds him to the lord of the underworld and sets him on an impossible quest that will most likely lead the hapless thief to his doom.

Thief's Magic

Owen, Kiel, and Bethany confront secrets, stolen memories, and some very familiar faces in the second book in the New York Times bestselling series, *Story Thieves*—which was called a “fast-paced, action-packed tale” by *School Library Journal*—from the author of the *Half Upon a Time* trilogy. Owen Conners’s whole life changed the day he found out his classmate Bethany was half-fictional, and could take him into any book in the library. Which story would they jump into next? Another fantasy, like the *Kiel Gnomes* or *Magic Thief* books? Maybe something with superheroes? Owen’s up for anything except mysteries—those just have too many hidden clues, twists that make no sense, and an ending you never see coming. Then Owen wakes up in a real-life mystery with a memory that’s been erased and too many questions. How did *Kiel Gnomes* lose all of his magic? Where is Bethany? And who’s the annoying guy wearing the question mark mask and Sherlock Holmes hat, taunting Owen and Kiel that Bethany is in grave danger? Bethany is trapped in a hidden room that’s slowly filling with water, and she can’t escape until her friends find her. But is she imprisoned by more than just chains and a locked door? What’s she hiding from Owen and Kiel? Maybe some mysteries just shouldn’t be solved... Please note: The black bars in the first nine chapters are intended.

A Book of Spirits and Thieves

A Finalist for the Nebula Award for Best Novel and the 2019 Lambda Award for best LGBTQ SF/F/Horror! One of the best books of 2018, according to NPR, Publishers Weekly, BuzzFeed, the Chicago Review, BookPage, and the B&N Sci-Fi and Fantasy Blog. C. L. Polk arrives on the scene with *Witchmark*, a stunning, addictive fantasy that combines intrigue, magic, betrayal, and romance. The New York Times calls it “thoroughly charming and deftly paced an accomplished and enjoyable debut.” In an original world reminiscent of Edwardian England in the shadow of a World War, cabals of noble families use their unique magical gifts to control the fates of nations, while one young man seeks only to live a life of his own. Magic marked Miles Singer for suffering the day he was born, doomed either to be enslaved to his family's interest or to be committed to a witches' asylum. He went to war to escape his destiny and came home a different man, but he couldn't leave his past behind. The war between Aeland and Laneer leaves men changed, strangers to their friends and family, but even after faking his own death and reinventing himself as a doctor at a cash-strapped veterans' hospital, Miles can't hide what he truly is. When a fatally poisoned patient exposes Miles' healing gift and his witchmark, he must put his anonymity

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and freedom at risk to investigate his patient's murder. To find the truth he'll need to rely on the family he despises, and on the kindness of the most gorgeous man he's ever seen. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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