

Kingdoms Of Dust The Necromancer Chronicles 3 Amanda Downum

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Sketches of the African Kingdoms and Peoples

With her master dead and her oaths foresworn,
necromancer and spy Isyllt Iskaldur finds herself in
exile. Hounded by assassins, she seeks asylum in
Assar, the empire she so recently worked to
undermine. Warlords threaten the empire's fragile
peace, and the empress is beset by enemies within

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the court. Even worse, darkness stirs in the deep desert. Ancient spirits long held captive are waking - spirits that can destroy Assar faster than any army. Accompanied by an outcast jinn, Isyllt must travel into the heart of the desert to lay the darkness there to rest once more. But her sympathies are torn between the captive spirits and the order of mages sworn to bind them. And whichever choice she makes could raze the empire to dust.

Hold Me Closer, Necromancer

For the first time in over a thousand years the Seven Kingdoms of Justava are at peace with each other. As age old tensions melt away, the people are able to rest easily in their homes, safe in the knowledge that war will trouble them no longer. But a new power is growing in the heart of Justava, an unseen malice that threatens to destroy the fragile peace and throw Justava back into chaos and war. With the evil Necromancer Empire spreading to every corner of the Seven Kingdoms, it falls upon two young elves who lost everything to this new evil to make a stand. Together, Brenik and Nalia must overcome age old prejudices and travel deep into the wilds of Justava in order to raise their banner and ignite the fires of rebellion.

The Bones of the Past

At the Emperor's command Multiple races carefully navigate the City of Elantra under the Dragon Emperor's wing. His Imperial Wolves are

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executioners, the smallest group to serve in the Halls of Law. The populace calls them assassins. Every wolf candidate must consent to a full examination by the Tha'alani, one of the most feared and distrusted races in Elantra for their ability to read minds. Most candidates don't finish their job interviews. Severn Handred, the newest potential recruit, is determined to face and pass this final test—even if by doing so he's exposing secrets he has never shared. When an interrogation uncovers the connections to a two-decade-old series of murders of the Tha'alani, the Wolves are commanded to hunt. Severn's first job will be joining the chase. From the High Halls to the Tha'alani quarter, from the Oracles to the Emperor, secrets are uncovered, tensions are raised and justice just might be done...if Severn can survive. The Wolves of Elantra Book 1: The Emperor's Wolves

The Seven Kingdoms

Symir -- the Drowning City. home to exiles and expatriates, pirates and smugglers. And violent revolutionaries who will stop at nothing to overthrow the corrupt Imperial government. For Isyllt Iskaldur, necromancer and spy, the brewing revolution is a chance to prove herself to her crown. All she has to do is find and finance the revolutionaries, and help topple the palaces of Symir. But she is torn between her new friends and her duties, and the longer she stays in this monsoon-drenched city, the more intrigue she uncovers -- even the dead are plotting. As the waters rise and the dams crack, Isyllt must choose between her mission and the city she came to

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save.

The Adventure Zone: Here There Be Gerblins

The Shattered Pillars is the second book of Bear's The Eternal Sky trilogy and the sequel to Range of Ghosts. Set in a world drawn from our own great Asian Steppes, this saga of magic, politics and war sets Re-Temur, the exiled heir to the great Khagan and his friend Sarmarkar, a Wizard of Tsarepheth, against dark forces determined to conquer all the great Empires along the Celedon Road. Elizabeth Bear is an astonishing writer, whose prose draws you into strange and wonderful worlds, and makes you care deeply about the people and the stories she tells. The world of The Eternal Sky is broadly and deeply created—her award-nominated novella, "Bone and Jewel Creatures" is also set there. The Eternal Sky Trilogy #1 Range of Ghosts #2 Shattered Pillars #3 Steles of the Sky At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Secret Book of Sacred Things

Dark magic is afoot in the City of Jackals Eighty years Bijou the Artificer has been a Wizard of Messaline, building her servants from precious scraps, living with the memory of a great love that betrayed her. She is ready to rest. But now her former apprentice, Brazen the Enchanter, has brought her a speechless feral child poisoned by a sorcerous infection. Now,

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Messaline is swept by a mysterious plague. Now the seeping corpses of the dead stalk the streets. Now, finally, Bijou's old nemesis--Bijou's old love--Kaulas the Necromancer is unleashing a reeking half-death on Bijou's people. And only Bijou and her creatures wrought of bone and jewels can save the City of Jackals from his final revenge.

The Aylesford Skull

Subterranean Press is proud to announce Book of Iron, the standalone prequel to Elizabeth Bear's acclaimed novella, Bone and Jewel Creatures. Bijou the Artificer is a Wizard of Messaline, the City of Jackals. She and her partner and rival Kaulas the Necromancer, along with the martial Prince Salih, comprise the Bey's elite band of trouble-solving adventurers. But Messaline is built on the ruins of a still more ancient City of Jackals. So when two foreign Wizards and a bard from the mysterious western isles cross the desert in pursuit of a sorcerer intent on plundering the deadly artifacts of lost Erem, Bijou and her companions must join their hunt. The quest will take them through strange passages, beneath the killing light of alien suns, with the price of failure the destruction of every land.

Bewitched & Betrayed

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Necromancy in Naat

From Gail Z. Martin, one of the most exciting writers of fantasy adventure, comes the fourth and final novel in the epic Ascendant Kingdoms Saga. Blaine McFadden and his allies have brought magic back under mortal command and begun to restore order to the beleaguered kingdom of Donderath. Now, new perils and old enemies gather for a final reckoning. Foreign invaders, a legendary dark mage and vengeful immortals fight Blaine's battered forces for control of the continent, and Blaine's weary army is the only thing standing between a kingdom struggling to rise from the ashes and a descent into fury and darkness.

Lives of the Necromancers

Okay. Harken to my tale. Once upon a time (a couple

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of years ago) there were these brothers who had a bunch of really successful podcasts, and they decided to do a new podcast with their dad, where they all played D&D together as a family, and lo, this new podcast was called The Adventure Zone, and verily did it get downloaded over 10 million times, and wow did it totally eat the brains of all who listened, because: It was just. That. Rad. AND THEN did these guys team up with artist Carey Pietsch, and make a graphic novel where the weirdly sweet and brilliant but also super SUPER vulgar and honestly kind of bizarre story of The Adventure Zone got adapted into a goofy, innovative, and compelling graphic novel! Let no man deny that it was the best idea ever, right? Reader, we're publishing it.

Dreams of Shreds and Tatters

War has come to the Winter Kingdoms. The Dread will rise. Kings will fall. Summoner-King Tris Drayke takes what remains of his army north for a war he is ill-prepared to fight, as reports from spies confirm Tris's worst fear. A new threat rises across the sea: a dark summoner who intends to make the most of the Winter Kingdoms's weakness. In Isencroft, Kiara's father is assassinated and she will now have no choice except to return and claim the crown. But she must leave behind her husband and their infant son to face the dark power that threatens her rule. THE DREAD is the epic conclusion to the Fallen Kings Cycle.

The Bone Witch

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After her mother's mysterious death, a young woman is summoned to the floating city of Sky in order to claim a royal inheritance she never knew existed in the first book in this award-winning fantasy trilogy from the NYT bestselling author of *The Fifth Season*. Yeine Darr is an outcast from the barbarian north. But when her mother dies under mysterious circumstances, she is summoned to the majestic city of Sky. There, to her shock, Yeine is named an heiress to the king. But the throne of the Hundred Thousand Kingdoms is not easily won, and Yeine is thrust into a vicious power struggle with cousins she never knew she had. As she fights for her life, she draws ever closer to the secrets of her mother's death and her family's bloody history. With the fate of the world hanging in the balance, Yeine will learn how perilous it can be when love and hate - and gods and mortals - are bound inseparably together. The Inheritance Trilogy *The Hundred Thousand Kingdoms* *The Broken Kingdoms* *The Kingdom of Gods* *The Inheritance Trilogy (omnibus edition)* *Shades in Shadow: An Inheritance Triptych (e-only short fiction)* *The Awakened Kingdom (e-only novella)* For more from N. K. Jemisin, check out: *Dreamblood Duology* *The Killing Moon* *The Shadowed Sun* *The Broken Earth* *The Fifth Season* *The Obelisk Gate* *The Stone Sky*

History of the Franks

Condemned as a murderer for killing the man who dishonored his sister, Blaine "Mick" McFadden has spent the last six years in Velant, a penal colony in the frigid northern wastelands. Harsh military

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discipline and the oppressive magic keep a fragile peace as colonists struggle against a hostile environment. But the supply ships from Dondareth have stopped coming, boding ill for the kingdom that banished the colonists. Now, as the world's magic runs wild, McFadden and the people of Velant must fight to survive and decide their fate From Gail Z. Martin, author of the beloved series THE CHRONICLES OF THE NECROMANCER and THE FALLEN KINGS CYCLE, comes a new fantasy adventure for the ages. Welcome to the end of the world. Welcome to the beginning of THE ASCENDANT KINGDOMS SAGA.

The Hour of the Dragon

Robert E. Howard is the creator of Conan the Barbarian, one of the most unforgettable fantasy characters of all time. In this novel, one of the last of the Conan tales to be published before the author's untimely demise, Conan's reign as king of Aquilonia is threatened by a group that is plotting to depose him with the help of an ancient wizard who has been resurrected through dark magic.

A Book of Spirits and Thieves

Sam leads a pretty normal life. He may not have the most exciting job in the world, but he's doing all right—until a fast food prank brings him to the attention of Douglas, a creepy guy with an intense violent streak. Turns out Douglas is a necromancer who raises the dead for cash and sees potential in Sam. Then Sam discovers he's a necromancer too,

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but with strangely latent powers. And his worst nightmare wants to join forces . . . or else. With only a week to figure things out, Sam needs all the help he can get. Luckily he lives in Seattle, which has nearly as many paranormal types as it does coffee places. But even with newfound friends, will Sam be able to save his skin? Hold Me Closer, Necromancer is a 2011 Bank Street - Best Children's Book of the Year.

Ancient Kingdoms

The Grishaverse will be coming to Netflix soon with *Shadow and Bone*, an original series! *Crooked Kingdom*: the highly anticipated sequel to Leigh Bardugo's thrilling #1 New York Times-bestselling *Six of Crows*. Kaz Brekker and his crew have just pulled off a heist so daring even they didn't think they'd survive. But instead of divvying up a fat reward, they're right back to fighting for their lives. Double-crossed and badly weakened, the crew is low on resources, allies, and hope. As powerful forces from around the world descend on Ketterdam to root out the secrets of the dangerous drug known as *jurda palem*, old rivals and new enemies emerge to challenge Kaz's cunning and test the team's fragile loyalties. A war will be waged on the city's dark and twisting streets—a battle for revenge and redemption that will decide the fate of the Grisha world.

Unclean

"Packs a punch worthy of the Thunderer himself. It rocks!" -- Joanne Harris, author of *The Gospel of Loki*

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"Holdt wows in her Norse mythology inspired debut an electrifying adventure" -- Publishers Weekly, starred review A dead man, walking between the worlds, foresees the end of the gods. A survivor searching for a weapon releases a demon from fiery Muspelheim. A village is slaughtered by Christians, and revenge must be taken. The bonds between the gods and Midgard are weakening. It is up to Hilda, Ragnar, their tribesmen Einer and Finn, the chief's wife Siv and Tyra, her adopted daughter, to fight to save the old ways from dying out, and to save their gods in the process. Following in the steps of Neil Gaiman & Joanne Harris, the author expertly weaves Norse myths and compelling characters into this fierce, magical epic fantasy.

Shadow and Flame

The latest title from popular Forgotten Realms® author Richard Lee Byers. The dead are restless in the magic-rich realm of Thay, and an evil necromancer begins to gather them to his cause--a cause that will change the face of Faerûn forever. From the Paperback edition.

The Hundred Thousand Kingdoms

Death is no stranger in the city of Erisín-- but some deaths attract more attention than others. When a prostitute dies carrying a royal signet, Isyllt Iskaldur, necromancer and agent of the Crown, is called to investigate. Her search leads to desecrated tombs below the palace, and the lightless vaults of the

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vampiric vrykoloji deep beneath the city. But worse things than vampires are plotting in Erisín As a sorcerous plague sweeps the city and demons stalk the streets, Isyllt must decide who she's prepared to betray, before the city built on bones falls into blood and fire.

Ice Forged

Life-twisting magic, demonic possession, and immortals who have outlived gods themselves come together in this epic fantasy inspired by the likes of Glen Cook and Steven Erikson.

The Darkest Magic

The newest novel in Gail Z. Martin's breathtaking Ascendant Kingdoms saga -- a tale of unpredictable magic, battling warlords, and the lust for vengeance. Amidst the shadows, chaos reigns. Blaine "Mick" McFadden managed to partially restore Donderath's magic, but not without a cost. He and the magic are now bound together, and the power remains dangerous and erratic -- draining the life from him with every use. New threats are rising from the wreckage of the battered kingdoms, and warlords both mortal and undead vie for control. Now, Blaine and his unlikely band of convict heroes must find allies amidst a seas of enemies, and discover a way to rebind magic to the will of mortals before it destroys him. And time is running out

Riverland

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Four original stories from some of fantasy's most exciting authors, featuring assassins, faerie, hauntings, and more.

Bone and Jewel Creatures

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

The Diablo: The Kingdom of Shadow

It is the summer of 1883 and Professor Langdon St. Ives - brilliant but eccentric scientist and explorer - is at home in Aylesford with his family. However, a few miles to the north a steam launch has been taken by

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pirates above Egypt Bay; the crew murdered and pitched overboard. In Aylesford itself a grave is opened and possibly robbed of the skull. The suspected grave robber, the infamous Dr. Ignacio Narbono, is an old nemesis of Langdon St. Ives. When Dr. Narbono returns to kidnap his four-year-old son Eddie and then vanishes into the night, St. Ives and his factotum Hasbro race to London in pursuit The first new steampunk novel in over twenty years from one of the genre's founding fathers!

Total Annihilation: Kingdoms

Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm and neither Man nor Demon nor Angel will be left unscathed. Legend speaks of a long-dead city known as Ureh, thought by many to have been a gateway to the High Heavens. It is believed that every two thousand years, when the stars align and the shadow of Mount Nymyr falls upon the ruins, Ureh is reborn -- and all its lost riches are revealed to those brave enough to seek them out. Now, after a lifetime of research and intense calculation, the Vizjerei sorcerer, Quov Tsin, has come to witness Ureh's rebirth for himself. But that which awaits Tsin and his hired band of mercenaries is nothing like what they expected. They will find that the dream of radiant Ureh is, in fact, a twisted nightmare of horror -- one that will draw them inexorably into The Kingdom of Shadow An original tale of swords, sorcery, and

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timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

Conqueror's Moon

When Liz Drake's best friend vanishes, nothing can stop her nightmares. Driven by the certainty he needs her help, she crosses a continent to search for him. She finds Blake comatose in a Vancouver hospital, victim of a mysterious accident that claimed his lover's life – in her dreams he drowns. Blake's new circle of artists and mystics draws her in, but all of them are lying or keeping dangerous secrets. Soon nightmare creatures stalk the waking city, and Liz can't fight a dream from the daylight world: to rescue Blake she must brave the darkest depths of the Dreamlands. Even the attempt could kill her, or leave her mind trapped or broken. And if she succeeds, she must face the monstrous Yellow King, whose slave Blake is on the verge of becoming forever.

A Fantasy Medley 2

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

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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 Bone Palace

through the blue shade of fir trees he runs, eyes slitted against the wind, snow crunching underfoot. The scent of pine and winter fills his nose, clean and sharp. He would take joy in running, but for the shadows close on his heels. Beasts that run like men, men that run like beasts, night-shining eyes and snapping teeth, near enough that he feels their laughter and hot breath. Nearer with every step. Does he run on two legs or four? The uncertainty makes him alter, and the hunters have him. Fangs close in on his flesh, dragging him down, and the snow melts

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under a wash of blood

War of Shadows

Shattered Pillars

Kingdom of Dust

A fantastic journey into a postapocalyptic world, seen through the eyes of a 12-year-old girl, told by a master storyteller. For fans of China Mieville and the sci-fi of Margaret Atwood and Doris Lessing. The coming of the Great Stone destroyed almost everything that used to be. But high in one remote valley, the Church of Selene has found its way back from ruin. Sister Luka and her female converts offer sacrifices to the scarred (and very close) moon that hangs over their convent. It has been this way since the Stone hit. Among the Little Sisters of Selene is 12-year-old Aurora, respected Scribe of the church. She endlessly writes down the name of the moon to keep her in the sky where she belongs. But Aurora has a secret book she keeps hidden in her Scribe's chamber and into this diary she pours out her hopes and desires. Upsetting this fragile equilibrium is Willa, a young tomboy whose flamboyant arrival threatens the hard-won status quo of the sisters' community. As Aurora and Willa inch toward friendship, insurrection grows. But when an unexpected marvel occurs in the sky, it is clear that Aurora's work as the Scribe has failed. The moon is threatening to remake the world

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all over again. This is the Secret Book of Sacred Things, this is Aurora's story.

The Kingdoms of Dust

Northern Wrath

Yadar, a princely nomad, searches for his love Dalili, only to discover her on the Island of Naat... and the horrors of the island...

The Emperor's Wolves

New from the national bestselling author of *The Trouble with Demons* Raine Benares is a seeker. She finds lost things and missing people- usually alive. But now she's been bonde with the Saghred, a soul-stealing stone of unlimited power, and must hunt down its escapees. Especially since one of them is also hunting her

The Alchemyst

A Publishers Weekly Most Anticipated Young Adult Book of Spring 2017! In the captivating start to a new, darkly lyrical fantasy series for readers of Leigh Bardugo and Sabaa Tahir, Tea can raise the dead, but resurrection comes at a price Let me be clear: I never intended to raise my brother from his grave, though he may claim otherwise. If there's anything I've learned from him in the years since, it's that the dead hide truths as well as the living. When Tea

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accidentally resurrects her brother from the dead, she learns she is different from the other witches in her family. Her gift for necromancy means that she's a bone witch, a title that makes her feared and ostracized by her community. But Tea finds solace and guidance with an older, wiser bone witch, who takes Tea and her brother to another land for training. In her new home, Tea puts all her energy into becoming an asha—one who can wield elemental magic. But dark forces are approaching quickly, and in the face of danger, Tea will have to overcome her obstacles and make a powerful choice. *Memoirs of a Geisha* meets *The Name of the Wind* in this brilliant new fantasy series by Rin Chupeco!

Crooked Kingdom

When things go bad at home, sisters Eleanor and Mike hide in a secret place under Eleanor's bed, telling monster stories. Often, it seems those stories and their mother's house magic are all that keep them safe from both busybodies and their dad's temper. But when their father breaks a family heirloom, a glass witch ball, a river suddenly appears beneath the bed, and Eleanor and Mike fall into a world where dreams are born, nightmares struggle to break into the real world, and secrets have big consequences. Full of both adventure and heart, *Riverland* is a story about the bond between two sisters and how they must make their own magic to protect each other and save the ones they love.

The Drowning City

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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 Dread

Tales of Mantica

While working at summer jobs in San Francisco, twins Sophie and Josh find themselves caught up in the deadly, centuries-old struggle between rival alchemists, Nicholas Flamel and John Dee, over the possession of an ancient and powerful book.

Book of Iron

An anthology of ten stories set in the world of Mantica, a world of epic fantasy. Ten experience authors give the reader an introduction to the setting and people involved in the wondrous world of Mantica

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