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KEY=OF - PARKER NELSON

SEA OF SWORDS

Wizards of the Coast New York Times–bestselling series: Drizzt and the Companions set out to save their imperiled friend in this fast-moving adventure in the Legend of Drizzt saga When the mark of Wulfgar’s legendary warhammer is found on the person of pirate Sheila Kree, Drizzt Do’Urden knows his friend is in dire need of his help. Thus, Drizzt, Catti-brie, Regis, and Bruenor spring into action, determined to save Wulfgar and recover Aegis-fang once and for all. But the road to victory is paved with monsters—from goblins and ogres to Wulfgar’s own personal demons. Meanwhile, Wulfgar is also searching for Aegis-fang. Hot on the trail of Sheila Kree and her new follower, Le’lorinel—a moon elf and a lifelong hater of Drizzt—he will soon encounter the Companions of the Hall in a startling reunion. Together, they will fight side by side in the last battle for Wulfgar’s heart and soul. Sea of Swords is the third book in the Paths of Darkness series and thirteenth installment in the Legend of Drizzt. It was formerly the fourth book in Paths and fourteenth book in Drizzt before The Servant of the Shard was moved to the Sellswords Trilogy.

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SEA OF SWORDS

Paw Prints The wicked pirate captain Sheila Kree has the mighty warhammer Aegis-fang, and Wulfgar is hot on her trail; but when Drizzt and his companions search for Wulfgar, they find themselves tracking the warhammer as well, an action that will lead them to a startling reunion, and the last battle for the heart and soul of Wulgar. Reissue.

SEA OF SWORDS

After finding the mark of Aegis-fang branded on the back of an outlaw, dark elf Drizzt Do’Urden fears that his long-missing friend Wulfgar is in danger and sets out with Cattie-brie and Bruenor to find Wulfgar and ensure his safety. Reprint.

SEA OF SWORDS

THE LEGEND OF DRIZZT

Wizards of the Coast The Legend of Drizzt(R) comes to an end . . . For now! The mighty warhammer Aegis-fang has found its way into the hands of the wicked pirate captain Sheila Kree, and Wulfgar is hot on her trail. When Drizzt and his companions leave Mithral Hall in search of Wulfgar, they find themselves on the trail of the warhammer as well, a trail that will lead them to a startling reunion, and the last battle for the heart and soul of Wulfgar. From the Paperback edition.

SEA OF SWORDS (FORGOTTEN REALMS: PATH OF DARKNESS #4).

ISLE OF SWORDS

Thomas Nelson Inc A young man awakens on an island, alone and seriously injured, with no memory, and as he searches for his identity he finds himself caught between two notorious pirates battling for a legendary treasure reportedly hidden by monks.

GEORGE R. R. MARTIN'S A GAME OF THRONES 5-BOOK BOXED SET (SONG OF ICE AND FIRE SERIES)

A GAME OF THRONES, A CLASH OF KINGS, A STORM OF SWORDS, A FEAST FOR CROWS, AND A DANCE WITH DRAGONS

Bantam For the first time, all five novels in the epic fantasy series that inspired HBO’s Game of Thrones are together in one eBook bundle. An immersive entertainment experience unlike any other, A Song of Ice and Fire has earned George R. R. Martin—dubbed “the American Tolkien” by Time magazine—international acclaim and millions of loyal readers. Now this bundle collects the entire monumental cycle in the most convenient format available: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS “One of the best series in the history of fantasy.”—Los Angeles Times Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King’s Landing. There Eddard Stark of Winterfell rules in Robert’s name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen’s brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys. “Long live George Martin . . . a literary dervish, enthralled by complicated characters and vivid language, and bursting with the wild vision of the very best tale tellers.”—The New York Times

SERVANT OF THE SHARD

Wizards of the Coast New York Times–bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard’s influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he’s come to enslave. Servant of the Shard is the first book in the Sellswords trilogy and the fourteenth book in the Legend of Drizzt series.

A STORM OF SWORDS

Winter approaches Westeros like an angry beast. The Seven Kingdoms are divided by revolt and blood feud. In the northern wastes, a horde of hungry, savage people steeped in the dark magic of the wilderness is poised to invade the Kingdom of the North where Robb Stark wears his new-forged crown. And Robb’s defences are ranged against the South, the land of the cunning and cruel Lannisters, who have his younger sisters in their power. Throughout Westeros, the war for the Iron Throne rages more fiercely than ever, but if the Wall is breached, no king will live to claim it.

A GAME OF THRONES 4-BOOK BUNDLE

A SONG OF ICE AND FIRE SERIES: A GAME OF THRONES, A CLASH OF KINGS, A STORM OF SWORDS, AND A FEAST FOR CROWS

Bantam The perfect gift for fans of HBO’s Game of Thrones—a boxed set featuring the first four novels! George R. R. Martin’s A Song of Ice and Fire series has become, in many ways, the gold standard for modern epic fantasy. Martin—dubbed the “American Tolkien” by Time magazine—has created a world that is as rich and vital as any piece of historical fiction, set in an age of knights and chivalry and filled with a plethora of fascinating, multidimensional characters that you love, hate to love, or love to hate as they struggle for control of a divided kingdom. This bundle includes the following novels: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS

THE SPINE OF THE WORLD

Wizards of the Coast New York Times–bestselling series: Join barbarian hero Wulfgar on another action-packed adventure in the Legend of Drizzt saga Spending just one day in the torture chambers of the Abyss would be enough to break even the heartiest soul. Wulfgar of Icewind Dale was there for six miserable years. Though Wulfgar has since been freed, he is still haunted by the memories of the pain he endured at his captor Errtu's hands. Hoping to distance himself from his past, he flees to the faraway port city of Luskan—but in so doing, isolates himself from his friends and develops an unhealthy penchant for booze. For Wulfgar, things get worse before they get better. Fired from his gig at a tavern, robbed of his warhammer, and accused of murder, he goes on the run with Morik the Rogue—beginning a dangerous, combat-filled journey toward his redemption. The Spine of the World is the second book in the Paths of Darkness series and the twelfth installment in the Legend of Drizzt series.

THE BOOK OF SWORDS

Bantam New epic fantasy in the grand tradition—including a never-before-published Song of Ice and Fire story by George R. R. Martin! Fantasy fiction has produced some of the most unforgettable heroes ever conjured onto the page: Robert E. Howard's Conan the Barbarian, Michael Moorcock's Elric of Melniboné, Fritz Leiber's Fafhrd and the Gray Mouser. Classic characters like these made sword and sorcery a storytelling sensation, a cornerstone of fantasy fiction—and an inspiration for a new generation of writers, spinning their own outsize tales of magic and swashbuckling adventure. Now, in The Book of Swords, acclaimed editor and bestselling author Gardner Dozois presents an all-new anthology of original epic tales by a stellar cast of award-winning modern masters—many of them set in their authors' best-loved worlds. Join today's finest tellers of fantastic tales, including George R. R. Martin, K. J. Parker, Robin Hobb, Scott Lynch, Ken Liu, C. J. Cherryh, Daniel Abraham, Lavie Tidhar, Ellen Kushner, and more on action-packed journeys into the outer realms of dark enchantment and intrepid derring-do, featuring a stunning assortment of fearless swordsmen and warrior women who face down danger and death at every turn with courage, cunning, and cold steel. **FEATURING SIXTEEN ALL-NEW STORIES:** "The Best Man Wins" by K. J. Parker "Her Father's Sword" by Robin Hobb "The Hidden Girl" by Ken Liu "The Sword of Destiny" by Matthew Hughes "'I Am a Handsome Man,' Said Apollo Crow" by Kate Elliott "The Triumph of Virtue" by Walter Jon Williams "The Mocking Tower" by Daniel Abraham "Hrunting" by C. J. Cherryh "A Long, Cold Trail" by Garth Nix "When I Was a Highwayman" by Ellen Kushner "The Smoke of Gold Is Glory" by Scott Lynch "The Colgrid Conundrum" by Rich Larson "The King's Evil" by Elizabeth Bear "Waterfalling" by Lavie Tidhar "The Sword Tyraste" by Cecelia Holland "The Sons of the Dragon" by George R. R. Martin And an introduction by Gardner Dozois "When fine writer and expert editor [Gardner] Dozois beckons, authors deliver—and this surely will be one of the year's essential anthologies."—Kirkus Reviews (starred review)

THE WEIGHT OF SWORDS

Lance Conrad The Helveti nation has endured a siege of dragons for fifteen bloody years. The ravenous beasts can only be taken down by teams of elite fighters, led by Sword Bearers wielding ancient weapons. Even with all they can do, the cost of human life has driven the Helveti to the brink of annihilation. As the people contemplate the possibility of ultimate defeat, tragedy strikes again. Artair, one of their greatest Sword Bearers, is taken in the night by new and powerful enemies. Carried to a foreign land, his battle for his life and his homeland reaches new levels of ferocity. With his true enemies revealed, he must fight men, dragons, and worse to gain a chance for his people... ..a chance to survive.

RING OF SWORDS

Macmillan Searching for a worthy foe to conquer, a warlike alien race encounters humankind, leading to years of skirmishing that might be solved by diplomacy, except that there is a human traitor among the aliens

A STORM OF SWORDS: PART 2 BLOOD AND GOLD (A SONG OF ICE AND FIRE, BOOK 3)

HarperCollins UK HBO's hit series A GAME OF THRONES is based on George R R Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. A STORM OF SWORDS: BLOOD AND GOLD is the SECOND part of the third volume in the series. 'Colossal, staggering . . . one of the greats' SFX

A FEAST FOR CROWS

Bantam The kingdom exists in a state of perilous equilibrium following the death of a monstrous king, a regent ruling in King's Landing, and few claimants to the Iron Throne, until new conspiracies and alliances begin to erupt.

DUNGEONS & DRAGONS: THE LEGEND OF DRIZZT - NEVERWINTER TALES

Idea & Design Works Llc The most popular character from the most popular fantasy world of all time comes to life in his first original comic book tale. Drizzt and his companion, Dahlia, hunt for something that seems part vampire and part elite dwarven warrior, and must find out how the evil lich Valindra Shadowmantle and her minion Korbin Dor'crae factor into the mystery.

THE TWO SWORDS

Wizards of the Coast The war between Drizzt and King Obould rages on in this New York Times–bestselling conclusion to The Hunter's Blades trilogy Dark elf Drizzt Do'Urden would like nothing more than to kill King Obould Many-Arrows, the leader of the slaving orc army that slaughtered his closest friends. Now, it seems even Innovindil, Drizzt's new moon elf companion, cannot escape the grip of Obould's murderous scourge. When the orc king steals Innovindil's beloved pegasus, Drizzt must accompany her on a rescue mission to the northern lands of the frost giants—even if it means suffering the same fate as the Companions. Except the Companions are not dead . . . yet. Unbeknownst to Drizzt, they are sealed inside the walls of Mithral Hall, awaiting a battle that will either make or break them. As Obould's horde prepares for a siege just outside the gates, Bruenor must mastermind a plan that will defeat the orcs and lead his clan to victory. The Two Swords is the third book in The Hunter's Blades trilogy and the nineteenth installment in the Legend of Drizzt series.

SCOURGE OF THE SEAS OF TIME (AND SPACE)

Queen of Swords Press From peg legs to parrots to the Jolly Roger, classic pirates are some of the world's best-known and easily recognizable outlaws. Or are they? These fifteen stories spin new tales of pirates from around the world and beyond, sailing across dimensions, fighting alien monsters and searching for redemption or adventure or even love. Raise the Jolly Roger and sharpen your cutlass (or recharge your raygun) and climb aboard for some unforgettable journeys with pirates as you've never seen them before.

LODESTONE BOOK ONE

THE SEA OF STORMS

Virtualbookworm.com Publishing Alli-Kar, a white-hole portal from another universe, rains meteoroids onto the surface of the planet Kelanni. But the so-called "lodestones" behave according to different physical laws, transforming Kelanni's society. With the aid of the fearsome Keltar in their flying cloaks, the Kelanni are being put to forced labor to mine the lodestones. Shann, an orphan with a fiery disposition, witnesses a battle between a Keltar and a stranger bearing a similar flying cloak. She tracks down the stranger, learning of the technology behind the Keltars' power and joining him on a mission to free the slaves and cut off their supply of lodestones. Meanwhile Keris, a Keltar, is sent on a mission to track down the rebels. She is attacked by a flying creature and saved by the enigmatic Chandara. At their Great Tree, she learns that a mysterious "Prophet" is out to destroy the Kelanni people. Their only hope is a powerful instrument hidden in the distant past. Pursued by Keltar, the party will encounter bizarre creatures, ancient technologies and terrifying dangers. Finally, they must seek to cross a massive storm barrier in order to reach the other side of their world, where a world-shaking revelation awaits.

GAME OF THRONES 5-COPY BOXED SET

A SONG OF ICE AND FIRE 1-5

Bantam Books THE HIT ORIGINAL SERIES FROM HBO #1 INTERNATIONALLY BESTSELLING AUTHOR GEORGE R. R. MARTIN A SONG OF ICE AND FIRE Includes GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS

THE KNIGHT AND KNAVE OF SWORDS

Open Road Media The final book in the seminal sword and sorcery series featuring Fafhrd and the Gray Mouser from the Grand Master of Science Fiction and Fantasy. The highly regarded British horror author Ramsey Campbell called Fritz Leiber "the greatest living writer of supernatural horror fiction." Drawing many of his own themes from the works of Shakespeare, Edgar Allan Poe, and H. P. Lovecraft, master manipulator Fritz Leiber is a worldwide legend within the fantasy genre, actually having coined the term sword and sorcery that would describe the subgenre he would more than help create. While The Lord of the Rings took the world by storm, Leiber's fantastic but thoroughly flawed antiheroes, Fafhrd and Grey Mouser, adventured and stumbled deep within the caves of Inner Earth as well, albeit a different one than Tolkien's. They wondered and wandered to the edges of the Outer Sea, across the Land of Nehwon and throughout every nook and cranny of gothic Lankhmar, Nehwon's grandest and most mystically corrupt city. Lankhmar is Leiber's fully realized, vivid incarnation of urban decay and civilization's corroding effect on the human psyche. Fafhrd and Mouse are not innocents; their world is no land of honor and righteousness. It is a world of human complexities and violent action, of discovery and mystery, of swords and sorcery.

THE QUEEN OF SWORDS

Tor Books 1870. Maude Stapleton, late of Golgotha, Nevada, is a respectable widow raising a daughter on her own. Few know that Maude belongs to an ancient order of assassins, the Daughters of Lilith, and is as well the great-great-great-great-granddaughter of Anne Bonney, the legendary female pirate. Leaving Golgotha in search of her daughter

Constance, who has been taken from her, Maude travels to Charleston, South Carolina, only to find herself caught in the middle of a secret war between the Daughters of Lilith and their ancestral enemies, the monstrous Sons of Typhon. To save Constance, whose prophetic gifts are sought by both cults, Maude must follow in the footsteps of Anne Bonney as she embarks on a perilous voyage that will ultimately lead her to a lost city of bones in the heart of Africa—and the Father of All Monsters. One of the most popular characters from *The Six-Gun Tarot* and *The Shotgun Arcana* ventures beyond Golgotha on a boldly imaginative, globe-spanning adventure of her own!

OF LAND, SEA AND SKY

Trafford Publishing The story of an unconventional man; tales of adventure, travel and inspirational meetings. From hazardous sports to bold business ventures, music, and dance - all life is here.

THEFT OF SWORDS

Orbit Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles—until they are hired to pilfer a famed sword. What appears to be just a simple job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J. Sullivan self-published the first books of his *Riyria Revelations*, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores everywhere. *Theft of Swords* was originally published as: *The Crown Conspiracy* and *Avempartha*. **BOOKS IN THE RIYRIA REVELATIONS** *Theft of Swords* (*The Crown Conspiracy & Avempartha*) *Rise of Empire* (*Nyphron Rising & The Emerald Storm*) *Heir of Novron* (*Wintertide & Percepliquis*)

THE LEGEND OF DRIZZT 25TH ANNIVERSARY EDITION, BOOK IV

Wizards of the Coast The essential classics of New York Times bestselling R.A. Salvatore's *Legend of Drizzt* continue. Though they've managed to save Wulfgar's body from captivity in the Abyss, Drizzt and his companions come to realize that a part of the barbarian's soul may have been left behind—but all they can do is let Wulfgar take his own path. And that path will take him to the bottom of a bottle, into the arms of a woman, through the windswept reaches of the Spine of the World, and to a new life as a father.

HALF-SHELL PROPHECES

Ruthanne Reid **FRIGHTENED MONSTERS. STOLEN TIME. AND ONE SERIOUSLY UNDERESTIMATED DAMSEL.** Katie ran from the magical world years ago. She never planned on being dragged back in by a prophesying clamshell. The seers believe she alone can prevent an apocalypse of ruined time and broken worlds. Bran the Crow King believes she can save him from his cannibalistic grandfather. Katie believes they're all nuts. One thing is for certain: she's not waiting around for help. *Operation Katie Saves her Own Damn Self* is officially on.

AGE OF SWORDS

BOOK TWO OF THE LEGENDS OF THE FIRST EMPIRE

Del Rey The gods have been proven mortal and new heroes will arise as the battle continues in the sequel to *Age of Myth*—from the author of the *Riyria Revelations* and *Riyria Chronicles* series. In *Age of Myth*, fantasy master Michael J. Sullivan launched readers on an epic journey of magic and adventure, heroism and betrayal, love and loss. Now the thrilling saga continues as the human uprising is threatened by powerful enemies from without—and bitter rivalries from within. Raithe, the God Killer, may have started the rebellion by killing a Fhrey, but long-standing enmities dividing the Rhunes make it all but impossible to unite against the common foe. And even if the clans can join forces, how will they defeat an enemy whose magical prowess renders them indistinguishable from gods? The answer lies across the sea in a faraway land populated by a reclusive and dour race who feel nothing but disdain for both Fhrey and mankind. With time running out, Persephone leads the gifted young seer Suri, the Fhrey sorceress Arion, and a small band of misfits in a desperate search for aid—a quest that will take them into the darkest depths of Elan. There, an ancient adversary waits, as fearsome as it is deadly. Magic, fantasy, and mythology collide in Michael J. Sullivan's *Legends of the First Empire* series: **AGE OF MYTH • AGE OF SWORDS • AGE OF WAR**

BLOODSTAINED SEA

Cutter Publishing Through eyewitness accounts based on hundreds of interviews with crew members; personal diaries, notes, and letters; and each cutter's logbooks and patrol reports Walling plunges you into the thick of the battle, re-creating some of the most desperate encounters, heroic rescues, and harrowing missions of the Second World War. Told largely in the voices of the men who lived it, this unforgettable tale is peppered with humorous and ironic anecdotes about life aboard ship during wartime. You'll meet the liberty-craving crew members who painted their entire ship in less than an hour; the ship's mascot who became canine-non-grata in Greenland; and the crew whose vessel was mistaken for the German battleship *Bismarck* and attacked by the Royal Navy. Complete with dramatic photographs of the Coast Guard in action, *Bloodstained Sea* brings this epic drama to vibrant and pulsing life.

THE PLAGUE OF SWORDS

Orbit With more at stake than ever before, The Red Knight faces an uncertain future and is forced to team up with old enemies to defeat a greater evil in the fourth book in the *Traitor Son Cycle*. One enemy has fallen. But a greater one still remains. Now, it's war. With one army defeated in a victory which will be remembered through the ages, now the Red Knight must fight again. For every one of his allies, there is a corresponding enemy. Spread across different lands, and on sea, it will all come down to one last gamble. And to whether or not the Red Knight has guessed the foe's true intentions. With each throw of the dice, everything could be lost.

THE KING OF SWORDS

Harper Collins "A big crime novel. . . . Stone has a grand story to tell, and he does it with panache. It's the story of a city and an era (the Reagan reference isn't gratuitous), at once hilarious and tragic. It's a story filled with characters that range from honorable to morally ambiguous to frighteningly evil. It's filled with voodoo rituals, crooked cops, street life, and wrenching descriptions. . . . Brilliant." —Booklist (starred review) Nick Stone's first novel, *Mr. Clarinet*, took the crime fiction world by storm—winning enthusiastic raves ("Exquisite" —*South Florida Sun-Sentinel*; "A spellbinding thriller of the highest order" —*Chicago Tribune*) as well as a Macavity and a CWA Ian Fleming Steel Dagger Award. In *The King of Swords*, Stone brings back Detective Max Mingus in a chilling and mesmerizing "prequel" that combines murder, police corruption, and voodoo black magic. *The King of Swords* blazes with Miami heat—and it earns Nick Stone a permanent spot in the winner's circle alongside the masters James Ellroy, Dennis Lehane, James Lee Burke, Walter Mosley, and Stephen King.

NAVIGATING A SEA OF EMOTIONS

Createspace Independent Publishing Platform When the world says, "Let your emotions lead you," we as Christ-followers must find a different course, navigating through the minor whirlpools, unpredictable winds, and sometimes ferocious hurricanes. Christ's words and actions guide our ships into deeper waters and beyond to the other shore. This book explores scriptural anchoring points, personality influence, and past experiences to give us a new vision of the weighted tension between letting loose with our feelings or cinching up and ignoring them altogether. As human beings, we are created with emotional dimension, and within Christ, we are called to surrender these feelings, using them in a healthy and biblical way.

FYNNEAS FOG

NINE OF SWORDS

A dysfunctional royal family, a generation's old secret, and a strange book with the names of those closest to the Crown written within its pages all serve as the backdrop for Fynn's surreal adventure through life, death, and the strange place that lies in between. Following a disastrous summer punctuated by mysteries and deaths, Fynneas and Hollyn are sent from the comfort of their lives in Estheria to spend the next ten months at the Morancy Academy of Military Arts, located on a tropical archipelago. There, the boys will have to come to terms with their quirky instructors, volatile classmates, and their own tumultuous relationship if they have any hope of surviving the monsters, nightmares, and magic that await them on their quest to not only survive their first year, but to emerge as the Champion of the end of year Games.

A STORM OF SWORDS

Bantam The three surviving contenders for the throne of the Seven Kingdoms continue to struggle among themselves, Robb defends his kingdom from the Greyjoys, Jon confronts an escalating threat, and Daenerys and her dragon allies continue to grow in power.

THE HUGUENOT SWORD

For Faith. For Friendship. For Freedom. In the time of Louis XIII and Cardinal Richelieu, when being a Protestant could mean death, *The Huguenot Sword* roamed the streets of Paris by night, defending those faithful to the young heretical religion. The nobility scorned them as ruffians, to the oppressed Protestants they were saviors, but to the Cardinal Guards they were a pestilence needing to be terminated. The situation becomes desperate when those in power launch a bold plan to destroy the group. One wrong move can be fatal. But the ordeal of Paris pales in comparison to the possible annihilation of their faith and people at the battle of La Rochelle.

RISE OF THE DIBOR

Createspace Independent Pub Support the author more by purchasing direct from his CreateSpace Store: RISE OF THE DIBOR <https://www.createspace.com/3618531> THE LION VRIE <https://www.createspace.com/3649857> ATHERA'S DAWN <https://www.createspace.com/3723285> This newly edited 2nd edition of the 2006 debut, brought to you by Spearhead Books, includes a revised map, page layout, and first ever "From the Author" section. Visit spearheadbooks.com and christopherhopper.com today! DESCRIPTION: Read the story that turned children into warriors, and warriors into legends. The Dairne-Reih haven't been seen in Dionia for generations-their kind and their king, Morgui, banished long ago from haunting paradise. But when creation shows signs of deterioration, the kings of the seven realms converge in the sacred Gvindollion gathering to arrive at one inexplicable conclusion: Morgui has returned. In the hopes of entrusting Dionia's brave history and perilous future to a generation that has never known war, the kings decide to raise up their young sons as an elite group of warriors, known only as the Dibor. Gorn, legendary hero of the First Battle, is commissioned to teach the Dibor the art of war, leading them on a four-year adventure on the Isle of Kirstell. It is Luik, son of Lair, who soon emerges as the warband's spirited front man. But he is not the only one of his peers to grow in power; his dear friend Fane discovers hidden abilities among the Mosfar under the mentorship of Li-Saide of Ot, while Princess Anorra finds that her lifelong tutor knows as much about combat as he does about etiquette. There is little time for the Dibor to enjoy the satisfaction of graduation, however, as a sinister plot is discovered to dethrone Dionia's kings and flatten the capital city of Adriel. The Dibor are summoned to war, along with the rest of Dionia's fighting men. It is before the gates of Adriel Palace that Luik and his army face Morgui's prince, Valdenil, as well as the unending ranks of the Dairne-Reih.

POSEIDIA

Createspace Independent Publishing Platform In the darkest depths of the ocean, the ancient city of Poseidia has secretly thrived, protected by a sentient dome. Its inhabitants, genetically engineered shape-shifters and protectors of the ocean, teeter on the brink of extinction as the reach of humanity grows. When a pregnant Anna Ryan is murdered at sea, her life doesn't end-it begins. She awakens in this unknown world in a new body, enhanced with iridescent skin, fins, and the ability to breath underwater. Grieving the loss of her baby and her humanity, Anna vows to make her murderer pay, but it's no easy task to brave the wide ocean alone. Anna finds an ally in Roman, a giant, scarred mystery of a man, and together they forge a bond sharing former human pasts. The easy part is convincing Roman to help her retrieve a cherished locket-an item she believes essential to endure the challenges of a new life-but she carelessly endangers Poseidia. Can Anna set aside everything she's known and embrace all she's ever wanted? What is the cost of happiness?

A STORM OF SWORDS: THE ILLUSTRATED EDITION

THE ILLUSTRATED EDITION

Bantam A gorgeous illustrated edition of the third book in the beloved A Song of Ice and Fire series, for fans of HBO's Game of Thrones The twentieth-anniversary celebration of George R. R. Martin's landmark saga continues with this beautifully illustrated special edition of the third book in the series. With twenty-five all-new illustrations in both color and black-and-white from acclaimed artist Gary Gianni—who also illustrated A Knight of the Seven Kingdoms—this modern classic takes on a truly timeless feel sure to delight its legion of fans. A STORM OF SWORDS A SONG OF ICE AND FIRE: BOOK THREE With a special foreword by Neil Gaiman Of the five contenders for power, one is dead, another in disfavor, and still the wars rage as violently as ever, as alliances are made and broken. Joffrey, of House Lannister, sits on the Iron Throne, the uneasy ruler of the land of the Seven Kingdoms. His most bitter rival, Lord Stannis, stands defeated and disgraced, the victim of the jealous sorceress who holds him in her evil thrall. But young Robb, of House Stark, still rules the North from the fortress of Riverrun. Robb plots against his despised Lannister enemies, even as they hold his sister hostage at King's Landing, the seat of the Iron Throne. Meanwhile, making her way across a blood-drenched continent is the exiled queen, Daenerys, mistress of the only three dragons still left in the world. . . . But as opposing forces maneuver for the final titanic showdown, an army of barbaric wildlings arrives from the outermost line of civilization. In their vanguard is a horde of mythical Others--a supernatural army of the living dead whose animated corpses are unstoppable. As the future of the land hangs in the balance, no one will rest until the Seven Kingdoms have exploded in a veritable storm of swords. . . .

THE SWORD OF SUMMER

Magnus Chase has seen his share of trouble. Ever since that terrible night two years ago when his mother told him to run, he has lived alone on the streets of Boston, surviving by his wits, staying one step ahead of the police and truant officers. On