

## A Espada De Shannara Em

The Sisters and the Brotherhood near all-out war as an epidemic breaks out in New London, and the prophecy that one sister will murder another comes ever closer to fruition.

Shocking revelations challenge the beliefs of the Druids and their comrades as they continue to battle the unspeakable forces of darkness that threaten to engulf them.

The Sword of Shannara is the first volume of the classic series that has become one of the most popular fantasy tales of all time. Long ago, the wars of the ancient Evil ruined the world. In peaceful Shady Vale, half-elfin Shea Ohmsford knows little of such troubles. But the supposedly dead Warlock Lord is plotting to destroy everything in his wake. The sole weapon against this Power of Darkness is the Sword of Shannara, which can be used only by a true heir of Shannara. On Shea, last of the bloodline, rests the hope of all the races. Thus begins the enthralling Shannara epic, a spellbinding tale of adventure, magic, and myth . . . BONUS: This edition contains an excerpt from Terry Brooks's The Measure of the Magic.

Filled with practical advice for anyone interested in creative writing, the best-selling author of the Shannara series offers a firsthand glimpse of the rewards and requirements of the writing life, in alternating chapters that address his experiences in the publishing world along with discussions on different aspects of the writing craft--research, plotting, characterization, and more. Reprint.

A Canção de Shannara

Windhaven

Paladins of Shannara: The Black Irix (Short Story)

The Omen Machine

The Sword of Shannara

***Long ago, the world of the Four Lands was torn apart by the wars of ancient Evil. But in the Vale, the half-human, half-elfin Shea Ohmsford now lives in peace - until the mysterious, forbidding figure of the druid Allanon appears, to reveal that the supposedly long dead Warlock Lord lives again. Shea must embark upon the elemental quest to find the only weapon powerful enough to keep the creatures of darkness at bay: the fabled Sword of Shannara.***

***After the overwhelming defeat of their tribes, Khardan and Zohra find themselves prisoners of an evil god's disciples - and in danger of losing their honor, their lives and their souls!***

***Uma das sagas de fantasia mais populares de sempre, agora uma serie epica produzida pela MTV Vinte anos apos os eventos de As Pedras Elficas de Shannara, o druida Allanon surge de novo no Vale Sombrio com maus pressagios e a ameaca de um novo mal a conspirar contra as Quatro Terras. Allanon n?o consegue combate-lo sozinho, e precisa desesperadamente da***

**ajuda de Brin Ohmsford, a filha de Wil. Brin nasceu com a magia da canção-desejo de Shannara e só ela pode abrir o caminho para o Ildatch, um poderoso e imemorial livro de magia negra. Com grande relutância, Brin deixa para trás o seu irmão Jair e assim inicia uma longa e perigosa jornada para evitar a destruição da Humanidade, mas Jair descobre que a sua irmã está destinada ao fracasso, a não ser que a consiga alcançar a tempo. Enquanto ela segue em direção a armadilha montada, Jair terá de viajar ao coração do mal se quer salvar a sua irmã e o destino das Quatro Terras.**

**The light gravity and limited supply of metal fabric wings in the space colony lets only a few humans fly, and Maris, a fisherman's daughter, challenges the closed order of Flyers, later discovering that a revolution is threatening to destroy the world of the Flyers.**

**The World of Shannara  
Sisters' Fate**

**Assassin's Creed União**

**Lettered Edition**

**Tanequil**

*NEW YORK TIMES BESTSELLER • After The Black Elfstone and The Skaar Invasion comes the penultimate volume in the Fall of Shannara, a saga more than four decades in the making. The Skaar have arrived in the Four Lands, determined to stop at nothing less than all-out conquest. They badly need a new home, but peaceful coexistence is not a concept they have ever understood. An advance force under the command of the mercurial princess Ajin has already established a foothold, but now the full Skaar army is on the march—and woe betide any who stand in its way. But perhaps the Skaar victory is not quite the foregone conclusion everyone assumes. The Druid Drisker Arc has freed both himself and Paranor from their involuntary exile. Drisker's student, Tarsha Kaynin, has been reunited with Dar, chief defender of what is left of the Druid order, and is learning to control her powerful wishsong magic. If they can only survive Tarsha's brother, Tavo, and the Druid who betrayed Drisker Arc, they might stand a chance of defeating the Skaar. But that is a very big if . . . as Tavo now carries the Stiehl—one of the most powerful weapons in all the Four Lands—and is hellbent on taking his revenge on everyone he feels has wronged him.*

*The Lettered Edition of Street Freaks by Terry Brooks.*

*From the bestselling authors of The Rose of the Prophet and The Death Gate Cycle, the first in a majestic saga of magic, fantasy, and adventure In the enchanted realm of Merilon, magic is life. Born without magical abilities and denied his birthright, Joram is left for dead. Yet he grows to manhood in a remote country village, hiding his lack of powers only through constant*

*vigilance and ever more skillful sleight-of-hand. Forced to kill a man in self-defense, Joram can keep his secret from the townspeople no longer: he has no magic, no life. Fleeing to the Outlands, Joram joins the outlawed Technologists, who practice the long forbidden arts of science. Here he meets the scholarly catalyst Saryon, who has been sent on a special mission to hunt down a mysterious "dead man" and instead finds himself in a battle of wits and power with a renegade warlock of the dark Duuk-tsarith caste. Together, Joram and Saryon begin their quest toward a greater destiny—a destiny that begins with the discovery of the secret books that will enable them to overthrow the evil usurper Blachloch . . . and forge the powerful magic-absorbing Darksword.*

*A Espada de Shannara*  
*Leya*  
*Midnight City*

*Paladins of Shannara: Allanon's Quest (Short Story)*

*La Espada de Shannara (Shannara 1)*

*Night Cry*

During a tumultuous period in the Four Lands, young Druid Aphenglow stumbles on a dangerous secret about an Elven girl's heartbreak and the vanished Elfstones.

Meg é uma profetisa de sangue. Sempre que a sua pele é cortada, ela tem uma visão do futuro um dom que mais lhe parece uma maldição. O Controlador de Meg mantém-na aprisionada de forma a ter acesso total às suas visões. Quando finalmente ela consegue escapar, o único sítio seguro para se esconder é no Pátio de Lakeside uma zona controlada pelos Outros. O metamorfo Simon Wolfgard sente alguma relutância em contratar a estranha que lhe pede trabalho. Sente que ela esconde algo e, para além disso, ela não lhe cheira a uma presa humana. Algo no seu íntimo leva-o a contratá-la, mas ao descobrir quem a jovem realmente é e que o governo a procura, ele terá de tomar uma decisão. Será que proteger Meg é mais importante do que evitar o confronto que se avizinha entre humanos e Outros?

The legendary hero Allanon takes center stage in the first of three gripping new stand-alone eBook short stories set in the world of the fantasy-fiction phenomenon that is Shannara—by beloved New York Times bestselling author Terry Brooks. The history is thus: The once-Druid Brona, seduced by his pursuit of dark magic, was forever transformed into the Warlock Lord—whose evil would be the downfall of the Four Lands and the death of the Races. Against him, the Elven King Jerle Shannara wielded the fabled sword that bore his surname and triumphed. Or so it was believed. But though the Dark Lord was driven out . . . he was not destroyed. The Druid Allanon knows only too well the prophecy passed down to him by his late master: that eventually the Warlock Lord will return. Now, after hundreds of years, that day seems imminent. And the time is at hand for the Sword of Shannara to once more be brought forth from its sanctuary to serve its

ancient purpose. All that remains is for a blood descendent of the Elven house of Shannara to carry the blade into battle. With ever more portents of doom on the horizon, Allanon must seek out the last remaining Shannara heir, who alone will bear the burden of defending the Four Lands' destiny. But with agents of darkness closing in from behind, unexpected enemies lying in wait ahead, and treachery encroaching on every side, there can be no certainty of success. Nor any assurance that this desperate quest will not be the Druid's last.

Walker Boh, the last of the Druids, and his friends embark on a journey into a mysterious land in search of forbidden magic and encounter an incredibly powerful force known as "Antrax." Reprint.

Morgawr

Mistress of the Empire

(Path of the Ranger Book 1)

Lessons from a Writing Life

The Druid of Shannara

With Grianne Ohmsford, the rightful High Druid of Shannara, imprisoned in the Forbidding by Dark Magic, her enemies seize control of the Druid Council and embark on a war against the F born, as Grianne's young nephew, Pen Ohmsford, sets out on a desperate quest to find the mystical Tanequil, a sentient tree whose magic could free Grianne. Reprint.

BONUS: This edition contains an excerpt from Terry Brooks's *The Measure of the Magic*. In the three hundred years since the death of the Druid Allanon, the evil Shadowen have seized control of the Four Lands. If they are to be saved, the black Elfstone must be retrieved, at whatever cost to life or love....

THE FIRST-EVER GRAPHIC NOVEL SET IN THE WORLD OF SHANNARA! Possessing an awesome power he is only beginning to understand, young Jair Ohmsford must summon the devastating yet darkly seductive magic of the wishsong on a fateful mission to save his friends and protect the future from the forces of evil. If you've never ventured into the wondrous world of Shannara, consider this an ideal opportunity. Prepare to enter the breathtaking realm of the Four Lands, where beings both noble and sinister have quested and clashed, crossed swords in the names of darkness and light, and engaged in adventures rich with mystery and majesty. "Terry place is at the head of the fantasy world." -Philip Pullman, author of *The Golden Compass* When it comes to rituals, Teresa, who runs a bookstore specializing in magic and the occult, knows her fair share. But when she manages to summon Laura, an anime-loving demon, the ritual goes awry: Laura is there to grant her any wish, but Teresa doesn't know what to ask for. And so the two are stuck with each other... Thus begins a strange cohabitation, while Laura decides to investigate a series of unexplained disappearances in town. Through the author's captivating artwork and spirited dialogue, discover an offbeat and magical world close to our own, alternating between warmth and sweet melancholy.

The Traitor's Son

Magician

The Stiehl Assassin

Letras Escarlates

The Elfstones of Shannara

***With his groundbreaking New York Times bestseller *The Sword of Shannara* and its acclaimed sequels, Terry Brooks brought a new audience to epic fantasy. Now that story of clashing forces of darkness and light, of Shannara's beginnings and the human race's possible end, marches forward into an unforgettable second***

***volume full of mystery, magic, and momentous events. Across the ruined landscape that is America—hopelessly poisoned, plague-ridden, burned, and besieged by demon armies bent on exterminating all mortal life—two pilgrims have been summoned to serve the embattled cause of good. Logan Tom has journeyed to desolate Seattle to protect a ragged band of street urchins and the being known as “the gypsy morph,” who is both mortal and magical, and destined to save mankind unless he is destroyed. Likewise, Angel Perez has her own quest, one that will take her from the wreckage of Los Angeles to a distant, secret place untouched by the horrors of the nationwide blight—a place where the race of Elves has dwelled since before man existed. But close behind these lone Knights of the Word swarm the ravaging forces of the Void. As the menacing thunder of war drums heralds the arrival of the demons and their brutal minions in Seattle, the young survivors who call themselves the Ghosts are forced to brave the dangerous world of gangs, mutants, and worse to escape the invasion. And Logan Tom must infiltrate a refugee compound to rescue Hawk, the leader of the street urchins, who has yet to learn the truth about who and what he is. Meanwhile, Angel Perez has joined an equally urgent mission: to find the Ellcrys, a fabled talisman crucial to protecting the Elven realm against an influx of unspeakable evil from the dread dimension known as the Forbidding. But Angel and her Elf allies must beware—for a demon spy, with a monstrous creature at its command, walks among them. As the legions of darkness draw the noose tighter, and the time of confrontation draws near, those chosen to defend the soul of the world must draw their battle lines and prepare to fight with, and for, their lives. If they fail, humanity falls. BONUS: This edition contains an excerpt from Terry Brooks's The Measure of the Magic.***

***Logan Gyre now holds the throne, but Kylar Stern has acquired a powerful new enemy, a goddess bent on the destruction of all that Kylar holds dear in the concluding volume of the the Night Angel Trilogy by NYT bestselling author Brent Weeks. Logan Gyre is king of Cenaria, a country under siege, with a threadbare army and little hope. He has one chance--a desperate gamble, but one that could destroy his kingdom. In the north, the new Godking has a plan. If it comes to fruition, no one will have the power to stop him. Kylar Stern has no choice. To save his friends--and perhaps his enemies--he must accomplish the impossible: assassinate a goddess. Devour this blockbuster tale of assassination and magic by Brent Weeks which has delighted readers all over the world--with over one million copies in print. Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Night Angel: The Complete Trilogy (omnibus) Perfect Shadow: A Night Angel Novella (e-only) The Way of Shadows: The Graphic Novel For more from Brent Weeks, check out: Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White***

***An old friend urges Shea Ohmsford to take a dangerous risk in the concluding story of this gripping Shannara eBook series by New York Times bestselling fantasy master Terry Brooks. Shea Ohmsford has had quite enough of quests. A year after surviving a harrowing odyssey, he is still plagued by troubling memories and dreams. A mysterious trafficker in spells and potions provides a restorative nostrum for the stricken Shea . . . along with a warning: Shea will break his vow to never again leave Shady Vale. And then the potion-maker's prophecy comes to pass. A thief, adventurer, and notoriously charismatic rogue, Panamon Creel unexpectedly appears in the Vale with a request for his longtime friend, Shea—journey into the untamed northland, infiltrate the stronghold of a sinister***

*dealer in stolen goods, and capture a precious artifact: the sacred Black Irix. Creel wishes to return this treasure to its rightful owners. Shea cannot refuse such a just cause. But what lies behind the black castle walls they must breach? And will this quest truly be their last? Includes a preview of the final novel in Terry Brooks's Dark Legacy of Shannara trilogy, Witch Wraith! PRAISE FOR TERRY BROOKS "The Sword of Shannara is an unforgettable and wildly entertaining epic, animated by Terry Brooks's cosmically generative imagination and storytelling joy."—Karen Russell, New York Times bestselling author of Swamplandia! "If Tolkien is the grandfather of modern fantasy, Terry Brooks is its favorite uncle."—Peter V. Brett, New York Times bestselling author of The Desert Spear "I can't even begin to count how many of Terry Brooks's books I've read (and reread) over the years. From Shannara to Landover, his work was a huge part of my childhood."—Patrick Rothfuss, New York Times bestselling author of The Name of the Wind "Terry Brooks is a master of the craft and a trailblazer who established fantasy as a viable genre. He is required reading."—Brent Weeks, New York Times bestselling author of The Night Angel Trilogy "The Shannara books were among the first to really capture my imagination. My daydreams and therefore my stories will always owe a debt to Terry Brooks."—Brandon Mull, #1 New York Times bestselling author of the Beyonders and Fablehaven series*

*An ancient evil threatens the Four Lands. The Ellcrys, the tree of long-lost Elven magic, is dying, unravelling the spell of Forbidding that locks the hordes of Demons away from the world. Already the fearsome Reaper is free. Only by quickening a new seed in the mysterious Bloodfire can the Ellcrys be reborn and the Forbidding made whole. Amberle, a young Elven girl, is chosen to undertake the quest for the Bloodfire. The way is perilous, though. Other demons besides the Reaper stalk the land. Amberle will need a protector if she is to prevail, and Wil Ohmsford, heir to the elven magics of Shannara, is chosen to accompany her. Amberle's quest and the fate of the Four Lands will rest on Wil's ability to unlock the magic of the mysterious Elfstones of Shannara. THE ELFSTONES OF SHANNARA is the second tale in the Shannara trilogy - a classic tale of magic, danger and high fantasy.*

*Wards of Faerie*

*The Republic of Thieves*

*Street Freaks*

*The Wishsong of Shannara*

*The Elves of Cintra*

*The beloved Shannara series by #1 New York Times bestselling author Terry Brooks is universally acclaimed as a towering achievement, an unquestioned masterpiece in fantasy literature. Now, for the first time, all the wonders of Shannara have been gathered into one single, indispensable volume in which Terry Brooks shares candid views on his creation. Lavishly illustrated with full-color paintings and black-and-white drawings, this comprehensive guide ventures behind the scenes to explore the history, the people, the places, the major events, and of course the magic, of one of the world's greatest fantasy epics. What sets Terry Brooks apart? Is it a knack for creating complex, unforgettable characters like Allanon the Druid, Shea Ohmsford, and Amberle the elven-maid—men and women, gnomes and wizards, who come alive on the page and in our hearts? Is it the haunting and utterly believable evil of his darker creations:*

*the foul Dagda Mor, the insanely murderous Jachyra, the enigmatic Ilse Witch? Or is it the way his adventures effortlessly partake of the timeless quality of myth? Whatever the secret of Brooks's storytelling magic, generations of readers have fallen under its spell, returning again and again to the pages of beloved classics like *The Elfstones of Shannara* and *The Druid of Shannara*, and relishing his newest novels in the *Voyage of the Jerle Shannara* saga. Sure to tantalize and delight old fans and newcomers alike, *The World of Shannara* is the ultimate gateway into the fantasy realms of Terry Brooks—and the perfect companion to take along on the journey of a lifetime.*

*Baseado no jogo bestseller da Ubisoft, Assassin's Creed. EU FUI DERROTADA, ENGANADA E TRAÍDA. ASSASSINARAM O MEU PAI - E EU TEREI A MINHA VINGANÇA, CUSTE O QUE CUSTAR! - ÉLISE DE LA SERRE. 1789: A magnífica cidade de Paris assiste à alvorada da Revolução Francesa. As ruas de pedra pintam-se de vermelho, do sangue daqueles que se erguem contra a aristocracia opressora. Mas a justiça revolucionária tem um preço... Numa era em que a cisão entre ricos e pobres é gigantesca e o país se divide internamente, um homem e uma mulher lutam para vingar tudo aquilo que perderam. Arno e Élise são depressa arrastados para a batalha centenária entre Assassinos e Templários - num mundo com perigos mais letais do que alguma vez teriam imaginado. INTRIGA, SANGUE E TRAIÇÃO OCUPAM AS RUAS DE PARIS. AS BATALHAS DA REVOLUÇÃO COMEÇARAM, MAS HÁ QUEM TENHA UMA MAIOR SEDE DE VINGANÇA...*

*NEW YORK TIMES BESTSELLER • “A bright new voice in the fantasy genre” (George R. R. Martin), acclaimed author Scott Lynch continues to astound and entertain with his thrillingly inventive, wickedly funny, suspense-filled adventures featuring con artist extraordinaire Locke Lamora. And *The Republic of Thieves* is his most captivating novel yet. NAMED ONE OF PASTE'S BEST FANTASY BOOKS OF THE DECADE With what should have been the greatest heist of their career gone spectacularly sour, Locke and his trusted partner, Jean, have barely escaped with their lives. Or at least Jean has. But Locke is slowly succumbing to a deadly poison that no alchemist or physiker can cure. Yet just as the end is near, a mysterious Bondsmage offers Locke an opportunity that will either save him or finish him off once and for all. Magi political elections are imminent, and the factions are in need of a pawn. If Locke agrees to play the role, sorcery will be used to purge the venom from his body—though the process will be so excruciating he may well wish for death. Locke is opposed, but two factors cause his will to crumble: Jean's imploring—and the Bondsmage's mention of a woman from Locke's past: Sabetha. She is the love of his life, his equal in skill and wit, and now, his greatest rival. Locke was smitten with Sabetha from his first glimpse of her as a young fellow orphan and thief-in-training. But after a tumultuous courtship, Sabetha broke away. Now they will reunite in yet another clash of wills. For faced with his one and only match in both love and trickery, Locke must choose whether to fight Sabetha—or to woo her. It is a*

*decision on which both their lives may depend. Praise for The Republic of Thieves "Fast paced, fun, and impossible to put down . . . Locke and company remain among the most engaging protagonists in fantasy."—Publishers Weekly (starred review) "The Republic of Thieves has all the colorful action, witty repartee, and devious scheming that fans of the series have come to expect."—Wired "A fantasy world unique among its peers . . . If you're looking for a great new fantasy series this is one you won't want to miss. . . . In a word: AWESOME!"—SF Revu*

*The world on the other side of the rift: Kelewan, a land seething with political intrigue and deadly conspiracies. Following the opulent panoply of Daughter Of The Empire and the dazzling pageantry of Servant Of The Empire comes the resounding conclusion to the Empire trilogy. Besieged by spies and rival houses, stalked by a secret and merciless brotherhood of assassins, the brilliant Lady Mara of the Acoma faces the most deadly challenge she has ever known. The fearsome Black Robes see Mara as the ultimate threat to their ancient power. In search of allies who will join her against them, Mara must travel beyond civilization's borders and even into the hives of the alien cho-ja. As those near and dear to her fall victim to many enemies, Mara cries out for vengeance. Drawing on all of her courage and guile she prepares to fight her greatest battle of all--for her life, her home, and the Empire itself.*

*The Paladin of the Night*

*Marada The She Wolf*

*The Revenge of the Dwarves*

*The Talismans of Shannara*

*Beyond the Shadows*

***An independent tale set after the events of the Sword of Truth series finds a deep underground machine awakening after thousands of years and foretelling ominous events including a catastrophic prediction involving Richard Cypher and Kahlan Amnell.***

***A kingdom in danger, a great betrayal, a boy seeking to redeem his father's honor. Will he succeed in exonerating him and saving the realm from an enemy in the shadows before it is too late for the whole North? By the age of fifteen, Lasgol has endured a hard childhood and lives, cornered and hated, in a small village in the North. He is the son of the traitor, the man who betrayed the kingdom and tried to kill the King. His only companions are the mountains and the snow, ever-present in the region. Yet he refuses to believe that his father is guilty, in spite of all the evidence that points to the fact, even though the King himself was a witness to the betrayal. Lasgol is determined to clear his father's name, and to do this he has only a single option: the School of Rangers, a secret place where the respected and feared defenders of the lands of the kingdom are trained for four years. Going there is insane, hate and death await him there. But as the son of a Ranger, he is entitled to attend. At the Camp he will find himself involved in political intrigues, disloyalties and murder. He will encounter hatred and fearsome enemies, but also a handful of friends, novices as much out of***



***place as he is himself, determined to do whatever is necessary to pass the first year ... without dying in the attempt. Will Lasgol survive the first year of instruction at the Rangers' Camp? Will he find out what happened to his father? Will he be able to clear his name? Find out while you follow fascinating adventures with a group of characters you will fall in love with. The adventure begins right now!***

***Uma das sagas de fantasia mais populares de sempre, agora uma serie epica na MTV Milhares de anos depois da destruição do mundo tal como o conhecemos, uma nova lei impera sobre o mundo: a da magia. No entanto, avizinha-se uma ameaça terrível: uma horda de demonios impiedosos começa a trazer a morte e a destruição sobre todos os povos. Apenas Wil Ohmsford, ultimo herdeiro da linhagem de Shannara, detem o poder para proteger a princesa Amberle numa demanda impossivel para salvar o mundo. Mas quando o proprio Ceifador lidera as hostes negras para os capturar, sera Wil capaz de controlar a magia das misteriosas Pedras Elficas de Shannara?***

***The fourth volume of The Heritage of Shannara, which continues one of the most popular fantasy series of all time. The Shadowen still swarm over the Four Lands, poisoning everything with their dark magic. And their leader is determined to destroy all the Scions of Shannara. For Walker Boh, he dispatches the Four Horsemen. For Wren, he sends an untrue friend. And for Par, he devises the most terrible fate of all. With these traps cleverly laid, the charges given by the shade of the Druid Allanon are doomed to failure—unless Par can discover a way to harness the power of the Sword of Shannara. Thus continues the enthralling Shannara epic, a spellbinding tale of adventure, magic, and myth... BONUS: This edition contains an excerpt from Terry Brooks's The Measure of the Magic.***

**Antrax**

**A Conquered Earth Novel**

**Cursor's Fury**

**Urshurak**

**A Espada de Shannara**

*Dizem as lendas que as Grandes Guerras do Passado destruíram todo o mundo. Mas, a viver em paz no bucólico Vale Sombrio, o meio elfo Shea Ohmsford pouco sabe sobre esses conflitos. Até ao dia em que ressurgue uma terrível ameaça: o Lorde Feiticeiro, que todos julgavam morto, planeia regressar e destruir o mundo para sempre. A única arma capaz de deter esse poder das trevas é a Espada de Shannara, que apenas pode ser usada por um herdeiro legítimo de Shannara. Shea é o último dessa linhagem, e é sobre os seus ombros que repousam as esperanças de todas as raças. Por isso, quando um aterrorizante Portador da Caveira enviado pelo Lorde Feiticeiro voa até ao Vale Sombrio para destruir Shea, este sabe que acabou de começar a maior aventura da sua vida. Assim começa esta saga emocionante de Terry Brooks, uma das mais épicas sagas de fantasia de sempre.*

*Though hailed a hero by his people, the course of life has not run smooth for the battle-weary Tungdil the dwarf. But there is no rest for this warrior yet - as he must now find the strength to face the most formidable enemy the kingdom has ever encountered . . . A new evil has risen from the depths of the earth to terrorize the land of Girdlegard.*

*Monstrous creatures - half-orc, half-älfar - are roaming the kingdom, leaving a trail of death and destruction in their wake. These merciless hybrids are on a mission to obtain the most powerful weapon known to the dwarf race - and whoever holds this weapon will control the world. Then when the fossilized Magus Lot-Ionan is stolen, Tungdil spies total disaster on the horizon. With the very existence of the dwarves under threat, he will have to resort to his trusty double ax and risk everything he knows to save his country from annihilation . . . Hold your breath for THE REVENGE OF THE DWARVES, the next thrilling installment in this spectacular fantasy epic from international bestselling author Markus Heitz*

*Lord of the Flies meets War of the Worlds in J. Barton Mitchell's alien-invaded post-apocalyptic world where two teens and a young girl with amazing powers must stop the aliens' mysterious plan Earth has been conquered by an alien race known as the Assembly. The human adult population is gone, having succumbed to the Tone---a powerful, telepathic super-signal broadcast across the planet that reduces them to a state of complete subservience. But the Tone has one critical flaw. It only affects the population once they reach their early twenties, which means that there is one group left to resist: Children. Holt Hawkins is a bounty hunter, and his current target is Mira Toombs, an infamous treasure seeker with a price on her head. It's not long before Holt bags his prey, but their instant connection isn't something he bargained for. Neither is the Assembly ship that crash-lands near them shortly after. Venturing inside, Holt finds a young girl who remembers nothing except her name: Zoey. As the three make their way to the cavernous metropolis of Midnight City, they encounter young freedom fighters, mutants, otherworldly artifacts, pirates, feuding alien armies, and the amazing powers that Zoey is beginning to exhibit. Powers that suggest she, as impossible as it seems, may just be the key to stopping the Assembly once and for all. Midnight City is the breathtaking first book of the Conquered Earth series.*

*Horror stalks the Four Lands. The Ildatch, immemorial book of evil spells, has stirred to eldritch life, sending its foul Mord wraiths to accomplish at last mankind's destruction.*

*Only Jair and Brin can attempt to halt the resulting evil*

*Sometimes the Magic Works*

*Dark Wraith of Shannara*

*Forging the Darksword*

*As Pedras Élficas de Shannara*

From Chris Claremont, the writer of The Uncanny X-Men, Excalibur and Fantastic Four, and John Bolton, artist of Man-Bat, Shame: Conception, and Books of Magic, comes a fantasy classic, fully remastered, fully restored, and collected together for the first time ever! Complete with previously-unseen art and features, this sumptuous volume gathers three tales of the beautiful, star-haired swordswoman, Marada the She-Wolf. Ablaze in blood-soaked battle and insidious sorcery, unearthly desires, terror, and evil, this is the ultimate vision of the ultimate fighting fantasy female! Descended from Ceasar, and preceded by her legendary reputation, Marada the She-Wolf, followÕs MaradaÕs adventures across the Roman Empire. Together with her magical accomplice Princess Arianrhod, they battle evil demons, wizards, witches, and unearthly terror!

The grandson of Shea, Wil Ohmsford, searches for Amberle, the Chosen whose gift of

Bloodfire is needed to create the Ellcrys tree that protects against demons.

In his acclaimed Codex Alera novels, #1 New York Times bestselling author Jim Butcher has created a fascinating world in which the powerful forces of nature take physical form. But even magic cannot sway the corruption that threatens to destroy the realm of Alera once and for all... When the power-hungry High Lord of Kalare launches a merciless rebellion against the First Lord, young Tavi of Calderon joins a newly formed legion under an assumed name. And when the ruthless Kalare allies himself with a savage enemy of the realm, Tavi finds himself leading an inexperienced, poorly equipped legion—the only force standing between Alera and certain doom...