

Oathbreaker The Knights Tale Book 1 Colin Mccomb

Oathbreaker Sworn Sword Oathbreaker The Blood of the Fifth Knight The Dark Monk Priest Age of Legends Warbreaker Crown of Chaos Oathbreaker Assassin's Apprentice The Way of Kings Leningrad Beyond the Vault of Souls Book of the Night City of Rogues Catling's Bane The Oath Breaker Frotwoot's Faerie Tales (Book Three: Revenge of the Warlocks) Daughter of Fate A Prince Among Killers Oathbreakers British Outlaws of Literature and History Oathbreaker Thunder Rift Faces of Evil Wit'ch Gate Games and Gaming in Medieval Literature The Knight and Chivalry The Second Mango Hood Academy Oathbringer Young Flandry A Prince Among Killers Palamon and Arcite Grave Peril King Arthur and the Knights of the Round Table Complete Kobold Guide to Game Design The King's Justice The Fifth Knight

Oathbreaker

Will she follow the pack...or destroy them? A dead mother. A violent father. A missing brother. When Mia's father is murdered, it's her estranged uncle that comes to the rescue, but what he offers her in return for his help could be worse than the life she is leaving behind. Taken to Hood Academy, a unique school deep in the forest, she discovers friendships, love, and the courage to stand on her own. Mia takes the oath that seals her future as a werewolf hunter, but not everyone wants Mia to succeed. Screams in the night. Secret rooms. Hidden letters. Mia becomes an important piece in a game she doesn't want to play. Loyalty, friendships, and family bonds are tested as Mia discovers her true identity, but will the truth set her free, or will it destroy her?

Sworn Sword

From #1 New York Times bestselling author Brandon Sanderson, Warbreaker is the story of two sisters, who happen to be princesses, the God King one of them has to marry, the lesser god who doesn't like his job, and the immortal who's still trying to undo the mistakes he made hundreds of years ago. Their world is one in which those who die in glory return as gods to live confined to a pantheon in Hallandren's capital city and where a power known as BioChromatic magic is based on an essence known as breath that can only be collected one unit at a time from individual people. By using breath and drawing upon the color in everyday objects, all manner of miracles and mischief can be accomplished. It will take considerable quantities of each to resolve all the challenges facing Vivenna and Siri, princesses of Idris; Susebron the God King; Lightsong, reluctant god of bravery, and mysterious Vasher, the Warbreaker. Other Tor books by Brandon Sanderson The Cosmere The Stormlight Archive The Way of Kings Words of Radiance Edgedancer (Novella) Oathbringer The Mistborn trilogy Mistborn: The Final Empire The Well of Ascension The Hero of Ages Mistborn: The Wax and Wayne series Alloy of Law

Shadows of Self Bands of Mourning Collection Arcanum Unbounded Other Cosmere novels Elantris Warbreaker The Alcatraz vs. the Evil Librarians series Alcatraz vs. the Evil Librarians The Scrivener's Bones The Knights of Crystallia The Shattered Lens The Dark Talent The Rithmatist series The Rithmatist Other books by Brandon Sanderson The Reckoners Steelheart Firefight Calamity At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Oathbreaker

Here lies entombed the renowned King Arthur in the island of Avalon. – Inscription found at Glastonbury in the late 12th century King Arthur most probably never existed and if he did we know precious little about him, and yet he is one of the most famous Britons, while Excalibur and Camelot are perhaps the world's best known sword and castle, and Hollywood doesn't tire of returning to the world of Arthurian romance – another major movie is to be released in 2016. So, what's the truth behind King Arthur? How did the legends take hold? And why have they endured for so long? Long before the Marvel Universe there was the universe of Arthurian romance and King Arthur and the Knights of the Round Table examines the fact and the fiction behind Arthur, Lancelot, Merlin, Guinevere, Galahad, among others, as well as the quest for the Holy Grail. Beginning in the 12th century, the book explores what factual basis there is for the tales and how the characters, stories and motifs developed through histories, epic poems and prose tellings. The book also charts the revived interest in Arthurian romance in the 19th century and considers how the tales still hold the popular imagination today. Illustrated with more than 180 colour and black-and-white artworks and photographs and maps, King Arthur and the Knights of the Round Table is an expertly written account of where literature, mythology and history meet.

The Blood of the Fifth Knight

After Chicago's ghost population starts going seriously postal, resident wizard Harry Dresden must figure out who is stirring them up and why they all seem to be somehow connected to him.

The Dark Monk

When Knights attack the temple of Skystead, seventeen-year-old Pela is the only one to escape. Her mother and the other villagers are taken, accused of worshiping the False Gods. They will pay the ultimate price - unless Pela can rescue them. Pela has never left the safety of her town, let alone touched a sword. What chance does she have against the ruthless Knights of Alana? She's not a hero. But she knows one. Her uncle Devon was a mighty warrior once, in times when magic filled the world. Age has withered his strength and he retired long ago, but maybe he will answer the call of family. Can Pela

convince him to stand against the darkness one last time? A thrilling new epic fantasy from the breathtaking world of NYTimes Bestselling Author Aaron Hodges

Priest

A follow-up to the internationally best-selling *The Hangman's Daughter* traces the 1648 investigation by hangman Jakob Kuisl, his headstrong daughter and the town physician into the poisoning murder of a priest whose demise is precariously linked to the Crusades and the Knights Templar treasure. Original. 100,000 first printing.

Age of Legends

Warbreaker

Frotwoot had always thought that the hardest part about bringing his girlfriend home to meet his parents would be dealing with the fact that she's a goblin. But as it TURNS OUT, it was actually getting caught up in a coup to overthrow a corrupt government of wizards and witches who'd been enslaving the people of Seelie for countless generations, and were now thinking of setting their sights on Earth. Huh. Who knew?

Crown of Chaos

To escape a lifetime of poverty, mercenary Sir Benedict Palmer agrees to one final, lucrative job: help King Henry II's knights seize the traitor Archbishop Thomas Becket at Canterbury Cathedral. But what begins as a clandestine arrest ends in cold-blooded murder. And when Fitzurse, the knights' ringleader, kidnaps Theodosia, a beautiful young nun who witnessed the crime, Palmer can sit silently by no longer. For not only is Theodosia's virtue at stake, so too is the secret she unknowingly carries—a secret he knows Fitzurse will torture out of her. Now Palmer and Theodosia are on the run, strangers from different worlds forced to rely only on each other as they race to uncover the hidden motive behind Becket's grisly murder—and the shocking truth that could destroy a kingdom.

Oathbreaker

For thousands of years, elves and non-humans alike had lived freely until humans colonized their land and forced them into hiding and subjugation. After years of living as slaves or second-class citizens, the elves rebelled, but their uprising failed,

and humans remained victorious. Mario Deschamps, a new graduate of the Knight's College, sets off to complete his first deed, an accomplishment that will grant him knighthood and into the ordo equestris. But he has huge boots to fill. His late father, a famous knight and considered the Scourge of Bandits, single-handedly ended the Elven Uprising. Mario's youthful confidence, vanity, and naivety don't get him far in the real world, and he quickly finds himself trapped in a political climate where tensions are on the rise and war is inevitable. In a world filled with monsters, outlaws, bounty hunters, demons, and murderous bandits, Mario is forced to make tough moral decisions. In a world fuelled by violence, hate, and bigotry, things are not as clear cut as he once thought. Lines have been drawn, but to complete his task, he must cross them all. With every choice, the consequences weigh greatly on him, leaving him full of guilt and doubting his path . . . and all the while, in the darkness, someone—or something—is waiting for him to break . . . A.J. Rettger weaves an epic tale of politics and prejudice, war and depravity, and legacy and destiny in his action-packed debut fantasy Oathbreaker.

Assassin's Apprentice

A murder that defies logic--and a killer on the loose. England, 1176. Aelred Barling, esteemed clerk to the justices of King Henry II, is dispatched from the royal court with his young assistant, Hugo Stanton, to investigate a brutal murder in a village outside York. The case appears straightforward. A suspect is under lock and key in the local prison, and the angry villagers are demanding swift justice. But when more bodies are discovered, certainty turns to doubt--and amid the chaos it becomes clear that nobody is above suspicion. Facing growing unrest in the village and the fury of the lord of the manor, Stanton and Barling find themselves drawn into a mystery that defies logic, pursuing a killer who evades capture at every turn. Can they solve the riddle of who is preying upon the villagers? And can they do it without becoming prey themselves?

The Way of Kings

England, 1176. King Henry II has imprisoned his rebellious Queen for attempting to overthrow him. But with her conspirators still at large and a failed assassination attempt on his beautiful mistress, Rosamund Clifford, the King must take action to preserve his reign. Desperate, Henry turns to the only man he trusts: a man whose skills have saved him once before. Sir Benedict Palmer answers the call, mistakenly believing that his family will remain safe while he attends to his King. As Palmer races to secure the throne for the King, neither man senses the hand of a brilliant schemer, a mystery figure loyal to Henry's traitorous Queen who will stop at nothing to see the King defeated. The Blood of the Fifth Knight is an intricate medieval murder mystery and a worthy sequel to E. M. Powell's acclaimed historical thriller The Fifth Knight.

Leningrad

Evil had cast its shadow over the kingdom of Rethwellan. When Idra, leader of the Sunhawks mercenaries, failed to return from a journey to her home, Tarma and Kethry, warrior and mage, set out in search of their vanished leader.

Beyond the Vault of Souls

The medieval outlaws of Britain maintain a hold on the present-day imagination, judging by their presence in literature and on film. Exploring the nature of both historical and fictional outlaws, these twelve critical essays survey the literary, historical, and cultural environments that produced them, namely the medieval and early modern periods. Divided into three parts, the text examines the historical records of real outlawed men and women and the representation of Jews in medieval Britain as possible outlaws, outlaws associated specifically with Wales, and the popular figure of Robin Hood and the context of the late medieval poems and plays that feature him as a prominent figure.

Book of the Night

A century since the departure of the Gods, the Three Nations are now united beneath the Tsar. Magic has been outlawed, its power too dangerous to remain unchecked. All Magickers must surrender themselves to the crown, or face imprisonment and death. Alana's mundane life has just been torn apart by the emergence of her brother's magic. Now they must leave behind everything they've ever known and flee - before the Tsar's Stalkers pick up their trail. Tasked with hunting down renegade Magickers, the merciless hunters will stop at nothing to bring them before the Tsar's judgement. As the noose closes around Alana and her brother, disgraced hero Devon finds himself at odds with the law when he picks a fight with the wrong man. The former warrior has set aside his weapons, but now, caught between the renegades and the Stalkers, he is forced to pick a side - the empire, or the innocent.

City of Rogues

In this thrilling adventure by bestselling author Oliver Potzsch, thirteen-year-old Lukas has been trained as a swordsman by his father, a nobleman who was once a famed Musketeer. When the threat of war and accusations of witchcraft spread across the land, Lukas's life is forever changed. He flees his home and vows to find his missing sister. Surviving as an outcast, Lukas encounters thieves and mercenaries, a strange astrologer, and a master swordsman. He also meets three other fencers Giovanni, Paulus, and Jerome. Each brings a special talent to their team that leads them to the Black Musketeers, the best fighters in the army. But living with the black-armored Musketeers is nothing like they imagined. In his quest to find his sister, Lukas learns of a legendary book that holds powerful magic. As he fights to keep the "Book of the Night" out of the hands of his greatest enemy, Lukas discovers the secrets of his own family and what it really means to be

a Musketeer."

Catling's Bane

An anthology of original short stories based on the heroes of the Warhammer Fantasy Time of Legends Original short stories from some of the best fantasy writers in the Black Library. Themed on the early history of the Warhammer fantasy world, The Time of Legends is when heroes roamed the old world - both good and bad.

The Oath Breaker

Frotwoot's Faerie Tales (Book Three: Revenge of the Warlocks)

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

Daughter of Fate

High in the mountains, Pela and Ruebyn have finally escaped the deadly Knights of Alana. But the future remains uncertain, their only way forward the forbidden lands of Trola. Buoyed by their recent victory, Pela is confident they can overcome whatever lies ahead. When they find the Trolan countryside empty, its villages abandoned, they realise nothing is as it seems in the western nation. There is an evil on the air, an ancient darkness that neither sword nor magic can fight. Meanwhile, King Braidon has earned a victory against his treacherous wife and her zealous Knights. If only the war could be so easily won. Marianne still holds the capital, and has magic enough to conquer the Three Nations. Braidon must gather the forces of good beneath his banner, and fast, before the queen can march on his stronghold.

A Prince Among Killers

Oathbreakers

Queen Shulamit has inherited the throne at a young age and seeks a partner, a woman, to share life with. A warrior pretending to be a man comes into the picture and agrees to take her on a voyage on the back of her dragon to search for

the appropriate match. In the course of the search, they discover a temple full of women turned to stone by an evil sorcerer. A rescue mission ensues.

British Outlaws of Literature and History

This collection explores monetary institutions linking Europe and the Americas in the seventeenth to nineteenth centuries.

Oathbreaker

This is the first entry-level accessory for use with the new D&D game. It provides a mini-campaign world where the Dungeon Masters can set their various adventure modules. The product also describes the player characters' village and the key people they meet, and the setting can be transferred to any world players choose. Map.

Thunder Rift

"Aitcheson brings excitement and intrigue to a bloody period of medieval history—one that is underrepresented in the genre[and] shows great promise as an adventure novelist in this colorful debut."—Publishers Weekly January, 1069: Less than three years after the Battle of Hastings, two thousand Normans march to subdue the troublesome province of Northumbria. Tancred a Dinant, a loyal and ambitious knight, is among them, hungry for battle, honor, silver, and land. But at Durham, the Normans are ambushed by English rebels, and Tancred's revered lord Robert de Commines is slain. Badly wounded and bitterly determined to exact vengeance, Tancred uncovers a plot that harks back to the day of Hastings itself. If successful, it threatens to destroy the entire conquest—and change the course of history. James Aitcheson's stunning debut sweeps readers into a ruthless world, where violent warriors seek honor in holy places and holy men seek glory in dark deeds. As the two opposing forces battle for conquest, the fate of England hangs in the balance. "A terrific writer Aitcheson's portrayal of eleventh-century England is vibrant and authentic Full of intrigue and vivid, realistic battles, this accomplished debut novel sets a high standard indeed."—Ben Kane, bestselling author of The Road to Rome

Faces of Evil

The second half of the Oathbreaker story opens at the assassins' stronghold, Triune, as Aron and his sworn comrades try to find peace in a world on the brink of war. Dari and Stormbreaker grow closer as they search for Dari's missing twin; Nic and his captors find it harder to conceal their secrets; and Aron must decide whether the bond he keeps to his family will prove stronger than the oaths he has sworn to his closest friends.

Wit'ch Gate

"It's not the shadows you should fear, but what hides within." Alaric is an enemy of Rome. For too long he has thwarted the empire's attempts to gain control over the land that has long resisted them: Germania. To the Romans he is a scourge, always evading their carefully laid traps. But to the tribes he is much worse: Outlaw, chief killer, battle turner, Oathbreaker. All men know him, all men fear him. At his back is a war host, on his shoulder sits Loki, the Trickster. A deal has been struck between the legions and the tribes: lifelong enemies agree to become friends, for a time. The eagles march with the wolves, together they hunt the raven. Isolated and lacking in allies, will Alaric be able to break free from the noose that slowly encircles him? Or will the Sly One once more come to his rescue. OATHBREAKER: One man's stand against the tyranny of empire. PRAISE FOR ADAM LOFTHOUSE "The characters are full of the life of the period, their flaws, their doubts, their abilities all on display; a feast for the readers" - HOOVER BOOK REVIEW "No holds barred, vivid Roman entertainment, probably the next best thing to actually being there" - SPEESH READS "A great mix of legion comradeship mixed with a personal plot you can get invested in, add in a couple of big twists along the way and you've got a smashing read" - DAVID'S BOOK BLURB ABOUT THE AUTHOR Adam has for many years held a passion for the ancient world. As a teenager he picked up Gates of Rome by Conn Iggulden, and has been obsessed with all things Rome ever since. After ten years of immersing himself in stories of the Roman world, he decided to have a go at writing one for himself. The Centurion's Son is Adam's first novel. He lives in Kent, with his wife and three sons. Follow Adam on twitter: @AdamPLofthouse Or find him on Facebook: facebook.com/AdamPLofthouse

Games and Gaming in Medieval Literature

The first-of-its-kind, Games and Gaming in Medieval Literature explores the depth and breadth of games in medieval literature and culture. Chapters span from the twelfth to the sixteenth centuries, and cover England, France, Denmark, Poland, and Spain, re-examining medieval games in diverse social settings such as the church, court, and household.

The Knight and Chivalry

In the tiers of Ellegeance, the elite Influencers' Guild holds the power to manipulate emotions. Love and fear, pain and pleasure, healing and death mark the extremes of their sway, but it's the subtle blends that hook their victims' hearts. They hide behind oaths of loyalty and rule the world. A child born in the grim warrens beneath the city, Catling rues the rose birthmark encircling her eye. Yet, it grants her the ability to disrupt the influencers' sway. Established methods of civil control disintegrate before her. She's a weapon desired by those who reign and those who rebel. To the Influencer's Guild, she's an aberration, a threat. They order her death and thus the betrayals begin. One woman protects and trains her,

plotting to use her shield to further imperial goals. No longer a helpless child, Catling has other plans. As chaos shakes the foundations of order and rule, will she become the realm's savior? Or its executioner? The Rose Shield Tetralogy - a blend of science fiction and fantasy. Welcome to a world of three moons, a sentient landscape, rivers of light, and tier cities that rise from the swamps like otherworld flowers. A planet of waterdragons, where humans are the aliens living among three-fingered natives with spotted skin. Where a half-blood converses with the fog and the goddess plans her final reckoning. Follow Catling's journey as she grows from childhood into the deadly force that shapes the future. She is the realm's shield, an influencer, assassin, healer, mother, and avenger. And all she wants is to go home. The books of The Rose Shield Tetralogy Catling's Bane Oathbreakers' Guild Farlanders' Law Kari's Reckoning

The Second Mango

A wizard is capturing souls and binding them to magical gems to keep the spirits of the dead from departing to their just rewards, and the church of Pharama, goddess of death, has had enough of his meddling with the afterlife. When a magical security feature in the wizard's tower sends the gems spinning off to several different planes, the church calls on the PCs to track them down. From the vault of the gods in the planar nexus of Axis, to the fields of Elysium where righteous heroes battle endlessly even in death, and on past to the gates of Hell itself, the PCs must race through portal after portal to recover the lost souls before sinister outsiders can beat them to the prize. This Journey series planar adventure is designed for 9th-level characters and is compatible with the 3.5 fantasy roleplaying rules. Author Colin McComb (Planescape) leads a fascinating tour through the undiscovered outer planes of the Pathfinder world.

Hood Academy

Kron Darkbow seeks vengeance, and he plans to have it no matter the costs. Returning to the city of his birth after 15 years, he hunts down the wizard responsible for the deaths of those he loved only to find out another was responsible for the murders. That other is Belgad the Liar, a former barbarian chieftain who is now boss of the city's underworld. Following his path for blood, Kron comes across the magical healer, Randall Tendbones, and accidentally reveals Randall's darkest secret to the world. It's a secret about the past, a secret that has kept Randall on the run for three years. Now it has caught up with him, and Belgad the Liar is suddenly the least of Randall and Kron's concerns. The gaze of Lord Verkain, king of the dark northern land of Kobalos, has fallen upon Kron and Randall. And it is a gaze filled with madness. Also available Road to Wrath: Book II of The Kobalos Trilogy Dark King of the North: Book III of The Kobalos Trilogy Blade and Flame: Prequel to The Kobalos Trilogy (short story) The Kobalos Trilogy Omnibus Ty Johnston's epic fantasy books and Sword & Sorcery tales have been influenced by such authors as David Gemmell, J.R.R. Tolkien, Fritz Leiber, Andrew Offutt, George R.R. Martin, R.A. Salvatore and Michael Moorcock. free fantasy epic fantasy sword and sorcery

Oathbringer

Hraban, the Raven, is a young Germani noble, born to the Marcomanni tribe during the reign of Augustus. Having never met his father, the ill-omened Maroboodus, and raised by his war-chief grandfather Hulderic, Hraban's dream of the return of his famous father from Roman service suddenly becomes reality. Unfortunately, the return of his father also brings death and war to their village, and the malice of Rome follows his father and his rogue men like a shadow. Drusus, the famed Roman soldier prowls on the borders of Germania's many tribes, and will surely lead the legions against them eventually. A hunted man, Maroboodus hopes to unite the nations against the threat, and he has brewed a desperate plan in his clever mind. His son Hraban, and Hraban's brother Gernot, must weight their honor against the demands of their powerful, deceitful father, and find a way to survive the roles Maroboodus has chosen them in his grand scheme. That scheme is also a desperate one. Maroboodus's Roman ways are ill-suited for the Germani, and he is seen as an outsider, who still must convince them all to heed his wisdom. Maroboodus knows triumph against Drusus comes only from discipline so lacking in Germania, and survival hinges on a change in the old ways, and perhaps on the demise of those, who would not change anyway. So, men must die. Hraban's task is to betray his own for his father's vision, before Rome, the ever-hungry Wolf, turns south. While Drusus is busy in the north, subjugating the Chauci, and the Sigambri, Maroboodus must not only grasp power in the Marcomanni tribe, but to form a grand alliance of former and current enemies in the south. Then, he must defeat the tribe of the Matticati, staunch Roman allies. Hraban's role, the one he must adopt in order to prove himself to Maroboodus, demands he must make, and break many oaths. If he succeeds, the Germani might be saved under the leadership of Maroboodus, and Hraban might finally find the favor of his father, if not his honor. And yet, Hraban finds a surprising, hidden layer in the schemes of his father, and must ultimately decide between family, and the honorable ways of his ancient people. The Oath Breaker is a story of Rome and Germania, and based on historical accounts of a period, when the fate of Germania was decided, and the foundation of the imperial Rome was built. It is a first book in a series that will take Hraban from the mysterious depths of the Black Woods to the illustrious, terrible Rome, and far beyond, as he seeks to avenge his lost kin and honor. Drusus, Tiberius, Livia, Augustus, and many other famous men and women will have their part to play in the story of the ancient legends. War, love, betrayal, and friendship alike can be found in this massive tale of the past. The brutal story of Hraban and his friends is one of Longward's most powerful books.

Young Flandry

In this second half of the Oathbreaker story, Aron, the apprentice to the assassin's guild, his master, Stormbreaker, his teacher Dari, and his mysterious acquaintance, Nic, join their formidable talents of mind and body as they battle the leaders who want to destroy their land. Whether Nic can take his rightful place as the king of Eyrie, whether anyone can win Dari's heart, and whether Aron can control his own strengths for the good of all are just some of the mysteries that will be solved

as this story comes to its violent and thrilling conclusion.

A Prince Among Killers

The dazzling epic of *The Banned and the Banished* has established James Clemens as an exciting new voice in fantasy fiction. Now his remarkable skills reach their peak with *Wit'ch Gate*, as one girl remains her realm's only hope against the forces of darkness . . . In a spectacular feat of daring and magic, Elena and her army of outlaws and rebels have defeated evil's minions and released the mystic secrets of the Blood Diary. But the malevolent Dark Lord has unleashed the Weirgates—black wells of ferocious energy that are his greatest source of power. Now Elena's bravest allies are sent to find and destroy the Gates, as windships carry the fight north to the frigid woodlands, south to the burning desert sands, and east to the blasted regions of dread Gul'gotha. Along the way, they will face their own personal demons as well. The twin brothers Mogweed and Fardale race against time to break the curse that has stolen their shapechanging birthright, and Elena's brother Joach must evade the desert sandsharks if he is to master his own elemental power. The trail will lead them even to the fabulous el'vin homeland of Stormhaven. None of the rebels will come back unscathed, some never returning at all . . . And Elena herself must journey to Gulgotha. Daring the enemy's own lair, she must emerge victorious if she is to reveal the secret of the Dark Lord's frightening identity—and the shocking nature of his vast powers.

Palamon and Arcite

It is the twilight of the Terran Empire. The warriors who made it great are long gone now, and the Traders of the Polesotechnic League who made it possible are the dimly-remembered stuff of legend. Alien enemies prowl its outer precincts, and Sector Governors conspire for the Throne of Man. On Terra herself, those who occupy the labyrinthine corridors of power busy themselves with trivialities and internal politics, as outside the final darkness gathers. In this scene of terminal disarray one man stands like a giant: Dominic Flandry, Agent of the Terran Empire. In three full-length novels, he will rise from young ensign to lieutenant commander as he outthinks rivals and thwarts adversaries, blazing a trail across the galaxy in defense of an Empire which barely appreciates him and against alien enemies who appreciate him all too well. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Grave Peril

A murderer shoves a prince to his "death." An assassin legally kidnaps a terrified boy. A ruling lord orders an atrocity so devastating it will change the course of history. So begins this highly original and engaging epic fantasy, a story of love, family trust, sworn promises and hard-earned friendships, in which two boys must put aside their childhood understanding

of the world and accept their own incredible power to do right.

King Arthur and the Knights of the Round Table

In the bleak mountains of the Warhammer Old World, the dwarf race fights a bitter battle for survival against its ancient enemies. When Karak Varn is overrun by skaven ratmen, Dwarf Thane Uthor makes a rash vow to reconquer it, paying little thought to the enormity of such a task.

Complete Kobold Guide to Game Design

On September 8, 1941, eleven weeks after Hitler launched Operation Barbarossa, his brutal surprise attack on the Soviet Union, Leningrad was surrounded. The siege was not lifted for two and a half years, by which time some three quarters of a million Leningraders had died of starvation. Anna Reid's Leningrad is a gripping, authoritative narrative history of this dramatic moment in the twentieth century, interwoven with indelible personal accounts of daily siege life drawn from diarists on both sides. They reveal the Nazis' deliberate decision to starve Leningrad into surrender and Hitler's messianic miscalculation, the incompetence and cruelty of the Soviet war leadership, the horrors experienced by soldiers on the front lines, and, above all, the terrible details of life in the blockaded city: the relentless search for food and water; the withering of emotions and family ties; looting, murder, and cannibalism- and at the same time, extraordinary bravery and self-sacrifice. Stripping away decades of Soviet propaganda, and drawing on newly available diaries and government records, Leningrad also tackles a raft of unanswered questions: Was the size of the death toll as much the fault of Stalin as of Hitler? Why didn't the Germans capture the city? Why didn't it collapse into anarchy? What decided who lived and who died? Impressive in its originality and literary style, Leningrad gives voice to the dead and will rival Anthony Beevor's classic Stalingrad in its impact.

The King's Justice

The #1 New York Times bestselling sequel to Words of Radiance, from epic fantasy author Brandon Sanderson at the top of his game. In Oathbringer, the third volume of the New York Times bestselling Stormlight Archive, humanity faces a new Desolation with the return of the Voidbringers, a foe with numbers as great as their thirst for vengeance. Dalinar Kholin's Alethi armies won a fleeting victory at a terrible cost: The enemy Parshendi summoned the violent Everstorm, which now sweeps the world with destruction, and in its passing awakens the once peaceful and subservient parshmen to the horror of their millennia-long enslavement by humans. While on a desperate flight to warn his family of the threat, Kaladin Stormblessed must come to grips with the fact that the newly kindled anger of the parshmen may be wholly justified.

Nestled in the mountains high above the storms, in the tower city of Urithiru, Shallan Davar investigates the wonders of the ancient stronghold of the Knights Radiant and unearths dark secrets lurking in its depths. And Dalinar realizes that his holy mission to unite his homeland of Alethkar was too narrow in scope. Unless all the nations of Roshar can put aside Dalinar's blood-soaked past and stand together—and unless Dalinar himself can confront that past—even the restoration of the Knights Radiant will not prevent the end of civilization. Other Tor books by Brandon Sanderson The Cosmere The Stormlight Archive The Way of Kings Words of Radiance Edgedancer (Novella) Oathbringer The Mistborn trilogy Mistborn: The Final Empire The Well of Ascension The Hero of Ages Mistborn: The Wax and Wayne series Alloy of Law Shadows of Self Bands of Mourning Collection Arcanum Unbounded Other Cosmere novels Elantris Warbreaker The Alcatraz vs. the Evil Librarians series Alcatraz vs. the Evil Librarians The Scrivener's Bones The Knights of Crystallia The Shattered Lens The Dark Talent The Rithmatist series The Rithmatist Other books by Brandon Sanderson The Reckoners Steelheart Firefight Calamity At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Fifth Knight

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