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Magic's Pawn **Magic's Promise** **Magic's Promise** Arrow's Fall **The Herald** **Magic's Pawn** *Arrows of the Queen* Magic's Price Herald of the Storm (Steelhaven: Book One) The Second Life Herald Closer to Home (The Herald Spy Book 1) Into the West The Last Herald-mage Beyond Tarma and Kethry The First with the Latest! Magic's Price Call of the Herald Last Stop on Market Street The Heralds **Hark! The Herald Angels Scream** **The Fourth Industrial Revolution** Winds of Fate Closer to the Chest **Warbreaker** The Purple Decades Beautiful Things The Way of Kings The Last Days of Robert Indiana **The Last Honest Horse Thief** **LAST HERALD MAGE #1: MAGIC'S PAWN**. Brightly Burning **Words of Radiance** The Dawning of Power **HBO Max/Raised by Wolves (2020-) #1** The Case of the Spellbound Child Oathbringer **Harry Potter and the Cursed Child** **Genrelecting** **Leadville**

In the 6th and final book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, Ed Greenwood, the creator of the Forgotten Realms®, further chronicles the exploits of Elminster as he fights for the future of Faerûn. Chaos grips Faerûn as vainglory, prophecy, and ancient forces coningle in the shadows cast by war. Agents of the Shadovar lurk in the corners of Candlekeep in search of the arcane secrets that will power their war machine toward Myth Drannor. Gods and their Chosen run amok, all in a gambit to seize power. And a threat foretold by an ancient seer stirs. At the heart of it all, Mystra, the great Goddess of Magic, has withdrawn from the world. Without her protection, Elminster, her greatest champion, fears for the nascent Weave, the fabric of magic Mystra wields to bind Faerûn. Will the Nightseer Shar, mistress of the great and fearsome Shadovar, seize the opportunity to blanket the world with her Shadow Weave? With the help of Storm Silverhand and his protégé Amarune, Elminster works

frantically to strengthen the Weave's tethers and forestall what seems an inevitable reckoning. But other interests machinate for their own sinister ends. As the Sundering draws nigh, Elminster and his heroic cohort must see the signs for what they are. The choice of worlds lies in the balance. His name is Lavan Firestorm, a young man blessed—and cursed—with a special talent for firestarting. His legend has haunted the darkest corners of Valdemar, yet the truth has never been told. Here, at last, is his story. The long-awaited founding of Valdemar comes to life in this second book in the new series from a New York Times-bestselling author and beloved fantasist. Baron Valdemar and his people have found a temporary haven, but it cannot hold all of them, or for long. Trouble could follow on their heels at any moment, and there are too many people for Crescent Lake to support. Those who are willing to make a further trek by barge on into the West will follow him into a wilderness depopulated by war and scarred by the terrible magics of a thousand years ago and the Mage Wars. But the wilderness is not as "empty" as it seems. There are potential friends and rapacious foes.... ..and someone is watching them. Genres demystified: more than 5,000 titles classified by genre, subgenre, and theme. Tasked to investigate rumors of evil magic in Dartmoor, the Watsons and their companions are approached by a poor cottager whose children have gone missing in the region's deadly bogs. When a virtual journalist for a virtual newspaper reporting on the digital world of an online game lands on the real-world front page of the New York Times, it just might signal the dawn of a new era. Virtual journalist Peter Ludlow was banned from The Sims Online for being a bit too good at his job—for reporting in his virtual tabloid The Alphaville Herald on the cyber-brothels, crimes, and strong-arm tactics that had become rife in the game—and when the Times, the BBC, CNN, and other media outlets covered the story, users all over the Internet called the

banning censorship. Seeking a new virtual home, Ludlow moved the Herald to another virtual world--the powerful online environment of Second Life--just as it was about to explode onto the international mediascape and usher in the next iteration of the Internet. In *The Second Life Herald*, Ludlow and his colleague Mark Wallace take us behind the scenes of the Herald as they report on the emergence of a fascinating universe of virtual spaces that will become the next generation of the World Wide Web: a 3-D environment that provides richer, more expressive interactions than the Web we know today. In 1992, science fiction writer Neal Stephenson imagined the "Metaverse," a virtual space that we would enter via the Internet and in which we would conduct important parts of our daily lives. According to Ludlow and Wallace, that future is coming sooner than we may think. They chronicle its chaotic, exhilarating, frightening birth, including the issue that the mainstream media often ignore: conflicts across the client-server divide over who should write the laws governing virtual worlds. Historical photographs of Leadville, Colorado are re-created in the same location, comparing and contrasting the famous mining city of Colorado from past to present. Historical photographs are from author's family collection. This series from a New York Times bestselling author explores the long-awaited tale of an era crucial to Valdemar's history--the original founding of the nation itself by the legendary Baron Valdemar. This collection of Wolfe's essays, articles, and chapters from previous collections is filled with observations on U.S. popular culture in the 1960s and 1970s. In *Magic's Pawn*, an ancient age in the history of Valdemar comes to life--an age when the kingdom was ravaged by the ungoverned fury of bandit warlords, ferocious ice dragons, and the wild magic of wizards. A new addition to Lackey's Valdemar kingdom--and her most powerful series to date! As an overworked employee of the Ministry of Magic, a husband, and a father, Harry Potter struggles with a past that refuses to stay where it belongs while his youngest son, Albus, finds the weight of the family legacy difficult to bear. Mags was once an enslaved orphan living a harsh life in the mines, until the King's Own Herald discovered his talent and trained him as a spy. Now a Herald in his own right, at the

newly established Herald's Collegium, Mags has found a supportive family, including his Companion Dallen. Although normally a Herald in his first year of Whites would be sent off on circuit, Mags is needed close to home for his abilities as a spy and his powerful Mindspeech gift. There is a secret, treacherous plot within the royal court to destroy the Herald's. The situation becomes dire after the life of Mags' mentor, King's Own Nikolas, is imperiled. His daughter Amily is chosen as the new King's Own, a complicated and dangerous job that is made more so by this perilous time. Can Mags and Amily save the court, the Herald's, and the Collegium itself? Groundbreaking epic fantasy series in Mercedes Lackey's Valdemar universe • Lambda-Award winning novels with heartfelt high adventure and magic Valdemar--the once-peaceful kingdom protected by the magic of its Herald-Mages--is now besieged on all fronts. The king lies near death, the neighboring land of Karse wages a relentless war against Valdemar, and the forces led by a master of dark forbidden magic are massing to strike the final devastating blow against the kingdom. And Vanyel, the most powerful Herald-Mage Valdemar has even known, has become the primary target of the evil which is reaching out to poison all the land. With all his fellow mages slain, Vanyel alone remains to defend his people against the dark master's army. Yet a dream vision has revealed to Vayel the fate which awaits should he and his Companion Yfandes take up the dark master's challenge. And if either Vanyel or Yfandes falters, the dream will become a horrifying reality in which both Valdemar and its last Herald-Mage must pay the ultimate price. A boy comes of age among a family of grifters in this powerful story from a New York Times--bestselling "master" (Stephen King). Never knowing a real home, Markus Novak's only constant in life is his passion for paperback westerns. The child of a family of outlaws, he moves through the West town by town with his mother and two uncles, staying in a place just long enough to run a short con and move along. After one job goes south and his mom gets locked up, Markus finds himself in the foster care of a rancher and his wife--with whom he's strangely comfortable, yet torn by loyalty to the family he's lost. To distract himself, he spends his days working the farm and his nights fixing a rusty

old '55 Chevy. Then he discovers a note from his uncles hidden in a book at a local pawnshop and learns that they are hiding out in a mountain town near Yellowstone. Restoring the car soon becomes Markus's only hope of finding them, and maybe finally finding himself, too. For use in schools and libraries only. Vanyel, the powerful Herald-Mage, stands alone in the battle against the evil forces threatening the once-peaceful kingdom of Valdemar, accompanied only by his companion, Yfandes. Echoes of the ancients' power are distant memories, tattered and faded by the passage of eons, but that is about to change. A new dawn has arrived. Latent abilities, harbored in mankind's deepest fibers, wait to be unleashed. Ancient evils awaken, and old fears ignite the fires of war. For use in schools and libraries only. Talia, a young runaway, is made a herald at the royal court after she rescues one of the legendary Companions. When she uncovers a plot to seize the throne, Talia must use her empathic powers to save the queen. When reclusive, millionaire artist Robert Indiana died in 2018, he left behind dark rumors and scandal, as well as an estate embroiled in lawsuits and facing accusations of fraud. Here is the true story of the artist's final days, the aftermath, the deceptive world that surrounded him, and the inner workings of art as very big business. "I'm an artist, not a business man," Robert Indiana said, refusing to copyright his iconic LOVE sculpture in 1965. An odd and tortured soul, an artist who wanted both fame and solitude, Indiana surrounded himself with people to manage his life and work. Yet, he frequently changed his mind and often fired or belittled those who worked with him. By 2008, when Indiana created the sculpture HOPE--or did he?--the artist had signed away his work for others to exploit, creating doubt about whether he had even seen artwork sold for very high prices under his name. At the time of his death, Indiana left an estate worth millions--and unsettling suspicions. There were allegations of fraudulent artwork, of elder abuse, of caregivers who subjected him to horrendous living conditions. There were questions about the inconclusive autopsy and rumors that his final will had been signed under coercion. There were strong suspicions about the freeloaders who'd attached themselves to the famous artist. "In the

final hours of his life," the author writes, "Robert Indiana was without the grace of a better angel, as the people closest to him covered their tracks and plotted their defenses." With unparalleled access to the key players in Indiana's life, author Bob Keyes tells a fast-paced and riveting story that provides a rare inside look into the life of an artist as well as the often, too often, unscrupulous world of high-end art. The reader is taken inside the world of art dealers, law firms, and an array of local characters in Maine whose lives intersected with the internationally revered artist living in an old Odd Fellows Hall on Vinalhaven Island. The Last Days of Robert Indiana is for anyone interested in contemporary art, business, and the perilous intersection between them. It is an extraordinary window into the life and death of a singular and contradictory American artist--one whose work touched countless millions through everything from postage stamps to political campaigns to museums--even as he lived and died in isolation, with a lack of love, the loss of hope, and lots and lots of money. Is Vanyel foreseeing his own doom, as he believes in his darkest moments? Groundbreaking epic fantasy series in Mercedes Lackey's Valdemar universe • Lambda-Award winning novels with heartfelt high adventure and magic Wild magic is taking its toll on the land. Many Heralds and Herald-Mages have died fighting to preserve the peace. Even Vanyel, the most powerful of the Herald-Mages is almost at the end of his strength, in need of a respite from the dual threats of war and dark magic. But for Vanyel, there can be no rest. Not when his Companion, Yfandes, receives a summons which can't be ignored—a desperate cry of a magical holocaust in the neighboring kingdom. Almost overwhelmed by the devastations they discover there, Herald-Mage and Companion must try to unravel this tragic mystery. Is the young Prince Tashir, a newly Chosen Herald who can't control his magic, responsible for the destruction? Or is Tashir a pawn in a deeper, more deadly game—and, if so, will Vanyel be able to find and defeat the true destroyer before this master of dark powers can strike again? Sent on a mission from a destroyed Earth, two androids raise humanity's best hope for the future on a distant planet. But the monsters that forced them to leave still haunt this new home... New York Times bestselling author

Mercedes Lackey has enchanted readers since the publication of her first novel, *Arrows of the Queen*. Now she takes readers on another thrilling journey with the first novel in her *Mage Winds* series... High magic had been lost to Valdemar when he gave his life to save his kingdom from destruction by the dark sorceries. Now it falls to Elspeth Herald, heir to the throne, to take up the challenge and seek a mentor who will awaken her mage abilities. 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.

World-renowned economist Klaus Schwab, Founder and Executive Chairman of the World Economic Forum, explains that we have an opportunity to shape the fourth industrial revolution, which will fundamentally alter how we live and work. Schwab argues that this revolution is different in scale, scope and complexity from any that have come before. Characterized by a range of new technologies that are fusing the physical, digital and biological worlds, the developments are affecting all disciplines, economies, industries and governments, and even challenging ideas about what it means to be human. Artificial intelligence is already all around us, from supercomputers, drones and virtual assistants to 3D printing, DNA sequencing, smart thermostats, wearable sensors and microchips smaller than a grain of sand. But this is just the beginning: nanomaterials 200 times stronger than steel and a million times thinner than a strand of hair and the first transplant of a 3D printed liver are already in development. Imagine "smart factories" in which global systems of manufacturing are coordinated virtually, or implantable mobile phones made of biosynthetic materials. The fourth industrial revolution, says Schwab, is more significant, and its ramifications more profound, than in any prior period of human history. He outlines the key technologies driving this revolution and discusses the major impacts expected on government, business, civil society and individuals. Schwab also offers bold ideas on how to harness these changes and shape a better future—one in which technology empowers people rather than replaces them; progress serves society rather than disrupts it; and in which innovators respect moral

and ethical boundaries rather than cross them. We all have the opportunity to contribute to developing new frameworks that advance progress. Follows the adventures of Talia as she travels the land as a Herald of Valdemar in the third book in the classic epic fantasy *Arrows* trilogy. With Elspeth, the heir to the throne of Valdemar, come of marriageable age, Talia, the Queen's Own Herald returns to court to find Queen and heir beset by diplomatic intrigue as various forces vie for control of Elspeth's future. But just as Talia is about to uncover the traitor behind all these intrigues, she is sent off on a mission to the neighboring kingdom, chosen by the Queen to investigate the worth of a marriage proposal from Prince Ancar. And, to her horror, Talia soon discovers there is far more going on at Prince Ancar's court than just preparation for a hoped-for royal wedding. For a different magic than that of the Heralds is loose in Ancar's realm—an evil and ancient sorcery that may destroy all of Valdemar unless Talia can send warning to her Queen in time!

NEW YORK TIMES BESTSELLER "I come from a family forged by tragedies and bound by a remarkable, unbreakable love," Hunter Biden writes in this deeply moving and "unflinchingly honest" (*Entertainment Weekly*) memoir of addiction, loss, and survival. When he was two years old, Hunter Biden was badly injured in a car accident that killed his mother and baby sister. In 2015, he suffered the devastating loss of his beloved big brother, Beau, who died of brain cancer at the age of forty-six. These hardships were compounded by the collapse of his marriage and a years-long battle with drug and alcohol addiction. In *Beautiful Things*—"an astonishingly candid and brave book about loss, human frailty, wayward souls, and hard-fought redemption" (Dave Eggers, *New York Times* bestselling author)—Hunter recounts his descent into substance abuse and his tortuous path to sobriety. The story ends with where Hunter is today—a sober married man with a new baby, finally able to appreciate the beautiful things in life. #1 *New York Times* Bestseller A *USA Today* Bestseller Winner of the Newbery Medal A Caldecott Honor Book A Coretta Scott King Illustrator Honor Book This award-winning modern classic—a must-have for every child's home library—is an inclusive ode to kindness, empathy, gratitude, and finding

joy in unexpected places, and celebrates the special bond between a curious young boy and his loving grandmother. Every Sunday after church, CJ and his grandma ride the bus across town. But today, CJ wonders why they don't own a car like his friend Colby. Why doesn't he have an iPod like the boys on the bus? How come they always have to get off in the dirty part of town? Each question is met with an encouraging answer from grandma, who helps him see the beauty—and fun—in their routine and the world around them. This energetic ride through a bustling city highlights the wonderful perspective only grandparent and grandchild can share, and comes to life through Matt de la Peña's vibrant text and Christian Robinson's radiant illustrations. 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. Groundbreaking epic fantasy series in Mercedes Lackey's Valdemar universe • Lambda-Award winning novels with heartfelt high adventure and magic Though Vanyel has been born with near-legendary abilities to work both Herald and Mage magic, he wasn't no part in such things. Nor does he seek a warrior's path, wishing instead to become a Bard. Yet such talent as his, if left untrained, may prove a menace not only to Vanyel but to others as well. So he is sent to be fostered with his aunt, Savil, one of the fame Herald-Mages of Valdemar. But, strong-willed and self-centered, Vanyel is a challenge which even Savil cannot master alone. For soon he will become the focus of frightening forces, lending his raw magic to a spell that unleashes terrifying wyr-hunters on the land. And by the time Savil seeks the assistance of a Shin'a'in Adept, Vanyel's wild talent may have already grown beyond anyone's ability to contain, placing Vanyel, Savil, and Valdemar itself in desperate peril. Dark, funny and intricately plotted, the first novel in R. S. Ford's Steelhaven trilogy is perfect for fans of Joe Abercrombie and George R. R. Martin. Welcome to Steelhaven . . . watch your back. 'You'll find yourself looking forward to what Ford dreams up next' SFX Under the reign of King Cael the Uniter, this vast cityport on the southern coast has for years been a symbol of strength, maintaining an uneasy peace throughout the Free States. But now a long shadow hangs over the city, in the form of the dread Elharim warlord, Amon Tugha. When his herald infiltrates the city, looking to exploit its dangerous criminal underworld, and a terrible dark magick that has long been buried once again begins to rise, it could be the beginning of the end. . . Praise for R.S. Ford: 'Exciting and different' The British Fantasy Society 'Violent, vicious and darkly funny' Fantasy Faction 'A perfect example of tight, gritty, character-driven storytelling' Luke Scull, author of The Grim Company Agness "Aggie" Underwood never intended to become a reporter-all she really wanted was a pair of silk stockings. When her husband told her they couldn't afford them, she threatened to get a job and buy them herself. Those silk stockings launched a career that started with Aggie at the switchboard of the Los

Angeles Record newspaper in 1926, and ended more than four decades later when she retired as City Editor of the Los Angeles Herald Examiner. As a reporter for the Los Angeles Evening Herald and Express (later, Herald Examiner), Aggie not only reported on crimes throughout the city, but sometimes helped solve them. Using quick wit and intuition, Aggie helped her newspaper live up to its motto "The First with the Latest." Through the Los Angeles Herald Examiner's photo archive, now held by the Los Angeles Public Library, the cases Aggie covered are more than just faded headlines, but come to life in light and shadow. This catalog of nearly 100 images, which compliments an exhibit at the Los Angeles Public Library's Central Library gives a brief overview of Agness Underwood and some of the cases she covered. 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. When a ruthless blackmailer begins targeting several families visiting the Court over the Midwinter Holidays to the extent that a young man commits suicide and a daughter is kidnapped, Mags and Amily risk everything to track down the culprit and bring him to justice. This omnibus of the acclaimed Vows and Honor trilogy, set in the New York Times bestselling world of Valdemar, follows Tarma and Kethry, swordswoman and sorceress, as they seek justice for past wrongs. The Oathbound: Introduces Tarma--swordswoman trained by elite warriors in all forms of deadly combat--and Kethry, former noblewoman whose magical skills were shaped by a powerful school of sorcery. United by the Goddess and armed with a magical sword drawing them to those in need, Tarma and Kethry swore a blood oath to fight against evil. Oathbreakers: When Idra, leader of the Sunhawk mercenaries, failed to return from a journey to her home kingdom of Rethwellan, Tarma and Kethry set out in search of her. Instead they find a land shadowed by a dark enchantment, the claim to the throne in question, and the people of Rethwellan in terrible jeopardy. Oathblood: The sisters of sword and spell have pledged to train others to fight for their cause, starting a school for fledgling warriors and mages. But training turns out to be far more perilous than expected--and when two of their students are kidnapped, Tarma and Kethry must draw upon their combined skills to answer the call of destiny in ways they never imagined. From #1 New York Times bestselling author Brandon Sanderson, Words of Radiance, Book Two of the Stormlight Archive, continues the immersive fantasy epic that The Way of Kings began. Expected by his enemies to die the miserable death of a military slave,

Kaladin survived to be given command of the royal bodyguards, a controversial first for a low-status "darkeyes." Now he must protect the king and Dalinar from every common peril as well as the distinctly uncommon threat of the Assassin, all while secretly struggling to master remarkable new powers that are somehow linked to his honorspren, Syl. The Assassin, Szeth, is active again, murdering rulers all over the world of Roshar, using his baffling powers to thwart every bodyguard and elude all pursuers. Among his prime targets is Highprince Dalinar, widely considered the power behind the Alethi throne. His leading role in the war would seem reason enough, but the Assassin's master has much deeper motives. Brilliant but troubled Shallan strives along a parallel path. Despite being broken in ways she refuses to acknowledge, she bears a terrible burden: to somehow prevent the return of the legendary Voidbringers and the civilization-ending Desolation that will follow. The secrets she needs can be found at the Shattered Plains, but just arriving there proves more difficult than she could have imagined. Meanwhile, at the heart of the Shattered Plains, the Parshendi are making an epochal decision. Hard pressed by years of Alethi attacks, their numbers ever shrinking, they are convinced by their war leader, Eshonai, to risk everything on a desperate gamble with the very supernatural forces they once fled. The possible consequences for Parshendi and humans alike, indeed, for Roshar itself, are as dangerous as they are incalculable.

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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. Eighteen stories of Christmas horror from bestselling, acclaimed

authors including Scott Smith, Seanan McGuire, Josh Malerman, Michael Koryta, Sarah Pinborough, and many more. That there is darkness at the heart of the Yuletide season should not surprise. Charles Dickens' A Christmas Carol is filled with scenes that are unsettling. Marley untying the bandage that holds his jaws together. The hideous children--Want and Ignorance--beneath the robe of the Ghost of Christmas Yet to Come. The heavy ledgers Marley drags by his chains. In the finest versions of this story, the best parts are the terrifying parts. Bestselling author and editor Christopher Golden shares his love for Christmas horror stories with this anthology of all-new short fiction from some of the most talented and original writers of horror today. Book One of The Dawning of Power trilogy. Echoes of the ancients' power are distant memories, tattered and faded by the passage of eons, but that is about to change. A new dawn has arrived. Latent abilities, harbored in mankind's deepest fibers, wait to be unleashed. Ancient evils awaken, and old fears ignite the fires of war.

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