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The Last Wish-Andrzej Sapkowski 2008-12-14

Geralt the Witcher -- revered and hated -- holds the line against the monsters plaguing humanity

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in this collection of adventures in the New York Times bestselling series that inspired the Netflix show and the hit video games. Geralt is a Witcher, a man whose magic powers, enhanced by long training and a mysterious elixir, have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary murderer: his targets are the multifarious monsters and vile fiends that ravage the land and attack the innocent. But not everything monstrous-looking is evil and not everything fair is good. . . and in every fairy tale there is a grain of truth. The Last Wish story collection is the perfect introduction to a one of a kind fantasy world. And look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy, coming in October 2020!

Baptism of Fire-Andrzej Sapkowski 2014-06-24  
Now a Netflix original series! A deadly coup within the Wizard's Guild leaves the Witcher, Geralt of Rivia, gravely injured, and his ward Ciri missing in the third book of the New York Times bestselling series that inspired the Netflix show and the hit video games. The Wizards Guild has

been shattered by a coup and, in the uproar, Geralt was seriously injured. The Witcher is supposed to be a guardian of the innocent, a protector of those in need, a defender against powerful and dangerous monsters that prey on men in dark times. But now that dark times have fallen upon the world, Geralt is helpless until he has recovered from his injuries. While war rages across all of the lands, the future of magic is under threat and those sorcerers who survive are determined to protect it. It's an impossible situation in which to find one girl -- Ciri, the heiress to the throne of Cintra -- until a rumor places her in the Niflgaard court, preparing to marry the Emperor. Injured or not, Geralt has a rescue mission on his hands. Andrzej Sapkowski, winner of the World Fantasy Lifetime Achievement award, started an international phenomenon with his Witcher series. Now, look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy, coming in October 2020! Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Season of Storms

Witcher collections  
The Last Wish  
Sword of Destiny  
The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only) Translated from original Polish by David French  
The Tower of Swallows-Andrzej Sapkowski  
2016-05-17 Now a Netflix original series! The world is at war and the prophesied savior is nowhere to be found. The Witcher, Geralt of Rivia, races to find her -- but time is short, and an army is on his heels in the fourth book of the New York Times bestselling series that inspired the Netflix show and the hit video games. The world has fallen into war. Ciri, the child of prophecy, has vanished. Hunted by friends and foes alike, she has taken on the guise of a petty bandit and lives free for the first time in her life. But the net around her is closing. Geralt, the Witcher, has assembled a group of allies including Dandelion, Milva, Regis, and Cahir, to rescue her. Both sides of the war have sent brutal mercenaries to hunt her down. Her crimes have made her famous. There is only one place left to run. The tower of the swallow is waiting...  
Andrzej Sapkowski, winner of the World Fantasy

Lifetime Achievement award, started an international phenomenon with his Witcher series. Now, look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy, coming in October 2020! Witcher novels  
Blood of Elves  
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The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only) Translated from original Polish by David French  
Curse of Crows-Paul Tobin 2017 "The Witcher game is based on a novel of Andrzej Sapkowski"  
White Wolf-David Gemmell 2003-04-01 "For anyone who appreciates superior heroic fantasy, David Gemmell's offerings are mandatory."—Time Out London  
The blood-drenched lands of the Drenai are protected by a man who has been hated and feared as much as he has been loved: the living legend known as Druss, Captain of the Ax. But this is also the land of Skilgannon, a man who is armed with the mythic Swords of Night and Day, and perhaps Druss's equal on the field of battle. Brought

together by a brutal attack, the two lone warriors form an unlikely alliance. But as Druss and Skilgannon face the supernatural threat of the Joinings—monstrous werebeasts with unholy strength and more than animal savagery—respect and trust will grow. Their alliance will become a friendship destined to change both men—and the lands of the Drenai—forever. “[Gemmell’s] fiction has always carried the genuine flair of the classic sword and sorcery pieces of the 1930s and ’40s. This installment is no exception.”—Starlog “A multitude of good battle scenes! . . . Readers will be carried along by the nonstop action and heroic characters.”—Booklist

The Time of Contempt-Andrzej Sapkowski  
2013-08-27 Now a Netflix original series! To protect his ward, Ciri, Geralt of Rivia sends her away from the home of the Witchers to train with the sorceress Yennefer. But all is not well within the Wizard's Guild in the second book of the New York Times bestselling series that inspired the Netflix show and the hit video games. Geralt is a Witcher: guardian of the innocent; protector of

those in need; a defender, in dark times, against some of the most frightening creatures of myth and legend. His task, now, is to protect Ciri. A child of prophecy, she will have the power to change the world for good or for ill -- but only if she lives to use it. Andrzej Sapkowski, winner of the World Fantasy Lifetime Achievement award, started an international phenomenon with his Witcher series. Now, look out for The Tower of Fools, book one of Andrzej Sapkowski's Hussite Trilogy, coming in October 2020! Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Season of Storms Witcher collections The Last Wish Sword of Destiny The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only) Translated from original Polish by David French

The World of the Witcher-Marcin Batylda 2015 In a visually stunning volume, readers are taken on a guided tour of the fantastical realm of The Witcher video games, where they will meet Geralt, one of the few remaining monster hunters that inhabit this dark world.

The Witcher - Tome 2 - De chair et de flammes-  
MOTYKA Aleksandra

2020-01-17T00:00:00+01:00 De retour à  
Novigrad, Geralt accepte de protéger la fille d'un  
notable des assauts d'un soupirant trop  
entreprenant. La mission du sorceleur s'achève  
lorsqu'il découvre l'identité de l'amant : il s'agit  
de Jaskier, conteur, troubadour et chroniqueur  
officiel de la saga du Loup Blanc. Alors que  
Geralt s'enquiert de Priscilla, le joli coeur lui  
présente bien vite sa dernière trouvaille : une  
malle magique, gagnée lors d'une partie de  
gwent à Oxenfurt. Au contact du médaillon du  
sorceleur, la malle embarque à son bord les deux  
amis pour les terres lointaines du royaume  
d'Ophir, très loin "derrière les mers"...

The Manuscript Found in Saragossa-Jan Potocki  
2006-04-27 Alphonse, a young Walloon officer, is  
travelling to join his regiment in Madrid in 1739.  
But he soon finds himself mysteriously detained  
at a highway inn in the strange and varied  
company of thieves, brigands, cabbalists,  
noblemen, coquettes and gypsies, whose stories  
he records over sixty-six days. The resulting

manuscript is discovered some forty years later  
in a sealed casket, from which tales of characters  
transformed through disguise, magic and  
illusion, of honour and cowardice, of hauntings  
and seductions, leap forth to create a vibrant  
polyphony of human voices. Jan Potocki  
(1761-1812) used a range of literary styles -  
gothic, picaresque, adventure, pastoral, erotica -  
in his novel of stories-within-stories, which, like  
the Decameron and Tales from the Thousand and  
One Nights, provides entertainment on an epic  
scale.

Sword of Destiny-Andrzej Sapkowski 2015-05-19  
Now a Netflix original series! Geralt the Witcher  
-- revered and hated -- holds the line against the  
monsters plaguing humanity in this second  
collection of adventures in the NYT bestselling  
series that inspired the blockbuster video games.  
Geralt is a witcher, a man whose magic powers,  
enhanced by long training and a mysterious  
elixir, have made him a brilliant fighter and a  
merciless assassin. Yet he is no ordinary  
murderer: his targets are the multifarious  
monsters and vile fiends that ravage the land and

attack the innocent. This is a collection of short stories, following the adventures of the New York Times bestseller, *The Last Wish*. Join Geralt as he battles monsters, demons and prejudices alike... Witcher collections *The Last Wish* *Sword of Destiny* Witcher novels *Blood of Elves* *The Time of Contempt* *Baptism of Fire* *The Tower of Swallows* *Lady of the Lake* *Season of Storms* *The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only)* Translated from original Polish by David French

*Blood of Elves*-Andrzej Sapkowski 2010-08-19

*The Witcher*, Geralt of Rivia, holds the fate of the world in his hands in the New York Times bestselling first novel in the Witcher series that inspired the Netflix show and video games. For more than a hundred years, humans, dwarves, gnomes and elves lived together in relative peace. But times have changed, the uneasy peace is over and now the races are fighting once again - killing their own kind and each other. Into this tumultuous time is born a child of prophecy, Ciri, surviving heiress of a bloody revolution, whose strange abilities can change the world - for good,

or for evil... As the threat of war hangs over the land, Geralt the Witcher must protect Ciri from those who are hunting the child for her destructive power. But this time, Geralt may have met his match. Translated by Danusia Stok.

*The Lady of the Lake*-Andrzej Sapkowski 2017-03-14 Trapped in a world ruled by the Elves, separated from Geralt and her destiny, Ciri will need all her training as a fighter and sorceress to return to her own time in the fifth book of the New York Times bestselling series that inspired the Netflix show and the hit video games. After walking through the portal in the Tower of Swallows while narrowly escaping death, Ciri finds herself in a completely different world. . . an Elven world. She is trapped with no way out. Time does not seem to exist and there are no obvious borders or portals to cross back into her home world. But this is Ciri, the child of prophecy, and she will not be defeated. She knows she must escape to finally rejoin the Witcher and his companions -- and also to try to conquer her worst nightmare. Leo Bonhart, the man who chased, wounded and tortured Ciri, is

still on her trail. And the world is still at war. Andrzej Sapkowski, winner of the World Fantasy Lifetime Achievement award, started an international phenomenon with his Witcher series.

Season of Storms-ANDRZEJ. SAPKOWSKI  
2019-03-07

The Dragonbone Chair-Tad Williams 2005-03-01  
“One of my favorite fantasy series.” —George R. R. Martin “Groundbreaking.” —Patrick Rothfuss  
“One of the great fantasy epics of all time.”  
—Christopher Paolini New York Times-  
bestselling Tad Williams’ landmark epic fantasy saga of Osten Ard begins an exciting new cycle with THE WITCHWOOD CROWN, on sale now! With The Dragonbone Chair, Tad Williams introduced readers to the incredible fantasy world of Osten Ard. His beloved, internationally bestselling series Memory, Sorrow, and Thorn inspired a generation of modern fantasy writers, including George R.R. Martin, Patrick Rothfuss, and Christopher Paolini, and defined Tad Williams as one of the most important fantasy writers of our time. This edition features a brand-

new introduction from Tad Williams' editor as well as the original introduction from Williams himself! BOOK ONE: THE DRAGONBONE CHAIR  
A war fueled by the powers of dark sorcery is about to engulf the peaceful land of Osten Ard—for Prester John, the High King, lies dying. And with his death, the Storm King, the undead ruler of the elf-like Sithi, seizes the chance to regain his lost realm through a pact with the newly ascended king. Knowing the consequences of this bargain, the king’s younger brother joins with a small, scattered group of scholars, the League of the Scroll, to confront the true danger threatening Osten Ard. Simon, a kitchen boy from the royal castle unknowingly apprenticed to a member of this League, will be sent on a quest that offers the only hope of salvation, a deadly riddle concerning long-lost swords of power. Compelled by fate and perilous magics, he must leave the only home he’s ever known and face enemies more terrifying than Osten Ard has ever seen, even as the land itself begins to die. After the landmark Memory, Sorrow, and Thorn trilogy, the epic saga of Osten Ard continues with

the brand-new novel, *The Heart of What Was Lost*. Then don't miss the upcoming trilogy, *The Last King of Osten Ard*, beginning with *The Witchwood Crown*! Praise for *Osten Ard*: "Inspired me to write my own seven-book trilogy.... It's one of my favorite fantasy series." —George R. R. Martin, *New York Times*-bestselling author of *A Game of Thrones* "Groundbreaking...changed how people thought of the genre, and paved the way for so much modern fantasy. Including mine." —Patrick Rothfuss, *New York Times*-bestselling author of *The Name of the Wind* "Tad Williams is a master storyteller, and the *Osten Ard* books are his masterpiece." —Brandon Sanderson, *New York Times*-bestselling author of *Mistborn* "Memory, Sorrow, and Thorn is one of the great fantasy epics of all time." —Christopher Paolini, *New York Times*-bestselling author of *Eragon* *The Legend of the Deathwalker*-David Gemmell 2011-06-08 Enter a powerful realm of legend, dark sorcery, and conquest, where the mighty Drenai warrior Druss faces his most deadly opponent . . . Druss the Legend, the dark axman

known as the Deathwalker, must join the warrior Talisman on a mission of blood and glory. Only the stolen Eyes of Alchazzar--mystic jewels of power--will save Druss's dying friend, then unite the Nadir tribes against the evil of the Gothir. Druss agrees to help look for the twin gems--hidden for centuries in the shrine of Oshikai, the Demon-bane, the Nadir's greatest hero. It has been prophesied that with the recovery of the stones, there will come the Uniter, a magnificent fighter who will free the Nadir from brutal oppression. But Garen-Tsen, the sadistic power behind the Gothir throne, also seeks the gems. To control them, he will send five thousand men against a handful of savages, Talisman, and the one Drenai warrior. From the Paperback edition. *The Malady and Other Stories*-Andrzej Sapkowski 2014-12-16 The *New York Times* bestselling series that inspired the international hit video game: *The Witcher* A sample of offerings from international fantasy superstar Andrzej Sapkowski, and the perfect introduction to his work. Best known for his series of stories and novels about Geralt, the Witcher, Sapkowski is



one of the most successful fantasy authors in the world. Contains: 2 complete Witcher short stories taken from THE LAST WISH, the first chapter of BLOOD OF ELVES, the first Witcher novel, the first chapter of BAPTISM OF FIRE, the third full-length book in the series, and a non-Witcher short story "The Malady." For more Witcher, check out: Witcher novels The Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Witcher collections The Last Wish Sword of Destiny

1001 Video Games You Must Play Before You Die-Tony Mott 2014 In fewer than fifty years video games have become one of the most popular forms of entertainment. But which are the best games, the ones you must play? Tony Mott, editor of popular gaming magazine Edge, presents 1001 of the best video games from around the world, from Donkey Kong to Doom, and from Frogger to Final Fantasy. Covering everything from old favourites to those breaking new ground, these are the games that should not be missed.

Herald of the Storm (Steelhaven: Book One)-R. S.

Ford 2013-04-25 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

Kings of the Wyld-Nicholas Eames 2017-02-21 A retired group of legendary mercenaries get the

band back together for one last impossible mission in this award-winning debut epic fantasy. "Fantastic, funny, ferocious." - Sam Sykes Clay Cooper and his band were once the best of the best, the most feared and renowned crew of mercenaries this side of the Heartwyld. Their glory days long past, the mercs have grown apart and grown old, fat, drunk, or a combination of the three. Then an ex-bandmate turns up at Clay's door with a plea for help--the kind of mission that only the very brave or the very stupid would sign up for. It's time to get the band back together. WINNER OF THE DAVID GEMMELL MORNINGSTAR AWARD FOR BEST FANTASY DEBUT. WINNER OF THE REDDIT/FANTASY AWARD FOR BEST DEBUT FANTASY NOVEL. For more from Nicholas Eames, check out: *Bloody Rose Gretel and the Dark-Eliza Granville* 2016-01-19 Vienna, 1899. Josef Breuer - celebrated psychoanalyst - is about to encounter his strangest case yet. Found by the lunatic asylum, thin, head shaved, she claims to have no name, no feelings - to be, in fact, not even human.

Intrigued, Breuer determines to fathom the roots of her disturbance. Years later, in Germany, we meet Krysta. Krysta's Papa is busy working in the infirmary with the 'animal people', so little Krysta plays alone, lost in the stories of Hansel and Gretel, the Pied Piper and more. And when everything changes and the real world around her becomes as frightening as any fairy tale, Krysta finds that her imagination holds powers beyond what she could ever have guessed. As the shadows and echoes between them multiply, it becomes clear that these two narratives are the interwoven threads of one much bigger story, which scours the darkest, most shameful places of twentieth-century history and reveals - in a dizzying final twist - a path back out to the light. *Livres de France*- 2009-05  
*The Witcher-Aleksandra Motyka* 2019  
*Wit'ch Storm-James Clemens* 2002-02-05 Elena bears the mark of the wit'ch upon her palm, the crimson stain that testifies to an awesome power of unimaginable potency: wild, seductive, difficult to control. Only a mistress of blood magick can stand against the foul minions and

all-corrupting evil of the Dark Lord. But Elena is not yet the mistress of her magick. Protected by an ageless warrior and a band of renegades, she quests for a lost city where prophecies speak of a mystic tome that holds the key to the Dark Lord's defeat. But if the Dark Lord finds her first, Elena will become his most fearsome weapon . . . From the Paperback edition.

Livres hebdo- 2008

Invasion of the Overworld-Mark Cheverton  
2014-08-26 A New York Times Best Seller!The world of Minecraft comes to life in this thrilling adventure for boys and girls! Gameknight999 loved Minecraft, but above all else, he loved to grief—to intentionally ruin the gaming experience for other users. When one of his father's inventions teleports him into the game, Gameknight is forced to live out a real-life adventure inside a digital world. What will happen if he's killed? Will he respawn? Die in real life? Stuck in the game, Gameknight discovers Minecraft's best-kept secret, something not even the game's programmers realize: the creatures within the game are alive!

He will have to stay one step ahead of the sharp claws of zombies and pointed fangs of spiders, but he'll also have to learn to make friends and work as a team if he has any chance of surviving the Minecraft war his arrival has started. This action-packed tribute to the worldwide computer game phenomenon is a runaway publishing smash and the perfect companion for Minecraft fans of all ages.

Stormbringer-Michael Moorcock 1967

The Forgetting-Sharon Cameron 2016-09-13

What isn't written, isn't remembered. Even your crimes. Nadia lives in the city of Canaan, where life is safe and structured, hemmed in by white stone walls and no memory of what came before. But every twelve years the city descends into the bloody chaos of the Forgetting, a day of no remorse, when each person's memories -- of parents, children, love, life, and self -- are lost. Unless they have been written. In Canaan, your book is your truth and your identity, and Nadia knows exactly who hasn't written the truth. Because Nadia is the only person in Canaan who has never forgotten. But when Nadia begins to

use her memories to solve the mysteries of Canaan, she discovers truths about herself and Gray, the handsome glassblower, that will change her world forever. As the anarchy of the Forgetting approaches, Nadia and Gray must stop an unseen enemy that threatens both their city and their own existence -- before the people can forget the truth. And before Gray can forget her.

THE ADVENTURES OF SOLOMON KANE-Robert E. Howard 2017-08-15 "He was . . . a strange blending of Puritan and Cavalier, with a touch of the ancient philosopher, and more than a touch of the pagan. . . . A hunger in his soul drove him on and on, an urge to right all wrongs, protect all weaker things. . . . Wayward and restless as the wind, he was consistent in only one respect—he was true to his ideals of justice and right. Such was Solomon Kane."Collected in this volume are the seven stories (plus one poem) that make up the thrilling saga of the dour and deadly Puritan, Solomon Kane: Red Shadows (1928), Skulls In The Stars (1929), Rattle Of Bones (1929), The Moon Of Skulls (1930), The Hills Of The Dead

(1930), The Footfalls Within (1931), Wings In The Night (1932) and Solomon Kane's Homecoming - A Poem (1936). Together they constitute a sprawling epic of weird fantasy adventure that stretches from sixteenth-century England to remote African jungles where no white man has set foot. Here are shudder-inducing tales of vengeful ghosts and bloodthirsty demons, of dark sorceries wielded by evil men and women, all opposed by a grim avenger armed with a fanatic's faith and a warrior's savage heart. The Black Key-Amy Ewing 2016-10-04 The thrilling conclusion to the New York Times bestselling Lone City trilogy, which began with The Jewel, a book BCCB said "will have fans of Oliver's Delirium, Cass's The Selection, and DeStefano's Wither breathless." For too long, Violet and the people of the outer circles of the Lone City have lived in service of the royalty of the Jewel. But now, the secret society known as the Black Key is preparing to seize power. While Violet knows she is at the center of this rebellion, she has a more personal stake in it—for her sister, Hazel, has been taken by the Duchess of

the Lake. Now, after fighting so hard to escape the Jewel, Violet must do everything in her power to return not only to save Hazel, but the future of the Lone City.

The Saga of the Witcher-Andrzej Sapkowski  
2020-06-11 Herein lies the main saga of Geralt the Witcher - revered and hated - who holds the line against the monsters plaguing humanity. These five novels make up the bestselling series that inspired the Witcher video games and a major Netflix show. Geralt of Rivia is a Witcher, a man whose magic powers and lifelong training have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary killer: he hunts the vile fiends that ravage the land and attack the innocent. But not everything monstrous-looking is evil; not everything fair is good . . . and in every fairy tale there is a grain of truth. Read the epic Witcher saga now with this eBook boxset, which contains all five novels in the ground-breaking series. Blood of Elves translated by Danusia Stok. Time of Contempt, Baptism of Fire, The Tower of the Swallow, The Lady of the Lake translated by David French. Andrzej

Sapkowski, winner of the World Fantasy Lifetime Achievement award, started an international phenomenon with his Witcher series. The Last Wish is the perfect introduction to this one-of-a-kind fantasy world.

The Tower of Fools-Andrzej Sapkowski  
2020-10-27 A brand-new historical fantasy from a legend of the genre. Fans of Bernard Cornwall, Conn Iggulden and Joe Abercrombie will love this. Reinmar of Bielawa, sometimes known as Reynevan, is a doctor, a magician and, according to some, a charlatan. Discovered in bed with the wife of a high-born knight, he must flee his normal life. But his journeys will lead him into a part of Europe which will be overtaken by chaos. Religious tension between Hussite and Catholic countries is threatening to turn into war. Pursued not only by the affronted Stercza brothers, bent on vengeance, but also by the Holy Inquisition, and with strange, mystical forces gathering in the shadows, Reynevan finds himself in the Narrenturm, the Tower of Fools. The Tower is an asylum for the mad, or for those who dare to think differently and challenge the prevailing

order. The 'patients' of this institution form a gallery of colourful types including the young Copernicus, proclaiming the truth of his heliocentric solar system. But can Reynevan escape the Tower, and avoid being drawn in to the conflict around him, without losing his own mind? The first in an epic new trilogy set during the vibrantly depicted Hussite Wars by Andrzej Sapkowski, author of the bestselling Witcher series that has become an international phenomenon and inspired a bestselling videogame and Netflix show. Translated by David French, who worked with Sapkowski on six Witcher books. \*\*\*\*\* 'A ripping yarn delivered with world-weary wit, bursting at the seams with sex, death, magic and madness' Joe Abercrombie  
Half the World (Shattered Sea, Book 2)-Joe Abercrombie 2015-02-12 'Grabbed me and refused to let go' George R.R. Martin  
Cosmos-Alexander von Humboldt 1880  
Stranger Things: Runaway Max-Brenna Yovanoff 2019-06-04 Don't miss this gripping, emotional prequel to the hit Netflix series, Stranger Things!

The never-before-told backstory of the beloved Dig Dug maven, Max Mayfield, written by New York Times bestselling author Brenna Yovanoff. This must-read novel, based on the hit Netflix series, Stranger Things, explores Max's past--the good and the bad--as well as how she came to find her newfound sense of home in Hawkins, Indiana.

Ultimate Game-Christian Lehmann 2000 When three high-school-age video game fanatics purchase a new virtual reality game they have no idea they are about to be transported to the battlefields of Verdun, Guernica, and Bosnia.  
Sorcery of Thorns-Margaret Rogerson 2020-06-30 A New York Times bestseller! "A bewitching gem...I absolutely loved every moment of this story." —Stephanie Garber, #1 New York Times bestselling author of the Caraval series "If you loved the Hogwarts Library...you'll be right at home at Summershall." —Katherine Arden, New York Times bestselling author of The Bear and the Nightingale From the New York Times bestselling author of An Enchantment of Ravens comes an "enthraling adventure" (Kirkus

Reviews, starred review) about an apprentice at a magical library who must battle a powerful sorcerer to save her kingdom. All sorcerers are evil. Elisabeth has known that as long as she has known anything. Raised as a foundling in one of Austermeer's Great Libraries, Elisabeth has grown up among the tools of sorcery—magical grimoires that whisper on shelves and rattle beneath iron chains. If provoked, they transform into grotesque monsters of ink and leather. Then an act of sabotage releases the library's most dangerous grimoire, and Elisabeth is implicated in the crime. With no one to turn to but her sworn enemy, the sorcerer Nathaniel Thorn, and his mysterious demonic servant, she finds herself entangled in a centuries-old conspiracy. Not only could the Great Libraries go up in flames, but the world along with them. As her alliance with Nathaniel grows stronger, Elisabeth starts to question everything she's been taught—about sorcerers, about the libraries she loves, even about herself. For Elisabeth has a power she has never guessed, and a future she could never have imagined.

Waylander-David Gemmell 2011-06-08 All of Waylander's instincts had screamed at him to spurn the contract from Kaem the cruel, the killer of nations. But he had ignored them. He had made his kill. And even as he went to collect his gold, he knew that he had been betrayed. Now the Dark Brotherhood and the hounds of chaos were hunting him, even as Kaem's armies waged war on the Drenai lands, intent on killing every man, woman, and child. The Drenai soldiers were doomed to ultimate defeat, and chaos would soon reign. Then a strange old man told Waylander that the only way to turn the tide of battle would be for Waylander himself to retrieve the legendary Armor of Bronze from its hiding place deep within a shadow-haunted land. He would be hunted. He was certain to fail. But he must try, the old man commanded--commanded in the name of his son, the king, who had been slain by an assassin... Waylander was the most unlikely of heroes--for he was a traitor, the Slayer who had killed the king...  
The Ice People-René Barjavel 1976  
The Complete Witcher-Andrzej Sapkowski

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his fury is limitless. And what began as a role-playing game could quickly become a bloodbath.

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