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Memories of Ice Kellanved's Reach Stonewielder Night Of Knives Return of the Crimson Guard
Orb Sceptre Throne Gardens of the Moon Deadhouse Gates House of Chains Dancer's Lament The
Second Collected Tales of Bauchelain & Korbal Broach The Fiends of Nightmaria Memories of Ice
The Complete Malazan Book of the Fallen Stonewielder Deadhouse Landing Assail The Malazan
Empire Series Reaper's Gale The God is Not Willing The Bonehunters Midnight Tides Dust of
Dreams Forge of Darkness Stonewielder Toll the Hounds Fall of Light Toll The Hounds
Bauchelain and Korbal Broach The Lees of Laughter's End Stonewielder Deadhouse Gates Blood
Follows Rejoice The Wurms of Blearmouth Sequels Night of Knives The Tales of Bauchelain and
Korbal Broach The Crippled God Bauchelain and Korbal Broach

Reaper's Gale Apr 08 2021 A clash of warriors draws closer as Rhulad Sengar, the Emperor of a
Thousand Deaths, spirals into madness, surrounded by sycophants and agents of his
Machiavellian chancellor. Against this backdrop, a band of fugitives seek a way out of the
empire, but on

Bauchelain and Korbal Broach May 29 2020 The first three tales of Bauchelain and Korbal
Broach, the famed necromancers from the Malazan Book of the Fallen, collected in one volume.
BLOOD FOLLOWS In the port city of Lamentable Moll, a diabolical killer stalks the streets and
panic grips the citizens like a fever. As Emancipor Reese's legendary ill luck would have it,
his previous employer is the unknown killer's latest victim. But two strangers have come to
town and they have posted in Fishmonger's Round a note, reeking of death-warded magic,
requesting the services of a manservant... THE HEALTHY DEAD The city of Quaint's zeal for
goodness can be catastrophic, and no one knows this better than Bauchelain and Korbal Broach,
two stalwart champions of all things bad. The homicidal necromancers - and their substance-
addled manservant, Emancipor Reese - find themselves ensnared in a scheme to bring goodness
into utter ruination. Sometimes you must bring down civilization...in the name of
civilization. THE LEES OF LAUGHTER'S END After their blissful sojourn in Lamentable Moll, the
sorcerers Bauchelain and Korbal Broach - along with their manservant, Emancipor Reese -set
out on the open seas aboard the sturdy ship Suncurl. Alas, there's more baggage in the hold
than meets the beady eyes of the crew, and unseemly terrors awaken. For Bauchelain, Korbal
Broach and Emancipor Reese, it is just one more night on the high seas, on a journey without
end. At the Publisher's request, this title is being sold without Digital Rights Management
Software (DRM) applied.

Fall of Light Jul 31 2020 Before the Malazan Empire, there was a time that set the stage for
all those tales yet to be told . . . The winter is bitter. Civil war threatens Kurald Galain
for the warrior Urusander's army has begun its march on the city of Kharkanas. Led by the
ruthless Hunn Raal, it intends to cast aside Mother Dark's consort, Draconus, and set
Urusander himself on the throne beside the Living Goddess. Those who would stand in the way
of the rebels lie scattered and weakened - leaderless since Anomander went in search of an
estranged brother. In his stead, Silchas Ruin resolves to gather the Houseblades of the
Highborn families to him, and to resurrect the legendary Hust Legion, but time is not on his
side. Far to the west, an unlikely army musters. It seeks an enemy without form, in a place
none can find. And yet Hood's call has been heard and the long-abandoned city of Omtose
Phellack is now home to a rabble of new arrivals: Dog-Runners from the south, Jheck warriors,
and blue-skinned strangers from across the Western Sea have come to offer Hood their swords.
From the distant mountains and isolated valleys of the North, Thel Akai arrive to pledge
themselves in this seemingly impossible war. Soon, they will set forth with weapons drawn
under the banners of the living in pursuit of Death itself. Such events presage chaos, and
now magic bleeds into this realm. Unconstrained, mysterious and savage, it begins to run
loose and wild and following its scent, seeking the places of wounding and hurt - new and
ancient entities gather. In a world becoming rotten with sorcery, can honour truly exist?

Forge of Darkness Nov 03 2020 Now is the time to tell the story of an ancient realm, a
tragic tale that sets the stage for all the tales yet to come and all those already told...
It's a conflicted time in Kurald Galain, the realm of Darkness, where Mother Dark reigns. But
this ancient land was once home to many a power... and even death is not quite eternal. The

commoners' great hero, Vatha Urusander, is being promoted by his followers to take Mother Dark's hand in marriage, but her Consort, Lord Draconus, stands in the way of such ambitions. The impending clash sends fissures throughout the realm, and as the rumors of civil war burn through the masses, an ancient power emerges from the long dead seas. Caught in the middle of it all are the First Sons of Darkness, Anomander, Andarist, and Silchas Ruin of the Purake Hold... Steven Erikson entered the pantheon of great fantasy writers with his debut *Gardens of the Moon*. Now he returns with the first novel in a trilogy that takes place millennia before the events of the *Malazan Book of the Fallen* and introduces readers to Kurald Galain, the warren of Darkness. It is the epic story of a realm whose fate plays a crucial role in shaping the world of the *Malazan Empire*.

Bauchelain and Korbal Broach Jun 17 2019 The first three tales of *Bauchelain and Korbal Broach*, the famed necromancers from the *Malazan Book of the Fallen*, collected in one volume. **BLOOD FOLLOWS** In the port city of Lamentable Moll, a diabolical killer stalks the streets and panic grips the citizens like a fever. As Emancipor Reese's legendary ill luck would have it, his previous employer is the unknown killer's latest victim. But two strangers have come to town and they have posted in Fishmonger's Round a note, reeking of death-warded magic, requesting the services of a manservant... **THE HEALTHY DEAD** The city of Quaint's zeal for goodness can be catastrophic, and no one knows this better than *Bauchelain and Korbal Broach*, two stalwart champions of all things bad. The homicidal necromancers - and their substance-addled manservant, Emancipor Reese - find themselves ensnared in a scheme to bring goodness into utter ruination. Sometimes you must bring down civilization... in the name of civilization. **THE LEES OF LAUGHTER'S END** After their blissful sojourn in Lamentable Moll, the sorcerers *Bauchelain and Korbal Broach* - along with their manservant, Emancipor Reese - set out on the open seas aboard the sturdy ship *Suncurl*. Alas, there's more baggage in the hold than meets the beady eyes of the crew, and unseemly terrors awaken. For *Bauchelain, Korbal Broach and Emancipor Reese*, it is just one more night on the high seas, on a journey without end.

Blood Follows Jan 25 2020 All is not well in Lamentable Moll. A sinister, diabolical killer stalks the port city's narrow, barrow-humped streets, and panic grips the citizens like a fever. Emancipor Reese is no exception, and indeed, with his legendary ill luck, it's worse for him than for most. Not only was his previous employer the unknown killer's latest victim, but Emancipor is out of work. And, with his dearest wife terminally comfortable with the manner of life to which she asserts she has become accustomed (or at least to which she aspires) -- for her and their two whelps -- all other terrors grow limp and pale for poor Emancipor. But perhaps his luck has finally changed, for two strangers have come to Lamentable Moll... and they have nailed to the centre post in Fishmonger's Round a note requesting the services of a manservant. This is surely a remarkable opportunity for the hapless Emancipor Reese... no matter that the note reeks with death-warded magic; no matter that the barrow ghosts themselves howl with fear every night; and certainly no matter that Lamentable Moll itself is about to erupt in a frenzy of terror-inspired anarchy... *Skyhorse Publishing*, under our *Night Shade* and *Talos* imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a *New York Times* bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

House of Chains Feb 18 2022 Years after a tribal attack on the southern flatlands, *Tavore*, an Adjunct to the Empress, struggles to train a band of some twelve thousand inexperienced recruits to meet an attack by the forces of her sister, *Sha'ik*. By the author of *Memories of Ice*. Simultaneous.

Assail Jun 10 2021 This followup to *Ian C. Esslemont's Blood and Bone* is sure to delight *Malazan* fans. Tens of thousands of years of ice is melting, and the land of *Assail*, long a byword for menace and inaccessibility, is at last yielding its secrets. Tales of gold discovered in the region's north circulate in every waterfront dive and sailor's tavern, and now countless adventurers and fortune-seekers have set sail in search of riches. All these adventurers have to guide them are legends and garbled tales of the dangers that lie in wait -- hostile coasts, fields of ice, impassable barriers and strange, terrifying creatures. But all accounts concur that the people of the north meet all trespassers with the sword. And beyond are rumoured to lurk Elder monsters out of history's very beginnings. Into this turmoil ventures the mercenary company, the *Crimson Guard*. Not drawn by contract, but by the

promise of answers: answers to mysteries that Shimmer, second in command, wonders should even be sought. Arriving also, part of an uneasy alliance of Malazan fortune-hunters and Letherii soldiery, comes the bard Fisher kel Tath. And with him is a Tiste Andii who was found washed ashore and cannot remember his past life, yet who commands far more power than he really should. Also venturing north is said to be a mighty champion, a man who once fought for the Malazans, the bearer of a sword that slays gods: Whiteblade. And lastly, far to the south, a woman guards the shore awaiting both her allies and her enemies. Silverfox, newly incarnated Summoner of the undying army of the T'lan Imass, will do anything to stop the renewal of an ages-old crusade that could lay waste to the entire continent and beyond. Casting light on mysteries spanning the Malazan empire, and offering a glimpse of the storied and epic history that shaped it, "Assail" is the final chapter in the epic story of the Empire of Malaz. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Deadhouse Landing Jul 11 2021 Returning readers to the turbulent early history of what would become the Malazan Empire, the second chapter in Ian C. Esslemont's thrilling new epic fantasy sequence . . . After the disappointments of Li Heng, Dancer and Kellanved wash up on a small insignificant island named Malaz. Immediately, of course, Kellanved plans to take it over. To do so they join forces with a small band of Napans who have fled a civil war on their own home island. The plan, however, soon goes awry as Kellanved develops a strange and dangerous fascination for a mysterious ancient structure found on the island. The chaos in the region extends to the metaphysical planes also as a young priest of D'rek starts to question the rot at the heart of the worship of the god of decay. And back in Li Heng, Dassem, now the proclaimed Sword of Hood, finds himself being blamed for a plague which leads him to a crisis of faith - and searching for answers. During all this, war with the neighbouring island of Nap threatens, recruited allies wonder at Kellanved's sanity, and powerful entities take more of an interest in the little mage from Dal Hon. Dancer faces a hard choice: should he give up on his partnership? Especially when the fellow's obsession with shadows and ancient artefacts brings the both of them alarmingly close to death and destruction. After all, who in his right mind would actually wish to enter an Elder mystery known to everyone as the 'Deadhouse'?

Stonewielder Oct 02 2020 A must-read epic fantasy for fans of Steven Erikson, David Gemmell and Brandon Sanderson, Stonewielder capitalises further on Esslemont's mastery of world-building and fantasy storytelling. 'Epic fiction at its finest' - SEATTLE POST INTELLIGENCER 'A gripping, bloat-free military fantasy which further illuminates and explores this intriguing world, and one of the strongest books in the series' -- ***** Reader review 'Words can not express how these books are!' -- ***** Reader review 'Simply you just will not want to put this one down. It builds and builds to a brilliant ending. Superb. -- ***** Reader review ***** Greymane believed he'd outrun his past. He was adjusting well to life outside the mercenary company, the Crimson Guard. However, it is not so easy for an ex-Fist of the Malazan Empire to disappear, especially one under sentence of death from that same Empire. For there is a new Emperor on the throne of Malaz and he is dwelling on the Empire's failed invasion of Korel. In the vaults beneath Unta, the Imperial capital, lie the answers to that disaster; out of this buried history surfaces the name Stonewielder. In Korel, Lord Protector Hiam, commander of the Stormguard, faces the potential annihilation of all that he holds dear. With few remaining men and a crumbling stone wall that has seen better days, he confronts an ancient enemy: the sea-borne Stormriders have returned. Stonewielder is an enthralling new chapter in the epic story of a brilliantly imagined world. The Malazan Empire series continues in Orb Sceptre Throne...

The Malazan Empire Series May 09 2021 This discounted ebundle includes: Night of Knives, Return of the Crimson Guard, Stonewielder, Orb Sceptre Throne, Blood and Bone, Assail An epic adventure in the extraordinarily imagined world of Malaz! Ian C. Esslemont co-created the world of Malaz with his friend Steven Erikson, and Esslemont's Novels of the Malazan Empire are set in the same world as Erikson's Malazan Book of the Fallen. Night of Knives On the highly prophesized night of the Shadow Moon, the various sects of the shore city prepare for what they fear could be a collision of ancient worlds and demons. Return of the Crimson Guard The return of the mercenary company, the Crimson Guard, could not have come at a worse time for a Malazan Empire exhausted by warfare and weakened by betrayals and rivalries. There are those who wonder whether the Empress Laseen might not be losing her grip on power... Stonewielder Greymane believed he'd outrun his past. With his school for swordsmanship in Falar, he was looking forward to a quiet life, despite his colleague Kyle's misgivings. However, it seems it is not so easy for an ex-Fist of the Malazan Empire to disappear,

especially one under sentence of death. Orb Sceptre Throne Darujhistan, city of dreams, city of blue flames, is peaceful at last; its citizens are free to return to politicking, bickering, trading, and enjoying the good things in life. Yet there are those who will not allow the past to remain buried... Blood and Bone On the continent of Jacuruku, the Thaumaturgs have mounted yet another expedition to tame the neighboring wild jungle. Yet this is no normal wilderness. It is called Himatan, and it is said to be half of the spirit realm and half of the earth. Assail Tens of thousands of years of ice is melting, and the land of Assail, long a byword for menace and inaccessibility, is at last yielding its secrets. Countless adventurers and fortune-seekers have set sail in search of riches... Other Tor books by Ian C. Esslemont Path to Ascendancy Dancer's Lament Deadhouse Landing Other books in the world of Malaz by Steven Erikson Malazan Book of the Fallen Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God The Kharkanas Trilogy Forge of Darkness Fall of Light Walk in Shadow* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Second Collected Tales of Bauchelain & Korbal Broach Dec 16 2021 _____
The necromancers Bauchelain and Korbal Broach - scourges of civilization, raisers of the dead, reapers of the souls of the living, devourers of hope, betrayers of faith, slayers of the innocent and modest personifications of evil - have a lot to answer for and answer they will, but first they must lie, murder and cheat their way through three more escapades in some of the more deprived fringes and impoverished communities of the Malazan Empire. Much to the shame of their long-suffering general factotum, Emancipoor Reese... Here then - for readers' delectation and entertainment - are those escapades, namely the novellas The Crack'd Pot Trail, The Wurms of Blearmouth and The Fiends of Nightmaria . . .

Orb Sceptre Throne May 21 2022 No one is safe in this gripping fantasy that will keep you guessing. A must-read for fans of Steven Erikson, David Gemmell and Brandon Sanderson. 'The finest Esslemont novel so far, and a superb Malazan novel in its own right, Orb, Sceptre, Throne is a book long-time Malazan fans will love' - DRYING INK 'Everything you expect of a Malazan story, being both epic and relevant... nail-biting and anything but obvious.' - SFF WORLD 'The Malazan franchise is fighting fit in the hand of its co-creator' - SFX
***** THE TUMULT OF GREAT POWERS COLLIDING HAS PASSED. Now the city of Darujhistan and its citizens can be left to get on with trading, bickering, politicking and enjoying life. But not all are ready to leave the past behind. Outside the city walls, a treasure hunter is about to uncover a crypt and open a long-forgotten vault and set free an entity so terrifying that all knowledge of its incarceration had been wiped from history. And far to the south, fortune hunters explore the islands of the Rivian Sea, supposedly created from the shattered remnants of Moon's Spawn, citadel of Anomander Rake. Rumour has it that hidden here is the seat of Mother Dark herself, the Throne of Night. All who seek this ancient artefact - renegade mages, hardened mercenaries, even a Malazan army deserter - believe it will bestow unlimited power upon the eventual possessor. The stakes are high, greed is rife, betrayal inevitable, and murder and chaos lie in wait...
***** Further praise for Esslemont's Malazan series: 'Terrific... impossible to put down and highly recommended for all fans of The Malazan Book of the Fallen.' FANTASY HOTLIST 'Hugely promising... a contained, concise romp that's also dense with fan-pleasing information... an entertaining romp.' - DEATHRAY 'Maybe I'm prejudiced since I love the Malazan books so much, but I had a blast reading Night of Knives... I highly recommend it to anyone.' - FANTASY BOOKCRITIC 'Esslemont handles action and brooding atmosphere equally well.' - STARBURST 'Extremely readable... All credit to Esslemont and Erikson. They have created a wonderfully energetic world that is just crying out for adventures.' - ETERNAL NIGHT

Kellanved's Reach Sep 25 2022 Returning to the turbulent early history of what would become the Malazan Empire, here is the third awesome chapter in Ian C. Esslemont's new epic fantasy sequence. The incessant war between the bickering city states of Quon Tali rages. So engrossed are the warring lords and princes in their own petty feuds that few notice that an upstart mage from Dal Hon has gained control of the southern seas. But some powers are alarmed. And in the meantime, as Purge and Tali indulge in what seems like a never-ending game of war, a mercenary caught up in the fight between the two states suddenly refuses to play along and causes all sorts of chaos. Simultaneously, a pair of escapees from Castle Gris make their way across this ravaged landscape of flame and butchery. Their intention is to seek out the legendary Crimson Guard. And then there's Kellanved, who could not care less about any of this petty politicking or strategy or war. Something other and altogether more

mysterious has caught his attention and he - together with a reluctant and decidedly sceptical Dancer - traverse continents and journey through the Realms in pursuit . . . But this ancient mystery that has so captivated Kellanved is neither esoteric nor ephemeral. No, it is of an altogether darker and more dangerous hue. It involves the Elder races themselves, and more specifically - certainly more alarmingly - the semi-mythic, and universally dreaded, Army of Dust and Bone. Surely no one in their right mind would be so foolish as to embark on a journey from which none have returned? Well, no one except Kellanved that is . . .

Return of the Crimson Guard Jun 22 2022 As the Crimson Guard marches toward Quon Tali, the heart of the Malazan Empire, many citizens, and even her own generals and mages, wonder whether Empress Laseen is losing her grip on power.

Dancer's Lament Jan 17 2022 'One of the most majestic and mystifying fantasy worlds ever to be created . . . this book hits all the right notes at all the right times.' Fantasy Book Review ___ It was once a land ravaged by war, minor city states, baronies and principates fight for supremacy, and then the rival cities of Tali and Quon formed an alliance and so Quon Tali came into being. However that was generations ago, that dynasty has collapsed and the regional powers are now clawing at each others throats once more. But at the heart of Quon Tali lies the powerful city state of Li Heng which has for centuries enjoyed relative stability under the guidance of the powerful sorceress known as the "Protectress". She is not someone likely to tolerate the arrival of two particular young men into her domain: one is determined to prove he is the most skilled assassin of his age; the other is his quarry - a Dal Hon mage who is proving annoyingly difficult to kill. The sorceress and her cabal of five mage servants were enough to repel the Quon Tali Iron Legions, so how could two such trouble-makers upset her iron-fisted rule? And now, under a new and ambitious king, the forces of Itko Kan are marching on Li Heng from the south. His own assassins, the Nightblades, have been sent ahead into the city, and rumours abound that he has inhuman, nightmarish forces at his command. So as shadows and mistrust swirl and monstrous beasts that people say appear from nowhere, run rampage through Li Heng's streets, it seems chaos is come - but in chaos, as a certain young Dal Hon mage would say, there is opportunity . . . ___ What readers are saying about *Dancer's Lament*: ***** 'First class storytelling' ***** 'Pure delight' ***** 'The magic has returned with one of the two masters of epic fantasy'

Memories of Ice Oct 26 2022 A third volume of the fantasy epic that began with *Gardens of the Moon* finds the uneasy alliance between Onearm's army and Whiskeyjack's Bridgeburners against the Pannion Domin empire further challenged by rumors that the Crippled God has escaped and is out for revenge. Reprint.

Stonewielder Aug 24 2022 Greymane has been denounced by the Malazan high command and sentenced to death by the Stormguard - the military cult who hold the stormwall against the alien sea-borne Stormriders who have threatened Korel - and the island of Malaz itself - for millennia. As various mysterious forces, sects and vested interests jockey for position and power, long-hidden secrets are revealed and ancient entities once more walk abroad

The Tales of Bauchelain and Korbal Broach Aug 20 2019 BLOOD FOLLOWS - In the port city of Lamentable Moll, a diabolical killer stalks the streets and panic grips the citizens like a fever. As Emancipor Reese's legendary ill luck would have it, his previous employer is the unknown killer's latest victim. But two strangers have come to town, and they have posted in Fishmonger's Round a note, reeking of death-warded magic, requesting the services of a manservant. *THE LEES OF LAUGHTER'S END* - After their blissful sojourn in Lamentable Moll, the sorcerers Bauchelain and Korbal Broach - along with their manservant, Emancipor Reese - set out on the open seas aboard the sturdy ship Suncurl. Alas, there's more baggage in the hold than meets the beady eyes of the crew, and unseemly terrors awaken. For Bauchelain and Korbal Broach, and Emancipor Reese, it is just one more night on the high seas, on a journey without end. *THE HEALTHY DEAD* - The city of Quaint's zeal for goodness can be catastrophic, and no one knows this better than Bauchelain and Korbal Broach, two stalwart champions of all things bad. The homicidal necromancers - and their substance-addled manservant, Emancipor Reese - find themselves ensnared in a scheme to bring goodness into utter ruination. Sometimes you must bring down civilization...in the name of civilization.

The Fiends of Nightmaria Nov 15 2021 *The Fiends of Nightmaria* is a new novella from New York Times bestselling author Steven Erikson, set in the world of the *Malazan Book of the Fallen*. The king is dead, long live King Bauchelain the First, crowned by the Grand Bishop Korbal Broach. Both are, of course, ably assisted in the running of the Kingdom of Farrog by their slowly unravelling servant, Emancipor Reese. However, tensions are mounting between Farrog and the neighboring country of Nightmaria, the mysterious home of the Fiends. Their ambassador, Ophal D Neeth Flatroq, seeks an audience with King Bauchelain, who has thus far

rebuffed his overtures. But the necromancer has some other things on his plate. To quell potential rebellion nearly all the artists, poets, and bards in the city have been put to death. A few survivors languish in the dungeons, bemoaning their fates. Well, just moaning in general really...and maybe plotting escape and revenge. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Stonewielder Aug 12 2021 Greymane believed he'd outrun his past. With his school for swordsmanship in Falar, he was looking forward to a quiet life, although his colleague Kyle wasn't as enamoured with life outside the mercenary company, the Crimson Guard. However, it seems it is not so easy for an ex-Fist of the Malazan Empire to disappear, especially one under sentence of death from that same Empire. For there is a new Emperor on the throne of Malaz, and he is dwelling on the ignominy that is the Empire's failed invasion of the Korel subcontinent. In the vaults beneath Unta, the Imperial capital, lie the answers to that disaster. And out of this buried history surfaces the name Stonewielder. In Korel, Lord Protector Hiam, commander of the Stormguard, faces the potential annihilation of all that he holds dear. With few remaining men and a crumbling stone wall that has seen better days, he confronts an ancient enemy: the sea-borne Stormriders have returned. Religious war also threatens these lands. The cult of the Blessed Lady, which had stood firm against the Riders for millennia, now seeks to eradicate its rivals. And as chaos looms, a local magistrate investigating a series of murders suddenly finds himself at the heart of a far more ancient and terrifying crime - one that has tainted an entire land... Stonewielder is an enthralling new chapter in the epic story of a thrillingly imagined world that takes place in the timeline right after the New York Times bestseller *Dust of Dreams* left off.

The God is Not Willing Mar 07 2021 'Awe-inspiring. Prepare to fall in love with epic fantasy all over again.' ANNA SMITH SPARK, author of *The Court of Broken Knives* The thrilling opening chapter in an epic new fantasy from the author of *The Malazan Book of the Fallen*... Many years have passed since three Teblor warriors brought carnage and chaos to Silver Lake. Now the tribes of the north no longer venture into the southlands. The town has recovered and yet the legacy remains. Indeed, one of the three, Karsa Orlong, is now revered as a god, albeit an indifferent one. In truth, many new religions have emerged and been embraced across the Malazan world. There are those who worship Coltaine, the Black-Winged Lord, and the cult of Iskar Jarak, Guardian of the Dead, is popular among the Empire's soldiery. Responding to reports of a growing unease among the tribes beyond the border, a legion of Malazan marines marches towards Silver Lake. They aren't quite sure what they're going to be facing, but, while the Malazan military has evolved and these are not the marines of old, one thing hasn't changed: they'll handle whatever comes at them. Or die trying. And in those high mountains, a new warleader has risen amongst the Teblor. Scarred by the deeds of Karsa Orlong, he intends to confront his god even if he has to cut a bloody swathe through the Malazan Empire to do so. But further north, a new threat has emerged and now it seems it is the Teblor who are running out of time. Another long-feared migration is about to begin and this time it won't just be three warriors. No, this time tens of thousands are poised to pour into the lands to the south. And in their way, a single company of Malazan marines . . . It seems the past is about to revisit Silver Lake, and that is never a good thing . . .

The Lees of Laughter's End Apr 27 2020 *West of Theft*, on a vast stretch of ocean known as the Wastes, the free-ship *Suncurl* pilots its way along the Lees of Laughter's end, away from the city of Lamentable Moll. Aboard the ship, three passengers have become the subject of the crew's gossip: the luckless manservant Emancipor Reese, and his masters, the homicidal necromancers known as Bauchelain and Korbal Broach. But a bizarre force pursues them along the cursed sea-lane known as Laughter's End, even as an arcane thing awakens aboard the *Suncurl*. What secrets do the captain and her First Mate conceal from the rest of the crew? What lurks in the darkness of the ship's hold? And what of the eunuch's strange behavior... or his frightening offspring? Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

The Bonehunters Feb 06 2021 The Sixth Book of the epic Malazan Book of the Fallen from bestselling author Steven Erikson. In *The Bonehunters*, in the ever decimating Malazan Empire, a war is brewing between mortal and immortals, gods and mages, that will decide once and for all who shall exist and who shall perish. The Seven Cities Rebellion has been crushed. Sha'ik

is dead. One last rebel force remains, holed up in the city of Y'Ghatan and under the fanatical command of Leoman of the Flails. The prospect of laying siege to this ancient fortress makes the battle-weary Malaz 14th Army uneasy. For it was here that the Empire's greatest champion Dassem Ultor was slain and a tide of Malazan blood spilled. A place of foreboding, its smell is of death. But elsewhere, agents of a far greater conflict have made their opening moves. The Crippled God has been granted a place in the pantheon, a schism threatens and sides must be chosen. Whatever each god decides, the ground-rules have changed, irrevocably, terrifyingly and the first blood spilled will be in the mortal world. A world in which a host of characters, familiar and new, including Heboric Ghost Hands, the possessed Apsalar, Cutter, once a thief now a killer, the warrior Karsa Orlong and the two ancient wanderers Icarium and Mappo--each searching for such a fate as they might fashion with their own hands, guided by their own will. If only the gods would leave them alone. But now that knives have been unsheathed, the gods are disinclined to be kind. There shall be war, war in the heavens. And, the prize? Nothing less than existence itself... Here is the stunning new chapter in Steven Erikson magnificent Malazan Book of the Fallen--hailed as an epic of the imagination and acknowledged as a fantasy classic in the making. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sequels Oct 22 2019 A guide to series fiction lists popular series, identifies novels by character, and offers guidance on the order in which to read unnumbered series.

Rejoice Dec 24 2019 From the bestselling author of the epic Malazan Book of the Fallen, comes a story of mankind's first contact and a warning about our future. An alien AI has been sent to the solar system as representative of three advanced species. Its mission is to save the Earth's ecosystem - and the biggest threat to that is humanity. But we are also part of the system, so the AI must make a choice. Should it save mankind or wipe it out? Are we worth it? The AI is all-powerful, and might as well be a god. So it sets up some conditions. Violence is now impossible. Large-scale destruction of natural resources is impossible. Food and water will be provided for those who really, truly need them. You can't even bully someone on the internet any more. The old way of doing things is gone. But a certain thin-skinned US president, among others, is still wedded to late-stage capitalism. Can we adapt? Can we prove ourselves worthy? And are we prepared to give up free will for a world without violence? And above it all, on a hidden spaceship, one woman watches. A science fiction writer, she was abducted from the middle of the street in broad daylight. She is the only person the AI will talk to. And she must make a decision.

The Complete Malazan Book of the Fallen Sep 13 2021 All ten volumes of New York Times bestselling author Steven Erikson's epic fantasy series featuring vast legions of gods, mages, humans, and dragons battling for destiny of the Malazan Empire are collected together in one e-Book bundle. In this epic fantasy series, Erikson draws on his twenty years of experience as an anthropologist and archaeologist, as well as his expert storytelling skills. The Complete Malazan Book of the Fallen includes: Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Deadhouse Gates Feb 24 2020 In the vast dominion of Seven Cities, in the Holy Desert Raraku, the seer Sha'ik and her followers prepare for the long-prophesied uprising known as the Whirlwind. Unprecedented in size and savagery, this maelstrom of fanaticism and bloodlust will embroil the Malazan Empire in one of the bloodiest conflicts it has ever known, shaping destinies and giving birth to legends . . . Set in a brilliantly realized world ravaged by dark, uncontrollable magic, this thrilling novel of war, intrigue and betrayal confirms Steven Erikson as a storyteller of breathtaking skill, imagination and originality--the author who has written the first great fantasy epic of the new millennium.

Dust of Dreams Dec 04 2020 On the Letherii continent the exiled Malazan army commanded by Adjunct Tavore, escorted by Brys Beddict and an elite Letherii force, begins its march into the eastern Wastelands, to fight for an unknown cause against an enemy it has never seen.

Gardens of the Moon Apr 20 2022 Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale

should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand...

Conceived and written on a panoramic scale, Gardens of the Moon is epic fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Night of Knives Sep 20 2019 Ian Cameron Esslemont was born in 1962 in Winnipeg and now lives in Alaska with his family. He is currently completing a Ph.D in Literature and writing a second novel set in the world of Malaz. From the Trade Paperback edition. It gave the Empire its name, but the tiny island and city of Malaz is now a sleepy, seedy backwater port. However, this night things are a little different. This night its residents are bustling about, barring doors and shuttering windows. Because this night a once-in-a-generation Shadow Moon is due and threatens the good citizens of Malaz with demon hounds and other, darker, beings... And it was also prophesied that on this night the Emperor Kellanved, missing for all these years, would return. As factions within the greater Empire battle over the imperial throne, the Shadow Moon summons a far more alien and ancient presence for an all-out assault upon the island. Indeed, the cataclysmic events that happen this night will determine the fate of the Malaz and of the entire world beyond. From the Trade Paperback edition.

The Wurms of Blearmouth Nov 22 2019 A new novella from New York Times bestselling author Steven Erikson, set in the world of the Malazan Book of the Fallen, The Wurms of Blearmouth. Tyranny comes in many guises, and tyrants thrive in palaces and one-room hovels, in back alleys and playgrounds. Tyrants abound on the verges of civilization, where disorder frays the rule of civil conduct and propriety surrenders to brutal imposition. Millions are made to kneel and yet more millions die horrible deaths in a welter of suffering and misery. But leave all that behind and plunge into escapist fantasy of the most irrelevant kind, and in the ragged wake of the tale told in Lees of Laughter's End, those most civil adventurers, Bauchelain and Korbal Broach, along with their suitably phlegmatic manservant, Emancipor Reese, make gentle landing upon a peaceful beach, beneath a quaint village at the foot of a majestic castle. There they make acquaintance with the soft-hearted and generous folk of Spendrugle, which lies at the mouth of the Blear River and falls under the benign rule of the Lord of Wurms in his lovely keep. Make welcome, then, to Spendrugle's memorable residents, including the man who should have stayed dead, the woman whose prayers should never have been answered, the tax collector everyone ignores, the ex-husband town militiaman who never married, the beachcomber who lives in his own beard, and the now singular lizard cat who used to be plural, and the girl who likes to pee in your lap. And of course, hovering over all, the denizen of the castle keep, Lord-Ah, but there lies this tale. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Crippled God Jul 19 2019 The climax to the epic Malazan Book of the Fallen series that will determine how the world is ruled. Savaged by the K'Chain Nah'Ruk, the Bonehunters march for Kolanse, where waits an unknown fate. Tormented by questions, the army totters on the edge of mutiny, but Adjunct Tavore will not relent. One final act remains, if it is in her power, if she can hold her army together, if the shaky allegiances she has forged can survive all that is to come. A woman with no gifts of magic, deemed plain, unprepossessing, displaying nothing to instill loyalty or confidence, Tavore Paran of House Paran means to challenge the gods - if her own troops don't kill her first. Awaiting Tavore and her allies are the Forkrul Assail, the final arbiters of humanity. Drawing upon an alien power terrible in its magnitude, they seek to cleanse the world, to annihilate every human, every civilization, in order to begin anew. They welcome the coming conflagration of slaughter, for it shall be of their own devising, and it pleases them to know that, in the midst of the enemies gathering against them, there shall be betrayal. In the realm of Kurald Galain, home to the long lost city of Kharkanas, a mass of refugees stand upon the First Shore. Commanded by Yedan Derryg, the Watch, they await the breaching of Lightfall, and the coming of the Tiste Liosan. This is a war they cannot win, and they will die in the name of an empty city and a queen with no subjects. Elsewhere, the three Elder Gods, Kilmandaros, Errastas and Sechul Lath, work to shatter the chains binding Korabas, the Otataral Dragon, from her eternal prison. Once freed, she will rise as a force of devastation, and against her no mortal can stand. At the Gates of Starvald Demelain, the Azath House sealing the portal is dying. Soon will come the Eleint, and once more, there will be dragons in the world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Toll the Hounds Sep 01 2020 There is a saying in Darujhistan, the city of blue fire, that love and death shall arrive together, dancing . . . It is summer and the heat is oppressive. However the discomfiture of the small round man in the faded red waistcoat is not entirely due to the sun. Dire portents plague his nights and haunt the city's streets like fiends of shadow. Assassins still skulk in alleyways, but the hunters have become the hunted. Hidden hands pluck the strings of tyranny like a fell chorus, and strangers have arrived. While the bards sing their tragic tales, somewhere in the distance can be heard the baying of hounds. All is palpably not well. And in Black Coral, where Anomander Rake, Son of Darkness rules, memories of ancient crimes are stirring, intent on revenge. Could it be that Love and Death are about to arrive . . . hand in hand, and dancing? This new chapter in Erikson's monumental series is epic fantasy at its most imaginative, and storytelling at its most exciting. From the Trade Paperback edition.

Night Of Knives Jul 23 2022 This incredibly atmospheric and action - packed epic fantasy from million copy seller Ian C Esslemont is a must read for fans of Steven Erikson, David Gemmell and Brandon Sanderson. "Visceral power...telling a story set largely over just one terrifying night, it pulverises you with an economy that is rare in fantasy" - SFX "Fast paced storytelling...an enjoyable balance" - SFFworld "A pleasing...entertaining romp" - DeathRay "Absolutely outstanding" -- ***** Reader review "Fast paced and a compelling read" -- ***** Reader review "Brilliant. Couldn't put it down" -- ***** Reader review ***** THE ONE NIGHT THAT WILL CHANGE THINGS FOREVER Malaz gave a great empire its name, but now this island and its city amount to little more than a sleepy backwater. Until this night. Because this night there is to be a convergence, the once-in-a-generation appearance of a Shadow Moon - an occasion that threatens the good people of Malaz with demon hounds and other, darker things. It is also prophesied that the Emperor Kellanved will return this night, and there are many who would prevent that happening at any cost. As factions within the Empire draw up battle lines, an ancient presence begins its all-out assault upon the island. Witnesses to these cataclysmic events include a thief called Kiska, and Temper, a war-weary veteran. Although they do not know it, they each have a part to play in a confrontation that will determine not only the fate of Malaz City but also of the world beyond... The Malazan Empire series continues in Return of the Crimson Guard...

Memories of Ice Oct 14 2021 The ravaged continent of Genabackis has given birth to a terrifying new empire: the Pannion Domin. Like a fanatical tide of corrupted blood, it seethes across the land, devouring all who fail to heed the Word of its elusive prophet, the Pannion Seer. In its path stands an uneasy alliance: Dujek Onearm's Host and the Bridgeburners each now outlawed by the Empress alongside their enemies of old including the grim forces of Warlord Caladan Brood, Anomander Rake, Son of Darkness, and his Tiste Andii, and the Rhivi people of the Plains. But more ancient clans too are gathering. As if in answer to some primal summons, the massed ranks of the undead T'lan Imass have risen. For it would seem something altogether darker and more malign threatens the very substance of this world. The Warrens are poisoned and rumours abound of the Crippled God, now unchained and intent on a terrible revenge... Marking the return of many favourite characters from GARDENS OF THE MOON and introducing a host of remarkable new players, MEMORIES OF ICE is a thrilling new chapter in Erikson's magnificent epic fantasy and another triumph of storytelling.

Toll The Hounds Jun 29 2020 'Fantasy cliches are dodged or given new twists; the narrative teems with clever invention . . . the writing is excellent' SFX ___ In Darujhistan, the saying goes that Love and Death shall arrive together, dancing... It is summer and the heat is oppressive, yet the discomfiture of the small rotund man in the faded red waistcoat is not entirely due to the sun. Dire portents plague his nights and haunt the city's streets like fiends of shadow. Assassins skulk in alleyways but it seems the hunters have become the hunted. Strangers have arrived, and while the bards sing their tragic tales, somewhere in the distance can be heard the baying of hounds. All is palpably not well. And in Black Coral too something is afoot. Memories of ancient crimes surface, clamouring for revenge and Anomander Rake, Son of Darkness, has come to right an ancient and terrible wrong. And so it would seem that Love and Death are indeed about to make their entrance... This is epic fantasy at its most imaginative, storytelling at its most exciting. ___ What readers are saying: ***** 'Epic action and breathless tension' ***** 'Dark and compelling . . . it was really hard to put down' ***** 'Innovative, unexpected . . . filled with laugh out loud humour, but also terribly poignant'

Deadhouse Gates Mar 19 2022 The thrilling novel of war, intrigue and dark, uncontrollable magic that confirmed Steven Erikson as a new master of epic fantasy. The second book in

'arguably the best fantasy series ever written' FANTASY BOOK REVIEW The Malazan Empire teeters on the brink of anarchy. In Seven Cities - in the Holy Desert Raraku - a seer named Sha'ik gathers an army around her in preparation for a long-prophesied uprising. Unprecedented in its size and savagery, it will prove to be a maelstrom of fanaticism and bloodlust that will shape destinies and give birth to legends . . . In the Otataral mines, a young woman dreams of revenge against the sister who sentenced her to a life of slavery. Escape leads her to Raraku, where her soul will be reborn and her future made clear. And the now-outlawed Bridgeburners, Fiddler and the assassin Kalam, had vowed to return the once god-possessed Apsalar to her homeland, and to confront and kill the Empress Laseen, but events will overtake them too. Meanwhile, Coltaine, charismatic commander of the Malaz 7th Army, will lead his battered, war-weary troops in a last, valiant battle to save the lives of thirty thousand refugees. Together they will secure an illustrious place in the Empire's chequered history. And into this blighted land come two ancient wanderers, Mappo and his half-Jaghut companion Icarium, bearers of a devastating secret that threatens to break free of its chains... Set in a brilliantly-realized world ravaged by anarchy and dark, uncontrollable magic, Deadhouse Gates is the thrilling, brutal second chapter in the Malazan Book of the Fallen.

Stonewielder Mar 27 2020 A must-read epic fantasy for fans of Steven Erikson, David Gemmell and Brandon Sanderson, Stonewielder capitalises further on Esslemont's mastery of world-building and fantasy storytelling. 'Epic fiction at its finest' - SEATTLE POST INTELLIGENCER 'A gripping, bloat-free military fantasy which further illuminates and explores this intriguing world, and one of the strongest books in the series' -- ***** Reader review 'Words can not express how these books are!' -- ***** Reader review 'Simply you just will not want to put this one down. It builds and builds to a brilliant ending. Superb. -- ***** Reader review ***** Greymane believed he'd outrun his past. He was adjusting well to life outside the mercenary company, the Crimson Guard. However, it is not so easy for an ex-Fist of the Malazan Empire to disappear, especially one under sentence of death from that same Empire. For there is a new Emperor on the throne of Malaz and he is dwelling on the Empire's failed invasion of Korel. In the vaults beneath Unta, the Imperial capital, lie the answers to that disaster; out of this buried history surfaces the name Stonewielder. In Korel, Lord Protector Hiam, commander of the Stormguard, faces the potential annihilation of all that he holds dear. With few remaining men and a crumbling stone wall that has seen better days, he confronts an ancient enemy: the sea-borne Stormriders have returned. Stonewielder is an enthralling new chapter in the epic story of a brilliantly imagined world. The Malazan Empire series continues in Orb Sceptre Throne...

Midnight Tides Jan 05 2021 After decades of internecine warfare, the tribes of the Tiste Edur have at last united under the Warlock King of the Hiroth. There is peace--but it has been exacted at a terrible price: a pact made with a hidden power whose motives are at best suspect, at worst, deadly. To the south, the expansionist kingdom of Lether, eager to fulfill its long-prophesized renaissance as an Empire reborn, has enslaved all its less-civilized neighbors with rapacious hunger. All, that is, save one--the Tiste Edur. And it must be only a matter of time before they too fall--either beneath the suffocating weight of gold, or by slaughter at the edge of a sword. Or so destiny has decreed. Yet as the two sides gather for a pivotal treaty neither truly wants, ancient forces are awakening. For the impending struggle between these two peoples is but a pale reflection of a far more profound, primal battle--a confrontation with the still-raw wound of an old betrayal and the craving for revenge at its seething heart. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.