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# The Stormcaller Twilight Reign 1 Tom Lloyd

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Stormcaller  
Twilight  
Reign 1 Tom  
Lloyd*      2024-02-01

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## **BALLARD GATES**

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### The God Tattoo

Hachette UK

Guy Gavriel Kay, multiple award-winning author of *The Fionavar Tapestry* and *Sailing to Sarantium*, completes his magnificent tale of an alternate Byzantine world... In the golden city of Sarantium, a renowned mosaicist seeks to fill his artistic ambitions and his destiny high upon a dome intended to be the emperor's enduring sanctuary and legacy. The beauty and solitude of Crispin's work cannot protect him from the dangerous intrigues of court and city, swirling with rumors of war and conspiracy, while

otherworldly fires mysteriously flicker and disappear in the streets at night. The emperor is plotting a conquest of Crispin's homeland to regain an empire. And with his fate entwined with that of his royal benefactor, Crispin's loyalties come with a very high price. And another voyager has come to the imperial city: Rustem of Kerakek, a physician from an eastern desert kingdom, determined to find his own fate amid the shifting, treacherous currents of passion and violence that define Sarantium. Gollancz  
Author's preferred edition. In a land ruled by prophecy and the whims of Gods, a young man finds himself at the heart of a war he barely understands, wielding

powers he may never be able to control Isak is a white-eye, feared and despised in equal measure. Trapped in a life of poverty, hated and abused by his father, Isak dreams of escape, but when his chance comes, it isn't to a place in the army as he'd expected. Instead, the Gods have marked him out as heir-elect to the brooding Lord Bahl, the Lord of the Fahlan. Lord Bahl is also a white-eye, a genetic rarity that produces men stronger, more savage and more charismatic than their normal counterparts. Their magnetic charm and brute strength both inspires and oppresses others. Now is the time for revenge, and the forging of empires. With mounting envy and

malice, the men who would themselves be kings watch Isak, chosen by Gods as flawed as the humans who serve them, as he is shaped and moulded to fulfil the prophecies that are encircling him like scavenger birds. The various factions jostle for the upper hand, and that means violence, but the Gods have been silent too long and that violence is about to spill over and paint the world the colour of spilled blood and guts and pain and anguish ...

#### Old Man's Ghosts

HarperCollins UK

A short story collection fleshing out the world of the critically-acclaimed Twilight Reign series, a tremendous work of mature epic fantasy. The history of the Land may remember the

slaughter at Moorview or the horror of Scree's fall, but there were other casualties of the secret war against Azaer--more tales surrounding those bloody years that went unrecorded. In the shadow of memorials to the glorious dead, these ghosts lie quiet and forgotten by all but a few. A companion collection to the Twilight Reign quintet, these eleven stories shine a rather different light on the Land. Look past the armies and politics of the Seven Tribes and you will find smaller moments that shaped the course of history in their own way. But even forgotten secrets can kill. Even shadows can have claws.

*Rune Thief* Hachette  
UK

In a land ruled by

prophecy and the whims of Gods, a young man finds himself at the heart of a war he barely understands, wielding powers he may never be able to control. Isak is a white-eye, feared and despised in equal measure. Trapped in a life of poverty, hated and abused by his father, Isak dreams of escape, but when his chance comes, it isn't to a place in the army as he'd expected. Instead, the Gods have marked him out as heir-elect to the brooding Lord Bahl, the Lord of the Fahlan. Lord Bahl is also a white-eye, a genetic rarity that produces men stronger, more savage and more charismatic than their normal counterparts. Their magnetic charm and brute strength

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World of Warcraft:  
Stormrage The Stormcaller  
The Twilight Reign:  
From the Gemmell

Award-winning author of THE VAGRANT, a thrilling new series of power, intrigue, and magic.

Legends of the Land  
Book One Prometheus Books

The final reckoning has come: the future of the Land will be decided now and written in the blood of men. After his pyrrhic victory at Moorview, King Emin learns the truth about the child Ruhen - but he is powerless to act. Instead, he must mourn his dead friends while his enemy promises the beleaguered peoples of the Land a new age of peace. The past year has taken a grave toll: the remaining Menin troops seek revenge upon Emin, daemons freely walk the Land, and Ruhen's power is increasing daily. And

yet, a glimmer of hope remains. There is one final, desperate chance for victory: a weapon so terrible only a dead man could wield it, and only a madman would try. But if they do not grasp this opportunity, King Emin and his allies will be obliterated as Ruhen's millennia-old plans are about to bear terrible fruit. If his power continues unchecked, Ruhen will achieve total dominion - and not just over mankind, but over the Gods themselves.

*The Grave Thief* Harper Collins

After the shattering events of THE STORMCALLER, the eyes of the Land are on the minor city of Scree, which could soon be obliterated as the new Lord of the Farlan plots his revenge against Scree's rulers.

Suffering under an unnatural summer drought and surrounded by volatile mercenary armies that may be its only salvation, the city is a strange sanctuary for a fugitive abbot to flee to, but he is only the first of many to be drawn there. Kings and princes, lords and monsters; all walk the sun-scorched streets while the evenings witness the performance of cruel and subversive plays that work their way into the hearts of the audience. Elite soldiers clash after dark and the city begins to tear itself apart as the sanity of its citizens crumbles, yet even chaos can be scripted. There is a malevolent will at work in Scree and one that has a lesson for the entire

Land; nations can be manipulated, prophecies perverted, and Gods denied. Nothing lies beyond the reach of a shadow, and no matter how great a man's power, there some things he cannot be protected from.

The Lion Throne Yen Press

The violence of an age-old war casts a long shadow. It falls on a world where mercy is weakness and conflict is a way of life. Young Malian is being trained to rule. Her people garrison the mountain range known as the Wall of Night against an ancient enemy, keeping a tide of shadow from the rest of their world. Malian is expected to uphold this tradition, yet she's known little of real danger until the enemy

launches a direct attack upon her fortress home. In the darkest part of the night, the Keep of Winds becomes a bloodbath. Women and children, warriors and priests, are slain by creatures with twisted magic flowing in their veins. And as the castle wakes to chaos, Malian flees deep into the Old Keep, her life at stake. Then when the danger is greatest, her own hidden magic flares into life. But this untapped potential is a two-edged blade. If she accepts its power, she must prepare to pay the price.

Our Future on a Hotter Planet Simon and Schuster

Welcome to the End of Empire. Set over two hundred years from now, in a world very much like Imperial

Rome, this is the story of General Peter Black, the last decent man, as told through the eyes of his devoted (and illegitimate) daughter, Justa. Raised on battlefields, more comfortable in the company of hard men of war than with women or other children, Justa must keep the truth of her birth hidden. Her father regards her as an embarrassment, a reminder of his one and only indiscretion. Yet she is a remarkable woman, one whose keen mind wins her an education at the feet of Emperor Mathias the Glistening himself. All his life, General Black served the noble emperor, and, out of loyalty to the father, continues to serve his son after Mathias's death, even as the

son's reign degenerates into an insane tyranny worthy of Nero or Caligula. As the rule of the empire passes from father to son with disastrous results, a strange metal plague begins slowly destroying the empire's technology, plunging the realm into chaos and the world into war. Amid the destruction and upheaval, General Black must decide whether to turn his back on the men and institutions who never loved him nearly as much as he did them, or whether to save his most trusted ally and adviser, his best friend and only real family. The Martian General's Daughter is a gripping tale of a world at war; of cunning strategies and vile politics; of bravery, foolishness,



and excess. It is at once a stirring military adventure, a cautionary tale of repeating history, a cutting satire, and a heartbreaking examination of the joys and pain inherent in the love between a father and child.

Judson's previous novel was selected in multiple best-of-the-year lists. With *The Martian General's Daughter*, he offers another must-read epic destined to take its place in the canon of science fiction, and sure to appeal to readers of everything from Orson Scott Card to Walter M. Miller, Jr.

**Dawnthief** Orbit Books

After three thousand years, magic has finally returned and the war for its control has already begun.

Goliaths march in the North again, hungering for battle. Mia grew up on her own in the slums of Miran where she learned to rely on one person: herself.

That unrelenting individualism and an extraordinary dedication to the combat arts has made her a feared duelist.

Now, in a country far from home, suffering the slurs and innuendos of jealous locals, Mia will soon learn Baron Halett's secrets. When she has them, she'll be gone.

More than a year ago blacksmith Henri fled with his five year old son Adem to the frontier, desperate to prevent the discovery of his boy's arcane gifts. As an outsider and the son of a former slave, Henri has worked hard to win

over their village. Unfortunately this has given him little time to monitor his son whose powers are growing. When the armies of Baron Halett and The Holy Ganex Empire clash, the outcome of a nearby battle results in Henri's son being infected by nineteen demonic souls. Mia and Henri must set off to cure the boy's affliction before it eats him alive from the inside. Over the course of their journey Mia must decide whether to open her scarred heart to Henri and his boy, if she even can. Set during an age of exploitation and plunder where ancient magic has been harnessed to power Renaissance era technology, Path of Ruin is an epic fantasy adventure. Swords &

sorcery, witches & wizards, gunpowder, cannons, and great granite golems known as goliaths, await the reader in this grand series. Can Mia and Henri overcome the many obstacles in their way to alter Adem's fate or will they all fall on the path of ruin? Twilight: The Graphic Novel Collector's Edition Penguin  
Years have passed since the last of the Dark Gods was defeated, and Lothion has entered an age of peace and prosperity. Mordecai's oldest children have already begun to make a place for themselves, and his youngest are on the cusp of adulthood. By every outward measure, his life has been a success; he has earned his reward. However, Tyrion, the

first wizard and brutal liberator of mankind, has returned with an agenda of his own, and dark things continue to stir at the edges of civilization, threatening to undo Mordecai's accomplishments. He must meet the expectations of his queen, his family, and his people, all while finding a way to protect them from the ancient enemy of the She'Har, but his greatest challenge may be dealing with the lingering darkness that is growing within his own heart.

**Beyond the Pale** D A W Books, Incorporated  
When his beloved only daughter goes missing, millionaire entrepreneur Walter van Dam calls in a team of experts - including free-climbers, a geologist, a

parapsychologist, even a medium - to find her . . . for Anna-Lena has disappeared somewhere within a mysterious cave system under the old house the family abandoned years ago. But the rescuers are not the only people on her trail - and there are dangers in the underground labyrinth that no one could ever have foreseen. In a gigantic cavern the team come across a number of strange doors, three of them marked with enigmatic symbols. Anna-Lena must be behind one of them - but time is running out and they need to choose, quickly. Anna-Lena is no longer the only person at risk. The team knew their mission would be perilous - but how do

you defeat your own demons? Trapped in their own nightmares, their only hope of escape is DOOR X, which leads to a threatening vision of the future . . . DOORS: THREE DOORS, THREE DIFFERENT ADVENTURES. WHICH DOOR WILL YOU CHOOSE?

*The Twilight Reign:*

New Amer Library  
The Raven: six men and an elf, sword for hire in the wars that have torn apart Balaia. For years their loyalty has been only to themselves and their code. But, that time is over. The Wytch Lords have escaped and The Raven find themselves fighting for the Dark College of magic, searching for the location of Dawnthief. It is a spell created to end the world, and it

must be cast if any of them are to survive. Dawnthief is a fast paced epic about a band of all-too-human heroes. From the Trade Paperback edition.

**The Thrall Series:**

**Volume One** Pyr

Tom Lloyd kicks off a spectacular new fantasy series, perfect for fans of George R. R. Martin, Joe Abercrombie and, of course, Tom Lloyd! In a quiet corner of the Imperial City, Investigator Narin discovers the result of his first potentially lethal mistake. Minutes later he makes a second. After an unremarkable career Narin finally has the chance of promotion to the hallowed ranks of the Lawbringers - guardians of the Emperor's laws and bastions for justice in a

world of brutal expediency. Joining that honoured body would be the culmination of a lifelong dream, but it couldn't possibly have come at a worse time. A chance encounter drags Narin into a plot of gods and monsters, spies and assassins, accompanied by a grief-stricken young woman, an old man haunted by the ghosts of his past and an assassin with no past. On the cusp of an industrial age that threatens the warrior caste's rule, the Empire of a Hundred Houses awaits civil war between noble factions. Centuries of conquest has made the empire a brittle and bloated monster; constrained by tradition and crying out for change. To save his

own life and those of untold thousands Narin must understand the key to it all - Moon's Artifice, the poison that could destroy an empire.

*Wilderness* Gollancz  
The Stormcaller  
The Stormcaller  
Twilight Reign:Gollancz

**Doors: Twilight**

Hachette UK

Isak is a white-eye, feared and despised in equal measure.

Trapped in a life of poverty, hated and abused by his father, Isak dreams of escape, but when his chance comes, it isn't to a place in the army as he'd expected. Instead, the Gods have marked him out as heir-elect to the brooding Lord Bahl, the Lord of the Fahlan. Lord Bahl is also a white-eye, a genetic rarity that produces men stronger, more savage and more

charismatic than their normal counterparts. Their magnetic charm and brute strength both inspires and oppresses others. Now is the time for revenge, and the forging of empires. With mounting envy and malice the men who would themselves be kings watch Isak, chosen by Gods as flawed as the humans who serve them, as he is shaped and moulded to fulfil the prophecies that are encircling him like scavenger birds. The various factions jostle for the upper hand, and that means violence, but the Gods have been silent too long and that violence is about to spill over and paint the world the colour of spilled blood and guts and pain and anguish . . .

The Martian General's

Daughter Gollancz  
 In the land of Alera, where people bond with the furies--elementals of earth, air, fire, water, and metal--young Tavi struggles to cope with his lack of magical talent, until his homeland erupts into conflict between rebels and loyalists and Tavi discovers that he holds the key to his realm's survival. Reprint.  
*Collector's Tenth Anniversary Limited Edition* Gollancz  
 There is a new Saviour in the Land - but the people may come to regret the 'peace' he offers ... Lord Isak is dead, his armies and entire tribe in disarray. It falls to King Emin to continue the war alone, and the Menin are only too happy to meet his challenge. In Byora, Ruhen is developing

his 'Saviour' persona. The Harlequins start preaching in his name and many of the pilgrims who flock to him are recruited to be 'Children', disciples who spread Ruhen's message. All over the Land people are starting to see Ruhen as the answer to their troubles. A showdown is coming: battle lines are finally drawn and the atrocities quickly mount. The spectre of the Great War looms, but in this age the Gods cannot and will not come to King Emin's aid. With the peoples of the Land turning against Emin and his few remaining allies, their only chance for survival lies in the hands of a dead man.

Stranger of Tempest  
Createspace  
Independent Pub

they teeter on the edge of hell, the select priests who do the will of the angels... Reveal this secret to any other, and you can be sure that the angels themselves will ensure your death So each single priest named by the angels has been told before being entrusted with the horrifying responsibility. these priests have made the lone journey to the Cleft, there to perform certain duties ... incantations to ensure that the spawn of angels and humans do not wreak havoc on earth. Wynkyn de Worde has undertaken the journey from Rome to Nuremberg over one hundred times, but now the plague ravages Europe, and this time his health, too, fails. A visitation

from the Archangel Michael ensures that another will follow Wynkyn, but in the decade between succession, will the godless fill the land ...  
Book Five of The Twilight Reign Gollancz  
Isak, a white-eye with great physical

strength, is used as a slave until he learns from the sorcerer Aracan that he is the heir to Bahl, the Lord of the Farlan, and he struggles to become a leader who can bring order to the chaos that exists around him.