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KEY=BETRAYERS - MARSHALL CANTRELL

Heretic Betrayers of Kamigawa

Now employed by Princess Michiko and in debt to Myojin of Night's Reach, Toshi Umezawa struggles to balance his commitments with his own quest, until the Kami War threatens to engulf all Kamigawa, a powerful spirit beast threatens the world, and the Daimyo conceals a sinister crime that could have profound repercussions for everyone. Original.

Heretic Betrayers of Kamigawa (Kamigawa Cycle #2).

Heretic, Betrayers of Kamigawa

Kamigawa Cycle

Wizards of the Coast The second title in a series that peers into a mysterious new area of the Magic® world. *Heretic: Betrayers of Kamigawa* continues a series that will explore a new and mysterious area of the Magic: The Gathering world that fans have never seen before. This novel previews the newest trading card game set to be released in February, giving fans a sneak peek at the new elements of the game. **AUTHOR BIO:** Scott McGough is a former Magic: The Gathering line continuity guru for Wizards of the Coast, Inc. His most recent novels are the Magic Legends Cycle Two trilogy and *Outlaw: Champions of Kamigawa*. He has contributed short stories to *The Myths of Magic*, *The Dragons of Magic*, and *The Monsters of Magic* anthologies.

Guardian

Saviors of Kamigawa

In the conclusion of the Kamigawa Cycle, the ronin Toshi finds himself at the center of a fierce struggle between the spirit and human realms as he, along with Princess Michiko, daughter of Daimyo Konda, seek to prevent the impending victory of the Kami. Original.

Eventide

In the final volume in a series of fantasies set in the gloomy world of Shadowmoor, the elven inhabitants of the land are used to the perpetual gloom of endless night, but now a simple ray of hope may bring new light to their people. Original.

Assassin's Blade

One courageous and honorable man sets out to stop the reign of terror perpetrated by a ruthless emperor and his scheming, power-hungry, and ambitious assassin. Original.

Judgment

Every powerful wizard and warrior on the continent of Otaria is pursuing a mysterious ancient artifact that holds the key to ultimate power, but only one can possess it and will determine the fate of the entire world. Original.

Ravnica

Wizards of the Coast A labyrinth of intrigue... Lieutenant Agrus Kos enjoys his work. A top-notch officer of the city guard, he's been on the force over fifty years. He works alone. And the League of Wojek never had problems with him or his work. Until now. They gave him a partner to train, who promptly got himself killed. And the more he looks into the death, the less he likes it. Something dark is moving within the guilds of Ravnica.

Time Spiral

Time Spiral Cycle

Wizards of the Coast Time is Running Out! The planeswalker Teferi at last returns to his home plane only to find it devastated and barren. Time itself is fracturing, and it's up to Teferi and his companions to find a way to halt the collapse. It won't be easy when his allies are poised to turn against him. About the Author Scott McGough recently moved to farm country and can now compare the urban, suburban, and agrarian lifestyles. Not surprisingly, his first choice hasn't changed since childhood: all things being equal, he'd rather be down the shore. Scott worked on The Duelist magazine before joining the Creative Team for MAGIC: THE GATHERING®. He worked on almost all the Urza/Phyrexia saga and has since written eight novels and a handful of short stories for MAGIC: THE GATHERING. All this, and yet he has only ever appeared on one Magic card. Though he finds this burden bitter and onerous, he will at least admit that that it's a really good picture. From the Paperback edition.

Chainer's Torment

In the pit-fighting arenas, a Cabal dementia caster unleashes an array of horrific monsters when the dark nightmares of his mind suddenly come to life. Original.

Alara Unbroken

A Novel of Magic: The Gathering

Wizards of the Coast Once upon a time, the plane of Alara was shattered into five planes, each distinctly populated with relative mono-magical culture that reflects each of the five colors. Now, the planes are beginning to realign and merge once more. As nefarious forces work to hasten the cataclysmic realignment for their own gain, the populations of once ordered planes struggle to come to terms with a new planar order in which long separated struggles between opposite clash once more; martyrs face executioners, fire and water, earth and air, growth and decay, the innate versus the artificial. Amid this chaos, Ajani, a fierce leonin planeswalker, struggles to bring justice and resolution to his brother's death. Noble warrior Rafiq searches for the source of the of this evil that has invaded his world. And Sarkhan Vol, planeswalker and dragon hunter, taps into a power so pure and ancient, it threatens to consume him even as he revels in its unadulterated totality. An action packed story from the mind of one of the creators, Doug Beyer opens up the Shards of Alara(TM) set like no one else can. From the Paperback edition.

Artifacts Cycle

The Thran. I.

"Before planeswalkers, before the five colors of magic, before history itself, the plane of Dominaria was ruled by the Thran. They built machines and artifacts, the likes of which have never since been seen. But amid this civilization, a shadow took root, one that would stretch its arms across space and time: the hideous evil of Phyrexia was born. And in its wake arose a mighty conflict between the brothers Urza and Mishra, a battle of titanic engines that scarred an entire plane and that altered the course of history. So begins the

saga of the brothers' war"--P. [4] of cover.

Bloodlines

Wizards of the Coast Blood has been spilled. Battle lines have been drawn. Time is getting short as Tolaria races to find the one who will wield the power of the Legacy. Deep in the inner circle, the dark lord Yawgmoth sends out an edict: Kill Urza Planeswalker. From the bloodlines of the Benalish plains, a hero is born.

White Plume Mountain

Wizards of the Coast A remorseless ranger. A sentient hell hound pelt with a penchant for pyromania. An irksome pixie who sells intrigue and information. Three companions who find themselves trapped in a city filled with warring priestly factions, devious machinations, and an angry fiend. To save the city, they must find three weapons of power, which lie in the most trap-laden, monster-infested place this side of Acererak's tomb: White Plume Mountain.

Theros

Godsend

Wizards of the Coast The journey to Theros begins here... In a realm where mortals are the unwitting pawns of temperamental gods, the Planeswalker Elspeth charts her own fate. Wielding a divinely forged sword, Elspeth's heroics attract the unwanted attention of vengeful, jealous deities. After surviving an attempt on her life by the sun god Heliod, an even more colossal battle awaits her. If Elspeth can slay Polukranos, a monstrous, many-headed hydra, she will gain the power to stand shoulder-to-shoulder with the heroes—and gods—of Theros.

The Brain-Dead Megaphone

A&C Black In this, his first collection of essays, Saunders trains his eye on the real world rather than the fictional and reveals it to be brimming with wonderful, marvellous strangeness. As he faces a political and cultural reality saturated with lazy media, false promises

and political doublespeak, Saunders invokes the wisdom of American literary heroes Twain, Vonnegut and Barthelme and inspires us to re-examine our assumptions about the world we live in, as we struggle to discover what is really there.

The Brothers' War

Wizards of the Coast The Myth. The Magic. Dominarian legends speak of a mighty conflict, obscured by the mists of history. Of a conflict between the brothers Urza and Mishra for supremacy on the continent of Terisiare. Of titantic engines that scarred and twisted the very planet. Of a final battle that sank continents and shook the skies. The saga of the Brothers' War.

Lorwyn Cycle

After the elf Rhys, who is perfect in every way and born to lord over the lower races, experiences a ritual gone awry, he emerges disfigured, becomes hunted by his own people, and must secure the help of those he had scorned.

The Thran

Wizards of the Coast Before the Brothers' War. Before the five colors of magic. Before history itself, the plane of Dominaria was ruled by the Thran. They built machines and artifacts, the likes of which have never since been seen. But amid this civilization, a shadow took root, one that would stretch its arms across space and time. The hideous evil of Phyrexia was born.

The Moons of Mirrodin

This first novel in a new trilogy tied to a Magic: The Gathering trading card set takes place on a world beyond imagination in which an orphaned elf must make her way, seeking the secrets of her past. Original.

Popular Series Fiction for Middle School and Teen

Readers

A Reading and Selection Guide

Libraries Unltd Incorporated Presents librarians and teachers with information on more than seven hundred fiction series for children in middle school and high school, providing annotations, a listing of titles, important characters, genre, author biography, and major themes.

Guildpact

Ravnica Cycle

Wizards of the Coast One guild ravages the streets. Teysa leads another to "cleanse" them. And Agrus Kos doesn't give a damn. But as he watches the guilds nip and tear at each other like snakes . . . something clicks. Now his mind is clear, as are his options. A disaster grows under the city's crowded streets. He knows what he must do. From the Paperback edition.

Dissension

Ravnica Cycle

Wizards of the Coast Dissension brings to a close the adventure and further explores the radically new and intriguing area of Magic: The Gathering® first introduced in Ravnica. This novel previews the newest trading card game expansion set to be released in June. From the Paperback edition.

Emperor's Fist

Despite the failure of his assassins, the ruthless Madaran emperor sends his imperial army to brutally crush a defiant island chain, as the emperor's champion confronts a testing of his own honor and loyalty. Original.

American Book Publishing Record

I, Strahd: Memoirs of a Vampire

The Ravenloft Covenant

Wizards of the Coast A re-release of a haunting vampire tale from best-selling author P.N. Elrod. This striking new re-release of I, Strahd: Memoirs of a Vampire, a novel by well-known vampire author P.N. Elrod, features all new cover art and a new trade paperback size. This re-release is intended to introduce new readers to the author and showcase one of her early titles to her avid fans. P.N. "Pat" Elrod got her start in professional writing began at TSR doing gaming modules. A lifelong fan of vampire stories, gangster films, and pulp magazines, she combined all three into The Vampire Files, featuring the undead detective Jack Fleming. She also wrote the Jonathan Barrett: Gentleman Vampire series, edited Time of the Vampires with Martin H. Greenberg, and has contributed to several other anthologies. She collaborated with actor Nigel Bennett (LaCroix of TV's Forever Knight) on a series of vampire novels, beginning with Keeper of the King.

Zendikar

In the Teeth of Akoum

In Zendikar, a land of danger and adventure, Nissa Revane, a planeswalker and proud elf warrior, and Sorin Markov, an ancient vampire planeswalker, must join forces to stop the dreaded Eldrazi from escaping from their mystical prison. Original.

The Fifth Dawn

Mirrodin Cycle

Wizards of the Coast An enemy beyond evil... Whose eye sees into every corner of Mirrodin. Whose ambition strides across the planes. Whose foe is a lonely elf and her loyal goblin companion. The fury of Memnarch is turned against Glissa and Slobad as they make their way across Mirrodin in search of new allies. From the city of the leonin to the dark fortress Panopticon, their travels range until they come face to face with the creator of Mirrodin himself. And from his lips they will hear the prophecy that can remake their world.

Ravnica

War of the Spark

Titan Books Brand-new Magic: The Gathering official novel which ties in to the brand-new card game set. Experience the first official adventure in Magic: The Gathering's multiverse in nearly a decade as an epic conflict engulfs the world-spanning city of Ravnica. Teyo Verada wants nothing more than to be a shieldmage, wielding arcane energies to protect his people from his world's vicious diamondstorms. When he's buried alive in the aftermath of his first real tempest, the young mage's life is about to end before it can truly begin—until it doesn't. In a flash, a power he didn't know he had whisks him away from his home, to a world of stone, glass, and wonder: Ravnica. Teyo is a Planeswalker, one of many to be called to the world-spanning city—all lured by Nicol Bolas, the Elder Dragon. Bolas lays siege to the city of Ravnica, hungry for the ultimate prize: godhood itself. His unparalleled magic and unstoppable army appear poised to bring the city to utter ruin. Among those who stand in the way of Bolas's terrifying machinations are the Gatewatch, Planeswalkers sworn to defeat evil, no matter where it's found. But as they work to unite the other mages and mount a defense of the city and its people, the terrifying truth of Bolas's plan becomes clear. The Elder Dragon has prepared a trap to ensnare the most powerful mages from across the Multiverse—and it's too late to escape. As forces great and small converge on the city and the battle rages, the stakes could not be higher. If the Gatewatch falters and the Planeswalkers fail, the curtain will fall on the age of heroes—and rise on the infinite reign of Nicol Bolas.

Planar Chaos

Wizards of the Coast Returning to the popular world of Dominaria for the first time in years, the Time Spiral Cycle centers on Teferi Planeswalker, a well-loved character with a rich history in Magic: The Gathering. The title also features appearances of many other beloved characters who will be easily recognized by readers and fans alike. As with previous Magic titles, Planer Chaos previews the latest Magic card set release by giving readers the first look at what will be coming out in the set.

The Dragons of Magic

Planeswalker

Wizards of the Coast *Urza Triumphant* The war between Urza and Mishra is over. Brooding on the death of his brother at the hands of extraplanar forces, Urza drifts among the planes. But the end of the Brothers' War has transformed him into something greater. Deep within his heart, a spark has been kindled to a flame that cannot be quenched. Urza has become a planeswalker.

Time Streams

Wizards of the Coast *Urza's Legacy Unfolds* Urza Planeswalker has enlisted the most brilliant minds from across Dominaria to study at his academy on Tolaria. Together they work to bring to life the greatest artifact weapon Urza has ever devised, hoping to use it to defend their home from an imminent Phyrexian invasion. But treachery and tragedy stalk the tiny island, as Urza and his followers seek to manipulate time itself.

The Rise of Tiamat

Wizards of the Coast *Avert the Cataclysmic Return of Tiamat* in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression

of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™ story arc, The Rise of Tiamat provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Kobold Press.

Champion's Trial

The conclusion of the trilogy written to greater expand the reader's understanding of the Magic: The Gathering world which specifically expands on characters from previously released Magic card sets. Original.

The Myths of Magic

Set in the Magic: The Gathering universe, a collection of original short fantasy fiction features contributions from J. Robert King, Jeff Grubb, Paul B. Thompson, and Francis Lebaron, among others, in stories that focus on the most collectible cards from the trading card game. Original.

The Art of Magic: The Gathering - Ixalan

VIZ Media LLC Magnificent hardcover art books featuring the incredible images and lore of Magic: The Gathering®! Danger and adventure await in these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®! "Just imagine what's waiting around the bend. Adventure. Discovery. Riches for the taking. This is why I sail." —Captain Lannery Storm Deep in the heart of Ixalan's verdant jungle lies a treasure beyond imagining. Join the peoples of this plane in their search for an ancient golden city as you explore these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®! Here you can sail with daring pirates and call on the might of earth-shaking dinosaurs. The marooned Planeswalker Jace Beleren will be your guide in his search for the true power of the golden city. A whole world waits to be discovered. Come and join the struggle to claim the greatest treasure of Ixalan!

The Darksteel Eye

Continuing the series that explores a new world in the Magic: The Gathering setting, this novel previews the newest card set to be released in February 2004. Original.

War of the Spark: Forsaken

Magic: The Gathering

Titan Books *Brand-new Magic: The Gathering official novel which ties in to the brand-new card game set. THE HUNT FOR LILIANA VESS IS ON IN THE AFTERMATH OF THE WAR OF THE SPARK. The Planeswalkers have defeated Nicol Bolas and saved the Multiverse—though at grave cost. The living have been left to pick up the pieces and mourn the dead. But one loss is almost too great to bear: Gideon Jura, champion of justice and shield of the Gatewatch, is gone. As his former comrades Jace and Chandra struggle to rebuild from this tragedy, their future, like the future of the Gatewatch, remains uncertain. As the Gatewatch's newest member, Kaya aims to help write that future. In joining, she pledged an oath to protect the living and the dead, but now that oath will be tested. The grieving guild masters of Ravnica have tasked her with a grave mission suited to her talents as a hunter and assassin—a mission she is ordered to keep secret from the Gatewatch. She must track down and exact retribution on the traitor Liliana Vess. But Liliana Vess has no interest in being found. Forsaken by her friends, she fled Ravnica after the defeat of Bolas. She was hostage to his wicked will, forced to assist in his terrible atrocities on pain of death—until Gideon, the last one who believed in her goodness, died in her place. Haunted by Gideon's final gift, and hunted by former allies, Liliana now returns to a place she'd thought she'd never see again, the only place she has left: home.*

Future Sight

Wizards of the Coast *Returning to the popular world of Dominaria for the first time in years, the Time Spiral Cycle centers on Teferi Planeswalker, a well-loved character with a rich history in Magic: The Gathering. This title also features appearances of many other beloved characters who will be easily recognized by readers and fans alike. As with previous Magic titles, Future Sight previews the latest Magic card set release by giving readers the first look at what will be coming out in the set.*