

Winds Of Fury The Mage Winds

Storm Breaking Rogues of the Black Fury Tarma and Kethry A Court of Mist and Fury Arrows of the Queen By the Sword Magic's Promise The Griffin Mage Foundation Arrow's Fall Magic's Price Winds of Change The White Gryphon Promise of Blood City of a Thousand Dolls Take a Thief The Tethered Mage Symphony of the Wind Arrow's Flight Owlflight The Mage Winds Owlknight Storm Rising Uncanny Collateral Oathblood The Complete Arrows Trilogy Oathbreakers Storm Warning Winds of Fury Tome of Battle Tris's Book The Iron Trial (Magisterium #1) Magic's Pawn Winds of Fate Winds of Fury Carry On The Black Gryphon Bloodring Oath of Swords A Forest of Stars

Storm Breaking

Long ago, high magic was lost to Valdemar when the last Herald-Mage gave his life to protect his kingdom from destruction by dark sorceries. But now the protective barrier over Valdemar is crumbling, and with the realm imperiled, Princess Elspeth, Herald and heir to the throne, has gone on a desperate quest in search of a mentor who can teach her to wield her fledgling mage-powers and help her to defend her threatened kingdom.

Rogues of the Black Fury

Mercedes Lackey's triumphant return to the best-selling world of Valdemar, *Take a Thief* reveals the untold story of Skif--a popular character from Lackey's first published novel, *Arrows of the Queen*. Skif was an orphan who would have died from malnutrition and exposure if he had never met Deke the pickpocket. By the time he was twelve, Skif was an accomplished cat burglar. But it wasn't until he decided to steal a finely tacked-out white horse, which was, oddly enough, standing unattended in the street, that this young thief discovered that the tables could turn on him--and that he himself could be stolen!

Tarma and Kethry

With her phenomenal Mage Winds trilogy, bestselling author Mercedes Lackey captivated fans across the country. Now in the first volume of the series sequel, she continues the same storyline, returning readers to a war-torn Valdemar in preparation to confront an ancient Eastern Empire--ruled by a monarch whose magical tactics by be beyond any sorcery known to the western kingdoms.

A Court of Mist and Fury

From NEW YORK TIMES bestselling authors Holly Black and Cassandra Clare comes a riveting new series that defies what you think you know about the world of magic. Most kids would do anything to pass the Iron Trial. Not Callum Hunt. He wants to fail. All his life, Call has been warned by his father to stay away from magic. If he succeeds at the Iron Trial and is admitted into the Magisterium, he is sure it can only mean bad things for him. So he tries his best to do his worst - and fails at failing. Now the Magisterium awaits him. It's a place that's both sensational and sinister, with dark ties to his past and a twisty path to his future. The Iron Trial is just the beginning, for the biggest test is still to come . . . From the remarkable imaginations of bestselling authors Holly Black and Cassandra Clare comes a heart-stopping, mind-blowing, pulse-pounding plunge into the magical unknown.

Arrows of the Queen

The first book in a spellbinding fantasy trilogy for fans of *The Queen of the Tearling* and *The Red Queen*, where two young women -- a mage with coveted powers, and the scion of a powerful family -- are magically bound in service to the Empire. Magic is scarce in the Raverran Empire, and those born with such powers are strictly controlled -- taken as children and conscripted into the Falcon army, to be used as weapons in times of war. Zaira has lived her life on the streets to avoid this fate, hiding her mage mark and thieving to survive. But hers is a rare and dangerous magic, one that threatens the entire Empire. Lady Amalia Cornaro was never meant to be a Falconer. Heiress and scholar, she was born into a treacherous world of political machinations. But fate has bound the heir and the mage. And as war looms on the horizon, a single spark could turn their city into a pyre. *The Tethered Mage* is the first novel in Caruso's debut series, *Swords and Fire*. The *Swords and Fire* series: *The Tethered Mage*, *The Defiant Heir*, *The Unbound Empire*

By the Sword

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

Magic's Promise

In *The Mage Winds* trilogy, which began with the best-selling novel, *Winds of Fate*, author Mercedes Lackey continues the epic that started with her first published book, *Arrows of the Queen* introduced readers to the remarkable land of Valdemar,

the kingdom protected by its Heralds--men and women gifted with extraordinary mind powers--aided and served by their mysterious Companions--horselike beings who know the many secrets of Valdemar's magical heritage. None but the Companions remember the long-ago age when high magic was lost to Valdemar as the last Herald-Mage gave his life to protect his kingdom from destruction by dark sorceries. But now the protective barrier set so long ago over Valdemar is crumbling, and with the realm imperiled by the dark magic of Ancar of Hardorn, Princess Elspeth, Herald and heir to the throne, has gone on a desperate quest in search of a mentor who can teach her to wield her fledgling mage-powers and help her to defend her threatened kingdom.

The Griffin Mage

From fantasy legends Mercedes Lackey and Larry Dixon comes the third and final volume in a powerful saga charged with war and magic, life and love. Two years after his parents disappearance, Darian has sought refuge and training from the mysterious Hawkbrothers. Now he has opened his heart to a beautiful young healer. Finally Darian has found peace and acceptance in his life. That is, until he learns that his parents are still alive-and trapped behind enemy borders.

Foundation

When a band of shadowy fanatics abducts Javin Wollstone's sister, Bella, from his care, his family's only hope to bring her home is turning to a hard-bitten band of mercenaries, the Black Furies, led by Commander Rusk. Javin follows Rusk and his men through a maze of political intrigues, religious fanaticism, and centuries of distrust. Little do they know that Bella Wollstone could be the spark that sets off a war of Armageddon. Across trackless, pirate-infested seas and into ancient lands of prophets and priest-kings, Javin and the Black Furies pursue Bella's captors into the teeth of the serpent, trying to snatch her back before the beast swallows her forever. Javin finds himself torn between his genteel, noble upbringing, the scars of war, and the raw, brutal necessity of what he must do to save her life.

Arrow's Fall

Circle of Magic Quartet series #2.

Magic's Price

The long-awaited brand new novel in the bestselling Valdemar series. In this chronicle of the early history of Valdemar, Mercedes Lackey's bestselling world, a thirteen year- old orphan named Magpie escapes a life of slavery in the gem mines

when he is chosen by one of the magical Companion horses of Valdemar to be trained as a Herald. Thrust into the center of a legend in the making, Magpie discovers talents he never knew he had and witnesses the founding of the great Heralds' Collegium.

Winds of Change

Granddaughter of the sorceress Kethry, daughter of a noble house, Kerowyn had been forced to run the family keep since her mother's untimely death. Yet now at last her brother was preparing to wed, and when his bride became the lady of the keep, Kerowyn could return to her true enjoyments - training horses and hunting. But all Kerowyn's hopes and plans were shattered when her ancestral home was attacked, her father slain, her brother wounded, and his fiancée kidnapped. Drive by desperation and the knowledge that a sorcerer had led the journey which would prove but he first step on the road to the fulfillment of her destiny.

The White Gryphon

Follows the adventures of Talia as she trains to become a Herald of Valdemar in the first book in the classic epic fantasy Arrows trilogy Chosen by the Companion Rolan, a mystical horse-like being with powers beyond imagining, Talia, once a runaway, has now become a trainee Herald, destined to become one of the Queen's own elite guard. For Talia has certain awakening talents of the mind that only a Companion like Rolan can truly sense. But as Talia struggles to master her unique abilities, time is running out. For conspiracy is brewing in Valdemar, a deadly treason that could destroy Queen and kingdom. Opposed by unknown enemies capable of both diabolical magic and treacherous assassination, the Queen must turn to Talia and the Heralds for aid in protecting the realm and insuring the future of the Queen's heir, a child already in danger of becoming bespelled by the Queen's own foes.

Promise of Blood

Alek Fitz is a reaper, a collection agent who works for the supernatural elements of the world, tracking down debtors and solving problems for clients as diverse as the Lords of Hell, vampires, Haitian loa, and goblins. He's even worked for the Tooth Fairy on occasion. Based out of Cleveland, Ohio, Alek is the best in the game. As a literal slave to his job, he doesn't have a choice. When Death comes looking for someone to track down a thief, Alek is flung into a mess of vengeful undead, supernatural bureaucracy, and a fledgling imp war. As the consequences of failure become dire, he has few leads, and the clock is ticking. Only with the help of his friend Maggie—an ancient djinn with a complex past—can he hope to recover the stolen property, save the world, and just maybe wring a favor out of the Great Constant himself. It's a hell of a job, but

somebody's got to do it . . .

City of a Thousand Dolls

The #1 New York Times bestselling sequel to Sarah J. Maas's stunning and seductive *A Court of Thorns and Roses*.

Take a Thief

In a near future world marked by apocalyptic religious strife, Thorn St. Croix, a powerful neomage living secretly among humankind, channels her gift of stone-magery into jewelry making, until a handsome police officer, Thaddeus Bartholomew, comes into her life, changing everything. Reprint.

The Tethered Mage

A bounty hunter with a death wish. An orphan with her head in the clouds. A conspiracy with the power to bring down a kingdom. Serena dreams of leaving her harsh desert home behind in her very own airship. But when an assassin's knife meant for Serena kills her friend instead, the rebellious orphan ventures into the corrupt heart of the kingdom to discover who put a price on her head. With each new turn, she edges closer to uncovering the awful truth—and the mystical powers brewing deep within her. After his fiancée's death, soldier-turned-bounty hunter Tyson Gallows is eager to sacrifice his life in the line of duty. When a foreign enemy assassinates a high-ranking official, he vows to bring them to justice. On the hunt for a killer, Gallows exposes a sinister plot that proves his fiancée's death was no accident. Driven by revenge, Serena and Gallows must join forces to take down the conspiracy before the kingdom falls to ruin. *Symphony of the Wind* is the first book in a gritty epic fantasy trilogy. If you like hardened heroes, steampunk airships, and dark magic and monsters, then you'll love Steven McKinnon's visceral adventure.

Symphony of the Wind

Groundbreaking epic fantasy series in Mercedes Lackey's Valdemar universe • Lambda-Award winning novels with heartfelt high adventure and magic Valdemar—the once-peaceful kingdom protected by the magic of its Herald-Mages—is now besieged on all fronts. The king lies near death, the neighboring land of Karse wages a relentless war against Valdemar, and the forces led by a master of dark forbidden magic are massing to strike the final devastating blow against the kingdom. And Vanyel, the most powerful Herald-Mage Valdemar has even known, has become the primary target of the evil which is reaching out to poison all the land. With all his fellow mages slain, Vanyel alone remains to defend his people against the

dark master's army. Yet a dream vision has revealed to Vayel the fate which awaits should he and his Companion Yfandes take up the dark master's challenge. And if either Vanyel or Yfandes falters, the dream will become a horrifying reality in which both Valdemar and its last Herald-Mage must pay the ultimate price. From the Paperback edition.

Arrow's Flight

Apprenticed to a venerable wizard when his hunter and trapper parents disappear into the forest never to be seen again, Darian is difficult and strong willed--much to the dismay of his kindly master. But a sudden twist of fate will change his life forever, when the ransacking of his village forces him to flee into the great mystical forest. It is here in the dark forest that he meets his destiny, as the terrifying and mysterious Hawkpeople lead him on the path to maturity. Now they must lead the assault on his besieged home in a desperate attempt to save his people from certain death!

Owlflight

Together for the first time in a single volume, The Complete Arrows Trilogy is the adventure that launched Valdemar, Mercedes Lackey's expansive fantasy realm beloved by generations of readers. Talia, once a runaway, is Chosen by the Companion Rolan, a mystical horse-like being with powers beyond imagining. She becomes one of the great Heralds of Valdemar, a protector of the realm, and a member of the Queen's Own elite guard. Over the course of Talia's adventures, she struggles to master her unique magical abilities, while protecting her queen, the heir to the throne, and the kingdom itself. She battles against diabolical magic, treacherous assassination plots, dangerous unrest, and traitors to her fellow Heralds.

The Mage Winds

It is an age when Valdemar is yet unfounded, its organization of Heralds yet unformed, and magic is still a wild and uncontrolled force. Skandranon Rashkae is perhaps the finest specimen of his race, with gleaming ebony feathers, majestic wingspan, keen magesight and sharp intelligence. Courageous, bold, and crafty, Skan is everything a gryphon should be. He is the fulfillment of everything that the Mage of Silence, the human sorcerer called Urtho, intended to achieve when he created these magical beings to be his champions, the defenders of his realm--a verdant plain long coveted by the evil mage Maar. Now Maar is once again advancing on Urtho's Keep, this time with a huge force spearheaded by magical constructs of his own--cruel birds of prey ready to perform any evil their creator may demand of them. And when one of Urtho's Seers wakes from a horrifying vision in which she sees a devastating magical weapon being placed in the hands of Maar's common soldiers, Skandrannon is sent to spy across enemy lines, cloaked in the protective of Urtho's powerful Spell

of Silence.

Owlknight

This exciting new anthology includes a new novella featuring Mercedes Lackey's most popular heroines, Tarma (one of the sword-sworn and most feared of all warriors) and Kethry (who wields magic and weapons for the greater good), whose fates are suddenly bound together in blood by the powers that control their destinies. Also included in the unique volume is the complete collection of Lackey's short stories about these two brave sisters as they answer the call of their destinies with sword and sorcery!

Storm Rising

The Griffin Mage trilogy, now complete in one volume, tells the story of the war between men and griffins --- and the young girl, torn between two worlds, who will decide the fate of all. Little ever happens in the quiet villages of peaceful Feierabiand. The course of Kes' life seems set: she'll grow up to be an herb-woman and healer for the village of Minas Ford, never quite fitting in but always more or less accepted. And she's content with that path --- or she thinks she is. Until the day the griffins come down from the mountains, bringing with them the fiery wind of their desert and a desperate need for a healer. But what the griffins need is a healer who is not quite human or a healer who can be made into something not quite human. This bundle contains the complete Griffin Mage trilogy: Lord of the Changing Wind, Land of the Burning Sands and Law of the Broken Earth.

Uncanny Collateral

With King Randale stricken by a mysterious illness and the powerful Herald-Mage Vanyel at the end of his strength, a neighboring kingdom is threatened by a magical holocaust

Oathblood

Book Three of The Mage Winds trilogy. No longer the willful novice of Winds of Fate, Princess Herald Elspeth has completed her magical training. She returns to her homeland with her beloved partner Darkwind. Will they be strong enough to confront the magical evil that is threatening their land?

The Complete Arrows Trilogy

Five years after attacking the human-colonized worlds of the Spiral Arm, the hydrogues maintain absolute control over stardrive fuel and their embargo is strangling human civilization. On Earth, mankind suffers from renewed attacks by the hydrogues and decides to use a cybernetic army to fight them. Yet the Terran leaders don't realize that these military robots have already exterminated their own makers - and may soon turn on humanity. Once the rulers of an expanding empire, humans have become the galaxy's most endangered species. But the sudden appearance of incredible new beings will destroy all balances of power. Now for humans and the myriad alien factions in the universe, the real war is about to begin and genocide may be the result.

Oathbreakers

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

Storm Warning

As *Storm Breaking* opens, the western allies, led by Karal, Karsite Sunpriest and delegate to the Valdemaran Court, and the Adepts Firesong and An'desha, have traveled deep into the Dorisha Plains to locate the ancient ruins of the Tower of Urtho, Mage of Silence, creator of the gryphons. Legend has it that below the Tower, deeply buried beneath the plains, is Urtho's Vault, hidden stronghold of some of the most powerful magical weapons ever devised - weapons that Urtho himself felt were too dangerous to use. With the help of the Shin'a'in plainsmen, they have successfully excavated this ancient arsenal, and risked their lives triggering one of these antique but potent tools of death to unleash a monstrous burst of mage-energy. With this explosion of magical power, Karal, Firesong, and their companions have temporarily counteracted the ever-increasing waves of the mage storms. But they know that this desperate action will not save them - they have bought themselves precious time, but are still far from a permanent solution. They know now that the mage storms are an "echo" through time of the prehistoric Cataclysm which destroyed Urtho's Tower, created the vast and barren Dorisha Plains, and permanently warped their world more than two thousand years ago. And they also know that if they don't find a way to banish these magical vibrations they will culminate in another Cataclysm - this time destroying their world for good. But the Vault is not the only thing buried for centuries below the Dorisha Plains, and camped in the ruins of what once was the workplace of the most ingenious mage their world has ever known, the desperate allies soon come to realize that their solution may lie beneath the dust at their feet. The saving of their world just might be accomplished by the work of a man who has been dead for millennia!

Winds of Fury

Bahzell Bahnakson, one of the Hradani, a race that is despised for their rages, thirst for blood, and generally uncivilized behavior, runs afoul of the War God and ends up in trouble involving sorcery, demons, and a great deal more. Reprint.

Tome of Battle

In the epic conclusion of the Mage Winds trilogy, Princess Elspeth the Herald and her partner, Tayledras adept Darkwind, return to Valdemar to confront the evil that is threatening her homeland.

Tris's Book

It has been ten years since the magical Cataclysm, which destroyed the twin strongholds of the two world's most powerful Mages, killing Urtho, creator of the gryphons, and sending his forces into exile. Now Urtho's peoples--human and non-human alike live in a terraced city carved into the face of a gleaming white cliff on the edge of the Western Ocean. Secure at least, until the fleet of the mysterious Black Kings appears in their harbor, bringing envoys who inform the residents of White Gryphon that their newfound home lies on the northern perimeter of lands claimed by this powerful kingdom. Desperate not to lose their hard won home, Skandranon, along with his longtime friend Amberdrake--agree to accompany the envoys back to the Court of the Black Kings, hoping to negotiate an alliance. When a high ranking noble who opposes this alliance is found murdered--Skandranon and Amberdrake realize that they are up against unknown enemies who will stop at nothing, even the use of diabolical Blood Magic, to destroy White Gryphon.

The Iron Trial (Magisterium #1)

Groundbreaking epic fantasy series in Mercedes Lackey's Valdemar universe • Lambda-Award winning novels with heartfelt high adventure and magic Though Vanyel has been born with near-legendary abilities to work both Herald and Mage magic, he wasn't no part in such things. Nor does he seek a warrior's path, wishing instead to become a Bard. Yet such talent as his, if left untrained, may prove a menace not only to Vanyel but to others as well. So he is sent to be fostered with his aunt, Savil, one of the fame Herald-Mages of Valdemar. But, strong-willed and self-centered, Vanyel is a challenge which even Savil cannot master alone. For soon he will become the focus of frightening forces, lending his raw magic to a spell that unleashes terrifying wyr-hunters on the land. And by the time Savil seeks the assistance of a Shin'a'in Adept, Vanyel's wild talent may have already grown beyond anyone's ability to contain, placing Vanyel, Savil, and Valdemar itself in desperate peril. From the Paperback edition.

Magic's Pawn

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

Winds of Fate

Evil had cast its shadow over the kingdom of Rethwellan. When Idra, leader of the Sunhawks mercenaries, failed to return from a journey to her home, Tarma and Kethry, warrior and mage, set out in search of their vanished leader.

Winds of Fury

Follows the adventures of Talia as she travels the land as a Herald of Valdemar in the second book in the classic epic fantasy Arrows trilogy Talia could scarcely believe that she had finally earned the rank of full Herald. Yet though this seemed like the fulfillment of all her dreams, it also meant she would face trials far greater than those she had previously survived. For now Talia must ride forth to patrol the kingdom of Valdemar, dispensing Herald's justice throughout the land. But in this realm beset by dangerous unrest, enforcing her rulings would require all the courage and skill Talia could command—for if she misused her own special powers, both she and Valdemar would pay the price!

Carry On

This omnibus of the acclaimed Vows and Honor trilogy, set in the New York Times bestselling world of Valdemar, follows Tarma and Kethry, swordswoman and sorceress, as they seek justice for past wrongs. The Oathbound: Introduces Tarma--swordswoman trained by elite warriors in all forms of deadly combat--and Kethry, former noblewoman whose magical skills were shaped by a powerful school of sorcery. United by the Goddess and armed with a magical sword drawing them to those in need, Tarma and Kethry swore a blood oath to fight against evil. Oathbreakers: When Idra, leader of the Sunhawk mercenaries, failed to return from a journey to her home kingdom of Rethwellan, Tarma and Kethry set out in

search of her. Instead they find a land shadowed by a dark enchantment, the claim to the throne in question, and the people of Rethwellan in terrible jeopardy. Oathblood: The sisters of sword and spell have pledged to train others to fight for their cause, starting a school for fledgling warriors and mages. But training turns out to be far more perilous than expected--and when two of their students are kidnapped, Tarma and Kethry must draw upon their combined skills to answer the call of destiny in ways they never imagined.

The Black Gryphon

The Age of Kings is dead . . . and I have killed it. It's a bloody business overthrowing a king Field Marshal Tamas' coup against his king sent corrupt aristocrats to the guillotine and brought bread to the starving. But it also provoked war with the Nine Nations, internal attacks by royalist fanatics, and the greedy to scramble for money and power by Tamas's supposed allies: the Church, workers unions, and mercenary forces. It's up to a few Stretched to his limit, Tamas is relying heavily on his few remaining powder mages, including the embittered Taniel, a brilliant marksman who also happens to be his estranged son, and Adamat, a retired police inspector whose loyalty is being tested by blackmail. But when gods are involved Now, as attacks batter them from within and without, the credulous are whispering about omens of death and destruction. Just old peasant legends about the gods waking to walk the earth. No modern educated man believes that sort of thing. But they should In a rich, distinctive world that mixes magic with technology, who could stand against mages that control gunpowder and bullets? PROMISE OF BLOOD is the start of a new epic fantasy series from Brian McClellan. Winner of the David Gemmell Morningstar Award for Best Debut Fantasy.

Blooding

#1 New York Times bestselling author! Booklist Editors' Choice 2015 - Youth! Named a "Best Book of 2015" by Time Magazine, School Library Journal, Barnes & Noble, NPR, PopSugar, The Millions, and The News & Observer! Simon Snow is the worst Chosen One who's ever been chosen. That's what his roommate, Baz, says. And Baz might be evil and a vampire and a complete git, but he's probably right. Half the time, Simon can't even make his wand work, and the other half, he starts something on fire. His mentor's avoiding him, his girlfriend broke up with him, and there's a magic-eating monster running around, wearing Simon's face. Baz would be having a field day with all this, if he were here -- it's their last year at the Watford School of Magicks, and Simon's infuriating nemesis didn't even bother to show up. Carry On is a ghost story, a love story and a mystery. It has just as much kissing and talking as you'd expect from a Rainbow Rowell story - but far, far more monsters.

Oath of Swords

In Storm Rising, mysterious mage-storms are wreaking havoc on Valdemar, Karse, and all the kingdoms of the West, plaguing these lands not only with disastrous earthquakes, monsoons, and ice storms, but also with venomous magical constructs - terrifying creatures out of nightmare. Both Valdemar's Heralds and Karse's Sunpriests struggle to marshal their combined magical resources to protect their realms from these devastating, spell-fueled onslaughts. But as the situation becomes bleaker and bleaker, the still fragile alliance between these long-hostile lands begins to fray. And unless Valdemar and Karse can locate and destroy the creator of the storms, they may see their entire world demolished in a final magical holocaust.

A Forest of Stars

The girl with no past, and no future, may be the only one who can save their lives. Nisha was abandoned at the gates of the City of a Thousand Dolls when she was just a little girl. Now sixteen, she lives on the grounds of the isolated estate, where orphan girls apprentice as musicians, healers, courtesans, and, if the rumors are true, assassins. She makes her way as Matron's errand girl, her closest companions the mysterious cats that trail her shadow. Only when she begins a forbidden flirtation with the city's handsome young courier does she let herself imagine a life outside the walls. Until one by one, girls around her start to die. Before she becomes the next victim, Nisha decides to uncover the secrets that surround the girls' deaths. But by getting involved, Nisha jeopardizes not only her own future in the City of a Thousand Dolls—but also her life.

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