

### Agents Of Artifice A Planeswalker Novel Planeswalkers

*Ravnica’s 10 guilds are poised to run the Implicit Maze and unlock the power at its heart. Stitched into the fabric of Ravnica’s vast metropolis, the maze is the legacy of an ancient guildmaster, and the dragon Niv-Mizzet craves the advantages it could mean for his guild. The goal is obvious: Discover the secret route and complete the maze. But the bickering guilds will never cooperate, and each sends its own champion to claim the prize. But Jace Beleren believes that the guilds are being tested. The maze hides some deeper truth, and Jace knows that the power balance of Ravnica—and the lives of its denizens—are at stake. Jace’s potential allies have been captured, disgraced, or turned against him. Can he discover the truth behind the maze, while navigating the labyrinth of powerbrokers and conspiracies surrounding it, before the dragon can? Or will dark forces claim its deadly power for themselves?*

*A compilation of short fiction spanning the world of Lorwyn includes the saga of a high-ranking elf disfigured in battle, who must accept help from those he despises or face death at the hands of his own people, who refuse to accept any of those deemed flawed, in an anthology that includes a novella by Cory J. Herdon and Scott McGough. Original.*

*Return to the multiverse of Magic: The Gathering as 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.*

*Elspeth’s trials in Theros continue... In a realm where fickle gods fight for the devotion of mortals, the Planeswalker Elspeth has risen to become the champion of the sun god Heliod, who transformed her legendary sword into a spear named “Godsend.” As Elspeth defends the city Akros from minotaur hordes, she uncovers a horrible truth: If the machinations of the satyr Planeswalker Xenagos come to fruition, he’ll ascend to godhood and threaten the entire realm of Theros. Made a pariah by Xenagos, an exiled and hated Elspeth fights for her life. As she hunts Xenagos, Elspeth must attempt to breach Nyx, the realm of night...and the home of the gods.*

*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.*

*Hot Lead, Cold Iron is the first novel in a brand-new fantasy detective series that will appeal to fans of Rivers of London and The Dresden Files Chicago, 1932. Mick Oberon may look like just another private detective, but beneath the fedora and the overcoat, he's got pointy ears and he's packing a wand. Oberon's used to solving supernatural crimes, but the latest one's extra weird. A mobster's daughter was kidnapped sixteen years ago, replaced with a changeling, and Mick's been hired to find the real child. The trail's gone cold, but what there is leads Sideways, to the world of the Fae, where the Seelie Court rules. And Mick's not really welcome in the Seelie Court any more. He'll have to wade through Fae politics and mob power struggles to find the kidnapper – and of course it's the last person he expected.*

*What would you do if you woke up and found yourself in a parallel universe under an alien sky? This is the question Zax Delatree must answer every time he closes his eyes. Every time Zax Delatree falls asleep, he travels to a new reality. He has no control over his destination and never knows what he will see when he opens his eyes. Sometimes he wakes up in technological utopias, and other times in the bombed-out ruins of collapsed civilizations. All he has to live by are his wits and the small aides he has picked up along the way - technological advantages from techno-utopias, sedatives to escape dangerous worlds, and stimulants to extend his stay in pleasant ones. Thankfully, Zax isn't always alone. He can take people with him, if they're unconscious in his arms when he falls asleep. But someone unwelcome is on his tail, and they are after something that Zax cannot spare - the blood running through his veins, the power to travel through worlds... File Under: Science Fiction [ Green Power | Sweat Dreams | Waking Nightmare | Zax of all Trades ] 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.*

[Covenant's End](#)

[The Art of Magic: The Gathering - War of the Spark](#)

[How to Pass as Human](#)

[Test of Metal](#)

[Time Spiral](#)

[Eventide](#)

[Path of the Planeswalker](#)

[Gatecrash](#)

[New Takes on an Old-World Comfort Food](#)

[Pierogi Love](#)

[The abomination vault](#)

[A Planeswalker Novel](#)

A Planeswalker Novel.

Jace, confronted with the mystery of the Implicit Maze, and the rumblings of a guild war tried to retreat from the action, only to be pulled back in when his friend Emmara Tandris is kidnapped by members of the Cult of Rakdos, thrill kill guild looking to curry favor when more powerful guildmasters. Jace succeeds in finding Emmara, but the two are now deep into enemy territory, with few options to free themselves. As Jace struggles to get them to safety, he begins to piece together the greater mystery of the Implicit Maze. It's now a race to see who will unlock its secrets.

In the wake of the Brothers' War, Dominaria is in ruins. A backlash against magic and its users has become the focus for the tattered remnants of social order.

The Left Hand of God by Paul Hoffman is the gripping first instalment in a remarkable trilogy. "Listen. The Sanctuary of the Redeemers on Shotover Scarp is named after a damned lie for there is no redemption that goes on there and less sanctuary." The Sanctuary of the Redeemers is a vast and desolate place - a place without joy or hope. Most of its occupants were taken there as boys and for years have endured the brutal regime of the Lord Redeemers whose cruelty and violence have one singular purpose - to serve in the name of the One True Faith. In one of the Sanctuary's vast and twisting maze of corridors stands a boy. He is perhaps fourteen or fifteen years old - he is not sure and neither is anyone else. He has long-forgotten his real name, but now they call him Thomas Cale. He is strange and secretive, witty and charming, violent and profoundly bloody-minded. He is so used to the cruelty that he seems immune, but soon he will open the wrong door at the wrong time and witness an act so terrible that he will have to leave this place, or die. His only hope of survival is to escape across the arid Scablands to Memphis, a city the opposite of the Sanctuary in every way: breathtakingly beautiful, infinitely Godless, and deeply corrupt. But the Redeemers want Cale back at any price... not because of the secret he now knows but because of a much more terrifying secret he does not. The Left Hand of God is a must read. It is the first instalment in a gripping trilogy by Paul Hoffman. Imagine if Phillip Pullman's His Dark Materials met Umberto Eco's Name of the Rose. Fans of epic heroic fiction will love this series. Praise for Paul Hoffman: 'This book gripped me from the first chapter and then dropped me days later, dazed and grinning to myself' Conn Iggulden 'Tremendous momentum' Daily Telegraph 'A cult classic ...' Daily Express

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®! "Even gods shall kneel." —Nicol Bolas Centuries of scheming have come to fruition at last. Meet Nicol Bolas: Elder dragon, Planeswalker, God-Pharaoh. He is the ultimate mastermind, whose plots for domination twist through the histories of countless worlds. Now those plots culminate on the shattered streets of Ravnica, with undead armies marching at his command and dozens of Planeswalkers marshaled to oppose him. In these lavishly illustrated pages, featuring art carefully chosen from more than two decades of Magic: The Gathering®, the full scope of Nicol Bolas’s plans are revealed at last. It has all led to this. The greatest heroes of the Multiverse make their stand against the ultimate villain in the War of the Spark!

Tris is one of the most powerful mages ever born: her lightning magic flows through her veins and her bones. When a series of brutal crimes break the fragile peace of Tharios, Tris is angry that the city fathers do not seem to care. But she knows she has to keep hold of her magic - she can't let anger take her over. ...

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 titanic 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.

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.

[A Planeswalker’s Guide to Alara](#)

[A Visual History](#)

[Time Spiral Cycle](#)

[War of the Spark: Ravnica \(Magic: The Gathering\)](#)

[Alara Unbroken](#)

[II](#)

[Zendikar](#)

[Darksiders](#)

[Cycle II](#)

[Scars of Mirrodin: The Quest for Karn](#)

[The Secretist, Part Three](#)

[The Left Hand of God](#)

How to Pass as Human is an attempt on the part of the world’s first android to understand the irrational, unpredictable, eclectic creatures known as human beings. Written in the form of a field guide, complete with sketches, graphs, flowcharts, and other reference materials, Android Zero (aka "Zach") has compiled a variety of useful information for future androids on how to pass undetected as human beings. Along the way, he also attempts to solve the mystery of his own creation with the help of Andrea, a human female who has taken an interest in him that may be more than friendly, and eventually leading him to "meet his maker" and discover the surprising purpose of his existence.

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.

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.

Mirrodin—a world of living metal, an artificial ecosystem created by the Planeswalker Karn to support organic life—is on the cusp of cataclysm. When the Planeswalker Venser goes in search of his former mentor, he learns Karn’s life hangs in the balance—and with him the entire plane of existence. For fans of the mega-selling trading card game, Magic: the

Gathering®, the full story behind Scars of Mirrodin, a revisitatio one of Magic’s most popular settings.

Jace Beleren has the power to travel between planes of the Multiverse, but with this gift comes isolation. He is one in a million. He is a planeswalker. And he is on the edge of a mystery that could alter the face of his adopted home—a vast, world-wide city known as Ravnica—forever. Faced with a magical code that is built into the very foundations of the city-world itself, Jace marches into the numinous depths of Ravnica’s underbelly in search of the promise of powerful magic. What he finds is perhaps more burden than boon. Once buried in past, the code resurfaces as Ravnica’s power-hungry mage guilds, unbound by the Guildpact that had once maintained order, struggle for control of the plane. But in the drive for primacy, there is no neutral ground. Jace knows that he can’t crack the code on his own, not while the guilds task teams of mages to unravel the mysteries, but he also knows that the danger of the quest is too great to include his friends. As the mystery begins to unravel, the choice may not be his alone.

King Dororam, grief sticken by the death of his daughter, assembles the Allied Forces to attack the Dark Lord known as Morthul, the Charnel King, who in turn brings together a Demon Squad made up of such creatures as goblins, ogres, trolls, dopplegangers, and gremlins to defend Kiro! Syrreth.

In this struggle for influence and power, for the keys to magical knowledge, everything you knew about novels based on Magic: The Gathering® is changing . . . Jace Beleren is a planeswalker who has taken the path of least resistance. He is gifted and powerful, but chooses not to push himself. Part of an inter-planar consortium that deals in magical artifacts, Jace has some power and influence. He also has a certain amount of security. That’s all about to change. When Liliana, a dark temptress with demons of her own (quite literally), comes into his life, she brings with her more possibilities, but also more problems. Under attack from external interests, a friend dies because of decisions Jace made. Upset with himself and fearing for his life, Jace sets out to find who is behind this new threat. What he uncovers along the way, an inter-planar chase filled with peril, will alter everything he knows.

An omnibus of the final three novels in the popular series includes the titles Planeswalker, Time Streams, and Bloodlines and finds Urza transformed by his war with Mishra and seeking out the corrupting power of the Phyrexia in order to avenge his brother’s death. Original.

[The Gathering Dark](#)

[Return to Ravnica](#)

[The Goblin Corps](#)

[Hot Lead, Cold Iron](#)

[The Brothers' War](#)

[Shadowmoor](#)

[Agents of Artifice](#)

[Journey Into Nyx, Godsend Part II](#)

[Ravnica Cycle](#)

[Magic: The Gathering: Rise of the Gatewatch](#)

[Arena](#)

#### A Mick Oberon Job

A visual history of Magic: The Gathering’s Gatewatch Mythology Over the course of its 25-year history, Magic: The Gathering—the world ’ s first and most popular trading card game—has redefined the fantasy genre through its exploration of diverse, fantastic worlds. And traversing those worlds are Planeswalkers, heroes who have sworn to defend the Multiverse from harm. Magic: The Gathering: Rise of the Gatewatch is a visual history and celebration of Magic ’ s first team of Planeswalkers—Jace Beleren, Ajani Goldmane, Gideon Jura, Kaya, Chandra Nalaar, Nissa Revane, Liliana Vess, and Teferi. The Gatewatch ’ s character histories, from their origins through their final confrontation with Nicol Bolas, are presented here via the very best card, packaging, and convention-exclusive artwork, all of it reproduced together here for the first time, some seen for the first time outside of the card frame. Rise of the Gatewatch is a giftable visual reference guide sure to appeal to new and longtime Magic fans alike.

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.

NEW YORK TIMES BESTSELLER • Experience the first official adventure in Magic: The Gathering ’ s multiverse in nearly a decade as the ultimate battle begins on 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.

Gerrard ’ s Legacy A collection of powerful magical artifacts is the only defense against the forces of evil that are arrayed against Dominaria. Gerrard, the heir to the Legacy, together with Sisay, captain of the flying ship Weatherlight, has sought out many parts of the Legacy. Gerrard ’ s Quest Sisay has been kidnapped by Volrath, ruler of the plane of Rath. Gerrard stands at a crossroads. His companion is in danger, the Legacy may be lost forever. Only he—with the loyal crew of the Weatherlight— can rescue Sisay and recover the Legacy.

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!

A fantasy classic by the author of The House with a Clock in Its Walls—basis for the Jack Black movie—and “ a writer who knows what wizardry is all about ” (Ursula K. Le Guin). A richly imaginative story of wizards stymied by a power beyond their control, A Face in the Frost combines the thrills of a horror novel with the inventiveness of fairy tale–inspired fantasy. Prospero, a tall, skinny misfit of a wizard, lives in the South Kingdom—a patchwork of feuding duchies and small manors, all loosely loyal to one figurehead king. Along with his necromancer friend Roger Bacon, who has been on a quest to find a mysterious book, Prospero must flee his home to escape ominous pursuers. Thus begins an adventure that will lead him to a grove where his old rival, Melichus, is falsely rumored to be buried and to a less-than-hospitable inn in the town of Five Dials—and ultimately into a dangerous battle with origins in a magical glass paperweight. Lin Carter called The Face in the Frost one of “ the best fantasy novels to appear since The Lord of the Rings . . . Absolutely first class. ” With a unique blend of humor and darkness, it remains one of the most beloved tales by the Edgar Award–nominated author also known for the long-running Lewis Barnavelt series.

Walk the Blind Eternities! The New York Times best-selling author Matthew Stover brings his razor-sharp prose and hard-hitting characterization to the Multiverse of Magic: The Gathering®. From the ashes of defeat, the planeswalker Tezzeret will rise again. Beaten to within an inch of his life and left for dead by the psychic sorcerer Jace Beleren, Tezzeret has lost control of the Infinite Consortium—an interplanar cabal he built from the ground up to achieve the sort of power and influence few in the Multiverse have ever achieved. Now he must turn to a former enemy for help: the dragon Nicol Bolas, perhaps the only being in the Multiverse powerful enough to get him back on his feet.

Death and War, two of the feared Horsemen, are sent to stop a group of renegades from locating a hoard of weapons possessing ultimate power and malice and unleashing total destruction.

#### Dragon's Maze

#### Godsend

#### The Secretist, Part One

#### The Art of Magic: The Gathering - Ixalan

#### Theros

#### The Thran

#### The Face in the Frost

#### Bloodlines

#### A Novel of Magic: The Gathering

#### Rath and Storm

#### In the Teeth of Akoum

#### Planeswalker

A meticulously illustrated guide to Magic: The Gathering® describes the multiverse world of the planeswalker, an powerful immortal wizard with access to the vast secrets of the many planes of existence, in a guide that includes behind-the-scenes concept art and insider's information. Original. 80,000 first printing.

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.

Casey Barber’s tribute to the pierogi includes everything from the classic Polish cheddar and potato filling to the American-inspired Rueben pierogi and “Santa Fe-rogi,” and even a world tour with falafel and crab Rangoon. Sweet fillings include sour cherry, lemon, fig & goat cheese, Nutella, and PB&J. There’s something for every party and every taste! Each recipe comes with a charming story from Barber’s extensive explorations in pierogi flavors. CASEY BARBER is a food writer, recipe developer, and founding editor of goodfoodstories.com. She is the author of Classic Snacks Made from Scratch: 70 Homemade Versions of Your Favorite Brand-Name Treats and co-writer of Inspired Bites: Unexpected Ideas for Entertaining with Bob Spiegel and TJ Girard. Casey’s writing and photography have appeared in Gourmet Live, Better Homes & Gardens, Ladies’ Home Journal, Leite’s Culinaria, Serious Eats, Design\*Sponge, and NBC’s Today.com. She grew up in Philadelphia and now lives in Clifton, New Jersey.

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.

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.

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.

As the fighter-mages of the four great Houses prepare for their annual battle, a powerful stranger arrives and he is interested in the fifth House, destroyed a generation ago--but why is the Grand Master afraid of him? Original.

The young thief Widdershins returns home to face her destiny in “her last and most dangerous adventure” in this series finale—a “smart fantasy with heart” (Kirkus Reviews). After almost a year away from the grand city of Davillon, the wandering thief Widdershins has finally come to terms with the pain and grief that drove her away. Now she’s returning home with the hope that her old friends can forgive her hasty actions. But home is not what it used to be. The entire city is on edge, with rumors of upheaval spreading through the darkened streets. And Shins is shocked to discover that her dreaded nemesis, Lisette Suvagne, is behind the strife. Thanks to an unholy bargain with otherworldly powers, the vindictive Lisette is far more dangerous than before—and far too formidable even for Shins and her personal god, Olgun, to confront alone. Now, for the sake of her friends, her city, and her own soul, Shins must gather allies from every corner of Davillon—lawful, unlawful, and seriously unlawful—before she faces the greatest challenge of her life. Because the greatest challenge of Widdershins’s life might also be the end of it.

#### War of the Spark: Forsaken (Magic: The Gathering)

#### Shatterglass

#### Journals of Zaxony Delatree

#### Artifacts

#### The Secretist, Part Two

#### Dissension

#### Doors of Sleep

#### Ravnica