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COXXQA - BRYLEE FRENCH

The battle for Venice might be over, but the war is just beginning... Penelope's and Alexis's adventure continues in this exciting second installment of The Magicians of Venice series. Penelope has accepted her role as the new Archivist for the magicians, but with war brewing on the horizon and the tide of magic on the rise, she's going to have to learn her way around this new and dangerous world if she has any hope of outsmarting their enemies. When Penelope's friend and fellow archaeologist uncovers a scroll containing a magical secret lost in the Dead Sea for two thousand years, Penelope and Alexis must travel to Israel to find them before Abaddon and Kreios get there first. To defeat Thevetat and his followers, they'll need to find a weapon capable of ending him for good. As her old life collides with her new, Penelope will soon discover the price of keeping the magicians' secrets safe.

An asteroid transformed Mars from a lush planet with rivers and oceans into a bleak and icy hell. Is Earth condemned to the same fate, or can we protect ourselves and our planet from extinction? In his most riveting and revealing book yet, Graham Hancock examines the evidence that the barren Red Planet was once home to a lush environment of flowing rivers, lakes, and oceans. Could Mars have sustained life and civilization? Megaliths found on the parched shores of Cydonia, a former Martian ocean, mirror the geometrical conventions of the pyramids at Egypt's Giza necropolis. Especially startling is a Sphinx-like structure depicting a face with distinguishable diadem, teeth, mouth and an Egyptian-style headdress. Might there be a connection between the structures of Egypt and those of Mars? Why does NASA continue to dismiss these remarkable anomalies as "a trick of light"? Hancock points to the intriguing possibility that ancient Martian civilization is communicating with us through the remarkable structures it left behind. In exploring the possible

traces left by the Martian civilization and the cosmic cataclysm that may have ended it, *The Mars Mystery* is both an illumination of our ancient past and a warning--that we still have time to heed--about our ultimate fate.

In a nation on the brink of war, a young art student's star-crossed love begins to bloom in the first book of the New York Times bestselling epic fantasy trilogy by award-winning author Laini Taylor. Around the world, black handprints are appearing on doorways, scorched there by winged strangers who have crept through a slit in the sky. In a dark and dusty shop, a devil's supply of human teeth grown dangerously low. And in the tangled lanes of Prague, a young art student is about to be caught up in a brutal otherworldly war. Meet Karou. She fills her sketchbooks with monsters that may or may not be real; she's prone to disappearing on mysterious "errands"; she speaks many languages -- not all of them human; and her bright blue hair actually grows out of her head that color. Who is she? That is the question that haunts her, and she's about to find out. When one of the strangers -- beautiful, haunted Akiva -- fixes his fire-colored eyes on her in an alley in Marrakesh, the result is blood and starlight, secrets unveiled, and a star-crossed love whose roots drink deep of a violent past. But will Karou live to regret learning the truth about herself?

The New York Times bestselling novel about a young man practicing magic in the real world, now an original series on SYFY "The Magicians is to Harry Potter as a shot of Irish whiskey is to a glass of weak tea. . . . Hogwarts was never like this." —George R.R. Martin "Sad, hilarious, beautiful, and essential to anyone who cares about modern fantasy." —Joe Hill "A very knowing and wonderful take on the wizard school genre." —John Green "The Magicians may just be the most subversive, gripping and enchanting fantasy novel I've read this century." —Cory Doctorow "This gripping novel draws on the conventions of contem-

porary and classic fantasy novels in order to upend them . . . an unexpectedly moving coming-of-age story." —The New Yorker "The best urban fantasy in years." —A.V. Club Quentin Coldwater is brilliant but miserable. A high school math genius, he's secretly fascinated with a series of children's fantasy novels set in a magical land called Fillory, and real life is disappointing by comparison. When Quentin is unexpectedly admitted to an elite, secret college of magic, it looks like his wildest dreams have come true. But his newfound powers lead him down a rabbit hole of hedonism and disillusionment, and ultimately to the dark secret behind the story of Fillory. The land of his childhood fantasies turns out to be much darker and more dangerous than he ever could have imagined. . . . The prequel to the New York Times bestselling book *The Magician King* and the #1 bestseller *The Magician's Land*, *The Magicians* is one of the most daring and inventive works of literary fantasy in years. No one who has escaped into the worlds of Narnia and Harry Potter should miss this breathtaking return to the landscape of the imagination.

Part of the trilogy of memoirs that inspired the television show *The Durrells in Corfu*: A naturalist's adventures with animals—and humans—on a Greek island. When his family moved to a Greek island, young naturalist Gerald Durrell was able to indulge his passion for wildlife of all sorts as he discovered the new world around him—and the creatures and people who inhabited it. Indeed, Durrell's years growing up on Corfu would inspire the rest of his life. In addition to his tales of wild animals, Durrell recounts stories about his even wilder family—including his widowed mother, Louisa, and elder siblings Lawrence, Leslie, and Margo—with undeniable wit and humor. The final chapter in Durrell's reflections on his family's time in Greece before the start of World War II, *The Garden of the Gods* is a fascinating look at the childhood of a naturalist who

was ahead of his time. This ebook features an illustrated biography of Gerald Durrell including rare photos from the author's estate.

A city threatened by unimaginable horrors must trust their most hated outcast—or lose everything—in this crushing epic fantasy debut *After*. Ten years on the run, dodging daemons and debt, reviled magician Edrin Walker returns home to avenge the brutal murder of his friend. Lynas had uncovered a terrible secret, something that threatened to devour the entire city. He tried to warn the Arcanum, the sorcerers who rule the city . . . He failed. Lynas was skinned alive and Walker felt every cut. Now, nothing will stop him from finding the murderer. Magi, mortals, daemons, and even the gods—Walker will burn them all if he has to. After all, it wouldn't be the first time he's killed a god.

Publisher's Note: A new, expanded edition has replaced this book under the new title *Visionary: The Mysterious Origins of Human Consciousness*, this definitive edition includes a new Introduction by Graham Hancock as well as restored chapters that were omitted from the original paperback release. Less than fifty thousand years ago mankind had no art, no religion, no sophisticated symbolism, no innovative thinking. Then, in a dramatic and electrifying change, described by scientists as "the greatest riddle in human history," all the skills and qualities that we value most highly in ourselves appeared already fully formed, as though bestowed on us by hidden powers. In *Supernatural* Graham Hancock sets out to investigate this mysterious "beforeandafter moment" and to discover the truth about the influences that gave birth to the modern human mind. His quest takes him on a detective journey from the stunningly beautiful painted caves of prehistoric France, Spain, and Italy to rock shelters in the mountains of South Africa, where he finds extraordinary Stone Age art. He uncovers clues that lead him to the depths of the Amazon rainforest to drink the powerful hallucinogen Ayahuasca with shamans, whose paintings contain images of "supernatural beings" identical to the animalhuman hybrids depicted in prehistoric caves. Hallucinogens such as mescaline also produce visionary encounters with exactly the same beings. Scientists at the cutting edge of consciousness research have begun to consider the possibility that such hallucinations may be real perceptions of other "dimensions." Could the "supernaturals" first depicted in the painted caves be the ancient teachers of mankind? Could it be that human evolution is not just the "meaningless" process that Darwin identified, but something

more purposive and intelligent that we have barely begun to understand?

A Gathering of Ravens was called "satisfying...complex...and a pleasure to read" (Publishers Weekly, starred review). Now, Scott Oden continues the saga of Grimnir in this new epic Viking fantasy novel, *Twilight of the Gods*. In *A Gathering of Ravens*, he fought for vengeance. Now, Grimnir is back to fight for his survival. It is the year of Our Lord 1218 and in the land of the Raven-Geats, the Old Ways reach deep. And while the Geats pay a tax to the King in the name of the White Christ, their hearts and souls belong to the gods of Ásgarðr. But no man can serve two masters. Pledging to burn this Norse heresy from the land, famed crusader Konráðr the White leads a host against the Raven-Geats, using torch and sword to bring forth the light of the new religion. But the land of the Raven-Geats has an ancient protector: Grimnir, the last in a long line of monsters left to plague Miðgarðr. And he will stand between the Raven-Geats and their destruction. Aided by an army of berserkers led by their pale queen, Grimnir sparks off an epic struggle—not only against the crusaders, but against the very Gods. For there is something buried beneath the land of the Raven-Geats that Odin wants, something best left undisturbed. Something the blood of the slain, Christian and pagan, will surely awaken.

Graham Hancock's multi-million bestseller *Fingerprints of the Gods* remains an astonishing, deeply controversial, wide-ranging investigation of the mysteries of our past and the evidence for Earth's lost civilization. Twenty years on, Hancock returns with a book filled with completely new, scientific and archaeological evidence, which has only recently come to light... The evidence revealed in this book shows beyond reasonable doubt that an advanced civilization that flourished during the Ice Age was destroyed in the global cataclysms between 12,800 and 11,600 years ago. Near the end of the last Ice Age 12,800 years ago, a giant comet that had entered the solar system from deep space thousands of years earlier, broke into multiple fragments. Some of these struck the Earth causing a global cataclysm on a scale unseen since the extinction of the dinosaurs. At least eight of the fragments hit the North American ice cap, while further fragments hit the northern European ice cap. The impacts, from comet fragments a mile wide approaching at more than 60,000 miles an hour, generated huge amounts of heat which instantly liquidized millions of square kilometres of ice, destabilizing the Earth's crust and causing the

global Deluge that is remembered in myths all around the world. A second series of impacts, equally devastating, causing further cataclysmic flooding, occurred 11,600 years ago, the exact date that Plato gives for the destruction and submergence of Atlantis. But there were survivors - known to later cultures by names such as 'the Sages', 'the Magicians', 'the Shining Ones', and 'the Mystery Teachers of Heaven'. They travelled the world in their great ships doing all in their power to keep the spark of civilization burning. They settled at key locations - Gobekli Tepe in Turkey, Baalbek in the Lebanon, Giza in Egypt, ancient Sumer, Mexico, Peru and across the Pacific where a huge pyramid has recently been discovered in Indonesia. Everywhere they went these 'Magicians of the Gods' brought with them the memory of a time when mankind had fallen out of harmony with the universe and paid a heavy price. A memory and a warning to the future... For the comet that wrought such destruction between 12,800 and 11,600 years may not be done with us yet. Astronomers believe that a 20-mile wide 'dark' fragment of the original giant comet remains hidden within its debris stream and threatens the Earth. An astronomical message encoded at Gobekli Tepe, and in the Sphinx and the pyramids of Egypt, warns that the 'Great Return' will occur in our time...

Graham Hancock's multi-million bestseller *Fingerprints of the Gods* remains an astonishing, deeply controversial, wide-ranging investigation of the mysteries of our past and the evidence for Earth's lost civilization. Twenty years on, Hancock returned with the sequel to his seminal work filled with completely new, scientific and archaeological evidence, which has only recently come to light. On the heels of the very successful hardcover edition, Hancock returns with this paperback version including two chapters brimming with recent reporting of fresh scientific advances (ranging from DNA to astrophysics) that substantially support the case. Near the end of the last Ice Age 12,800 years ago, a giant comet that had entered the solar system from deep space thousands of years earlier, broke into multiple fragments. Some of these struck the Earth causing a global cataclysm on a scale unseen since the extinction of the dinosaurs. At least eight of the fragments hit the North American ice cap, while further fragments hit the northern European ice cap. The impacts, from comet fragments a mile wide approaching at more than 60,000 miles an hour, generated huge amounts of heat which instantly liquidized millions of square kilometers of ice, destabilizing the Earth's crust and

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A young girl called Tozi stands at the bottom of a pyramid, waiting to be led to the top where her heart will be cut out... Pepillo, a Spanish orphan who serves a sadistic Dominican friar, is aboard the Spanish fleet as it sails towards Mexico... This is the epic story of the clash of two empires, two armies and two gods of war. Five hundred desperate adventurers are about to pit themselves against the most brutal armies of the ancient Americas, armies hundreds of thousands strong. This is a war of gods and men. Dark powers that work behind the scenes of history show their hand as the prophecy of the return of Quetzalcoatl is fulfilled with the arrival of Cortes. The Aztec ruler Moctezuma fights to maintain the demands of the war god Huitzilopochtli for human sacrifice. The Spanish Inquisition is planning an even greater blood-letting. Caught up in the headlong collision between two gods of war are Tozi, Pepillo and the beautiful sex slave Malinal whose hatred of Moctezuma runs so deep she will sell out her own land and people to destroy him.

In the heart of Venice, a woman is sacrificed to a forgotten god, sparking a mystery lost for thousands of years. Dr. Penelope Bryne is ridiculed by the academic community for her quest to find the remnants of Atlantis, but when an ancient and mysterious script is found at a murder site, she flies to Venice determined to help the police before the killer strikes again. Penelope has spent her entire life trying to ignore the unexplainable and magical history of Atlantis, but when she meets the enigmatic Alexis Donato, everything she believes will be challenged. Little does she know, Alexis has spent the last three years doing his best to sabotage Penelope's career so doesn't learn the truth—Atlantis had seven magicians who survived, and who he has a duty to protect. As Alexis draws her into the darkly, seductive world of magic and history, Penelope will have to use her heart as well as her head if she is to find the answers she seeks. With the new MOSE system due to come online, and Carnivale exploding around them, Penelope and Alexis will have to work together to stop the killer and prevent dark magic from pulling Venice into the sea.

With over 5 million copies sold worldwide of Fingerprints of the Gods, its New York Times bestselling sequel Magicians of the Gods brings new evidence supporting Hancock's thesis that a global cataclysm wiped out a great global civilization. On the heels of the very successful hardcover edition, Hancock returns with this paperback version including three new chapters brimming with recent reporting of fresh scientific advances (ranging from DNA to astrophysics) that substantially support his case. Twenty years ago, Graham Hancock published Fingerprints of the Gods an astonishing, deeply controversial investigation of the mysteries of and the evidence for Earth's lost prehistoric civilization. Twenty years after this massive bestseller debuted, Hancock returns with its sequel, filled with completely new scientific and archaeological evidence. Since 2007, a host of new proof has come to light supporting his theories through new archaeological discoveries. He travels to a wholly different set of ancient sites, including Gobekli Tepe, and brings entirely up to date and exciting material to the table for fans eagerly awaiting more evidence in favor of the prehistoric civilization. And, even more intriguing, he proposes an answer to the one question he could not answer in Fingerprints what caused this civilization to disappear. Magicians is poised perfectly for what his fans want to hear as well as for ushering in a new generation of readers.

Larry Niven created his popular "Magic

Goes Away" universe in 1967, and it has been a source of delight and inspiration ever since. By asking the simple question, What if magic were a finite resource?, Niven brought to life a mesmerizing world of wonder and loss, of hope and despair. The success of his first story collection, "The Magic Goes Away," birthed two sequel anthologies, "The Magic May Return" and "More Magic." All three volumes are collected here for the first time, with stories by Niven himself, as well as contributions by such luminaries of fantasy as Roger Zelazny, Fred Saberhagen, Steven Barnes, and Poul Anderson. Featuring a brand-new introduction by Larry Niven, "The Magic Goes Away Collection" gives readers insight into the breathtaking world of Niven and Jerry Pournelle's "The Burning City" and "Burning Tower" and stands on its own as a landmark in fantasy fiction

NATIONAL BESTSELLER • Two Egypt experts posit a revolutionary theory: The Sphinx and other great Egyptian monuments are older than common history books tell us and are arranged in such a way as to send us a message from the silent past. Guardian of the ancient mysteries, the keeper of secrets . . . For thousands of years the Great Sphinx of Egypt has gazed toward the east, its eyes focused on eternity, reading a message in the stars that mankind has long forgotten. And today as our civilization stands poised at the end of a great cycle, it is a message that beckons insistently to be understood. All the clues are in place. Geology and archeo-astronomy have already indicated that the lion-bodied Sphinx may be vastly older than Egyptologists currently believe, dating not from 2500 B.C., but from 10,500 B.C.—the beginning of the astrological Age of Leo. And we now know that the three pyramids of Giza, standing on high ground half a mile to the west of the Sphinx, are in fact a precise map of the three stars of Orion's belt, formed in fifteen million tons of solid stone. Are these monuments trying to tell us something? And, if so, what? In The Message of the Sphinx, Robert Bauval and Graham Hancock present a tour de force of historical and scientific detective work that unravels the millennial code embodied in these structures. Using sophisticated computer simulations of ancient skies, they unravel the riddle of the Sphinx, and they present a startling new theory concerning the enigmatic Pyramid Texts and other archaic Egyptian scriptures. Their discoveries lead the authors to this question: Does mankind have a rendezvous with destiny—a rendezvous not in the future, but in the distant past, at a precise place and time? The secrets can be kept no

longer. The Message of the Sphinx brings them to light.

An exploration of the megalithic complex at Göbekli Tepe, who built it, and how it gave rise to legends regarding the foundations of civilization • Details the layout, architecture, and exquisite carvings at Göbekli Tepe • Explores how it was built as a reaction to a global cataclysm • Explains that it was the Watchers of the Book of Enoch and the Anunnaki gods of Sumerian tradition who created it • Reveals the location of the remains of the Garden of Eden in the same region Built at the end of the last ice age, the mysterious stone temple complex of Göbekli Tepe in Turkey is one of the greatest challenges to 21st century archaeology. As much as 7,000 years older than the Great Pyramid and Stonehenge, its strange buildings and rings of T-shaped monoliths--built with stones weighing from 10 to 15 tons--show a level of sophistication and artistic achievement unmatched until the rise of the great civilizations of the ancient world, Sumer, Egypt, and Babylon. Chronicling his travels to Göbekli Tepe and surrounding sites, Andrew Collins details the layout, architecture, and exquisite relief carvings of ice age animals and human forms found at this 12,000-year-old megalithic complex, now recognized as the oldest stone architecture in the world. He explores how it was built as a reaction to a global cataclysm--the Great Flood in the Bible--and explains how it served as a gateway and map to the sky-world, the place of first creation, reached via a bright star in the constellation of Cygnus. He reveals those behind its construction as the Watchers of the Book of Enoch and the Anunnaki gods of Sumerian tradition. Unveiling Göbekli Tepe's foundational role in the rise of civilization, Collins shows how it is connected to humanity's creation in the Garden of Eden and the secrets Adam passed to his son Seth, the founder of an angelic race called the Sethites. In his search for Adam's legendary Cave of Treasures, the author discovers the Garden of Eden and the remains of the Tree of Life--in the same sacred region where Göbekli Tepe is being uncovered today.

The Master Game is a rollercoaster intellectual journey through the back streets and rat runs of history to uncover the traces in architecture and monuments of a secret religion that has shaped the world. Pivotal historical events and processes, not least the Renaissance, the birth of scientific rationalism, and the French and American revolutions, are radically reevaluated in the light of new investigative evidence presented in The Master Game. Even the be-

lief that the United States has a "global mission," so obvious today, may ultimately prove to be less the result of a short-term reaction to terrorism than the inevitable working out of a covert plan originally set in motion almost two thousand years ago. The Master Game refers to a scheme or "game" played on the world stage to bring about a world order governed by a lofty goal which, today, we term the "Masonic Ideal." The Master Game traces the origins of this game of symbols and words and talismans from ancient Egypt all the way to modern times, and places it squarely on the elitist Scottish Rite Freemasonry, headquartered in Washington, DC, and ruled by a secretive and powerful brotherhood of men who have attained the thirty-third degree. The Master Game exposes this world order's true purpose and, more importantly, shows how it has affected the United States of America and badly backfired on 9/11. The book is adapted and expanded from the authors' earlier, out-of-print book Talisman.

"I suspect the real breakthroughs in our understanding of consciousness are going to come from an entirely different direction. That direction, controversially, has to do with psychedelics--which, as many of the contributors to The Divine Spark argue, offer spectacular potential for the investigation of the 'hard problem' of consciousness." --from the introduction by Graham Hancock
 Psychedelics: Medicinal? Vital in interspecies communication or communion with the sacred? Are you reaching enlightenment or damaging your brain? In this anthology, edited by bestselling author Graham Hancock, 22 writers discuss psychedelics and their myriad connections to consciousness. Travel to South America, the American Southwest, outer space, inner space, and back in time to revisit Pahnke's The Good Friday experiment. Explore the effects of ayahuasca, LSD, and much more. Illuminating the topic like never before: Mike Alivernia * Russell Brand * David Jay Brown * Paul Devereux * Rick Doblin * Ede Frecska * Alex Grey * Nassim Hamein * Martina Hoffmann * Don Lattin * Luis Eduardo Luna * Dennis McKenna * Thad McKracken * Rak Razam * Gabriel Roberts * Thomas B. Roberts * Gregory Sams * Robert M. Schoch * Mark Seelig * Rick Strassman * Robert Tindall And, of course, Graham Hancock.

Thirteen-year-old New Yorker Rory Hennessey can see things no one else can. When a magician's trick opens his eyes to Mannahatta, Rory finds an amazing spirit city coexisting alongside modern-day Manhattan. A place where Indian sachems, warrior cockroaches, and papier-mâché children live, ruled by the immortal Gods of

Manhattan - including Babe Ruth, Alexander Hamilton, and Peter Stuyvesant. But Rory's power to see Mannahatta brings danger, and he is pursued by enemies, chasing history and trying to free those who have been enslaved. And when he is given the chance to right Mannahatta's greatest wrong, seeing Mannahatta may not be a gift after all. . . .

The stunning conclusion to the #1 New York Times bestselling Magicians trilogy, now an original series on SYFY #1 NEW YORK TIMES BESTSELLER A NEW YORK TIMES NOTABLE BOOK OF THE YEAR ONE OF THE YEAR'S BEST BOOKS The San Francisco Chronicle • Salon • The Christian Science Monitor • AV Club • BuzzFeed • Kirkus • NY 1 • Bustle • The Globe and Mail Quentin Coldwater has been cast out of Fillory, the secret magical land of his childhood dreams. With nothing left to lose he returns to where his story began, the Brakebills Preparatory College of Magic. But he can't hide from his past, and it's not long before it comes looking for him. Along with Plum, a brilliant young undergraduate with a dark secret of her own, Quentin sets out on a crooked path through a magical demimonde of gray magic and desperate characters. But all roads lead back to Fillory, and his new life takes him to old haunts, like Antarctica, and to buried secrets and old friends he thought were lost forever. He uncovers the key to a sorcery masterwork, a spell that could create magical utopia, a new Fillory—but casting it will set in motion a chain of events that will bring Earth and Fillory crashing together. To save them he will have to risk sacrificing everything. The Magician's Land is an intricate thriller, a fantastical epic, and an epic of love and redemption that brings the Magicians trilogy to a magnificent conclusion, confirming it as one of the great achievements in modern fantasy. It's the story of a boy becoming a man, an apprentice becoming a master, and a broken land finally becoming whole.

Graham Hancock, an expert in ancient civilisations and author of the 9 million selling Fingerprints of the Gods, and expert too, on the use of hallucinogens to achieve higher states of consciousness, brings these two interests together in the second volume of the War God trilogy. The conquistador Hernán Cortés is dreaming of Tenochtitlan, the golden city of Aztecs. But in order to win the Aztecs' gold, Cortés and his small force of just five hundred men will have to defeat the psychotic emperor Moctezuma and the armies of hundreds of thousands he commands. Cortés expects that the Tlascalans, hereditary en-

emies of the Aztecs, will join him, but instead finds himself locked in a deadly struggle. As Cortés risks all against the Tlascalans, he plays mind games with Moctezuma, aiming to defeat the Aztec emperor psychologically before ever having to face him in battle. In this he is aided by his lover Malinal, a beautiful Mayan princess. It is from Malinal that Cortés learns of the myth of Quetzalcoatl, 'The Plumed Serpent'. She shows him how to exploit the prophecy of the fabled god king's return to weaken Moctezuma's resolve and keep alive the suspicion that the conquistador might actually be Quetzalcoatl himself. "With the original unabridged text of *Supernatural*, I offer the reader an investigation that explores the human experience with psychedelics from the Stone Age to the Space Age and the role of these extraordinary plant medicines as tools to investigate the nature of reality itself."—Graham Hancock *Discover the pathway to the gods. Less than 50,000 years ago mankind had no art, no religion, no sophisticated symbolism, no innovative thinking. Then, in a dramatic and electrifying change, described by scientists as "the greatest riddle in human history," all the skills and qualities that we value most highly in ourselves appeared already fully formed, as though bestowed on us by hidden powers. In *Visionary*, Graham Hancock sets out to investigate this mysterious "before-and-after moment" and to discover the truth about the influences that gave birth to modern human mind. His quest takes him on a journey of adventure and detection from the stunningly beautiful painted caves of prehistoric France, Spain, and Italy to remote rock shelters in the mountains of South Africa, where he finds a treasure trove of extraordinary Stone Age art. Hancock uncovers clues that lead him to travel to the depths of the Amazon rainforest to drink the powerful plant hallucinogen ayahuasca with Indian shamans, whose paintings contain images of "supernatural beings" identical to the animal-human hybrids depicted in prehistoric caves and rock shelters. Hallucinogens such as mescaline also produce visionary encounters with exactly the same beings. Scientists at the cutting edge of consciousness research have begun to consider the possibility that such hallucinations may be real perceptions of other "dimensions." Could the "supernaturals" first depicted in the painted caves and rock shelters be the ancient teachers of mankind? Could it be that human evolution is not just the "blind," "meaningless" process that Darwin identified, but something more purposive and intelligent, something that we have barely even begun to understand? Previ-*

ously published as *Supernatural*, this definitive edition includes a new Introduction by Graham Hancock as well as restored chapters that were omitted from the original paperback release.

What secrets lie beneath the deep blue sea? *Underworld* takes you on a remarkable journey to the bottom of the ocean in a thrilling hunt for ancient ruins that have never been found—until now. In this explosive new work of archaeological detection, bestselling author and renowned explorer Graham Hancock embarks on a captivating underwater voyage to find the ruins of a mythical lost civilization hidden for thousands of years beneath the world's oceans. Guided by cutting-edge science, innovative computer-mapping techniques, and the latest archaeological scholarship, Hancock examines the mystery at the end of the last Ice Age and delivers astonishing revelations that challenge our long-held views about the existence of a sunken universe built on the ocean floor. Filled with exhilarating accounts of his own participation in dives off the coast of Japan, as well as in the Mediterranean, the Atlantic, and the Arabian Sea, we watch as Hancock discovers underwater ruins exactly where the ancient myths say they should be—submerged kingdoms that archaeologists never thought existed. You will be captivated by *Underworld*, a provocative book that is both a compelling piece of hard evidence for a fascinating forgotten episode in human history and a completely new explanation for the origins of civilization as we know it.

Could the story of mankind be far older than we have previously believed? Using tools as varied as archaeo-astronomy, geology, and computer analysis of ancient myths, Graham Hancock presents a compelling case to suggest that it is. "A fancy piece of historical sleuthing . . . intriguing and entertaining and sturdy enough to give a long pause for thought."—Kirkus Reviews In *Fingerprints of the Gods*, Hancock embarks on a worldwide quest to put together all the pieces of the vast and fascinating jigsaw of mankind's hidden past. In ancient monuments as far apart as Egypt's Great Sphinx, the strange Andean ruins of Tihuanaco, and Mexico's awe-inspiring Temples of the Sun and Moon, he reveals not only the clear fingerprints of an as-yet-identified civilization of remote antiquity, but also startling evidence of its vast sophistication, technological advancement, and evolved scientific knowledge. A record-breaking number one bestseller in Britain, *Fingerprints of the Gods* contains the makings of an intellectual revolution, a dramatic and irreversible change in the way that we understand our past—and so our

future. And *Fingerprints of God* tells us something more. As we recover the truth about prehistory, and discover the real meaning of ancient myths and monuments, it becomes apparent that a warning has been handed down to us, a warning of terrible cataclysm that afflicts the Earth in great cycles at irregular intervals of time—a cataclysm that may be about to recur. "Readers will hugely enjoy their quest in these pages of inspired storytelling."—The Times (UK)

Were human beings created by powers from outer space? Did extraterrestrial giants build the megaliths of Malta and the menhirs of Brittany? Was the Ark of the Covenant a machine built by the astronaut gods? In *Signs of the Gods?* Erich von Däniken travels far and wide around the globe to study the many strange phenomena that all point to one conclusion—that many thousands of years ago, Earth was visited by a race of superhuman powers and intelligence. The questions he addresses along the way include: Why are the religious sites in Greece all laid out in the same geometrical pattern—a pattern which is repeated throughout the world? Does the extraordinary longevity of the ancient Sumerian kings mean that the Land of the Two Rivers was ruled by a race of supermen? Could the first men have been produced by cloning? Do the great ruins of Zimbabwe point to an impossibly detailed knowledge of astronomy? Erich von Däniken's *Chariots of the Gods* provoked a worldwide storm of controversy. In *Signs of the Gods?* he produces powerful arguments to support his theory of astronaut gods, with evidence that is difficult to explain any other way. Hear what he has to say with an open mind—and you may find yourself agreeing with him.

Return to *Fillory* in the riveting sequel to the New York Times bestseller and literary phenomenon, *The Magicians*, now an original series on SYFY, from the author of the #1 bestselling *The Magician's Land*. Quentin Coldwater should be happy. He escaped a miserable Brooklyn childhood, matriculated at a secret college for magic, and graduated to discover that *Fillory*—a fictional utopia—was actually real. But even as a *Fillorian* king, Quentin finds little peace. His old restlessness returns, and he longs for the thrills a heroic quest can bring. Accompanied by his oldest friend, Julia, Quentin sets off—only to somehow wind up back in the real world and not in *Fillory*, as they'd hoped. As the pair struggle to find their way back to their lost kingdom, Quentin is forced to rely on Julia's illicitly learned sorcery as they face a sinister threat in a world very far from the

beloved fantasy novels of their youth.

The exciting end to *The Poppy War* trilogy, R. F. Kuang's acclaimed, award-winning epic fantasy that combines the history of twentieth-century China with a gripping world of gods and monsters, to devastating, enthralling effect. After saving her nation of Nikan from foreign invaders and battling the evil Empress Su Daji in a brutal civil war, Fang Runin was betrayed by allies and left for dead. Despite her losses, Rin hasn't given up on those for whom she has sacrificed so much—the people of the southern provinces and especially Tikany, the village that is her home. Returning to her roots, Rin meets difficult challenges—and unexpected opportunities. While her new allies in the Southern Coalition leadership are sly and untrustworthy, Rin quickly realizes that the real power in Nikan lies with the millions of common people who thirst for vengeance and revere her as a goddess of salvation. Backed by the masses and her Southern Army, Rin will use every weapon to defeat the Dragon Republic, the colonizing Hesperians, and all who threaten the shamanic arts and their practitioners. As her power and influence grows, though, will she be strong enough to resist the Phoenix's intoxicating voice urging her to burn the world and everything in it?

THE NEW CLASS STARTS HERE! Long after Quentin and his friends have graduated from Brakebills College for Magical Pedagogy, Dean Fogg invites a historic new group of students to enroll—the first ever class of hedge magicians, rogue practitioners of unsanctioned magic. But the traditional magicians aren't too thrilled to have the rule-breaking outcasts in their hallowed halls, and tempers flare as the student bodies clash to prove their superiority – not realizing a new danger has emerged to threaten them all. The malevolence behind the threat at Brakebills will rock everyone to their cores – and even shock longtime fans of *The Magicians*! New York Times bestselling series creator Lev Grossman returns with an all-new story in the world of *The Magicians* with award-winning writer Lilah Sturges (*The Magicians: Alice's Story*) and rising star artist Pius Bak that features the first appearance of the next generation of heroes and villains. Collects *The Magicians* #1-5.

The Instant New York Times Bestseller! Was an advanced civilization lost to history in the global cataclysm that ended the last Ice Age? Graham Hancock, the internationally bestselling author, has made it his life's work to find out—and in *America Before*, he draws on the latest archaeological and DNA evidence to bring his quest to a

stunning conclusion. We've been taught that North and South America were empty of humans until around 13,000 years ago – amongst the last great landmasses on earth to have been settled by our ancestors. But new discoveries have radically reshaped this long-established picture and we know now that the Americas were first peopled more than 130,000 years ago – many tens of thousands of years before human settlements became established elsewhere. Hancock's research takes us on a series of journeys and encounters with the scientists responsible for the recent extraordinary breakthroughs. In the process, from the Mississippi Valley to the Amazon rainforest, he reveals that ancient "New World" cultures share a legacy of advanced scientific knowledge and sophisticated spiritual beliefs with supposedly unconnected "Old World" cultures. Have archaeologists focused for too long only on the "Old World" in their search for the origins of civilization while failing to consider the revolutionary possibility that those origins might in fact be found in the "New World"? *America Before: The Key to Earth's Lost Civilization* is the culmination of everything that millions of readers have loved in Hancock's body of work over the past decades, namely a mind-dilating exploration of the mysteries of the past, amazing archaeological discoveries and profound implications for how we lead our lives today.

The magical saga of the women behind King Arthur's throne. "A monumental reimagining of the Arthurian legends . . . reading it is a deeply moving and at times uncanny experience. . . . An impressive achievement."—*The New York Times Book Review* In Marion Zimmer Bradley's masterpiece, we see the tumult and adventures of Camelot's court through the eyes of the women who bolstered the king's rise and schemed for his fall. From their childhoods through the ultimate fulfillment of their destinies, we follow these women and the diverse cast of characters that surrounds them as the great Arthurian epic unfolds stunningly before us. As Morgaine and Gwenhwyfar struggle for control over the fate of Arthur's kingdom, as the Knights of the Round Table take on their infamous quest, as Merlin and Viviane wield their magics for the future of Old Britain, the Isle of Avalon slips further into the impenetrable mists of memory, until the fissure between old and new worlds' and old and new religions' claims its most famous victim.

Powerful new evidence has emerged that supports Hancock's disturbing thesis of a massive global cataclysm in the window between 13,000 and 12,000 years ago,

around the last Ice Age, that wiped out and destroyed almost all traces (except the 'fingerprints') of a great global civilization of prehistoric antiquity. Hancock analyzes the evidence emerging from popular science for events such as north America being struck by several pieces of a giant fragmenting comet, and the discovery in Turkey of an extraordinary 12,000 year-old megalithic site called Gobekli Tepe, on the scale of Stonehenge, but 7,000 years older than any of the great stone circles. Mysteries of this calibre drive the quest of *Magicians of the Gods*, each leading us to a labyrinth of further possibilities. Graham Hancock takes his original intuition of two phases of construction much further, exploring and investigating many mysterious ancient sites high in the Andes. His research also takes him to the Amazon, a rain forest that has been managed and cultured by human beings for millenia. From the Amazon, Graham follows the trail east, along the Atlantic ocean to the west coast of Africa, through the Sahara and on to Egypt. *Magicians of the Gods* satisfies the intellect and inspires the imagination. It transports readers for years to come with realms of mystery, enchantment and extraordinary possibilities.

"... Two brave young women living at opposite ends of history are brought together by supernatural forces to do battle with a demon who travels through time. The fate of humanity rests in their hands ..."--Page 4 of cover.

Three decades . . . Five Riftwars . . . One magnificent saga: From New York Times bestselling author Raymond E. Feist comes *Magician's End*, the final book in the epic Riftwar Cycle. Thirty years ago, Feist's first novel, *Magician*, introduced us to an orphan boy named Pug, who rises from slavery to become a Master Magician, and to Midkemia and the Riftwar, an epic series of battles between Good and Evil that have scarred Pug's world for generations. After twenty-nine books, Feist delivers the crowning achievement of his renowned bestselling career: *Magician's End*, the final chapter in *The Chaos Wars*, the climax of his extraordinary Riftwar Cycle. Pug, now the greatest magician of all time, must risk everything he has fought for and everything he cherishes in the hope of destroying an evil enemy once and for all. But to achieve peace and save untold millions of lives, he will have to pay the ultimate price.

Cutting-edge thinkers on the origins of civilization, the Giza pyramids, pre-Columbian and early America, and the power of human consciousness • With contributions by David Frawley, Geoff Stray, Joscelyn

Godwin, Daniel Pinchbeck, Antoine Giral, and others • Topics range from the origins of the Inca to the architecture of the Giza plateau to unified theories of physics and consciousness • Companion volume to Lost Knowledge of the Ancients As we pull back the curtain from the European version of history, we discover the vast depth of knowledge of our ancient ancestors--- knowledge that not only dispels our image of them as primitive peoples but also corresponds with the forefront of modern science, philosophy, and spirituality. With contributions by David Frawley, Geoff Stray, Joscelyn Godwin, Daniel Pinchbeck, Antoine Giral, and other provocative, cutting-edge thinkers, this collection of essays commissioned by Graham Hancock, bestselling author of Fingerprints of the Gods, represents the latest, often controversial findings in alternative science, history, archaeology, and consciousness research. Covering topics ranging from the origins of the Inca and the secrets hidden in Vedic literature, to the architecture of the Giza pyramids and the Sphinx, to unified theories of physics and consciousness, this book shows how, by recovering our lost history, we too can experience the higher consciousness and advanced wisdom of the ancients.

The Discord of Gods marks the epic conclu-

sion to Jenn Lyons's Chorus of Dragons series, closing out the saga that began with The Ruin of Kings, for fans of Brandon Sanderson and Patrick Rothfuss. THEIR CONFLICT COULD END THEM ALL. Relos Var's final plans to enslave the universe are on the cusp of fruition. He believes there's only one being in existence that might be able to stop him: the demon Xaltorath. As these two masterminds circle each other, neither is paying attention to the third player on the board, Kihrin. Unfortunately, keeping himself classified in the 'pawn' category means Kihrin must pretend to be everything the prophecies threatened he'd become: the destroyer of all, the sun eater, a mindless, remorseless plague upon the land. It also means finding an excuse to not destroy the people he loves (or any of the remaining Immortals) without arousing suspicion. Kihrin's goals are complicated by the fact that not all of his 'act' is one. His intentions may be sincere, but he's still being forced to grapple with the aftereffects of the corrupted magic ritual that twisted both him and the dragons. Worse, he's now tied to a body that is the literal avatar of a star — a form that is becoming increasingly, catastrophically unstable. All of which means he's running out of time. After all, some stars fade — but others explode. At the Publisher's request,

this title is being sold without Digital Rights Management Software (DRM) applied.

A journalist tells of his quest to find the Ark of the Covenant, how he traced it to a remote corner of war-torn Ethiopia, and the significance of the Ark and its mysterious disappearance

An outcast magician must risk his body and mind to save the world from horrifying demons in this “kick-in-the-nuts, edgy, and dark” epic fantasy adventure (New York Journal of Books) Tyrant magus Edrin Walker destroyed the monster sent by the Skallgrim, but not before it laid waste to Setharis, and infested their magical elite with mind-controlling parasites. Edrin's own Gift to seize the minds of others was cracked by the strain of battle, and he barely survives the interrogation of a captured magus. There's no time for recovery though: a Skallgrim army is marching on the mountain passes of the Clanhold. Edrin and a coterie of villains race to stop them, but the mountains are filled with gods, daemons, magic, and his hideous past. Walker must stop at nothing to win, even if that means losing his mind. Or worse.

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