

## Outcast Spellslingers Academy Of Magic Warden Of The West Book 1

A failed mage learns that just because he's not the chosen one it doesn't mean he can't be a hero in the third book of an exciting adventure fantasy series from Sebastien de Castell. Kellen's life as an outlaw spellslinger is about to get a lot worse. In Gitabria, a miraculous discovery draws spies from all over the continent willing to kill to get their hands on it. Swept up in the race for power, Kellen is forced to join the pursuit. But the invention holds a dark secret-one that could spark a war. Spellslinger Series Spellslinger Shadowblack Charmcaster Soulbinder For more from Sebastien de Castell, check out: The Greatcoats Quartet Traitor's Blade Saint's Blood Knight's Shadow Tyrant's Throne

A failed mage learns that just because he's not the chosen one it doesn't mean he can't be a hero in final book of the Spellslinger series. Once an outlaw spellslinger, Kellen Argos has made a life for himself as the Daroman Queen's protector. A little magic and a handful of tricks are all it takes to deal with the constant threats to her reign. But when rumors of an empire-shattering war begin to stir, Kellen is asked to commit an unimaginable act to protect his queen. Inside enemy territory, he quickly realizes something is amiss. Someone is playing a dangerous game. And to discover their secrets, Kellen will have to challenge the greatest spellcaster who's ever lived. Kellen's misadventures concludes in Crownbreaker, the riveting finale to the adventure fantasy series that began with Spellslinger. Spellslinger Series Spellslinger Shadowblack Charmcaster Soulbinder Queenslayer Crownbreaker For more from Sebastien de Castell, check out: The Greatcoats Quartet Traitor's Blade Saint's Blood Knight's Shadow Tyrant's Throne Percy is incredibly accident-prone, and holds the dubious record of the most accidents. Percy has had a small rivalry with Harold, however, they are always willing to help each other when in trouble.

Combat medic Vance honors his promise to a dying officer by taking the man's adult daughter Layla on vacation to a beach house and tries to resist the woman's advances.

### Great Balls of Fury Federal Bureau of Magic Cozy M

A brilliant story of adventure, wit and philosophy from the origins of the SPELLSLINGER series to enrapture devotees as well as newcomers alike. New to the ways of the Argosi, the tribe of wandering philosophers who seek to defeat evil by wit and guile, Ferius Parfax encounters a hideous plague - the Red Scream. Highly contagious, caught by the hearing of a deadly verse, it turns its victims into mindless monsters that destroy all human life they come into contact with. With the help of a deaf boy whom she has saved from two horrifying victims of the plague, she sets out to find the source of the Red Scream and overcome it's terrifying power. Along the way she is joined by another Argosi, Rosie, who purports to be so much wiser and more adept than Ferius, but who turns out to have her own dark secrets. Peopled with extraordinary characters and gut-

wrenching drama, Ferius's story teaches her hard lessons about the limits of the Argosi's ways. Readers will delight not just in this amazing masterclass in plot pacing and narrative drive, but in the seemingly bottomless well of wit, thought and wisdom that the story brings up and that has changed lives down the ages. It takes the reader on a journey like no other.

In a world of suppressed magic, I'm an Unknown. Deadly power, little control. I'm only alive because I pay a Blood Sorcerer to keep me hidden. But when he comes to collect on the debt I can't pay, one of his goons slams me with a deadly curse. Suddenly, I'm out of options and out of time. When I'm given a rare chance to join the secretive Undercover Protectorate and train at their academy to become an investigator, I have a way to hunt the cure for the curse. They have resources I don't. Easy, since I'm broke. Seems like a good plan, right? At least, until they tell me Cade will be joining me on my hunt for the Blood Sorcerer. He's an actual Celtic war god--and the hottest guy I've ever seen. The catch? I can't let him know that I'm an Unknown, or I'm out on my ass and deader than Hades. The New York Times Best Seller Experience the Star Wars saga reimagined as an Elizabethan drama penned by William Shakespeare himself, complete with authentic meter and verse, and theatrical monologues and dialogue by everyone from Darth Vader to R2D2. Return once more to a galaxy far, far away with this sublime retelling of George Lucas's epic Star Wars in the style of the immortal Bard of Avon. The saga of a wise (Jedi) knight and an evil (Sith) lord, of a beautiful princess held captive and a young hero coming of age, Star Wars abounds with all the valor and villainy of Shakespeare's greatest plays. Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs throughout will entertain and impress fans of Star Wars and Shakespeare alike. Every scene and character from the film appears in the play, along with twenty woodcut-style illustrations that depict an Elizabethan version of the Star Wars galaxy. Zounds! This is the book you're looking for.

The thrilling extension of the eBook novella Origins, The Outcast continues Arcturus's story into a feature length novel. When stable boy Arcturus accidentally summons a demon and becomes Hominum's first common summoner, he becomes the key to a secret that the powerful overlords would do anything to keep hidden. Whisked away to Vocans Academy so he can be kept watch over, Arcturus finds himself surrounded by enemies. But he has little time to settle in before his life is turned upside down once again, for Hominum Empire is in turmoil. Rebellious intent simmers among the masses, and it will not be long before it boils over. Arcturus must choose a side . . . or watch an Empire crumble. The Summoner Trilogy The Novice The Inquisition The Battlemage Also in the Summoner series The Outcast (Summoner: The Prequel) The Summoner's Handbook (coming Fall 2018) A Fine Welcome: Othello's Journey (A Summoner Short Story)

Gemini, Book 1 Camille Ellis is the Earthen Conclave's golden girl. Her peculiar talent solves cases with a touch. She isn't afraid of getting her hands dirty, but

every bright star casts a shadow, and her deepest scars lurk just beneath the skin. A routine consultation goes sideways when a victim's brother gets involved in the investigation. Riding the edge of grief, the warg will go to any lengths to avenge his sister's death. Even if it means ensuring Cam's cooperation at the jaws of his wolf. When the killer strikes again, Cam is caught between a warg and a hard place. To save the next victim, she must embrace her past. Even if it means dragging her darkest secrets into the light of day.

'One hell of a good book' - Conn Iggulden The Greatcoats - legendary heroes, arbiters of justice . . . or notorious traitors? The Greatcoats are travelling magistrates bringing justice to all . . . or at least they were, before they watched the Dukes impale their King's head on a spike. Now the land's heroes are reviled as traitors, their Greatcoats in tatters. Facio, Kest and Brasti have been reduced to working as mercenaries, but when they find their employer dead - and are forced to watch as the killer plants evidence framing them for the murder - they realise things are about to get even worse. For the royal conspiracy that began with overthrowing an idealistic young king is spreading to Rijou, the most corrupt city in the land, and the life of a young girl hangs in the balance. When every noble is a tyrant and every knight is a thug, the only thing you can really trust is a traitor's blade.

Ten year old Ferius Parfax has a simple plan: kill every last inhabitant of the spell-gifted nation that destroyed her people, starting with the man who murdered her parents. Killing mages is a difficult business, of course, so Ferius undertakes to study the ways of the Argosi: the loosely-knit tribe of tricksters known for getting the better of even the most powerful of spellcasters. But the Argosi have a price for their teachings, and by the time Ferius learns what it is, it may be too late. Perfect for fans of The Dark Tower, Firefly, Guardians of the Galaxy, Terry Pratchett, Ben Aaronovitch and Jim Butcher.

ONE UNLUCKY THIEF. ONE UNLIKELY GENIE. ONE VERY ODD COUPLE. Gavyn Donatti is the world's unluckiest thief. Just ask all the partners he's lost over the years. And when he misplaces an irreplaceable item he was hired to steal for his ruthless employer, Trevor—well, his latest bungle just might be his last. But then his luck finally turns: right when Trevor's thugs have him cornered, a djinn, otherwise known as a genie, appears to save him. Unfortunately, this genie—who goes by the very non-magical name of “Ian”—is more Hellboy than dream girl. An overgrown and extremely surly man who seems to hate Donatti on the spot, he may call Donatti master, but he isn't interested in granting three wishes. He informs Donatti that he is bound to help the thief fulfill his life's purpose, and then he will be free. The problem is that neither Donatti nor Ian has any idea what exactly that purpose is. At first Donatti's too concerned with his own survival to look a gift genie in the mouth, but when his ex-girlfriend Jazz and her young son get drawn into the crossfire, the stakes skyrocket. And when Ian reveals that he has an agenda of his own—with both Donatti and the murderous Trevor at the center of it—Donatti will have to become the man he never knew he

could be, or the entire world could pay the price. . . .

Savannah, Georgia, 1922 Becky Mackenzie's mother won't stop setting her up with every Southern bachelor in town. But Becky's too busy for love, even when she has two fine gentlemen chasing after her, to the chagrin of her spiteful cousin Fanny. When a secretive neighbor dies in a house fire, Becky snoops to find out whether it was really an accident—or a planned arson and murder. And why are sinister people—if they are even human—digging up the cemetery near her property? One thing's for sure—black magic is involved, and it just might follow Becky home. Before this evil spreads to her loved ones, she must make the deal of the century before it destroys everyone and everything in town. Set in the Jazz Age of speakeasies and flappers in beautiful and gothic Savannah, Georgia, The Southern Sleuth series will charm your hats off. keywords: historical cozy mystery series ghost cozy funny mystery series 1920s novel paranormal cozy cosy series flapper mystery

Magic is wild. Magic is undisciplined. You can try to impose order and understanding on it, but that's just surface. Underneath is chaos, an erratic heart beating to a staggering rhythm. You don't control it, any more than a surfer controls twenty-meter-tall wave; you don't direct the wave, you ride it, capture a piece of its power, and hope to survive. If you do it right, though, you catch a portion of unimaginable power—power those who control the Sixth World don't want you to have. All the more reason to push past their boundaries and grab it. Forbidden Arcana offers dozens of different ways for Awakened characters in Shadowrun to harness that power and make themselves a mana-slinger like no other. From new ways to distinguish spellcasters of different traditions to more chaotic methods for summoning spirits to options for Awakened characters who have mastered their craft, Forbidden Arcana shows players how to break out of conventional molds, use mana in new ways, and become true street legends riding the growing wave of Sixth World mana. Forbidden Arcana is an advanced magic rulebook for use with Shadowrun, Fifth Edition; magic concepts from the book can be used with Shadowrun: Anarchy, though mechanics for that game are not included.

After years of struggle and sacrifice, Falcio val Mond, First Cantor of the Greatcoats, is on the brink of fulfilling his dead king's dream: Aline, the king's daughter, is about to take the throne and restore the rule of law once and for all. But for the Greatcoats, nothing is ever that simple. In the neighboring country of Avars, an enigmatic new warlord is uniting the barbarian armies that have long plagued Tristia's borders--and even worse, he is rumored to have a new ally: Trin, who's twice tried to kill Aline to claim the throne of Tristia for herself. With the armies of Avars at her back, led by a bloodthirsty warrior, she'll be unstoppable. Falcio, Kest, and Brasti race north to stop her, but in those cold and treacherous climes they discover something altogether different, and far more dangerous: a new player is planning to take the throne of Tristia, and with a sense of dread the three friends realize that the Greatcoats, for all their skill, may

not be able to stop him. As the nobles of Tristia and even the Greatcoats themselves fight over who should rule, the Warlord of Avars threatens to invade. With so many powerful contenders vying for power, it will fall to Falcio to render the one verdict he cannot bring himself to utter, much less enforce. Should he help crown the young woman he vowed to put on the throne, or uphold the laws he swore to serve?

When Los Angeles tattoo artist Luna Graves' estranged father dies, she finds out that it's her destiny to be a doctor...to monsters.

50 No-Sketch Projects That Bring the Ocean to Life Dana Fox, author of *Watercolor with Me: In the Forest* and founder of Wonder Forest, provides fifty new marine-themed projects in this beginner-friendly watercolor guide. Known for her whimsical art style and straightforward instruction, Dana leads you through three major watercolor techniques: wet-on-wet, wet-on-dry, and ink-and-wash. Best of all, there's no sketching required, so you can focus on each painting method. Bring adorable sea creatures like octopuses and otters to life on high-quality art paper. Start simple with shading in a monochromatic orca, experiment with adding depth to color with a bright bobbing seahorse and practice stylizing your subject in a charming lighthouse scene. With inspired art and step-by-step instruction, it's easy to pick up a paintbrush, break out your palette, and create something beautiful.

"The Marshal's Handbook is the setting book for *Deadlands Reloaded*." -- From back cover

A failed mage turned outlaw must use guile and a handful of spells to challenge a dangerous rival in the second book of an exciting adventure fantasy series from Sebastien de Castell. Forced to live as an outlaw, Kellen relies on his wits and his allies to survive the unforgiving borderlands. When he meets a young woman cursed with a deadly plague, he feels compelled to help. But her secrets draw powerful enemies and it's not long before Kellen is entangled in a conspiracy of blackmail, magic, and murder. As the bodies begin to pile up, Kellen fears he's next. The second novel in a compelling six-book series, bursting with tricks, humor, and a whole new way to look at magic. Spellslinger

SeriesSpellslingerShadowblackCharmcaster For more from Sebastien de Castell, check out: *The Greatcoats Quartet*  
*Traitor's Blade*  
*Saint's Blood*  
*Knight's Shadow*  
*Tyrant's Throne*

In Craig Stewart's, *One Thing for Certain, Two Things for Sure* he reminds us that there are no mistakes or accidents in life—that everything happens as it should. Through the dissolution of a sordid affair with a married man, friendships, and personal setbacks he teaches us the art of letting go, and adapting to whatever comes our way. Stewart allows us, the reader, an intimate look into his personal life through stories that center on dating, love, fear, fate and destiny. "I hope my story, these words, will help navigate the lives of men and women everywhere." Craig Stewart's groundbreaking debut memoir, *Words Never Spoken* transcended race, gender and sexuality. Dubbed a literary piece of

artwork, Words Never Spoken gave voice to men and women who are conflicted sexually, and frustrated by the complexities of being gay, bisexual or trans. Stewart returns with the long awaited sequel, One Thing for Certain, Two Things for Sure, A Memoir continued. "I promised myself years ago that I wouldn't be the kind of writer, artist, who puts out a project because people want to hear more from me. Rather, I'd be the kind of artist that only puts out a work because I have something to say, and I've kept that promise."

[www.CraigTheWriterStewart.com](http://www.CraigTheWriterStewart.com)

When the elf called Nysta returns to find her husband murdered by a band of renegade elves known as the Bloody Nine, she embarks on a journey to teach them what the word bloody really means. Joined by a mysterious warlock, she soon finds there's more evil in the Deadlands than the men she's hunting. In fact, killing them might be easy. Surviving the Deadlands might prove impossible.

"Kellen Argos is an outlaw spellslinger with a bad reputation, a long list of enemies, and zero luck. When he accidentally smears blood on the Daroman flag, he's dragged before the queen to be executed for his act of treason. Face-to-face with the young monarch, Kellen is offered a chance to save himself. If he can defeat the queen at a game of cards, he'll walk free... if not, his life is forfeit. But what begins as a game reveals a conspiracy against the queen's life. And now, Kellen is not only playing for his own freedom, but also for the future of an empire."--Amazon.com.

My father talked about Atlantic City the way some women talk about their ex-boyfriends. No good. Avoid at all costs. Soul-sucking even without the demons. Never mind that we lived across the country where, by day we worked as mountain guides, and at night he trained me to use my magic-not that I was allowed to showcase it. That was a hard no. So I hid my powers the way he hid his bourbon-until his murder. With nothing to lose, I hightail it to-you guessed it-Atlantic City, where I make a deal with a group of monster hunters, including Saxon, a hot hybrid that ignites a helluva lot more than celestial fire. If I survive the takedown of an all-powerful demon, they'll help me investigate my father's murder. So what's a girl to do when the chips are down? Be the Wild Card they never saw coming. Double Down on Demons is the first book in Pandora's Pride, an urban fantasy series featuring a heroine with a tongue as sharp as her blade, magical adventures, and havoc-wreaking demons. Completed urban fantasy series by Annabel Chase include: Spellslingers Academy of Magic (10-book series) Demonspawn Academy (3 books) Magic Bullet (4 books)

Welcome to Chipping Cheddar, where supernaturals are hidden in plain sight... Annoying but loving family? Check. Picturesque small town with a hot police chief? Check. A rescue hellhound, a black cat with attitude, and a pet python that thinks he's a puppy? Triple check. My story has all the hallmarks of a sweet and cozy supernatural tale, but there's a twist-I am evil. Well, I'm supposed to be evil thanks to both nature and nurture, but I fight it with every fiber of my being. I just want to live a normal life. I even joined the FBI instead of the Federal

Bureau of Magic, until my powers reared their ugly head and the agency sent me packing back to my hometown to fight magical crimes instead. Now I'm back in Chipping Cheddar, living with my evil family, with a new job and all my old baggage. Oh, and there's a dead body, which was definitely not an accident. So there you have it. Welcome to my world. Great Balls of Fury is the first book in the Federal Bureau of Magic paranormal cozy mystery series. Other books in the series include--Fury Godmother, Book 2No Guts, No Fury, Book 3

A would-be mage with no magic of his own has to defeat powerful enemies with only cunning and deception in the first book of an exciting adventure fantasy series from Sebastien de Castell. Kellen is moments away from facing his first duel and proving his worth as a spellcaster. There's just one problem: his magic is fading. Facing exile unless he can pass the mage trials, Kellen is willing to risk everything -- even his own life -- in search of a way to restore his magic. But when the enigmatic Ferius Parfax arrives in town, she challenges him to take a different path. One of the elusive Argosi, Ferius is a traveller who lives by her wits and the cards she carries. Daring, unpredictable, and wielding magic Kellen has never seen before, she may be his only hope. The first novel in a compelling six-book series, bursting with tricks, humor, and a whole new way to look at magic. Spellslinger SeriesSpellslingerShadowblackCharmcaster For more from Sebastien de Castell, check out: The Greatcoats QuartetTraitor's BladeSaint's BloodKnight's ShadowTyrant's Throne

Summary Web Design Playground takes you step by step from writing your first line of HTML to creating interesting and attractive web pages. In this project-based book, you'll use a custom online workspace, the book's companion Playground, to design websites, product pages, photo galleries, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology How do top designers learn to create beautiful web pages and intuitive user experiences? Great examples, expert mentoring, and lots of practice! Written by web designer and master teacher Paul McFedries, this unique book shapes and sharpens your skills in HTML, CSS, and web page design. About the Book Web Design Playground takes you step by step from writing your first line of HTML to creating interesting, attractive web pages. In this project-based book, you'll use a custom online workspace to design websites, product pages, photo galleries, and more. Don't worry about setting up your own servers and domain names—the book comes with a free "playground" which lets you experiment without any of that! You can concentrate on core skills like adding images and video and laying out the page, plus learning typography, responsive design, and the other tools of the web trade. What's inside Getting started with HTML, CSS, and web design A free, fully interactive web design workspace Working with images, color, and fonts Full-color illustrations throughout About the Reader If you can use a browser, you're ready to create web pages! About the Author Paul McFedries has written nearly 100 books, which have sold over four million copies world-

wide. Table of Contents PART 1 - GETTING STARTED WITH HTML AND CSS Getting to Know HTML and CSS Building Your First Web Page Adding Structure to Your Page Formatting Your Web Page Project: Creating a Personal Home Page PART 2 - WORKING WITH IMAGES AND STYLES Adding Images and Other Media Learning More About Styles Floating and Positioning Elements Styling Sizes, Borders, and Margins Project: Creating a Landing Page PART 3 - LAYING OUT A WEB PAGE Learning Page Layout Basics Creating Page Layouts with Flexbox Designing Responsive Web Pages Making Your Images and Typography Responsive Project: Creating a Photo Gallery PART 4 - MAKING YOUR WEB PAGES SHINE More HTML Elements for Web Designers Adding a Splash of Color to Your Web Designs Enhancing Page Text with Typography Learning Advanced CSS Selectors Project: Creating a Portfolio Page

Set thousands of years into a distant future, Carbyne Jungle combines elements of Fantasy, Sci-Fi, Noir, and Horror, into a rich gaming experience. With phenomenal battles, meaningful non-combat conflicts, a customizable ruleset, and an incredibly flexible advancement system, Carbyne Jungle is the game you've been waiting for.

Annelyse Ortiz is a carefree young lady in her early twenties breezing through life. She's on track to achieve her goal of finishing college, she's content with her boyfriend, and she goes to church to keep her parents happy. Her carefully-constructed plans begin to shatter when she discovers that her boyfriend has been cheating on her. She does the most drastic thing she can think of: join the Army. Then one day during a deployment to Iraq, tragedy strikes. Annelyse, now a war veteran suffering from PTSD, struggles with severe bouts of depression and suicidal thoughts while she attempts to come to grips with the death of a loved one. How can the statement "God is good all the time" be true even during such dire circumstances? Join Annelyse in this journey of spiritual healing. Being a believer in Christ does not promise us a life without struggle or pain. In fact, Jesus himself says in John 16:33 that we will have tribulation in this world. He did not say we might, He said that we will. Nevertheless, our protagonist feels abandoned by God when a loved one dies during battle, and worst of all, she knows she's to blame for his demise. Her crippling despair is too much for her to bear and it leads her onto a road of self-destruction where thoughts of suicide seem like sweet surrender as opposed to facing another sleepless round of night terrors. Annelyse can't forgive herself and cannot fathom that God could forgive her for something so wretched. When she decides to pick up her cross and follow God, even in the valley of shadow and death, she discovers the hope and healing that can provide encouragement to all believers. You can see the book trailer by visiting the author's profile on Amazon

With a "headstrong heroine on par with Katniss Everdeen and Tris Prior" (Kirkus) this debut thriller combines a pulse-pounding scifi thriller with a new adult coming-of-age story set at Texas A&M University. When Ren Sharpe was fourteen, she



was kidnapped by a shadowy organization called FATE and trained to be a human weapon. Now, four years later, she receives her assignment: protect Gareth Young at all costs. Currently a student at Texas A&M, Gareth will someday change the world. FATE calls people like Gareth “FIPs”—future important people—and they’re everywhere, each with a FATE-trained shadow. But when disaster strikes, Ren will have to turn on her maker. Together with Junie, a fellow abductee and the one person she trusts, Ren takes Gareth on the run. Because whatever else happens, failure is not an option. From the Hardcover edition.

From tigers to parrots and lizards—this jungle-themed collection of 50 beautiful, no-sketch templates makes it easy to destress and focus on watercolor technique. Printed on high-quality art paper, every project comes together with just a few simple steps so all your art is frame worthy. Learn beginner-friendly watercolor techniques with Dana Fox, author of *Watercolor with Me: In the Forest* and *Watercolor with Me: In the Ocean*. Fans of Dana’s watercolor series will be excited to return to her unique no-sketch paintings that anyone can complete in just a few simple steps. In this book, Dana provides lightly outlined tropical projects designed to walk you through three major watercolor techniques: wet on dry, wet on wet and ink and wash. Her signature whimsical style makes it simple—and beautiful—to hone your skills as a watercolor painter with this fun, new nature theme.

Charley is a cleaner by day and a professional gambler by night. She might be haunted by her tragic past but she's never thought of herself as anything or anyone special. Until, that is, things start to go terribly wrong all across the city of Manchester. Between plagues of rats, firestorms and the gleaming blue eyes of a sexy Scottish werewolf, she might just have landed herself in the middle of a magical apocalypse. She might also be the only person who has the ability to bring order to an utterly chaotic new world. This is the first book in *The City Of Magic* series.

Set in a time before *The Novice*, *Summoner: Origins* is the perfect introduction to the world of the Summoner, and gives you a sneak peek into the action and adventure. Continue the excitement in the series prequel, *The Outcast*. Arcturus is just an orphaned stableboy when he discovers he has the ability to summon demons from another world. He is sent to Vocans Military Academy where the lost arts of summoning, spellcraft and demonology are taught to the noble children of the Empire. As the first commoner gifted with this ability, his discovery challenges the nobility and the powers that be. At the Academy, Arcturus quickly makes enemies. With no one but his demon Sacharissa by his side, Arcturus must prove himself as a worthy Summoner...

*Mad Magic* is a beautifully dark and rich Young Adult fantasy from Nicole Conway, bestselling author of the *Dragonrider Chronicles*. Josie Barton is a high school student living in terror. Invisible creatures torment her everywhere she goes, constantly getting her into trouble at school, and even haunting her

apartment. But just when Josie thinks things couldn't get any worse . . . she meets the guy from across the hall. Zeph Clemmont is a changeling with enemies in all the worst places, fighting to undo a curse that threatens to end his life. Survival means he will have to swallow his pride and trust Josie with all his darkest secrets. With the help of a gun-slinging shaman and the enigmatic Prince of Nightmares, Zeph and Josie are only a heartbeat away from defeating one of the most diabolical faerie villains their world has ever known.

Following his beloved debut, *Traitor's Blade*, Sebastien de Castell returns with volume two of his fast-paced fantasy adventure series, inspired by the swashbuckling action and witty banter of *The Three Musketeers*. Knight's Shadow continues the series with a thrilling and dark tale of heroism and betrayal in a country crushed under the weight of its rulers' corruption. A few days after the horrifying murder of a duke and his family, Falcio val Mond, swordsman and First Cantor of the Greatcoats, begins a deadly pursuit to capture the killer. But Falcio soon discovers his own life is in mortal danger from a poison administered as a final act of revenge by one of his deadliest enemies. As chaos and civil war begin to overtake the country, Falcio has precious little time left to stop those determined to destroy his homeland.

In the age of steam, coal is king, and so Appalachia is the center of the economy. Pure Steam is a steampunk campaign setting for 5e including races, classes, equipment, monsters, maps and more!

Covert agent Alyse Winters is a powerful djinni until she finds herself on the wrong end of a burn notice. Cuffed and cut off from her magic, Alyse is dumped in Philadelphia where her past is only too eager to catch up with her. Add a few supernatural murders to the mix with Alyse as the prime suspect and she's ready to do anything to get her powers back ... if she can survive being human long enough to clear her name.

Witches are created, not born. The only magic word Libbie Stark seems to know these days is 'ibuprofen' thanks to a headache-inducing job, two teenagers, one ex-husband, and a deadbeat boyfriend-until the death of a friend brings unexpected consequences. Libbie and the other members of her weekly cocktail club are shocked to discover that their eccentric friend was a witch and that they are the recipients of her magical assets. Libbie would've preferred to inherit an island beach house, especially when her life starts to unravel. With the help of the other Dread Pirate Witches and a handsome lawyer with a head of hair that Fabio would envy, Libbie strives to understand her gift and dig herself out of the hole she's created, one cocktail at a time. The more her life changes, however, the more Libbie realizes that maybe the end of midlife as she knows it is exactly what she needs. *Magic Uncorked* is a paranormal women's fiction novel in the Midlife Magic Cocktail Club series by Annabel Chase, author of the *Federal Bureau of Magic* and *Pandora's Pride* series. Midlife Magic Cocktail Club series *Magic Uncorked*, Book 1 *Bewitching Bitters*, Book 2 *Vintage Spirits*, Book 3 *Mystical Martini*, Book 4

"Outwardly, Jovan is the lifelong friend of the Chancellors charming, irresponsible Heir. Quiet. Forgettable. In secret, he's a master of poisons and chemicals, trained to protect the Chancellors family from treachery. When the Chancellor succumbs to an unknown poison and an army lays siege to the city, Jovan and his sister Kalina must protect the Heir and save their city-state. But treachery lurks in every corner, and the ancient spirits of the land are rising...and angry"--Amazon.com.

'High energy, highly unique, swashbuckling-cop-epic-noir story. Buy it. BUY IT NOW' Sam Sykes The Greatcoats are back - and this time it's personal. How do you kill a Saint? Falcio, Brasti and Kest are about to find out, as someone is doing just that, and they've started with a friend. The Dukes were already looking for ways to weasel out of their promise to put Aline on her father's throne - but with Saints turning up dead, and Church Inquistitors pushing for control - rumours are spreading that the Gods themselves oppose her ascension. The only way Falcio can stop the country turning into a vicious theocracy is to find and stop the Saint-killer - but his only clue is the iron mask encasing the head of the Saint of Mercy, which prevents her from speaking. And even if he can find the murderer, he will still have to face them in battle - and this may be a duel that no swordsman, no matter how skilled, can win.

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