

## Soulblade Dragon Blood Book 7

Discover everything there is to know about dragons--the most iconic of D&D monsters--in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god--and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. - Introduces gem dragons to fifth edition! - Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons - Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat - Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures--including aspects of the dragon gods, dragon minions, and more - Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

Of Blood and Fire is a classic Epic Fantasy adventure. It takes all the familiar fantasy tropes - elves, dwarves, giants, and dragons - and adds a fresh, contemporary twist.

The Alliance has toppled the tyrannical empire. It should be a time for celebration, but not for fighter pilot Captain Alisa Marchenko. After barely surviving a crash in the final battle for freedom, she's stranded on a dustball of a planet, billions of miles from her young daughter. She has no money or resources, and there are no transports heading to Perun, her former home and the last imperial stronghold. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 20.0px 'Helvetica Neue'; -webkit-text-stroke: #000000} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 20.0px 'Helvetica Neue'; -webkit-text-stroke: #000000; min-height: 24.0px} span.s1 {font-kerning: none} But she has a plan. Steal a dilapidated and malfunctioning freighter from a junkyard full of lawless savages. Slightly suicidal, but she believes she can do it. Her plan, however, does not account for the elite cyborg soldier squatting in the freighter, intending to use it for his own purposes. As an imperial soldier, he has no love for Alliance pilots. In fact, he's quite fond of killing them. Alisa has more problems than she can count, but she can't let cyborgs, savages, or ancient malfunctioning ships stand in her way. If she does, she'll never see her daughter again. Fans of Firefly and Star Wars should enjoy this fun, fast-paced new series from USA Today best-selling author, Lindsay Buroker.

WALL STREET JOURNAL BESTSELLER! IF YOU'RE IN SALES, FEAR HAS COST YOU MILLIONS OF DOLLARS, AND THIS BOOK IS FOR YOU. Fear is the reason most salespeople don't like to pick up the phone (salespeople average just four hours per week on the phone, and our job is to talk to humans!). Fear is the reason we don't ask for the business more, even though our customers want to buy from us. Fear is the reason we don't offer our customers additional products and services, even though they would love to buy more from us. This book deals with that fear. You will learn exactly how to overcome this destructive fear in sales, and replace it with confidence, optimism, gratitude, joy, and proactive sales work. These are the powerful principles in the new field of positive psychology which are transforming how we work and succeed. *Selling Boldly* is the first book that leverages positive psychology to help you sell more. You'll also learn a series of fast, simple sales-growth techniques—like how to add on to existing orders; and how to close 20% more quotes and proposals instantly; and how to properly ask for and receive referrals—that will grow your sales...dramatically and quickly. Alex Goldfayn's clients grow their sales by 10-20% annually, every year, as long as they apply his simple approaches. YOU ALREADY KNOW WHAT TO DO I am not going to teach you much in this book that you don't already know. You're a professional salesperson. You do this for a living. You know, for example, that testimonials and referrals are among the best ways we have to grow sales, right? But do you ask for them enough? Most people don't. You know that calling a customer on the phone is more effective than emailing her, but you still often revert to email. You know your customers buy other products and services that you can help them with, but you don't ask them about these products. You'd like to help them, and they would like more of your help — that is why they've been with you for five or ten or twenty years — but nevertheless we don't ask them. There is a difference between knowing what to do, and actually doing it. I know you know. With *Selling Boldly*, we start to do what we already know. We will cover what keeps us from doing these things (fear), how to overcome it (by listening to your happy customers), and how to implement these simple but powerful sales growth techniques (by briefly planning them, also doing them). Because sales growth comes from doing, not knowing. Today, we start doing. And growing. These approaches are laid out in this book, in precise detail, for you to implement in your own work. Alex doesn't hold anything back in this manual for selling more. What's the secret to selling more? There is no secret. There is no magic bullet. There is only the work. There are only the mindsets, and the communications. In *Selling Boldly*, Alex teaches readers how to attain these mindsets, and how to implement these communications, so that sales have no choice but to grow!

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game. The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell

meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! "A Dungeons & Dragons(r) adventure for characters of levels 1-15"

Provides guidance and fresh angles to the Dungeons & dragons game Eberron.

Colonel Ridge Zirkander isn't the model of military professionalism—he has a tendency to say exactly what's on his mind, and his record has enough demerits to wallpaper the hull of an airship—but as the best fighter pilot in the Iskandian army, he's used to a little leniency from his superiors. Until he punches the wrong diplomat in the nose and finds himself issued new orders: take command of a remote prison mine in the inhospitable Ice Blades Mountains. Ridge has never been in charge of anything larger than a flier squadron—what's he supposed to do with a frozen fortress full of murderers and rapists? Not to mention the strange woman who shows up right before he arrives... Sardelle Terushan wakes from three hundred years in a mage stasis shelter, only to realize that she is the last of the Referatu, the sorcerers who once helped protect Iskandia from conquerors. Their subterranean mountain community was blown up in a treacherous sneak attack by soldiers who feared their power. Everyone Sardelle ever knew is dead, and the sentient soulblade she has been bonded to since her youth is buried in the core of the mountain. Further, what remains of her home has been infested by bloodthirsty miners commanded by the descendants of the very soldiers who destroyed her people. Sardelle needs help to reach her soulblade—her only link to her past and her last friend in the world. Her only hope is to pretend she's one of the prisoners while trying to gain the commander's trust. But lying isn't her specialty, especially when the world has changed so much in the intervening centuries, and if Colonel Zirkander figures out who she truly is, he'll be duty-bound to sentence her to the only acceptable punishment for sorcerers: death.

For five hundred years the Gods have united the Three Lands in harmony. Now that balance has been shattered, and chaos threatens. A town burns and flames light the night sky. Hunted and alone, seventeen year old Eric flees through the wreckage. The mob grows closer, baying for the blood of their tormentor. Guilt weighs on his soul, but he cannot stop, cannot turn back. If he stops, they die. For two years he has carried this curse, bringing death and destruction wherever he goes. But now there is another searching for him - one who offers salvation. His name is Alastair, and he knows the true nature of the curse. Magic. Grab over 1000 pages of Epic Fantasy in this THREE BOOK SET by New York Times Bestselling Author Aaron Hodges!

Are you still human if your father was a dragon? Even though Captain Trip always knew he was a little odd, he's still shocked by the revelation that the elder gold dragon, Agarrenon Shivar, sired him. It's time, however, to accept reality and learn to use his

power, even if it alienates him from his magic-fearing friends-and the woman he's come to care about. With enemy dragons threatening to kill or enslave everyone in his homeland, he has no choice. But even if he becomes a great sorcerer, it won't be enough to fight off all the dragons threatening Iskandia, so Trip suggests a mission to General Zirkander. He wants to lead a team, with the scholarly Lieutenant Ravenwood's help, to locate his sire. Agarrenon Shivar, once respected and feared by his own kind, may be the perfect ally for Iskandia-if Trip can talk him into siding with humanity. Just one problem: the ancient dragon hasn't been seen for thousands of years, and Trip has no idea how his long-dead mother found him.

Chance and the reader's decisions determine whether the young men of Oyster Bay are rescued from the ruthless Lizard King. Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

It's been a week since the dragon Morishtomarc fell, and Sardelle is not convinced that Ridge is truly gone. With a companion who thinks he's a god and a soldier who would happily kill her, she heads back to the mountains to look for signs that Ridge survived. What they uncover threatens to destroy their country and all they care about. Meanwhile, the Cofah emperor is furious with Iskandia over the loss of its airships and still has a bounty on Tolemek's head. King Angulus sends Tolemek, Cas, and Kaika on a daring mission that could solve both problems... or leave them all dead.

General Ridgewalker Zirkander is getting married. Sardelle—the woman who's battled dragons, shamans, and countless enemy soldiers at his side—has accepted his proposal, and it's the perfect time for a wedding. It's been two months since any dragons or sorceresses attacked the city, the Cofah haven't come after their kidnapped emperor, and King Angulus has stopped yelling at Ridge for his inadvertent role in destroying the castle. Yes, it's the perfect time for a wedding. Never mind that the resident dragon who thinks he's a god is pressuring Ridge to build a temple for him, or that the pirate-turned-scientist Tolemek has disappeared. Or that Ridge's mother is on the verge of discovering that magic exists and her future daughter-in-law is a sorceress. These are small hiccups, and the wedding will go smoothly. Ridge is sure of it. Really.

Dragons have returned to the world, and they're wreaking havoc on human civilizations. Only one man has the power to stop them. Born an outcast who's never fit in, Telryn "Trip" Yert has spent his entire life hiding a secret that could get him killed: In a world where magic is forbidden, the ancient blood of dragons flows through his veins. Joined by a snarky sentient sword, a band of equally snarky allies, and the smart scholarly woman he longs to impress, Trip must master his powers, learn the secrets of his heritage, and go on a quest to save mankind. If he fails, dragons may take over the world and enslave all of humanity. This is the complete five-novel Heritage of Power series, full of adventure, romance, and fast-paced page turning fun. It includes: 1. Dragon Storm 2. Revelations 3. Origins 4. Unraveled 5. Gold Dragon

From the author of DEMONSOULED and THE GHOSTS, here is a new epic fantasy of high adventure, heroism, and daring deeds. A thousand years ago, the last grandson of Arthur Pendragon led the survivors of Britain through a magical gate to a new world, a world of magic and high elves, of orcs and kobolds and stranger, darker creatures. Now the descendants of the exiles rule

a mighty kingdom, peaceful and prosperous under the rule of the High King. But a shadow threatens to devour the kingdom. RIDMARK ARBAN was once a Swordbearer, a knight of renown. Now he is a branded outcast, stripped of his sword, and despised as a traitor. But he alone sees the danger to come. CALLIANDE awakens in the darkness, her memories gone, and creatures of terrible power hunting her. For she alone holds the secret that can save the world...or destroy it utterly. The secret of the Frostborn.

This series of four scenes was originally published on Lindsay's blog. They take place after the events of Soulblade (Dragon Blood, Book 7) and before Shattered Past (the Therrik novel). They're now available in ebook format for your convenience.

Soulblade (Dragon Blood, Book 7) An Epic Fantasy Adventure Series Lindsay Buroker

Sardelle Terushan, sorceress and healer, should be lying low. Magic is forbidden in Iskandia, and magic users are drowned, shot, or otherwise slain. The problem? She's fallen in love with ace fighter pilot and national hero, Colonel Ridge Zirkander, a man whom everybody notices, including the king. It's not long before Sardelle has spies dogging her steps and people trying to blow her up. Worse, her presence is jeopardizing Ridge's career. If she can't find a solution to the nation's centuries-old hatred of magic, the only way to protect Ridge-and herself-may be to leave. Ridge Zirkander isn't used to worrying about more than shooting down Cofah airships and keeping the officers in his squadron alive, but his world has gotten more complicated since giving his heart to Sardelle. It's difficult to keep people from noticing a mysterious and enigmatic woman, not to mention her chatty sentient sword. He's been passing her off as an archaeologist to his fellow pilots, but when the king calls him in to a private meeting, Ridge fears his secret has been discovered. But the king-and the rest of the country-has a greater problem. Cofah military scientists have acquired something that shouldn't exist in the world any longer: dragon blood. In addition to having countless mysterious properties, it's a powerful energy source that can be used to create devastating weapons. Ridge, Sardelle, and their allies must travel to the empire as part of a secret strike force to steal the dragon blood. If they fail, the Cofah will finally have the power to destroy all of Iskandia.

Darkness is unleashed. Demons awaken and feed on life. Packs of C'Lupuc--the abominable wolf-human servants of the Darklord--emerge from their hiding ready to serve their master once more. The numbers of the Red Clan increase, and their master awakens. The Second Race cannot defeat them alone. Will the First Race return from their exile to fight side-by-side with the m'athêrred rî Lûmea, the descendants of those who pursued them from their once great cities? Only one can unite those who would serve the Light, but will Gilthiel be too late? As an infant, he has the power to change the hearts of men with a touch, but he is far from ready to battle dark forces. A world hangs in the balance, caught between two forces at war...

When Lieutenant Caslin Ahn joined Wolf Squadron, she was prepared for the reality that she might one day be killed in the line of duty. She was less prepared for being shot down, assumed dead by her own people, and dragged off to the Cofah Empire as a prisoner of war. As if being thrust into a dungeon and interrogated wasn't bad enough, the sadistic commandant decides to give her a cellmate: the notorious pirate Deathmaker. Given the crimes he's committed against Iskandia, Cas owes it to her people to try and kill him. Part warrior and part scientist, Tolemek "Deathmaker" Targoson has not only slain thousands with his deadly concoctions, but he has a special loathing for Iskandian pilots. It was Ahn's commander, Colonel Zirkander, who ruined his military career, forcing him to leave his country in shame and join a pirate organization. Years later, he uses his dreadful reputation like a shield to keep people away; all he wants is to be left alone to work in his

laboratory. But when fate lands him in a cell with Zirkander's protégé, he sees a chance for revenge. Why kill the lieutenant when he can use her to get to his old nemesis? There's just one problem: it's hard to plot against your enemies when you're in prison with them. Cas and Tolemek will have to work together if they hope to escape the Cofah dungeon. In the process, they may find that neither is what the other expects, and that they have far greater problems to worry about than ensnaring each other ... Deathmaker is a full-length 85,000-word novel. It is set after the events in *Balanced on the Blade's Edge*, but it can be enjoyed even if you haven't read the first book. The Dragon Blood series reading order: Book 1: *Balanced on the Blade's Edge* Book 2: *Deathmaker* Book 3: *Blood Charged*.

Your first look at the next D&D title comes on August 24! Keep an eye on wherever you get your D&D news for a preview of the book. A mission to a foreign land has left Captain Trip Yert with a responsibility he never anticipated: watching over two dozen magical stasis chambers containing half-dragon young, including eight that are half-human. As bewildering as he finds it, all of them are related to him. He's vowed to ensure they make it safely back to his homeland where the sorceress Sardelle can, he hopes, advise him on how to care for them. But while he, Rysha, and Major Kaika are investigating a friend's death and trying to arrange passage home, someone steals one of the baby girls. If Trip can't deal with hostile mages, corrupt business moguls, and the surprising secrets of his mother's past, he may lose the little sister he never had a chance to know.

"Imperial law enforcer Amaranthe Lokdon is good at her job: she can deter thieves and pacify thugs, if not with a blade, then by toppling an eight-foot pile of coffee canisters onto their heads. But when ravaged bodies show up on the waterfront, an arson covers up human sacrifices, and a powerful business coalition plots to kill the emperor, she feels a tad overwhelmed. Worse, Sicarius, the empire's most notorious assassin, is in town. He's tied in with the chaos somehow, but Amaranthe would be a fool to cross his path. Unfortunately, her superiors order her to hunt him down. Either they have an unprecedented belief in her skills... or someone wants her dead"--P. [4] of cover.

Responsible for her friend's death, Lieutenant Caslin Ahn wants nothing more than to be left alone. She no longer deserves the company of comrades or the fulfillment she felt as a Wolf Squadron fighter pilot. But a summons from the king leaves her with no choice but to rejoin her teammates. An ancient evil has been unleashed, bringing death and destruction to the nation, and they are the only ones with a chance of stopping it. *Dragon Blood 6* brings back Cas, Tolemek, Ridge, Sardelle, Kaika, and Tylie, as well as her dragon, for a new epic fantasy adventure.

Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

Ridge, Sardelle, and their comrades may have rescued Tolemek's sister and freed the dragon, but trouble awaits at home. The king is missing, a secret organization is hunting sorcerers, and the capital is more vulnerable than ever to enemy attack. Worst of all, at least from Ridge's point of view, someone put that jackass Colonel Therrik in charge of the flier battalion. Ridge and his allies have a lot of problems to fix, but they can't show their faces in the capital without being arrested or shot. This time, it's going to take a lot more than magic to save the country. *The Blade's Memory* is the fifth installment in the Dragon Blood series.

It's been a week since the dragon Morishtomarc fell, and Sardelle is not convinced that Ridge is truly gone. With a companion who thinks he's a god and a soldier who would happily kill her, she heads back to the mountains to look for signs that Ridge survived. What they uncover threatens to destroy their country and all they care about. Meanwhile, the Cofah emperor is furious with

Iskandia over the loss of its airships and still has a bounty on Tolemek's head. King Angulus sends Tolemek, Cas, and Kaika on a daring mission that could solve both problems... or leave them all dead.

Where the Undead Stay Almost every Kindred has a haven, and those who don't are a sorry lot indeed. From a prince's sprawling estate to the steam-tunnel nest of a Nosferatu, havens say much about their owners. This collection of unique havens looks at the specific needs of the Kindred who maintain them and gives advice for how to incorporate them into a story. Dwellings of the Kindred The purpose of Havens of the Damned is to encourage players and Storytellers to view havens as something more than simply where the Kindred rest during the daylight hours. A folio of interesting havens, this book introduces the perfect way to introduce new story hooks to any chronicle.

The 8th Novel of the Internationally Acclaimed Chaos Seeds Saga Over 100 THOUSAND ?????? Reviews A mesmerizing tale reminiscent of the brutality of Goblin Slayer and the majesty of Game of Thrones Audible's Customer Favorite of the Year! #1 Audiobook 2017 #1 in Epic Fantasy || #1 in Humor Welcome my friends! Welcome... to "The Land!" The battle of the dead was won, but at a great cost. Sion, leader of the Mist Village was left with only pain and regret as Richter was claimed by the abyss. What no one but the abandoned chaos seed knows is that he narrowly avoided the curse of the lich Singh, a curse that still hangs above his head. Now, surrounded by miles of darkness and tons of crushing rock, Richter has to find his way back into the light. The only problem is that this monster of a man is being pursued by monsters, a demon and his own foolish choices. Faced with all the dangers of the deep dark, what will Richter say when the buried horrors of The Land come a calling and asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back... to The Land! ps - Gnomes still Rule!

WALL STREET JOURNAL BESTSELLER Add 50% to 100% to Your Sales—In 5 Minutes Per Day 5-Minute Selling presents a proven, simple process that can double your sales, even if you don't have time for an elaborate new sales system. When you spend your days scrambling to take orders and resolving customer issues, there is little time for new sales techniques. This book is for you. In 5-Minute Selling, Alex Goldfayn describes how thousands of his clients and workshop attendees have generated dramatic annual sales growth with short bursts of action throughout the day. With three-second efforts throughout the day, you can add 50 to 100% to your sales. The techniques in this book are simple but powerful: You'll learn the power of picking up the phone proactively to call customers and prospects when nothing is wrong, because almost nobody does this You'll get approaches for offering customers additional products and services—and asking about what else they are buying elsewhere—because almost nobody does this either You'll also learn about the low-tech but incredibly effective singular impact of the hand-written note In short, 5-Minute Selling is about showing customers and prospects that we care about them more than our competition does with simple, repeated, lightning-fast, high-value, consistent communications. Don't Read This Book, DO THIS BOOK: 5-Minute Selling lays out a Two-Week Challenge for you implement in your sales work. Follow the detailed process for five minutes per day, for 10 working days (less than one total hour of time), and, like thousands before you, you will begin to see dramatic improvements in

your sales growth.

Everyone knows dragons have been extinct for over a thousand years. Everyone is wrong. At least one dragon remains, and military scientists from the Cofah Empire are experimenting with its blood, using the magical substance to power deadly new weapons that could be used to bring the world to its knees. That's a concern for Zirkander, Cas, and the rest of the Iskandians, but all Tolemek wants is to find his missing sister. The last time he saw her, their father had locked her in an asylum because of a mental illness with no cure. Now the military has taken her. What use the Cofah have for her, Tolemek can only guess, but he is certain she is in danger. He must save her before it's too late. But her fate is inexplicably tied to the dragon's, and he must find it to find her.

Five years ago, Corin Cadence's brother entered the Serpent Spire -- a colossal tower with ever-shifting rooms, traps, and monsters. Those who survive the spire's trials return home with an attunement: a mark granting the bearer magical powers. According to legend, those few who reach the top of the tower will be granted a boon by the spire's goddess. He never returned. Now, it's Corin's turn. He's headed to the top floor, on a mission to meet the goddess. If he can survive the trials, Corin will earn an attunement, but that won't be sufficient to survive the dangers on the upper levels. For that, he's going to need training, allies, and a lot of ingenuity. The journey won't be easy, but Corin won't stop until he gets his brother back.

Born with a secret power he must hide... Telryn "Trip" Yert has always been a little odd, with hunches that are too accurate to explain. Magic is feared and forbidden in Iskandia, so he's struggled his whole life to hide his eccentricities. As a boy, he was forced to watch his mother's execution. Her crime? Witchcraft. Understandably, Trip wants nothing to do with the power that lurks within him, always threatening to reveal itself. Instead, he dedicates himself to serving as an officer in the king's army, to battling pirates and imperial conquerors. He longs to become a soldier as respected and renowned as the legendary General Zirkander. But his country is in need of more than a soldier. After disappearing for over a thousand years, dragons have returned to the world. A few of them are willing to be allies to mankind, as they were millennia before, but far more want to destroy or enslave humans and claim the world for themselves. There are few people left with the power to fight dragons. For reasons he doesn't understand, Trip may be one of those people. But if he chooses to learn more about his heritage and the power he can wield, he risks losing everyone he loves and everything he longs to be.

An elite forces officer with a dreadful reputation. A bookish paleontologist with a love for mysteries. An ancient stronghold full of secrets that will take both of them to unearth. Professor Lilah Zirkander (yes, she's related to the famous pilot, and no, she can't get him to autograph your undergarments) is looking forward to a summer in the paleontology lab, researching and cataloging new fossils. But that summer takes an unexpected turn when the king sends her into the Ice Blades to a secret mine where ancient dragon bones have been discovered. Rumor has it that they're cursed and dangerous, but Lilah is more concerned about dealing with the outpost commander, a fierce officer with the temperament of a crabby badger. As punishment for irking the king, Colonel Vann Therrik is overseeing the hardened criminals working in the remote Magroth Crystal Mines. He would like a chance to



redeem himself—and escape the loathsome duty station—but nothing is going his way. Cursed fossils have delayed production, miners are trying to escape, and now a scientist has shown up, making demands on his time. Worse, she's the cousin of his nemesis General Zirkander. As if one Zirkander in his world wasn't bad enough. Investigating the fossils leads Lilah and Vann into the depths of Magroth Mountain where centuries-old secrets lurk, and a long-forgotten threat stalks the passages. To have any chance at survival, they'll have to work together and perhaps learn that neither is what the other expected. Shattered Past is a stand-alone novel set in the author's Dragon Blood world.

The greatest military leader of his time. The most talented code breaker her people have. Sworn enemies. When deadly secrets from the ancient past are unearthed, secrets capable of fracturing the world and destroying all life on the planet, these two enemies will have to work together. They are humanity's only hope. The Forgotten Ages series is recommended for fans of epic fantasy, action-adventure, mystery, and romance. This bundle includes: Encrypted (novel) Enigma (short story) Decrypted (novel) Bonus extras with the author

This updated version of the bestselling "D&D Psionics Handbook" is now larger and with a new cover.

Captain Telryn "Trip" Yert is on the most important mission of his life. Accompanied by Captain Kaika, the sentient soulblade Jaxi, and Rysha Ravenwood—the noble-born scholar and officer he definitely shouldn't be developing feelings for—he must find a way to close a portal that's allowing more and more dragons into the world. If he fails, all of humanity could fall to the powerful creatures. As if that wasn't enough to worry about, the secret Trip has spent his whole life hiding, that he can draw upon magical power, is on the verge of being discovered. What will his superior officers think when they find out? What will Rysha think? But as Trip will soon discover, what he thought he knew about himself is only a shadow of the truth. Reality is far more incredible than he ever imagined.

When her island home is invaded by enemy soldiers, her family captured, and the town enslaved, Taylina must find a way to fight back and free her people. But their enemies have powerful warships, sorcerers, and dragons. Her simple people are no match. Her only hope is to venture onto the forbidden half of the island and seek the one individual powerful enough to battle their enemies, a dragon known for eating humans rather than helping them. Find out what happens to Taylina and meet the dragon who thinks he's a god in Dragon Rider, a prequel to Lindsay's USA Today bestselling Dragon Blood series. In addition to Dragon Rider, Beginnings features four previously published fantasy adventure novels, all with new introductions from the author:

Encrypted The Emperor's Edge Balanced on the Blade's Edge Warrior Mage

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