

## The Forge Of Fury

In Kurald Galain, commoner hero Vatha Urusander aspires to take the hand of the reigning Mother Dark, but since she has already taken Lord Draconus as consort, the threat of civil war rises, all while an ancient power rises from the sea.

From the acclaimed author of *Mr. Dickens and His Carol*, a richly-imagined reckoning with the life of another cherished literary legend: Mary Wollstonecraft – arguably the world’s first feminist August, 1797. Midwife Parthenia Blenkinsop has delivered countless babies, but nothing prepares her for the experience that unfolds when she arrives at Mary Wollstonecraft’s door. Over the eleven harrowing days that follow, as Mrs. Blenkinsop fights for the survival of both mother and newborn, Mary Wollstonecraft recounts the life she dared to live amidst the impossible constraints and prejudices of the late 18th century, rejecting the tyranny of men and marriage, risking everything to demand equality for herself and all women. She weaves her riveting tale to give her fragile daughter a reason to live, even as her own strength wanes. Wollstonecraft’s urgent story of loss and triumph forms the heartbreakingly brief intersection between the lives of a mother and daughter who will change the arc of history and thought. In radiant prose, Samantha Silva delivers an ode to the dazzling life of Mary Wollstonecraft, one of the world’s most influential thinkers and mother of the famous novelist Mary Shelley. But at its heart, *Love and Fury* is a story about the power of a woman reclaiming her own narrative to pass on to her daughter, and all daughters, for generations to come.

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials.

(Games/Gamebooks/Crosswords)

Meet Megaera, Meg for short. She's like Deadpool, except for funner. For a girl with the power of fear the recruitment attempts from both sides are never-ending. A self-described not-a-hero, villain-leaning humanoid, Meg just wants to live her life, work her dead-end job and have everyone else (especially the heroes) leave her alone. But when a bigger fish who can turn superpowers back on their users enters the picture and threatens the person Meg loves the most (herself), she must turn to the last group of people she would admit she needs help from. Forced to team up with the heroes she despises (but won't murder, because let's face it, orange is not the new black), Meg will have to face the choices from her past that she won't get therapy for. Self-centered, snarky, sarcastic and a little bit dramatic, she's going to have to save the world, even if that wasn't her intention. And try not to get shot in the process. Because that shit hurts.

Still in search of allies for their war against Chaos, the Stormcast Eternals brave the Ghurlands to parley with the greenskinned servants of Gorkamorka: the orruks. Zephacleas and his Astral Templars have been sent into the wildest regions of the Ghurlands to seek out Gorkamorka, the double-headed god of the orruks and one-time ally of Sigmar in the age before Chaos. However, their search is interrupted in the boneyards of the gargants by the Tzeentchian sorceress Sharizad, who quests for a powerful

daemonsword. Aided by the black-clad Sons of Mallus, the Astral Templars must brave the Howling Labyrinth to stop the weapon from falling into the wrong hands, and unexpected allies in this mission might lead them close to their original goal: meeting the fist of Mork and the fist of Gork.

Dungeons of Dread is a hardcover collection of four classic, stand-alone Advanced Dungeons & Dragons(tm) adventure modules -- S1 Tomb of Horrors, S2 White Plume Mountain, S3 Expedition to the Barrier Peaks, and S4 The Lost Caverns of Tsojcanth -- complete with original black-and-white interior art.

"This supplement for the Eberron campaign setting presents everything you need to bring the Last War to life in your Eberron game, whether you're playing a character who fought in the war or running adventures that take place during the century of conflict. Take a stand against the giants in this adventure for the world's greatest roleplaying game. Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

Rage is an unprecedented and intimate tour de force of new reporting on the Trump presidency facing a global pandemic, economic disaster and racial unrest. Woodward, the #1 international bestselling author of *Fear: Trump in the White House*, has uncovered the precise moment the president was warned that the Covid-19 epidemic would be the biggest national security threat to his presidency. In dramatic detail, Woodward takes readers into the Oval Office as Trump's head pops up when he is told in January 2020 that the pandemic could reach the scale of the 1918 Spanish Flu that killed 675,000 Americans. In 17 on-the-record interviews with Woodward over seven volatile months—an utterly vivid window into Trump's mind—the president provides a self-portrait that is part denial and part combative interchange mixed with surprising moments of doubt as he glimpses the perils in the presidency and what he calls the “dynamite behind every door.” At key decision points, *Rage* shows how Trump's responses to the crises of 2020 were rooted in the instincts, habits and style he developed during his first three years as president. Revisiting the earliest days of the Trump presidency, *Rage* reveals how Secretary of Defense James Mattis, Secretary of State Rex Tillerson and Director of National Intelligence Dan Coats struggled to keep the country safe as the president dismantled any semblance of collegial national security decision making. *Rage* draws from hundreds of hours of interviews with firsthand witnesses as well as participants' notes, emails, diaries, calendars and confidential documents. Woodward obtained 25 never-seen personal letters exchanged between Trump and North Korean leader Kim Jong Un, who describes the bond between the two leaders as out of a

“fantasy film.” Trump insists to Woodward he will triumph over Covid-19 and the economic calamity. “Don’t worry about it, Bob. Okay?” Trump told the author in July. “Don’t worry about it. We’ll get to do another book. You’ll find I was right.”

In the fourth adventure in the D&D( series, an evil awaits in the forest. A ghostly horseman is terrorizing a small hamlet, and the player characters must stop him before he kills everyone. Players deal with supernatural horror as well as traditional monsters in this powerful adventure.

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® adventure for characters of levels 1–15

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

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

"Riot Baby bursts at the seams of story with so much fire, passion and power that in the end it turns what we call a narrative into something different altogether."—Marlon James Ella has a Thing. She sees a classmate grow up to become a caring nurse. A neighbor's son murdered in a drive-by shooting. Things that haven't happened yet. Kev, born while Los Angeles burned around them, wants to protect his sister from a power that could destroy her. But when Kev is incarcerated, Ella must decide what it means to watch her brother suffer while holding the ability to wreck cities in her hands. Rooted in the hope that can live in anger, Riot Baby is as much an intimate family story as a global dystopian narrative. It burns fearlessly toward revolution and has quietly devastating things to say about love, fury, and the black American experience. Ella and Kev are both shockingly human and immeasurably powerful. Their childhoods are defined and destroyed by racism. Their futures might alter the world. “[Tochi] Onyebuchi has woven a story as uplifting as it is heartbreaking, an epic ode to the future and past, tiny acts of resistance, love, and the wild unstoppable sweep of revolution.”—Daniel José Older At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The mighty Warlord Titans of the Adeptus Titanicus go to war against the forces of Chaos. The Battle Titans of the Adeptus Titanicus are towering war engines, striding to war as holy effigies of the Omnissiah, and the mighty Warlord Titans are the most renowned among all the forces of the Imperium of Man. Their weapons bring righteous death to the alien and the heretic alike, and the merest glimpse of them on the march has stalled entire planetary rebellions. But as the galaxy burns before the rampaging

hordes of Chaos, it will take more than any one single Titan Legion to hold the line...

A legendary adventure updated for the Dungeons & Dragons game, this all-new adventure provides hours of play as users race against an evil band of priests attempting to unleash the dark god upon the world.

Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands. D&D's most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy. DREAD TALES TOLD IN THE DEAD OF NIGHT When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game. Tales from the Yawning Portal Includes the Following Adventures: Against the Giants Dead in Thay Forge of Fury Hidden Shrine of Tamoachan Sunless Citadel Tomb of Horrors White Plume Mountain

In his acclaimed Codex Alera novels, #1 New York Times bestselling author Jim Butcher has created a fascinating world in which the powerful forces of nature take physical form. But even magic cannot sway the corruption that threatens to destroy the realm of Alera once and for all... When the power-hungry High Lord of Kalare launches a merciless rebellion against the First Lord, young Tavi of Calderon joins a newly formed legion under an assumed name. And when the ruthless Kalare allies himself with a savage enemy of the realm, Tavi finds himself leading an inexperienced, poorly equipped legion—the only force standing between Alera and certain doom...

Bold, brutal, and beautiful—a must-read fantasy full of fierce sisterhood, action, and political intrigue for fans of The Selection series, Caraval, and The Handmaid's Tale. Serina Tessaro has been groomed her whole life to become a Grace—someone to stand by the heir to the throne as a shining, subjugated example of the perfect woman. It's her chance to secure a better life for her family, and to keep her headstrong and rebellious younger sister, Nomi, out of trouble. But when Nomi catches the Heir's eye instead, Serina is the one who takes the fall for the dangerous secret her sister has been hiding. Trapped in a life she never wanted, Nomi has only one option: surrender to her role as a Grace

until she can use her position to save Serina. But this is easier said than done...a traitor walks the halls of the palazzo, and deception lurks in every corner. Meanwhile, Serina is running out of time. Imprisoned on an island where she must fight to the death to survive, surrounded by women stronger than she is, one wrong move could cost her everything. There is no room for weakness on Mount Ruin, especially weaknesses of the heart. Thrilling and captivating, Grace and Fury is a story of fierce sisterhood, and of survival in a world that's determined to break you.

Hidden deep in the borderland forest, bandits lurk in the ruined castle of a long-dead border lord. Their incessant raids draw a band of neophyte heroes to the derelict keep. There they discover fouler, more odious dangers lurk below the ruins. Dare you brave the terrors of the Shadowed Keep to crush that which lurks within or will darkness shroud the surrounding lands? Shadowed Keep on the Borderlands is an adventure for 1st-level characters compatible with the 5th edition of the world's most popular roleplaying game. Designed for the Duchy of Ashlar campaign setting the adventure can be easily inserted into a GM's home campaign.

A remorseless ranger. A sentient hell hound pelt with a penchant for pyromania. An irksome pixie who sells intrigue and information. Three companions who find themselves trapped in a city filled with warring priestly factions, devious machinations, and an angry fiend. To save the city, they must find three weapons of power, which lie in the most trap-laden, monster-infested place this side of Acererak's tomb: White Plume Mountain.

An exciting super-adventure that pits heroes against an army bent on domination, this D&D Accessory includes encounters designed for use with the D&D miniatures game.

Eden Waring is an Avatar, possessing astounding psychic abilities . . . and destined to fight an ancient evil. Her battles against Mordaunt, the ageless Dark Side of God, have been many, but the war is far from over. She destroyed Mordaunt's human body in the deserts of Las Vegas, but his many followers still walk the Earth. They vow to resurrect their Master and exact vengeance upon Eden in a melee of magic and violence. As Eden fights for her life, her doppelganger, Gwen, separates from Eden to fight the battle on another front. In another dimension, the other half of Mordaunt's soul hides within a man living in Jubilation County, Georgia – in the year 1926. To keep Mordaunt powerless, Gwen must travel back in time, but finds that awaiting her arrival is a vicious entity known as Delilah. The epic story that began with The Fury reaches its electrifying conclusion, as unsuspecting worlds merge on the cusp of an age of darkness--a force only one woman, across a vast span of time and space, can stop. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

For fans of beloved memoirs like Educated and The Glass Castle, a “raw and deeply honest” (Publishers Weekly, starred review) true story set in rural Mississippi during the Civil Rights era about a white girl coming of age in a

repressive society and the woman who gave her the strength to forge her own path—the black nanny who cared for her. In her memoir that is a “story of love and fury” (Jackson Clarion-Ledger), Grammy Award-winning songwriter and producer Tena Clark recounts her chaotic childhood in a time fraught with racial and social tension. Tena was born in 1953 in a tiny Mississippi town close to the Alabama border, where the legacy of slavery and racial injustice still permeated every aspect of life. On the outside, Tena’s childhood looked like a fairytale. Her father was one of the richest men in the state; her mother was a regal beauty. The family lived on a sprawling farm and had the only swimming pool in town; Tena was given her first car—a royal blue Camaro—at twelve. But behind closed doors, Tena’s family life was deeply lonely and dysfunctional. By the time she was three, her parents’ marriage had dissolved into a swamp of alcohol, rampant infidelity, and guns. Adding to the turmoil, Tena understood from a very young age that she was different from her three older sisters, all of whom had been beauty queens and majorettes. Tena knew she didn’t want to be a majorette—she wanted to marry one. On Tena’s tenth birthday, her mother, emboldened by alcoholism and enraged by her husband’s incessant cheating, walked out for good, instantly becoming an outcast in their society. Tena was left in the care of her nanny, Virgie, even though she was raising nine of her own children and was not allowed to eat from the family’s plates or use their bathroom. It was Virgie’s acceptance and unconditional love that gave Tena the courage to stand up to her domineering father, the faith to believe in her mother’s love, and the strength to be her true self. Combining the spirit of brave coming-of-age memoirs such as *The Glass Castle* and vivid, evocative Southern fiction like *To Kill a Mockingbird*, *Southern Discomfort* is “an unforgettable southern story... [that] sings brightly to the incredible strength of family ties and the great power of love” (*The Atlanta Journal-Constitution*) and is destined to become a new classic.

A fierce fantasy sequel full of sisterhood, heart-pounding action, betrayal, and royal intrigue, perfect for fans of *The Belles* and *Caraval*. When the new, brutal Superior banishes Nomi from Bellaqua, she finds herself powerless and headed towards her all-but-certain death. Her only hope is to find her sister, Serina, on the prison island of Mount Ruin. But when Nomi arrives, it is not the island of conquered, broken women that they expected. It is an island in the grip of revolution, and Serina--polite, submissive Serina--is its leader. Betrayal, grief, and violence have changed both sisters, and the women of Mount Ruin have their sights set on revenge beyond the confines of their island prison. They plan to sweep across the entire kingdom, issuing in a new age of freedom for all. But first they'll have to get rid of the new Superior, and only Nomi knows how. Separated once again, this time by choice, Nomi and Serina must forge their own paths as they aim to tear down the world they know, and build something better in its place. The stakes are higher and the battles bolder in Tracy Banghart's unputdownable sequel to *Grace and Fury*.

Forge of Fury Tales From the Yawning Portal Wizards of the Coast

The precarious alliance between the people of Alera and the furies is thrown into disarray by the death of the First Lord of Alera, and the fate of the Alerians lies in the hands of Tavi, an untried young man who must draw on his courage to save his world. Reprint.

A New York Times Notable Book A lively, immersive history by an award-winning urbanist of New York City's transformation, and the lessons it offers for the city's future. Dangerous, filthy, and falling apart, garbage piled on its streets and entire neighborhoods reduced to rubble; New York's terrifying, if liberating, state of nature in 1978 also made it the capital of American culture. Over the next thirty-plus years, though, it became a different place—kinder and meaner, richer and poorer, more like America and less like what it had always been. New York, New York, New York, Thomas Dyja's sweeping account of this metamorphosis, shows it wasn't the work of a single policy, mastermind, or economic theory, nor was it a morality tale of gentrification or crime. Instead, three New Yorks evolved in turn. After brutal retrenchment came the dazzling Koch Renaissance and the Dinkins years that left the city's liberal traditions battered but laid the foundation for the safe streets and dotcom excess of Giuliani's Reformation in the '90s. Then the planes hit on 9/11. The shaky city handed itself over to Bloomberg who merged City Hall into his personal empire, launching its Reimagination. From Hip Hop crews to Wall Street bankers, D.V. to Jay-Z, Dyja weaves New Yorkers famous, infamous, and unknown—Yuppies, hipsters, tech nerds, and artists; community organizers and the immigrants who made this a truly global place—into a narrative of a city creating ways of life that would ultimately change cities everywhere. With great success, though, came grave mistakes. The urbanism that reclaimed public space became a means of control, the police who made streets safe became an occupying army, technology went from a means to the end. Now, as anxiety fills New Yorker's hearts and empties its public spaces, it's clear that what brought the city back—proximity, density, and human exchange—are what sent Covid-19 burning through its streets, and the price of order has come due. A fourth evolution is happening and we must understand that the greatest challenge ahead is the one New York failed in the first three: The cures must not be worse than the disease. Exhaustively researched, passionately told, New York, New York, New York is a colorful, inspiring guide to not just rebuilding but reimagining a great city.

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings.

The planes have always been a place of great mystery and danger in the Dungeons & Dragons Roleplaying Game, and the new array of planes debuting in this fourth edition continues that grand tradition.

A #1 New Release in Action & Adventure Literary Fiction! For most people, sleeping is an obstacle; something to get out of the way so they can get back to their day. For others, it's an escape to nothing; a blissful break from the wears of life.

It's the opposite for me. I live so that I can dream. I trudge through work so that I can go home and close my eyes, awakening in the real world-one where dreams really do come true. A place where I can fight a king instead of my ever-disappointed boss, where I'm a warrior instead of a glorified telemarketer. A place where I matter. Tigers instead of taxes. Monsters instead of men with too much power. Reality is just the word we came up with to accept a boring life; a birthing place for grander ideas we so desperately wish could come true. I choose to live in a world where they do. ? ? ? ? ? Lost in a Dream is an adult fiction in the vein of Ready Player One, but with fantasy elements in place of sci-fi. It is a bold and unique novel that has something for you to love.

Over 130 adventures for Pathfinder RPG! From the depths of the darkest dungeons to primal dangers of the untamed wilderness, this tome binds ancient mysteries, forgotten lore, and the allure of epic quests. Adventurers will explore realms unknown, face deadly foes, and discover tantalizing treasures and magnificent artifacts. AAW Games brings you this massive collection of more than 130 complete and ready-to-run scenarios designed especially for discerning Game Masters who want exciting adventures and need them now. Begin the next chapter of your campaign with the turn of a page! Themed and organized for convenience, the Mini-Dungeon Tome provides setting-neutral fantasy adventures suitable for every party level and size. With all reference material included in a convenient index, this single book holds everything you need for years of adventuring. Offering contributions from all-star authors and game designers, Mini-Dungeon Tome is the book you have been searching for. Always have a new adventure at the ready and test the mettle of even the most experienced players!

Miss Fisher meets Downton Abbey in *A Secret Never Told*, the fourth installment in the critically acclaimed mystery series from New York Times bestselling author Shelley Noble. Philomena Amesbury, expatriate Countess of Dunbridge, is bored. Coney Island in the sweltering summer of 1908 offers no shortage of diversions for a young woman of means, but sea bathing, horse racing, and even amusement parks can't hold a candle to uncovering dastardly plots and chasing villains. Lady Dunbridge hadn't had a big challenge in months. Fate obliges when Phil is called upon to host a dinner party in honor of a visiting Austrian psychologist whose revolutionary theories may be of interest to the War Department, not to mention various foreign powers, and who may have already survived one attempt on his life. The guest list includes a wealthy industrialist, various rival scientists and academics, a party hypnotist, a flamboyant party-crasher, and a damaged beauty whose cloudy psyche is lost in a world of its own. Before the night is out, one of the guests is dead with a bullet between the eyes and Phil finds herself with another mystery on her hands, even if it's unclear who exactly the intended victim was meant to be. Worse yet, the police's prime suspect is a mystery man who Phil happens to be rather intimately acquainted with. Now it's up to Lady Dunbridge, with the invaluable assistance of her intrepid butler and lady's maid, to find the real culprit before the police nab the wrong one . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures,

and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The Dungeon Adventure, The Wilderness Adventure. The Event-Based adventure (including how to use flowcharts and timelines), The Randomly Generated Adventure, and the High-Level adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, Dungeon Master For Dummies includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular Dungeons and Dragons For Dummies. Bill has been a game designer since 1986 and leads the D&D creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller Condemnation. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector Using miniatures, maps, and other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, The Necromancer's Apprentice, that's the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnomish warriors to be annihilated, worgs to be wiped out, treasures to be discovered, worlds to be conquered....

The official prequel to Marvel's Spider-Man: Miles Morales from Marvel and Insomniac Games, with an exclusive adventure that leads directly into the game itself. MILES MORALES has a lot going on, what with moving to a new neighborhood, dealing with the loss of his father, and the whole gaining super-powers thing. After a misunderstanding with the law, Miles questions what it means to be a hero when people are ready to believe the worst in you. Tempted by the power and freedom of his new abilities, Miles must decide what kind of Spider-Man he wants to be. When Vulture starts wreaking havoc across the city with his new accomplice Starling, Miles can't just sit back and watch. Teamed up with Peter Parker, the two Spider-Men must stop the winged duo before they can unleash experimental tech across the whole city. With lives at risk, can Miles step up and be a hero?

Psycho outlaw Mad Donna is back! No one knows murder like Mad Donna. Where she goes, death follows – she is a force of nature, leaving devastated settlements and shell casings in her wake. But even Necromunda has its limits for senseless, unsanctioned violence. Scrutinator Primus Servalen, armed with the personal seal of Lord Helmawr – to which no request can be denied and no door barred – is dispatched to bring the misbegotten scion of House Ulanti to justice, but first she has to track her down... and how do you find one murderer in amongst the bloodshed of the Underhive?

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