

## The Rage Of Dragons

Michael A. Stackpole, New York Times bestselling author and master of epic fantasy, continues his unforgettable chronicle of a world divided by war, betrayal, desire, and two rival magicks. . . . As her merciless armies sweep from the north, the tyrant Chytrine pursues her quest to become empress of the world in a brutal campaign of unspeakable bloodshed and unholy sorcery. While cities and kingdoms topple, her agents, both living and dead, search for fragments of the shattered DragonCrown—which, when reassembled, will make her unstoppable. Opposing Chytrine is the beautiful and determined Alexia, Princess of Okrannel. As she struggles to save the life of Kedyne's Crow, a mysterious human warrior accused of treachery, she gathers around her an alliance of unlikely heroes, including Resolute, an exiled Vorquelf out for vengeance; Kerrigan Reese, a mage with uncertain potential; and last but not least, young Will, an orphan thief from the slums of Yslin, who may be the fulfillment of an ancient prophecy—or its innocent victim. Alexia and her friends will need all their courage and magick, their only advantage the secret possession of a vital fragment of the DragonCrown. But when Chytrine's terrifying horde of cruel warriors, voracious minions, and remorseless undead slaves join the battle against them, even courage and magick may not be enough to stem the tide of ultimate darkness.

'A captivating epic fantasy from a major new talent' Anthony Ryan, author of Blood Song  
\*\*\*ONE OF TIME MAGAZINE'S 100 BEST FANTASY BOOKS OF ALL TIME\*\*\* IN A WORLD  
CONSUMED BY ENDLESS WAR ONE YOUNG MAN WILL BECOME HIS PEOPLE'S ONLY  
HOPE FOR SURVIVAL. The Omehi people have been fighting an unwinnable war for

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generations. The lucky ones are born gifted: some have the power to call down dragons, others can be magically transformed into bigger, stronger, faster killing machines. Everyone else is fodder, destined to fight and die in the endless war. Tau Tafari wants more than this, but his plans of escape are destroyed when those closest to him are brutally murdered. With too few gifted left, the Omehi are facing genocide, but Tau cares only for revenge. Following an unthinkable path, he will strive to become the greatest swordsman to ever live, willing to die a hundred thousand times for the chance to kill three of his own people. THE RAGE OF DRAGONS LAUNCHES AN UNMISSABLE EPIC FANTASY SERIES. 'Intense, inventive and action-packed from beginning to end - a relentlessly gripping, brilliant read' James Islington, author of *The Shadow of What Was Lost* 'Stunning debut fantasy' Publishers Weekly 'Intense, vivid and brilliantly realised - a necessary read' Anna Smith Spark, author of *The Court of Broken Knives* 'Fans of Anthony Ryan's *Blood Song* will love this' Django Wexler, author of *The Thousand Names* 'A Xhosa-inspired world complete with magic, dragons, demons and curses, *The Rage of Dragons* takes classic fantasy and imbues it with a fresh and exciting twist' Anna Stephens, author of *Godblind*

NEW YORK TIMES BESTSELLER • Pierce Brown's relentlessly entertaining debut channels the excitement of *The Hunger Games* by Suzanne Collins and *Ender's Game* by Orson Scott Card. "Red Rising ascends above a crowded dystopian field."—USA Today NAMED ONE OF THE BEST BOOKS OF THE YEAR BY ENTERTAINMENT WEEKLY, BUZZFEED, AND SHELF AWARENESS "I live for the dream that my children will be born free," she says. "That they will be what they like. That they will own the land their father gave them." "I live for you," I say sadly. Eo kisses my cheek. "Then you must live for more." Darrow is a Red, a member of

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the lowest caste in the color-coded society of the future. Like his fellow Reds, he works all day, believing that he and his people are making the surface of Mars livable for future generations. Yet he toils willingly, trusting that his blood and sweat will one day result in a better world for his children. But Darrow and his kind have been betrayed. Soon he discovers that humanity reached the surface generations ago. Vast cities and lush wilds spread across the planet. Darrow—and Reds like him—are nothing more than slaves to a decadent ruling class. Inspired by a longing for justice, and driven by the memory of lost love, Darrow sacrifices everything to infiltrate the legendary Institute, a proving ground for the dominant Gold caste, where the next generation of humanity's overlords struggle for power. He will be forced to compete for his life and the very future of civilization against the best and most brutal of Society's ruling class. There, he will stop at nothing to bring down his enemies . . . even if it means he has to become one of them to do so. Praise for Red Rising "[A] spectacular adventure . . . one heart-pounding ride . . . Pierce Brown's dizzyingly good debut novel evokes The Hunger Games, Lord of the Flies, and Ender's Game. . . . [Red Rising] has everything it needs to become meteoric."—Entertainment Weekly "Ender, Katniss, and now Darrow."—Scott Sigler "Red Rising is a sophisticated vision. . . . Brown will find a devoted audience."—Richmond Times-Dispatch Don't miss any of Pierce Brown's Red Rising Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE

Toby's getting married! Now in hardcover, the fifteenth novel of the Hugo-nominated, New York Times-bestselling October Daye urban fantasy series. It's hard to be a hero. There's always something needing October "Toby" Daye's attention, and her own desires tend to fall by the wayside in favor of solving the Kingdom's problems. That includes the desire to marry her long-

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time suitor and current fiancé, Tybalt, San Francisco's King of Cats. She doesn't mean to keep delaying the wedding, it just sort of...happens. And that's why her closest friends have taken the choice out of her hands, ambushing her with a court wedding at the High Court in Toronto. Once the High King gets involved, there's not much even Toby can do to delay things...  
...except for getting involved in stopping a plot to overthrow the High Throne itself, destabilizing the Westlands entirely, and keeping her from getting married through nothing more than the sheer volume of chaos it would cause. Can Toby save the Westlands and make it to her own wedding on time? Or is she going to have to choose one over the other? Includes an all-new bonus novella!

Impossible world. Impossible dragon. Impossible adventure. Lost with her ship and crew in an unfamiliar land, Min's first command could be her last. Nothing here behaves the way it should: The magic that powers her skyship has been drained, rendering it immobile. The sky is an endless twilight, lit by the luminous fish that swim in it. Off starboard, there's also the country-sized dragon that is looking particularly hungry. It will take all of Min's training and experience to get her people safely back home, but as the truth about the Darkstar Dimension begins to be revealed, Min will have to prove to her crew - and to herself - that she is still the best person for the job. From the twisted mind that created the 'delightfully weird' Yarnsworld series comes a fantasy adventure like no other. Grab it now, to set sail on a journey you'll never forget!

"Has all the ingredients for an instant success: plots, counterplots, mystery, valiant knights, and blossoming relationships replete with broken hearts, deception and betrayal. It will keep you entertained for hours, and will satisfy all ages. Recommended for the permanent library of

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all fantasy readers.” --Books and Movie Reviews, Roberto Mattos (re The Sorcerer’s Ring)  
“The beginnings of something remarkable are there.” --San Francisco Book Review (re A Quest of Heroes) From #1 bestseller Morgan Rice, author of A Quest of Heroes (over 1,300 five star reviews) comes the debut of a startlingly new fantasy series. REALM OF DRAGONS (Age of the Sorcerers—Book One) tells the story of the epic coming of age of one very special 16 year old boy, a blacksmith’s son from a poor family who is offered no chance of proving his fighting skills and breaking into the ranks of the nobles. Yet he holds a power he cannot deny, and a fate he must follow. It tells the story of a 17 year old princess on the eve of her wedding, destined for greatness—and of her younger sister, rejected by her family and dying of plague. It tells the tale of their three brothers, three princes who could not be more different from each other—all of them vying for power. It tells the story of a kingdom on the verge of change, of invasion, the story of the dying dragon race, falling daily from the sky. It tells the tale of two rival kingdoms, of the rapids dividing them, of a landscape dotted with dormant volcanoes, and of a capital accessible only with the tides. It is a story of love, passion, of hate and sibling rivalry; of rogues and hidden treasure; of monks and secret warriors; of honor and glory, and of betrayal and deception. It is the story of Dragonfell, a story of honor and valor, of sorcerers, magic, fate and destiny. It is a tale you will not put down until the early hours, one that will transport you to another world and have you fall in love with characters you will never forget. It appeals to all ages and genders. Books two--THRONE OF DRAGONS--is also now available! “A spirited fantasy ....Only the beginning of what promises to be an epic young adult series.” --Midwest Book Review (re A Quest of Heroes) “Action-packed .... Rice's writing is solid and the premise intriguing.” --Publishers Weekly (re A Quest of Heroes)

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"Everything epic fantasy should be: rich, cruel, gorgeous, brilliant, enthralling and deeply, deeply satisfying. I loved it."—Lev Grossman on *The Ruin of Kings* You can have everything you want if you sacrifice everything you believe. Kihrin D'Mon is a wanted man. Since he destroyed the Stone of Shackles and set demons free across Quur, he has been on the run from the wrath of an entire empire. His attempt to escape brings him into the path of Janel Theranon, a mysterious Joratese woman who claims to know Kihrin. Janel's plea for help pits Kihrin against all manner of dangers: a secret rebellion, a dragon capable of destroying an entire city, and Kihrin's old enemy, the wizard Relos Var. Janel believes that Relos Var possesses one of the most powerful artifacts in the world—the Cornerstone called the Name of All Things. And if Janel is right, then there may be nothing in the world that can stop Relos Var from getting what he wants. And what he wants is Kihrin D'Mon. Jenn Lyons continues the Chorus of Dragons series with *The Name of All Things*, the epic sequel to *The Ruin of Kings* A Chorus of Dragons 1: *The Ruin of Kings* 2: *The Name of All Things* 3: *The Memory of Souls* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"*A Blade So Black* is the fantasy book I've been waiting for my whole life." —Angie Thomas, #1 New York Times bestselling author of *The Hate U Give* For fans of Marissa Meyer, L.L. McKinney's *A Blade So Black* delivers an irresistible urban fantasy retelling of Alice in Wonderland... but it's not the Wonderland you remember. The first time the Nightmares came, it nearly cost Alice her life. Now she's trained to battle monstrous creatures in the dark dream realm known as Wonderland with magic weapons and hardcore fighting skills. Yet even warriors have a curfew. Life in real-world Atlanta isn't always so simple, as Alice juggles an

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overprotective mom, a high-maintenance best friend, and a slipping GPA. Keeping the Nightmares at bay is turning into a full-time job. But when Alice's handsome and mysterious mentor is poisoned, she has to find the antidote by venturing deeper into Wonderland than she's ever gone before. And she'll need to use everything she's learned in both worlds to keep from losing her head... literally. Debut author L.L. McKinney delivers an action-packed twist on an old classic, full of romance and otherworldly intrigue. And don't miss the thrilling sequel, *A Dream So Dark!* An Imprint Book "Mixing elements of Alice in Wonderland and Buffy the Vampire Slayer... Delectable." —Entertainment Weekly

Rin's story continues in this acclaimed sequel to *The Poppy War*—an epic fantasy combining the history of twentieth-century China with a gripping world of gods and monsters. The war is over. The war has just begun. Three times throughout its history, Nikan has fought for its survival in the bloody Poppy Wars. Though the third battle has just ended, shaman and warrior Rin cannot forget the atrocity she committed to save her people. Now she is on the run from her guilt, the opium addiction that holds her like a vice, and the murderous commands of the fiery Phoenix—the vengeful god who has blessed Rin with her fearsome power. Though she does not want to live, she refuses to die until she avenges the traitorous Empress who betrayed Rin's homeland to its enemies. Her only hope is to join forces with the powerful Dragon Warlord, who plots to conquer Nikan, unseat the Empress, and create a new republic. But neither the Empress nor the

Dragon Warlord are what they seem. The more Rin witnesses, the more she fears her love for Nikan will force her to use the Phoenix's deadly power once more. Because there is nothing Rin won't sacrifice to save her country . . . and exact her vengeance.

"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.

Free epic fantasy novel! Song of Dragons -- a fantasy trilogy of blood, steel, and dragonfire. For fans of epic fantasy like A Game of Thrones and The Lord of the Rings. BOOK ONE: BLOOD OF REQUIEM Long ago stood the kingdom of Requiem, a land of men who could grow wings and scales, breathe fire, and take flight as dragons. Requiem ruled the sky. But Dies Irae, a tyrant leading an army of griffins, hunted Requiem's people, burned their forests, and shattered their temples. Requiem fell. This ancient land now lies in ruin, its halls crumbled, its cries silenced, its skeletons littering the burned earth. In the wilderness, a



scattering of survivors lives in hiding. The griffins still hunt them, and every day promises death. Will Requiem's last children perish in exile... or once more become dragons and fly to war? Blood of Requiem -- a free epic fantasy novel for fans of dragons, A Game of Thrones, and swords and sorcery. \_\_\_\_\_

THE REQUIEM SERIES: Requiem: Dawn of Dragons Book 1: Requiem's Song  
Book 2: Requiem's Hope Book 3: Requiem's Prayer Requiem: Song of Dragons  
Book 1: Blood of Requiem Book 2: Tears of Requiem Book 3: Light of Requiem  
Requiem: Dragonlore Book 1: A Dawn of Dragonfire Book 2: A Day of Dragon  
Blood Book 3: A Night of Dragon Wings Requiem: The Dragon War Book 1: A  
Legacy of Light Book 2: A Birthright of Blood Book 3: A Memory of Fire Requiem:  
Requiem for Dragons Book 1: Dragons Lost Book 2: Dragons Reborn Book 3:  
Dragons Rising Requiem: Flame of Requiem Book 1: Forged in Dragonfire Book  
2: Crown of Dragonfire Book 3: Pillars of Dragonfire Requiem: Dragonfire Rain  
Book 1: Blood of Dragons Book 2: Rage of Dragons Book 3: Flight of Dragons  
Winner of the 2018 IRDA for fantasy #1 Best Seller in Canadian Dark Fantasy  
99% liked it (Goodreads) A deformed genius plots vengeance while struggling to  
survive. A wastrel prince comes of age, finding a power he never imagined. Two  
worlds are destined to collide. Only one can be king. "This dark fantasy epic will  
be held up against George R.R. Martin's masterwork, A Song of Ice and Fire.

Read this book now so you can act pompous around your friends when HBO turns it into a television series." - Goodreads "Kings of Paradise presents a brutal world of complex yet simple politics, reminiscent of Game of Thrones. An intriguing low-magic world packed with interesting cultures to be further delved. Nell shows considerable skill in displaying his world distinctly through the eyes of his different characters." - Fantasybookreview.co.uk Ruka, called a demon at birth, is a genius. Born malformed and ugly into the snow-covered wasteland of the Ascom, he was spared from death by his mother's love. Now he is an outcast, consumed with hate for those who've wronged him. But to take his vengeance, he must first survive. Across a vast sea in the white-sand island paradise of Sri Kon, Kale is fourth and youngest son of the Sorcerer King. And at sixteen, Kale is a disappointment. As the first prince ever forced to serve with low-born marines, Kale must prove himself and become a man, or else lose all chance of a worthy future, and any hope to win the love of his life. Though they do not know it, both boys are on the cusp of discovery. Their worlds and lives are destined for greatness, or ruin. But in a changing world where ash meets paradise, only one man can be king... The first installment of an epic, low- fantasy trilogy. Kings of Paradise is a dark, bloody, coming-of-age story shaped by culture, politics, and magic. "The novel's brilliant world works on so many levels; it has a rich political

landscape, moral complexity, and immense environmental challenges, all told in beautiful, thoughtful prose." - Indiereader "A must for lovers of fantasy, especially those who enjoy losing themselves in a epic tale." - Reader's Favorite "The world that Mr. Nell has created is pretty incredible. But the thing that really made me love this story was the characters he filled that world with." - Goodreads "If Kale changes, Ruka grows and festers like a storm. Without a doubt, the darker of the two characters, I feel Richard Nell has created a compelling and classic character here." Goodreads

Greece in the age of Heroes. Patroclus, an awkward young prince, has been exiled to the kingdom of Phthia. Here he is nobody, just another unwanted boy living in the shadow of King Peleus and his golden son, Achilles. Achilles, 'best of all the Greeks', is everything Patroclus is not - strong, beautiful, the child of a goddess - and by all rights their paths should never cross. Yet one day, Achilles takes the shamed prince under his wing and soon their tentative companionship gives way to a steadfast friendship. As they grow into young men skilled in the arts of war and medicine, their bond blossoms into something far deeper - despite the displeasure of Achilles's mother Thetis, a cruel and deathly pale sea goddess with a hatred of mortals. Fate is never far from the heels of Achilles. When word comes that Helen of Sparta has been kidnapped, the men of Greece

are called upon to lay siege to Troy in her name. Seduced by the promise of a glorious destiny, Achilles joins their cause, Torn between love and fear for his friend, Patroclus follows Achilles into war, little knowing that the years that follow will test everything they have learned, everything they hold dear. And that, before he is ready, he will be forced to surrender his friend to the hands of Fate.

Profoundly moving and breathtakingly original, this rendering of the epic Trojan War is a dazzling feat of the imagination, a devastating love story, and an almighty battle between gods and kings, peace and glory, immortal fame and the human heart.

Set in an alternate nineteenth century, muskets and magic are weapons to be feared in the first “spectacular epic” (Fantasy Book Critic) in Django Wexler’s Shadow Campaigns series. Captain Marcus d’Ivoire, commander of one of the Vordanai empire’s colonial garrisons, was serving out his days in a sleepy, remote outpost—until a rebellion left him in charge of a demoralized force clinging to a small fortress at the edge of the desert. To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a ranker in the Vordanai Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must lead her men into battle against impossible odds. Their fate depends on Colonel Janus bet Vhalnich. Under his command, Marcus and

Winter feel the tide turning and their allegiance being tested. For Janus's ambitions extend beyond the battlefield and into the realm of the supernatural—a realm with the power to reshape the known world and change the lives of everyone in its path.

War Among the Dragons . . . "When dragons make war, Krynn can only tremble in the shadow of angry wings." -- Astinus Lorekeeper Aurican and Darlantan, mighty serpents of gold and silver, have been nurtured in a world of wisdom, meditation, and sublime faith. On the other side of Ansalon, Crematia, a dragon of red, inherits the Dark Queen's legacy of betrayal, violence, conquest, and plunder. The advent of a worldwide war sweeps these powerful beings and many more into desperate strife. Battles rage over Krynn with a fury that threatens to annihilate nations and whole races -- even dragonkind. As campaigns ebb and flow, generations of lesser mortals come and go, and the great serpents are left to determine the fate of the world. Their triumphs may create a destiny of all-encompassing light or cast the world beneath the shadow of ultimate darkness. The Dragons The Lost Histories Series probes the historical roots and epic struggles of little-known inhabitants of Krynn.

Raised by the Brothers of the Sixth Order, Vaelin Al Sorna, a Warrior of the Faith, must battle the Empire and even his own father in the first book of a new fantasy

trilogy.

The Rage of Dragons Orbit

Follows the efforts of Dragon Reborn Rand al'Thor to unite a fractured network of kingdoms and alliances to prepare for battle against the Shadow.

"Everything epic fantasy should be: rich, cruel, gorgeous, brilliant, enthralling and deeply, deeply satisfying. I loved it."—Lev Grossman, author of *The Magicians* When destiny calls, there's no fighting back. Kihrin grew up in the slums of Quur, a thief and a minstrel's son raised on tales of long-lost princes and magnificent quests. When he is claimed against his will as the missing son of a treasonous prince, Kihrin finds himself at the mercy of his new family's ruthless power plays and political ambitions. Practically a prisoner, Kihrin discovers that being a long-lost prince is nothing like what the storybooks promised. The storybooks have lied about a lot of other things, too: dragons, demons, gods, prophecies, and how the hero always wins. Then again, maybe he isn't the hero after all. For Kihrin is not destined to save the world. He's destined to destroy it. Jenn Lyons begins the Chorus of Dragons series with *The Ruin of Kings*, an epic fantasy novel about a man who discovers his fate is tied to the future of an empire.

Zelie Adebola remembers when the soil of Or sha hummed with magic. Burners ignited flames, Tiders beckoned waves, and Zelie's Reaper mother summoned forth souls. But everything changed the night magic disappeared. Under the orders of a ruthless king,

maji were killed, leaving Zelig without a mother and her people without hope. The Mireces worship the bloodthirsty Red Gods. Exiled from Rilpor a thousand years ago, and left to suffer a harsh life in the cold mountains, a new Mireces king now plots an invasion of Rilpor's thriving cities and fertile earth. Dom Templeton is a Watcher, a civilian warrior guarding Rilpor's border. He is also the most powerful seer in generations, plagued with visions and prophecies. His people are devoted followers of the god of light and life, but Dom harbors deep secrets, which threaten to be exposed when Rillirin, an escaped Mireces slave, stumbles broken and bleeding into his village. Meanwhile, more and more of Rilpor's most powerful figures are turning to the dark rituals and bloody sacrifices of the Red Gods, including the prince, who plots to wrest the throne from his dying father in the heart of the kingdom. Can Rillirin, with her inside knowledge of the Red Gods and her shocking ties to the Mireces King, help Rilpor win the coming war?

A bold and uncompromising feminist manifesto that shows women and girls how to defy, disrupt, and destroy the patriarchy by embracing the qualities they've been trained to avoid. Seizing upon the energy of the #MeToo movement, feminist activist Mona Eltahawy advocates a muscular, out-loud approach to teaching women and girls to harness their power through what she calls the "seven necessary sins" that women and girls are not supposed to commit: to be angry, ambitious, profane, violent, attention-seeking, lustful, and powerful. All the necessary "sins" that women and girls require to

erupt. Eltahawy knows that the patriarchy is alive and well, and she is fed the hell up: Sexually assaulted during hajj at the age of fifteen. Groped on the dance floor of a night club in Montreal at fifty. Countless other injustices in the years between. Illuminating her call to action are stories of activists and ordinary women around the world—from South Africa to China, Nigeria to India, Bosnia to Egypt—who are tapping into their inner fury and crossing the lines of race, class, faith, and gender that make it so hard for marginalized women to be heard. Rather than teaching women and girls to survive the poisonous system they have found themselves in, Eltahawy arms them to dismantle it. Brilliant, bold, and energetic, *The Seven Necessary Sins for Women and Girls* is a manifesto for all feminists in the fight against patriarchy.

From the New York Times bestselling creator of the *Iron Druid Chronicles* comes the highly anticipated sequel to *A Plague of Giants*: A world-breaking war—an invasion of giant warriors—inspires a movement to fight back. **SOLDIER AND AVENGER** Daryck is from a city that was devastated by the war with the Bone Giants, and now he and a band of warriors seek revenge against the giants for the loved ones they've lost. But will vengeance be enough to salve their grief? **DREAMER AND LEADER** Hanima is part of a new generation with extraordinary magical talents: She can speak to fantastical animals. But when this gift becomes a threat to the powers-that-be, Hanima becomes the leader of a movement to use this magic to bring power to the people. **SISTER AND SEEKER** Koesha is the captain of an all-female crew on a perilous



voyage to explore unknown waters. Though her crew is seeking a path around the globe, Koesha is also looking for her sister, lost at sea two years ago. But what lies beyond the edges of the map is far more dangerous than storms and sea monsters. . . .

In this sequel to *A Plague of Giants*, these characters and more will become the voices of a new generation bringing hope and revolution to a war-torn world. Don't miss any of Kevin Hearne's action-packed *Seven Kennings* series **A PLAGUE OF GIANTS • A BLIGHT OF BLACKWINGS • A CURSE OF KRAKENS** (Coming Later!)

In this extraordinary fantasy debut, a young assassin finds himself hunted by the brothers and sisters he has trained alongside since birth. Neythan is one of five young warriors trained and raised together by a mysterious brotherhood of assassins known as the Shedaím. When Neythan is framed for the murder of his closest friend, he pursues his betrayer – and in so doing learns there's far more to the Brotherhood, and the machinations of the rulers of the warring kingdoms, than he'd ever thought possible. His journey will lead him across the five realms, from the Forest of Silences to the Ash Plains of Calapaar, and reveal the breaches that lie beneath the world, and the hidden truths of his oath. File Under: Fantasy [ Brothers at Arms | The Faceless Ones | Kings and Keepers | Creed of Assassins ]

Presents an introduction to dragonology that includes spells for catching dragons, their natural history, and descriptions of legendary dragons and dragonslayers.

Renegade dragon hunter Dorn hates dragons with a passion few can believe, let alone match.

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He has devoted his entire life - a life spent in the twisted body of a half-golem - to killing every dragon he can find. You might feel the same way if one of them had killed your entire family in front of your eyes, bitten you in half, and left you for dead. Killing one dragon at a time is hard enough, but when the irresistible impulse to slip into feral madness begins to overcome one, but every dragon all across Faerûn, civilization's only hope may lie in the last alliance Dorn and his fellow dragon hunters would ever accept. No matter what happens, the next year is going to be a difficult one for Dorn, and for Faerûn itself. The Year of Rogue Dragons has come...

"David Anthony Durham has serious chops. I can't wait to read whatever he writes next."

—George R. R. Martin David Anthony Durham's gripping Acacia Trilogy continues with an epic novel where loyalties are tested, new worlds are discovered, and battle lines are being drawn. A few years have passed since Queen Corinn has usurped control of the Known World—and she now rules with an iron fist. With plans to expand her empire, she sends her brother, Dariel, on an exploratory mission across the sea to The Other Lands. There, he discovers an alliance of tribes that have no interest in being ruled by Queen Corinn and the Akarans. In fact, Dariel's arrival ignites a firestorm that once more exposes The Known World to a massive invasion, one unlike anything they have yet faced . . .

The long-awaited second installment in Andrew Stanek's Dragon Rage series is finally here! Leo Firewhite's triumphs against the Wyrms prove to be short-lived. As the dragon's cultists send assassins and armies against Leo, the Wyrms prepares to perpetrate a new Great Burning. To stop him, Leo works to free the Underkingdoms from the Wyrms' rule. If Leo fails, it will mean total defeat, but if he succeeds, he will liberate humanity and, at long last, put an end

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to the hated Dragon Law.

When Vindrasi powers are drained by a war between the gods, Chief Skylan Ivorson is forced to ally his people with former enemies and sail to the Forbidden Empire of the Cyclops, where he encounters a dire new enemy under the sea. By the best-selling authors of *Bones of the Dragon*. Reprint.

"It is two hundred years since the deity known as the Absolved went mad and destroyed the Kingdom of Alnachim, transforming it into the Execration, a blasted wasteland filled with nameless terrors. For decades, desperate souls have made pilgrimage to the centre of this cursed land to seek the Mad God's favour, their fate always unknown. Now a veteran warrior known only as Pilgrim, armed with a fabled blade inhabited by the soul of a taunting demon, must join with six others to make the last journey to the heart of the Execration. Allied with a youthful priest, a beast-charmer, a duplicitous scholar, an effete actor and two exiled lovers, Pilgrim must survive madness, malevolent spirits, unnatural monsters and the ever-present risk of treachery, all so that the Mad God might hear his prayer and, perhaps, grant redemption. But can sins such as his ever be forgiven?"--Provided by publisher.

One in twenty-five hundred Omehi women are Gifted, wielding fragments of their Goddess' power and capable of controlling the world's most destructive weapon --Dragons. One in a hundred of their men has blood strong enough for the Gifted to infuse with magic, turning these warriors into near unstoppable colossi. The rest are bred to fight, ferocious soldiers fated to die in the endless war. Tau Tafari, an Omehi commoner, wants more than this, but his life is destroyed when he's betrayed by those he was born to serve. Now, with too few Gifted left and the Omehi facing genocide, Tau cares only for revenge. Following an unthinkable path, he will

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become the greatest swordsman to ever live, dying a hundred thousand times for the chance to kill three of his own people.

David and Charlotte paid their dues. They traveled to another realm, battled the Dragon King, recovered the all important magic key to the mage tunnels, and found the heir to the throne of Hirth, as promised. Now it's time to go home. There's just one problem: the powerful crystals needed to activate the tunnels have been stolen...and David's parents have mysteriously disappeared along with them. Guess who's not going home to Havendale anytime soon. Eric Hamden, squire extraordinaire, survived the poisonous knick of a shadowmorth's blade, rescued the king of Hirth from the bowels of the dragon's lair, and confronted a heartbreaking betrayal that nearly got him killed. Still reeling from the news, Eric sets his sights on a daring rescue only to wind up in a prison of his own with David and Charlotte at his side. But rescues come in strange ways, and before they know it, the three end up in David's hometown of Havendale...and Eric gets a quick schooling in Modern Life 101. He'd rather fight a dragon. With secrets, lies and betrayals meeting them at every turn, David, Charlotte and Eric soon discover that Havendale isn't the sanctuary they'd hoped for. Even their best-laid plans can't prepare them for the danger that stalks them. This time, no amount of magic or prayers can save them. War has been declared, and in the final battle, someone must make the ultimate sacrifice. Let the battle begin.

While battling against her greatest enemies, a warrior princess is torn between her fierce desire for an arrogant knight and her feelings for a powerful dragon.

Original.

Ben is a man on the edge and unless his life gets back on track, he knows something very bad will happen soon. He can't control it; the rage controls him. A retired group of legendary mercenaries get the band back together for one last impossible mission in this award-winning debut epic fantasy. "Fantastic, funny, ferocious." - Sam Sykes Clay Cooper and his band were once the best of the best, the most feared and renowned crew of mercenaries this side of the Heartwyld. Their glory days long past, the mercs have grown apart and grown old, fat, drunk, or a combination of the three. Then an ex-bandmate turns up at Clay's door with a plea for help--the kind of mission that only the very brave or the very stupid would sign up for. It's time to get the band back together.

WINNER OF THE DAVID GEMMELL MORNINGSTAR AWARD FOR BEST FANTASY DEBUT. WINNER OF THE REDDIT/FANTASY AWARD FOR BEST DEBUT FANTASY NOVEL. For more from Nicholas Eames, check out: *Bloody Rose*

*Ship of Smoke and Steel* is the launch of Django Wexler's cinematic, action-packed epic fantasy Wells of Sorcery trilogy. In the lower wards of Kahnzoka, the great port city of the Blessed Empire, eighteen-year-old ward boss Isoka enforces the will of her criminal masters with the power of Melos, the Well of Combat. The money she collects goes to keep her little sister living in comfort, far

from the bloody streets they grew up on. When Isoka's magic is discovered by the government, she's arrested and brought to the Emperor's spymaster, who sends her on an impossible mission: steal Soliton, a legendary ghost ship—a ship from which no one has ever returned. If she fails, her sister's life is forfeit. On board Soliton, nothing is as simple as it seems. Isoka tries to get close to the ship's mysterious captain, but to do it she must become part of the brutal crew and join their endless battles against twisted creatures. She doesn't expect to have to contend with feelings for a charismatic fighter who shares her combat magic, or for a fearless princess who wields an even darker power. “Truly epic, fierce, and exhilarating, Ship of Smoke and Steel will capture you and lock you away. With magical combat sequences fit for the big screen, the action is almost as breathtaking as the intrigue.” —Morgan Rhodes, New York Times bestselling author of the Falling Kingdoms series At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In this "relentlessly gripping, brilliant" epic fantasy (James Islington), an ousted queen must join forces with a young warrior in order to reclaim her throne and save her people. Tau and his Queen, desperate to delay the impending attack on the capital by the indigenous people of Xidda, craft a dangerous plan. If Tau succeeds, the Queen will have the time she needs to assemble her forces and

launch an all out assault on her own capital city, where her sister is being propped up as the 'true' Queen of the Omehi. If the city can be taken, if Tsiora can reclaim her throne, and if she can reunite her people then the Omehi have a chance to survive the onslaught. "This gritty series set in a South African-inspired fantasy world is an intense reading experience, and the second book is just as phenomenal as the first."—BuzzFeed News "The Fires of Vengeance is epic fantasy at its finest."—Winter Is Coming The Books of The Burning Series The Rage of Dragons The Fires of Vengeance The Lord of Demons

A sister searches for her missing brother as a new power rises amid the splendour and the squalor of a once great city in this steampunk fantasy epic. Game of Thrones meets Gladiator in this blockbuster debut epic fantasy about a world caught in an eternal war, and the young man who will become his people's only hope for survival. ONE OF TIME MAGAZINE'S TOP 100 FANTASY BOOKS OF ALL TIME Winner of the Reddit/Fantasy Award for Best Debut Fantasy Novel The Omehi people have been fighting an unwinnable war for almost two hundred years. The lucky ones are born gifted. One in every two thousand women has the power to call down dragons. One in every hundred men is able to magically transform himself into a bigger, stronger, faster killing machine. Everyone else is

fodder, destined to fight and die in the endless war. Young, gift-less Tau knows all this, but he has a plan of escape. He's going to get himself injured, get out early, and settle down to marriage, children, and land. Only, he doesn't get the chance. Those closest to him are brutally murdered, and his grief swiftly turns to anger. Fixated on revenge, Tau dedicates himself to an unthinkable path. He'll become the greatest swordsman to ever live, a man willing to die a hundred thousand times for the chance to kill the three who betrayed him. The Rage of Dragons launches a stunning and powerful debut epic fantasy series that readers are already calling "the best fantasy book in years." The BurningThe Rage of Dragons

One young woman faces down an all-powerful corporation in this all-too-near future science fiction debut that reads like a refreshing take on Ready Player One, with a heavy dose of Black Mirror. Ready Player One meets Cyberpunk 2077 in this eerily familiar future. "Twenty minutes to power curfew, and my kill counter's stalled at eight hundred eighty-seven while I've been standing here like an idiot. My health bar is flashing ominously, but I'm down to four heal patches, and I have to be smart." New Liberty City, 2134. Two corporations have replaced the US, splitting the country's remaining forty-five states (five have been submerged under the ocean) between them: Stellaxis Innovations and



Greenleaf. There are nine supercities within the continental US, and New Liberty City is the only amalgamated city split between the two megacorps, and thus at a perpetual state of civil war as the feeds broadcast the atrocities committed by each side. Here, Mallory streams Stellaxis's wargame SecOps on BestLife, spending more time jacked in than in the world just to eke out a hardscrabble living from tips. When a chance encounter with one of the game's rare supersoldiers leads to a side job for Mal—looking to link an actual missing girl to one of the SecOps characters. Mal's sudden burst in online fame rivals her deepening fear of what she is uncovering about BestLife's developer, and puts her in the kind of danger she's only experienced through her avatar. Author Kornher-Stace's adult science fiction debut—Firebreak— is loaded with ambitious challenges and a city to save.

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