

## Raptor Dragon Blood Book 6

An American bioengineering research firm erects a theme park on a Caribbean island, complete with living dinosaurs, and invites a group of scientists to be its first terrified guests.

A tough, snarky heroine and an aloof dragon shifter must work together to save Seattle in this new urban fantasy series.

After ten years at war, Jev Dharrow looks forward to hanging up his sword, relaxing with a cool mug of ale, and forgetting that the love of his life married another man while he was gone. But when his ship sails into port, a beautiful woman wearing the garb of an inquisitor from one of the religious orders waits to arrest him. His crime? He’s accused of stealing an ancient artifact with the power to start another war. Jev would gladly hand over the artifact to stop more suffering, but he has no idea where it is or even what it looks like. The inquisitor woman definitely has the wrong person. Inquisitor Zenia Cham grew up with nothing, but she has distinguished herself as one of the most capable law enforcers in the city, and she’s next in line to become archmage of the temple. All she has to do is find the Eye of Truth, and her superiors are certain that Jev has it. He tries to charm her with his twinkling eyes and easy smile, but she’s not letting any man get between her and her dreams. Especially not a thief. If Jev can’t convince Zenia they’re on the same side, find the artifact, and clear his name, his homecoming will turn into a jail sentence. Or worse.

**RaptorDragon Blood, Book 6**Lindsay Buroker

Debt of Honor

Raptor

Heritage of Power (The Complete Series, Books 1-5)

Eye of Truth

The Dragon Lady

Dragon Blood, Book 1

*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.*

*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.*

*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*

*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.*

Dragon Blood Series

Creature Codex

Dragon Blood, Book 2

Kindling

Star Trek: Year Five #20

Game Feel

Chosen as One of the Five Best SF Novels of the Year by Library Journal. When a young physicist unveils an efficient star drive capable of reaching the core of the galaxy, veteran star pilot Priscilla ?Hutch? Hutchins finds herself back in the deepest reaches of space, and on the verge of discovering the origins of the deadly omega clouds that continue to haunt her.

The tale begins over three-hundred years ago, when the Fair People—the goblins, fairies, dragons, and other fabled and fantastic creatures of a dozen lands—fled the Old World for the New, seeking haven from the ways of Man. With them came their precious jewels: diamonds, rubies, emeralds, pearls... But then the Fair People vanished, taking with them their twelve fabulous treasures. And they remained hidden until now... Across North America, these twelve treasures, over ten-thousand dollars in precious jewels in 1982 dollars, are buried. The key to finding each can be found within the twelve full-color paintings and verses of THE SECRET. Are you smart enough? THE SECRET: A TREASURE HUNT was published in 1982. The year before publication, the author and publisher Byron Preiss had traveled to 12 locations in the continental U.S. (and possibly Canada) to secretly bury a dozen ceramic casques. Each casque contained a small key that could be redeemed for one of 12 jewels Preiss kept in a safe deposit box in New York. The key to finding the casques was to match one of 12 poetic verses, solve the resulting riddle, and start digging. Since 1982, only two of the 12 casques have been recovered. The first was located in Grant Park, Chicago, in 1984 by a group of students. The second was unearthed in 2004 in Cleveland by two members of the Quest4Treasure forum.

Professor Tikaya Komitopis knew that bringing Admiral Rias Starcrest home to meet her family wouldn't be easy, not when he led the fleet that decimated her nation during the war. She isn't surprised when people believe she's been brainwashed, that Rias is still loyal to the empire, and that he has nefarious plans for her homeland. She is, however, surprised when Rias's designs to build a submarine lead them to stumble across an ancient secret shrouded in mystery, time, and lies. If revealed, this secret could mean choosing between her people... and the man she loves.

An electrifying fantasy tale filled with shocking twists, heart-pounding action and magic-perfect for fans of Throne of Glass, Graceling and The Girl of Fire and Thorns. ELENA SURVIVED THE WITCH KING's clutches and the deadly witch trials to return to Gray Haven. Yet, she is far from her heart's desire-to save the man she loves. As she and her daring companions take one last quest into enemy territory to save Jon, Elena will face hardships she's never imagined. Meanwhile, as rumors of monstrous forces gather on the horizon, an unspeakable tragedy shatters Elena's world. A darkness grows in Elena's soul, caused by the awakening of the black magic within her and soon finds herself on a deadly path, at risk of becoming exactly the kind of monster she is trying to kill. But if Elena can't find the strength to fight not only the darkness inside her, but the evil about to be unleashed, it could mean the end of everything.

A Witch in Wolf Wood, Book 3

Star Nomad

Deathmaker

Oaths

An Epic Fantasy Adventure

Cauldron

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 Nights at Freddy's fans won't want to miss this pulse-pounding collection of three novella-length tales that will keep even the bravest FNAF player up at night... Consumed by failure... Desperate to keep his kiddie pizzeria from bankruptcy, Jack lets his animatronics tech pitch him a new invention that might just give him some perspective. Frustrated by an unfair arcade game, Colton throws himself into re-engineering the device at any cost. Marley's best friend goes missing on a tour of the Freddy's Pizza Factory; she knows what really happened... but her guilt isn't the only thing threatening to eat her alive. In this ninth volume, Five Nights at Freddy's creator Scott Cawthon spins three sinister novella-length stories from different corners of his series' canon. Readers beware: This collection of terrifying tales is enough to unsettle even the most hardened Five Nights at Freddy's fans.

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.

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

Book 6 of Painting the Mists

Under the Ice Blades

The Emperor's Edge

Guild Wars: Ghosts of Ascalon

Tooth and Claw

The Blade's Memory

***A Rampage of New 5th Edition Monsters! DM: "A mysterious figure in a cloak approaches you in the tavern..." PALADIN: "Aha! This must be a wizard with a map to a dungeon!" DM: "...and he's ticking." ROGUE: "RUN!" Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the Creature Codex has you covered! Nearly 400 new foes for your 5e game--everything from acid ants and grave behemoths to void giants and zombie lords. Creature Codex includes: \* A dozen new demons, and five new angels \* Wasteland dragons and dinosaurs \* All-new golems, including the altar flame golem, doom golem, and keg golem \* Monsters inspired by Mesoamerican, Hindustani, and Asian legends and folklore \* Chieftains and other leaders for ratfolk, centaurs, goblins, trollkin, and more \* New undead, including a heirophant lich suitable for lower-level characters (but plenty tough!) ...and much more! Use them in your favorite published setting, or populate the dungeons in a world of your own creation. Pick up Creature Codex and surprise your players with monsters they won't be expecting!***

*Thanks to her grandmother's legacy, Morgen Keller has spent the summer learning about her witch heritage. She's also spent the summer falling for the sexy werewolf next door. As an unemployed divorcee, she never expected to find love again, but the gruff Amar has been her protector since she arrived in Bellrock. He's fierce, loyal, strong, and he hardly ever rolls his eyes at her vegetarian ways. He's a keeper. There's just one problem: Witches and werewolves are mortal enemies. When her mentor turns her back on her, and the coven delivers an ultimatum, Morgen must choose between her heritage and the man-the werewolf-she's falling in love with.*

*Love, money, and power become the forces that threaten to separate five siblings as they struggle to deal with their individual lives in the wake of their father's death, in a fantasy set in a world populated entirely by dragons. By the author of The King's Name. Reprint.*

*Jak and his allies venture through the portal in search of the longevity plant their king demands, but all Jak wants is to find the elder dragons. Some say they're extinct. Some say they're in hiding. If he can't locate them, there won't be anyone to teach his hatchling how to fly. Or to protect the dragon eggs preserved within a glacier on another world. Or to help him free his people from the tyrannical rule of the wizards. Jak has no choice. He must find the dragons. But some ancient secrets were buried for a reason. What he discovers may jeopardize not only Jak and his allies-the survival of the entire species of dragons may be at stake.*

*Star vs. the Forces of Evil The Magic Book of Spells*

*Dragon Blood, Book 5*

*Mind Over Magic*

*Soulblade (Dragon Blood, Book 7)*

*Heritage of Power, Book 1*

*Balanced on the Blade's Edge*

Don't Miss the Original Series Tom Clancy's Jack Ryan Starring John Krasinski! THE #1 NEW YORK TIMES BESTSELLING JACK RYAN NOVEL "A harrowing tale...Clancy keeps you riveted with political intrigue and military maneuvering [and] sends you rushing headlong to the book's stu conclusion."—USA Today Bestselling author Tom Clancy takes a bold, incisive look at what our nation's leaders are calling "the new world order." The time and place: a world at peace, where yesterday's enemies are tomorrow's allies. The players: Jack Ryan as the new U.S. President, his CIA colleagues, John Clark and Domingo Chavez. The crisis: a shocking chain of events in which the wages of peace are as fully complex—and devastating—as those of war. "[Debt of Honor] traces the financial, political, military, and personal machinations that drive America in SHOCKER."—Entertainment Weekly

The Southern Alliance's plot has been foiled, and the Song Kingdom is safe-for now. As the kingdom recovers from its brutal civil war, Cha Ming sets out to solve his most pressing problem: healing Sun Wukong's dormant soul. He and Huxian journey to Jade Moon Planet, a smelt existence.Hong Xin, under her teacher's instruction, enrolls at the mysterious Red Dust Pavilion. On the surface, they are training her to be a successful courtesan. She soon realizes this is nothing more than a façade, and they'll stop at nothing to douse her newly kindled enthus 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, if 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 us 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 p 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 b 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 A dragon prince. A vampire heiress. A kiss that could bring Chicago to its knees. For decades he's posed as a human... It's been a long time since Tobias spread his wings. The exiled dragon prince has worked hard to blend into the human world and practice his love for healing as dragon within... As a vampire-human hybrid, Sabrina is used to being different from the rest of her community. But all vampires need to feed. The night she chooses Tobias as her next meal, everything changes. He's far more than he seems, and if she doesn't protect his secret, i him of who he truly is? One kiss thrusts Tobias into the dark underground world of Chicago's vampires where his dragon nature is his only hope of protecting Sabrina. But Sabrina knows the only way to keep him safe is to push him away. ????? "Windy City Dragon starts off with more exciting on every page. This book is a nonstop ride of action, suspense and romance and the growing world of this series is something that is definitely shaping up to be epic." - Red Hatter Book Blog \* \* \* Topics: dragon shifter romance, paranormal romance dragons, paran romance shifters, medical romance, romance saga, romantic suspense, series starter, first in series, romance series, romance saga, romantic family saga, new release, shapeshifter romance with sex, Chicago, vampire romance, paranormal romance, shifter romance, dragon shifter series, top romance reads, bestselling, fantasy romance, paranormal elements, contemporary fantasy, urban fantasy, HEA, Genevieve Jack, Genevieve Jack Dragons, Witches, Magic, Love, strong heroine, alpha hero, family, steamy romance, emotional romance, new adult paranormal romance fiction, top ebooks in romance, top ebooks in paranormal, romance books, romance, award winning romance, USA Today bestseller, Paranormal Romance Series. Perfect for Fans of Alisa Woods, Christine Feehan, Jessie Donovan, M. Flynn, Mac Flynn, Thea Harrison, Gena C Harper, Anna Craig, Michelle M. Pillow, Mandy M. Roth, JR Ward, Kresley Cole, Ilona andrews, Jayne faith, Renee Rose, Vanessa Vale, Brenda K Davies, Layla Nash, Sherilee Gray, Abigail Owen, Donna Grant, Terry Bolryder, T. S. Joyce, Zoe Chant, Charlene Hartnady, Eve Langlais, Evang

Talden, Alexandra Ivy

Fallen Empire, Book 1

Dragon Storm

Sinister Magic

Dragon Blood, Book 8

Dressing for Altitude

Blood Magic

**"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.**

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.

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.

As the crew of the Enterprise moves toward an uncertain future, one of their own will be pulled into a violent past! While investigating a mysterious structure on Vulcan, Spock vanishes. As the crew tries to find him, Spock must fight to survive as he navigates the painful past of his home planet. The final voyages of the original crew continue in this time-hopping adventure from writer Brandon Easton (Transformers: War for Cybertron, Thundercats) and artist Silvia Califano (Star Trek: Year Five, X-Files: Case Files).

U.S. Aviation Pressure Suits, Wiley Post to Space Shuttle

An Epic Fantasy Adventure Series

Dragon Blood, Book 4

Jurassic Park

Forgotten Ages (The Complete Series)

Patterns in the Dark

**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.**

**"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.**

**Loathed by those who should love her, can one fierce woman discover the secrets of her unique blood in time to be her own rescuer? If you like strong female characters and slow-burn romances, then you'll adore this captivating tale. The Well of Tears is open and the terror of the night has been unleashed. Now, the last Sentinel left alive with the power to defend his world against the minions of the Netherworld is a man destined to be corrupted into the image of what he hates. In the name of duty, Darien Lauchlin will see oaths forsaken, crowns toppled, friends sacrificed and the land he loves desecrated. For there is a very thin line between duty...and brutal inhumanity.**

**Chosen for Power**

**Any Witch Way**

**A Game Designer's Guide to Virtual Sensation**

**Dragon Blood 5.5**

**The Puppet Carver: An AFK Book (Five Nights at Freddy's: Fazbear Frights #9)**

**Cursed Wolf**

"Since its earliest days, flight has been about pushing the limits of technology and, in many cases, pushing the limits of human endurance. The human body can be the limiting factor in the design of aircraft and spacecraft. Humans cannot survive unaided at high altitudes. There have been a number of books written on the subject of spacesuits, but the literature on the high-altitude pressure suits is lacking. This volume provides a high-level summary of the technological development and operational use of partial- and full-pressure suits, from the earliest models to the current high altitude, full-pressure suits used for modern aviation, as well as those that were used for launch and entry on the Space Shuttle. The goal of this work is to provide a resource on the technology for suits designed to keep humans alive at the edge of space."--NTRS Web site.

250 years ago, Ascalon burned . . . Desperate to defend his land from advancing hordes of bestial charr, King Adelbern summoned the all-powerful FoeFire to repel the invaders. But magic can be a double-edged sword—the FoeFire burned both charr and human alike. While the charr corpses smoldered, the slain Ascalonians arose again, transformed by their king's rage into ghostly protectors and charged with guarding the realm . . . forever. The once mighty kingdom became a haunted shadow of its former glory. Centuries later, the descendants of Ascalon, exiled to the nation of Kryta, are besieged on all sides. To save humankind, Queen Jennah seeks to negotiate a treaty with the hated charr. But one obstacle remains. The charr legions won't sign the truce until their most prized possession, the Claw of the Khan-Ur, is returned from the ruins of fallen Ascalon. Now a mismatched band of adventurers, each plagued by ghosts of their own, sets forth into a haunted, war-torn land to retrieve the Claw. Without the artifact, there is no hope for peace between human and charr—but the undead king who rules Ascalon won't give it up easily, and not everyone wants peace!

As a bookish, introverted database programmer, Morgen Keller never thought she was a candidate for a midlife crisis. That was before her husband divorced her, her boss let her go, and her grandmother died. Forty wasn't supposed to look like this. When Morgen heads up to the small town of Bellrock, Washington, to settle the estate, she looks forward to taking a peaceful break from life and figuring out what she's going to do next. But peace isn't to be had. The old farmhouse is full of witch paraphernalia, a fearsome werewolf has claimed the property, and contrary to what the family was told, Grandma didn't die of natural causes. Embroiled in a mystery, and heir to powers she knew nothing about, Morgen must turn to the only person who might be able to help: the werewolf who threatened to rip her throat out for trespassing. This isn't the fresh start on life that Morgen had in mind. A Witch in Wolf Wood is perfect for fans of mystery, magic, slow-burn romance, and second chances. Pick up your copy of Book 1 (Mind Over Magic) today!

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 unearh. 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.

Darkmage

Blood Charged

An epic fantasy dragon series

Dragon Blood, Book 6

Windy City Dragon

Decrypted

**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.**

**Ever wondered what's inside The Magic Book of Spells? It contains every spell you've ever seen on the show, plus the history of Mewni, as told by thirteen queens. Each chapter is full of secrets, magic, and notes from Star Butterfly! This fun-packed, full-color jacketed hardcover version of The Magic Book of Spells will give fans of Star Vs the Forces of Evil all the inside information. . . and a chance to meet four never-seen-before queens. Plus, the book jacket doubles as an exclusive Mewberty Wings tarot card poster!**

**'A daring blend of romance, crime and history, and an intelligent exposé of the inherent injustice and consequences of all forms of oppression' Tsitsi Dangarembga, Nervous Conditions** Opening with the shooting of Lady Virginia 'Ginie' Courtauld in her tranquil garden in 1950s Rhodesia, The Dragon Lady tells Ginie's extraordinary story, so called for the exotic tattoo snaking up her leg. From the glamorous Italian Riviera before the Great War to the Art Deco glory of Eltham Palace in the thirties, and from the secluded Scottish Highlands to segregated Rhodesia in the fifties, the narrative spans enormous cultural and social change. Lady Virginia Courtauld was a boundary-breaking, colourful and unconventional person who rejected the submissive role women were expected to play. Ostracised by society for being a foreign divorcee at the time of Edward VIII and Mrs Simpson, Ginie and her second husband, Stephen Courtauld, leave the confines of post-war Britain to forge a new life in Rhodesia, only to find that being progressive liberals during segregation proves mortally dangerous. Many people had reason to dislike Ginie, but who had reason enough to pull the trigger? Deeply evocative of time and place, The Dragon Lady subtly blends fact and fiction to paint the portrait of an extraordinary woman in an era of great social and cultural change.

**Journey to the West**

**Shattered Past**

**The Secret**