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KEY=ORCS - KENDALL SUTTON

THE COST OF BETRAYAL

David Dalglish Their prophet dead and their home lost, the half-bloods Harruq and Qurrah Tun form a strained alliance with a band of mercenaries outside the city of Veldaren. As the brothers and their allies wage a private war against powerful thief guilds, divine forces threaten to tear them apart and ruin any hope for a better life. Harruq must do everything he can to defend his family, for Qurrah's love of a girl with a shattered mind and the power of a goddess may doom them all. **THE COST OF BETRAYAL** by David Dalglish The death prophet returns, and the disloyal will suffer.

THE HALF-ORCS

Createspace Independent Pub The Half-Orc Series chronicles the trials of Harruq and Qurrah Tun, brothers of mixed blood and humble beginnings. One will seek redemption and atonement for the evil he has done. One will destroy everything to deny his wrongs. This Omnibus contains all five books of the Half-Orc Series, condensed into a single collector's edition.

A SLIVER OF REDEMPTION

David Dalglish The war god Thulos marches across the world of Dezrel, recruiting soldiers into his demon army and annihilating all who stand against him. With the aid of three Kings, Harruq Tun and his friends must save the nation of Mordan, whose priest-king has sworn to the dark god, and will summon whatever nightmarish creatures necessary to maintain rule. Once freed, they can turn their attention east, to the war god's approach. Before the walls of Mordeina, and high above in the golden city of Avlimar, the last survivors make their stand to stop a world of death and conquest. **A SLIVER OF REDEMPTION** by David Dalglish The final battle has come.

THE KING OF THE FALLEN

David Dalglish "Yet again, the brother gods destroy the land with their selfish war..." ---- The angels were meant to protect Dezrel. They were meant to guide humanity out from the wreckage of the second Gods' War. But their high priest Azariah has betrayed them all. The ruling angels have fallen, their forms twisted, their color faded, and their wings stained black with the god Ashhur's disgust. In their rage, they are no longer content to guide. With Azariah at their head, they will rule. They will form their perfect world, no matter how many human lives must be sacrificed. In the north, the greatest remaining angel Ahaesarus gathers the beastmen tribes to wield them as an army against the Fallen. To the south, the surviving members of the Eschaton Mercenaries flee the ever-expanding reach of the Fallen. The boy king of Mordeina travels with them under the protection of the Godslayer, Harruq Tun. He is the last hope to unite the fracturing human kingdom to stand against complete domination, and the Fallen will capture him at any cost. But Azariah has in his possession the journal of Karak's Prophet, and access to its forbidden spells within. Those beloved to the Godslayer will suffer...even those beyond the grave. **THE KING OF THE FALLEN** by David Dalglish Even gods may betray their beloved.

THE PRISON OF ANGELS

David Dalglish "This world is not safe. Your angels have done great things, but I fear their illusion of safety has been more damaging than they can possibly understand. The ancient evils may be gone, but new ones have replaced them." ---- Five years have passed since the death of the war god, and now angels watch over the land. It should be a time of peace and prosperity. It is not. With King Antonil marching east to retake his former lands from the orcs, Harruq Tun is thrust into a position of power he is completely unprepared for, leaving many plotting to usurp the throne for their own ends. Hovering over it all are the angels, enforcers of the law and wielders of the executioner's blades. Once viewed as humanity's saviors, the angels now find themselves struggling for a proper place in the new world. Monsters in the Vile Wedge are stirring, and in the south the nation of Ker moves to protect itself from a rule from on high. War comes, and if Harruq cannot stop it, their paradise of angels may soon become a blood-stained prison. **THE PRISON OF ANGELS** by David Dalglish Fear the grace enforced by the sword.

THE DASTARD

Tor Books Many malevolent menaces have imperiled the magical land of Xanth in its long and storied history. But none has been as despicably dangerous as the Dastard—a craven miscreant who sold his soul to a detestable demon for the power to erase events. Now the entire future of Xanth is at the mercy of his every whim. Only a young dragon-girl named Becka has the power to stop his devious deeds! Becka is a crossbreed—the daughter of Draco Dragon and a lovely human woman who met, by chance, at a Love Spring. Now fourteen, Becka is beginning to wonder where in Xanth she belongs—on the ground with her mother's people, or flying the skies with her father's kind. So she journeys to the Good Magician Humfrey to discover her True Purpose in life. Much to her astonishment and surprise, the Magician tells her that a great Destiny awaits her—one that will affect the future of all of Xanth...in Piers Anthony's *The Dastard*. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

THE TRUE BASTARDS

A NOVEL

Crown Half orc. All badass. A female chieftain in a brutal wasteland society fights to take what is hers in an action-packed, foul-mouthed fantasy adventure from the author of *The Grey Bastards* ("Nonstop action, though not for faint hearts."—*The Wall Street Journal*). Fetching was once the only female rider in the Lot Lands. Now she is the proud leader of her own hoof, a band of loyal half-orcs sworn to her command. But in the year since she became chief, the Lots have tested her strength to the breaking point. The Bastards are scattered, desperate, their ranks weakened by a mysterious famine, their fortress reduced to smoldering slag. And their troubles are only growing. A pack of ravening beasts circles their camp, while grasping human nobles hatch a plan that will shift the balance of power in the Lots. Fetch and her comrades are still standing defiant—they're Bastards, after all—but even the toughest half-orc can take only so much; and Fetch knows they're on the verge of ruin. As she strives to lead her hoof to safety and unravel the plots set against them, Fetching must journey through forbidden elven lands, overcome long-standing hatreds, battle a monstrous wizard of terrifying power—and, worst of all, delve into the dark truths of her own existence. She's no stranger to fighting the world, but on this journey, sharp steel and a strong hog won't be enough. To survive these trials, she'll have to defy not just her foes but the very nature of the Lots. *The True Bastards* is the sweeping, ambitious second entry in the Lot Lands series, an irresistibly thrilling, gritty, foul-mouthed adventure that deepens, expands—and again upends—the Bastards' unforgettable world. Advance praise for *The True Bastards* "[An] action-packed sequel . . . the story is filled with relentless action and powered by a cast of adeptly developed and emotionally appealing characters. . . . Fans will be overjoyed not only with the return of some beloved characters, but also with the novel's conclusion, which sets up the storyline for a much larger adventure to come. Imagine an outlaw biker gang of half-orcs riding giant war pigs and you've captured this saga's gloriously dirty soul."—*Kirkus Reviews* (starred review)

THE KING OF THE VILE

David Dalglish "Ashhur will awaken in a blaze of fire..." ---- Mordan has lost their king, and Harruq Tun is a poor replacement. He has slain a god, but he cannot quell the unrest growing between the angels and the humans they are supposed to protect. The thin line between protectors and rulers blurs with each bloody death. An army of beast-men lays siege to the north, while in the south, the nation of Ker invades seeking to overthrow the rule of angels. Those same angels are Mordan's only hope of defending itself on two fronts, if only they would look beyond the rebuilding of their fallen city. Wizards and paladins, priests and angels, they all seek to benefit from the chaos. But a single figure manipulates them all from the shadows, seeking to overthrow the kingdom Harruq and his friends have fought so desperately to defend, and replace it with another... **THE KING OF THE VILE** by David Dalglish New kingdoms arise from the ruins of the old. ----- About the Author: David Dalglish currently lives in rural Missouri with his wife Samantha, and daughters Morgan and Katherine. He graduated from Missouri Southern State University in 2006 with a degree in Mathematics and spends way too much time playing *Hearthstone*.

A DANCE OF CLOAKS

BOOK 1 OF SHADOWDANCE

Hachette UK The Underworld rules the city of Veldaren. Thieves, smugglers, assassins . . . they fear only one man. Thren Felhorn is the greatest assassin of his time. All the thieves' guilds of the city are under his unflinching control. If he has his way, death will soon spill out from the shadows and into the streets. Aaron is Thren's son, trained to be heir to his father's criminal empire. He's cold, ruthless - everything an assassin should be. But when Aaron risks his life to protect a priest's daughter from his own guild, he glimpses a world

beyond poison, daggers and the iron rule of his father. Assassin or protector; every choice has its consequences. Fantasy author David Dalglish spins a tale of retribution and darkness, and an underworld reaching for ultimate power.

A DANCE OF BLADES

Orbit From USA Today bestselling author David Dalglish It's been five long years since the city learned to fear... In book #2 of the Shadowdance series, the war between the thief guilds and the powerful allegiance known as the Trifect has slowly dwindled. Now only the mysterious Haern is left to wage his private battle against the guilds in the guise of the Watcher - a vicious killer who knows no limits. But when the son of Alyssa Gemcroft, one of the three leaders of the Trifect, is believed murdered, the slaughter begins anew. Mercenaries flood the streets with one goal in mind: find and kill the Watcher. Peace or destruction; every war must have its end. Fantasy author David Dalglish spins a tale of retribution and darkness, and an underworld reaching for ultimate power. Shadowdance A Dance of Cloaks A Dance of Blades A Dance of Mirrors A Dance of Shadows A Dance of Ghosts A Dance of Chaos Seraphim Skyborn Fireborn Shadowborn

MAGIC OF THIEVES

Createspace Independent Pub In a province where magic is forbidden and its possessors are murdered by the magickless, young Ilan has only one hope for survival. Concealment. In the shadow of Dimmingwood, she finds temporary protection among a band of forest brigands led by the infamous outlaw Rideon the Red Hand. But when old enemies reappear and new friendships lead to betrayal, will Ilan's magic and the power of her enchanted bow be enough to save her? * * * * * Also in the LEGENDS OF DIMMINGWOOD series: Betrayal of Thieves ~ Book II, Circle of Thieves ~ Book III (Coming Spring 2013), Redemption of Thieves ~ Book IV (Coming Spring 2013)

THE SHADOWS OF GRACE

CreateSpace The portal is open, and war demons pour into the world of Dezrel, with every intention of burning the land to ash. Harruq Tun leads the survivors of the broken kingdom of Neldar, hoping to find safety in the west. But it will take the aid of his wife and friends to hold back the army of his brother, Qurrah, that gives chase. The dark god Karak nears his total victory and release, and the fate of the world will be decided by Harruq's strength as the vile army of demons, priests, and undead nears. THE SHADOWS OF GRACE by David Dalglish The fate of the world rests on a single act of faith...

THE BLADED FAITH

Hachette UK A usurped prince prepares to take up the mantle of a deadly assassin and reclaim his kingdom, his people, and his slain gods in this epic fantasy from a USA Today bestselling author. Cyrus was only twelve years old when his gods were slain, his country invaded, and his parents—the king and queen—beheaded in front of him. Held prisoner in the invader's court for years, Cyrus is suddenly given a chance to escape and claim his revenge when a mysterious group of revolutionaries comes looking for a figurehead. They need a hero to strike fear into the hearts of the imperial and to inspire and unite the people. They need someone to take up the skull mask and swords and to become the legendary "Vagrant"—an unparalleled hero and assassin of otherworldly skill. But all is not as it seems. Creating the illusion of a hero is the work of many, and Cyrus will soon discover the true price of his vengeance.

THE FREE BASTARDS

Del Rey The long-awaited war has come in the sweeping conclusion to the Lot Lands trilogy—another irresistibly swashbuckling, swaggering, foul-mouthed fantasy from the author of The Grey Bastards. "[A] rip-roaring, shelf-bending conclusion . . . nothing short of an adventure fantasy masterwork."—Kirkus Reviews (Best Books of the Year) War has come to the Lot Lands—and Oats stands upon the frontline. The Hisparthan armies on the horizon are mighty, bolstered by divine champions, dread sorcerers, and gunpowder. It's almost more than the half-orc rebellion can hope to repel. But Oats has won impossible fights before. He's a thriceblood, after all, more orc than man. And he hasn't forgotten how to kill. He'll stack the bodies high for his chief and his brethren, if that's the price of freeing the Lots from human tyranny. Besides, the invading forces are getting a damned sight more than they bargained for. They're not facing a handful of half-orc hoofs, but a true army—one forged from all the peoples of the Lots. At its head are Fetching, in full command of the ruinous power that runs through her veins, and Jackal, armed with the blessings of a dead god. Yet Oats can't help but find his faith wavering. Once the strongest Bastard, he soon realizes that in this battle, even the strength of a thriceblood is easily conquered. And after a grievous loss strikes, he begins to fear that this war will lead the Lots not to freedom but to ruin. So when another path to peace beckons, he has no choice but to walk it. Even if it means betting the Lots' fate, and his own, on the promises of the Bastards' wildest adversary—and making a perilous journey into the heart of Hispartha itself. Brimming with all the epic battles, surprising sorcery, and fiendish twists a Bastards fan could wish for, alongside unforgettable moments for characters old and new, The Free Bastards builds a new future for the Lots—even as it gives our beloved trio of Jackal, Fetching, and Oats the rousing, blood-soaked sendoff they deserve.

THE GREY BASTARDS

Hachette UK 'AN ADDICTIVELY READABLE - AND UNDENIABLY COOL - FANTASY MASTERWORK' Kirkus 'FILTHY, CHARISMATIC AND FRANKLY EXCELLENT' Mark Lawrence BRING ON THE ORCS . . . Jackal is proud to be a Grey Bastard, member of a sworn brotherhood of half-orcs. Unloved and unwanted in civilized society, the Bastards eke out a hard life in the desolate no-man's-land called the Lots, protecting frail and noble human civilization from invading bands of vicious full-blooded orcs. But as Jackal is soon to learn, his pride may be misplaced. Because a dark secret lies at the heart of the Bastards' existence - one that reveals a horrifying truth behind humanity's tenuous peace with the orcs, and exposes a grave danger on the horizon. On the heels of the ultimate betrayal, Jackal must scramble to stop a devastating invasion - even as he wonders where his true loyalties lie. A standout adventure fantasy debut that's down, dirty and damn good fun - perfect for fans of Joe Abercrombie, Mark Lawrence, Markus Heitz's Dwarves series and Stan Nicholl's Orcs series. 'A gritty adventure with a fantastic, foul-mouthed voice . . . Fans of Abercrombie's The First Law . . . will like this a lot' Django Wexler 'A bloody good tale of battle, betrayal and war pigs' Brian McClellan 'Jonathan French has to be lauded for his plot ingenuity, bawdry charm and vicious characters. The Grey Bastards has instantaneously catapulted him into my must-read list' Fantasy Book Critic 'I'd like to raise a tankard to The Grey Bastards' brilliance' Fantasy Faction For more Bastards action, check out the sequel: THE TRUE BASTARDS

THE OLD WAYS

David Dalglish "Imagine knowing something, knowing it so well that it's burned deep into your gut. You'd question your own name before you questioned this. And then...one day...the whole world changes, and you know nothing." ---- Having fled the defeat at the Green Gulch, Darius and Jerico, believing themselves the last two paladins of their kind, must separate once more in order to survive. While Jerico rushes to the aid of Lord Arthur and the siege at his Castle of Caves, Darius travels east, determined to remove the bounty on his head. But on his way, he encounters a young priest following an older way of faith, whose desire for their return will risk destruction upon all the North. THE OLD WAYS by David Dalglish Sacrifice must be made in blood.

THE INQUISITION

SUMMONER: BOOK TWO

Feiwel & Friends A New York Times Bestseller! A Publishers Weekly Bestseller! A year has passed since the Tournament. Fletcher and Ignatius have been locked away in Pelt's dungeons, but now they must face trial at the hands of the Inquisition, a powerful institution controlled by those who would delight in Fletcher's downfall. The trial is haunted by ghosts from the past with shocking revelations about Fletcher's origins, but he has little time to dwell on them; the graduating students of Vocans are to be sent deep into the orc jungles to complete a dangerous mission for the king and his council. If they fail, the orcish armies will rise to power beyond anything the Empire has ever seen. With loyal friends Othello and Sylva by his side, Fletcher must battle his way to the heart of Orctom and save Hominum from destruction . . . or die trying, in this sequel to The Novice by Taran Matharu.

KING LEAR

Courier Corporation Contains the unabridged text King Lear as published in Volume XVII of Tkhc Caxton Edition of the Complete Works of William Shakespeare.

SOULKEEPER

Orbit The Witcher meets D&D in the first book of this epic fantasy adventure where a warrior priest must suddenly protect his world from monsters that were once only legend from USA Today bestselling author David Dalglish. Devin Eveson is a Soulkeeper, traveling through remote villages as a preacher and healer. But when a mysterious black water washes over the world, the veil is torn, flooding the land with ancient magic and forgotten races: fire that dances as if alive, corpses that walk, and creatures that can manipulate time itself. And not all the creatures that have re-awakened remember humanity fondly. As the land grows more dangerous and more chaotic, Soulkeepers are turning up dead, their bodies transformed into macabre works of art. Devin must set aside his words of peace and accept his new role: slayer of monsters and protector of the human race.

HONOR AMONG ORCS

Independently Published "Honor Among Orcs [...] takes you by surprise and doesn't let go of your imagination..." -- Shannon Mayer, Author of the Rylee Adamson Series For lovers of Warcraft, Tolkien, Beauty & the Beast--or all three... As featured on BuzzFeed's "21 Types of Romance Novels You Have to See to Believe," Honor Among Orcs is the fantasy you've been waiting for... After nearly a decade as the king's whipping-girl, Princess Arianna has no intention of going quietly into marriage to some treasonous noble, or serving obediently as the king's spy until her death is more convenient. When she discovers a handsome orc, chained and trapped inside a magic mirror, Arianna cannot help but see a lasting freedom from her father's abuse. Left to rot inside a mirror by the king, Bolthorn never imagined his prayers would be answered by a princess. Nor did he ever expect to meet so worthy a woman after knowing her father's cruelty. He needs her help to escape the mirror before the king marches against the orcs, but all he can offer Arianna is ice and

darkness in exchange for her aid. If Arianna can free the monster behind the glass, perhaps she might free herself, as well. But once they cross the mountain, there will be no return, and the deadly winter is the least of what threatens them on the other side. Fans of Kristin Cashore's FIRE and GRACELING will appreciate the collision of romance, adventure, and epic fantasy -- all with a new adult edge -- in Honor Among Orcs.

ELDEST

National Geographic Books After successfully evading an Urgals ambush, Eragon is adopted into the Ingeitum clan and sent to finish his training so he can further help the Varden in their struggle against the Empire.

CIVIL AFFAIRS: SOLDIERS BECOME GOVERNORS

A documentary history with brief narrative introductions illustrating the evolution of civil affairs policy and practice in the Mediterranean and European theaters.

ZYON

Venerit warriors fight for the honor of their master's house, but will they fight to defend an innocent among them? Kidnapped and offered up as a prize for the three Venerit champions of the kingdom, Theon is terrified and out of his depth. He's only human and completely at the mercy of the towering Venerit warriors he's now forced to share a cell with. Mage lords rule the land, but will Theon allow fear to rule his heart? Navigating the politics of House Natas and the budding relationship between himself and the champions, Theon discovers enemies lurking around every corner. He's coming to realize that even though the Venerits hold prestige and honor, they're just as much slaves to their master as he is. With all of them at the mercy of their Lord, he knows that his champions might not be able to protect him from every threat. Will the secrets Theon's kept tear apart everything he's fought so hard to claim as his own? Zyon is a Kingdoms of Pelas novel featuring a scrawny human, a towering half-orc, a beautiful tiger, and a fierce gargoyle. As well as plenty of surprises along the way. Equal parts unflinching brutality and robust love story, this book isn't for the faint of heart. Our characters' journey will continue through the Kingdoms of Pelas series. Zyon features a harem/poly relationship and has a HFN ending.

A DANCE OF SHADOWS

Orbit From USA Today bestselling author David Dalglish "Prove that you can stand against the darkness and live." In book #4 of the Shadowdance series, Haern is the King's Watcher, born an assassin only to become the city of Veldaren's protector against the thief guilds. When Lord Victor Kane attacks the city, determined to stamp out all corruption, foreign gangs pour in amidst the chaos in an attempt to overthrow the current lords of the underworld. And when a mysterious killer known as the Widow begins mutilating thieves, paranoia engulfs the city. Haern knows someone is behind the turmoil, pulling strings. If he doesn't find out who -- and soon -- his beloved city will burn. Light or darkness: where will the line be drawn? Fantasy author David Dalglish spins a tale of retribution and darkness, and an underworld reaching for ultimate power in this fourth novel of the Shadowdance series, previously released as Blood of the Underworld. Shadowdance A Dance of Cloaks A Dance of Blades A Dance of Mirrors A Dance of Shadows A Dance of Ghosts A Dance of Chaos Seraphim Skyborn Fireborn Shadowborn

DAWN OF SWORDS

47North Karak and Ashhur create a world in which its people do not age if they remain devoted to their deities, but the brothers' opposing goals become apparent when Karak's exiled children build a temple for worshippers who refuse to honor them.

WRATH OF LIONS

47 North In preparation for war, Karak invades Paradise, Ashhur travels west to gather more soldiers, the Wardens fortify their settlement, and Quellan elves join the fray in Dezerea, with chaos ensuing as the brother gods fight for control.

ALBION'S SEED

FOUR BRITISH FOLKWAYS IN AMERICA

Oxford University Press This fascinating book is the first volume in a projected cultural history of the United States, from the earliest English settlements to our own time. It is a history of American folkways as they have changed through time, and it argues a thesis about the importance for the United States of having been British in its cultural origins. While most people in the United States today have no British ancestors, they have assimilated regional cultures which were created by British colonists, even while preserving ethnic identities at the same time. In this sense, nearly all Americans are "Albion's Seed," no matter what their ethnicity may be. The concluding section of this remarkable book explores the ways that regional cultures have continued to dominate national politics from 1789 to 1988, and still help to shape attitudes toward education, government, gender, and violence, on which differences between American regions are greater than between European nations.

THE WARCRAFT: THE LAST GUARDIAN

Simon and Schuster Medivh, a powerful wizard and warrior, is torn between the forces of light and dark as he struggles to fulfill his destiny and make a choice between good and evil, a decision that could seal the fate of his entire world.

RUN LIKE HELL

Wandering Monsters Bloody, broke, and face down on the floor is no way to end a job... even for a "monster." Life hasn't been easy for Scars of No-Clan. The king has a bounty out on all monstrous folk, leaving half-orc warriors like Scars no choice but to work for the local evil wizard. Now adventurers have hit the wizard's dungeon, wiping out years of hard work along with most of his co-workers. He's left with a handful of survivors: an outcast goblin scout, a heretical gnoll, the wizard's bizarre apprentice, a bandit cut loose from the stockade, and a murderous knife-fighting lady bugbear. They have to escape before the adventurers find them--and the only way out is through the darkest reaches of the dungeon. Scars wanted to walk off this job the day he was hired, but going out like this is going to look terrible on his résumé.

SEER OF LOST SANDS

Createspace Independent Publishing Platform An undying sorcerer may provide half-elven warrior Kealin's last chance to find his sister. Five frustrating years along the forbidding northern coast have yielded only rumors of a powerful seer dwelling far to the south. To reach the enigmatic entity, Kealin must trace a path of blood down an entire region. Dogged by a dark curse on his own soul, he must run the gauntlet of the Grand Protectorate and their anti-elven zealotry. Kealin's only aid comes from a duo of fugitive treasure hunters of uncertain loyalties. Darkness is gathering. Will the return of an ancient sleeping evil prevent him from saving the last of his family? When blood fills the mountains, Demons will awaken.

RUTHLESS

A PARANORMAL ROMANCE

HQN Books "One of the premier authors of paranormal romance. Gena Showalter delivers an utterly spellbinding story!"—Kresley Cole, #1 New York Times bestselling author Don't miss the second book in New York Times bestselling author Gena Showalter's captivating and unforgettable Immortal Enemies series... Forbidden. Powerful. Ruthless. Micah the Unwilling, fae King of the Forgotten, can tame even the most violent of beasts. Forged on the battlefield, this iron-willed warrior considers his soldiers his family, and he will stop at nothing to reclaim their dispossessed land. Gearing for war with a sadistic enemy, he is disciplined and focused—until a feral beauty he encountered long ago wanders into his camp. Viori de Aoibheall wields a terrifying ability to sing monsters to life. Having spent her childhood in a forest, raising herself and her frightening creations—the only friends she's ever known—she's ill prepared for the scarred royal and his fearsome brutality. Not to mention the ferocity of their connection and the carnality of his touch. But the real problem? Her brother is Micah's greatest foe. And though the sensual king makes her burn, she must stop him, whatever the cost. Immortal Enemies Book 1: Heartless Book 2: Ruthless

COMPLETE ADVENTURER

A HERO SERIES SUPPLEMENT

This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

BOOK OF VILE DARKNESS

DUNGEONS AND DRAGONS ACCESSORY

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns.

SKYBORN

Orbit The first in an all new fantasy series from USA TODAY Bestseller, David Dalglish Six islands float high above the Endless Ocean, where humanity's final remnants are locked in brutal civil war. Their parents slain in battle, twins Kael and Brenna Skyborn are training to be Seraphim, elite soldiers of aerial combat who wield elements of ice, fire, stone and lightning. When the invasion comes, they will take to the skies, and claim their vengeance. Seraphim Skyborn Fireborn Shadowborn For more from David Dalglish, check out: Shadowdance A Dance of Cloaks A Dance of Blades A Dance of Mirrors A Dance of Shadows A Dance of Ghosts A Dance of Chaos

THE PAGAN NIGHT

Titan Books (US, CA) The Celestial Church has all but eliminated the old pagan ways, ruling the people with an iron hand. Demonic gheists terrorize the land, hunted by the warriors of the Inquisition, yet it's the battling factions within the Church and age-old hatreds between north and south that tear the land apart. Malcolm Blakley, hero of the Reaver War, seeks to end the conflict between men, yet it will fall to his son, Ian, and the huntress Gwen Adair to stop the killing before it tears the land apart. The Pagan Night is an epic of mad gods, inquisitor priests, holy knights bound to hunt and kill, and noble houses fighting battles of politics, prejudice, and power.

GAME ARCHITECTURE AND DESIGN

New Riders Pub A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

BLOOD OF GODS

47North Brothers and gods, Karak and Ashhur created Dezrel to be a paradise of ageless humans. But mortal hubris aroused one god's wrath, and forced the other to shield the young world's rebellious denizens from his brother's murderous retribution. Now, the bloody war between mortal nations and their immortal overlords has reached its tipping point. The city of Mordeina, under siege by the brutal Karak and his armies, fights valiantly against impossible odds. Bardiya—Ashhur's loyal servant—and his people face a shackled death march across the desert as the demon Darakken plots its monstrous rebirth. And as Ashhur struggles to protect his children and their provinces, he must counter Karak's ever-deadlier attacks with terrifying measures of his own. As kings, spies, rogue royals, and religious despots connive and clash, city walls and sacred trusts will be breached—and a civilization built by gods will prevail or perish at the powerful but flawed hands of its creators. Blood of Gods is the cataclysmic conclusion to the epic Breaking World fantasy series.

THE ROGUE ELF OF URLAS

SONGS OF SHADOW

Independently Published Three novels discounted for a limited time! See what readers are already saying about this epic fantasy omnibus: ★★★★★ "The best series since R.A. Salvatore created the famous Drizzt Do'Urden series. Drizzt Do'Urden meet Kealin, the Rogue Elf of Urlas!" ★★★★★ "Just can't get enough! Really struck on this series, I spent all day reading!" ★★★★★ "Exciting adventure! Amazing start to what promises to be another thrilling series! Magic, dragons, narwhals, gods, and elves!" ★★★★★ "This has to be the best series that I have read since the Shannara Chronicles!" Darkness descends upon the elven realm and the only thing Kealin cares about is saving his family... but is he powerful enough to save them all? With his father gone to war.....and his mother in hiding.....Kealin must make a decision. Should he stay and train to defend their Elven land, like his father asked, or head out into the icy waters to try to change fate? Kealin's choice will set him on a path like none other. Beginning with a voyage across the icy seas with his three siblings, he discovers a power within himself that is not elven at all. It is older, darker, and could be a danger to everyone around him. Has everything he has been told been a lie? From a harrowing journey across the frozen North, to enslavement, the riddles of an all-seeing seer, and a battle to decide the future of the elves of the West, an adventure like no other awaits. Kealin searches for his lost family, gaining unforgettable allies like a duo of thieves, wizards, a rebel elven warlord, and even a narwhal companion. But there is something greater hidden within Kealin's journey and that truth might destroy him and everyone he cares about. This omnibus is the complete Songs of Shadow trilogy, the first great arc of a dark but epic story, and a trilogy that has earned hundreds of five star reviews on the individual books. This bundle contains: Half-Bloods Rising Half-Elf Chronicles Book I Seer of Lost Sands Half-Elf Chronicles Book II Shadow of the Orc Star Half-Elf Chronicles Book III Get it now at new release pricing! Embrace the adventures readers have compared to R.A. Salvatore's Drizzt Do'Urden and the Forgotten Realms world!

CREATURE CODEX

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!

THE RETURN OF THE KING

HarperCollins UK The Companions of the Ring have become involved in separate adventures as the quest continues. Aragorn, revealed as the hidden heir of the ancient Kings of the West, joined with the Riders of Rohan against the forces of Isengard, and took part in the desperate victory of the Hornburg. Merry and Pippin, captured by orcs, escaped into Fangorn Forest and there encountered the Ents. Gandalf returned, miraculously, and defeated the evil wizard, Saruman. Meanwhile, Sam and Frodo progressed towards Mordor to destroy the Ring, accompanied by Smagol - Gollum, still obsessed by his 'precious'. After a battle with the giant spider, Shelob, Sam left his master for dead; but Frodo is still alive - in the hands of the orcs. And all the time the armies of the Dark Lord are massing. JRR Tolkien's great work of imaginative fiction has been labelled both a heroic romance and a classic fantasy fiction. By turns comic and homely, epic and diabolic, the narrative moves through countless changes of scene and character in an imaginary world which is totally convincing in its detail.
