

## Soulblade Dragon Blood Book 7

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*Soulblade Dragon Blood Book 7*

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### SIMONE DENNIS

**Soul Sword** Createspace Independent Pub

"The Order of the Stick: Blood Runs in the Family brings the titular band of heroes to a strange desert land where hidden family secrets await! We're not going to tell you what they are, because they're secrets. I mean, seriously. But they're pretty great, at least if you're a fan of Rich Burlew's record-smashing fantasy-comedy-action-drama webcomic, The Order of the Stick. Thrill as Roy and the gang face reptilian bounty hunters, mysterious death priests, dinosaur-riding soldiers, and a little something we like to call 'personal responsibility' as they brave the elements in the fifth book in the bewilderingly popular figure saga!"--Page 4 of cover.

*Heritage of Power (The Complete Series, Books 1-5)* Createspace Independent Publishing Platform 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.

Open Grave Lindsay Buroker

"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.

Pathfinder Rpg Lindsay Buroker

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.

Forgotten Ages (The Complete Series) Lindsay Buroker

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. TheDungeon Master's Guide IIbuilds upon existing materials in the Dungeon

Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

**Expanded Psionics Handbook** Lindsay Buroker

Kate Elliott's KING'S DRAGON launched a magnificent new epic fantasy. Now, with PRINCE OF DOGS, one of the most exciting fantasy series of recent years continues . . . Sanglant - the prince of dogs, King Henry's bastard son - is being held captive in the city of Gent by Bloodheart, The Eika warlord. Liath, now one of the King's Eagles - and still grieving over the loss of Sanglant - is desperately trying to unlock the secrets of her own past. Unless she masters her powers she may prove a grave danger to everyone, herself included. Alain, now proclaimed a Count's heir, is increasingly troubled by visions of the enemy he befriended and the Lady of Battles whom he's sworn to serve. And Fifth Brother, least favoured son of Bloodheart, has returned to the lands of his own people to unite the scattered tribes and build an army to do his father's bidding. While King Henry continues this progress through his troubled realm, Sanglant, Liath, Alain and Fifth Brother fight their own individual battles. Only time will tell who will prove triumphant as all of them are caught up in the dangers and turmoil of a world at war . . .

**The Blade's Memory** Lindsay Buroker

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!

**Sinister Magic** Lindsay Buroker

A fantastic array of wonderful prose, from bee-keeping to Top Tips on Dogs! A FINALIST and highly recommended.' The Wishing Shelf Awards. Finalist in the SpaSpa Awards Perfect for holidays! Five-minute reads. Meet people you will never forget: the night photographer, the gynaecologist's wife, the rescue dog. Dip into whatever suits your mood, from comedy to murders; from fantastic stories to blog posts, by way of love poetry. Fully illustrated by the author in black and white; Jean Gill's original photographs are as thought-provoking as her writing. An out of body experience for adventurous readers. Or, of course, you can 'Live Safe'. Not for you the blind alley on a dark night, wolf-lope pacing you step for step as shadows flare on the walls. 'A rare treat' - J.G. Harlond, author of 'The Empress Emerald' 'An eclectic mix - quite unputdownable' - B.A. Morton, author of prize-winning crime novel 'Mrs Jones' Lindsay Buroker

Best Sellers - Books :

- [A Court Of Frost And Starlight \(a Court Of Thorns And Roses, 4\) By Sarah J. Maas](#)
- [Remarkably Bright Creatures: A Read With Jenna Pick](#)
- [The Subtle Art Of Not Giving A F\\*ck: A Counterintuitive Approach To Living A Good Life](#)
- [Haunting Adeline \(Cat And Mouse Duet\) By H. D. Carlton](#)

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 Sword of Light** Lindsay Buroker

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.

**The Frey Saga** CreateSpace

The City of Towers launches a brand new novel line set in the world of Eberron, Wizards of the Coast's newest D&D® campaign setting. Author Keith Baker's proposal for the exciting world of Eberron was chosen from 11,000 submissions, and he is the co-author of the Eberron Campaign Setting, the RPG product that launched the setting. The Eberron world will continue to grow through new roleplaying game products, novels, miniatures, and electronic games. AUTHOR BIO: Keith Baker is a freelance writer and game designer. In 2003 his proposal for the world of Eberron was selected as the winner in the Wizards of the Coast fantasy setting search. From the Paperback edition.

**Blood Charged** Lindsay Buroker

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.

**Ravenswood** Blood War Chronicles

It's been three months since former enforcer Amaranthe Lokdon and the notorious assassin Sicarius thwarted kidnappers and saved the emperor's life. The problem? Nobody knows they were responsible for this good deed. Worse, they're being blamed for the entire scheme. With enforcers and bounty hunters stalking them, and the emperor nursing a personal hatred for Sicarius, it's going to be hard to earn exoneration. When Amaranthe's team discovers mutilated bodies in the city aqueducts and a mysterious illness incapacitates thousands of citizens, she and Sicarius see an opportunity to solve the mystery and prove their loyalty. But they'll have to defeat vengeful shamans, man-eating predators, and deadly mechanical constructs, all while dodging imperial soldiers who would rather kill them than accept their help. Nobody said exoneration would be easy.

**Patterns in the Dark** Watkins Media Limited

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

**Heroes of Horror** Lindsay Buroker

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-kerling: 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.

**Eberron** Lindsay Buroker

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 of Heroic Races** Hachette UK

Ghiss seeks a relic that could lead him straight to Lady Dănești. Intel from Mad Emperor Norton has given Jake a fighting chance to beat Ghiss to the punch. Leaving Corina behind, they brave passage across the Traileil Sea to a world called Illenwikiakan. Jake will risk his very soul, paying one heavy toll after another in search of victory.

**Magic of Eberron** Wizards of the Coast

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.

**Dark Currents** Melissa Wright

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

**Star Nomad** Lindsay Buroker

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.

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