

Soldier Son The Teralin Sword Book 1

“A sequel that outshines its already brilliant predecessor.” —Nadine Brandes, award-winning author of the Out of Time trilogy What happens when happily ever after starts to unravel? Eliyana Ember doesn't believe in true love. Not anymore. After defeating her grandfather and saving the Second Reflection, El only trusts what's right in front of her. The tangible. The real. Not some unexplained Kiss of Infinity she once shared with the ghost of a boy she's trying to forget. She has more important things to worry about—like becoming queen of the Second Reflection, a role she is so not prepared to fill. Now that the Verity is intertwined with her soul and Joshua's finally by her side, El is ready to learn more about her mysterious birth land, the land she now rules. So why does she feel like something—or someone—is missing? When the thresholds begin to drain and the Callings, those powerful magical gifts, begin to fail, El wonders if her link to Ky Rhyen may have something to do with it. For light and darkness cannot coexist. She needs answers before the Callings disappear altogether. Can El find a way to sever her connection to Ky and save the Reflections—and keep herself from falling for him in the process?

Endric returns to Vasha after discovering his connection to the Antrilii and how they serve the north but finds that much has changed, including his relationship with Senda and Pendin. As he struggles to understand how he can serve the Denraen, he learns that the Denraen hold Urik—and that his father has granted him the freedom of the city. Urik isn't done plotting and Endric fears that whatever he intends is the reason Mage Tresten has disappeared. Discovering those answers will put Endric at odds with the Denraen and sends him on a journey that leads to even more understanding about his role in the Denraen and the Conclave.

Having lost his memories, Ben wakes up on an airship to a world he never could have imagined, and dangers he will have to fight to survive. Terrene—where dragons exist, the past haunts, and magic is no myth.

Camelot is falling. Can she save it? Blanche braved the perilous realm of Logres. She survived Morgan le Fay's assassins. She saved the Holy Grail from desecration. Now she's all set to face the court of Camelot and claim her rightful place as Blanche fleur, King Arthur's daughter and the heir of Logres. Until disaster strikes. Queen Guinevere is accused of adultery, throwing Blanche's parentage into doubt...and plunging the kingdom into a civil war which could destroy everything she has come to love. As the Round Table splinters, young Sir Perceval is torn between Sir Gawain, the father he idolises and Blanche, the lady he loves. Justice demands he take a side and fight against his swordbrothers. Will Gawain ever forgive him...or will Perceval have to fight his father, too? When they learn that a single shadowy figure has been steering Logres toward destruction, Blanche and Perceval have just one chance to save Arthur's kingdom. But as they try to unearth their enemy, courtiers and knights whisper the deepest, darkest secret of all. Even if Camelot could be saved, is Blanche the one to do it? Or is someone else the Pendragon's heir? You loved Narnia and Middle Earth. Now, step into Camelot. The Heir of Logres is Book Three of Pendragon's Heir, an acclaimed new Arthurian retelling now being re-released in three volumes. Preorder it today!

Combined for the first time in one volume are the first three books of the internationally

bestselling FROSTBORN saga - FROSTBORN: THE GRAY KNIGHT, FROSTBORN: THE EIGHTFOLD KNIFE, FROSTBORN: THE UNDYING WIZARD, and the prequel novel FROSTBORN: THE FIRST QUEST. RIDMARK ARBAN was once a Swordbearer, a knight of renown. Now he is a branded outcast, stripped of his sword, and despised as a traitor. But he alone sees the danger to come, and undertakes the dangerous quest to stop the return of the Frostborn.

An assassin with no rival meets a magic he cannot defeat. The Chain Breaker Series begins. Trained to kill from a young age, Gavin Lorren finally escaped that life. No more killing innocents. No more working alone. The jobs are still dangerous, but at least he can choose. Now an old friend has invited him to the city of Yoran where the work is plentiful. The Roasted Dragon tavern is rough but cozy. The regulars are seedy but welcoming. The owner Jessica is fond of him. It's almost too good to be true. His good fortune is fleeting. Gavin finds himself facing a new enemy, fast and deadly El'aras warriors—an ancient race with innate magical talent. By the time he learns sorcery is involved, he's in too deep. To succeed, he'll have to uncover parts of his past that he'd hoped to forget. It will take an assassin without equal to survive. It will take the Chain Breaker.

The Conclave calls to Endric and threatens to pull him from the Denraen again. While the merahl are restored, the price was high. The Conclave asks Endric to bring Tresten to his final resting place, leading him to the island of Salvat and the headquarters of the Conclave, but forcing him to bring an old enemy with him. When the mission takes a dramatic turn, Endric wants only to save Senda, but doing so brings him into a conflict that his Denraen training has not prepared him for. Can he trust Urik while saving Senda and still discover the secrets of the Conclave, or will he be the reason that Salvat falls?

When the assassin Galen is hired to capture a slaver rather than kill, he learns his target is more than she appears. The job takes him deeper into the Eban underworld as he tries to understand how he's been used, and why his only friend in the city seems to know more than she should. Surviving pits him against those with abilities far exceeding his own, and leads him to realize that he has been a part of a much larger game. For him to escape, he'll have to learn what role he has to play, if only he can discover why everyone wants to use him. Set in the world of The Dark Ability and The Shadow Accords

Will a virgin captive surrender to this pirate's sinful touch? Nathaniel Bainbridge is used to hiding, whether it's concealing his struggles with reading or his forbidden desire for men. Under the thumb of his controlling father, the governor of Primrose Isle, he's sailing to the fledging colony, where he'll surrender to a respectable marriage for his family's financial gain. Then pirates strike and he's kidnapped for ransom by the Sea Hawk, a legendary villain of the New World. Bitter and jaded, Hawk harbors futile dreams of leaving the sea for a quiet life, but men like him don't deserve peace. He has a score to settle with Nathaniel's father—the very man whose treachery forced him into piracy—and he's sure Nathaniel is just as contemptible. Yet as days pass in close quarters, Nathaniel's feisty spirit and alluring innocence beguile and bewitch. Although Hawk knows he must keep his distance, the desire to teach Nathaniel the pleasure men can share grows uncontrollable. It's not as though Hawk would ever feel anything for him besides lust... Nathaniel realizes the fearsome Sea Hawk's reputation is largely

invented, and he sees the lonely man beneath the myth, willingly surrendering to his captor body and soul. As a pirate's prisoner, he is finally free to be his true self. The crew has been promised the ransom Nathaniel will bring, yet as danger mounts and the time nears to give him up, Hawk's biggest battle could be with his own heart. This May-December gay romance from Keira Andrews features classic tropes including: a tough alpha pirate too afraid to love, a plucky virgin captive half his age, enemies to lovers, first-time sexual discovery, and of course a happy ending.

A disillusioned soldier. A spoiled, untried prince. A coup that threatens the country they love. When retired soldier Kemen finds the young prince Hakan fleeing an attempted assassination, he reluctantly takes the role of mentor and guardian. Keeping the prince alive is challenging enough. Making him a man is harder. As usurper Vidar tightens his grip on power, Kemen wrestles with questions of duty and honor. What if the prince isn't the best ruler after all? Invasion looms, and Kemen's decisions will shape the fate of a nation. What will he sacrifice for friendship and honor?

This is the eye-opening story of the real gospel message of Jesus Christ -- of how this missing dimension was withheld, and the whole world deceived.

-Killien, the unyielding clan chief who's becoming increasingly volatile.-Sora, the suspicious ranger who sees more than she should.-A swarm of frost goblins that devour with tooth and claw.The list of people and things that could get Will killed keeps growing.While Alaric is in Queensland, searching for Kordan's Wellstone, Keeper Will is over the mountains in the hostile Roven Sweep, searching for his missing sister.After catching a glimpse of a woman who could be her in a Keeper-hating Roven clan. Will convinces Killien to let him travel north with them to their summer homes.Under the relentless suspicions of Sora, a tenuous friendship grows between Will and Killien, who talks of building peace among the hostile Roven.Except Will's thin disguise as a storyteller is crumbling quickly and Sora may already know who he is.The more Will gets to know Killien, the more troubling things he learns. Killien's hatred for Keepers runs deep, and for all his talk of peace, the man's greatest wish is to control a vicious army.And a dragon.But Will doesn't know that the chief has taken more from him than just his sister.And Killien controls enough power to gain everything he wants.

Water can heal... or destroy.Abandoned by water and washed ashore in a village, Elle is determined to return to the university to resume her studies, wanting nothing more than to escape her homeland. She has never felt a part of Doma and her time away has only confirmed that she was meant for more than she could have by staying.An attack on the village leads Elle to discover a greater connection to water and a bond she never believed possible. She must first understand and then strengthen her bond to the water elemental to survive and learns that bond might be all that prevents Doma from falling.Shape of Water consists of three novellas previously published separately and follows the events of Bound by Fire in The Cloud Warrior Saga, but can be read and enjoyed separately.

RIDMARK ARBAN is the Gray Knight, and he quests for the ruined citadel of Urd Morlemoch, seeking a way to stop the return of the dreaded Frostborn. For if he does not find a way to stop them, the Frostborn shall entomb the world in ice forever.

MORIGNA is the cunning Witch of the Hills, feared and mistrusted by the townsmen of Moraime. Yet darker things stir in the hills. A trap that might devour both her and the Gray Knight...

As Endric continues his search for the traitor Urik, a new threat emerges, one that demands the attention of the Denraen. Now an officer, Endric should be a part of the planning, but the general seems determined to keep him from it. Endric searches for information that might help him understand, and as he finally thinks he's getting close to discovering word on Urik, he's sent from the city on what appears nothing more than a pointless mission. When an asset he cares for goes missing, Endric betrays the Denraen to go after them, and doing so brings him into contact with the new threat. Endric might be the only one able to respond, but doing so means he must lead, something he's struggled with since his commission, and means he's drawn into a game of Urik's choosing, one where the stakes are his life and the leadership of the Denraen.

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An in-depth look at the most groundbreaking and controversial comic book series of the last decade.

Can an accursed prince and a broken beauty move beyond their hatred for one another, not only to break the curse and save their kingdom...but to find love as well? Prince Everard's father spent the boy's youth forging the prince into a warrior. Upon the king's death, however, Everard realizes he's lost himself somewhere along the way, and in his pain, makes a decision that brings a dark curse upon both him and the great Fortress that has so long guarded the people of Destin. The prince's sin doesn't simply affect those of his citadel, however. Isa, the daughter of a local merchant, has suffered the prince's hasty temper before, and it changed her life forever. When Everard's final outburst cuts off his people's source of protection with the curse, he demands that she, a crippled commoner, come to help him break it. All the while, Destin's northern enemy crouches at the foot of the Fortress's mountain, waiting for the right moment to capture the stronghold that has stood for a thousand years. Can Ever and Isa move past their brokenness to save Destin together, or will they and their beloved kingdom remain under darkness forever? Author's Note: This book is the first book in The Classical Kingdoms Collection and the Becoming Beauty Trilogy, but it can be read as a standalone.

Some are born to power. Others must find it within themselves. Ages ago, powerful beings known only as the Elders left their mark on the world, gifting powerful stones to their followers. Through these stones, some have been gifted by birth with great abilities, while others search for them as a way to access that power. Scattered around the known lands, wars have been fought for them, and won by them. On the outskirts of the city, living within an ancient stronghold, Haern longs for a life beyond what he knows-and away from the long shadow cast by his father. When an attack on the city renews a decades old battle, Haern volunteers to leave the city and find the one person who can lead their people to victory. His inexperience might kill him, but his instincts might be the reason they succeed. For Daniel, a member of the ruling family, life in the palace is easy and his path is clear. Eventually, he will rise up to sit on the council and lead the people of the city. An injury to someone he cares for changes everything for him, and he must go to the one person he despises most for help. If he fails, he'll learn what it means to lose everything he cares about. Though born to power, Lucy longs for an understanding she can't find in books. When a horrible attack leaves her forever changed, her quest for understanding leads her to those responsible-and a means of

stopping them. All paths lead toward the Elder Stones, for the one who controls the stones controls power. Filled with action and adventure, *The Darkest Revenge* is perfect for fans of Robert Jordan's *Wheel of Time*, Brandon Sanderson's *Mistborn*, or Jeff Wheeler's *Muirwood*.

A lost princess. A daredevil knight. A quest like no other. They say that Blanche is King Arthur's daughter. But only Queen Guinevere knows that for sure-and she's not telling. To prove herself as the king's rightful heir, Blanche must travel to the lost castle of Carbonek as the guardian of the mysterious Holy Grail. But Carbonek houses many secrets-some of which could destroy Arthur's kingdom. Meanwhile, young Sir Perceval returns to his fellow knights at Camelot, eager to join them in the quest for the Holy Grail-and for the damsel who guards it. But even at the height of its power, Camelot seethes with ugly rumours. What is the secret behind Sir Galahad's birth? And why is the queen meeting Sir Lancelot in secret? As Perceval searches for the elusive Carbonek, Blanche must battle to protect the Holy Grail from enemies who would use it to destroy the kingdom. Could the sacred relic help Arthur's kingdom stand forever? Or is it already too late for Camelot? For fans of CS Lewis and JRR Tolkien! *The Quest for Carbonek* is Book Two of *Pendragon's Heir*, an acclaimed new Arthurian retelling now being re-released in three volumes. Read it today!

When songs are sung about Endric, what will be said? Having spent the last five years continuing to serve the Denraen, Endric feels the weight of a looming responsibility. He must choose how he will serve. Will it be the Conclave where he feels drawn to a greater power, or will it be within the Denraen where his father wants him to claim true leadership? An opportunity arises to better understand a threat to the Historian Guild which will lead him away from the city-and delay his decision. In order to understand the growing silence of the guild, he must find the one man who can provide insight into the guild, but Novan has always followed a different lead. The journey brings him far to the south, where Endric discovers far more than he expected, and has a realization about himself that will change his life forever. The conclusion to the epic *The Teralin Sword* series.

Endric wants only to serve, but he's destined to lead. As the second son of the general of the Denraen, Endric wants only to fight, not the commission his father demands of him. When a strange attack in the south leads to the loss of someone close to him, only Endric seems concerned about what happened. All signs point to an attack on the city, and betrayal by someone deep within the Denraen, but his father no longer trusts his judgment. This forces Endric to make another impulsive decision, one that leads him far from the city on a journey where he discovers how little he knew, and how much more he has to understand. If he can prove himself in time, and with the help of his new allies, he can stop a greater disaster.

My name is Mac Brennan and that's the only thing I can remember about myself. Not why I woke up in a dumpster. Not why my right arm is as black as pitch and covered in glowing red tattoos, and certainly not why a vicious death cult is after me. Actually, that last part isn't true. I know why the death cult is after me. It's because I saved that damned girl from them. I didn't know who she was at the time, but I'd have done it anyway. I just don't like it when girls get beat up, call me old fashioned. Still, I can tell she's hiding something behind those devilish eyes, and if I want to find out what it is, I'll have to help her. My name is Mac Brennan. I have no memory, and I'm a werewolf-

hunting, hellfire-flinging version of Faust himself.

Warring countries, fantastical creatures, beings of terrible power and journeys of epic scale. The legendary Book of Alcherys tells wild and unimaginable stories. But they are not mere fairy tales. They are true, every word. Callista Nienna is strong and independent, but nothing could have prepared her for civilization being brought to a violent end. Now, she is forced to stay alive in a desolate wilderness with only her closest friend for support. She has two choices: give up and die with the wilting world around her, or seize her destiny and make it to the only sanctuary left unscathed. At the end of her journey, something awaits Callista. Something both terrifying and unbelievable.

Fishing. Sibling bonding. Hungry, deadly bridge trolls. My half-brother Gideon and I just wanted a lazy evening fishing along the Allegheny river. Considering we work crappy jobs in the Fae slums of Pittsburgh, we needed the break. Then the bridge trolls show up. They grab Gideon as the main course, and me as an appetizer. Normally, the Fae cops charge in to save the day. But when you're a half-genie with scattered magic and criminal status just for existing, no Fae show up to help you. Even if Gideon is the world's cutest otter shifter. So it's up to me, Allis Evanenko, to get us out of this mess--and rescue the humans captured by the trolls. Well, this should be fun. At least Gideon has a cello. Buy now and enjoy a short novella prequel to The Steel City Genie series. Features snark-with-heart, quirky world building, and magic cellos. The Steel City Genie Series - Best Read in Order! Prequel Novella - Gone Wishing Book 1 - If Wishes Were Curses Book 2 - Wish You Weren't Here The Accidental Alien Romance Chronicles - Set in Same Universe with Crossover Characters Novella 1 - My Alien Boyfriend Novella 2 - My Alien Engagement

Krimi. His life changed forever on the day he failed to stop a young girl throwing herself to her death. Ever since, he's been haunted by thoughts that he could have done more to save her. Now her cries for help are louder than ever. Is she trapped in eternal torment? Can Nightingale put things right?

A light-bearer with limited vision. A prisoner with wings. Can two cursed souls defeat the forces of darkness? Keeper of Shadows is the riveting first novel in the Light-Wielder Chronicles, an inspirational fantasy series with Christian themes. If you like life-and-death adventure, classic fairy tales, and clean romance, you'll love this series.

Exiled by his family. Claimed by thieves. Could his dark ability be the key to his salvation? Rsirán is a disappointment to his family, gifted with the ability to Slide. It is a dark magic, one where he can transport himself wherever he wants, but using it will only turn him into the thief his father fears. Forbidden from Sliding, he's apprenticed under his father as a blacksmith where Iorcith, a rare, precious metal with arcane properties, calls to him, seducing him into forming forbidden blades. When discovered, he's banished, sentenced indefinitely to the mines of Ilphaesn Mountain. Though Rsirán tries to serve obediently, to learn to control the call of Iorcith as his father demands, when his life is threatened in the darkness of the mines, he finds himself Sliding back to Elaeavn where he finds a black market for his blades - and a new family of thieves. There someone far more powerful than him discovers what he can do and intends to use him. He doesn't want to be a pawn in anyone's ambitions; all he ever wanted was a family. But the darkness inside him cannot be ignored - and he's already embroiled in an ancient struggle that only he may be able to end.

What if King Arthur had a daughter? Blanche was an ordinary girl in 1900 England...until the knight crashed through her door. Now, her guardians say she's a princess lost in time. Now, her father's enemies want her dead. Raised in the wild, Perceval has never known his father. Hoping for answers, he sets out to pledge his sword to the legendary King Arthur Pendragon. But dark forces threaten Camelot. And darker secrets fester behind the legend. Sparks fly

when Perceval steals a kiss from the strange damsel he finds in the forest. Blanche doesn't trust this brash young knight...but as assassins close in, he might be her only chance of survival. If you love Narnia and Middle Earth, you'll be enchanted by this beautifully crafted Camelot! The Door to Camelot is Book One of Pendragon's Heir, an acclaimed new Arthurian retelling now being re-released in three volumes. Get it now.

Downtown. Coffee shop. 2 AM. One minute, Josh is firing off sarcastic remarks at his best friend Marc - the next, they're running from shape-shifters. Apparently, even best friends don't share all their secrets. Now Josh is in danger. He can see the monsters among the humans. When Marc is kidnapped, Josh finds himself pulled into the schemes of the fae courts, and throws in his lot with Marc's allies: the lovely Larae, a human named David, and the fighter, Eliaster. But what began as a rescue mission becomes something much more involved... And all Josh wants to do is get out before it's too late.

A single mistake has far-reaching consequences for a carpenter's apprentice. With the threat of rogue elementals escaping from the element bond and fear of another attack by the Draasin Lord, life at the edge of Terndahl is difficult for Tolan. Without any magic of his own, he spends his days working a menial job as a carpenter's apprentice. When an elemental attack draws the attention of the Inquisitors from the Academy, everything changes. A mistake brings Tolan into the Terenhall Academy, a prestigious training ground for powerful shapers, but it's a world where he doesn't belong. Unlike his classmates, he can't control the magic of the element bonds. As elementals continue to escape the bond and attack the Academy, Tolan finds himself in the middle of danger. With no shaping ability, he fears there's something more to the attacks. Now he must save the Academy and find a way to stop these attacks—and find the one behind them.

The A'ras of Nyaesh have a terrifying reputation: skilled swordsmen, owners of powerful magic, and ruthless killers. When they kill her parents, Carth discovers her parents had trained her for magic she never knew she possessed. She must use the skills they taught to stay alive, discover a way to find answers, and avenge them if she can. Only the discovery of a greater threat than the A'ras forces her to risk herself for new friends and a home she never wanted. Back in the Erdemen royal palace, Kemen begins training Elathlo, the young Tarvil heir. His own life and love are finally peaceful. Elathlo, however, is terrified of Kemen and his future on the tundra, making him the perfect target to pressure in a plot against Hakan. Because of a boy's fear and a traitor's anger, Kemen may lose everything he loves. Elathlo must face his fears and defy the traditions of his people if he hopes to be the leader his people need.

The stirring conclusion to The Soldier Son Trilogy—the acclaimed epic tale of duty, destiny, and magic by New York Times bestselling master fantasist Robin Hobb Loyal, privileged, and brave, Nevare Burvelle proudly embraced his preordained role as soldier in the service of the King of Gernia—unaware of the strange turns his life would ultimately take. Exposed to a plague of enemy sorcery that felled many of his compatriots, he prevailed, but at a terrible cost to his soul, body, and heart. Now he stands wrongly accused of unspeakable crimes—including murder, the most heinous of them all. Condemned by his brother soldiers and sentenced to death, Nevare has no option but to escape. Suddenly he is an outcast and a fugitive—a hostage to the Speck magic that shackles him to a savage alter ego who would destroy everything Nevare holds dear. With nowhere to turn—except, perhaps, to the Speck woman Lisana, the enemy whom he loves—he is mired in soul-rending despair. But from out of the

darkness comes a bright spark of hope. Perhaps, somehow, the hated magic that has long abused Nevare can be used by him instead. Could he not learn to wield this mighty weapon for his own purposes rather than be enslaved by it? But down what perilous road will this desperate new quest lead him? And what will be the outcome and the ultimate new incarnation of Nevare Burvelle?

In a realm ravaged by war, The Brotherhood of Shadow and The Children of Light will stop at nothing to destroy each other. The warrior known as Chaos fights in the name of honor and glory. Arrogant and headstrong, he thinks he's the strongest in the land, until fate puts him at the mercy of the demon Anathema. The two strike up an intense rivalry, but their obsession to defeat one another only leads them closer together. When the forces of Light and Darkness collide, where will their loyalties lie?

An ancient artifact that must be found... Terrifying creatures from dark and dangerous Incendin... And long-forgotten elementals again unleashed on the world. As an earth senser, Tan is tasked with helping guide the king's servant through the dangerous mountain passes in search for the artifact before Incendin can reach it first. But after losing his father to the war, Tan wants nothing to do with the king's demands. When everything he knows is lost, he is forced to risk himself to save the one person who can find the artifact, a beautiful girl who has lost as much as Tan. In doing so, power the world hasn't seen in nearly a thousand years is awoken, and a warrior long thought dead returns to claim the artifact for himself.

Destined to lead the Denraen, Endric knows he must first understand himself and his connection to teralin. They are answers he can only find learning about his ancestors, the mysterious Antrilii warriors. Finding them requires he travel north through lands the Denraen cannot safely patrol, and even accompanied by Brohmin, he might barely survive. Reaching the Antrilii is only part of the challenge, as not all are pleased he came to their lands. There he discovers a family secret that will require Endric to make a dangerous choice, but it might be the only way he can prove himself-not only to the Antrilii, but to himself-and save more than his family, but people he had never imagined he would call his own. Blood magic can either save or destroy their city. With the true threat revealed, Sam and Alec search for Master Helen and decide upon a dangerous gamble to uncover her plot. When Kavers turn up injured and drained of blood, they fear they might already be too late. The search for Helen leads to a discovery that changes everything Sam thinks about the Thelns and convinces her she needs to go after her brother. Reaching him is dangerous and will leave the city unprotected, but if she doesn't, a far worse fate awaits. As Helen's plan unfolds, Sam and Alec race to stop it, but they must discover what she truly intends or everyone with blood magic will suffer. The key to stopping her is a secret kept from everyone in Verdholm for decades, but that same key might be integral to her success.

Nevare Burvelle is the second son of a second son, destined from birth to carry a

sword. The wealthy young noble will follow his father—newly made a lord by the King of Gernia—into the cavalry, training in the military arts at the elite King's Cavella Academy in the capital city of Old Thares. Bright and well-educated, an excellent horseman with an advantageous engagement, Nevare's future appears golden. But as his Academy instruction progresses, Nevare begins to realize that the road before him is far from straight. The old aristocracy looks down on him as the son of a "new noble" and, unprepared for the political and social maneuvering of the deeply competitive school and city, the young man finds himself entangled in a web of injustice, discrimination, and foul play. In addition, he is disquieted by his unconventional girl-cousin Epiny—who challenges his heretofore unwavering world view—and by the bizarre dreams that haunt his nights. For twenty years the King's cavalry has pushed across the grasslands, subduing and settling its nomads and claiming the territory in Gernia's name. Now they have driven as far as the Barrier Mountains, home to the Speck people, a quiet, forest-dwelling folk who retain the last vestiges of magic in a world that is rapidly becoming modernized. From childhood Nevare has been taught that the Specks are a primitive people to be pitied for their backward ways—and feared for their indigenous diseases, including the deadly Speck plague, which has ravaged the frontier towns and military outposts. The Dark Evening brings the carnival to Old Thares, and with it an unknown magic, and the first Specks Nevare has ever seen . . .

When a fairy king grants a human wish, there's more at stake than dreams. Claire Delaney has a good life, despite her adolescent angst. But she wants more. In a moment of frustration, she wishes to be "the hero." What she actually wants is to be the center of attention, but what she gets is a terrifying Fae king demanding that she rescue an imprisoned fairy, facing fantastical dangers and hardships she could not have imagined. Yet the dreams--and the rescue--are only the beginning of her journey. She is at the center of the king's audacious gamble to end the war that has raged in Faerie for half a century.

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