

## Dragons Touch Weaknesses Of The Human Anatomy

It's time for the Dragon Masters to battle the dark wizard!

Filled with heroes and heroines and spanning locales of exotic adventure in a magic-forged world, the Dragonships of Vindras series fully illustrates the mastery of world-building and storytelling that has made Weis and Hickman into the bestselling fantasy co-authors of all time. In *Bones of the Dragon*, Skylan Ivorson is a sea-raider of the Vindras and eventually becomes the Chief of Chiefs of all Vindras clans, an honor he truly feels he deserves as one who has been blessed by Skoval, the god of war. But sometimes a blessing is a curse in disguise. Skoval and the other ancient gods are under siege from a new generation of gods who are challenging them for the powers of creation... and the only way to stop these brash interlopers lies within the mysterious and hidden Five Bones of the Vektan Dragons. It will be up to the Vindras people, as the dragon-goddess's champions, to undertake the quest to recover all Five. The fate of the Old Gods and the Vindras rests on their recovery--for this is not only a quest to save the world. It is also a quest for redemption. Welcome to the World of Dragonships! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. In Alagaësia, a fifteen-year-old boy of unknown lineage called Eragon finds a mysterious stone that weaves his life into an intricate tapestry of destiny, magic, and power, peopled with dragons, elves, and monsters.

Aram Raythe has the power to challenge the gods. He just doesn't know it yet. Aram thinks he's nothing but a misfit from a small fishing village in a dark corner of the world. As far as Aram knows, he has nothing, with hardly a possession to his name other than a desire to make friends and be accepted by those around him, which is something he's never known. But Aram is more. Much, much more. Unknown to him, Aram bears within him a gift so old and rare that many people would kill him for it, and there are others who would twist him to use for their own sinister purposes. These magics are so potent that Aram earns a place at an academy for warrior mages training to earn for themselves the greatest place of honor among the armies of men: dragon riders. Aram will have to fight for respect by becoming not just a dragon rider, but a Champion, the caliber of mage that hasn't existed in the world for hundreds of years. And the land needs a Champion. Because when a dark god out of ancient myth arises to threaten the world of magic, it is Aram the world will turn to in its hour of need.

Eva Evergreen, Semi-Magical Witch

Black Belt

Dragon Blood, Book 4

Power of the Fire Dragon: A Branches Book (Dragon Masters #4)

The Dragon and the George

*For fans of Shannon Hale and Gail Carson Levine, comes an enchanting fairy tale retelling of the Japanese Cinderella, set in the magical world of Eva Evergreen, Semi-Magical Witch. Once upon a time, Alliana believed in dreams and fairy tales as sweet as spun-sugar clouds. Alliana wished on shooting stars, sure that someday she and her grandmother would be able to travel to the capital city to see the queen. Then her grandmother passed away—and those dreams disappeared in a disenchanting puff. Now Alliana's forced to attend to the whims of her wicked stepmother—with long days of cleaning her stepfamily's inn as her skin burns raw or staying up until the crack of dawn to embroider her stepsister's ball gowns. Until she meets two beings who change her life forever—the first is a young nightdragon who Alliana discovers she can magically talk to. And the second is Nela, a young witch. Nela needs Alliana's help navigating the mysterious abyss, filled with dangerous beasts, a place Alliana knows by heart. Alliana sees Nela's request as a chance to break free of her stepmother's shadow and to seize a chance at a life she's barely dared to hope for—but there's a risk. If caught, Alliana will be stuck working for her stepmother for the rest of her life. Can Alliana truly make wisps of dreams into her own, better-than-a-fairy-tale happily ever after? Inspired by the Japanese Cinderella story and set in the same world as the Eva Evergreen series, this story can be read as a standalone.*

*R.F. Kuang, Kate Elliott, Ken Liu, Todd McCaffrey, Garth Nix, Peter S. Beagle, and other modern masters of fantasy and science fiction put their unique spin on the greatest of mythical beasts—the dragon—in never-before-seen works written exclusively for this fantasy anthology compiled by award-winning editor Jonathan Strahan and with art by Rovina Cai! Here there be dragons . . . From China to Europe, Africa to North America, dragons have long captured our imagination in myth and legend. Whether they are rampaging beasts awaiting a brave hero to slay or benevolent sages who have much to teach humanity, dragons are intrinsically connected to stories of creation, adventure, and struggle beloved for generations. Bringing together nearly thirty stories and poems from some of the greatest science fiction and fantasy writers working today— Garth Nix, Scott Lynch, R.F. Kuang, Ann Leckie & Rachel Swirsky, Daniel Abraham, Peter S. Beagle, Beth Cato, Zen Cho, C. S. E Cooney, Aliette de Bodard, Amal El-Mohtar, Kate Elliott, Theodora Goss, Ellen Klages, Ken Liu, Seanan McGuire, Patricia A McKillip, K. J. Parker, Kelly Robson, Michael Swanwick, Jo Walton, Elle Katharine White, Jane Yolen, Kelly Barnhill, Brooke Bolander, Sarah Gailey, and J. Y. Yang—and illustrated by award-nominated artist Rovina Cai with black-and-white line drawings specific to each entry throughout, this extraordinary collection vividly breathes fire and life into one of our most captivating and feared magical creatures as never before and is sure to become a treasured keepsake for fans of fantasy, science fiction, and fairy tales.*

*In an alternate ninth century, twelve-year-old Anya and a new friend face a Viking and a Tsar to protect the water dragon that saved her life, putting her family's home at risk.*

*"Has all the ingredients for an instant success: plots, counterplots, mystery, valiant knights, and blossoming relationships replete with broken hearts, deception and betrayal. It will keep you entertained for hours, and will satisfy all ages. Recommended for the permanent library of all fantasy readers." --Books and Movie Reviews, Roberto Mattos (re The Sorcerer's Ring) "The beginnings of something remarkable are there." --San Francisco Book Review (re A Quest of Heroes) From #1 bestseller Morgan Rice, author of A Quest of Heroes (over 1,300 five star reviews) comes a startlingly new fantasy series. In BORN OF DRAGONS (Age of the Sorcerers—Book Three) Lenore is safely returned to the North—but not without a price. Her bother Rodry is dead and her father, King Godwin, lies in a coma. With the rulership of the North in question, her treacherous brother Vars may just find an opening to rule. But Vars is a coward, and King Ravin, smarting from defeat, mobilizes the entire South to invade. The northern capital, never defeated, lies protected by tides and canals—but Ravin can happily lose scores of men. The most epic battle, it seems, is yet to*

come. Devin must quest to learn his true identity and forge the Unfinished Sword—yet he is distracted, realizing he has fallen in love with Lenore. Lenore, though, is stuck in a hateful marriage, one which may endanger her very life. Renard, with his brazen act of theft, is on the run from the Hooded Folk, all of them anxious to retrieve the amulet that can control dragons. And Nerra wakes to find herself transformed into something else—something beautiful, monstrous, powerful and unknowable. Will she be the one to lead the dragon race? *AGE OF THE SORCERERS* weaves an epic saga of love, of passion, of sibling rivalry; of rogues and hidden treasure; of monks and warriors; of honor and glory, and of betrayal, fate and destiny. It is a tale you will not put down until the early hours, one that will transport you to another world and have you fall in love with characters you will never forget. It appeals to all ages and genders. Book #4--*RING OF DRAGONS*--is also available! "A spirited fantasy .... Only the beginning of what promises to be an epic young adult series." --Midwest Book Review (re *A Quest of Heroes*) "Action-packed .... Rice's writing is solid and the premise intriguing." --Publishers Weekly (re *A Quest of Heroes*)

*Book I of the Dragon Mage Trilogy*

*Advanced Dragon's Touch*

*Combat Tactics for Dungeon Masters*

*A Dragonships of Vindras Novel*

*Dragon's Touch*

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeon Masters*. In the course of a *Dungeons & Dragons* game, a *Dungeon Master* has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

Breaking skills (the method used to smash blocks of wood and concrete) may well be the most coveted of the martial arts. But as Master Hei Long shows in this fascinating book, the mystique surrounding breaking skills can be broken down into a scientific formula - a method that can be learned, practised and mastered. He teaches readers this method in stages, and, using sketch drawings, describes the weapons of the hand. Here is the book that teaches the seemingly impossible. By following the steps laid out in this book, readers can attain true strength, precision and power.

In his latest graphic novel, *Dragon Hoops*, New York Times bestselling author Gene Luen Yang turns the spotlight on his life, his family, and the high school where he teaches. Gene understands stories—comic book stories, in particular. Big action. Bigger thrills. And the hero always wins. But Gene doesn't get sports. As a kid, his friends called him "Stick" and every basketball game he played ended in pain. He lost interest in basketball long ago, but at the high school where he now teaches, it's all anyone can talk about. The men's varsity team, the Dragons, is having a phenomenal season that's been decades in the making. Each victory brings them closer to their ultimate goal: the California State Championships. Once Gene gets to know these young all-stars, he realizes that their story is just as thrilling as anything he's seen on a comic book page. He knows he has to follow this epic to its end. What he doesn't know yet is that this season is not only going to change the Dragons's lives, but his own life as well.

*Dragon's Touch Weaknesses Of The Human Anatomy* Paladin Press

Guge Gongji

*Weaknesses Of The Human Anatomy*

*The Fall of Dragons*

*Bones of the Dragon*

*Light My Fire*

*Black Dragon Dim Mak*, has existed for over 3,000 years. It has been described by some as bordering on the paranormal. All the legends and myths will be cleared up such as; the correct vital points (and when to strike them for maximum effectiveness), weapons of the body and how to develop them, anatomy and physiology, poison hand (both ancient and modern methods), ancient Chinese 'kungs' that when developed border on super-human abilities. *Black Dragon Dim Mak*, is the art of death striking! Make no mistake it is real, lethal and is a skill that can be obtained with discipline compounded with time and knowledge. Contrary to popular myth, the original purpose of dim mak was not the training of assassins. It was an intensive study of the medical arts that incorporated the martial arts, and its ultimate goal was to heal, not to destroy. True to the intent of the ancient Chinese masters, here is an undiluted, holistic study of dim mak as both a martial and a healing art. Included are a historical overview of dim mak and *Traditional Chinese Medicine*, discussions of the physiological mechanism and medical risks of acupoint strikes, an in-depth introduction to the classical 36 Chamber training program traditionally used to teach dim mak; detailed analyses of the medical and martial applications of each of the acupoints on the 12 main meridians, complete with detailed diagrams outlining each meridian system and its acupoint locations; and an introduction to herbal pharmacology, which was an integral part of traditional dim mak training. Appendices serve as quick reference guides to the activation method and results of selected point strikes. For academic study only.

This Chinese mythology-inspired middle-grade fantasy series continues as heroine Faryn Liu embarks on a quest to save her brother and defeat the demons—perfect for fans of the *Aru Shah* and *Kiranmala* and the *Kingdom Beyond* books. Faryn Liu thought she was the *Heaven Breaker*, a warrior destined to wield the all-powerful spear *Fenghuang*, command dragons, and defeat demons. But a conniving goddess was manipulating her all along . . . and her beloved younger brother, Alex, has betrayed her and taken over as the *Heaven Breaker* instead. Alex never forgave the people who treated him and Faryn like outcasts, and now he wants to wipe out both the demons and most of humanity. Determined to prevent a war and bring Alex back to her

side, Faryn and her half-dragon friend Ren join the New Order, a group of warriors based out of Manhattan's Chinatown. She learns that one weapon can stand against Fenghuang--the Ruyi Jingu Bang. Only problem? It belongs to an infamous trickster, the Monkey King. Faryn sets off on a daring quest to convince the Monkey King to join forces with her, one that will take her to new places--including Diyu, otherwise known as the underworld--where she'll run into new dangers and more than one familiar face. Can she complete her mission and save the brother she loves, no matter the cost? This richly woven middle-grade fantasy series, full of humor, magic, and heart, will appeal to readers who love Roshani Chokshi and Sayantani DasGupta.

The New York Times bestselling author offers "absolutely everything a reader could want in a book: action, sex, craziness, passion, lunacy and . . . humor" (Fresh Fiction). The trouble with humans is that they're far too sensitive. Forget you put a woman in the local jail for a few months--and she takes it so personally! And yet she is the one trying to assassinate the queen. And now I'm trapped with Elina Shestakova of the Black Bear Riders of the Midnight . . . gods! That endless name! But what am I to do? I am Celyn the Charming with direct orders from my queen to protect this unforgiving female. Even more shocking, this unforgiving female is completely unimpressed by me. How is that even possible? But I know what I want and, for the moment, I want her. And I'm sure that she, like all females, will learn to adore me. How could she not when I am just so damn charming? Praise for the Dragon Kin Series "Aiken's patented mix of bloodthirsty action, crazy scenarios and hilarious dialogue have made this series a truly unique pleasure."--RT Book Reviews (4½ Stars) "A chest thumping, mead-hall rocking, enemy slaying brawl of a good book."--All Things Urban Fantasy "Laugh-out-loud funny--I loved it!"--Thea Harrison, New York Times bestselling author

*The Fallen Hero*

*The Dark Art Of Death*

*The Complete Book of Dim-Mak*

*An Anthology*

*Iron Hand of the Dragon's Touch*

In this long-awaited sequel to the best-selling *Dragon's Touch*, Master Hei Long focuses on 20 pressure points that are crippling or even lethal when used as counterstrikes in hard-core hand-to-hand combat. Provides more than 50 practical applications. For academic study only.

Five royal houses will hear the call to compete in the Trial for the dragon throne. A liar, a soldier, a servant, a thief, and a murderer will answer it. Who will win? Three Dark Crowns meets *The Breakfast Club* with DRAGONS. When the Emperor dies, the five royal houses of Etrusia attend the Call, where one of their own will be selected to compete for the throne. It is always the oldest child, the one who has been preparing for years to compete in the Trial. But this year is different. This year these five outcasts will answer the call... THE LIAR: Emilia must hide her dark magic or be put to death. THE SOLDIER: Lucian is a warrior who has sworn to never lift a sword again. THE SERVANT: Vespier is a dragon trainer whose skills alone will keep her in the game. THE THIEF: Ajax knows that nothing is free--he must take what he wants. THE MURDERER: Hyperia was born to rule and will stop at nothing to take her throne.

Through no fault of his own, the once human Jim Eckert had become a dragon. Unfortunately, his beloved Angie had remained human. But in this magical land anything could happen. To make matter worse, Angie had been taken prisoner by an evil dragon and was held captive in the impenetrable Loathly Tower. So in this land where humans were edible and beasts were magical--where spells worked and logic didn't--Jim Eckert had a big, strange problem. A thorough analysis of the human body's vital points and how to use them to your advantage in combat handgunning and all types of hand-to-hand combat situations. Must reading for military combat specialists, martial artists and those interested in self-defense.

Black Dragon Dim Mak

Born of Dragons (Age of the Sorcerers—Book Three)

The Summer Dragon

Fire of the Dragon

Eragon

**The dragon lives, the dragon dies. The hoards of darkness then shall rise! In a world where magic is common, a young mage, Kazin, finds himself at the center of a prophesy about to be fulfilled. The prophesy speaks of hoards of darkness emerging from the north. With parts of the prophesy becoming evident, the arch mages seek the aid of their allies, the elves and dwarves, only to discover that they are struggling to neutralize threats of their own. As Kazin embarks on increasingly difficult tasks for the arch mages, he comes to discover that things are more dire than even the arch mages realize. On the way, the young mage accumulates an unusual entourage of unique companions who are inexplicably drawn into the prophesy with him. As events unfold, they must risk their lives to overcome numerous obstacles, each contributing their individual developing abilities and cunning. Can Kazin and his companions regain the aid of their allies and thwart an unknown enemy poised to strike at a vulnerable moment? Find out now in *Kazin's Quest*, Book I of *The Dragon Mage Trilogy*!**

The debut novel from the acclaimed illustrator--a high fantasy adventure featuring dragons and deadly politics. Maia and her family raise dragons for the political war machine. As she comes of age, she hopes for a dragon of her own to add to the stable of breeding parents. But the war goes badly, and the needs of the Dragonry dash her hopes. Her peaceful life is shattered when the Summer Dragon—one of the rare and mythical High Dragons—makes an appearance in her quiet valley. The Summer Dragon is an omen of change, but no one knows for certain what kind of change he augurs. Political factions vie to control the implied message, each to further their own agendas. And so Maia is swept into an adventure that pits her against the deathless Horrors—thralls of the enemy—and a faceless creature drawn from her fears. In her fight to preserve everything she knows and loves, she uncovers secrets that challenge her understanding of her world and of herself.

"I didn't come here to sell my soul. I came here to buy it back." Once dubbed "The Deadliest Man Alive," Jarrod Torrealday is a former Olympic saber hopeful and medieval weapons expert banned from competition for killing another fencer in a duel. Despondent, volatile, alcoholic, yet still one of the greatest swordsmen alive, he now works for third-rate fantasy films as a technical consultant and stuntman. When Jarrod accepts the gig of a lifetime from a sorcerer looking for a hero, he finds himself facing an invading army in a world inhabited by creatures from Earth's mythical past. He soon learns that the enemy mastermind is also from Earth, and has laid the foundations for a new kind of war. **Small and Mighty (and sometimes mighty small)! There are no such things as "lesser" draconic kin, but lurking among**

the further branches of the dragon's family tree are many strange and wondrous creatures perhaps less powerful than their cousins but no less crafty or formidable. Shaped by their environment and powerful shapers of it, drakes interact with humans and other races a great deal, and from such relationships and rivalries are great adventures born! The Book of Drakes takes you on a guided tour of the workings and habits of these enigmatic and oft-overlooked creatures. Herein you'll discover More than 20 drakes ready for play, including the crag drake, moon drake, and alehouse drake Beautiful full-color illustrations by Hugo Solis Drake spells, feats, familiars, and abilities A system for building your own drakes for any party of any level, in any environment! From Midgard to your home setting, drakes provide unique adversaries, unusual companions, and compelling NPCs. Don't miss this chance to push your game to the next level.

Patterns in the Dark

The Princess Who Flew with Dragons

20 Anatomical Targets And Techniques To Take Them Out

Alliana, Girl of Dragons

Anya and the Dragon

Sure, you think you know the story of the fearsome red dragon, Dragonia. How it terrorized the village of Skendrick until a brave band of heroes answered the noble villagers' call for aid. How nothing could stop those courageous souls from facing down the dragon. How they emerged victorious and laden with treasure. But, even in a world filled with epic adventures and tales of derring-do, where dragons, goblins, and unlicensed prestidigitators run amok, legendary heroes don't always know what they're doing. Sometimes they're clueless. Sometimes beleaguered townsfolk are more hapless than helpless. And orcs? They're not always assholes, and sometimes they don't actually want to eat your children. Heloise the Bard, Erithea's most renowned storyteller (at least, to hear her tell it), is here to set the record straight. See, it turns out adventuring isn't easy, and true heroism is as rare as an articulate villager. Having spent decades propagating this particular myth (which, incidentally, she wrote), she finally able to tell the real story-for which she just so happened to have a front-row seat. Welcome to Erithea. I hope you brought a change of undergarments-things are going to get messy.

Kobolds are a common sight in many campaign worlds; deemed by most adventurers to be a minor nuisance at best. Certainly, most experienced adventurers would question the need to study kobolds in any great depth, but then, few have faced the full might of a kobold clan and lived long enough to warn others of the peril they offer. The Slayer's Guide to Kobolds offers insight to all adventurers in the culture and society of this vicious race, enabling them to track down, engage and wipe out dozens of these murderous beasts. It can only be hoped that such efforts will be enough to stall and drive back a race that is, almost literally, numberless. No race in any campaign world, however, exists solely to provide cannon fodder for allegedly heroic adventurers. The Slayers Guide to Kobolds redresses this imbalance by giving Games Masters the information they need to make kobolds a solid and coherent part of their campaign. No longer will players merely scoff and draw their swords when they meet a group of kobolds within some ancient ruin. Finally, kobolds will have the respect they have always deserved. Book jacket.

A young witch must pass a coming-of-age quest or risk losing her magic forever in this enchanting fantasy -- perfect for fans of Kiki's Delivery Service and Aru Shah and the End of Time. Sometimes all you need is a pinch of magic... Eva Evergreen is determined to earn the rank of Novice Witch before her thirteenth birthday. If she doesn't, she'll lose her magic forever. For most young witches and wizards, it's a simple enough test: One: Help your town, do good all around. Two: Live there for one moon, don't leave too soon. Three: Fly home by broomstick, the easiest of tricks. The only problem? Eva only has a pinch of magic. She summons heads of cabbage instead of flowers and gets a sunburn instead of calling down rain. And to add insult to injury, whenever she overuses her magic, she falls asleep. When she lands in the tranquil coastal town of Auteri, the residents expect a powerful witch, not a semi-magical girl. So Eva comes up with a plan: set up a magical repair shop to aid Auteri and prove she's worthy. She may have more blood than magic, but her "semi-magical fixes" repair the lives of the townspeople in ways they never could have imagined. Only, Eva's bit of magic may not be enough when the biggest magical storm in history threatens the town she's grown to love. Eva must conjure up all of the magic, bravery, and cleverness she can muster or Auteri and her dreams of becoming a witch will wash away with the storm.

The oldest and most respected martial arts title in the industry, this popular monthly magazine addresses the needs of martial artists of all levels by providing them with information about every style of self-defense in the world - including techniques and strategies. In addition, Black Belt produces and markets over 75 martial arts-oriented books and videos including many about the works of Bruce Lee, the best-known marital arts figure in the world.

The Last Dragon Charmer #1: Villain Keeper

Book of Drakes

The Dragon and the Jewel

The Slayer's Guide to Kobolds

Ancient to Modern Times

**Drop your opponent in an instant with the deadly moves of the Dragon's Touch. Immobilize or destroy your foe with high-impact blows to the body's most vulnerable areas. Learn which angles to use in striking 43 major target zones. These pressure points are explicitly illustrated, and 165 photos guide you in attacking each spot with the moves of lian shi kung fu.**

**Sofia is the other princess. Not the crown princess - that's her perfect big sister, Katrin. Sofia is the princess who always says the wrong thing; who hates going to parties; who doesn't like people; who just wants to sit and read her books. So when Sofia is shipped off on a stomach-churning dragon flight to make another royal visit, she decides it's time for this princess to take a little break. In disguise, Sofia soon finds herself discovering a magical city of learning, new friends and freedom. In short, everything is going wonderfully ... right up until it goes horribly wrong. And that's before the ice giants show up. From the author of The Dragon with a Chocolate Heart comes a magical third adventure about acceptance, family and friendship, perfect for fans of Cressida Cowell and Cornelia Funke**

**Being sent back in time to the Middle Ages wouldn't be so bad if the knight in shining armor who comes to your rescue didn't swoop down in the form of a fire-breathing dragon. Unfortunately for Jill Donahue, that's just the way things have been going in her life lately. A Maiden Wrenched back in time through the magical power of an old dragon tapestry found in a vintage clothing store, Jill Donahue lands in an ancient medieval town where the villagers decide to sacrifice her to the local dragon. As if the threat of being eaten alive by a giant flying lizard isn't bad enough, she learns there's a curse surrounding the tapestry and she has to break it in order to get back to her time. But she isn't the only one whose fate is tied to the ancient weaving... A Dragon Baelin of Gosforth is a**

***valiant knight who has been cursed by a vindictive witch to live as a dragon for eleven months out of each year. Now he has thirty days to break the curse or he turns back into a fire-breathing beast and, as much as he hates to admit it, he needs Jill's help to do it. And A Curse Forced to face many challenges along the way—from the harsh world they travel through to the fiery passion they both try to deny—each is determined to break the curse so the other can get their happily-ever-after. And it just might work, if Jill can manage to overlook the fire-breathing, bat-winged remnants of Baelin's dragon half long enough to see the man beneath the beast and get the job done. 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.***

***The Ancient Art of Life and Death***

***Kazin's Quest***

***Dragon Mage***

***Dragon Hoops***

Miles Cameron is the master of intrigue and action-packed battles in this epic tale of magic and mercenaries, war, depravity, and politics, the final book of the Traitor Son Cycle. In the climax of the Traitor Son Cycle, the allied armies of the Wild and the Kingdoms of men and women must face Ash for control of the gates to the hermetical universe, and for control of their own destinies. But exhaustion, treachery and time may all prove deadlier enemies. In Alba, Queen Desiderata struggles to rebuild her kingdom wrecked by a year of civil war, even as the Autumn battles are fought in the west. In the Terra Antica, The Red Knight attempts to force his unwilling allies to finish the Necromancer instead of each other. But as the last battle nears, The Red Knight makes a horrifying discovery. . .all of this fighting may have happened before.

With her sapphire eyes and silken dark hair, Princess Eleanor was a bewitching beauty made for a man's pleasure. Once a child bride, but widowed at a tender age, she swore never to marry again and took a vow of eternal chastity...until Simon de Montfort marched into England and set his smoldering dark gaze upon her, King Henry's youngest sister, the royal family's most precious jewel. Bold, arrogant, and invincible, the towering Norman knight inspired awe in the bravest of men...and a reckless desire in Eleanor's untried heart.

Structurally disabling an opponent is like taking the bullets out of his gun. It is unlikely that he can swing with a broken wrist or advance with a busted knee. That is guge gongji: stopping an attacker by breaking his instrument of danger - his ability to move. Take anyone out of a fight by mastering these seven targets.

This first book in the Last Dragon Charmer series is packed with adventure and wit, perfect for fans of Soman Chainani's School for Good and Evil series and Chris Colfer's Land of Stories series. All his life, Prince Caden has dreamed of slaying a dragon. But before he has the chance, he is ripped from his home in the Great Winterlands of Razzon and finds himself in Asheville, North Carolina—a land with no magic and no dragons. Or so he thinks. The longer Caden spends in Asheville, the more he comes to realize that there is unexpected and dangerous magic in this strange land. There just may be dragons here too. But what if Caden's destiny isn't to slay a dragon, after all?

Dragon's Trail

The Book of Dragons

The Part About the Dragon was (Mostly) True

Seven Primary Targets To Take Anyone Out Of A Fight

The Monsters Know What They're Doing