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BAKER MCDANIEL

Steel Tide Createspace Independent Publishing Platform
 Django Wexler's *City of Stone and Silence* is the second book in the cinematic fantasy *Wells of Sorcery Trilogy* featuring a fierce young woman skilled in the art of combat magic on an epic mission to steal a ghost ship. After surviving the *Vile Rot*, *Isoka*, *Meroe*, and the rest of *Soliton's* crew finally arrive at *Soliton's* mysterious destination, the *Harbor*—a city of great stone ziggurats, enshrouded in a ghostly veil of *Eddica* magic. And they're not alone. Royalty, monks, and madmen live in a precarious balance, and by night take shelter from monstrous living corpses. None know how to leave the *Harbor*, but if *Isoka* can't find a way to capture *Soliton* and return it to the Emperor's spymaster before a year is up, her sister's *Tori's* life will be forfeit. But there's more to *Tori's* life back in *Kahnzoka* than the comfortable luxury *Isoka* intended for her. By night, she visits the lower wards, risking danger to help run a sanctuary for mage-bloods fleeing the Emperor's iron fist. When she discovers that *Isoka* is missing, her search takes her deep in the mires of intrigue and revolution. And she has her own secret—the power of *Kindre*, the *Well of Mind*, which can bend others to its will. Though she's spent her life denying this brutal magic, *Tori* will use whatever means she has to with *Isoka's* fate on the line... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Blood Trial K St. Clare

Oily taint suffocates the realm. Experiencing the taint firsthand has convinced me to join an impossible fight to save what remains of the realm. I can hardly do otherwise with the light show occurring each time I touch *Caspian* and *Jagger*. But there's just one problem. Saving the realm means embarking on a quest into the *Dynami Sea* - a place no pirate enters because no pirate leaves. My fathers are determined to save our new landlubber guests on *Zol*, whose very souls depend on our success. *Jagger* is set on isolating himself in my crow's nest. And the only time *Caspian* smiles now is when he looks my way. Me? I just want to secure the remaining three pieces of the weapon - and maybe figure out what this kissing business is about. Set sail for dangerous seas with a crew of mostly honest pirates, fierce immortals, and age-old mysteries. A story with layers and a large twist of humor, discover this exciting new tale by USA Today Bestselling author, *Kelly St Clare*, today! Reading order: *Immortal Plunder* *Stolen Princess* *Pillars of Six* *Dynami's Wrath* *Fortune of Emerald and Salt* K St. Clare

The battle is won, but the war isn't over. With the new accords

freshly signed, peace reigns between *Solati*, *Bruma*, and *Ire* folk at last. But the alliance hangs by a thread. Attacks on *Ire* folk continue. Those of high rank close in on every side, threatening to endanger the fragile truce. One wrong move in the newly formed tri-world exchanges could undo everything the leaders have worked for. Yet the actions of four men could ensure the opposite... This paperback boxset combines the four instalments of *The Tri-World Exchange - Sin*, *Olandon*, *Rhone*, and *Shard* - and is designed to be read after *The Tainted Accords*. Reading Order . Fantasy of Frost Fantasy of Flight Fantasy of Fire Fantasy of Freedom *The Tri-World Exchange*

The Reprisal Tor Teen

Vampire royals strategise at 2 am. Last week, I inherited every cent of the multi-billion-dollar *Le Spyre* estate. But tequila is far easier to swallow than the coincidence of my beloved grandmother's death. I'm over this supernatural game, yet walking away from *Kyros* isn't simple with the damn mate thing on the cards. The indebted need my help. My grandmother deserves justice. And, uhm, the third blood exchange did something to me. It's official. I'm done playing by paranormal rules. I'm making my own--and playing to win. Because if I enter *Ingenium* on my terms, there's no turning back. Winning is the only option. If you can't get enough of books by *Iona Andrews*, *Linsey Hall*, *McKenzie Hunter*, *Patricia Briggs*, *Shayne Silvers*, *Jenna Wolfhart*, and *Dannika Dark*, then roll the dice and get ready to play for your life. Next stop, *Vampire Towers!*

Mortal Trinity Independently Published

The king's order is final. I've screwed up big time. Now, I'm facing the damning consequences. The walls are closing in as I balance duty to grandmother's memory with my impossible feelings for *Kyros*. Then there's the freakin' human-vampire hybrid thing to deal with. The problem is, I'm no longer willing to lose the person I've gambled against from the start. Our fates hinge on a single roll of the dice, and one wrong move could collapse the tower of cards I've painstakingly built. If that happens, I'll lose more than I ever bargained for. If you can't get enough of books by *Shannon Mayer*, *Linsey Hall*, *McKenzie Hunter*, *Patricia Briggs*, *Laura Thalassa*, and *K.F. Breene*, then hold on tight. You're about to enter the shadows of *Bluff City!*

Insidious Feiwel & Friends

I will not be ruled by fear. A depraved emperor. A wasted realm. A dying race. With *Tyrrik* by my side, I'll lead the charge to remedy it all. After discovering the rightful heir to the *Phaetyn*, an alliance with the healers should be easy as pancakes. But while the armies of *Verald* and *Gemond* march to the border for war, the emperor delivers a crushing blow that threatens to put everything at risk. As I fight my father's staggering power, I'm compelled to face evil on his terms. A twisted darkness worse than anything

I've experienced. Nothing could've prepared me for this. How far would you go to defeat a merciless sovereign? I'll lie to the liars. I'll betray the betrayers. I'll kill the killers. I will conquer my fear. If you love dark fantasy, you'll be captivated by *The Darkest Drae*. With pulse-pounding action, witty humor, and slow-burn romance you'll fall in love with dragons like you've never seen before. Due to thematic elements this series is recommended for mature YA+ *The Knowledge Seeker* Createspace Independent Publishing Platform

My veil is gone and I need it back.

 Stuck in the lethal *Outer Rings of Glacium*, I must fight to survive while keeping my true identity the gravest of secrets. Only then can I continue the search for *Prince Kedrick's* murderer and navigate my way back to *King Jovan's* castle. No one can discover I'm the *Tatuma of Osolis* - the princess of their enemy world. . . especially now I know why I was veiled at birth. . . Has my mother refused *Jovan's* peace offers and declared war? Do my brothers and *Aquin* know I'm alive? Who are my enemies and who are my friends? Nothing is certain. Though if I think about it. . . nothing has been certain in a long time. Buy now and join *Olina* in this coming-of-age fantasy, which focuses on the values of friendship and self-esteem.

The Tri-World Exchange Tor Teen

The final book in the action-packed dystopian series, *The After Trilogy*, is here. Earth is nothing like *Romy* expected. A disappointing fact made clear far too many times. Over the last year and a half, her world has shattered again and again, along with her sanity, and now *Knot 27* is split in two with no sign of reconciliation. There is no end in sight. When the leader of their rebel movement steps down, the man *Romy* loves takes over the role of commander-general. They are outnumbered. They are outgunned. Not only are the *Mandate Members* deprived of humanity as ever, another lethal player has taken the field. All it takes is a click of a button, and everyone she loves will die. Buy now to experience the heart-pounding final showdown in *The Reprisal*.

City of Stone and Silence Orion Children's Books

Ship of Smoke and Steel is the launch of *Django Wexler's* cinematic, action-packed epic fantasy *Wells of Sorcery* trilogy. A FIERCE WARRIOR. HER DEADLY MAGIC. AN EPIC MISSION TO STEAL A GHOST SHIP. In the lower wards of *Kahnzoka*, the great port city of the *Blessed Empire*, eighteen-year-old ward boss *Isoka* enforces the will of her criminal masters with the power of *Melos*, the *Well of Combat*. The money she collects goes to keep her little sister living in comfort, far from the bloody streets they grew up on. When *Isoka's* magic is discovered by the government, she's arrested and brought to the Emperor's spymaster, who sends her

on an impossible mission: steal Soliton, a legendary ghost ship—a ship from which no one has ever returned. If she fails, her sister's life is forfeit. On board Soliton, nothing is as simple as it seems. Isoka tries to get close to the ship's mysterious captain, but to do it she must become part of the brutal crew and join their endless battles against twisted creatures. She doesn't expect to have to contend with feelings for a charismatic fighter who shares her combat magic, or for a fearless princess who wields an even darker power. "Truly epic, fierce, and exhilarating, Ship of Smoke and Steel will capture you and lock you away. With magical combat sequences fit for the big screen, the action is almost as breathtaking as the intrigue." —Morgan Rhodes, New York Times bestselling author of the Falling Kingdoms series At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Fantasy of Frost K St. Clare

What would remain of our civilization six-hundred-years from now, were we to disappear today? From bestselling, award-winning author Rae Knightly comes *The Knowledge Seeker*, a thrilling young-adult dystopian novel.

Isles of Storm and Sorrow: Viper Createspace Independent Publishing Platform

The pack of lies continues. My mother isn't my mother. A werewolf wants me for his one-and-only baby mama Oh! And I'm the new leader of a tribe I joined weeks ago. Messed up doesn't begin to explain it. I'm more desperate than ever to uncover an explanation for Mum's mounting betrayals. Because this time, I'm not sure forgiveness is possible. But the mating meets with Sascha must continue if I want to escape our bond for good. An entire tribe is relying on me to win a centuries-old game against freakin' shifters. And at this point, well... I have a few secrets of my own. Keeping them is the new game. Would you confess the truth and risk forfeiting the one person you have left? If you can't get enough of books by Shannon Mayer, Jaymin Eve, and Laura Thalassa, or just anything paranormal romance, then enter this supernatural game and prepare to win everything... or lose it all. This book contains sexual scenes, language, and violence.

Shifter Wars Tor Teen

Two intrepid girls hunt for a legendary treasure on the deadly high seas in this YA remix of the classic adventure novel *Treasure Island*. 1826. The sun is setting on the golden age of piracy, and the legendary Dragon Fleet, the scourge of the South China Sea, is no more. Its ruthless leader, a woman known only as the Head of the Dragon, is now only a story, like the ones Xiang has grown up with all her life. She desperately wants to prove her worth, especially to her mother, a shrewd businesswoman who never seems to have enough time for Xiang. Her father is also only a story, dead at sea before Xiang was born. Her single memento of him is a pendant she always wears, a simple but plain piece of gold jewelry. But the pendant's true nature is revealed when a mysterious girl named Anh steals it, only to return it to Xiang in exchange for her help in decoding the tiny map scroll hidden inside. The revelation that Xiang's father sailed with the Dragon Fleet and tucked away this secret changes everything. Rumor has it that the legendary Head of the Dragon had one last treasure—the plunder of a thousand ports—that for decades has only been a myth, a fool's journey. Xiang is convinced this map could lead to the fabled treasure. Captivated with the thrill of adventure, she joins Anh and her motley crew off in pursuit of the island. But the girls soon find that the sea—and especially those who sail it—are far more dangerous than the legends led them to believe. Praise for *A Clash of Steel: A Cosmopolitan Best YA Book of 2021* "This deeply immersive adventure features deftly interwoven Chinese and Vietnamese, luscious culinary descriptions, and well-rendered explorations of imperialism, treasure, found family, and love." —Publishers Weekly, starred review "Vividly realized and brimming with romantic adventure. Rooted in the legend of Chinese pirate queen Ching Shih, C.B. Lee's *A Clash of Steel* is richly imagined and thrilling to the end." —Malinda Lo, bestselling author of *Last Night at the Telegraph Club* "Lavishly drawn and studded with jewels from the original, C.B. Lee has written a remix that delves deep into questions of family, love, and treasure. This is a book I wish I'd had as a young, queer teen and it deserves a spot in any collection." —Natalie C. Parker, author of the *Seafire* trilogy *The Remixed Classics Series A*

Clash of Steel: A Treasure Island Remix by C.B. Lee So Many Beginnings: *A Little Women Remix* by Bethany C. Morrow *Travelers Along the Way: A Robin Hood Remix* by Aminah Mae Safi *What Souls Are Made Of: A Wuthering Heights Remix* by Tasha Suri *Self-Made Boys: A Great Gatsby Remix* by Anna-Marie McLemore *My Dear Henry: A Jekyll & Hyde Remix* by Kalynn Bayron *Teach the Torches to Burn: A Romeo & Juliet Remix* by Caleb Roehrig *Into the Bright Open: A Secret Garden Remix* by Cherie Dimoline *Most Ardently: A Pride & Prejudice Remix* by Gabe Cole *Novoa Fate of Ruby and Throne* Createspace Independent Publishing Platform

Pirates of the Caribbean, Treasure Island, and Mutiny on the Bounty rolled into one thrilling adventure with a pair of feisty, independent female characters at the helm! **A MURDER. A MAP. A MUTINY.** You can't run away from yourself... The year is 1720 and two young women are about to find themselves in more trouble than they could ever have imagined possible. Cat Meadows is a smuggler who's built her reputation on the backs of unsuspecting souls. Lily Exquemelin has been left nothing by her father but his troubles and his treasure map. Forced to make a desperate escape, they each find themselves on a Trans-Atlantic adventure that will pit them against pirates, mutineers, lost treasure, and each other! Can they learn to trust one another and escape the clutches of their would-be captors or will their past's finally catch up to them? Find out in this washbuckling, romantic adventure! *How to Save an Undead Life* Createspace Independent Publishing Platform

The second book in a heart-stopping trilogy that follows the captain of an all-female ship hellbent on taking down a vicious warlord's powerful fleet, which Kirkus Reviews called "an immersive, adventurous pleasure that improves on the first book." Caledonia may have lost her crew, but she's not done fighting yet. After nearly dying at the hand of a powerful foe, Caledonia is pulled from the sea and nursed back to health by a crew of former Bullets who call themselves Blades. The Blades escaped Aric Athair's clutches and now live a nomadic existence, ready to disappear at a moment's notice should trouble come their way. But Caledonia wants to do more than just hide. She wants to find the Mors Navis and her beloved sisters. She wants to continue fighting Aric's fleet and to take back the Bullet Seas. She'll need to do everything in her power to convince the Blades that fighting is their only option, that there has to be a life better than the one under Aric Athair's reign, and that finding the women of the Mors Navis is the first step to revolution.

Earth's Warrior K St. Clare

Georgette dreams of slitting her husband's lying throat and escaping Hallow manor. It's not out of the realm of possibility for the pirate captain, but killing the king won't be without consequence. By day, the king isn't a threat, and that's disconcerting for Georgette. Fighting to break free from his stronghold, she struggles to reconcile her growing attraction and utter disdain for him. Princess Mercy faces two battles. One is a battle of wills with her brother, the King of Adamas. The other is an internal battle with dueling realities. As she grieves for her friends, she pines for a life on the high seas, aboard *The Siren*. Mercy wants to be the princess her people deserve, but with the handsome Captain Elias Baine at her side, she's decidedly conflicted. The palace halls prove much more dangerous than a ship's deck for a pirate turned queen, and a princess turned pirate who brave the unknown in search of their destinies.

Black Crown Teapots and Lost Souls Publishing

I will never be controlled again. A manipulative dragon shifter. A sexy phaetyn prince. Me? I shouldn't even exist. With peace established in Verald, I should be free; Lord Tyrrik is liberated from his blood oath, after all. But the freedom in Verald is an illusion. If I remain, destruction will surely follow. As soon as I come into my powers, the blood-thirsty emperor of Draecon will know. Even now, he is hunting me. When a Phaetyn prince arrives promising safety, the solution seems perfect. A little too perfect. But is the objective of our group security or something more? Because everyone is telling me what my goals should be. Who do you trust when everyone has lied to you? Should I listen with my head - or my heart? I might not get a choice.

Pirate Academy Green Press/Eva Pohler

Ursula has forgotten her past. Too bad her past won't return the favor. Ursula can't remember a single thing before three years ago, so she has to keep her life simple. All she wants is to earn enough money for rent--and maybe a bit left over for a new pair of boots. But on her eighteenth birthday, all hell breaks loose... quite literally... when a hellhound shifter shows up in her kitchen. Kester's lethally gorgeous, and he's come with a terrifying message: Ursula owes her soul to the goddess of fire. No one seems to care that she doesn't remember striking that deal. Thrust in the middle of a war between the demons of fire and night, Ursula must reclaim her magical knowledge and her long-forgotten skills with the blade if she wants to escape eternal damnation.

Wolf Roulette Tor Teen

The dice are rolled at midnight. As the twenty-one-year-old heiress to the Le Spyre fortune, my life should consist of strawberry mojitos and golf carts. Right? But I'm determined to forge my own path. Desperate to escape the meaningless games of the rich, I flee my family's estate. Secret alias--check. Place to sleep--uh, kind of? Job--crap! I've bitten off more than I can chew, but that's the least of my worries. My city is a giant board game. The players are supernatural-- freakin' vampires--including an overbearing crown prince whose unwanted attention could spell my demise. Now, I must play their deadly game, or my grandmother and best friend will pay the ultimate price. If you can't get enough of books by K.F. Breene, Annette Marie, Shannon Mayer, CN Crawford, Leia Stone, Jaymin Eve, and Laura Thalassa then lower your fangs and step into *Vampire Towers*. You're heading to Level 66!

Immortal Plunder Poco Publishers

What's worse than being hunted by a devil? Discovering you've been mated to one. Since moving to Mystic Harbor, Maine, I've made it my life's mission to avoid Reese Blackburn at all costs. Sure, he has cheekbones that could cut glass, not to mention bedroom eyes that could melt any girl into a puddle on the floor. Too bad that doesn't change the fact he's completely stab-worthy. When a fun night out on the town turns deadly, I quickly discover the quaint little hamlet of Mystic Harbor houses more than sandy beaches and adorable B&B's. Beneath the New England charm rests a deadly world where shifters, demons, vampires, and angelic hunters all vie for power. A world where magic is the greatest weapon. Magic that people are willing to kill for. Magic that I now possess. After that one fateful night, I can feel the changes beginning to take hold of me. Worse yet, I have no idea what I'm even turning into! All I know is someone wants me dead, and someone even worse wants me alive. Hell's mystifying Crown Prince of Lust has just marked me to be his Mate, and this handsome devil won't stop until he claims what is his. My only real ally rests in the one person I can't stand: the insufferably gorgeous Reese Blackburn. I was just your average seventeen-year-old girl. Now, my very soul is at stake. Can my unlikely partnership challenge fate itself before it's too late, or will I be forever damned as a Princess of Hell? Dark. Romantic. Dangerous. And Sexy As Hell. Perfect for fans of *The Vampire Diaries*, *Teen Wolf*, and all things Supernatural. If you love paranormal romances, urban fantasy, fated mates, magic, vampires, shifters, demons, teen fantasy, mythology, tragic romances, Gothic themes, supernatural creatures, young adult dark fantasy, and some devilish bad boys, then the world of **THE MARKED MAGE CHRONICLES** awaits you!

Fantasy of Fire Penguin

The Beginner's Guide to Necromancy, Book 1 Grier Woolworth spends her nights weaving spooky tales of lost souls and tragedies for tourists on the streets of downtown Savannah. Hoop skirt and parasol aside, it's not a bad gig. The pay is crap, but the tips keep the lights on in her personal haunted mansion and her pantry stocked with ramen. Life is about as normal as it gets for an ex-necromancer hiding among humans. Until the society that excommunicated Grier offers her a second chance at being more than ordinary. Too bad no one warned her the trouble with being extraordinary is it can get you killed. Warning: This book contains one ex-con heiress with a pet zombie parakeet who lives next door to her ex-army crush. Brace yourselves, we're talking more exes than a pirate treasure map here.

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