

Orcs First Blood 1 3 Stan Nicholls

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GLOVER COLTON

Summoner: Book One Ulverscroft

Cursed with immortality and episodes of uncontrollable, berserk fury, Reeth Caldason is desperate to find a cure for his magical affliction. His search has brought him to the island state of Bhealfa, ruled by a despot and trapped between two powerful rival empires. Here, after decades of carefully avoiding all personal attachments, he finds himself entangled with a Resistance movement intent on founding a utopia free from tyranny. The paladin clans, a fearsome order of mercenary knights who provide government security, are determined to crush the growing rebellion. Devlor Bastorran, the cruel, and possibly mad, heir apparent to the clan leadership, is plotting a grotesque revenge against Caldason, having been bested by him in a humiliating and very public swordfight. But Caldason has other problems to contend with. The rebels have decided on the location of their new state -- a remote island. Before it can be occupied, a large quantity of gold must be delivered to its legal owner. Caldason is the natural choice to head this sensitive mission - but he soon discovers that a powerful new enemy covets both the gold and the island.

The Diamond Isle HarperCollins UK

One faithful day Henry Tsien finds a briefcase and a ring within it. Within hours, his world has changed as a helpful jinn introduces him to a hidden world. What can an old-school gamer given magic do in a world filled with age-old, hidden, supernatural creatures? The Hidden Wishes series is an urban fantasy take on the GameLit genre. It is much lighter in terms of 'statistics' and its game system. This is the full trilogy of the series. Books include: - A Gamer's Wish - A Squire's Wish - A Jinn's Wish Enjoy the entire Hidden Wishes series in just one book!

Orcs: Bad Blood Wizards of the Coast

Fantasy's bad guys finally get their due in this fast moving, action-packed tale of Orc valor and human treachery.

A Gamelit Urban Fantasy Del Rey

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

The Black Prism Mozaika Publications

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

Homeland, Exile, Sojourn Gollancz

Sethra Lavode is the sequel to *The Paths of the Dead* and *The Lord of Castle Black*, and the culmination of the bestselling epic begun with *The Phoenix Guards*. The oldest person in the Dragaeran Empire. A military genius and master of sorcery whose story stretches back to before the dawn of history. Now, after a long absence, the undead Sethra Lavode, the Enchantress of Dzur Mountain, has reentered the Empire's affairs. And the affairs of Khaavren and Pel, Tazendra and Aerich, and all their descendants, colleagues, and friends. For since Adron's Disaster, when Dragaera City was turned instantly into a sea of amorphia, the Empire has been in ruins. Trade has declined, brigands rule the roads, plagues sweep through the population. Now an ambitious Dragonlord means to rebuild the Empire in his own name. But unknown to him, the true heir, the Phoenix Zerika, has already retrieved the Imperial Orb from the Paths of the Dead. Sethra Lavode means to see Zerika on the throne. To do so will entail a climactic battle of sorcery and arms, told with all the swashbuckling flair for which Steven Brust is known. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Visions & Vampires Orbit

Welcome to the world of DRAGONFIRE, the "Heavy Metal" fantasy expansion for the Universal Decay: Dead Stars Rule Book. A roleplaying sourcebook for hardcore WEIRD characters, usable in anything from typical Tolkien-esque pseudo-Europe games to replicating album covers from your favorite metal bands...no points are awarded for figuring out which way the pre-made campaign setting included in this book went! So make a Gnome with a Spaghetti-Western fetish, a blood-drinking assassin, a Dwarven bardic priest of the Cult of Heavy Metal, or any other bizarre character that you have always wanted to play. That is the "normal" around here!

The Shadow of the Sorcerer David DalGLISH

*Bodyguard Of Lightning*Orcs First BloodHachette UK

The Half-Orcs Shane Michael Murray

Immortality has been Reeth Caldason's curse, for it comes with tormenting visions and a savage

rage. In hope of a cure, he has traded his fighting skills for potential access to powerful ancient magic—a desperate gamble that leaves him trapped on the Diamond Isle, at the mercy of the bloodthirsty pirates who plague the surrounding waters. Yet only here can Reeth discover the path that will lead him to an understanding of his true nature . . . if he can survive the devastation to come. For the specter of war looms large, one that threatens to alter or destroy the world he knows.

The Novice Ulverscroft

A high octane portal fantasy set in a world at war between orcs, armed with guns, and magic-wielding humans. A veteran hero, savior of many worlds, is sent to a new land where orcs and humans are at war. Besieged by the orcs' superior technology, humanity fights back with magic in a desperate struggle for survival. But the two sides in this conflict are less black and white than they appear, and a hero who has always single-mindedly fought to "save the world" will have to step back and look at his own actions and where they have led him. This engaging prose novel about orcs versus humans and technology versus magic is perfect for fans of both traditional science fiction/fantasy novels and manga-adjacent light novels.

The Hunter's Blades Trilogy Hachette UK

"Look at me. Look at the Orc." "There is fear and hatred in your eyes. To you I am a monster, a skulker in the shadows, a fiend to scare your children with. A creature to be hunted down and slaughtered like a beast in the fields. It is time you pay heed to the beast. And see the beast in yourself. I have your fear. But I have earned your respect. Hear my story. Feel the flow of blood and be thankful. Thankful that it was me, not you, who bore the sword. Thankful to the orcs; born to fight, destined to win peace for all." This book will change the way you feel about Orcs forever.

The Shadows of Grace Tor Books

In a world where magic is tightly controlled, the most powerful man in history must choose between his kingdom and his son in the first book in the epic NYT bestselling Lightbringer series. Guile is the Prism. He is high priest and emperor, a man whose power, wit, and charm are all that preserves a tenuous peace. Yet Prisms never last, and Guile knows exactly how long he has left to live. When Guile discovers he has a son, born in a far kingdom after the war that put him in power, he must decide how much he's willing to pay to protect a secret that could tear his world apart. If you loved the action and adventure of the Night Angel trilogy, you will devour this incredible epic fantasy series by Brent Weeks.

Quicksilver Zenith Galaxy Children's Large Print

Action-packed and laugh-out-loud funny, the Sasha Urban series is your next binge read! For a limited time, get the first three books in a convenient, discounted bundle. Analyst. Illusionist. Psychic? When Sasha Urban finally gets the chance to perform her magic tricks on live TV, the last thing she expects is to discover that she has very real, very scary powers. Oh, and to be totally humiliated in the process. But being made to look like a fraud is the least of Sasha's problems now that she's been thrust into the dangerous world of the Cognizant. With necromancers, orcs, and moody teenage werewolves out for blood, Sasha will have to rely on her super-strong best friend, surprisingly deadly pet chinchilla, and mysteriously powerful boss to help her survive her first few months as a Cognizant. But will she be able to master her psychic powers in time to save herself when everything goes wrong?

Orcs: First Blood Book Two Bodyguard Of LightningOrcs First Blood

For countless millennia, the dwarves of the Fifthling Kingdom have defended the stone gateway into Girdlegard. Many and varied foes have hurled themselves against the portal and died attempting to breach it. No man or beast has ever succeeded. Until now. . . Abandoned as a child, Tungdil the blacksmith labors contentedly in the land of Ionandar, the only dwarf in a kingdom of men. Although he does not want for friends, Tungdil is very much aware that he is alone - indeed, he has not so much as set eyes on another dwarf. But all that is about to change. Sent out into the world to deliver a message and acquaint himself with his people, the young foundling finds himself thrust into a battle for which he has not been trained. Not only his own safety, but the life of every man, woman and child in Girdlegard depends upon his ability to embrace his heritage. Although he has many unanswered questions, Tungdil is certain of one thing: no matter where he was raised, he is a true dwarf. And no one has ever questioned the courage of the Dwarves.

Harper Collins

The war against the orcs is far from over in this opening installment of a bold new trilogy in the Legend of Drizt series. The end of winter is near, and it seems the uneasy peace between the dwarves of Mithral Hall and the orcs of the newly established Kingdom of Many-Arrows will not last long. The orc tribes united under Obould are splintering, with some seeking to establish an alliance with a clan of half ogres-half orcs. Drizt, too, feels himself torn apart, unsure which of the Companions needs him most: As Catti-brie recovers from a serious injury, Wulfgar mourns the death of his wife. Together, the broken pair leaves Mithral Hall for Silvermoon, hoping to find a trail that leads to Wulfgar's lost adopted daughter. Meanwhile, Bruenor begins his own desperate search. Determined to end the war that nearly cost him his life and everything he has built, he will stop at nothing until he finds the ancient dwarven city of Gauntlgrym. But to truly end the war, drastic changes must be made. Powerful individuals on both sides may have to alter the way they see each other—and perhaps even talk to one another—for it will take more than swords and axes to bring a lasting peace to the Spine of the World. The Orc King is the first book in the Transitions series and the twentieth installment in the Legend of Drizt series.

Honor Among Orcs Createspace Independent Pub

The original Orcs series continues. War is throwing the land of Maras Dantia into chaos: war between the elder races and the invading humans; war between the two sects of humans themselves. As the armies gather and the magic leaks away from the land, Stryke and his warband of orcs are on the run from everyone; from the orcs that Jennasta has sent after them and from the humans who will kill any orc on sight. Stryke's quest for the artifacts that will secure the destiny of the orcs and, if they but knew it, all the races old and new in Maras Dantia, has never been more urgent and more difficult. As the net closes in and his troopers fall one by one to foes that even they never imagined in their worst dreams, time is running out for Stryke, for all orcs and for Maras Dantia.

The Orc of Many Questions Harper Collins

Two young members of Kennedy's office become involved in a top secret government mission to combat the covert invasion of Earth by an extraterrestrial intelligence.

Dark Skies Independently Published

Recently voted the greatest fantasy of all time, after *The Lord of the Rings* and *The Hobbit*, Gene

Wolfe's *The Book of the New Sun* is an extraordinary epic, set a million years in the future, on an Earth transformed in mysterious and wondrous ways, in a time when our present culture is no longer even a memory. Severian, the central character, is a torturer, exiled from his guild after falling in love with one of his victims, and journeying to the distant city of Thrax, armed with his ancient executioner's sword, *Terminus Est*. This edition contains the second two volumes of this four volume novel, *The Sword of the Lictor* and *The Citadel of the Autarch*.

Sasha Urban Books 1-3 Pyr

The dwarves have gone to battle and they have been victorious. But outside the realm, dark forces are at work. . . A secret army of Orcs, made immortal by the hidden powers of the Black Water, now marches towards Girdlegard, set to unleash its fury upon the kingdom. Sooner than they realize, Tungdil and his comrades will need to summon all their courage to do battle against this bloodthirsty horde. The Orcs are not the only threat. An unspeakable new power is growing and threatens the

very existence of the dwarves. But both enemies have forgotten one very important truth: a dwarf is never more dangerous than when total obliteration seems inevitable . . .

Orcs Tor Books

It's dwarves vs dragons in this origin story for Enge's signature character, Morlock Ambrosius! Before history began, the dwarves of Thrymhaiam fought against the dragons as the Longest War raged in the deep roads beneath the Northhold. Now the dragons have returned, allied with the dead kings of Cor and backed by the masked gods of Fate and Chaos. The dwarves are cut off from the Graith of Guardians in the south. Their defenders are taken prisoner or corrupted by dragonspells. The weight of guarding the Northhold now rests on the crooked shoulders of a traitor's son, Morlock syr Theorn (also called Ambrosius). But his wounded mind has learned a dark secret in the hidden ways under the mountains. Regin and Fafnir were brothers, and the Longest War can never be over... From the Trade Paperback edition.