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606E6G - GIANCARLO GUADALUPE

With the elfin city of Elqaneve decimated, her father missing, and Shadow Wing obtaining another spirit seal, Menolly D'Artigo works to thwart daemon Lowestar Radcliff's supernatural corporate power grab.

Solve a murder, save her mother, and stop the apocalypse? No problem. She has a foul-mouthed troll on her side. For Austin homicide detective Leira Berens, happy is running down bad guys and solving crimes. And she's damn good at it. Which is why when the Light Elf prince is murdered, the king breaks a centuries old treaty and crosses between worlds to seek her help. Wait a minute. An Elf? Like from Lord of the Rings or something? Yeah, Leira has a hard time accepting that. But it doesn't matter what she believes. Magic is real, and it's coming back with a bang. The prince's death was only the beginning. Tracking down his killer is about more than just justice. It's saving the world. If you're looking for a heroine who prefers fighting to flirting, this book is for you. Click the Buy Now button and start the adventure today. ---- NOTE: This is an enhanced edition with a lot more story added inside each book. Enjoy the updated adventures!

Life is beyond dangerous when you are caught up in the ongoing war between Bethany Anne's group and the Forsaken. Both Vampires and Humans have been targeted, but if there is one thing that those who work with Bethany Anne learn, it is you are NEVER FORSAKEN. Never Forsaken, The Kurtherian Gambit 05 follows the story after Bite This. If you haven't read the preceding books YOU PRETTY MUCH HAVE TO. These are a series and many of the characters have been introduced in preceding volumes. **Please note, as mentioned in another review, there is flagrantly foul language in this novel. The main character does not have a problem with cussing, just uninspired cussing.

The Leath are fighting for their Gods, but Bethany Anne is fighting for freedom. Then, the Leath make a very fatal mistake. On another planet, the Leath dishonor the Etheric Empire's warriors and Bethany Anne unleashes her new avatar and there will be hell to pay. For those that believe Might Makes Right, Bethany Anne is about to explain how that can be so, so wrong. Read the latest Bethany Anne adventure that can make you laugh out loud, shed a tear, and yell for the good guys as they fight evil in another galaxy. One ass-kicking at a time.

Summer in the Big Apple. Eight million individual stories of life and adventure - plus one. Declan O'Carroll is excited to start his summer internship for the hottest new corporation on the Planet, Demidova Incorporated. But what possible value can a second semester college freshman add to a multinational giant. It may turn out that the most powerful male witch on the planet could be the difference between profit and major loss ... of life.

An alien race attacked her people... they wanted her world. Now, payback is coming after them. And she's a bitch in every sense of the word. ** AMAZON Top 100 Best Selling Author ** Bethany Anne Nacht was changed on Earth almost two hundred years in the past. The Kurtherians engage in the cosmic great game, where whole worlds are torn asunder in their efforts to prove their own supremacy. For hundreds of millennia, the Kurtherians at the top have reigned unfettered as they destroyed countless civilizations time and time again. Now, a new group is entering the game. Bethany Anne and her people are playing against extreme odds, but when has that EVER stopped the Queen Bitch? It's time to fight for the future of the Universe... ARE YOU READY? --- NOTE: This book contains cursing. Perhaps humorous cursing, but cursing nevertheless. If this offends you, I don't suggest reading this book.

Bethany Anne is tapped by the Patriarch to take over responsibility for the UnknownWorld, but with no experience or reputation, Bethany Anne takes everyone by surprise.

Building a New Empire is supposed to be dangerous, but training the next generation of leaders? That's not supposed to be dangerous, right? Follow us as we have the people in the Etheric Empire setting up a special academy to train the first set of teens on a leadership track. They are supposed to learn about the different groups in the Etheric Empire and areas (including R&D, Weapons, Operations and others). Unfortunately, some of the members of those teaching teams tapped to train the kids don't realize how ... adventurous... the teens can be. Especially if the teachers are Team BMW. Travel with us as we are introduced to Alpha Class, one of the teams in the new Etheric Academy as they merge human's and Wechselbalg (Were's) in a group of five young adults as they learn to become the first cohesive group on their first assignment. With Team BMW as their teachers, nothing could go wrong, right? ***A Kurtherian Gambit Adventure for Younger Readers.... Or those who are young at heart.***

Enter a galaxy full of snarky one-liners, inappropriate use of tentacles, and video game style battles.A life of captivity is finally getting to Kirian, Destroyer of Planets. She has never actually destroyed any planets, but getting to choose your own title is one of the few perks you get when working against your will for an evil Neon Octopus Overlord. In an attempt to gain her freedom back, Kirian defies the the Overlord and secretly saves the being she is supposed to kill, making life more complicated and dangerous for both of them. Then again, nobody ever accused Kirian of making good decisions.

When the hunt for his lost friends leads Cole Randolph to the kingdom of Elloweer, he and new friends Mira, Twitch, and Jace team up with the resistance movement to search for Mira's sister, Honor, but enemies abound and Cole and Mira must use a new kindof magic to protect themselves.

One Last Hail Mary attack by those on Earth goes awry when the Queen herself shows up with John Grimes along for the ride. Five puppies have plans that surprise everyone. The Queen has a problem, and her closest friends travel to Earth to find her a solution. It's time for an audience with the King of Yoll, and he isn't going to like the outcome. Not one bit. He has a secret he has been hiding, and those sneaky Aliens in space find out what it is,

and turn it against him. It's time to release the Queen Bitch for her final clean-up of Kurtherians - This area of the Galaxy will never be the same, again. So grab your favorite drink, recline in your favorite chair or bed or couch, and relax for just a moment or two, because... Bethany Anne is BACK! Red has a price on his head. Rivka is determined to find those who put it there. Criminals commit crimes. Career criminals do it in secret. They are good at hiding. Rivka's latest case has her hunting fugitives. Red is on a mission to find them and make them pay for what they've done. Her search leads her through dark warrens of political intrigue and ecological disasters. All the while, Rivka is swinging the scales of justice, judging the guilty, and delivering punishment. Villainy and scum have toe-holds throughout the galaxy, but Rivka doesn't mind stepping on their toes even when she's not judging them. She considers it her job because no one is above the law. Is Rivka's search sanctioned or has she gone rogue? Will the Federation back her play? Magistrate Rivka Anoa is the legal eagle you want on your side. No better friend. No worse enemy. Get it today. Judge, Jury, & Executioner is a stand-alone series in the Kurtherian Gambit Universe. No previous books need to be read. Just lock in your seat-belt, grab your favorite drink and be ready for your socks to be blown off. --- PLEASE NOTE --- *** This book contains cursing. Perhaps humorous cursing, but cursing nevertheless. If this offends you, perhaps this book isn't for you.

Kaiju Rising: Age of Monsters is a collection of stories focused on strange creatures in the vein of Pacific Rim, Godzilla, Cloverfield, and more. Opening with a foreword by Jeremy Robinson--author of Project Nemesis, the highest selling Kaiju novel in the United States since the old Godzilla books--the collection features work from New York Times bestsellers to indie darlings.

Will Destroy the Galaxy for Cash is the follow up tale to Will Save the Galaxy for Food from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Differently Morphous). With the age of heroic star pilots and galactic villains completely killed by quantum teleportation, the ex-star pilot currently named Dashford Pierce is struggling to find his identity in a changing universe. Then, a face from his past returns and makes him an offer he can't refuse: take part in just one small, slightly illegal, heist, and not only will he have the means to start the new life he craves, but also save his childhood hero from certain death. What could go wrong? If you need to ask--you don't know Dashford Pierce. Before long, Pierce is surrounded by peril, and forced to partner with the very same supervillains he'd spent his heroic career thwarting. But when he's confronted by the uncomfortable truth that star pilots might not have been the force for good, they had intended to be, he begins to wonder if the villains hadn't had the right idea all along...

Baba Yaga has taken over and no one knows if Bethany Anne will ever come back. Beaten on the crucible, Bethany Anne decided she will bring justice to the Kurtherian's that tortured the Leath and her people, personally. The problem? She releases Baba Yaga who has now taken control. Even ADAM and TOM aren't sure they can help their friend. While Baba Yaga is tracking down the Seven Kurtherians, her friends and family are desperately trying to find her. During this time, General Lance Reynolds must start negotiations with other star nations who wish to create an Etheric Federation. The problem? How can you complete an Etheric Federation Treaty, if you can't find the Empress?

A vacant throne. Seven contenders and a princess with a mysterious necklace. Shahzadi Rouya's days as a princess come to a bloody end. When rebels storm the castle and murder the emperor, Rouya vows to reclaim the throne but is forced to flee with an army on her heels and a necklace in her pocket. The rebels won't stop chasing her until they've pried the relic off her dead body and unleashed the ancient spirit trapped within. Evelyn has served many masters throughout the centuries and seen them all inevitably fall. As a Battle Maiden, she's a warrior spirit bound to the summoner in possession of her relic and capable of defeating entire armies. Evelyn isn't alone, for each of the seven relics contains within it a Battle Maiden of equal strength sworn to another master. Seven combatants, each bearing one of the relics, lays claim to the throne. Only the summoner who unites all the pieces will become the next emperor to rule supreme or sway the world into chaos. An action-packed mix of Hunger Games x Magic: The Gathering

In this paranormal world, her death is just the beginning All I wanted for my seventeenth birthday was a fun night out. But when a knife-wielding psychopath attacks my best friend, of course I try to stop him-and wind up getting myself killed. Or maybe not... Next thing I know, I'm waking up to a glaring stranger with piercing red eyes. Jasper is an honest-to-goodness vampire straight out of the movies. He's inhumanly beautiful, exceptionally strong...and he totally hates my guts. Seems my near-death experience got me ensnared in a witch's curse with twelve other paranormals known as the Outcasts. Supposedly, an ancient prophecy says the thirteenth Outcast will be the one to break the curse. That means me. Lucky number thirteen. As I train to control a dangerous magic I didn't know I possessed, the more I learn about the Outcasts, Jasper's attitude, and my connection to the prophecy. And they're all far more complicated than I thought. To make matters worse, another dangerous paranormal knows about the prophecy-and my connection to it. The closer I get to fulfilling my destiny, the more desperate they are to make sure that when I die again, it's permanent. Elemental Outcast is the first book in a young adult urban fantasy action adventure series, filled with vampires, shifters, witches, and more. If you like your books with a healthy dose of pulse-pounding fights, snark, sinister magic, and a slow-burn romance between people who can't stand falling for each other, then the Paranormal Outcasts series is for you!

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

After the devastating battle at the Tower of Charm, Croaker leads the greatly diminished Black Company south, in search of the lost Annals. The Annals will be returned to Khatovar, eight thousand miles away, a city that may exist only in legend...the origin of the first Free Companies. Every step

of the way the Company is hounded by shadowy figured and carrion-eating crows. As they march every southward, through bug infested jungle, rivers dense with bloodthirsty pirates, and cities, dead and living, haunted by the passage of the Company north, their numbers grow until they are thousands strong. But always they are watched--by the Shadowmasters--a deadly new enemy: twisted creature that deal in darkness and death: powerful, shadowy creatures bent on smothering the world in their foul embrace. This is the first round in a deadly game, a game that the Black Company cannot ea hope to win. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

HE WAS NOT PREPARED. Born from the fertile imagination of bestselling author Michael Anderle *Fountain of Youth*, or *Valley of Death*? While eating his supper of microwave popcorn, PhD student-genius Salinger Jacobs is grabbed from his apartment in California, stuck on a C-130 military plane and sent to the Sahara Desert to witness the reality of the ZOO for himself. With the life expectancy of untrained scientists working inside the ZOO measured in hours, he has a lot to learn. Fast. First order of business? How do you shoot a gun, and just HOW MUCH is that plant worth? The government needs the best of the best military and scientific minds working out how to pull the secrets from the ZOO, while keeping the deadly fauna and flora in check. There is one major problem, Salinger doesn't even have a PhD. If he can stay alive long enough, he might be able to afford something besides packaged microwave popcorn to eat. THAT IS A BIG IF. NOTE: There may or may not be gratuitous sex in this book. Or it might actually play into a later book with funny talk about men's vs. women's abilities and capabilities. There is ABSOLUTELY cursing in this book. LOTS of upset cursing, cursing out of anger, fear, and other emotional issues related to carnivorous alien flora or fauna eating humans who don't say 'darn.' LOTS of gratuitous cursing just because the author finds it funny, too. There is death and sadness...and more death. In fact, it's a blender of blood out in the ZOO. Man vs. Alien nature seems to justify ugly results. Plus, people have emotional hangups. Expect to smile, laugh, cry, and perhaps have a spate of jealousy or two. Further, there might be explicit sex, thank you sex, and you're welcome sex. Finally, there is no Coke in the ZOO. That is probably the worst and most offensive trait in these stories. This is Michael Todd, and I approve of the shenanigans pulled in ZOO stories. ---- Join Salinger Jacobs as he learns about the ZOO, how to stay alive and the opportunities that being a part of the ZOO has brought him. The future is looking interesting and humorous, except for the death part.

The UnknownWorld is reeling from change. Bethany Anne has started to make a difference in the first week of being awake. Now, America has been losing good men since their teams don't have a Vampire to help them. Frank is hoping Bethany Anne can, and will, help. Further, the American Pack Council is having internal problems with their own young-and-dumb Were's who want to ignore Michael's strictures. With no one seeing Michael, the fear of the Boogeyman is starting to recede. That's ok with Bethany Anne, it means she will personally deliver the message there is a new vampire in town. Immediately following the story of Bethany Anne from *Death Becomes Her*, Queen Bitch rides a rollercoaster of action with a heavy dose of creative cussing. Bethany Anne starts to get a team in place to help her affect change. Because, whether the UnknownWorld wants it or not, Change is Coming.

Barnabas has traced the influence of the Yennai Corporation from High Tortuga to their secret base, which he has destroyed, killing both heirs to the company. Who hasn't he killed? Koel Yennai, the patriarch and founder...who has sworn vengeance on Barnabas for killing his children and destroying his legacy. Now, Koel gathers what remains of the Yennai Corporation to hunt Barnabas across known space and kill him. And Barnabas is more than ready for the confrontation. NOTE: This book contains cursing. Perhaps humorous cursing, but cursing nevertheless. If this offends you, I don't suggest reading this book.

Europe is erupting is tension and violence. David is only adding to the conflagration by setting a trap, one that our team will trip to save those people still alive. There is one thing every enemy of Bethany Anne finds out. They will be ground down under her heels. Read the series one Amazon Reviewer says: "I have absolutely DEVoured this series in a period of 36 hrs, and am considering knocking on the author's door to ask him to hurry up with the rest of the series."

When one of Bethany Anne's loved one gets caught in the crossfire between her and the Forsaken, she goes rabid in rage. She doesn't believe in seeking peace and harmony, but rather revenge and mayhem. Continuing the story of Bethany Anne and TQB team, *Love Lost* picks up after *Queen Bitch*. She works to complete both her business and military team leads and we meet Stephen's daughter Gabrielle as plans are made to exact revenge South of the Border. You don't touch one of Bethany Anne's loved ones and get away with it, no matter how far away you live. **Please note, as mentioned in another review, there is flagrantly foul language in this novel. The main character does not have a problem with cussing, just uninspired cussing.

You take out one annoying vampire in revenge, and now you have to clean up the mess? What a pain in the ... something. Bethany Anne and crew are back! They need to grab a ship, figure out who is trying to dig into her businesses, get their hands around the potential for creating an A.I. and the on-going mess with Anton and South America. One of these days, she will get a break. Fortunately for us, it wasn't today. Got an attitude? That's nice. Just don't show it around Bethany Anne. When she slaps a face off, the whole head goes with it. *Bite This, The Kurtherian Gambit 04* follows the story after *Love Lost*. If you haven't read the preceding books YOU PRETTY MUCH HAVE TO. These are a series and many of the characters have been introduced in preceding volumes. **Please note, as mentioned in another review, there is flagrantly foul language in this novel. The main character does not have a problem with cussing, just uninspired cussing.

First-century Palestine is a hotbed of political, cultural, and religious intrigue. Caleb ben Samson, a carpenter from Nazareth, and Sestus Aurelius, a Roman centurion, both want peace. Can this unlikely partnership accomplish what nothing else has accomplished before? Can they bring about peace through the power of the cross? And what role will Caleb's childhood friend Yeshi play in a land that longs for hope? In *The Cross Maker*, Jack Taylor weaves a tapestry of creative history, powerful characters, and dynamic dialogue to bring to life a shadowy world. In a land where tragedy is as common as dust, triumph is about to make itself known.

The haunting beginning to Michelle Sagara's young adult paranormal trilogy, *Queen of the Dead*. It began in the graveyard... Ever since her boyfriend Nathan had died in a tragic accident, Emma had been coming to the graveyard at night. During the day she went through the motions at her prep school, in class, with her friends, but that's all it was. For Emma, life had stopped with Nathan's death. But tonight was different. Tonight Emma and

her dog were not alone in the cemetery. There were two others there—Eric, who had just started at her school, and an ancient woman who looked as though she were made of rags. And when they saw Emma there, the old woman reached out to her with a grip as chilling as death.... Emma was not quite like other girls. It was true that other girls had experienced grief. Other girls had also lost their fathers, or had their boyfriends die in senseless accidents. But though she hadn't known it till that night in the graveyard, unlike those other girls, she could see, touch, and speak with the dead....

Rituals have always been a powerful part of human life, from the ancient Aztec nation's human sacrifices to the simple act of brushing one's teeth in the morning. They can impart a sense of history, comfort, community, stability and at other times, power, mystery and horror. Some are grounded in centuries of tradition or superstition, while others are unique, individual creations. In this collection of 22 stories, you'll find the darker side of ritual in all the various forms you can imagine—from the ancient and ceremonial to the simple and homegrown. Some have real power, while others simply exist in the convoluted recesses of someone's mind. Some produce the desired effect, while others have an entirely different result. What binds them all together is the simple truth of any good ritual. Their practitioners -- and you, the reader -- just might be unalterably changed by them. CONTENTS"Sa f lontan / Long Time, No See" by Sarah Hans"Young Girls Are Coming to Ajo" by Ken Goldman"Into the Mirror Black" by Tim Marquitz"Severed" by Brandon Ford"Afflicted" by A.J. Brown"A Little Bit of Soul" by Craig Cook"Coughs and Sneezes" by James K. Isaac"Secret Suicide" by Amy Braun"Wounds" by Greg Chapman"Sturm und Drang" by Jeff C. Carter"Shades of Hades" by E.J. Alexander"For Love" by DJ Tyrer"Gingerbread Man" by Rose Strickman"Thy Just Punishments" by Edward M. Erdelac"Johnny Two Places" by Mark Mellon"The Seed" by N.X. Sharps"Late Payment" by Jake Elliot"Masquerade" by C.A. Rowland"Lessons from a Victory Garden" by Jason Andrew"The Projectionist" by Timothy Baker"The Right Hand Man" by J.S. Reinhardt"Paper Craft" by Leigh Saunders

I'm being hunted. And I don't remember why. 700 years ago, a sorceress decided to subjugate the entire human race. You might recall the first step of her plan - they called it the Black Death. Since then, anyone with magical talent is brought to the Acadamh, an ancient magical university, to be trained ... and people with dangerous magical specialties tend to disappear there. And my specialty? Well, I've never been able to use my magic as far as I can remember, but they tell me that it is rot, and death. So I've been hidden, passed from safe house to safe house. But the Hunters are on my trail now. Specifically, the very worst one who could have found out about me: Daiman Bradach, legendary druid - ruthless, powerful, and absolutely devoted to the Acadamh. I'm going to have to get good with my magic. More than good. I'm going to have to become just as much of a legend as he is - fast. Or I'm as good as dead.

Time for justice to be served Ryder doesn't know if she can kill Afana and liberate the bunker. One thing she does know is that the Merry Gang will do the impossible to free the hostage, or die trying. Unfortunately for the Gang, there is a fate worse than death: The Madness. Will Ryder and the Merry Gang survive the Madness? Will Afana finally meet justice? Will the captives find freedom? Grab your copy of *Escaping Madness* now to find out. ** As noted in other series set in the Kurtherian Universe, there IS cursing in this book, occasionally, it's funny too. **

A battle. A spaceship crashes on an alien planet. Its combat troops deploy. The aliens run for their lives. Until they can run no more. Then they fight back. Against a superior enemy, technology is key. But the aliens don't have better tech. They have grit and catlike reflexes. And tails. Taj fights to unite a determined populace against a professional military vying for the planet's future.

Half-devil and miles from anything resembling heroic, perpetual underdog Frank "Triggaltheron" Trigg is the last man standing against Armageddon. As the favorite nephew of the Devil, Frank has led a troubled life, but he'd always had his uncle's influence to fall back on. Now, with God and Lucifer coming to terms and leaving existence to fend for itself, his once exalted status of Anti-Christ-to-be does little to endear him to the hordes of angels and demons running amok in the Godless world. With help from the members of DRAC, an organization of wizards, psychics, telepaths, and low-end supernatural beings, Frank must thwart the pro-Armegeddon forces and rescue an angel in whose life rests the fate of humanity. Better luck next time, humanity.

Triorion: Awakening finds five-year-old triplets Jetta, Jaeia, and Jahx struggling to survive on a harsh alien planet under the thumb of their brutal owner. When the Eclian Dominion discovers their extraordinary telepathic talents, they are coerced into military service. However, when the tide of war changes, the siblings find their persecutors at their mercy and a new and more powerful enemy at their door, eager to harness their talents for intergalactic genocide. This introduction to the Triorion series follows them on a journey of death and redemption that will change the Starways forever.

The future just went upside down, when a nascent AI is added against Bethany Anne's wishes. Then, there is David and his issues to take care of, permanently. Bethany Anne has had it with Terrorists. Not encumbered with law, she seeks only justice for those who were killed in France. New members are added to the team as they continue their efforts to reach for the stars.---Read the series one Amazon Reviewer says: "I have absolutely DEVoured this series in a period of 36 hrs, and am considering knocking on the authors door to ask him to hurry up with the rest of the series."

Harmony. Security. Obedience. SynCorp saved Earth from climate catastrophe. Now its citizens work the Sol system, cradle to grave. Some call that slavery. Revolution threatens a longstanding peace... Thirty years after the Syndicate Corporation saved Earth from climate-change extinction, SynCorp's Five Factions rule the solar system with an iron fist wrapped in a velvet glove. Food, entertainment, safety, security-SynCorp provides it all. In return, the Company requires complete loyalty and obedience to corporate law. The Soldiers of the Solar Revolution claim life under SynCorp is slavery cloaked in comfort. They launch their rebellion, targeting the pillars of corporate production: sabotaging refineries on Mars, shattering Callisto's orbital ring. Meanwhile, brutal pirates siphon off Company resources in the Belt, and hackers tap into citizens' implants, addicting them to fantasies shaped from their own dreams. Besieged on all sides, SynCorp's Five Factions are in retreat. The rebels aim to destroy the Company to free mankind. But does mankind really want to be freed?

Everybody begins their YouTube journey from zero. You have to start with no videos, views, or subscribers. Furthermore, more than 400 minutes of content is uploaded to YouTube each minute. To say that it's challenging to grow a channel is an understatement! In fact, less than 3% of YouTube channels ever gain more than 10,000 subscribers. Yet, in a one-year period, Brian G Johnson gained 10,623 subscribers and drove over half a million video views. Truly beginning from zero. Brian had no previous YouTube success to draw from and had to learn the myriad of camera settings, editing options, and technical details that often become a roadblock. Furthermore, he did it in a small and competitive niche, the YouTube video marketing

niche. How, you ask? By researching, testing, and tweaking various video growth methods over a one-year period in order to identify why the YouTube algorithm promotes one video over another. Ultimately, this led to the creation of a video ritual based on his findings—a series of actions according to a prescribed order. More than a mere guide, Tube Ritual is a one-year case study with the goal being to drive more views and convert more viewers into subscribers. For those already creating videos or who want to in the future, Tube Ritual contains detailed, step-by-step information that plain works. From Branding to thumbnails, video structure, YouTube SEO, video calls to action, playlist strategies, channel strategies and more, Tube Ritual leaves no stone unturned.

Marriage to an elf is complicated...especially bringing him home to meet the family. Princess Elspeth of Escarland married the elf prince and achieved peace between the elves and her human people. But after a recent ambush by the trolls, it is clear the trolls are trying to start a war between the elves and humans once again. To keep their peoples at peace, Essie and Farrendel travel to meet Essie's family and negotiate a stronger alliance. Yet in Escarland, not everyone is happy with peace. Traitors lurk in both Escarland and Tarenhiel, and it will be up to Essie and Farrendel to flush them out. The consequences of failure might be more personal and deadly than they can imagine.

The dragons that have been kept in sanctuaries want their freedom—and their revenge—and the world's only hope is the reformation of the ancient order of Dragonwatch in this New York Times bestselling first novel of a new sequel series to Fablehaven from author Brandon Mull. In the hidden dragon sanctuary of Wyrmoost, Celebrant the Just, King of the Dragons, plots his revenge. He has long seen the sanctuaries as prisons, and he wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind ruled and reigned without borders. The time has come to break free and reclaim his power. No one person is capable of stopping Celebrant and his dragon horde. It will take the ancient order of Dragonwatch to gather again if there is any chance of saving the world from destruction. In ancient times, Dragonwatch was a group of wizards, enchantresses, dragon slayers, and others who originally confined the majority of dragons into sanctuaries. But nearly all of the original Dragonwatch members are gone, and so the wizard Agad reaches out to Grandpa Sorenson for help. As Kendra and Seth confront this new danger, they must draw upon all their skills, talents, and knowledge as only they have the ability to function together as a powerful dragon tamer. Together they must battle against forces with superior supernatural powers and breathtaking magical abilities. How will the epic dragon showdown end? Will dragons overthrow humans and change the world as we know it?