

# The Madness Of Hallen Khalada Stone 1 Russell Meek

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*Darken the Night: A Greek Myth Retelling Novelette Echoes Saga*

It is said that when the world is again aflame, a Great Owl imprisoned beneath the land will rise and return to the stars from where it came. The world is on a death bed. Volcanos erupt daily. Ash chokes the sky, blotting out the sun. Civilization is a myth. A lone person wanders the barren land. Art and survival comprise her life. She heads south, hoping to find any place where life has not died. A place that does not believe in the story of the Owl. A place where there is hope that the world will not end. A place where she can hide from the truth. She is a descendant of the Owl, and every myth is based off something true...

The Owl at The End of The World Myelad Publishing

Phoenyx “Nyx” Douglas feels like a damsel trapped away. Suffering from a form of light sensitivity, she sleeps during the day, missing out on all the typical things the other teens in her town do. One night when her flighty father is out on a job, she falls for charmer Erebus Jones at first sight but then has a dream about a child she’s supposed to have with him in the future—and the peril that boy is in. With Ere’s help, she uncovers what it will take to save their future child: blackmailing the powerful town mayor and teaching him to fear her. The two teens are in over their heads as they uncover shocking secrets and cross the line between what’s right and what’s wrong—all in service of saving a child they can only have if their burgeoning relationship survives the danger they put themselves in. A contemporary retelling of the Greek myth of Nyx, with a dash of magic. First published in the Sing, Goddess! anthology.

Tales of the Thief-City Independently Published

“Whimsical, witty, and brimming over with charm” (India Holton), Olivia Atwater’s delightful debut will transport you to a magical version of Regency England, where the only thing more meddlesome than a fairy is a marriage-minded mother! It’s difficult to find a husband in Regency England when you’re a young lady with only half a soul. Ever since she was cursed by a faerie, Theodora Ettings has had no sense of fear or embarrassment—an unfortunate condition that leaves her prone to accidental scandal. Dora hopes to be a quiet, sensible wallflower during the London Season—but when Elias Wilder, the strange, handsome, and utterly ill-mannered Lord Sorcier, discovers her condition, she is instead drawn into peculiar and dangerous faerie affairs. If her reputation can survive both her curse and her sudden connection with the least-liked man in all high society, then she

and her family may yet reclaim their normal place in the world. But the longer Dora spends with Elias, the more she begins to suspect that one may indeed fall in love even with only half a soul. Praise for Half a Soul “Whimsical but never frivolous, sweet but not sugary. I loved it.” —Alix E. Harrow

“Delightful. Half a Soul is the definition of a comfort read.” —Hannah Whitten “I wolfed this down with great pleasure.” —KJ Charles “This winsome, whimsical fantasy romance sweeps you off your feet.” —Megan Bannen “Smart and subversive, Half a Soul will ignite your heart—and your hope.” —Shelley Parker-Chan “A perfect historical fantasy romance: warm, sparkling with magic, dangerous, and delightful.” —Tasha Suri

Half a Soul Bocfodder Press

Prophecy. Fate. Destiny. Augury. Words that promise a chosen one will rise to protect the downtrodden . . . or avenge them. Many cultures believe in their champions; heroes are desperately needed now. The oppressive, technologically advanced Corlain Empire ravages the weak people of Glostaimia; the "acceptable" cultures are forced to assimilate. Two powerful, and utterly disparate, crusaders emerge to oppose Corla. Two Dogs has trained his entire life in protector magic. Circumstances suggest he's the hero of legend, but Two Dogs is the master of his own actions. With a tomahawk in one hand and a knife in the other, he'll prove why it was wrong to start a fight with the Lacreechee tribe. Princess Murid has more reason to hate the Corlains than most. She's been groomed since childhood on her duties as the chosen one, but not even her royal status can convince those who adopted her that the Corlains will soon come to claim their land and resources as well. Can native magic and barbarian ingenuity combine to overcome a superior foe when both sides hold onto their dogmatic views about fate? Who's the real chosen one?

The Demon in the Metal Hachette UK

Fifty years ago, the brilliant chemist Guilder Owen unlocked the secrets of the metal aurichalcum...and changed the world forever. The Chemical Revolution led to the invention of rifles, cannons, copperlights, and brassfire bombs; armies were shattered, borders were redrawn, and the king of Eleutrinia, the most powerful nation in the world, was overthrown. In the aftermath of this civil war, Eleutrinia's gloomy capital, Dais Eleutrené, has become a breeding ground for plots and conspiracies. World-weary inspector Drom Overholt, investigating the murder of a wealthy old man, soon finds himself caught up in an especially dangerous one; meanwhile, Guilder's granddaughter Aemilia, eager to become a chemist herself, has just unlocked a secret of her own - one that may have put her life in immediate danger. And far away, at the very edge of the known world, treasure-hunter Luc d'Fensi, hired to guide a group of scholars to a distant, crumbling ruin, begins making his way into the primordial wilderness of the far west. He has no idea what awaits him there: an ancient evil, older than mankind, waiting

for an opportunity to arise...and intent on extinguishing the light of the Chemical Revolution forever.

*A Brother's Bond* Snowy Wings Publishing

Keriya Nameless has no magical powers, a disability in the world of magic in which she lives. Despite being crippled, she's recruited by the god, Shivnath, to save the last living dragon. Keriya leaps at the chance to prove her worth, though failure could mean the destruction of everything she holds dear.

*Forged in Shadow* Gareth Lewis

The paranormal? It's all nonsense but proving it might just get them all killed. When a master vampire starts killing people in his hometown, paranormal investigator, Tempest Michaels, takes it personally ... and soon a race against time turns into a battle for his life. He doesn't believe in the paranormal but has a steady stream of clients with cases too weird for the police to bother with. Mostly it's all nonsense, but when a third victim turns up with bite marks in her lifeless throat, can he really dismiss the possibility that this time the monster is real? Joined by an ex-army buddy, a disillusioned cop, his friends from the pub, his dogs, and his mother (why are there no grandchildren, Tempest), our paranormal investigator is going to stop the murders if it kills him ... but when his probing draws the creature's attention, his family and friends become the hunted. 'Steve Higgs can be counted on to keep you amused, with vivid imagination, characters you can sink your teeth into, plenty of action, and delicious snark.' If you are a fan of fast-paced paranormal thrillers, then this urban fantasy series is sure to please.

*A Wind from the Wilderness* Jdl Rosell

Beware, oh friend, the Nothing Mage, The man himself a blight, With magic cursed and spells unseen, That none can stand and fight. Beware, oh King, the Nothing Mage, A force that pierces all, The tolling bell that sings of death, 'Till lords and empires fall. Beware, oh love, the Nothing Mage, A vengeful man is he, So if you dare to draw his wrath, Then nothing ye shall be. "There's nothing there." The words may as well have been a death sentence to young Declan. Without mana, there could be no studying at the sky-piercing Pinnacle Towers, there could be no great monster hunts, and there could be no following in his father's legendary footsteps. He'd be a cripple. But when a terrible accident forces him to flee, Declan learns the true nature of his mana. Just because it doesn't resonate at any known frequency, doesn't mean it isn't magic. Just because he can't cast the same spells as everyone else doesn't mean he isn't a mage. And just because you can't see something, doesn't mean it isn't there.

*Augury Answered* Hachette UK

They called him the Volatar. He came from nothing. Found his power. Became a legend, then lost it all. Now he has all the power in the world but can't touch it. With war growing, an old enemy on his heels, his best friend by his side, only the north holds the secret to reconnecting with his lost power. But war has a way of pushing old heroes aside. Hevith Alaster knew nothing of the Hith when their dark magic took his family away. Life on the wagon train had been simple. Keep moving north, stay ahead of the war. But war found him all the same. Hurt, humbled, and left to rot in a northern prison, Hevith must carve out a new life for himself in the wake of tragedy--but only if he can find a way to break free before the Hith break him. Either he must rise to the challenge or he will be yet another casualty on the Hith's path to total domination.

**The Chaos Circus** Stevehiggsbooks

In the chaos of war, not all heroes shine. Some must rise from shadows to claim the light. As the youngest son of the greatest smith of the fae, Curuthannor should be aspiring to the forge. Instead, he would rather wield a blade than craft one. When the high elf king commissions a powerful enchanted sword requiring iron found only in the subterranean goblin mines of the Shadow Realm, Curuthannor seizes the opportunity to earn a place in the smithy that doesn't require a hammer. But when dark elf treachery interferes, the lives of his entire family could be at risk...for the high elf king is unmerciful and will not suffer disobedience. Especially from his own daughter. As the most trusted handmaiden to the high elf princess, Lhéwen is honored to attend her mistress on what she believes is a diplomatic delegation to the dark elf king. She doesn't realize it could be a one-way trip. While the princess forges an escape from her father's ruthless will, Lhéwen is trapped in a foreign land. Betrayed and alone, Lhéwen discovers it is her own quiet power that may free-or doom-them all. For when the pen fails, the sword will take its place. *Forged in Shadow* is the first book in the thrilling new epic fantasy trilogy by award-winning author, Megan Haskell. Set in the same universe as *The Sanyare Chronicles*, this is the story of the Great War between the nine faerie realms. If you like sweeping vistas, unexpected heroes, and world-shattering stakes, you'll love this battle between Shadow and Light.

*Rise of the Ranger* Rachel Emma Shaw

All that's standing between me and freedom are eleven bloodthirsty fae. As a convicted assassin, I've been banished from the fae realm for years but now I have the opportunity to compete in a ruthless competition to earn a full pardon. Dragons and twisted mazes are the least of my worries now. I can handle a few bullies and death-defying challenges. The thing that will keep me up at night is having to face those I betrayed. Especially Reveln, the prince whose brother I killed. Every time I see the hatred in his eyes it reopens old wounds, a reminder of the destiny that was stolen from me. And I only have myself to blame. But I'll find a new destiny by winning the Trial of Thorns. The whole realm thinks I'm weak but I'm stronger than they could ever imagine. By the time this is through I'll bring them all to their knees.

*Last Memoria*

'STRIKINGLY INTENSE. . . IMMERSIVE AND THOROUGHLY COMPELLING' SFX The war is over but peace can be hell. Demons continue to burn farmlands, violent mercenaries roam the wilds and a plague is spreading. The country of Eidyn is on its knees. In a society that fears and shuns him, Aranok is the first mage to be named king's envoy. And his latest task is to restore and exile foreign queen to her throne. The band of allies he assembles each have their own unique skills. But they are strangers to one another, and at every step across the ravaged land, a new threat emerges, lies are revealed and distrust could destroy everything they are working for. Somehow, Aranok must bring his companions together and uncover the conspiracy that threatens the kingdom - before war returns to the realms again. A fast-paced epic fantasy, filled with swashbuckling action and expansive worldbuilding, *The Lost War* is perfect for fans of Nicholas Eames' *Kings of the Wyld* and RJ Barker. Praise for *The Lost War*: 'An exciting, action-packed fantasy' Mark Lawrence 'Justin's book reads like you've been dropped in the middle of a classic fantasy adventure, full of familiar elements twisted to be terrifying. . . Exquisite' Gareth Hanrahan, author of *The Sword Defiant* 'Excellent - full of great characters, tense action scenes and truly surprising twists. A highly recommended read' James

Islington, author of The Shadow of What was Lost 'Rich in action and intrigue, this fantasy adventure with a Scottish flavour is sure to please fans of David Gemmell' Anthony Ryan, New York Times bestselling author 'A fantastic read. . . It's an exceptional book and I can't recommend it enough' Steve McHugh, author of The Last Raven 'Compelling and entertaining. . . inventive and fun.' SciFiNow 'Genuinely surprised and delighted me' Anna Stephens, author of Godblind 'Highly entertaining fantasy. . .extremely readable' Tom Lloyd, author of Twilight Reign 'A blistering tale packed with action and adventure' Evening News 'Outstanding. . . The Lost War is easily one of the biggest surprises of the year' Novel Notions 'This book has a perfect blend of everything' Spells and Spaceships

### **Oath Sworn**

Love, lies and memory thieves. There's nothing Sarilla hates more than stealing memories, but the king forces her to, just so he can keep his subjects in line. She wants to escape to where nobody knows what she is or what she can do, but her plans go awry when she runs into someone she would much rather forget. Falon has a six-month void in his memories that he's desperate to restore. He doesn't know why they were taken or what they contained, nor why the man he loves is acting so cagily about what happened during that time. He hopes to use Sarilla to get back what was stolen from him and isn't interested in why she's so desperate to escape. She will help him get back what he's lost, whether she wants to or not. Join Sarilla and Falon in this twisted tale about how sometimes good intentions aren't enough to keep the darkness at bay.

### The Flight of the Darkstar Dragon

Impossible world. Impossible dragon. Impossible adventure. Lost with her ship and crew in an unfamiliar land, Min's first command could be her last. Nothing here behaves the way it should: The magic that powers her skyship has been drained, rendering it immobile. The sky is an endless twilight, lit by the luminous fish that swim in it. Off starboard, there's also the country-sized dragon that is looking particularly hungry. It will take all of Min's training and experience to get her people safely back home, but as the truth about the Darkstar Dimension begins to be revealed, Min will have to prove to her crew - and to herself - that she is still the best person for the job. From the twisted mind that created the 'delightfully weird' Yarnsworld series comes a fantasy adventure like no other. Grab it now, to set sail on a journey you'll never forget!

### Heartscale

One man's sacred oath. One boy's sacred duty. Aralt "Wolf" syr Tremayne is laird of two lands united by tradition but divided by distance: Tyrian in the cold reaches beyond the Weeping Wall, and Leyth at the heart of Askierran far to the south. When Lian Kynsei, last of the soul-touched, missing and believed dead, turns up in Tyrian, Aralt is assailed by guilt. It was easier to believe the boy was dead than a tortured captive in the island realms of the Shirahnyn. Oath-sworn in better times, now Aralt is duty-bound to protect and serve Lian, heir-apparent to the high priesthood of Askierran. As messages demanding the return of the future kavistra pour in from clergy and chancellors whose motivations he distrusts, Aralt reluctantly abandons his effort to broker peace in the Northern Alliance in order to escort Lian to his rightful home. But years of separation have rendered them strangers, and Aralt finds it difficult to recognize Lian as anything but the child he once knew--a child ill-equipped for the responsibilities being thrust upon

him. Worse, Lian's presence and otherworldly gifts force Aralt to confront the nightmares of his own past and his guilt at abandoning his search for Lian three years before. Armed with the Tuned crystal sword that is all he has left of his murdered brother, Aralt struggles to fulfill his oath. But every step brings a new danger--and forces them closer to confronting secrets neither wishes to share. Evil stirs beyond the Sea of Bones. The enemy has made the skies their own and unleashed a scourge intent on killing Lian--or worse. Death, Aralt realizes, might be the greater mercy.

### The Fae and The Fallen

Ladies and gentlemen, boys and girls, welcome to the Most Fantastic Show on Earth... Three years ago, the Ban changed everything, outlawing certain forms of magic and bringing about the rise of powerful crime syndicates. Now, speakeasies in every city sell illegal charms and jinxes, and bootleggers traffic restricted potion ingredients across the country. But even in this changing world, the magic of the circus still acts as a wondrous escape and provides entertainment for all.? Jake Strickland owns one such circus, inherited after an accident ended his career as a rodeo dragon rider. He also inherited the circus' financial troubles, but since the show became his, he's slowly managed to turn it into a profitable business once more. Or at least, that's what he thought. When a dangerous mobster comes to collect an old debt, Jake resorts to desperate measures to get the money before a strict deadline. With lives and livelihoods at stake, he battles the clock, his responsibilities to the circus, and a longstanding personal grudge that has festered for years. Can he pay back the mob before it's too late? And if so, what will it cost him?

### Free Agent

Raise your shield. Defend your sisters. Prepare for battle Half-giant Lovis and her Shieldmaiden warband were once among the fiercest warriors in Midgard. But those days are long past and now Lovis just wants to provide a safe home for herself and her daughter - that is, until her former shield-sister Solveig shows up on her doorstep with shattering news.Solveig's warrior daughter is trapped on the Plains of Vigrid in a siege gone ugly. Desperate to rescue her, Sol is trying to get the old warband back together again. But their glory days are a distant memory. The Shieldmaidens are Shieldmothers now, entangled in domestic obligations and ancient rivalries.But family is everything, and Lovis was never more at home than at her shield-sisters' side. Their road won't be easy: old debts must be paid, wrongs must be righted, and the Nornir are always pulling on loose threads, leaving the Shieldmaidens facing the end of all Nine Realms.

Ragnarok is coming, and if the Shieldmaidens can't stop it, Lovis will lose everyone she loves...Fate is inexorable. Wyrð bith ful araed.Queens of the Wyrð is the brand-new epic Norse fantasy adventure by Timandra Whitecastle. If you love mothers as heroes, epic dragon battles as well as stand-out characters you can root for, BUY QUEENS OF THE WYRD TODAY!

### Dames and Demons

Snatched from the only home she's ever known aboard the Wielder's Prize, Jasmine is forced to work as a crew member of a different ship. To survive, Jasmine must dodge her captor who has a personal vendetta against her, outsmart a fearsome magic wielder who has taken a dangerous interest in her, and get back to her ship. Somehow.Just when she thinks things couldn't get worse, she learns she too is a wielder--an untrained wielder who is a threat to everyone on board if she can't control her magic. And she's

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not the only out-of-control wielder on the high seas. The secret of that wielder could shatter everything Jasmine thought she knew. Time and hope is running out. At any cost, she must get back to her ship and discover the truth behind all the secrets before everything is lost.

#### Calico Thunder Rides Again

Name of the Wind meets Witcher! The legend of Tal Harrenfel is sung across the Westreach- and with each telling, the tales grow taller. But he's never claimed to be more than a man... When Tal receives a mysterious visitor, he becomes embroiled in the plots of monarchs and an ancient war with a fabled sorcerer... Can Tal live up to his legend?

#### **Shadows of Creation**

It's been years since Rax Darkthorn escaped the hold of the thief-city, Nexi. The death of a friend, and his own addiction to the secrets that permeate the city, draw him back. In a city of secrets, dying gods, and doors to everywhere, Rax hunts the shadowy figure manipulating events. A trail that'll lead him to Nexi's secret. Collecting the 12 part series. Semi-Finalist in the 2020 Self-Published Fantasy Blog-Off (SPFBO6) 'The premise of a sentient city pinching parts of other dimensions to glue into itself had me feeling fantasy with a splash of Doctor Who and a sprinkle of Carnival Row... The dialogue is snappy and entertaining too, flowing with a natural rhythm that was a joy to read.' - Alicia Wanstall-Burke, author of The Coraidic Saga 'This is one of most imaginative books I have read in a long time... The characters are as colorful as the concepts themselves and each one remains in the reader's memories even after putting down the book. I never felt bored during the book—I was invested throughout.' - Kartik Narayanan, SPFBO judge 'I loved how the author set it up like a detective show, wherein each chapter is a self-contained mystery but which contributes to the overarching plot, complete with guest stars and returning characters and little bits of knowledge that are each a piece of the larger puzzle. Yet beneath the Sam Spade-style patter ("Not so fast, sister") and the individual mysteries is a meditation on the nature of knowledge, believe, and memory, both real and artificial, and how all these things together make us—as individuals and as society—who we are.' - A.M. Justice, author of The Woern Saga 'After 40 years reading fantasy, it's exciting to find something different.' - Kerry Smith, SPFBO judge 'A highly imagined story, this is a well done portal fantasy. I felt the characters were well rounded and each developed in a gradual way, as is the world in which they live.' - Lynn Kempner, Grimmedian