

## Day Of The Dragon Warcraft 1 Richard A Knaak

World of Warcraft: Vol'jin: Shadows of the Horde  
World of Warcraft: Cycle of Hatred  
Black City SaintLegends of the Dragonrealm  
World of Warcraft: Night of the Dragon  
Warcraft: Of Blood and HonorBlindspaceLegends of the Dragonrealm  
The Sunwell Trilogy  
World of Warcraft: Jaina Proudmoore: Tides of War  
The Warcraft: The Last Guardian  
World of Warcraft  
WarcraftWarCraft 1  
The Diablo: The Kingdom of Shadow  
World of Warcraft: Dawn of the Aspects  
Black City DragonFiredrake  
Day of the Dragon  
World of Warcraft: Dawn of the Aspects:  
The Rogue's Hour  
King of the Grey  
World of Warcraft: Beyond the Dark Portal  
Warcraft: War of the Ancients #2: The Demon Soul  
Warcraft: Shadow Wing Volume 1: The Dragons of Outland  
Split the Party  
The Summer Dragon  
World of Warcraft: Paragons  
World of Warcraft  
World of Warcraft: Wolfheart  
WarCraft Archive  
Night of Blood  
World of Warcraft  
The|Sundering  
Dragon Mound  
Warcraft: Day of the Dragon  
World of Warcraft: Arthas  
WarCraft War of the Ancients Archive  
World of Warcraft  
Black City Demon

### World of Warcraft: Vol'jin: Shadows of the Horde

Frostmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword's shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He'd thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal'Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward. The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. \* \* \* His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice -- his icy soul utterly consumed by his plans to destroy all life on the World of Warcraft. But it was not always so. Long before his soul was fused with that of the orc shaman Ner'zhul, the Lich King was Arthas Menethil, crown prince of Lordaeron and faithful paladin of the Silver Hand. When a plague of undeath threatened all that he loved, Arthas was driven to pursue an ill-fated quest for a runeblade powerful enough to save his homeland. Yet the object of his search would exact a heavy price from its new master, beginning a horrifying descent into damnation. Arthas's path would lead him through the arctic northern wastes toward the Frozen Throne, where he would face, at long last, the darkest of destinies.

## **World of Warcraft: Cycle of Hatred**

Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the WORLD OF WARCRAFT. But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

## **Black City Saint**

Kalec, a blue dragon that has taken human form to escape the forces that seek to destroy his race, and Anveena, a maiden with mysterious powers, go on a quest to save the entire High Elven Kingdom from the evil forces of the Undead Scourge.

## **Legends of the Dragonrealm**

Knight Evan Wytherling teams up with Lady Mardi on a quest to kill the evil Sorcerer-King Novaris.

## **World of Warcraft: Night of the Dragon**

In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of man in relative peace and harmony - until the arrival of the demonic army known as Burning Legion shattered the world's tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms - part of a grand, malevolent scheme that will determine the fate of the world of

## **Warcraft: Of Blood and Honor**

After defeating the Scourge in the Ghostlands, Tyri and Jorad are drawn into the Dark Portal and transported to the shattered Outland, where they must defeat the ruthless Ragnok Bloodreaver and his army of nether dragons.

## **Blindspace**

THE AGE OF DRAGONS IS OVER. Uncertainty plagues Azeroth's ancient guardians as they struggle to find a new purpose. This dilemma has hit Kalecgos, youngest of the former Dragon Aspects, especially hard. Having lost his great powers, how can he—or any of his kind—still make a difference in the world? The answer lies in the distant past, when savage beasts called proto-dragons ruled the skies. Through a mysterious artifact found near the heart of Northrend, Kalecgos witnesses this

violent era and the shocking history of the original Aspects: Alexstrasza, Ysera, Malygos, Neltharion, and Nozdormu. In their most primitive forms, the future protectors of Azeroth must stand united against Galakrond, a bloodthirsty creature that threatens the existence of their race. But did these mere proto-dragons face such a horrific adversary alone, or did an outside force help them? Were they given the strength they would become legendary for or did they earn it with blood? Kalecgos's discoveries will change everything he knows about the events that led to the DAWN OF THE ASPECTS PART I. The former Dragon Aspects are on the brink of going their separate ways to forge new destinies. As Kalecgos ponders the uncertain future awaiting his kind, he uncovers a mysterious artifact that allows him to see through the eyes of his late predecessor, Malygos. Intense visions bombard Kalecgos, transporting him to a time when the original Aspects were no more than primitive proto-dragons. Across ancient Kalimdor's northern plains, they fought for survival against each other and a terrifying creature that dominated the era: the Father of Dragons, Galakrond. But many questions remain for Kalecgos. What are the origins of this strange artifact? Are its visions a gift, or a curse?

### **Legends of the Dragonrealm**

Based on the record-shattering computer game, the complete War of the Ancients trilogy is collected in one volume, and includes *The Well of Eternity*, *The Demon Soul*, and *The Sundering*. Original.

### **The Sunwell Trilogy**

An omnibus of the first three novels in New York Times bestselling author Richard A. Knaak's epic fantasy series *Dragonrealm*—collected for the first time in one incredible volume. In addition to writing one of the bestselling Warcraft novels of all time, *Day of the Dragon*, Richard A. Knaak is the author of the legendary fantasy series *Dragonrealm*. Now available for the first time in one fantastic collection, the first three novels from this riveting series include: *Firedrake*• : In the ultimate war between humans and fiery shape-shifting beings, Duke Toma has unleashed every conceivable evil upon the world of the Dragon Kings. Only one dares to challenge him: Cabe Bedlam, a youth with a magical sword that promises its bearer total mastery over man and beast alike. *Icedragon*• : Pitting his magic sword against the glittering scaled armor of the Dragon Kings, young Cabe Bedlam drove the shape-shifters back to their origins. But from the Northern Wastes, the merciless Ice Dragon implements a lethal scheme to sweep mankind into oblivion. Now Cabe must embark on a perilous journey toward an epic confrontation. *Wolfhelm*• : The Death of the Dragon Emperor leaves both the Dragonrealms and human kingdom in ruins. Tomorrow's hope—the Emperor's hatchlings—live, protected by the human warrior Cabe Bedlam. But the future teeters on the brink of disaster, and only Cabe and his good friend, the Gryphon, can save the dragons from losing their magic forever.

### **World of Warcraft: Jaina Proudmoore: Tides of War**

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.

### **The Warcraft: The Last Guardian**

Though their soldiers form a unified front on the battlefield, both the Alliance and the Horde include diverse races and nations within their ranks. Each of those nations has at its helm a leader of heroism and legend. Their actions and decisions shape Azeroth and forge its destiny. They inspire loyalty and loathing, fervor and fear, sometimes all from their own people. What do these heroes do when faced with conflict and strife? How do they handle the tremendous responsibility of guiding their armies and citizens on the front line and at home? In this anthology of sixteen short stories, each champion finds his or her own answers to these questions. Read their tales and learn what makes them who they are today—learn what makes them paragons. © 2014 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the U.S. and/or other countries.

### **World of Warcraft**

"An amnesiac washes up on the shores of Kalimdor, starting the epic quest of the warrior Lo'Gosh and his unlikely allies, Broll Bearmantle and Valeera Sanguinar. Striking uneasy relationships with other races, as well as each other, they must fight both the Alliance and the Horde as they struggle to uncover the secrets of Lo'Gosh's past!" -- Back cover.

### **Warcraft**

Bent on supremacy of the Dragonrealm, Duke Toma unleashes evil powers, opposed only by Cabe Bedlam, a seemingly impotent youth who nonetheless possesses some formidable powers

### **WarCraft 1**

As the 9 million players of World of Warcraft (the most popular multiplayer online game) eagerly await the games new expansion, WRATH OF THE LICH KING, WildStorm and Blizzard have created this hardcover graphic novel that takes readers inside this new realm. Written by Blizzard Creative Director Micky Neilson and featuring art by Ludo Lullabi and Tony Washington, this rollicking adventure follows as the Lich King's plague of undeath ravages the human kingdom of

Lordaeron. Hidden away, a mighty blade is forged from a dark orb! In the hands of Highlord Alexandros Mograine, the blade will become legend. In time, both blade and man will become . . . Ashbringer.

### **The Diablo: The Kingdom of Shadow**

Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the WORLD OF WARCRAFT But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

### **World of Warcraft: Dawn of the Aspects**

Nathan Bedlam has managed to free most of the human mages from the Dragon Kings' control, but the struggle against the drake lords has not gone well. With treachery at every turn, Nathan knows that the only hope the rebels have is to seize Penacles, the City of Knowledge. Yet, doing that will require forcing the Gryphon to realize the power within him, a power that may also prove to be the rebellion's downfall.

### **Black City Dragon**

Traces the downfall of a beloved peacekeeper who is pushed to a breaking point by an inconceivable horror that changes her in irrevocable, ethics-testing ways.

### **Firedrake**

For more than sixteen hundred years, Nick Medea has followed and guarded the Gate that keeps the mortal realm and that of Feirie separate, seeking in vain absolution for the fatal errors he made when he slew the dragon. All that while, he has tried and failed to keep the woman he loves from dying over and over. Yet in the fifty years since the Night the Dragon Breathed over the city of Chicago, the Gate has not only remained fixed, but open to the trespasses of the Wyld, the darkest of the Feiriefolk. Not only does that mean an evil resurrected from Nick's own past, but the reincarnation of his lost Cleolinda, a reincarnation destined once more to die. Nick must turn inward to that which he distrusts the most: the Dragon, the beast he slew when he was still only Saint George. He must turn to the monster residing in him, now a part of him but ever seeking escape. The gang war brewing between Prohibition bootleggers may be the least of his concerns. If Nick cannot prevent an old evil from opening the way between realms then not only might Chicago face a fate worse than the Great Fire, but so will the rest of the mortal realm. From the Trade Paperback edition.

## **Day of the Dragon**

In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of man in relative peace and harmony -- until the arrival of the demonic army known as Burning Legion shattered the world's tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms -- part of a grand, malevolent scheme that will determine the fate of the world of WarCraft A terrifying upheaval among the highest ranks of the world's Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient creatures of air and Pre if the world of Azeroth is to see another dawn.

## **World of Warcraft: Dawn of the Aspects:**

Traces the aftermath of Cataclysm-induced disasters through Azeroth, where an all-out war erupts between the Horde and Alliance and threatens to consume both factions.

## **The Rogue's Hour**

In "Dragon Hunt", following the Battle of Mount Hyjal, the free races of Azeroth are beginning to rebuild. The fragile peace is threatened when an ancient power source emanates throughout the land, and all eyes turn in search of its source. Kalecgyos, a member of the decimated race of blue dragons, is sent on a clandestine quest to the Elven Kingdom of Quel'Thalas to find answers. Pursued by both a vengeful Dwarven bounty hunter and forces of the Undead Scourge, Kalec finds his fate bound to a beautiful peasant girl with secrets of her own.

## **King of the Grey**

In the final, apocalyptic chapter of this epic trilogy, the dragon-mage Krasus and the young druid Malfurion must risk everything to save Azeroth from utter destruction. Banding together the dwarves, tauren and furbolg races, the heroes hope to spark an alliance to stand against the might of the Burning Legion. For if the Demon Soul should fall into the Legion's hands, all hope for the world will be lost. This then, is the hour where past and future collide!

## **World of Warcraft: Beyond the Dark Portal**

Follows the adventures and exploits of the minotaurs as they become caught up in the chaos, fallout, and changing destinies that resulted from the War of Souls.

## **Warcraft: War of the Ancients #2: The Demon Soul**

The Grey are the legends of our imagination—but now, through one man, they seek to live. From New York Times and USA Today bestselling author Richard

Knaak comes a tale of the Grey. They are the shadows we see out of the corner of our eyes, the visions flickering past in the middle of the night. They are the elves, the fairies, and the other legends of our minds. They are the Grey. They are all around us, and they are a part of us, forever tied to our innermost thoughts. They seek to be truly real, to truly live, and for that they need a human anchor, a false king—one who can give them substance. In Chicago, unsuspecting Jeremiah Todtmann has been chosen for that role. But even as he tries to come to grips with the existence of the Grey themselves, he will soon discover that while some represent the harmless dreams of men—there are others that are men's most deadly nightmares.

### **Warcraft: Shadow Wing Volume 1: The Dragons of Outland**

A player's omnibus of four original tales traces the game's backstory, from the arrival of the Burning Legion demonic army on the diverse world of Azeroth to the ongoing battle for supremacy between warring kingdoms, in a compendium that includes the titles, Day of the Dragon, Lord of the Clans, The Last Guardian, and Blood and Honor. Original. 25,000 first printing.

### **Split the Party**

Aodhan comes from a lineage that includes some of Azeroth's most heroic paladins and warriors, but the whip-smart young man is not built for physical combat. He's thin, bookish, and he desperately wants to be a mage. After his controlling father forbids him to practice magic, Aodhan flees to study the arcane arts in the city of Dalaran. Yet Aodhan's dream of becoming a powerful spellcaster is violently interrupted when a host of blue dragons lays siege to Dalaran. Although far from home, the young mage finds help from a relative who has been close by all along, Crevan, his magic-wielding uncle. The cunning older mage, after escaping from Dalaran's prison, takes the impressionable Aodhan under his wing, and together they work to prevent the city's destruction. But there is a darker secret behind Dalaran's dire situation, and Aodhan might be the only one who can end the schemes that threaten the city, becoming the hero his family never thought he could be. Written by acclaimed author Richard A. Knaak (World of Warcraft: Shadow Wing) and drawn by fan-favorite Ryo Kawakami (Warcraft: Legends), World of Warcraft: Mage is an action-packed tale of temptation, power, and heroics that will leave World of Warcraft fans spellbound!

### **The Summer Dragon**

The aging orc shaman Ner'zhul has seized control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarven allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner'zhul's dark schemes, the Alliance must now invade the orcs' ruined homeworld of Draenor.

Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

### **World of Warcraft: Paragons**

Fleeing from a vengeful king has sent the former NPCs across Solium's borders, into the kingdom of Alcatraz. As wanted fugitives, they head to the small farming village of Briarwillow, hoping to blend in, lay-low, and avoid trouble at all costs. Unfortunately, Briarwillow has problems all its own, and its troubles quickly become theirs. If they hope to survive long enough to escape, they'll have to tackle an all-but-forgotten mystery buried at the town's border, as well as seek the wisdom of a mysterious group of mages. With time, magic, and at least one god against them, it will take everything they've got to save Briarwillow, and themselves.

### **World of Warcraft**

Medivh, a powerful wizard and warrior, is torn between the forces of light and dark as he struggles to fulfill his destiny and make a choice between good and evil, a decision that could seal the fate of his entire world.

### **World of Warcraft: Wolfheart**

### **WarCraft Archive**

A historical urban fantasy set in Prohibition-era Chicago, which combines action, mystery, and romance against a backdrop of gangland wars and the threat of supernatural horror. For sixteen hundred years, Nick Medea has guarded the gate between our world and Feirie, preventing the Wyld--the darkest Feirie of all--from coming into Chicago to find human prey. But since he defeated Oberon, more and more Wyld have been slipping through. Nick and his Feirie companion, the shapeshifter, Fetch, have been busy hunting them down. Nick keeps coming across the Dacian Draco, the sign of his ancient enemy Galerius, including a tattoo worn by a human thug. Unfortunately, every trail ends as if years old. Claryce, Nick's reincarnated love, has narrowly escaped two attempts on her life, and when Nick sees her wearing a brooch with the Draco on it, he knows they must look more deeply into her former lives. With Wyld and gangsters wreaking havoc in Chicago, Nick and Claryce must confront the secrets of their pasts if they are to have any hope of finding out Galerius's plans before it's too late to stop them. Nick will need the help of all his friends, both human and Feirie, and the powers of the dragon within him, to keep Galerius from endangering the gate, Chicago, and all of humanity.

### **Night of Blood**

Since he became the guardian of the Gate between our world and Feirie sixteen hundred years ago, Nick Medea, once Saint George, has battled to keep the darkest Feirie--the Wyld--from invading the mortal plane. With the dragon an

unwilling part of him, Nick maintains balance between realms, often at great cost to him and those nearest to him. Nick and his ragtag confederates--including the shape-shifter Fetch and Nick's reincarnated love, Claryce--have battled the Wyld, but mortals as sinister as the darkest Feirie. Now, with Prohibition in full swing and bootlegger wars embattling Chicago, a murderous evil born of the mortal world has turned its attention to the power of the Gate and Nick himself. Nick must turn again to his most untrustworthy ally: the dragon within. Yet even together they may not be enough to face what was once a man but is now a creature even dragons may fear. From the Trade Paperback edition.

### **World of Warcraft**

Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm and neither Man nor Demon nor Angel will be left unscathed. Legend speaks of a long-dead city known as Ureh, thought by many to have been a gateway to the High Heavens. It is believed that every two thousand years, when the stars align and the shadow of Mount Nymyr falls upon the ruins, Ureh is reborn -- and all its lost riches are revealed to those brave enough to seek them out. Now, after a lifetime of research and intense calculation, the Vizjerei sorcerer, Quov Tsin, has come to witness Ureh's rebirth for himself. But that which awaits Tsin and his hired band of mercenaries is nothing like what they expected. They will find that the dream of radiant Ureh is, in fact, a twisted nightmare of horror -- one that will draw them inexorably into The Kingdom of Shadow. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

### **The Sundering**

The Burning Legion has been defeated, and eastern regions of Kalimdor are now shared by two nations: the orcs of Durotar, led by their noble Warchief, Thrall; and the humans of Theramore, led by one of the most powerful mages alive -- Lady Jaina Proudmoore. But the tentative peace between orcs and humans is suddenly crumbling. Random attacks against Durotar's holdings suggest that the humans have renewed their aggression toward the orcs. Now Jaina and Thrall must avert disaster before old hatreds are rekindled -- and Kalimdor is plunged into another devastating war. Jaina's search to uncover the truth behind the attacks leads her to a shocking revelation. Her encounter with a legendary, long-lost wizard will challenge everything that she believes and illuminate the secret history of the world of

### **Dragon Mound**

THE BURNING LEGION HAS COME. Led by the mighty Archimonde, scores of demonic soldiers now march across the lands of Kalimdor, leaving a trail of death and devastation in their wake. At the heart of the fiery invasion stands the mystic Well of Eternity -- once the source of the night elves' arcane power. But now the Well's energies have been defiled and twisted, for Queen Azshara and her

Highborne will stop at nothing to commune with their newfound god: the fiery Lord of the Burning Legion Sargeras. The night elf defenders, led by the young druid, Malfurion Stormrage, and the wizard, Krasus, fight a desperate battle to hold back the Legion's terrible onslaught. Though only embers of hope remain, an ancient power has risen to aid the world in its darkest hour. The dragons -- led by the powerful Aspect, Neltharion -- have forged a weapon of incalculable power: the Dragon Soul, an artifact capable of driving the Legion from the world forever. But its use may cost far more than any could have foreseen. The second novel in an original trilogy of magic, warfare, and heroism based on the bestselling, award-winning electronic game series from Blizzard Entertainment.

### **Warcraft: Day of the Dragon**

"Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover.

### **World of Warcraft: Arthas**

A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

### **WarCraft War of the Ancients Archive**

A continuation of the story that began in the best-selling World of Warcraft: Stormrage finds night elf high priestess Tyrande Whisperwind receiving a vision about a reluctant human king of Stormwind, who resists an alliance with the worgen to combat the warchief Garrosh Hellscream. 100,000 first printing. Video game tie-in.

### **World of Warcraft**

Though he has no memory of anything before today, bloodthirsty assassins close in on him, targeting him for death. Armed with only his extraordinary blades, a cryptic note naming him Rileigh, and apocalyptic dreams of the Dragon of World's End, the rogue embarks on a desperate quest to save himself by unraveling the tangled threads of his past.

### **Black City Demon**

Vakov Fukasawa used to be a Reaper: a bio-enhanced soldier fighting for the Harmony, against a brutal invading empire. He's still fighting now, on a different battlefield: taking on stormtech. To make him a perfect soldier, Harmony injected him with the DNA of an extinct alien race, altering his body chemistry and leaving him permanently addicted to adrenaline and aggression. But although they meant to create soldiers, at the same time Harmony created a new drug market that has millions hopelessly addicted to their own body chemistry. Now, Vakov may have walked away from Harmony, but they still know where to find him . . .

STORMBLOOD is a high stakes adrenaline filled adventure featuring two estranged brothers suddenly on opposite ends of an addict's war. And it's real damn good, Nick Martell, author of THE KINGDOM OF LIARS A captivating military sci-fi debut.

Stormblood tells a splendid story about two brothers divided by war that is full of comradeship, actions, and conflict, Novel Notions A magnificent and explosive adrenaline-fest . . . Szal's debut is an absolute must read for fans of gritty, action-packed, detective and military SF, Grimdark Magazine Stormblood feels like a superb combination of the actions in Red Rising Saga and the world-building of Mass Effect. Exciting, thought-provoking, and full of incredibly intense moments. Military sci-fi readers would be treating themselves well by putting Stormblood on their radar, Novel Notions This frenetic, grisly sucker-punch of a book manages to be everything you could want from sci-fi, while also carving out its own niche with a rusty slingshiv., Fantasy Book Review Szal's world is an insane, twisted place, and STORMBLOOD is one of the best scifi stories you'll ever read, Rob Boffard Razor sharp and vicious, Stormblood is an adrenaline-driven vision of a dark future. Highly recommended!, Michael R. Fletcher Vakov Fukasawa is a former soldier, addicted to the biotech inside his own body that makes him constantly crave for action. And there is plenty of action in this fast moving novel, but not at the expense of ideas, or of humanity, or of vivid descriptions of Szal's carefully imagined war-torn galaxy, Chris Beckett

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