

The Galactic Mage 1 John Daulton

Kindness MattersJohn Constantine: Hellblazer (2019-) #5The Road to GandolfoDark Mage RisesGalactic Empire Wars: DestructionThe Price of the StarsJupiter's SwordDance of DestiniesWrathRuinMarion Zimmer Bradley's DarkoverTech MageThe God QueenLand of ShadowsRaven's PeaceDaughter of DiscordA Game of UniverseBloodringSwing ShiftLegend of the Galactic Heroes, Vol. 1: DawnA Time of CourageHostilesThe Course of EmpireRift in the RacesDreadnoughtMicroscopeA Time of DreadMaliceOath of SwordsThe Mage ChroniclesThe Time TradersRift in the RacesThe Galactic MageSomething After AllPierre the Maze DetectiveWildfire and SteelConvictionSpace OperaDriver Mach 1Coyote

Kindness Matters

WOULD THEY DESTROY EARTH IN ORDER TO SAVE IT Conquered by the Jao twenty years ago, the Earth is shackled under alien tyranny^{3/4}and threatened by the even more dangerous Ekhat, who are sending a genocidal extermination fleet to the solar system. Humanity's only chance rests with an unusual pair of allies: a young Jao prince, newly arrived to Terra to assume his duties, and a young human woman brought up amongst the Jao occupiers. But both are under pressure from the opposing forces^{3/4}a cruel Jao viceroy on one side, determined to drown all opposition in blood; a reckless human resistance on the other, perfectly prepared to shed it. Added to the mix is the fact that only by adopting some portions of human technology and using human sepoy troops can the haughty Jao hope to defeat the oncoming Ekhat attack^{3/4}and then only by fighting the battle within the Sun itself. At the publisher's request, this title is sold without DRM (Digital Rights Management).

John Constantine: Hellblazer (2019-) #5

Altin Meade is a sorcerer with a curse. Seeking to avoid a looming doom, he sets his magical sights on the stars—a quest that will likely bring about the very consequence he's seeking to escape. Far across the galaxy, Ensign Orli Pewter of planet Earth has a looming doom of her own—one of loneliness, depression and, worse, a race of genocidal aliens known as "Hostiles" seeking to destroy humanity. Trapped aboard a spaceship she never asked to be upon, Orli is in a fight for both her life and her sanity. Worlds apart, Altin and Orli share a destiny, but neither knows the other is alive. The Hostiles know. And they have other plans.

The Road to Gandolfo

Originally published: New York: Dial Press, 1975.

Dark Mage Rises

A starfighter squadron driven to desertion Hunted by friends and enemies alike With one final hope for a new beginning

Galactic Empire Wars: Destruction

Pierre the Maze Detective has a new case. Mr X has stolen the Maze Stone, which has the power to turn the whole of Opera City into a maze. Can you help Pierre and his friend Carmen find their way through the mazes - and stop Mr X before it's too late? This beautifully illustrated book features 15 full-spread illustrations of intricate, magical mazes. Take a trip through a fantastic world of underground cities, hot-air balloons, tree-top towns and haunted houses. Trace your way through each maze, spot the clues and solve the extra mystery challenges along the way. Hours of puzzle fun, for all maze detectives aged 8+. A page of answers with the routes through the mazes and other solutions is included at the end of the book.

The Price of the Stars

Jupiter's Sword

Lorean just transported himself to a strange alien planet, Upgraded an alien-women-vehicle, And now will race to his inevitable death. Lorean Michaels, a budding stunt driver, will travel back home after his father's passing to find he was left a unique vehicle. Never did he think that very car would take him places beyond his wildest dreams. Now, he must protect a team of high-octane women, unlock transformations, and ultimately win their freedom. However, there is something more than just ravenous racers wanting him dead in twisted metal fashion: Perhaps winning isn't everything he had imagined.

Dance of Destinies

Heroes shall rise and fall, the earth shall be stained red, and the fate of the Banished Lands will be decided once and for all in A Time of Courage, the final book in acclaimed fantasy author John Gwynne's Of Blood and Bone trilogy. The demon king Asroth has been freed from his iron prison. Now, alongside his dark bride Fritha, he plans to conquer the whole of the Banished Lands. In the shadows of Forn Forest, Riv and the surviving Ben-Elim desperately search for a way to unite those who remain against Asroth's vast army. Far in the west, Drem is with the Order of the Bright Star, besieged by a demon

horde. Their fragile defenses are on the brink of shattering, but they know that it is better to fight and die than to live without hope. And across the Banished Lands, armies are heading south, to settle ancient grudges and decide the fate of humanity. Of Blood and Bone A Time of Dread A Time of Blood A Time of Courage The Faithful and the Fallen Malice Valor Ruin Wrath

Wrath

John Daulton's Hostiles brings the opening trilogy of the bestselling The Galactic Mage series to its pulse-pounding denouement. With the apparent betrayal by Blue Fire sending the forces of Earth and the forces of Prosperion whirling into chaos, what's to become of Altin and Orli's love, much less their lives? And worse, failed diplomacy now risks the lives of billions more as war rages across the galaxy, the very heavens bloated by the hate of so many races bent on revenge and dominance. Hostiles picks up the story where Rift in the Races left off, leaving Altin and Orli struggling to survive the fallout of failed interplanetary politics. Somehow, they must endure the intergalactic menace of planet-sized magic, a vengeful space fleet, and the untimely rise of a jealous orc army bent on righting the wrongs of humanity's Prosperion past. And not only must they endure it, they must, if possible, make it right. *** Hostiles is the third book in the Galactic Mage Series. Book 4, Alien Arrivals, begins the next trilogy in the series and is expected in summer 2014. A series prequel, Ilbei Spadebreaker and the Harpy's Wild, is expected in March 2014.

Ruin

Marion Zimmer Bradley's Darkover

Reports to write, forms to fill, coffee to drink, leads to run down, organized crime syndicates to break. Gus's life had been a tedium and boredom he'd grown comfortable with. One that he sought out after he'd come back from his tour of duty. That was before Melody, a contractor, more or less blew his life up as if it were a building packed full of c4. Then helped him make a new life, which he himself ended blowing up. A cushy new job with the FED, thrown out the window with a single gunshot. All based on an assumption of who was working for who, and that he'd been on the wrong side of the equation. And so ended his career in law enforcement after he became the assassin of a presidential candidate. Now Gus is on to the next job. This time, working for his contractor and wife. The job they're about to be given is a high paying one. The thing is that the people they're going up against? They're just out to see the world burn. To send it screaming back down into the dark ages. It's a good thing that he's a Boogiemán. Because being an apex predator that made the entirety of the Paranormal world fear him was something he could fall back on even in this situation. To hunt, investigate, and watch from the

shadows. Wouldn't be the first time he'd put his life on the line either. Unfortunately for everyone involved, the long forgotten and primordial past was rearing its ugly head. Gus knows he can certainly punch above his own weight class, but this case might just be the one that ends him. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

Tech Mage

The next chapter in the wildly popular Galactic Mage Series has arrived. The adventures of Altin, Orli, Roberto, Pernie and all the rest continue as sentient races from across the stars come together in a "Dance of Destinies." Pernie Grayborn presses on in her march toward becoming an assassin and the instrument of the elves. But that process forces her onto another world, one where she is the alien. Worse, the distance threatens to destroy her chance of realizing her heart's true desire: the death of Orli Pewter and, with it, the chance to marry Sir Altin Meade. But fate may be helping her with that. Altin and Orli are in trouble. The newlyweds are trapped on an alien spacecraft in which the laws of nature seemed to have abandoned them—and the laws of magic, too! If they can't escape on their own, it will be up to Roberto and the purple-corseted crew of the Glistening Lady to attempt a rescue. But what can the stalwart Spaniard and a handful of hot chicks do against spaceships that are thirty miles long? Besides, Roberto has problems of his own. The War Queen has drafted him to do her inter-planetary dirty work, and he finds himself immersed in a universe where the lust for power is rampant and underworld villains plot against seemingly everyone. Greed spans an entire galaxy. ### "Dance of Destinies" is the fifth book in the Galactic Mage Series. Book six is expected in 2015.

The God Queen

In a near future world marked by apocalyptic religious strife, Thorn St. Croix, a powerful neomage living secretly among humankind, channels her gift of stone-magery into jewelry making, until a handsome police officer, Thaddeus Bartholomew, comes into her life, changing everything. Reprint.

Land of Shadows

We barely won the battle at Mercury's shipyards, but the war is just beginning. The Telestines, in control of Earth, now pursue us from planet to planet, moon to moon, leaving terrible destruction in their wake. And now, the unthinkable: a new alien weapon with the power to destroy a whole world. Thousands die on Jupiter's moon Io when a bomb detonates, sending apocalyptic storms of debris that threaten millions of people on Ganymede and Callisto. But that isn't the worst of it. The

bomb was detonated by a human. A drone. And there are thousands of them scattered across the solar system, anonymous, undetectable, and waiting for orders from their Telestine masters. Our war becomes a race against time: find the bombs, find the drones, find our true enemy, all while under siege from within and without. Before we all perish.

Raven's Peace

Kindness Matters: 30 days that will transform your life and the lives of others. This book aims to encourage you to make a commitment and conscious effort to carry out acts of kindness and to engage with the principle of the Kindness Matters 30 Day Challenge.

Daughter of Discord

In 2070, a group of political dissidents and their families escape the repressive world of twenty-first-century Earth to seek new lives as interstellar colonists, placing themselves in cold sleep for a more than two-hundred-year odyssey to the habitable world of Coyote. Reprint.

A Game of Universe

A mage clan torn apart Carina Lin escaped from captivity and freed her brothers and sisters, but she's been recaptured. Her jailers are the last people she wants to meet: the Dirksens. Carina defied this proud, vindictive family and they haven't forgotten. She must break out before the Dirksens realize who and what she is. Meanwhile, her siblings have been separated, and a galactic war rages. Dark magic is stirring and about to join the conflict. Carina must reunite her family and defeat the Dark Mage or return to a life of enslavement. Dark Mage Rises is book two in the dark, exciting space fantasy, Star Mage Saga.

Blooding

The Gilded Empire: A magical empire so ancient it's name has been forgotten to the mist of time. Its citizens believe they are in their golden age, but already the rot is showing underneath the gold veneer. The Mage Chronicles: A mage level healer, Mary is unprepared when the Council of Mages wants her to intervene in a border dispute in a distant part of the empire. What does she know of nobility or war? Not one to back down, she must confront the harsh realities of life outside the central core, a legion of unstoppable warriors and the ghosts of her own past.

Swing Shift

John Constantine has just been named the One True Magelord of All England. Please pray for England.

Legend of the Galactic Heroes, Vol. 1: Dawn

The fourth in the Faithful and the Fallen series from John Gwynne, an epic fantasy perfect for fans of George R. R. Martin, Brandon Sanderson and David Gemmell. Events are coming to a climax in the Banished Lands, as the war reaches new heights. King Nathair has taken control of the fortress at Drassil and three of the Seven Treasures are in his possession. And together with Calidus and his ally Queen Rhin, Nathair will do anything to obtain the remaining Treasures. With all seven under his command, he can open a portal to the Otherworld. Then Asroth and his demon-horde will finally break into the Banished Lands and become flesh. Meanwhile Corban has been taken prisoner by the Jotun, warrior giants who ride their enormous bears into battle. His warband scattered, Corban must make new allies if he hopes to survive. But can he bond with competing factions of warlike giants? Somehow he must, if he's to counter the threat Nathair represents. His life hangs in the balance - and with it, the fate of the Banished Lands.

A Time of Courage

Rift in the Races (Book 2 of The Galactic Mage series) follows the continuing story of powerful Prosperion sorcerer Altin Meade and feisty Earth-fleet officer Orli Pewter in the fight against the mysterious alien Hostiles. The Earth fleet is now moving to take advantage of its recent victory. With better combat strategies and Prosperion wizards only a blink away, the time has come to finish the job they set out to do: destroying the Hostiles. But complications arise. Altin's discovery of space-traveling humans from distant Earth has threatened ancient and foundational beliefs for the people of his world. The shockwaves from this revelation begin to unravel a long-standing but precarious balance of power. With her eyes to the sky and all its galactic possibilities, Prosperion's War Queen soon finds her realm on the brink of chaos. Together, Altin and Orli must once again find a way to mediate the forces of pride, frustration and fear between their two peoples, or both planets will be destroyed. What ensues is an action-packed, laser-blasting magic ride through space, war, romance and conspiracy--a thrilling tale of alliances and alien hostility. Unfortunately, sometimes "alien hostility" is a matter of perspective. *** Rift in the Races is the second book in The Galactic Mage series. Book 1, The Galactic Mage, and Book 3, Hostiles, are now available. Book 4, Alien Arrivals, is underway and expected in summer 2014 and a prequel, Ilbei Spadebreaker and the Harpy's Wild, is expected in March 2014.

Hostiles

The “golden brat” Reinhard von Lohengramm, a military prodigy and admiral of the Galactic Empire, has ambitions beyond protecting the borders or even defeating the empire’s enemies. He seeks to overthrow the old order and become a truly absolute—yet benevolent—dictator. His rival, the humble Yang Wen-li of the Free Planets Alliance, wishes to preserve democracy even if he must sacrifice his political ideals to defeat the empire. Their political and military battles play out over a galactic chessboard in an epic saga fifteen centuries in the making! -- VIZ Media

The Course of Empire

If it is possible to conquer space, then perhaps it is also possible to conquer time. At least that was the theory American scientists were exploring in an effort to explain the new sources of knowledge the Russians possessed. Perhaps Russian scientists had discovered how to transport themselves back in time in order to learn long-forgotten secrets of the past. That was why young Ross Murdock, above average in intelligence but a belligerently independent nonconformist, found himself on a "hush-hush" government project at a secret base in the Arctic. The very qualities that made him a menace in civilized society were valuable traits in a man who must successfully act the part of a merchant trader of the Beaker people during the Bronze Age.

Rift in the Races

The world is broken Corban wants nothing more than to be a warrior under King Brenin's rule - to protect and serve. But that day will come all too soon. And the price he pays will be in blood. Evnis has sacrificed - too much it seems. But what he wants - the power to rule -- will soon be in his grasp. And nothing will stop him once he has started on his path. Veradis is the newest member of the warband for the High Prince, Nathair. He is one of the most skilled swordsman to come out of his homeland, yet he is always under the shadow of his older brother. Nathair has ideas - and a lot of plans. Many of them don't involve his father, the High King Aquilus. Nor does he agree with his father's idea to summon his fellow kings to council. The Banished Lands has a violent past where armies of men and giants clashed in battle, but now giants are seen, the stones weep blood and giant wyrms are stirring. Those who can still read the signs see a threat far greater than the ancient wars. For if the Black Sun gains ascendancy, mankind's hopes and dreams will fall to dust and it can never be made whole again. MALICE is a dark epic fantasy tale of blind greed, ambition, and betrayal.

Dreadnought

From the author of The Slaver Wars comes a new military science fiction series. To the Kleese, the Earth is nothing more than a planet full of conscripts to fight in their numerous wars of aggression. The Kleese are one of three large Galactic

Empires that control the majority of the galaxy. To them, Earth is an extremely dangerous planet due to the aggressiveness of the humanoid species that inhabits it. The humans that inhabit Earth will make excellent conscripts, but something must be done to prevent them from expanding out into the galaxy. To the Kleese the solution is simple, take the conscripts they need and then destroy the planet. Mason Randle controls the Smithfield Mining Corporation. His main headquarters is inside the asteroid Vesta. The Kleese know nothing about what resides inside of the asteroid and the role it will play in saving the human race. Lieutenant Wade Nelson is a marine taken as a conscript by the Kleese. His primary goal is to find a way back to Earth. In the meantime, he will fight in the wars the Kleese are involved in until he knows enough to take the fight to the Kleese themselves. He will bid his time in the hope that someday he will find a way back home for himself and his marines.

Microscope

Sometimes you need precision Sometimes you just need a bigger bat. The galactic war is spiraling out of control. Did Sara poke a bear that's too big to fight? She'll need some help if they're going to survive. Humans should've just kept their heads down. They could have gone another 30 thousand years undisturbed. Then again Humankind isn't exactly known for staying out of others' business. Join Sara and Cora as they wrestle the galaxy into submission. Dreadnought is the thrilling second installment of the War Mage Chronicles. Strap in for the interstellar journey of a lifetime. Scroll up - Get it now!

A Time of Dread

Rift in the Races (Book 2 of The Galactic Mage series) follows the continuing story of powerful Prosperion sorcerer Altin Meade and feisty Earth-fleet officer Orli Pewter in the fight against the mysterious alien Hostiles. The Earth fleet is now moving to take advantage of its recent victory. With better combat strategies and Prosperion wizards only a blink away, the time has come to finish the job they set out to do: destroying the Hostiles. But complications arise. Altin's discovery of space-traveling humans from distant Earth has threatened ancient and foundational beliefs for the people of his world. The shockwaves from this revelation begin to unravel a long-standing but precarious balance of power. With her eyes to the sky and all its galactic possibilities, Prosperion's War Queen soon finds her realm on the brink of chaos. Together, Altin and Orli must once again find a way to mediate the forces of pride, frustration and fear between their two peoples, or both planets will be destroyed. What ensues is an action-packed, laser-blasting magic ride through space, war, romance and conspiracy--a thrilling tale of alliances and alien hostility. Unfortunately, sometimes "alien hostility" is a matter of perspective. *** Rift in the Races is the second book in The Galactic Mage series. Book 1, The Galactic Mage, and Book 3, Hostiles, are now available. Book 4, Alien Arrivals, is underway and expected in summer 2014 and a prequel, Ilbei Spadebreaker and the Harpy's Wild, is expected in March 2014.

Malice

Oath of Swords

Dean Sardelle is in trouble. The family's pet store empire is sinking. Some say it's because Dean's old man talks to fish. Others say it's because Dean is the poster child millennial, living with his parents and playing video games all day. His mother's health issues are drowning the family in medical debt. Their last hope was to send Sheila-Dean's motivated older sister-off to college to get a business degree. But if the tuition doesn't finish them, waiting four years will. In walks Midas Murphy, a silver-tongued fellow with a golden touch. He says he can help. What follows will send Dean on a voyage through industry, espionage, alien sex cults, suicide, and a murder; and somewhere between truth and deception lies salvation for the family. Or not.

The Mage Chronicles

The Banished Lands are engulfed in war and chaos. The cunning Queen Rhin has conquered the west and High King Nathair has the cauldron, most powerful of the seven treasures. At his back stands the scheming Calidus and a warband of the Kadoshim, dread demons of the Otherworld. They plan to bring Asroth and his host of the Fallen into the world of flesh, but to do so they need the seven treasures. Nathair has been deceived but now he knows the truth. He has choices to make, choices that will determine the fate of the Banished Lands. Elsewhere the flame of resistance is growing - Queen Edana finds allies in the swamps of Ardan. Maquin is loose in Tenebral, hunted by Lykos and his corsairs. Here he will witness the birth of a rebellion in Nathair's own realm. Corban has been swept along by the tide of war. He has suffered, lost loved ones, sought only safety from the darkness. But he will run no more. He has seen the face of evil and he has set his will to fight it. The question is, how? With a disparate band gathered about him - his family, friends, giants, fanatical warriors, an angel and a talking crow he begins the journey to Drassil, the fabled fortress hidden deep in the heart of Forn Forest. For in Drassil lies the spear of Skald, one of the seven treasures, and here it is prophesied that the Bright Star will stand against the Black Sun.

The Time Traders

Mageworlds Book One: The war with the Mageworlds is over. Now it's time for the real struggle to begin. Freebooter at heart, spacer by trade, Beka Rosselin-Metadi doesn't want to hear about her father whose rugged generalship held back the Mageworlds--or her highborn mother whose leadership has held the galaxy together ever since. Beka pilots spacecraft--as

far from her famous family as possible, thanks very much. Then Beka's mother is assassinated on the Senate floor, and her father offers her Warhammer, prize ship from his own freebooting youth--if she'll use it to deliver the assassins to him "off the books." Looking for assassins has a tendency to make assassins look for you. In short order Beka's arranged her own very public death and adopted a new identity; now all she has to do is leave a trail of kidnappings and corpses across five star systems, and blow the roof off the strongest private fortress in the Galaxy. If her own family can just get off her case long enough! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Rift in the Races

Dark magic meets galactic warfare. Carina Lin has found her long-lost mage kindred, but her joy is tempered with pain. One of her half-siblings is a dark mage who is planning to lead a powerful clan to galactic domination. Only mages can prevent the horrors that are about to unfold, but Carina faces an impossible dilemma: should she protect her family or defeat her evil half-brother? Her decision leads her to discover secrets about mages she never imagined. Wildfire and Steel is book three in the dark, exciting space fantasy series, Star Mage Saga.

The Galactic Mage

Ten thousand stars, once chained, taste freedom
An eternal empire, once undefeated, falls to pieces
An alliance, once united, now lacks a common foe
War was hard enough. Peace may be impossible

Something After All

an incredible blending of fantasy and science fiction. Eventually the Terrans rediscover their long-lost -- and now alien -- colony: Darkover. Things are different there. While adolescent male homosexuality is generally tolerated on Darkover, men are expected to outgrow it. When Dyan Ardais takes lovers young enough to be his sons, he risks not just his reputation, but his life. Life in a Tower as a Keeper, the chaste virgin who holds a circle together, is grueling. Few succeed in the long, painful years of training. The ones who do have power greater than any queen, but what happens to the ones who don't? Darkovan technology is based on matrix stones that amplify psychic gifts, and people with those gifts work in the Tower circles. But duty to family outweighs everything else, and anyone can be called home from the Tower to marry as her family dictates. A Comyn lady can have lands, wealth, family everything but freedom. Women can become Free Amazons, but that life has its own set of challenges. Before a candidate's trial period ends, she must decide if she is truly meant to cope with everything being a Free Amazon entails.

Pierre the Maze Detective

Bahzell Bahnakson, one of the Hradani, a race that is despised for their rages, thirst for blood, and generally uncivilized behavior, runs afoul of the War God and ends up in trouble involving sorcery, demons, and a great deal more. Reprint.

Wildfire and Steel

A skeptical Lou Norton of the Los Angeles police department investigates increasingly compelling parallels between the suspicious suicide of a teenage girl and the unsolved murder Lou's sister. By the author of A Quiet Storm. 30,000 first printing.

Conviction

Space Opera

A star mage is about to risk everything. Carina Lin is a mage with a mission. Desperate to find her long-lost kin, she's abandoned her life as a merc. A clue has led her to the home planet of one of the most powerful clans in the galaxy. Here, she hopes to find other mages like her, but it isn't going to be easy. If her powers are revealed, she risks slavery and torture. At the same time, as if things weren't dangerous enough, galactic war is brewing. The opposing forces are looking for veterans to conscript. Carina must find her people and avoid being sucked back into space warfare. If she fails at either task, she'll lose her reason for living, and perhaps her life. Daughter of Discord is book one in the dark, exciting, space fantasy, Star Mage Saga.

Driver Mach 1

Acclaimed epic fantasy author John Gwynne returns with the first book in a new trilogy, perfect for fans of George R. R. Martin, Brandon Sanderson, and David Gemmell. "A Time of Dread reminds me of why I became a fantasy enthusiast in the first place." -- Robin Hobb A race of warrior angels, the Ben-Elim, once vanquished a mighty demon horde. Now they rule the Banished lands, but their peace is brutally enforced. In the south, hotheaded Riv is desperate to join the Ben-Elim's peacekeeping force, until she unearths a deadly secret. In the west, the giantess Sig investigates demon sightings and discovers signs of an uprising and black magic. And in the snowbound north, Drem, a trapper, finds mutilated corpses in the forests. The work of a predator, or something far darker? It's a time of shifting loyalties and world-changing dangers.

Difficult choices need to be made. Because in the shadows, demons are gathering, waiting for their time to rise. . .

Coyote

Enslaved and Forced to Fight Dragons Aran awakens in chains with no memory. He's conscripted into the Confederate Marines as a Tech Mage, given a spellrifle, then hurled into the war with the draconic Krox and their Void Wyrms masters. Desperate to escape, Aran struggles to master his abilities, while surviving the Krox onslaught. Fighting alongside him are a Major who will do anything to win, a Captain who will stop at nothing to see him dead, and a woman whose past is as blank as his own. Caught between survival and loyalty Aran must choose. If he flees he will live, but the Krox will burn the galaxy. Stopping them requires a price Aran may be unable to pay: Learning to trust the very people who enslaved him.

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