

A decorative border with intricate, repeating scrollwork patterns surrounds the central text.

WINGS
OF
FIRE

THE WINGLETS QUARTET

BOOK ONE
THE DRAGONET PROPHECY

BOOK TWO
THE LOST HEIR

BOOK THREE
THE HIDDEN KINGDOM

BOOK FOUR
THE DARK SECRET

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BOOK FOURTEEN
THE DANGEROUS GIFT

LEGENDS
DARKSTALKER
DRAGONSLAYER



WINGS OF FIRE

THE WINGLETS QUARTET
THE FIRST FOUR STORIES

by
TUI T. SUTHERLAND

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WINGLETS #1
PRISONERS

1

WINGLETS #2
ASSASSIN

39

WINGLETS #3
DESERTER

85

WINGLETS #4
RUNAWAY

129



Queen Glacier's
Palace

Ice Kingdom

Sky Kingdom

Burn's
Stronghold

Under the Mountain

Kingdom of
Sand

Scorpion Den

Jade Mountain



A stylized map of a fantasy world. The map features various regions and landmarks, including mountains, rivers, and bodies of water. The text "Ice Kingdom" is written in a cursive font in the upper left. "Kingdom" is written in a similar font in the upper right. "Sand" is written in the lower left. "Scorpion Den" is written in the lower center, with a small scorpion icon above it. "Jade Mountain" is written in the lower right, above a mountain range. The map is rendered in a simple, line-art style.

Ice Kingdom

Kingdom

A NIGHTWING GUIDE TO THE
DRAGONS

Sand

Scorpion Den

Jade Mountain

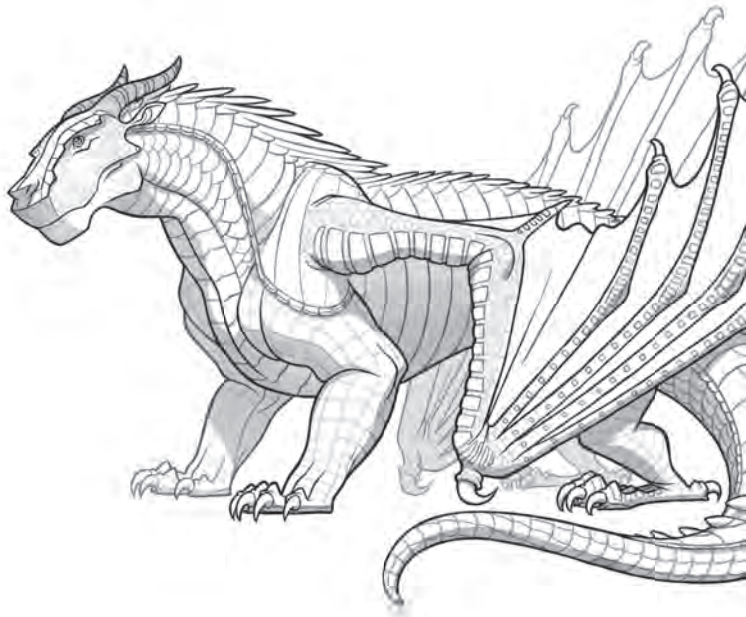
Queen Scarlet's
Palace

OF PYRRHIA

Scavenger
Den

Rainforest Kingdom

Scavenger D



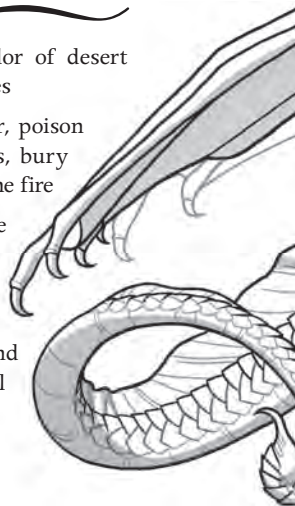
SANDWINGS

Description: pale gold or white scales the color of desert sand; poisonous barbed tail; forked black tongues

Abilities: can survive a long time without water, poison enemies with the tips of their tails like scorpions, bury themselves for camouflage in the desert sand, breathe fire

Queen: Since the death of Queen Oasis, the tribe is split between three rivals for the throne: sisters Burn, Blister, and Blaze.

Alliances: Burn fights alongside SkyWings and MudWings; Blister is allied with the SeaWings; and Blaze has the support of most SandWings as well as an alliance with the IceWings.





MUDWINGS

Description: thick, armored brown scales, sometimes with amber and gold underscales; large, flat heads with nostrils on top of the snout

Abilities: can breathe fire (if warm enough), hold their breath for up to an hour, blend into large mud puddles; usually very strong

Queen: Queen Moorhen

Alliances: currently allied with Burn and the SkyWings in the great war

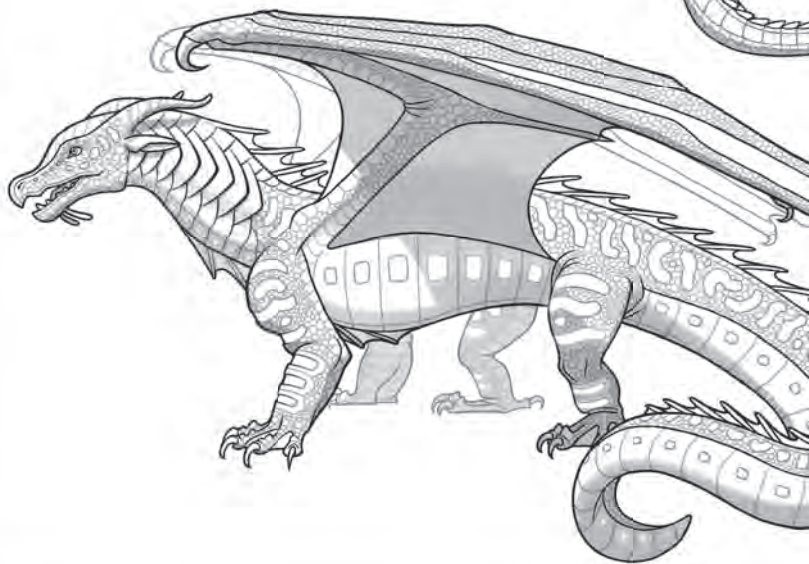
SKYWINGS

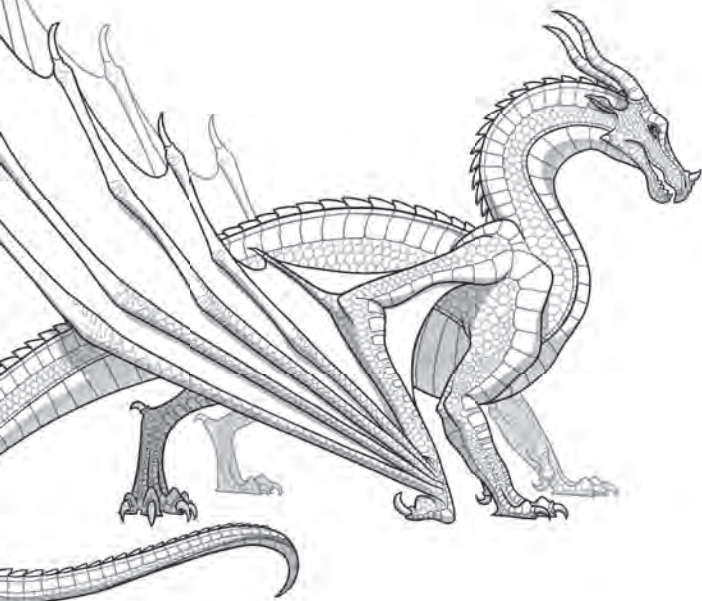
Description: red-gold or orange scales; enormous wings

Abilities: powerful fighters and fliers, can breathe fire

Queen: Queen Scarlet

Alliances: currently allied with Burn and the MudWings in the great war





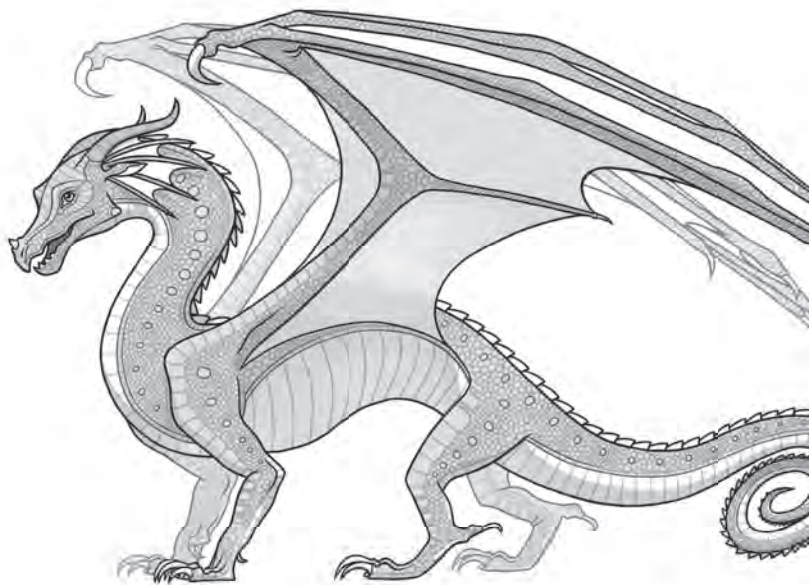
SEAWINGS

Description: blue or green or aquamarine scales; webs between their claws; gills on their necks; glow-in-the-dark stripes on their tails/snouts/underbellies

Abilities: can breathe underwater, see in the dark, create huge waves with one splash of their powerful tails; excellent swimmers

Queen: Queen Coral

Alliances: currently allied with Blister in the great war



ICEWINGS

Description: silvery scales like the moon or pale blue like ice; ridged claws to grip the ice; forked blue tongues; tails narrow to a whip-thin end

Abilities: can withstand subzero temperatures and bright light, exhale a deadly freezing breath

Queen: Queen Glacier

Alliances: currently allied with Blaze and most of the SandWings in the great war

RAINWINGS

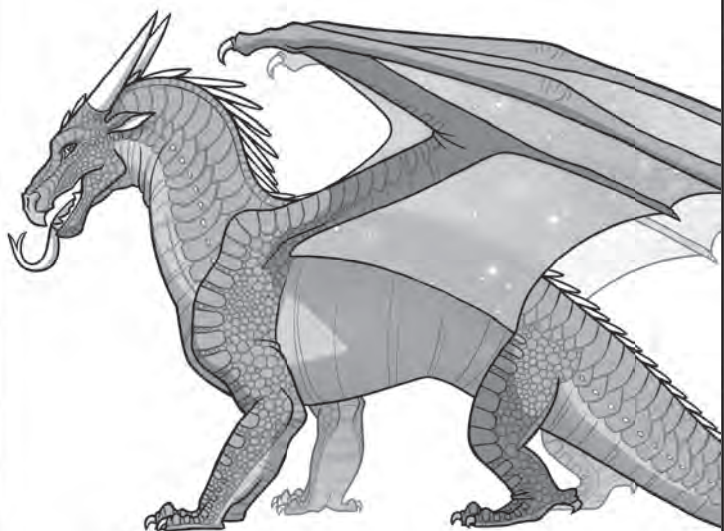
Description: scales constantly shift colors, usually bright like birds of paradise; prehensile tails

Abilities: can camouflage their scales to blend into their surroundings, use their prehensile tails for climbing; no known natural weapons

Queen: Queen Dazzling

Alliances: not involved in the great war





NIGHTWINGS

Description: purplish-black scales and scattered silver scales on the underside of their wings, like a night sky full of stars; forked black tongues

Abilities: can breathe fire, disappear into dark shadows, read minds, foretell the future

Queen: a closely guarded secret

Alliances: too mysterious and powerful to be part of the war

THE DRAGONET PROPHECY

*When the war has lasted twenty years . . .
the dragonets will come.*

*When the land is soaked in blood and tears . . .
the dragonets will come.*

*Find the SeaWing egg of deepest blue.
Wings of night shall come to you.
The largest egg in mountain high
will give to you the wings of sky.*

*For wings of earth, search through the mud
for an egg the color of dragon blood.
And hidden alone from the rival queens,
the SandWing egg awaits unseen.*

*Of three queens who blister and blaze and burn,
two shall die and one shall learn
if she bows to a fate that is stronger and higher,
she'll have the power of wings of fire.*

*Five eggs to hatch on brightest night,
five dragons born to end the fight.
Darkness will rise to bring the light.
The dragonets are coming. . . .*

A decorative border with intricate, repeating scrollwork patterns surrounds the central text.

WINGS OF FIRE

WINGLETS #1: PRISONERS



Note: Contains spoilers for Wings of Fire
Book Five: *The Brightest Night*



This is Pyrrhia, where there are seven dragon tribes.

There were seven queens.

Then came a great war, a prophecy, a volcano . . . and after the War of SandWing Succession was over, a shift in the balance of power.

Not everyone approves of the new SandWing queen.

In fact, the only topic more controversial is the new queen of the NightWings.

Can they hold on to their thrones?

Should they?

In the dungeon of the SandWing stronghold, two prisoners await . . . what? A trial? Imminent execution?

They're not exactly sure.

They are NightWings, but they cannot go back to their tribe. They are in exile; they are too dangerous to be allowed to return. And yet: too complicated to be killed. (They hope.)

So they wait, and scheme (well, one of them schemes. The other one is catching up on sleeping and eating). And they wonder what will happen to them.

*All they want is access to the most dangerous weapon of all:
a chance to tell their own story.*

They are prisoners.

But perhaps that is about to change.



For the guard with the scar over her heart:

I've been watching you. You're not like the other guards — the bowing, scraping, mindlessly loyal lizards who live for your queen. You have your own thoughts, don't you? You're smarter than the average SandWing. And I think I know your secret.

Let's talk about it.

Third cell down, the one with two NightWings in it. I'm the one who doesn't snore.



I HAVE NO INTEREST IN DISCUSSING ANYTHING WITH A NIGHTWING PRISONER.

WHOSE IDEA WAS IT TO LET YOU HAVE PAPER AND INK?



You *should* be interested. You're going to need allies for what you're planning . . . and when I get out of here, I'm going to be a very useful ally indeed.



AMUSING ASSUMPTIONS. MY QUEEN BELIEVES YOU'RE GOING TO BE IN HERE FOR A LONG, LONG TIME.



True . . . but she also believes she's going to be queen for a long, long time . . . doesn't she.



An interesting silence after my last note. Perhaps it would reassure you to know I set your notes on fire as soon as I've read them. You can tell me anything, my new, venomous-tailed friend. Believe me, NightWings are exceptionally skilled at keeping secrets.



WE ARE NOT FRIENDS.

I DON'T KNOW ANYTHING ABOUT YOU, OTHER THAN WHAT IT SAYS IN YOUR PRISONER FILE.

FIERCETEETH: TRAITOR. KIDNAPPER. RINGLEADER OF ASSASSINATION PLOT.

TO BE HELD INDEFINITELY WITH FELLOW TRAITOR STRONGWINGS, ON BEHALF OF THE NIGHTWING QUEEN.

OH, YES, CERTAINLY SOUNDS LIKE A DRAGON ANYONE CAN TRUST.



She's not my queen. You can't be a traitor to someone who shouldn't be ruling over you in the first place.

Which might be a thought you've had lately yourself, isn't it? I know some things about you, even without a file.

Saguaro: Prison guard. Schemer. Connected to great secret plans.

We're not so different, you and I. Particularly when it comes to trustworthiness.

Just think, if my alleged "assassination plot" had worked, the NightWings would have a different queen right now. Perhaps it would even be me.

Well, if at first you don't succeed . . .

I could tell you my story, if you get me more paper to write on.

Or you could stop by one midnight and listen to it instead. But I've noticed you don't like spending too much time in the dungeon. Is it the *tip-tap* of little scorpion claws scabbling everywhere? The stench rising from the holes in the floor? The gibbering mad SandWing a few cages down who never shuts up, all night long? (What is her story? Has she really been here since the rule of Queen Oasis?)

Or is it that you can too easily picture yourself behind these bars . . . and you know how close you are to joining us?



ALL RIGHT, NIGHTWING, HERE'S A BLANK SCROLL. GO AHEAD AND TRY TO CONVINC ME THAT YOU'RE A DRAGON WHO EVEN DESERVES TO LIVE, LET ALONE ONE I SHOULD WASTE MY TIME ON.
I DO ENJOY BEING AMUSED.

