



Red Tide: Book 3

Marc Turner

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Red Tide, the third volume in Marc Turner's The Chronicles of the Exile, following *When the Heavens Fall* and *Dragon Hunters*.

The Augerans are coming. And their ships are sailing in on a red tide.

The Rubyholt Isles are a shattered nation of pirate-infested islands and treacherous waterways shielding the seaboard of Erin Elal and the Sabian League, a region even dragons fear to trespass upon.

The Augerans beseech the Warlord of the Isles, seeking passage for their invasion fleet through Rubyholt territory. But they are sailing into troubled waters. Their enemies have sent agents to sabotage the negotiations and to destroy the Augeran fleet by any means necessary.

The emperor of Erin Elal seeks to forge an alliance with the Storm Lords, hoping to repulse the Augerans with a united front. But the battle lines for the struggle are not as clearly drawn as it first appears, for the Emira of the Storm Isles mistrusts the Erin Elalese as much as she does their common enemy. And the Augerans might just be planning a little sabotage of their own.

But nothing in the realm of mortals escapes the notice of their meddling gods; every step they take is shadowed and every choice they make ensnared in a web so subtle and vast, its true shape may be fathomed only when it is far, far too late.

A new epic adventure in the fantastic world of *When the Heavens Fall* and *Dragon Hunters*!

Red Tide: Book 3 Details

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Author : Marc Turner

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From Reader Review Red Tide: Book 3 for online ebook

Stefan Bach says

“Betrayal is such an emotive word. And so ripe with hypocrisy.”

With his third novel in *The Chronicle of the Exile series Marc Turner* continues to impress with yet another brilliant, high paced and blood boiling sequel.

With convergence of the characters from first book *When the Heavens Fall* as well as second *Dragon Hunters*, and successfully intertwining their fates without overshadowing their personal stories, he manages to close this particular chapter, while preparing the stage for further development, without glaring cliffhangers and wide-opened teasers.

Story continues barely two weeks after main events in second book (as well as first one since events in first two books are overlapping) while main protagonist are mending their wounds after successful coup and failed invasions on their countries.

Prince of Galitia after abdicating the throne in an effort to protect his citizens now seeks across the world those he loves.

Mazana Creed after acquiring new position and godlike powers for herself now has to prepare for invasion, while forging alliance with unlikely associates, while her *ex-Guardian* bodyguard is torn between oaths to a country of an Emperor he hates or his foreign employer, while quickly realizing he cannot actually mount two saddles.

There are new characters also. Opportunistic, one-armed, warlord wannabe pirate *Galantas* whose attempts at fighting off ancient *Augeran Empire* expedition has pitiful success.

And as cunning as ruthless *Guardian Amerel Duquy*, who, unlike other ex-Guardians, serves *Emperor of Erin Elal* as a spy.

As fittingly quote says at the beginning of this review, book deals about betrayals, and circumstances under which they are committed, either for the love of a country, a woman or your sibling.

To what extent is someone willing to go? Is atrocity less atrocity if it's labeled as protection of a country?

That's something author touched upon with probably two of my favorite characters in this series, *Goddess Spider*:

“Why is it that people get so insufferably emotional over the fate of a child? I will never understand it. There is a simple cure to such sentimentality, and it requires just a subtle change in perspective. Instead of brooding over today's doe-eyed boy, consider instead the small-minded tyrant he would doubtless have become.”

So when her *High Priestess Romany* aptly asks her:

“So what is your answer to all this? To the iniquity and the suffering?”

She gets following:

“What makes you think there is an answer? Or that I would know it if there was? I’m only a goddess, after all.”

Yes, in retrospect the Spider was probably the last person Romany should be asking.

To the Goddess there was no such thing as right and wrong, just interesting and uninteresting; no good and evil, just useful and useless.

And even if the Spider had given Romany an answer, why should the Priestess have accepted it as true?

What made the Goddess’s judgment any more valid than Romany’s own? What were immortals, but beings who wielded more power than the unfortunate souls they made their playthings? Did that power give them a moral imperative? No more than it does any tinpot dictator. – as author explained to us.

The only thing I wish for is that in following books author provide main antagonist’s point of view.

It was mentioned as one of the many possibilities what their ultimate goal is, and just because of it, reading from their perspective, my opinion is that, series would lose this already established “*ancient evil*” stigma and replace it with “*necessary evil*”, far believable evil we can actually understand given the circumstances.

Now, I don’t know how many books author is planning for this series, but I hope it’s at least ten.

Yeah, it’s that good.

Matteo says

I am really amazed.

After reading *When the Heavens Fall* and *Dragon Hunters*, both great books, especially the first one, this third chapter of the *Chronicles of the Exile*, where the 2 storylines are converging, is even better.

The bigger picture begins to be slightly clearer, very slightly, and we also know a little more of the infamous stone-skins, which are quite scary and seem unstoppable.

We discover also a little more of the world where the series is placed and of the history behind this impending war.

The main story is definitely becoming more and more epic, and I love epic.

We found again most of the main characters from the first books, including one of my favorites (thank you Mr. Turner for giving her back to me!), and we have 2 new point of views, one of which is becoming very fast another big love of mine.

I would also like to mention a secondary character, Hex, who is one of the scariest bad guys I can remember.

With so many points of view to manage, you can clearly see the improvement of the author from the first book.

All the different plots are woven more smoothly and harmoniously, to the advantage of the rhythm and pace of the story, which ends with a great convergence that could have not been written better even by Erikson.

I read that Erikson had a big influence on Turner, so I mean it as a huge compliment.

The epilogue then, with hints of what could happen in the next books for all the main characters, including some not appearing in *Red Tide*, is really awesome.

The *Chronicle of the Exile* are definitely one of the best series in epic fantasy, and I mean of all times, and this is clearly the best book of the series so far.

I have only a couple of minor complaints.

First, as someone already mentioned in another review, the gods are less present and involved in this book. I would like instead to see more of them and in active roles, especially Shroud, but this is just a personal taste.

The second complaint I think is shared with the majority of the readers.

Mr. Turner please give us the fourth book very quickly!!

And don't forget the fifth and the sixth!!

Laura Hughes says

Wow. I don't even know what to say. Eugh. Bloody amazing. Review coming up on Fantasy-Faction in the next couple of weeks. If you haven't started this series GET ON IT right now. Seriously.

Solseit says

The best book of the series. I liked the world building as always; I was happy to see new and old characters interacting and being integral part of the story.

I also cannot believe this is the last book. It seems there will be more!

Bob Milne says

I had the great pleasure of being a beta reader for Red Tide, the third book of The Chronicles of the Exile, and I can honestly say it is Marc Turner's best book yet.

Taking place almost immediately on the heels of Dragon Hunters, this is a story that reaches back to connect with some of the characters and stories of When the Heavens Fall. It's the book in the series where everything begins to come together, and where we begin to see hints of the bigger picture into which all the pieces will eventually fit.

My first impression of Red Tide was that it's a more human tale, less about gods and monsters than first two books, which fits with the conflict at the heart of the story. I went into it being most excited by Romany's return, but I ended up looking forward to the stories of Amerel Duquy and Galantas Galair the most. For me, they were the heart of the book. As for Karmel and Caval, if you thought they had personal issues between them in the last book, those conflicts really come to a head here, both in terms of faith and family. Initially, I didn't like them as much here, finding their scenes a bit dry and impersonal, but looking back I can see how that was just me getting caught up in their tensions.

Commander Eremo, leader of the Augeran expeditionary force, really intrigued me. Here is a man who puts an interesting face on 'the enemy' for the reader, humanizing them, even as he reveals the depths of Augeran viciousness. As for Hex, he may be the most chilling, most amusing, most consistently entertaining secondary character I've come across in quite some time. I just smiled every time he stepped onto the page. His confrontations are incredibly intense, with so much drama and so much danger wrapped up in his dream magic. If I had one character complaint, it's that we don't get to see enough of Mazana this time around, but what we do see really makes me want more.

The use of magic here was absolutely stunning, both in terms of dream magic and Will. More importantly, it isn't just cool, flashy bits to dazzle a reader - it has substance, is integral to the plot, and serves to both support and move the story along. Some of the best magic in the series comes in the ship-to-ship battles with the stone skins, revealing magic to be a legitimate weapon as well as a useful tool. Without giving anything away, the attempt to jump Liar's passage was fantastic, while the shattering of a simple the waterglobe has spectacular consequences.

Pacing wise, this was a pretty even book. The first chapters are a bit slow, but there are a lot of characters to bring together, and several story lines (both new and existing) to connect. Once the story hits the half-way mark, with an underwater flight through the Dragon Boneyard, it just barrels along, carrying the reader with it. In terms of narrative, it's a smoother book as well, with cleaner transitions between scenes and points-of-view that just flow better, giving the story a truly seamless feel.

Finally, while readers know that death is rarely what it seems in the genre, and isn't always as final as it appears, I like that there were consequences to the story. There are stories and character arcs that seem to come to an end in Red Tide, and I'm entirely satisfied with how they were resolved, even if I'm hoping one or two aren't quite done. For a series that has just gotten stronger and more entertaining with each installment, Turner has set the bar high for a fourth novel . . . and I cannot wait to see what it brings.

Originally reviewed at Beauty in Ruins

Disclaimer: I received a complimentary ARC of this title from the author as part of a beta read opportunity. This does not in any way affect the honesty or sincerity of my review.

Petros Triantafyllou says

Red Tide is worthy of a fantasy award. Find one and give it to Turner.

To begin with, you have to admit Turner's genius. He created his world by writing two separate stories that take place simultaneously, but in a different place and with different characters and, as a result, not only does he provide us with eight unique POVs but he manages to avoid overcrowding his novels. Add to this number the two newest POVs from Red Tide, and you now have ten different characters to tell you a story (or multiple stories), used alternately as not to bore or suffocate you. And while you could start your journey to The Chronicle of the Exile realm with either of the first two books, you now have to catch up with both of them before reading Red Tide. The stories may not intertwine (yet), but the characters surely do.

"The best leaders were those who could see farther than others. And that would be Galantas's task here tonight: keep his kinsmen's gazes directed to the horizon so they didn't notice him digging the ground out from under their feet."

In his third novel Marc has already established his world-building & magic system (since it's a continuum of sorts to Dragon Hunters), and he now has more time to simply tell his story. And -oh boy- isn't he doing it flawlessly. Full of plot twists, shocking elements, exciting action and humorous elements (without shading off his serious and grim tone), Red Tide is an indisputable high point of the series (so far).

Before closing my review, I would like to mention something my eye caught the other day. I saw (I can't

recall where) Amerel (a new main character) referred to as "the female Jorg Ancrath". Fortunately, that is not the case. Although they share some traits; with her being gritty, ruthless and cunning as he is, the resemblance stops there.

(view spoiler)

And, with Amerel being such a wonderful and original character, it's a shame for us to cast Jorg's shadow on her.

To conclude, Red Tide deserves to be on top of your TBR list.

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Have you bought it yet?

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How about now?

You can find more of my reviews over at <http://BookNest.eu/>

Adrian Collins says

Red Tide is Marc Turner's third entry in his debut series *The Chronicles of the Exile*, and it's an absolute masterpiece. The plots and characters of the first two stand-alone novels, *When the Heavens Fall* and *Dragon Hunters*, are woven together to provide the first glimpse of a far-reaching fantasy epic in the vein of the Malazan series. Built upon the solid foundations of the first two books, *Red Tide* truly shines as a masterwork of fantasy. It's also particularly grimdark with plenty of moral ambiguity, grit and darkness. *Red Tide* by Marc Turner begins mere days after the catastrophic events of *Dragon Day* in *Dragon Hunters*, *Red Tide* opens with the terrifying stone-skins on the verge of launching a full-scale invasion against the lands we've grown to know and love from the first two books. All the stone-skins profess to require is safe passage through the hazardous Rubyholt Isles from the pirate-lord who rules it. Sent to sabotage the negotiations is a new character, the cold-hearted ex-Guardian Amerel. As she cunningly manipulates her pawns, another manipulator emerges in the form of Galantas, the swaggering son of the pirate-lord who is out to steal his father's title. As these two twist negotiations into something more sinister, we return to an old favourite, Romany, the high-priestess of the Spider, given new life by the deity. Thankfully, she's lost none of her dry wit or cleverness, and sets off to worm her way into the court of Mazana Creed, the newly crowned ruler of the Storm Isles. At Mazana's side is Senar Sol, the heroic Guardian who continues to struggle with finding the right thing to do in a world made from shades of grey, and this time he's also forced to grapple with divided loyalties as his homeland is threatened by the stone-skin menace. Karmel, the conflicted Chameleon priestess with the power of limited invisibility, is sent into the mix with her brother Caval, the same brother who sent her off to die in *Dragon Hunters*. Somehow

finding himself swept up into the mix is Ebon, the well-meaning but tortured Prince of Galitia, another favourite from the first book, who this time chases after the trail of his love and his brother, a deeply personal story in the midst of clashing empires.

It's genuinely exciting to return to the characters from the first two books, especially since the books had stand-alone plots and characters. It feels like a special treat, since Turner could have easily created a third stand-alone book with all-new characters. However, the weaving together of disparate strands begins to create hints of the tapestry of a larger world and plot that's grand in scale. Each character's story is deeply personal and intimate but, together, they tell the story of world-shaking events of magic, empires and gods. This is nothing new, of course, but it's handled so perfectly that there are few, if any, moments where pace or emotion is sacrificed for world-building and story development. Each of the characters is so complex, emotionally developed and compelling that it's all too easy to become drawn in and miss your train stop as you read.

Amerel is extremely compelling as a morally ambiguous, the-ends-justify-the-means, coldly calculating manipulator. Yet, there are hints of the kinder person she once was which makes it impossible to predict what she may do in any given situation. She suffers from a magical curse similar to post-traumatic stress disorder that causes her to feel the pain of everyone she sees hurt. Yet that doesn't stop her hurting them, even for an instant. A few of her decisions were surprising enough that lead me to second-guess everything I thought about her, and that's incredibly engaging. Where the Guardians we've met so far focus on using their Jedi-like powers to augment their fighting prowess, Amerel focuses on manipulating the minds of those around her, friends and enemies alike. When she does use her telekinesis to fight, she does so in such a wonderfully creative manner.

If Amerel is a good person broken by a harsh world and turned bad, then Galantis is a bad person who puts on a show of being good to serve his own ends. He projects the image of the fearless pirate hero, swimming with sharks, leading the charge to capture merchant ships and even saving the lives of those he owes nothing to. Of course, he'd cut his own father to pieces and leave him for the dogs if it meant he'd get ahead. But in projecting a heroic façade, Galantis sometimes ends up doing things that are genuinely heroic if only for appearances. The other characters are familiar to those who have read the previous books: Senar Sol, Romany, Karmel and Ebon are even better developed in Red Tide.

The secondary characters and villains are also a highlight of Red Tide. Mazana Creed dealing with the results of absorbing the soul of the dead god Fume is interesting. The Revenants, the company of mercenaries she's hired as her private army, is filled with colourful characters, such as Twist, the sub-commander who can't help but challenge everyone he meets to a duel. Vale, Ebon's bodyguard and time-shifting best friend, is a stoic, tragic figure, whose backstory is finally delved into. One particularly unforgettable character is Hex, the stone-skin mage who speaks in jaunty rhymes as he transforms the lives of our protagonists into literal living nightmares.

These characters inhabit a world that's beginning to take shape next to those of Malazan or A Song of Ice and Fire as a fully realised, living, breathing place with history, geography, religions and cultures. The corner of that world explored in this book, the Rubyholt Isles, is a fantastic place to explore, and is actually the remains of an ancient continent, shattered by unknowable magic and filled with underwater ruins and rifts through which deep-sea monstrosities emerge into "waters made choppy by a dozen writhing tentacles". What makes this even more interesting is the casual manner with which native Rubyholters, like Galantis, refer to things like, "the telltale shadow[s] in the water that mark a gateway where this world overlap[s] with another", or the fact that one of the most popular market stalls in Galantis's home city of Bezzle sells slices of a giant tentacle for people to eat as they peruse the market's wares. Turner has also meticulously crafted his world down to the most insignificant alleyway. Rather than going down the next random street, characters will instead, for example, choose "Brine Alley", since it runs "parallel to the waterfront". Little details like this really bring his world to life.

Red Tide is written in a similar way to Malazan or the First Law Trilogy, in that it alternates between the tight third-person perspectives of its protagonists. Its action scenes are a real triumph, whether they be sword-fights, magical duels, chase scenes, ship battles or larger skirmishes. There are always multiple layers to the action beyond just the strokes of the blades. Even the "slower" scenes are charged with multiple levels of conflict, whether Galantis is trying to convince pirates to follow him while hiding his true intentions or

Senar Sol is trying to sway Mazana Creed in helping his homeland while trying to assess how deeply Fume's spirit has corrupted her. The world-building is snuck in as part of the action and, without realising it, the Rubyholt Isles start to feel like home.

My sole criticism of both *When the Heavens Fall* and *Dragon Hunters* is that both took a long time for their pace to ratchet up to page-turning levels. *Red Tide*, however, is captivating from page one. This is perhaps due to it being the third book in the series with many recurring characters, thus less setup is necessary.

Nonetheless, it's a commendable achievement since *Red Tide* mostly takes place in an entirely new location and features plenty of new characters and factions. I wouldn't, however, recommend reading it before its predecessors. Although they are stand-alone, *Red Tide* does draw strongly from both of them even though it doesn't continue from them directly.

Overall, it's an exquisitely crafted novel, from a macro level down to the smallest details. It's structured beautifully, populated with interesting characters, features a wonderfully developed, magical world and is tightly written. *Red Tide* is my favourite fantasy novel of 2016 and I have nothing bad to say about it.

ORIGINAL POST: [my link text](#)

Niki Hawkes - The Obsessive Bookseller says

[DNF at 54% - No Rating]

I didn't put this book down because it was a bad read. I put it down because it was taking me well over two weeks to get to just the 50% mark and I just couldn't muster the enthusiasm to get into it knowing that it's meant to be a six book series and there's not a single peep that the author's even working on the next book (for more of a reference, all 3 of the released titles came out between May 2015 and September 2016 and it doesn't look as though he's shared any updates on his website since). So I was finding it difficult to really care what was going on with no continuation in sight. If the author announces another book, I'll happily pick this back up where I left off (until then...). For what it's worth, I liked the story, the world building, the interwoven plot lines, and even the characters (who are extremely one-dimensional). It wouldn't be the first fantasy series I recommend, but I wouldn't discourage anyone from reading it, either.

Via The Obsessive Bookseller at www.NikiHawkes.com

Other books you might like:

Scott Hitchcock says

Book 1: 3*

Book 2: 3.25*

Book 3: 3.5*

The series continues to get a little bit better each book.

The world is vibrant and multicultural offering a lot of different perspectives and players in the game. The storyline continues to widen and the end of the book convergence gets better every book. The issue I have which keeps this series from being a 5* effort is the characters. It's not that they're bad it's that I don't have an affinity for any of them. I can really like a evil character but all of them are a collective meh. Even when

writing about the dragons there lacks that malice which other authors provide giving them a personality even without speaking parts.

This is only the authors third book so I hope he continues to grow into it. His writing is much smoother at this point than an Esslemont who had the advantage of Erikson's setting the table with the world and characters in place.

Romney and the Spider come the closest. I wish there was a lot more of them. They at least offer a subterfuge behind every move I find compelling.

I'll continue when the second half of the series comes out. Hopefully the author grows and puts more into the characters.

James Schmidt says

My review today is for:

Red Tide: The Chronicles of the Exile, Book Three

by Marc Turner

A copy of this book was provided to me in exchange for an honest review. My opinions are my own.

Now I must say I was completely into the first two books in this series. They had complexed characters, a vast universe, and mythos that I was immersed in. This book takes it to a new level. Most of my favorite characters were back and mingling with the new characters that are great. Everything comes together in this third book. I am so excited to see where this series heads next. There is so much going on and so much more to come. You can just feel it! I need more!

In conclusion I highly recommend this book, and series. I have very high hopes for the next book as I am loving this series. I have seen where this series is a throw back to 80's – 90's Fantasy and even compared to Malazan! I can see both points but this book was unique in it's own right even with these favorable comparisons. I can't wait to read and review the next book of this series, whenever we might get one. Marc Turner has provided a stunning new fantasy series, and I am a big fan.

As you know if you have read my reviews before I am not about long reviews with synopsis and spoilers. I just give my opinion on my experience with this book and you can take it from there. Now on to the next book.

4.5/5 STARS

All of my reviews can be seen here: <https://mightythorjrs.wordpress.com/>

Marc Turner says

I liked this so much that I decided to put my name to it. No, really.

Red Tide is my favourite book of the series to date. It's also the book where I start weaving together the storylines from *When the Heavens Fall* and *Dragon Hunters*. It features some returning characters from both novels, along with two new main characters, Amerel and Galantas.

Here are a few snippets to whet your appetite:

The guard who had punched the assassin shook his hand out. The others, even the ones who'd played no part in the scuffle, were huffing like they'd just wrestled a titan.

Mazana tapped a foot as she surveyed them. "Well done, sirs—oh, well done indeed! I thought I'd need a dozen guards to protect me from old women, but no, you've proved six is enough."

*

"Is that the White Lady's Temple burning?" Noon said, pointing to a blazing ruin at the edge of the Old Town.

Amerel nodded. "Fair to say the Augerans aren't believers."

"It's one thing not to follow a goddess, another to spit in her eye."

"Though if you are going to pick a fight with an immortal, the goddess of mercy and reconciliation is the one to choose."

*

"I'm guessing that money went north with the Augerans. I'm guessing it's on board their flagship. Who knows, if we see where that ship goes down, we might be able to send our mages back to recover the loot. Twenty thousand talents. Split seven ways, that makes each of us"—Galantas looked up at the ceiling and muttered some numbers as if he were doing the sums—"a shitload of money."

Luisa says

I won a copy of this book, but this is an honest review. Number one I don't generally read fantasy and I can't even give a reason why I love fantasy movies and TV shows. Secondly the first thing I noticed about this book was it was very well written and had a very good flow. My only issue I was a bit lost with all the different characters and their backgrounds (very thankful there was a list of characters); that being said me being lost with who was who wasn't because of the way the book was written, it was because this is the third book in a series and many of the characters and the events mentioned were most likely developed over the course of the first two books. If you like fantasy and well written books then I would recommend this one, but I would suggest unlike myself read the first two books prior to this one as I do believe they will make this book even more enjoyable because you aren't trying to figure out who was who.

Bookwraiths says

Originally reviewed at Bookwraiths.

With *Red Tide*, Marc Turner once again has exceeded all my expectations, delivering a complex, page-

turning epic which not only expands on *The Chronicles of the Exile* universe but adds even more wrinkles to it. This novel a mesmerizing tale of old and new characters caught in a literal web of intrigue, conflict, and escalating mystery. Not only is this the best book in the series so far, but it is currently my pick for best fantasy of 2016!

Erupting days after the events portrayed in book two, this story begins the process of integrating the characters and plots from *When the Heavens Fall* and *Dragon Hunters*, bringing together new and old characters into the tumultuous aftermath of the havoc wrecked upon the Sabian Sea. All of it beginning in the Rubyholt Isles where the Augerans approach the Warlord of the Isles, seeking passage for their invasion fleet through Rubyholt waters. These island waterways so treacherous with magic and other more mundane obstacles that even these fierce conquerors needing aid to bring their forces to bear on Erin Elal and the Sabian League.

Complicating these negotiations are the Rubyholters themselves; at least, some of them. This land of a thousand islands populated by backstabbing, cutthroat pirates; the Warlords son, Galantas, being one of the most powerful of the moment, and also the individual who sees the Warlord's plan to aid the Augerans as a sign it is time to replace him – with himself, of course. And helping stoke the flames of unrest and dissent are agents from Erin Elal, lead by Guardian Amerel Duquy; this trusted agent of the Emperor prepared to do anything to anyone in order to complete her mission.

Meanwhile, the Sabian League is still in an uproar after the treachery on Dragon Day. New Emira Mazana Creed's rule shaky at best and propped up by mercenary forces who face off daily with the former emira's loyal followers. Many people waiting breathless for Mazana's response to the Augerans sabotage. From the emira's pet Guardian Senar Sol to the Chameleon siblings Karmel and Caval to the Spider goddess herself, everyone is caught up in the seething political schemes building within the land of the Storm Lords. All of it coming to a head when Emperor Avallon Delamar of Erin Elal himself request a council to discuss an alliance against the Augerans.

And voluntarily inserting himself into this tinderbox comes Prince Ebon of Galitia, as he sails across the Sabian Sea on a personal quest. His lover Lamella and his brother Rendale having escaped the horrors of the siege of Majack but not having returned, and so he hunts for them across the world, determined to locate them and bring them home – if they remain alive.

So much to love here that it really is hard to know where to start. But I suppose, I will begin with the characters themselves, because no matter how wonderful the world building or intricate the plot a story is only as good as its characters. And with *Red Tide*, Marc Turner weaves this epic yarn with numerous point-of-view characters; each of them as different in flavor as the people we pass on the street every day, which means there is sure to be one to suit every reader's taste.

Personally, I felt myself drawn to two in particular: Prince Ebon and Guardian Amerel. Good and bad, if you will. Ebon perfectly portraying the consummate “good guy”, who casts himself into dangerous waters to hunt down and find his lady love and his brother. This quest causing him constant grief and embroiling him in conflicts which he would rather not be involved in. But, at heart, Ebon is a hero, and so he acts like one. On the other hand, Amerel is one hell of a “bad guy”; this Guardian dubbed by me as the female Jorg Ancrath (Jorg being the infamous Prince of Thorns in Mark Lawrence's *The Broken Empire* trilogy), and she is, without a doubt, bad to the bone. Not only will Amerel take down her enemies without any hesitation, but she is coolly ruthless and brutally efficient in her tasks, discarding and double-crossing anyone (and I mean anyone!) she needs to in order to obtain her desired ends. Even those who believe themselves to be experts at the more shadowy art of manipulation and intrigue finding themselves her surprise victims. And I admit being mesmerized by every appearance of Amerel on the page; her deviousness captivating me as no character has since the aforementioned Jorg.

As for the rest of the characters, their individual plot lines were amazing in their own way. Mazana and Senar's story continuing to grow, further complicated by his divided loyalties. Karmel and Caval familial conflicts simmering yet failing to find a resolution until it is too late. Galantas erupting from the story as a pirate to be feared. And the Spider's return triumphant, as she weaves her webs of intrigue with help from a returning character. Even a new, dark yet humorous character named Hex a pure delight; his behavior in the tale compared by many to Heath Ledger's Joker in *The Dark Knight*. Marc Turner's tendency to have realistic consequences for all of these people adding an important dimension to every one of their choices and turning every moment with them into a treasure, because, unlike some fantasy series, when your luck runs out in *Exile* you tend to die (which might or might not be a good thing according to your perspective).

Even with outstanding characters, the bread and butter of *The Chronicles of the Exile* is the amazing world building and plot however; the only comparison to Marc Turner's grand vision and epic scope *Malazan* by Steven Erikson and Ian Cameron Esslemont. Each novel in this series gaining more complexity, requiring more familiarity with the preceding installments to truly grasp all the pieces Marc Turner is juggling. And since *Red Tide* is book three, this story is all about adding layer upon layer to this magnificent edifice, slowly building the world even more, developing the magic of this place, revealing its shadowy history, and slowly steeping all of these elements together until they thicken and intertwine even more, transforming into a living, breathing place with real people with individual motives approaching one another on a collision course that can only be fully appreciated if you focus all your attention on understanding the brilliant web Marc Turner has woven around them.

Since this is a book I adore, I really do not have any major criticisms to level at *Red Tide*. Honestly, in its present form, it is as close to perfect for my reading tastes as anything I've experienced. However, as a reviewer, the one element I could see others pointing to as an issue would be the pacing. The beginning of the narrative could be a slow go for some, especially those who are not already familiar with these characters and the ongoing story up to this point. For those individuals, *Red Tide* might overwhelm them briefly with lots of characters, places, past events, and different plot lines to become familiar with before they can truly get into a smooth paced reading of this amazing tale.

Full of unforgettable characters, shocking scenes, amazing plot twists, and even a few darkly humorous moments, *Red Tide* is yet another triumph for Marc Turner. This novel continuing the rising tide of greatness which will soon make both *The Chronicles of the Exile* and its author familiar names in the genre, as they take their rightful place among the upper echelon of epic fantasy series penned by greats such as George R.R. Martin, Steven Erikson and Ian Cameron Esslemont.

I received an advanced reading copy of this book from the publisher in exchange for a fair and honest review. I'd like to thank them for allowing me to receive this review copy and inform everyone that the review you have read is my opinion alone.

David says

Wow! I think maybe I have a new favorite on-going Fantasy series. Can't you how amazing this book is. And damn! that ending! Woo-hoo! Y'all have got to read The Chronicle of the Exile! You're going to love this one!

I keep thinking about this one. It's a perfect fantasy book to my tastes. Much like Steven Erickson but without all those negatives in the Malazan books. Turner's like a jacked-up, fat-free, muscular, page-turning, thriller, lucid and crisp version of Erickson. Erickson's Malazan series was a huge, genre-changing accomplishment. Turner finally gives Fantasy fans the next step.

Cannot recommend this book and the series highly enough.

Peter says

I have recently finished Red Tide by Marc Turner and what a fantastic novel it is! For those who follow my blog or on social media, you will know of my fanatical support of Marc and his writing! Red Tide is the eagerly awaited third book in the Chronicles of the Exile, here is brief excerpt about the novel...

The Augerans are coming. And their ships are sailing in on a red tide. The Rubyholt Isles are a shattered nation of pirate-infested islands and treacherous waterways shielding the seaboard of Erin Elal and the Sabian League, a region even dragons fear to trespass. The Augerans beseech the Warlord of the Isles, seeking passage for their invasion fleet through Rubyholt territory. But they are sailing into troubled waters. Their enemies have sent agents to destroy the Augeran fleet by any means necessary. The emperor of Erin Elal seeks to forge an alliance with the Storm Lords, hoping to repulse the Augerans with a united front. But the battle lines are not as clearly drawn as it first appears, for the Emira of the Storm Isles mistrusts the Erin Elalese as much as she does their common enemy. And the Augerans might just be planning a little sabotage of their own. But nothing in the realm of mortals escapes the notice of their meddling gods; every step they take is shadowed; and every choice they make is ensnared in a web so subtle and vast, its true shape may be fathomed only when it is far, far too late.

I will start by saying that this is best novel I have read this year! This is a wonderful continuation of a series that was preceded by the epic Dragon Hunters. The action picks up not too long after the events of Dragon Day and Dragon Hunters and moves the story along some very unexpected ways. We have a familiar cast of characters re introduced to us as well some new ones! My absolute favorites were Amerel (a female guardian) and Galantas (a Machiavellian Pirate). Amerel has been described as a female version of Jorg Ancrath, I would not disagree with this statement as she is unhinged and dangerous (for reasons you will find out if you dare..) Galantas is a man looking to achieve greatness and uses the coming of the Augerans as a springboard to achieve this.

In this book, you will see more of why the book is called the Chronicles of the Exile (NO SPOILERS!) and some plot threads coming together laid down in the first book When The Heavens Fall and book two Dragon Hunters will come together in ways that will just excite you. A grand epic story is being penned here and I for one cannot wait for the next chapter in this epic story. Marc's wonderful descriptive writing is on full display here and describes a world so intricately detailed that it is hard not to realise that it is a secondary world that the story is set in.

This is epic fantasy for the modern age, the first half of this series is completed and I eagerly await the next half of one of my favorite modern fantasy series being written at the moment! Marc, you are a wonderful writer please keep the world full of your wonderful stories!
