WINGS OF FIRE
A GUIDE TO THE DRAGON WORLD
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BOOK ONE
THE DRAGONET PROPHECY

BOOK THREE
THE HIDDEN KINGDOM

BOOK FIVE
THE BRIGHTEST NIGHT

BOOK SEVEN
WINTER TURNING

BOOK NINE
TALONS OF POWER

BOOK ELEVEN
THE LOST CONTINENT

BOOK THIRTEEN
THE POISON JUNGLE

BOOK TWO
THE LOST HEIR

BOOK FOUR
THE DARK SECRET

BOOK SIX
MOON RISING

BOOK EIGHT
ESCAPING PERIL

BOOK TEN
DARKNESS OF DRAGONS

BOOK TWELVE
THE HIVE QUEEN

BOOK FOURTEEN
THE DANGEROUS GIFT

BOOK FIFTEEN
THE FLAMES OF HOPE

LEGENDS
DARKSTALKER
DRAGONSAYER

GRAPHIC NOVELS

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MOON RISING
WINGS OF FIRE
A GUIDE TO THE DRAGON WORLD

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SCHOLASTIC PRESS
NEW YORK
For Joy Ang, whose incredible artwork brought all these dragons to life, and for Phil Falco, who has made these books so beautiful from the very beginning; I am in awe of both of you!

With special thanks to Sarah Evans, Mike Schley, Maarta Laiho, and Carol Ly

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Pages 4–5, 8, 9, 17, 21, 34, 35, 53, 54, 60, 61, 86, 87, 100, 105, 107, 110, 111, 134, 135, 156, 157, 159, 161, 174–175, 180, 181, 196, 197, 216, 217, 230, 231

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Library of Congress Cataloging-in-Publication Data available


10 9 8 7 6 5 4 3 2 1  23 24 25 26 27

Printed in China  62
First printing, October 2023

Book design by Phil Falco
# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Chapter One</th>
<th>Chapter Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>MUDWINGS</td>
<td>SEAWINGS</td>
</tr>
<tr>
<td>Chapter Three</td>
<td>Chapter Four</td>
</tr>
<tr>
<td>RAINWINGS</td>
<td>NIGHTWINGS</td>
</tr>
<tr>
<td>Chapter Five</td>
<td>Chapter Six</td>
</tr>
<tr>
<td>SANDWINGS</td>
<td>ICEWINGS</td>
</tr>
<tr>
<td>Chapter Seven</td>
<td>Chapter Eight</td>
</tr>
<tr>
<td>SKYWINGS</td>
<td>SILKWINGS</td>
</tr>
<tr>
<td>Chapter Nine</td>
<td>Chapter Ten</td>
</tr>
<tr>
<td>HiveWings</td>
<td>LEAFWINGS</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Page</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>33</td>
</tr>
<tr>
<td>59</td>
<td>85</td>
</tr>
<tr>
<td>109</td>
<td>133</td>
</tr>
<tr>
<td>155</td>
<td>179</td>
</tr>
<tr>
<td>195</td>
<td>215</td>
</tr>
</tbody>
</table>
FELLOW DRAGONS,

We have been researching the tribes and kingdoms of our world for some time now, and it has become clear to us that none of the previous scrolls that claimed to be “guides” to our world were remotely adequate or complete enough.

Many of the current scrolls in our libraries were written by NightWings or SeaWings (or in the case of Pantala, the HiveWings), giving us a necessarily limited view of all the other tribes. Many of these guides, for instance, do not include anything about RainWing venom or LeafWing leafspeak. They describe all SkyWings as unfriendly, all RainWings as lazy, all MudWings as thickheaded, and all SandWings as sly and underhanded. One would think this could go without saying, but just to be clear: Every dragon is an individual. You cannot lump all the dragons from any tribe into one category. That is closed-minded nonsense, and exactly the sort of thinking that the Jade Mountain Academy was founded to fight against.

Therefore, we have decided to embark upon the following project: to compile a more true, more complete, more representative guide to all the dragons of our world.

Starflight, our head librarian and archivist of the Jade Mountain Academy, is launching an outreach expedition to every tribe: from the palaces and strongholds to the border towns, outer islands, and smallest villages. We are asking for your voices and stories and the details of everyday dragon life: anything that should be included in a real Guide to the World of Dragons.

Thank you for your help with this book! We hope it brings joy and greater understanding to everyone who reads it!

Signed,

Tsunami, Sunny, Starflight, Clay, and Queen Glory
Once upon a time, when the world was newly hatched, there were no dragon kingdoms. There were no dragon tribes. There were no dragon towns, no villages, no palaces or strongholds or cities.

Dragons of that day and age were solitary creatures. You might find one living alone in a mountain cave, or a small family on an icy island in the distant north, or a pair in a canyon deep under the sea.

But if you walked the land of Pyrrhia or flew through its skies, what you would find easily, everywhere you went, were scavengers. The forests teemed with scavengers, and their dens were everywhere. A dragon could barely set its talons down anywhere without landing on a scavenger. Scavengers strutted the world as though it was theirs.

And for the most part, dragons did not care. As long as they could be left alone, with enough prey to eat and some treasure to hoard, dragons were content to keep to their caves.

The scavengers, however, were not content. They scuffled out of their dens and went scavenging for more than what they had. They killed the dragons’ prey and choked the skies with smoke, and then, worst of all, they came for the dragons’ treasure. Scavengers snuck into caves and sailed to the dragon islands and climbed the tallest trees of the jungle to find even the most hidden dragons. They stole gold, emeralds, sapphires,
and pearls; they stole narwhal horns and rare fruit seeds and small sentimental wood carvings. If a dragon could count it as treasure, the scavengers would try to steal it.

Sometimes they came in groups. Sometimes they brought weapons. And sometimes they went too far.

No one knows why a scavenger would steal a dragon egg. But we know he stole it from the wrong dragon.

Her original name is lost to time, but she was a dragon of immense strength and cunning: older, wiser, and more dangerous than most. Her lair was high in the mountain peaks, one of the very last to be found by the marauding scavengers.

And when they stole her egg, her wrath blazed as fierce as the lightning; her roar shook the mountains like thunder.

Alone, she could find the thieves and eat them. She could burn a scavenger den and have some measure of vengeance. But she wanted more.

And so she found the other dragons. She sought them out and brought them into her army. One by one, from across the world, they joined together under her wings. They became her talons and her claws and her ferocious teeth.

And they began to scorch the earth.

They burned the scavengers out of their holes; they set their dens ablaze. They took back their treasure and they took back the land.

They were the first dragon tribe.

And she became known as the first Dragon Queen.

When the Scorching was complete, the scavengers who survived scattered into hidey-holes across the world. Powerless, insignificant, no more than prey, as they should have been all along.

The world now belonged to dragons, and would for the rest of time.
CHAPTER 1
MUDWINGS
QUEEN MOORHEN AT THE MUDWING PALACE
MUDWINGS

**SCALES:** brown, sometimes with amber and gold underscales

**EYES:** brown, amber, or hazel

**UNUSUAL CHARACTERISTICS:** large flat heads with nostrils on top of the snout; thick armored scales

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

**HABITAT:** the swamps, marshes, and boiling mud pools between the mountains and the sea

**DIET:** crocodiles, water birds, hippos, water buffalo, cows, elephants, really anything they can get their claws on

**QUEEN:** Queen Moorhen
As a librarian, sometimes I am very attached to the scrolls I grew up with — some would say too attached. I stocked the Jade Mountain Academy library with all the scrolls that were familiar to me, including the following, and with scrolls that were handed to me by my own guardians. But in my first year as school librarian, a young MudWing named Sepia taught me a valuable lesson: to think more carefully about who is telling a particular story, why, and whether their point of view can be trusted — or whether there might be voices out there who could give us something more true.

That is why I decided to include the following scroll with its notes. While I can NEVER condone writing on a library scroll (the HORROR), in this case Sepia was trying to tell me something too important to ignore.

— Starflight
THE SLUGLIKE QUALITIES
OF MUDWINGS

BY WISEMIND OF THE NIGHTWINGS

MudWings: the slowest and dimmest of all the tribes. Imagine slugs that blorped their way onto land and developed wings, and you’ll have the right general idea.

The average adult MudWing dragon is large and quite strong. Their armored scales and ability to breathe fire (when they are the correct temperature) make them fairly useful in battle, as long as they can be roused from their mud puddles. If given the choice, the typical MudWing would prefer to stay submerged in mud, sleeping the day away, with only their snout poking out of their swamp. When they are awake, the MudWing generally passes the time lazing about with friends.

If pressed, the MudWing is capable of swimming underwater without pausing for breath for up to an hour at a time. Generally, however, MudWings expend their limited energy only to procure food, preferring slow-moving cows or crocodiles scooped up from their muddy swamps.

Careful observation of MudWings in their native swamp habitat has revealed little else of note about these sluglike dragons.
Sepia,

Fatespeaker alerted me to the notes you wrote in the margins of our library scroll The Sluglike Qualities of MudWings. I must admit I was rather horrified — a library scroll! Sepia! A LIBRARY SCROLL! But then I had Fatespeaker read me your notes, and I realized that you are actually saying something crucially important.

For one thing, you are right: This is a distressingly biased, inaccurate NightWing report. The dragon who wrote it clearly had a “NightWings are superior” attitude and it is abundantly evident that they never spoke to any MudWings before writing the scroll.

I sent Fatespeaker on a quest to count all the scrolls written by MudWings in our library, and she found . . . two. Out of all these scrolls, only two by MudWings! Well. This is a problem a librarian can solve! Clearly we need to acquire more scrolls written by dragons about their own tribes and their own experiences. Firsthand accounts are an essential way for dragons to learn about one another.

With this in mind, I have an assignment for you. I would like you to write a scroll about MudWing siblings for us to add to the library. I think other tribes could learn a lot from your personal perspective, and I would be proud to include your voice in our library’s collection.

(But no more writing on library scrolls! If you find any more scrolls you have concerns about, please come talk to me or Fatespeaker instead!)

— Starflight
ORDER YOUR COPY!

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