



The Ghoul King

Guy Haley

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Quinn returns in THE GHOUL KING, another story of the Dreaming Cities by Guy Haley.

The Knight, Quinn, is down on his luck, and he travels to the very edge of the civilized world – whatever that means, any more – to restock his small but essential inventory.

After fighting a series of gladiatorial bouts against the dead, he finds himself in the employ of a woman on a quest to find the secret to repairing her semi-functional robot.

But the technological secret it guards may be one truth too many...

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The Ghoul King Details

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From Reader Review *The Ghoul King* for online ebook

Xavi says

3'5/5

The scenario of the Dreaming Cities is fantastic and intriguing. There are a lot of mysteries I would like to know, and although some are resolved in this second story, there are a lot more. Great job.

Review in english: <http://dreamsofylvex.blogspot.com/201...>

Reseña en español: <http://dreamsofylvex.blogspot.com/201...>

Carly says

For those of you who know me, the TL;DR version is this: I finished *The Ghoul King* in one sitting, and immediately turned around and purchased *The Emperor's Railroad* (I almost never buy books.) And now it's at the top of my to-read list.

The Ghoul King is short, but potent. Don't look for character development when reading this: it's pure nonstop action and captivating worldbuilding. The story takes place in a far-future America, after the collapse of society as we know it. The fallen world has become a theocracy, the rule of God pinned together by Dreaming Cities and ruled by the angels. Living dead and ghouls wander the earth, byproducts of a terrible plague that strikes at the whim of the angels. While the reader can recognize the power of the angels as some sort of advanced technology lingering in a fallen world, the characters themselves have no idea, and no way of distinguishing science from magic or from the power of God. As one character puts it:

"There is little in the world that is God's will, but a lot that is the angels'."

There is so much to love about the worldbuilding. While I have a suspicion the setup may be more familiar to gamers, I got a huge kick out of the cross between western and magical theocracy. I loved mentions of "The Monastery of Sainted Electrics" or "Angel Makers" or radiation counters carried as common course.

My biggest issue with the book comes from a few throwaway lines in the book:

"I've been told back in the Gone Before there were many colors of men in the world, and they all fought and warred and ruined everything, so after God's wrath cleansed the Earth he mixed up all those left so there's only a few shades of skin. I have never seen so pale a man, almost white as a fish's belly. I didn't know such men still existed."

So it turns out that our ubermensch protagonist is white, and the only white man the narrator has ever seen, come to *save* everyone with his incredible mind and talent. Sigh.

Other than a few mentions of our white and blue-eyed protagonist that left a bad taste in my mouth, the rest of the book left racial issues alone, allowing me at least to pretend the whole "white saviour" thing wasn't happening. And as long as I could ignore that, I was utterly engrossed.

I love the idea of the Angels and the Dreaming Cities, and I can't wait to find out what makes them tick and what Quinn's actual mission is. In terms of series ordering, I read *Ghoul King* without *The Emperor's*

Railroad and found it thoroughly comprehensible: Haley's style is to throw the reader directly into an initially bewildering world, slowly feeding them tiny pieces of backhistory and mechanics. I absolutely loved it. If you're looking for a short, wild ride with plenty of twists and captivating worldbuilding, *The Ghoul King* is definitely worth a look. Count me in for Knight Quinn's next adventure!

~~I received an advanced reader copy of this ebook through Netgalley from the publisher, Macmillan-Tor/Forge, in exchange for my honest review.~~

Cross-posted on BookLikes.

Jon says

3.5-4 stars.

Better than the first one (which was good) because we learn more about what's actually going on in this distant future imperfect America.

Jacqie says

I received this book from Netgalley in exchange for an honest review.

This is the second novella in the post-apocalyptic Dreaming Cities series. I don't know if there will be another, but if there is, I will read it. The book reminds me of those old 80's science fiction books in which technology has become magical for all intents and purposes- Fred Saberhagen used to do this well. But the work is far from stale, and every time I go further into the series, I come away wanting more.

This is a more straightforward adventure than *The Emperor's Railroad* (first in the series). It's essentially a dungeon quest, with a party going into ghoulish-infested ruins in order to retrieve something of importance. Quinn, Knight of Atlantis, is more or less coerced into going- he knows what he's getting into more than his party does and has no reason to undertake a quest like this. Unlike *Emperor's Railroad*, in which he was a knight following chivalric morals, in this one he's a bit more like a gunslinger for hire.

I don't want to say much about the adventure itself other than that I did enjoy it. We find about a bit more about angel politics, but there's a lot more to see in this world, and I hope I get the chance.

Stephen Kozeniewski says

Another great entry in the DREAMING CITIES series from Guy Haley. After *THE EMPEROR'S RAILROAD*, I wasn't quite sure what to expect from *THE GHOUL KING*. Haley is a master of the framing story (see *SKARSLIK* for more on that) and *TER* ended with the narrator stating he never saw the main character Quinn again. And while it's very important from a dramatic standpoint that the reader never gets into Quinn's head - he is a man of secrets, and knows things about his world that the other characters aren't even smart enough to guess at - it's hard to see how Haley plans to tell a series of stories about the same man without ever having him narrate.

But I shouldn't have worried. In *THE GHOUL KING* we're introduced to a new character, the unreliable narrator Jaxon, who is forced against his will to reveal everything he know to an agent of the angels, becoming about as reliable as a narrator can be. So for the second time we get to view Quinn's actions through somebody else's viewpoint, somebody who starts out much less enamored of the knight. And now, with the second novella falling into place, the post-apocalyptic Earth Haley has built is growing broader and deeper in scope. We're starting to learn a lot more about what was hinted at in the first entry. *THE GHOUL KING* also stands as an exciting story on its own, as Quinn is dragged against his will into the machinations (ha!) of a group of Ohio technophiles.

I'm expecting big things from this series and enjoying the ride. *THE GHOUL KING*, like its predecessor, will tickle you just right if you're a fan of horror, post-apocalyptic fiction, science fiction, or grimdark fantasy.

Cheryl says

"There is little in the world that is God's will, but a lot that is the angels."

I am really enjoying this *DREAMING CITIES* series. The first in the series *THE EMPEROR'S RAILROAD* was told by 12 year-old Abney as he related his adventures with Quinn, Knight of the Dreaming City of Atlantis. And it was excellent, with the undead, angels, and a dragon.

These stories take place a thousand years in the future, after the United States has been decimated by nuclear bombs and "monsters."

I like the short book format (longer than a novella but still not a full-length novel). So far we've been able to meet different narrators that way and hear differing viewpoints on what's happened and is happening in America.

The narrator in *THE GHOUL KING* is 29 year-old Jaxon. He looks and feels older than he is because he actually went through the bombings of Columbus, Ohio and lived through them. He has always wanted to be a healer but it's difficult, with the Angels of the Dreaming Cities frowning upon technology as they do.

Though the book is short, author Haley packs a lot into it. A lot of the questions about the Angels and the existing and past conflicts are at least partially explained in this tale.

There are still a few undead to contend with in this story but the main fearsome entities are ghouls, living in the ruins of Old Columbus. Jaxon, Quinn and a motley crew follow the guidance of an artifact to get to the center of the city.

This is a fun, exciting, short read with no wasted words and fantastic world building. If you like science fiction, post-apocalyptic fiction, and/or horror, try out this new series. I don't think you'll be disappointed.

Bookwraiths says

Originally reviewed at Bookwraiths.

After loving Guy Haley's first *Dreaming Cities* novella, *The Emperor's Railroad*, I have to admit being beyond excited to get my hands on *The Ghoul King*. The post-apocalyptic setting, zombies, Angels, dragons, guns, and mysterious yet relatable Knight Quinn mixed to create the perfect kind of genre blending speculative fiction which I adore. Hell, even Haley's narrative style of allowing an elderly man named Abney to relate his adventure in the wilds of the Kingdom of Virginia as a young boy with Quinn, Knight of Atlantis, worked wonderfully, adding such a mysterious tone to the story that I had to know more.

In *The Ghoul King*, the author actually begins the tale by focusing on the mythical Angels of Pittsburgh, which we heard tidbits about in the first installment but never truly understood. This opening section told from these "divine" beings point of view, giving a reader so many delectable morsels of knowledge about who and what these creatures might be. Their true nature not totally revealed, but enough of the curtain pulled away to make it clear that the common people's belief in them as representatives of an angry god might not be exactly true.

As the story continues, Mr. Haley continues to use third persons to relate the continued adventures (or trials) of Knight Quinn. This time we follow along behind Jaxon. This middle-aged man is an intellectual for his time, less in star-struck awe of Quinn than the boy Abney from *The Emperor's Railroad*, willing to analyze the knight's motives, and better understands what Quinn might truly be. Jaxon's maturity and insight (He has knowledge of the Gone Before times and lived through the Angel Wars where the Dreaming City of Columbus was destroyed.) allowing a reader to gain a different perspective on the mysterious Quinn, transforming him into an even more compelling person.

After a rather slow beginning spent on introducing the new characters and setting up the reasons for a dangerous mission, *The Ghoul King* begins to pick up speed quickly. Jaxon and his associates (a group of technophiles led by the charismatic rebel leader Rachel) adding Quinn to their crew, tagging along behind the knight as they head into the shattered remnants of the Dreaming City of Columbus. Their mission and his are not quite the same however, but they all are somewhat aware of the ancient technology they will inevitably find in the ruins – though Rachel's true purpose remains hidden until a shocking revelation toward the end.

What is especially compelling in this novella is Quinn. Sure, he had some stellar moments in the first story, but there he remained more mysterious knight than awe-inspiring person. Here, though, this Knight of Atlantis struts his stuff, ready to push his way on stage with other post-apocalyptic protagonists like Roland Deschain of *The Dark Tower Saga*, the Father from *The Road*, or The Vagrant from Peter Newman. His cool demeanor, wise council, fighting skills, steadfast determination, and unpretentious yet tough kindness turning him into someone a reader will empathize with and be willing to follow along behind as he crosses this burned out future America on a quest which isn't quite certain to a fate which is still unknown.

As for the worldbuilding itself, I can't praise Mr. Haley enough for what a wonderful job he is doing bringing this post-apocalyptic America to life before our reading eyes. After finishing *The Ghoul King*, I can't get out of my mind the creepy atmosphere of the Dreaming City of Columbus, the perverse abominations roaming the world, and the terrifying specter of artificial intelligence gone mad with power. This world coupled with the tantalizing amount of back story on how this place came to be and who Quinn really is just made me salivate for more. And even though the tone of the ongoing tale has subtly changed into a more technological thriller with lots of horror elements, I am fine with that, because Quinn's as-yet-unrevealed quest to right a grievous wrong is so compelling I'm okay with the more fantastical elements of the narrative slowly slipping away.

I have to admit that over the last few years I've been gravitating more and more to novella series, because of

time constraints on my reading. (Work, family, kids, and everything which goes along with them takes a lot of time.) At the top of my “Must Read Novella” list is *Dreaming Cities*. Guy Haley has really struck pure gold with this post-apocalyptic series, which is fast-paced and easy to digest in a short time, yet filled with amazing worldbuilding, creepy atmosphere, and perplexing mysteries. Honestly, I want this series to keep going on forever. It is really that good. So good in fact that I have no criticisms to air other than my need to know when the next chapter in Knight Quinn’s adventure is set to hit the virtual bookshelves.

I received 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.

Roger says

Guy Haley's *The Ghoul King* spills a lot of secrets. No problem Constant Reader this is what we signed up for, and I enjoyed this second entry in *The Dreaming Cities* series more than the first one. Lots of slam-bang action and we finally begin to comprehend what has happened to the world in the ten centuries since the destruction of human civilization. This series gives off a real *Dark Tower*/*Stephen King* vibe but that is not a bad thing. Looking forward to another volume.

DarkChaplain says

Review also published here

Disclaimer: I received an ARC for this novella from the publisher, as I did with the previous installment in the series. Since the first book was such a cracking read, I'd have jumped at the purchase anyway, but this way I got to read it months ahead of time, and the chance to review it early. Make of that what you will.

The Ghoul King is the second novella in Guy Haley's *Dreaming Cities* series. The *science fiction* aspects in this science fantasy story are far more pronounced than they were in its predecessor, *The Emperor's Railroad* .

Where the first installment was more of a post-apocalyptic fantasy tale, here the technological aspects of the setting Haley created are apparent right from the first chapter. We actually kick off with a point of view chapter by one of the Angels of Pittsburgh, which enlightens us about the nature of the Angels (though we find out even more later in the story!) and their twisted arrogance.

While *The Emperor's Railroad* certainly hinted at a lot, this time we get answers in some very impressive ways.

After that first chapter, we once again have the story focus on a character who narrates the rest of the tale to us. Like Abney from the first book, Jaxon provides us with an adventure at Quinn's side. The Knight of Atlantis himself stays enigmatic in his ambitions and purpose, yet Jaxon is in a far better position than Abney was to analyze Quinn. Not only is he older, giving us a less awe-inspired version of the knight, but he is also somewhat in the know about forbidden knowledge of the Gone Before, and saw the fall of the Dreaming City of Columbus.

The narrative, first person style is less eccentric than previously, due to the nature of Jaxon himself. He grew up and lived in very different circumstances from Abney, so it makes perfect sense.

Jaxon and his crew of Seekers (or rather, the group he was dragged into by charismatic Rachel) are technophiles. They dig up old knowledge and put it to use. This ranges from creating simple flashlights to finding more sophisticated devices. They are rebels, for all intents and purposes.

They were also a wonderful choice for this story, as their perspectives, unique in this world of Angels and undead, add a lot to the whole adventure into the old Dreaming City of Columbus. Their understanding, no matter how limited, of the workings of technology before them, wouldn't be possible than any regular character in the world. As a result of their obsession with the old and forbidden, they play off very nicely against Quinn, whose perspectives are quite different from their own.

I have really come to like Quinn over the course of both books. His character is mysterious enough even at the end of this story to hold a lot of promise for future installments, while being familiar and solid throughout. He is interesting to read about and observe through the eyes of various companions, too, so I doubt I will grow tired of the narrative concept Haley is going for here.

Quinn is being built up for some pretty big reveals in the future, and I cannot wait to find out what Haley has in mind, both in terms of his backstory and future endeavours.

Unlike the previous book, there are few regular zombies about. Instead we get some very nasty looks at the ghouls inhabiting Old Columbus, including the Ghoul King himself. Filthy buggers, all of them, just the right amount of creepy yet realistic in depiction, and fitting right into this world.

But once again, fight scenes are limited to where they were needed. I love that Quinn urges caution, while still being willing to take risks and do what is required. He isn't a fool rushing into battle, and may seem cold, but he's definitely not a coward, as should be clear by now.

If there is one thing that disappointed me a little then it is the fate of the Ghoul King himself. Quinn's encounter with the beast was stunning, but it is left relatively ambiguous as to what happened to him in the very end. I wouldn't be surprised for the monstrosity to show up in future books, especially due to how the rest of the story's many revelations unfolded, but I was expecting something a bit more decisive this time around.

Still, I really dig the way the thing was represented. It brought to mind a very alien perversion of humanity and felt absolutely terrifying.

I honestly want this series to continue for as long as it needs to for Haley to tell the tale of Quinn. The world building is phenomenal, and *The Ghoul King's* scifi aspects only made things better overall. Haley played once more with artificial intelligences and its effects on humanity's course, and the creepy vibes of the abandoned post-apocalyptic city were spot on.

The novella length really works for the *Dreaming Cities* series. It allows enough room to maneuver, without ever getting bogged down in tedium. They are just long enough to get the reader invested in the characters, both old and new, piece things together throughout their experience, and come away satisfied with a tight narrative that sets things up nicely for a sequel.

Sequels I fully intend to read. If *The Emperor's Railroad* hadn't set me on that course already, *The Ghoul King* certainly has. It presents an impressive adventure that keeps you engaged from start to finish, and makes you wish for more.

Guy Haley has found a winning formula with this series.

Kathleen says

I wasn't sure what to expect of this book (received as an ARC) but was pleasantly surprised. The cover and description seem like they could fit a generic urban fantasy, but I would consider this more post-apocalyptic sci-fi. It's also more the story of a person who goes on this adventure with Quinn while the Knight himself remains a cypher, a la "Unforgiven". After nuclear war has devastated civilization, a group of angels now severely limits what knowledge humans may have and kings and emperors rise and fall while ghouls and zombies created by radiation roam the rubble. A few rebellious Technophiles are on a quest to the ruins of a Dreaming City and the forbidden knowledge it contains. The novella is a good story and a fairly complete one - probably no more than a footnote to the Knight but a major adventure for the healer whose path overlaps his for a while.

Becky says

Quinn is back in this second installment of the Dreaming Cities series.

The story picks up in the aftermath of The Emperor's Railroad. After killing the angels' creation, Quinn's position as knight can't protect him.

A group of technophiles has set their sights on Quinn. Their interests make them a target for the angels in this time of limited technology and education, but their desire to learn outweighs any and all fear. And their leader, Rachel, has big plans. Plans that involve finding something only Quinn can help them with. They'll have to convince him to join them, but their first step - and challenge - is freeing him from the pit!

So Quinn has angered the angels and it lands him in a bit of trouble. Fortunately, Jaxon and his group are in need of Quinn's skill and have planned to free him from his predicament. Of course, again the story is told after the fact so we know that Jaxon has been caught and is being questioned by the angels' emissary. And we know the angels are looking for Quinn again.

Where our narrator in Quinn's previous adventure was a twelve-year-old boy, this time around our story is told by a grown man trained as a healer. Jaxon is an interesting character, one I assume we'll likely not be seeing again considering the way the series is being laid out. He's long known there's more knowledge available in the art of healing and medicine than the angels allow access to and is determined to find it. This aspect of the world, the control the angels exert over humans and the limitations put on education and such, become more clearer in this installment thanks to Jaxon himself.

We're also introduced to the ghouls in The Ghoul King. Differing from the undead of The Emperor's Railroad, the ghouls have conscious thought, communication, and the ability to plan. Which also means the ability to hunt as a pack. Bad news for Quinn, Rachel, Jaxon, and the others considering Rachel's plans include traveling directly into ghoul territory.

I love the limited viewpoint of the stories. We as the reader are given access to different information because of the different perspectives. Jaxon is older and more educated, he also remembers a time before the angels smashed everything to smithereens (though not a time before the angels). Abney was only twelve and had lived a fairly sheltered life up to the point where his story begins. Not only are they limited in what they can offer in terms of the world, but they're limited in what they can offer about Quinn and his situation. We all

have to wait for him to reveal his own story!

The world of Haley's Dreaming Cities is awesome. Literally worthy of awe and fabulous in its imagining. When we entered the series in The Emperor's Railroad, we learned a bit about the war between the angels and the Emperor himself but very little about the angels. The Ghoul King introduces a few more key pieces of information about them and their workings, making the world that much more intriguing. As mentioned, I have a theory that does seem to be playing out somewhat. Only time and further reading will tell, though.

Odo says

3.5/5.0

My review in English: <http://sentidodelamaravilla.blogspot...>

Mi reseña en español: <http://sentidodelamaravilla.blogspot...>

XX Sarah XX (former Nefarious Breeder of Murderous Crustaceans) says

Actual rating: 2.9112 stars.

Judging from the average rating for this book, it seems that ~~everyone but me~~ I read it wrong. **Surprise, surprise.** And judging from reviews for this book, it seems that everyone is ~~under the erroneous impression~~ thinks it's **much better** than book 1. **Ha.**

So. The first instalment in this series, The Emperor's Railroad, was **everything a barnacle could ask for:** stupendously original **world** (post-apocalyptic US setting with a little western vibe meets Fantasy and Horror = yum), hot sword-wielding **knight-type anti hero** (aka Quinn, Harem Slave #12548), a wonderful array of **delicious creatures** (zombies and dragons and asshole angels, oh my!) and lots of other awesome, **deliciously dark stuff.** Ergo, I was a teensy little bit **excited** at the thought of reading this little book here. **Note to self:** high expectations are highly hazardous to one's nefarious health, and will almost always result in one being **ever so slightly disappointed** and disillusioned and disenchanted and stuff.

I feel you, Little Jason, I feel you.

So. Like book 1, this instalment is **not narrated** by my boyfriend Quinn. Unlike book 1, it is not narrated by a **Disgusting Little Kid** (DLK™). It is narrated by a **Super Mega Meh Bloody Shrimping Lackluster Wimp of an Unpleasantly Boring Guy** (SMBSLWoaUBG™). And believe it or not, this dude did such an awesome job of being an awesome SMBSLWoaUBG™ that I ended up **wanting the DLK™ back as a narrator** (which, given my love of DLKs™, should tell you a **big** little something). But I guess things could

be much worse. I mean, imagine what this book would have been like if the **boring narrator had a boring narration to narrate**. Now that would have been slightly **boring**. And imagine if the boring narration told by the boring narrator had been about a **boring bunch of boring, unlikable characters**. Now that would have been a little **tragic**. Phew, that was close! I feel so lucky that such a **tragically disastrous** thing didn't happen here ← *there's a tiny chance this might be a slightly sarcastic comment. Maybe.*

More or less.

But what of my boyfriend Quinn, you ask? Surely, he can't be one of the above-mentioned **Deadly Boring Unlikable Ones** (DBUO™), can he? Don't be silly now, of course he isn't. It's just that he isn't **incommensurately hot** here. I mean, he is usual dark and secretive, chop chop chop butcher butcher butcher, **kick-ass little exquisite self** but something seems to be missing here. ~~Me in his life, probably.~~ Him, mostly. I mean, he's supposed to be the **yummy lead** here, but he gets less page time than the DBUO™! That's pretty **scandalous**, if you ask me. Now please excuse me while I go ask the publisher for a **bloody shrimping refund** and stuff (view spoiler)

But anyway. Talking about **page time**. As the most acute barnacles among you may have noticed, this story is called **The Ghoul King**. I think this must be a **hilarious joke** on the author's part. I mean, the poor ghoul dude **gets even less page time here than my boyfriend's horses**. And he isn't even scary or despicable or deliciously evil. He's just, you know, **there** and stuff. For about two seconds and a half and stuff. If that isn't a sure sign of the author's **delirious sense of humor**, I don't know what is. Then again, it could also be a sign that this is a **huge rip-off**. Yeah, it most definitely could be. And if such were the case, I could be a teensy little bit **pissed off**. Yeah, I most definitely could be.

Yeah, I know, I'm pretty scary when I get slightly pissed off.

Sorry, what? I haven't yet told you what the story is about? Oh, you know, just a bunch of **disagreeable, yawn-worthy technophiles** going on some sort of **mission** to the Dreaming City of Columbus, with my **boyfriend** tagging along. This ~~merry little band of awesome types~~ **lethargic little group** is led by an ~~awesome~~ exceedingly **annoying, self-important chick** named Rachel. So they go to Columbus and **stuff happens**. What stuff? The highly **predictable, not-so-very-exciting** kind. ~~It's pretty cool, really.~~ **The end.**

» And the moral of this **This One Feels Just Like Those Less Than Average Short Stories you Find in Cheap Anthologies Crappy Non Review** (TOFJLTLTASSyFiCACNR™) is: I might not have **luuuuurved** this story (my English isn't so good but I think the technical term for this is *under bloody shrimping statement*) but I'm **not giving up** on this series yet. ~~Because I'm a masochist.~~ Because this **world**. And because my **boyfriend**. (view spoiler).

🔪 **Book 1: The Emperor's Railroad** ★★★★★

[Pre-review nonsense]

My boyfriend Quinn on a boring adventure?! Nope nope nope, I won't stand for it!!

► **Full This Cannot Be This Will Not Do Crappy Non Review** (TCBTWNDCNR™) to come.

Ron says

“Don’t do anything foolish.” “I’m afraid I already have.”

Even better than the first of this series, *The Emperor’s Railroad*, even though this offering also features zombies (and ghouls). Haley is a gifted storyteller. As Quinn leads a band into the heart of a devastated Dreaming City, the reader discovers more about the history, biology, theology and dynamics of life in this post-apocalyptic world.

“Once you take death out of the equation, there isn’t much to be frightened of.”

The too-good-to-be-true quasi-hero Quinn returns, but his female opposite number is a richer, more complicated character. Other characters add depth. The plot is linear and the action almost non-stop. I gave back the star I subtracted for zombies in the first book ... because.

“All the evil I have seen in my life has been perpetrated by those acting in God’s name, not by God.”

Bridget Mckinney says

I didn’t hate Guy Haley’s first *Dreaming Cities* novella, *The Emperor’s Railroad*, though it wasn’t one of my favorite reads of the year so far. Nonetheless, I was intrigued enough to read this second installment of the series. *The Ghoul King* seemed to promise more action and a female character with something to do besides die for male character development, and I was hoping to see Haley dig a little deeper into some of the potentially very cool world building of his post-apocalyptic landscape. Sadly, I found myself disappointed on all counts with this book, and this is another series that I’m very unlikely to continue with.

Read the full review at [SF Bluestocking](#).
