

## Battle Mage An Epic Fantasy Adventure

Offered a choice by powers far greater than himself between returning home at great risk, or entering a world named Ethria where he might find another, supposedly safer, path home, Danial "Rayid" Tear will enter Ethria. A world that operates similar to the video games Danial has always enjoyed, Ethria is a place where power can be found in many forms, both light and dark, and whose true purpose is unknown even to most of its denizens. Taking the long way home, Danial will make another choice, to help a group of persecuted people whose story mirrors that of his pioneer ancestors. But in a time when Gods are changing, the people of every race suffer, the foundations of nations shift, and change and danger are in the very air, what can one under leveled, foreign wizard do? All the while at the roof of the world, at the base of the Sawtooth Mountains a darkness grows, a creature plots, and an ancient evil from the foundations of the world seeks to re-emerge onto Ethria."

For five hundred years the Gods have united the Three Lands in harmony. Now that balance has been shattered, and chaos threatens. A town burns and flames light the night sky. Hunted and alone, seventeen year old Eric flees through the wreckage. The mob grows closer, baying for the blood of their tormentor. Guilt weighs on his soul, but he cannot stop, cannot turn back. If he stops, they die. For two years he has carried this curse, bringing death and destruction wherever he goes. But now there is another searching for him - one who offers salvation. His name is Alastair and he knows the true nature of the curse. Magic.

Battle Mage Battle Mage Orbit

"It's like the Mandalorian fell into a bowl full battle-wizards all trying to kill each other off at the same time." - dragonfyre1 In a shattered world full of magic, one time-traveler has a job: steal a flying ship for mobster Al Capone. Nobody has told him about the mysteries that ship holds. Or that someone else is going to try to steal it first. Blackwell will lead his team on a last-chance mission into a deadly fallen city. Some of the team will be transformed. Some of them will go mad with power. Some of them will burn. And soon, Blackwell and his allies will be the only thing that stands between a deadly archmage and the very end of the world as they know it. Reader Comments: "You have never read anything like Edge of the Knife. I guarantee it." -John C. "This has to be the most imaginative science-fi/ fantasy I have seen in a very long time." -Dian L. Reaves "I hope it sells a lot of copies and writes another one." -HD-28 "I was hooked from the very beginning, and didn't want to put this book down" -D.Peters "I found myself racing through the pages" -Jeba "I just could not put down my Kindle until the end. I am ecstatic to have found this writer!" - Carey "If you're interested...in ancient cities full of strange beings...in city-sized ocean ships that float through air, in corpse roads, mage knives, ancient excavations, mysteries, novel cultures, and varied landscapes, I literally can't think of a book I can recommend as highly to you." -C Luc Reid The Edge of the Knife Trilogy consists of: The Blasted Wastes The Blackfeather Sea The Walking City's War Readers are cautioned: Strange aliens, deadly magic, time travel, and fast moving action are not for the faint of heart! Fear of magic may spark the next world war in the new fantasy series from Stephen Aryan, set in the same world as Battle Mage. Habreel believes eradicating magic is the only way to ensure lasting peace. He will do anything to achieve his goal, even if it means murdering every child born with magical ability. As a series of mysterious deaths place the seat of magical learning under suspicion, two students and one lawbringer must do everything they can to combat Habreel and his followers, before magic disappears from the world for good. The last thing I expected was to gain the spells of the woman in my bed. Hell, I didn't even know magic existed until I'd cast a spell that morning. Then a beautiful teacher from a magical academy told me I could become the universe's most powerful mage. To get there, I need to become stronger. I need to ace all my examinations. And, most of all, I need to master the most potent spells. But I have to start somewhere. This begins my first year at the Mazirian Academy.

Who will take up the mantle and slay the evil in the Frozen North, saving all from death and destruction? Not Kell Kressia, he's done his part... Kell Kressia is a legend, a celebrity, a hero. Aged just seventeen he set out on an epic quest with a band of wizened fighters to slay the Ice Lich and save the world, but only he returned victorious. The Lich was dead, the ice receded and the Five Kingdoms were safe. Ten years have passed Kell lives a quiet farmer's life, while stories about his heroism are told in every tavern across the length and breadth of the land. But now a new terror has arisen in the north. Beyond the frozen circle, north of the Frostrunner clans, something has taken up residence in the Lich's abandoned castle. And the ice is beginning to creep south once more. For the second time, Kell is called upon to take up his famous sword, Slayer, and battle the forces of darkness. But he has a terrible secret that nobody knows. He's not a hero - he was just lucky. Everyone puts their faith in Kell the Legend, but he's a coward who has no intention of risking his life for anyone...

Aram Raythe has the power to challenge the gods. He just doesn't know it yet. Aram thinks he's nothing but a misfit from a small fishing village in a dark corner of the world. As far as Aram knows, he has nothing, with hardly a possession to his name other than a desire to make friends and be accepted by those around him, which is something he's never known. But Aram is more. Much, much more. Unknown to him, Aram bears within him a gift so old and rare that many people would kill him for it, and there are others who would twist him to use for their own sinister purposes. These magics are so potent that Aram earns a place at an academy for warrior mages training to earn for themselves the greatest place of honor among the armies of men: dragon riders. Aram will have to fight for respect by becoming not just a dragon rider, but a Champion, the caliber of mage that hasn't existed in the world for hundreds of years. And the land needs a Champion. Because when a dark god out of ancient myth arises to threaten the world of magic, it is Aram the world will turn to in its hour of need.

A new fantasy masterpiece from Garth Nix, bestselling author of the Old Kingdom series. More than a century has passed since Liliath crept into the empty sarcophagus of Saint Marguerite, fleeing the Fall of Ystara. But she emerges from her magical sleep still beautiful, looking no more than nineteen, and once again renews her single-minded quest to be united with her lover, Palleniel, the archangel of Ystara. It's a seemingly impossible quest, but Liliath is one of the greatest practitioners of angelic magic to have ever lived, summoning angels and forcing them to do her bidding. Four young people hold her interest: Simeon, a studious doctor-in-training; Henri, a dedicated fortune hunter; Agnez, a glory-seeking musketeer; and Dorotea, icon-maker and scholar of angelic magic. The four feel a strange kinship from the moment they meet but do not suspect their importance. And none of them know just how Liliath plans to use them, as mere pawns in her plan, no matter the cost to everyone else. . . . Fans of Cassandra Clare, Holly Black, and Leigh Bardugo will fall in love with Angel Mage, a feminist fantasy that takes place in an alternate European world ruled by fearsome magic and deadly passions. \* PW Best Books 2019 \* Bank Street College of Education Best Children's Book of the Year (2020) \*

He holds the key to saving her kingdom... if she can find him again. As the princess in a turbulent land, Princess Loretta is no stranger to war and unrest. Recently returned to the palace after a vicious uprising, she longs to serve the country while struggling with an endless barrage of self-doubt. When a forbidden affair between an angel and her maid Rosalen ends with the angel and his army invading the city, Loretta soon stumbles upon the powerful mage Tremish. She feels a magical connection with him - but before she can even introduce herself, he disappears without even collecting his reward. Loretta has little time to grieve. With hostile forces brewing on the horizon and a palace full of people she's not sure she can trust, she'll need to use all of her wits if she wants to escape from this disastrous fate. But destiny might make her cross paths with Tremish again, and this mysterious mage could hold the key to helping her defeat the armies threatening her homeland and save her kingdom, or even the whole world... Follows her daring adventure, meets insurmountable obstacles, survives terrifying ordeals, and finds herself being a part of the most complex love dodecahedron of the century. If you love romantic fantasy imbued with exhilarating action, adventure, princesses, knights, dragons, mythical creatures and fantastical worlds, then you won't want to miss this book. Grab your copy today!

When using magic is punishable by death, what would you risk to save those you love? Tammuz has never left the sleepy fishing village of Aleesia and dreams of what lies beyond the lake. He grew up listening to the legends of King Riehner and the Battlemages and hearing stories of elves, dwarves, and magic. But all that changed a lifetime ago when Tzelder, a former Battlemage student, usurped Riehner and has ruled Iradell since. Now, under Tzelder's rule, magic is illegal, and using it is punishable by death. No one has seen an elf or dwarf in decades. Tamm feels trapped between the mountains and the lake, dreaming of adventure like in the stories he grew up hearing. With his sixteenth birthday fast approaching, he must make a choice; choose an apprenticeship like the rest of the young men his age or flee Aleesia in search of the adventure he's always desired. But when someone close to him is fatally wounded, Tamm discovers a magic that could save them, but it will put him at odds with the king. All the while, an ancient enemy is poised to return and threatens the town he always thought he wanted to leave. Will his limited knowledge of magic help him save those he loves, or will it get him killed? Can he survive the adventure he's always hoped to find? Through him, can the Battlemages be Reborn?

The final book in the epic fantasy trilogy that began with Battlemage -- expect fireball-filled battles, otherworldly enemies, and heroically powerful mages Voechenka is a city under siege. Decimated by the Battlemage War, its dead now walk the city at night, attacking survivors, calling their names and begging the living to join them beyond the grave. Tammy is a watchman sent to the city to investigate, so the ruling powers can decide whether to help Voechenka or leave it to its grisly fate. Zannah is a pariah in Voechenka -- making up for her people's war crimes by protecting refugees who fear her far more than they fear their unearthly attackers. Balfruss is a scholar, a traveler . . . and the infamous mage who single-handedly ended the war. No one else may enter or leave the city -- so if this ragtag group of survivors can't figure out what is going on, they'll live out their last few, short days within its walls. And night is coming on fast . . .

A New York Times Bestseller! A Publishers Weekly Bestseller! A year has passed since the Tournament. Fletcher and Ignatius have been locked away in Pelt's dungeons, but now they must face trial at the hands of the Inquisition, a powerful institution controlled by those who would delight in Fletcher's downfall. The trial is haunted by ghosts from the past with shocking revelations about Fletcher's origins, but he has little time to dwell on them; the graduating students of Vocans are to be sent deep into the orc jungles to complete a dangerous mission for the king and his council. If they fail, the orcish armies will rise to power beyond anything the Empire has ever seen. With loyal friends Othello and Sylva by his side, Fletcher must battle his way to the heart of Orcdom and save Hominum from destruction . . . or die trying, in this sequel to *The Novice* by Taran Matharu.

His mother was one of the most powerful wizards in the Nurian Empire until she abandoned her people to become a notorious pirate. That choice doomed the family she left behind to a life of disgrace. Yanko White Fox doesn't remember his mother, but as the only gifted child in the family, he is expected to erase the mark she left on them all. With an affinity for earth magic and communicating with animals, he's not the most natural candidate to become a warrior mage, but it's the only sure route back into the Great Chief's good graces. He has resigned himself to training for that destiny, whether it matches his passions or not. Long before he's ready for his first battle, insurrection comes to his distant corner of the empire. Rebels take over the salt mine his family manages and slay the only relative who ever supported Yanko. On the heels of the tragedy, a courier brings a message from the Great Chief's son. Whether he is prepared or not, Yanko must undertake a quest, one that could save millions of lives... or fail utterly, leaving him dead, his family forgotten, and his people the victims of starvation and endless war. *Warrior Mage* is the first novel in the now complete *Chains of Honor* epic fantasy series.

Set in a time before *The Novice*, *Summoner: Origins* is the perfect introduction to the world of the Summoner, and gives you a sneak peek into the action and adventure. Continue the excitement in the series prequel, *The Outcast*. Arcturus is just an orphaned stableboy when he discovers he has the ability to summon demons from another world. He is sent to Vocans Military Academy where the lost arts of summoning, spellcraft and demonology are taught to the noble children of the Empire. As the first commoner gifted with this ability, his discovery challenges the nobility and the powers that be. At the Academy, Arcturus quickly makes enemies. With no one but his demon Sacharissa by his side, Arcturus must prove himself as a worthy Summoner...

*The Goblin Invasion Is On...* ...and a wizard's work is never done! After facing a hopeless siege, an implacable foe and an impossible escape, you would think that Minalan the Spellmonger would be able to rest -- but the armies of the undead goblin shaman Sheruel (known as the Dead God to his human victims) are rolling over the western reaches of the rustic Duchy of Alshar and is headed toward the heart of the Duchy of Castal. Thousands are fleeing for their lives as hordes of goblins pour out of Boval Vale and devastate the rugged fiefs of the Alshari Wilderlands. And the super-charged shamans of the Dead God are making defending the realm almost impossible for the outnumbered Alshari country knights. While the two Dukes play feudal politics to further their own ends, the only people who seem to care about the invasion are Minalan and his outlaw warmagi friends -- and they're busy dodging agents of the sinister Royal Censorate of Magic. But if someone doesn't organize an army in northern Alshar soon, then there will be nothing to stop the armies of the divinely-powerful Dead God from conquering all five Duchies in his genocidal quest for vengeance. But things are just not that simple: he has to cope with a sexy young Shadowmage assassin who works for a mysterious spymaster, a cocky new manservant, a dysfunctional group of suddenly-powerful warmagi, the Censor General, and a bunch of whiny nobles before the Dukes will grant him the troops and money he will need -- and the Dukes have plans of their own. If Minalan the Spellmonger can't lobby the courts of Alshar and Castal to work together -- and quickly -- the hordes of the Dead God will sweep over the frontiers of both states. Worse, the mysterious Umbra veil he has erected around Boval Vale may come to imperil all Five Duchies. Minalan would rather just go home and let the Dukes handle it, but his conscience won't let him. Someone has to stop the Dead God . . . and that someone happens to be him. Beyond politics and plots, goblins and trolls, mercenaries and magic, the Soulless and the shamans, Censors and secret orders, for Minalan there is only the thought that his child is to be born in a world with such dangers, and that is something he cannot permit. It is time for the Spellmonger to pick up his mageblade, grab his witchstone, summon his allies, and go to war again . . . as a Warmage!

The people of Perizzi have survived the battlemage war, but their future is looking darker than ever. BYRNE is a member of the Watch, investigating a series of murders in which the corpse was drained entirely of life. FRAY's expertise with magic is needed to catch the killer, but working with the Watch destroyed his father, years before. CHOSS is a champion fighter, trying to diffuse a war in the underworld that threatens to turn the streets red with rivers of blood. KATJA is a spy from a foreign land, attempting to prevent a massacre that will topple two dynasties and destroy the fragile peace in the city for ever. Watchmen and spies, assassins and criminals will clash on the streets in this magic-fuelled adventure from the author of *Battlemage*.

A cutting-edge starship and a pint-sized black cat; these are the weapons of a War Mage. The Elif, an elf-like race, came from the stars thirty years ago; their ships filling our skies. Unlike all the movies had taught us, they really did come in peace. They brought technology we had only dreamed possible, but more importantly, they brought us magic to make it all work. Now they need something in return. Twins, Sara and Cora Sonders, are newly minted Captains in the United Human Confederation's Fleet, but their first assignment may be pushing them just a little too hard. The Elif are desperate for the newest ship in Humanity's fleet, the UHS Raven, to succeed. But the experimental systems on the Raven may be too much for the twins to handle. It's clear there is a lot more happening than their benefactors are letting on, and now it's



up to Sara and Cora to find the answers before humanity is wiped out completely.

The Emaneska Series is now available as one complete ebook box set. Read all 4 books of this Norse-inspired epic fantasy series back to back, and follow the saga of the powerful yet troubled battle-mage, Farden, as he embarks on a brutal journey to protect his wild and frozen world. Welcome to Emaneska. ——— PRAISE FOR THE EMANESKA SERIES "?????. Galley's imagination is a truly beautiful thing. The plot here is rich and intricate, and the characters are a delight... I believe Mr Galley may well be one to watch." – Fantasy Bytes "If you love fantasy, action, intrigue, magic and all that goes with it then you need to read these books." – The Book Geek "?????. Galley is not yet as good an author as Gemmell but the thing that I find exciting is that I honestly think that he could be." – Fantasy Book Review "There are certain twists that will surprise the reader by genuinely coming out of the left field." – Fantasy Book Critic ——— ABOUT THE SERIES The Emaneska Series follows the Written Mage Farden as he battles to save war-torn Emaneska from ancient demons set on vengeance. Unimaginable monsters, betrayal, and his own deep flaws stand in Farden's way, but with the help of the lost gods and a stubborn fire that refuses to die, Farden will fight save Emaneska from its dark fate. The question is: will he succeed? The Emaneska Series Box Set contains: - The Written - Pale Kings - Dead Stars - Part One - Dead Stars - Part Two Packed with magic, dragons, mystery and brutal battles across a vast world, The Emaneska Series is an epic fantasy saga not to be missed. With almost 1000 ????? reviews across stores, The Emaneska Series box set is a hard-hitting dose of heroic fantasy and sword and sorcery that is perfect for fans of George R. R. Martin, Joe Abercrombie, David Gemmell, or Robin Hobb. ——— ABOUT THE STORY A spellbook has gone missing from the libraries of Arfell – an extremely powerful summoning manual from the time of dark elves and demons. Five scholars are dead, the magick council is running out of time and options, and the Arka is once again on the brink of war with the Siren dragon-riders. It falls to Farden the Written Mage to keep the world from falling into abject chaos. Entangled in a web of lies and politics, Farden must recover the spellbook before an ancient enemy rises, even if it means fighting his way across frozen Emaneska and back. In his quest for answers, Farden will unearth a secret that not only threatens the foundations of his being, but endangers the survival of all Emaneska. Magic, death, and the deepest of betrayals await. Welcome to Emaneska. ——— MORE BOOKS BY BEN GALLEY (Available in ebook, paperback and audio) Emaneska Series – The Written – Pale Kings – Dead Stars - Part One – Dead Stars - Part Two – No Fairytale Scarlet Star Trilogy – Bloodrush – Bloodmoon – Bloodfeud Chasing Graves Trilogy – Chasing Graves – Grim Solace – Breaking Chaos Standalones – The Heart of Stone – Shards Keywords: fantasy, epic fantasy, epic, dark fantasy, dark, nordic, norse, viking, mythology, myth, mythological creatures, dragons, magic, mages, wizards, witches, fantasy box set, fantasy bundle, box set, bundle, ben galley, fantasy author, emaneska series

"An anthology exploring the complex mythologies of the Golden State"--Cover.

Harry Potter meets The Terminator in this action-packed adventure about a young man who discovers that everything he believed about his world is a lie. The year is 2120. The humans are dead. The mages have retreated from the world after a madman blew up civilization with weaponized magical technology. Safe within domes that protect them from the nuclear wasteland on the other side, the mages have spent the last century putting their lives back together. Nikolai is obsessed with artifacts from twentieth-century human life: mage-crafted replica Chuck Taylors on his feet, Schwarzenegger posters on his walls, Beatlemania still alive and well in his head. But he's also tasked with a higher calling—to maintain the Veils that protect mage-kind from the hazards of the wastes beyond. As a cadet in the Mage King's army, Nik has finally found what he always wanted—a purpose. But when confronted by one of his former instructors gone rogue, Nik tumbles into a dark secret. The humans weren't nuked into oblivion—they're still alive. Not only that, outside the domes a war rages between the last enclaves of free humans and vast machine intelligences. Outside the dome, unprepared and on the run, Nik finds Jem. Jem is a Runner for the Human Resistance. A ballerina-turned-soldier by the circumstances of war, Jem is more than just a human—her cybernetic enhancement mods make her faster, smarter, and are the only things that give her a fighting chance against the artificial beings bent on humanity's eradication. Now Nik faces an impossible decision: side with the mages and let humanity die out? Or stand with Jem and the humans—and risk endangering everything he knows and loves?

The epic conclusion to the New York Times–bestselling Summoner trilogy, by Taran Matharu! Fletcher and his friends fight for survival in the ether, where they pursue a mortally dangerous quest to rebuild their world and broker peace. Even as hatred threatens to turn friend into foe in The Battlemage, Fletcher must lead a small army of soldiers into battle to protect his ancestral homeland, and face his biggest challenge yet: his nemesis, the albino orc, Khan, who seeks to destroy everything Fletcher holds dear.

Originally published in 1968, Ursula K. Le Guin's A Wizard of Earthsea marks the first of the six now beloved Earthsea titles. Ged was the greatest sorcerer in Earthsea, but in his youth he was the reckless Sparrowhawk. In his hunger for power and knowledge, he tampered with long-held secrets and loosed a terrible shadow upon the world. This is the tumultuous tale of his testing, how he mastered the mighty words of power, tamed an ancient dragon, and crossed death's threshold to restore the balance. This ebook includes a sample chapter of THE TOMBS OF ATUAN.

For centuries, wizard kings have ruled the world from their elite sky cities, battling each other to add to their wealth and power, while using normal human beings as pawns. Those without magic struggle to feed their families and live in constant fear of bringing down the wrath of their tyrannical masters. Something must change. But great heroes have tried and failed. Rebellions have been quashed, villages enslaved, and warriors executed. Who is left to fight? In the shadow of an active volcano, a small band of downtrodden soldiers and bookish archaeologists hope to find an ancient portal that allows travel to other worlds. Somewhere out there are the allies they need to win the war against their oppressors. Maybe they can even find the dragons that are believed to have built the ancient portals. With such powerful allies, they could finally end the wizards' corrupt rule and bring freedom and prosperity to all of humanity. But our heroes are not the

only ones who hunt for the portal, and the wizard rulers will do whatever it takes to keep their power?

"I can command storms, summon fire and unmake stone," Balfruss growled. "It's dangerous to meddle with things you don't understand." Balfruss is a battlemage, sworn to fight and die for a country that fears and despises his kind. Vargus is a common soldier -- while mages shoot lightning from the walls of the city, he's down in the front lines getting blood on his blade. Talandra is a princess and spymaster, but the war may force her to risk everything and make the greatest sacrifice of all. Magic and mayhem collide in this explosive epic fantasy from a major new talent.

What if you could guarantee life after death? Denton Wade is Dying. And Cyberternal Industries has the answer. An answer he isn't willing to accept: life everlasting in a game world of fantasy, swords, and magic. EndWorld Everlasting. A man-made afterlife. It goes against everything he's always believed in. But there might still be hope. And hope is a very dangerous thing. Far below their headquarters in Dallas, Texas, Cyberternal has been working on a secret medical program. A program made available to Denton though his personal, if not complicated, connection to an Assistant Vice President at the powerful company. After agreeing to undergo the procedure, Denton finds himself awakening to a strange, new world... A world he never wanted. Second Chance is the first book in the series: A Battlemage Reborn, and is a GameLit Fantasy Adventure with soft LitRPG elements set in the digital world of EndWorld Everlasting.

Those with power never understand the terror they inspire... After a fierce battle, Sophia finds herself stranded with her mortal enemy in the wild world of Alfheim. In a world where the position of its two suns and moons drastically warps the environment, Sophia must find a way to adapt to her surroundings while dragging along the dangerous outlaw magician that has eluded her for years. With violent anarchists, dangerous wildlife, and a lightning spewing dragon on their heels, Sophia must make an impossible decision if she is to survive the wondrous world where magic is born.

Fifteen-year-old Ryiah enrolls at her realm's most notorious war school for those with magic. But there's a catch--only fifteen will be apprenticed. Competition is fierce and she trusts no one, especially the arrogant Prince Darren... Will she survive, or will her dream go down in flames?

War has erupted in the Banished Lands as the race for power intensifies. Corban flees his homeland searching for peace, but he soon discovers that there is no haven in the west as the agents of Rhin and roaming bands of giants hound his every step. Veradis leaves the battleground and rushes to his King's side. But he has witnessed both combat and betrayal and his duty weighs heavily upon him. Maquin seeks only revenge, but pirate slavers and the brutal world of pit-fighting stand in his way. Nathair becomes embroiled in the wars of the west as Queen Rhin marches against King Owain. The need to find the cauldron of the giants drives him on. Sides are chosen and oaths will be fulfilled or broken in a land where hell has broken loose.

WHAT PEOPLE ARE SAYING ABOUT FIRST AND ONLY I wasn't sure what to expect from the cover or the blurb but I couldn't put it down until I finished it --- LB A truly fantastic book, you simply won't want, nor be able to put it down until you have the answers --- Linda I found myself leaning further towards my laptop screen the further into the book I got --- Janieritson I didn't want to put it down, but at the same time, I really didn't want it to end --- Manchester Anne DESCRIPTION Do you believe in psychics? What if there really was someone who could see into the future, read people's thoughts and move things with their mind? What kind of person would they be and how would they reveal themselves to the world? Psimon is just such a man, a real and genuine psychic. But Psimon has a problem. In five days time he is going to die at the hands of a serial killer known only as Lucifer. His only hope is to enlist the services of former SAS soldier, Steve Brennus, a man whose family life and business have just collapsed in ruins. Psimon knows he is going to die. He has seen it. But could a former SAS soldier have the strength to overcome the visions of the world's first psychic? With a small cast of engaging characters, blistering pace and a beautifully drawn villain, FIRST AND ONLY is a great thriller and an impressive debut novel. From the intensity of the first scene to the dramatic and satisfying climax the story pauses just enough for readers to catch their breath. Do not take this book to bed if you fancy an early night. You have been warned.

An original epic fantasy novella by Stephen Aryan focusing on a fan-favourite character from Battlemage: the gruff and mysterious warrior know as Vargus.

In the first age of Andeira, men and dragons brought together the two halves of the elemental magic of the world to create a union through which their magic, and the world, could support and renew itself. When war broke out, that union was destroyed - deliberately severed by the ancient mages in a desperate attempt to stop their enemies. They knew the price of their actions: the dragons would disappear from Andeira until such time as it would be safe for them to return, stripping the world of half the elemental magic it needed to survive. What the mages did not realise was that their enemies would survive the severing of the bond, threatening the prophecy created by the dragons to ensure their return in a later age. Three thousand years on, the world is slowly dying, and the dragons have been forgotten by all but a few. This is the story of one man's search across their ancient homeland, and his desperate bid to fulfil the prophecy and bring the dragons back into the world.

The land is in turmoil. Mages are hunted by men and gods alike. Even their own kind betray each other in the name of safety and protection. With their last refuge fallen, two young mages must conspire against a god to show the world that their abilities aren't a curse; they are the only way to ensure lasting peace. Under the threat of anti-magic fanatics, Wren struggles to find her place as a leader and to keep her people safe as they build a new home. While Danoph searches for answers on a spiritual journey, determined to find out who he really is and where he came from in an effort to calm the coming storm. Their world has turned against them, yet only they can save the world.

The secret to their future lies in the past. War rages on, stretching the Army of Merceria to the breaking point. Even with Norland armies marching in the north, their capital proves the tougher challenge, leaving Gerald no choice but to split his army. Meanwhile, devastated by the loss of its king, Weldwyn desperately struggles to marshal enough forces to repel the inevitable invasion from their greatest rival. Seizing the opportunity, the Twelve Clans flood across the border, confident that this time they will fulfill their destiny. Now, as conflict sweeps across the lands, the Dark Queen finally unleashes her ruthless fury. Can the youngest kingdom defeat humanity's oldest foe? Join Anna and Gerald as they struggle to save the kingdom they have spent so many years building as the Heir to the Crown series continues in Book Nine, War of the Crown. Prepare to engage in battle as you unsheathe War of the Crown. New to the series? Meet Gerald Matheson, the steadfast warrior in Servant of the Crown, Heir to the Crown: Book One, available in eBook, Audiobook, and Paperback. What readers are saying about Paul J Bennett's books: ????? - "Fantastic Fantasy" ????? - "Fabulously written, loved it." ????? - "Another excellent book series!!" ????? - "Wow! Best book I've read in a LONG time!" ????? - "Thoroughly absorbing, exciting and mystical" ????? - "If you like fantasy fiction, then this is a must-read!" ????? - "This story gripped me and kept me turning the pages." ????? - "Action, Intrigue, Adventure, Romance and some twists!" ????? - "I love the book, had me on edge and could not put it down!" ????? - "The most amazing adventure with a strong magical influence." ????? - "The characters you love in the books come to life in such a fabulous way" ????? - "The tale flows effortlessly along, blending action, adventure and heartwarming scenes." ????? - "It's really difficult to stop reading these books. Looking forward to more books from this author." Other Books by Paul J Bennett: Heir to the Crown Series: Battle at the River - Prequel



Servant of the Crown Sword of the Crown Mercerian Tales: Stories of the Past Heart of the Crown Shadow of the Crown  
Mercerian Tales: The Call of Magic Fate of the Crown Burden of the Crown Mercerian Tales: The Making of a Man Defender of the  
Crown Fury of the Crown Mercerian Tales: Honour Thy Ancestors War of the Crown Triumph of the Crown The Frozen Flame  
Series: The Awakening/Into the Fire - Prequels Ashes Embers Flames Inferno Frost Power Ascending Series: Tempered Steel -  
Prequel Temple Knight Warrior Knight Temple Captain Warrior Lord The Chronicles of Cyric: Into the Maelstrom - Prequel A  
Midwinter Murder The Beast of Brunhausen

A must read for fans of high fantasy epics, this sword and sorcery high adventure series will be your new favorite fantasy read. The Corruption Has Seeped Through The army of the dead has begun to rally from their recent defeat, slaughtering the nomads of the out-regions. Reza, the saren knight responsible for the arisen lord's recent defeat, struggles with Nomad, her cursed companion, drawing her and her friends thin and to their wits end in helping him to resist the call of darkness welling up deep within him. Met with indolence from the region's leaders, they are left to make strange connections and allies to help in defending their home state from impending doom. The dead are within the Southern Sands borders, and few have prepared for the imminent tides of war. Lords of the Sands is the second book in a high fantasy trilogy that has deep roots in dark magic, Lovecraftian horror, and the occult. It's an epic fantasy fiction novel that will leave you wanting more from the vibrant cast of characters you'll grow to love.

Minalan gave up a promising career as a professional warmage to live the quiet life of a village spellmonger in the remote mountain valley of Boval. It was a peaceful, beautiful little fief, far from the dangerous feudal petty squabbles of the Five Duchies, on the world of Callidore. There were cows. Lots of cows. And cheese. For six months things went well: he found a quaint little shop, befriended the local lord, the village folk loved him, he found a sharp young apprentice to help out, and best yet, he met a comely young widow with the prettiest eyes . . . Then one night Minalan is forced to pick up his mageblade again to defend his adopted home from the vanguard of an army of goblins - gurvani, they call themselves - bent on a genocidal crusade against all mankind. And that was the good news. The bad news was that their shamans were armed with more magical power than has been seen since the days of the ancient Imperial Magocracy - and their leader, a mysterious, vengeful force of hate and dark magic, is headed directly to Boval Vale, along with a massive invading army of gurvani. The good people of Boval and their spellmonger have only one choice: to hole up in the over-sized Boval Castle and hope they can endure a siege against hundreds of thousands of goblins. When the people look to him for hope, Minalan does his best, but the odds are depressing: there are multitudes of goblins, and they want Boval Vale as a staging ground for a vengeful invasion of the whole Five Duchies. Add to his troubles a jealous rival mage, a motley band of mercenaries, a delusional liege lord who insists victory is at hand despite the hordes at his door, a dour castellan, a moody, pregnant girlfriend and a catty ex-girlfriend who specializes in sex magic - all trapped in a stinking, besieged castle with no hope of rescue, and you'll understand why Minalan is willing to take his chances with the goblins. All that stands between the gurvani horde and the people of the Five Duchies is one tired, overwhelmed baker's son who wanted nothing more than to be a simple village spellmonger!

Betrayal, treachery and strife. A universe at war. The Unraveling has begun. Rovann, a loyal mage, and Maegwin, a priestess of Sho-La have one chance to end the war that is tearing their world apart. In a desperate gamble, they set out on a quest to find the lair of the Songmaker and the key to saving the Seven Realms. But beset by enemies on all sides, they're not sure who to trust—least of all each other. Meanwhile, in the kingdom of Amaury, King William desperately tries to halt an army bent on sacking the capital. But how do you kill an army that is already dead? And in the center of this web waits the Songmaker, a shadowy figure whose final plans may hold the key to the salvation or destruction of creation itself. And so the second instalment of this epic tale of darkness and redemption begins. The King's Mage is the second book of a fantasy series in the spirit of epics such as A Song of Ice and Fire and The Wheel of Time. Step into a world of warring mages, fantastical creatures, and heroes who have the courage to stand against the darkness. If you love Game of Thrones, The Wheel of Time or The Sword of Truth, you'll love this epic tale of darkness and redemption. Scroll up and grab your copy today! fantasy, epic fantasy, fantasy ebook, fantasy novel, fantasy series, high fantasy, sword and sorcery, wizard, magic, mage

?THE SEQUEL TO CHANGELING "With Samuel R. Delany and Harlan Ellison, [Roger Zelazny was] a leading and representative figure of the American new wave sf that urged a shift of emphasis from the external world of the hard sciences to the internal worlds explorable through disciplines like psychology, sociology, linguistics, and the like." —THE SCIENCE FICTION

ENCYCLOPEDIA The people had long suffered under Det Morson's power . . . lived in terror of his dragons and other minions. When, at last, the wizard Mor joined the fight, Det and his infamous Rondoval castle were destroyed. But the victory was not complete, for the conquerors found a baby amidst the rubble: Det's son, Pol. Unwilling to kill the child, Mor took him to a world where the ways of magic were considered mere legends—a world called Earth. But the laws of symmetry demanded that Mor take a baby from the other world to replace young Pol Detson, and that child would also remain ignorant of his rightful heritage. As the child—Mark Marakson, born Daniel Chain—matured, he displayed a gift for making mechanical gadgets that soon gave way to a variety of unnatural devices that frightened his neighbors . . . On Earth, Pol Detson grew to become Daniel Chain, a nightclub guitarist possessing mental energies he doesn't understand. But those mental abilities will soon determine his fate in a terrifying clash of power . . . on a world which, as yet, he knows nothing about.

Edin is an abomination, a mage in a world that wants to kill them and now, the last line of defense against the rising threat of the dematians. The first battle has taken place and Edin formed a tenuous alliance with the humans and the Por Fen monks to fight off the attack giving a victory to mankind. But religious dogma and the reality of the demon threat strains the alliance and Edin is forced to go his own path. One that leads him down the path of the ancient Prophecy of the Legend of the Ecta Mastrino. As Edin follows the path, he becomes aware that it is not only the dematians that are coming back to the world of man, but something much worse. Pick up The Echoes of Destiny, book five of the Legend of Ecta Mastrino, today and enjoy the thrilling fantasy adventure that people are calling a "high adventure you cannot but love."

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