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*High Mage The
Spellmonger Series Book
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HORTON RAMOS

Space Viking Spellmonger: Legacy and Secrets

Thoughtfully imaginative and action-packed, Steeplejack is New York Times bestselling A. J. Hartley's YA debut set in a 19th-century South African fantasy world "A richly realized world, an intensely likable character, and a mystery to die for." — Cory Doctorow, New York Times-

bestselling author Seventeen-year-old Anglet Sutonga lives and works as a steeplejack in Bar-Selehm, a sprawling city known for its great towers, spires, and smokestacks – and even greater social disparities across race and class. Ang's world is turned upside-down when her new apprentice Berrit is murdered the same night that the city's landmark jewel is stolen. Her search for answers behind his death exposes unrest in the streets and powerful enemies. But she also finds help from unexpected friends: a kindhearted savannah herder, a politician's haughty

sister, and a savvy newspaper girl. As troubles mount in Bar-Selehm, Ang must discover the truth behind both murder and theft soon – or else watch the city descend into chaos. YALSA Best Fiction for Young Adults Selection Kirkus Reviews Best Teen Book Booklist Top Ten YA in Science Fiction, Fantasy and Horror At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Disciple of War Createspace Independent Publishing Platform
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!

A Restless Truth Edward W. Robertson Vanyel has been born with near-legendary abilities that, if left untrained, may prove a menace not only to Vanyel but to others as well. So he is sent to his aunt, Savil, one of the fame Herald-Mages of Valdemar. Soon he will become the focus of frightening forces and raw magic. And by the time Savil seeks the assistance of a Shin'a'in Adept, Vanyel's wild talent may have already grown beyond anyone's ability to contain, placing Valdemar in desperate peril.

Master Artificer St. Martin's Griffin Amidst the darkest days of antiquity, mankind discovers a new kind of hero: a necromancer born of gods and men. For thousands of years, mankind warred without magic. Peculiar abilities were buried in history along with the storied paladins and the mysterious dark elves who rarely ventured into human towns. That all changes at the end of the Tranquility Era, when a young man named Ashton accidentally raises his murdered best friend Clayton from the grave. Because of his mistake, Ashton becomes the focus of manhunts, armies, and the

King's judgement, but Ashton is not the biggest problem in the Kingdom of Surdel. The golden age of man is coming to a close and enemies surround the civilized world. Lulled into a false sense of security by isolation and pervasive peace, human lords hatch petty schemes to weaken their rivals and gain favor with the throne. Meanwhile, an ancient darkness stirs beneath the Great Northern Mountains and the orcish hordes grow restless just beyond the Southern Peaks. Out of the chaos at the end of the Tranquility Era, a new breed of hero arrives to forge an age of sorcery and mayhem. And into this chaos comes the Necromancer! This epic fantasy sword and sorcery series includes: The People's Necromancer The Dark Paladin The Red Poet The Queen's Consort The Blood Chief The Holy One For fans of these books: Pawn of Prophecy Guardians of the West Game of Thrones The Mallorean The Belgariad The Elenium Shannara Chronicles Sword of Shannara Elfstones of Shannara For fans of these authors: David Eddings George R R Martin JRR Tolkien Roger Zelazny David Dalglish Daniel Arenson Brandon Sanderson Morgan Rice Sarah J. Maas Lindsay

Buroker Anne McCaffrey Robert Jordan Neal Stephenson Michael J. Sullivan Search terms: epic fantasy, sword and sorcery, demons, gods, adult series, adult fantasy series, adult epic fantasy series, dragons, witches, sorcerer, sorceress, goddess, mythology, epic sagas, magic, complex fantasy, layered fantasy, necromancer, assassins, multiverse, prophecy, fate, world builder, dragon series, elf series, magic series

The Vale Lindsay Buroker
Opposites Attack! When the Magelord Minalan the Spellmonger's two apprentices, Tyndal and Rondal, were knighted after the battle of Timberwatch, they were dubbed Knights Magi: a new class of nobility for distinguished High Magi. Designed to combine the pursuit of arcane knowledge with the noble aspirations of chivalry, it elevated them above common warmage . . . in theory. The problem was they had no idea how to be a Knight Mage . . . because no one had ever been one before. And as a couple of half-trained rustic apprentices from the Mindens they did not feel up to the task or the high ideals of their title. But Master Minalan the Spellmonger decided to cure

that ignorance. He arranges for Tyndal and Rondal to be tutored and trained together in their new vocation, learning the arts of magic, the craft of warfare and the subtleties of chivalry from the finest masters in the kingdom. If they didn't kill each other, first. The two young spellmonger's apprentices from the Minden mountain domain of Boval Vale have much in common: both had their homes destroyed, they were both sent into exile by the goblin invasion, and they both serve the same master. Yet they could not be more different. Rondal is quiet, bookish, and introspective, dedicated to the disciplines of academic magic and anticipating a future of study, service, and, perhaps, romance. Tyndal is bold and brash: an extroverted over-achiever with dreams of glory, gold, and girls. Fate, circumstance, and the whims of the gods have forced them together, but the raw emotions of adolescence and the trauma of war put them at each others' throats with depressing frequency. Master Minalan can't have that, especially not in his fragile new domain with another baby on the way . . . so he sends them on the road. Jealousy, anxiety, passion and frustration

conspire to make them rivals - but if they don't figure out a way to learn to work together, and quickly, then their stubborn feud could end up affecting the fate of the entire war. Along the way they pick up some enemies, gain a few allies, master a few new skills, and attempt to learn the laws of love. But as they stumble through their lessons and learn to master their tempers they discover that the strongest bonds between men are forged by the most difficult of trials. For after they become proficient at magic, war, and errantry they are put to the test in the field, the most difficult of circumstances . . . a mission where the strength of their friendship and the quality of their honor may be what defines them best as Knights Magi!

The Black Dragon Good Press

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!

Knights Magi Mage Errant

Minalan's Summer Vacation! What does the most powerful wizard in the world do after the war is over? Despite the hordes of goblins still ready to ravage human lands, King Rard has signed a treaty with them, so Minalan is forbidden from taking advantage of their weakened state. Most would take a well-deserved rest over the summer . . . but Minalan and his household are busy repaying a favor owed to the tribal Kasari for their help in the war, and the Spellmonger pays his debts. So Minalan spends his summer sneaking two thousand Kasari children through

enemy lines, goblin territory, hostile Wilderlords, and through some of the roughest territory in the Five Duchies toward salvation. But the Spellmonger soon learns that not even the help of a goddess is going to be sufficient to contend with the realities of the quest. Despite his best efforts and some of the most advanced magic seen since the Magocracy, the march attracts enemies . . . and far too many friends. For when the desperate refugees of the war-torn Alshari Wilderlands see the well-fed legions of Kasari march by, they cannot help but follow, even if they have no idea of the destination. Any life is better than the hopeless existence they've lived avoiding starvation and the goblins' stewpot. And the promise of hope the great march of the Spellmonger's children offers is just too good to pass up. Security and the promise of a brighter future lie just on the other side of the border with the duchy of Castal. The problem is that the Duke of Castal, Prince Tavard, who is also Minalan's titular overlord, is dead-set against a single Alshari refugee crossing his frontier - and he's assembled a small army to stop any from doing so. With

political pressure high and the very gods maneuvering behind the scenes, it's going to take some clever magic, some inspired legal maneuvering, and some serious effort to pull off this miracle . . . but that's the kind of job the Spellmonger does in *Journeymage!*

Hawklady Createspace Independent Publishing Platform

The greatest military leader of his time. The most talented code breaker her people have. Sworn enemies. When deadly secrets from the ancient past are unearthed, secrets capable of fracturing the world and destroying all life on the planet, these two enemies will have to work together. They are humanity's only hope. The *Forgotten Ages* series is recommended for fans of epic fantasy, action-adventure, mystery, and romance. This bundle includes: *Encrypted* (novel) *Enigma* (short story) *Decrypted* (novel) Bonus extras with the author

Death's Angels Tordotcom

The ancient magic of wizards was anything but dark. It was the enlightenment that lifted humanity from the squalor of superstition, and the worship of fell spirits and capricious gods, but those days are

gone. The shining glory of the sorcerers burned away the subtlety of wisdom, replacing it with easy power, held only in the hands of the elite—a new age built upon the elemental supremacy of aristocrats and the ignorance of the masses. But this will change, for the greatest power comes with knowledge, and the deeper teachings of wizardry have not been utterly lost. The last wizard of the old tradition still survives in solitude, nursing tired grudges and waiting for death. His passing might have gone unnoticed, but for the imposition of a youth too stubborn to accept his refusal to take an apprentice. With a new student comes new hope, and that hope has caused old powers to stir again. That the world will change is inevitable, but the shape of the future is anything but certain.

Magelord Michael Manning

A thousand years ago, on the world of Claire-Agon, a war raged between men and dragons. When an expedition of elite warriors goes missing in the fetid Kero Swamp, Olivia Moross, Priestess of Astor and daughter of the regional prefect, is caught in the conflict between her divine holy order, the sinister Kesh wizards, and

the nobles of the ruling class of Ulatha. Seeking the fate of the lost expedition, and struggling to learn what might exist in the desolate Kero Swamp, Olivia finds herself battling human, beastly and supernatural forces. With the help of her father's nobles, and an unexpected Ranger of the Arnen, she must not only save her town, but also remain true to her beliefs in the pursuit of the truth. Olivia soon discovers that in the world of Claire-Agon, when dealing with a Black Dragon, sometimes dead is better.

Battlemage Zumaya Publications LLC
Two men who hate each other. One impossible mission. A legend in the making. Hadrian Blackwater, a warrior with nothing to fight for, is paired with Royce Melborn, a thieving assassin with nothing to lose. Hired by an old wizard, they must steal a treasure that no one can reach. The Crown Tower is the impregnable remains of the grandest fortress ever built and home to the realm's most prized possessions. But it isn't gold or jewels that the wizard is after, and if he can just keep them from killing each other, they just might succeed.

Godsdoom Tor Teen

At fifteen, Chance Fortunato has seen more evil than most people ever will. Indentured by his father to the demon count Dulka, he's been taught dark magick and forced to do his Infernal master's dirty work for eight years. But now Chance has figured out a way to defeat his master and free himself. His new life with his mother and sister is far from easy, and freedom has its own perils. Normal life is hard enough, but even in a mundane looking high school, there are paranormal threats from both sides of the mystical fence. When his new mentor is murdered, Chance knows he is the only one who can track the killer down. To bring his mentor's killer to justice, Chance will have to fight evil on its own terms, and discover if that makes him a hero...or a monster.

The Sword of Shannara CreateSpace
Rock Star! Things were starting to look up for Magelord Minalan the Spellmonger - the magic mountain in his domain not only made him a wealthy man and the most powerful mage in history, it also produced a lode of magical gemstones with unique properties - properties the Alka Alon, the masters of magic on Callidore, are fascinated by. When Minalan gets his

chance to trade some of his magic rocks for ironite, he finds himself in a position to raise hundreds more magi with the stones . . . making them High Magi. But as valuable as that bargain is for prosecuting the war with the Dead God and his sinister armies, such power comes with a hefty price. Every new High Mage Minalan raises presents potential new problems. The Magelords have inspired fear in their neighbors. The warmagi invent deadly new spells. The lower orders of magi are getting restless. The mage-led Sevendor Town wants a new charter. King Rard and the royal court are pressuring the nascent Arcane Orders politically. Some magi are crossing the Penumbra and taking stones from the goblins, as well as taking their service. And some are just starting to get a little crazy. It makes a nice, normal little raid on his lands seem refreshing in its simplicity. In trying to balance the needs of the war with the needs of a well-ordered Order, Minalan finds himself making compromises, cutting deals, and bargaining what power he has in a high-stakes game where Chaos seems to be the only player who knows the rules. The temptations of his position and the power

he wields are great, but so, he discovers, are the responsibilities. But when his patience seems nearly exhausted and his alliances seem ready to crumble, a massive army emerges from the shadowy realms and strikes south, forcing the High Magi to rally around the Spellmonger in defense of the kingdom. As the genocidal goblin army marches toward the once-prosperous cottonlands of Gilmora, Minalan and his High Magi must defend a single bridge against them at all costs. And they are ready to. But the plans of magi count little when the powerful and subtle mind of the Dead God opposes them. For when the die is cast and the first blow is struck, it becomes clear that nothing is as Minalan had foreseen. As disaster looms for the humani kingdom and even the Alka Alon are threatened, only a desperate appeal to divinity, a dangerously risky adventure and a little classy enchantment offer any hope against calamity. For the day has come when all that stands between ruin and survival is the bravery and cunning of the Spellmonger and his High Magi!

[The Demon's Apprentice Del Rey](#)
First in the bestselling Dragon Prince

series, explore a lush epic fantasy world replete with winged beasts, power games of magical treachery, and a realm of princedoms hovering on the brink of war • “Marvelous!”—Anne McCaffrey When Rohan became the new prince of the Desert, ruler of the kingdom granted to his family for as long as the Long Sands spewed fire, he took the crown with two goals in mind. First and foremost, he sought to bring permanent peace to his world of divided princedoms. And, in a land where dragon-slaying was a proof of manhood, Rohan was the sole champion of the dragons, fighting desperately to preserve the last remaining lords of the sky and with them a secret which might be the salvation of his people.... Sioned, the Sunrunner witch who was fated by Fire to be Rohan’s bride, had mastered the magic of sunlight and moonglow, catching hints of a yet to be formed pattern which could irrevocably affect the destinies of Sunrunners and ordinary mortals alike. Yet caught in the machinations of the Lady of Goddess Keep, and of Prince Rohan and his sworn enemy, the treacherously cunning High Prince, could Sioned alter this crucial pattern to protect her lord from

the menace of a war that threatened to set the land ablaze?

Cursor's Fury Orbit

Thousands of years after the war of the ancients, a single bastion of human life survives - The Vale. And at its core the magnificent city of Troi. Here the mana flows from the great power station, bringing light and life to all. It is a beacon of hope in a sick and dying world. But all is not as it appears. Even as the Order of High Mages seeks to cure the land, sinister forces move to gain absolute control over The Vale and its citizens. Drake Sharazi, disgraced Royal Guard turned bounty hunter, has been exiled from Troi to the surrounding provinces, where resources are limited and starvation is commonplace. It is in this squalor and poverty he believes he shall spend his remaining days. But after years of labor and suffering, he has been given the chance to go home; to return to the life he has longed for since the moment he left his beloved city. But he quickly discovers that the life he desires is built on a foundation of lies. Now he must choose between what is right and what is easy. But what is right could cost more than he

is willing to pay. And to save his home, he might have to destroy it...and all he has ever loved.

The Last Herald-Mage (A Valdemar Omnibus) Orbit

Jim Butcher, the #1 New York Times bestselling author of the Dresden Files and the Codex Alera novels, conjures up a new series set in a fantastic world of noble families, steam-powered technology, and magic-wielding warriors... Since time immemorial, the Spires have sheltered humanity. Within their halls, the ruling aristocratic houses develop scientific marvels, foster trade alliances, and maintain fleets of airships to keep the peace. Captain Grimm commands the merchant ship Predator. Loyal to Spire Albion, he has taken their side in the cold war with Spire Aurora, disrupting the enemy's shipping lines by attacking their cargo vessels. But when the Predator is damaged in combat, Grimm joins a team of Albion agents on a vital mission in exchange for fully restoring his ship. And as Grimm undertakes this task, he learns that the conflict between the Spires is merely a premonition of things to come. Humanity's ancient enemy, silent for more

than ten thousand years, has begun to stir once more. And death will follow in its wake...

Spellmonger Titan Books

The Sword of Shannara is the first volume of the classic series that has become one of the most popular fantasy tales of all time. Long ago, the wars of the ancient Evil ruined the world. In peaceful Shady Vale, half-elfin Shea Ohmsford knows little of such troubles. But the supposedly dead Warlock Lord is plotting to destroy everything in his wake. The sole weapon against this Power of Darkness is the Sword of Shannara, which can be used only by a true heir of Shannara. On Shea, last of the bloodline, rests the hope of all the races. Thus begins the enthralling Shannara epic, a spellbinding tale of adventure, magic, and myth . . . BONUS: This edition contains an excerpt from Terry Brooks's *The Measure of the Magic*. *The DAO of Magic* Orbit
Now, get the eBook for free with a physical copy to celebrate the release of book 2!. I'm Drew Liam, a cultivator, a human being capable of crushing mountains and rerouting rivers with a flick of my fingers. But seriously though, I'm sitting on a

mountain so far away from civilisation it might as well be the godforsaken arse of the world and these control freaks still won't leave me alone. I'm about to ascend and can't wait to leave this crapfest of a planet. Turns out, the powers-that-be decided that an unaffiliated rogue like me is too big of a risk to let run around free. So they sent all the sect-, organisation- and churchmasters, hidden Dao protectors and other bigshots my way to kill me. This failed, obviously. I managed to ascend in a glorious shower of divine power and ascend, after which someone else managed to bitch slap me to another dimension altogether, unfortunately. Long story short, I just woke up in a valley watching some critters murder each other while trying not to freak out about how bad it smells here. Soo... where the fuck am I? Why is that deer fighting a feathery squirrel? Why am I teaching this baby rabbit saved from a cannibalistic mother how to kick beings in the face with the power of qi? Fuck it, let's just kidnap some clueless kids and teach them the wonders of the supernatural power called qi, alright? Why not have them call me 'Teach' in the meantime? I secretly do

enjoy causing pain in the name of education, after all. Come join Drew as he adventures across a rather primitive medieval, low magical fantasy planet while trying to regain his status as a cultivator who spits in the face of the heavens and the earth.

Warmage Createspace Independent Publishing Platform

Ildiko has always known her only worth to the royal family lay in a strategic marriage. Resigned to her fate, she is horrified to learn that her intended groom

isn't just a foreign aristocrat but the younger prince of a people neither familiar nor human. Bound to her new husband, Ildiko will leave behind all she's known to embrace a man shrouded in darkness but with a soul forged by light. Two people brought together by the trappings of duty and politics will discover they are destined for each other, even as the powers of a hostile kingdom scheme to tear them apart.

Death and Night Warner Books (NY)
"Space Viking" by H. Beam Piper.

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