

Battle Mage (An Epic Fantasy Adventure)

"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.

The story of Kell Kressia continues in Book II of the gripping fantasy duology. Kell, two time saviour of the Five Kingdoms, is now the King of Algany. He has fame, power, respect, and has never been more miserable... Bound, by duty and responsibility, Kell is King only in name. Trapped in a loveless marriage, he leaves affairs of state to his wife, Sigrid. When his old friend, Willow, turns up asking him to go on a journey to her homeland he can't wait to leave. The Malice, a malevolent poison that alters everything it infects, runs rampant across Willow's homeland. Desperate to find a cure her cousin, Ravvi, is willing to try a dark ritual which could damn her people forever. Journeying to a distant land, Kell and his companions must stop Ravvi

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before it's too late. While Kell is away Reverend Mother Britak's plans come to a head. Queen Sigrid must find a way to protect her family and her nation, but against such a ruthless opponent, something has to give...

Magic is the only weapon against the gods in the powerful final novel of this epic fantasy trilogy about battlemages and sorcerers in a world that fears their powers. A plague rages in the streets of Perizzi. City guards rally to deal with riots while the young magicians of the Tower pool their healing powers to find a cure. Elsewhere, new alliances are formed to stem the rising darkness strengthening a deity who feeds on pestilence and decay. Gods, Sorcerers and Battlemages must set aside the past and their vendettas to work together or risk unleashing greater suffering than they can possibly imagine... For more from Stephen Aryan, check out: The Age of Dread Mageborn Magefall Magebane Age of

Darkness Battlemage Bloodmage Chaosmage

In a near future world marked by apocalyptic religious strife, Thorn St. Croix, a powerful neomage living secretly among humankind, channels her gift of stone-magery into jewelry making, until a handsome police officer, Thaddeus Bartholomew, comes into her life, changing everything. Reprint.

Genesis

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Rise of the Mages

Battle Mage

Eye of Truth

Dragon Mage

Warrior Mage (Chains of Honor, Book 1)

Fear of magic may spark the next world war in the new fantasy series from Stephen Aryan, set in the same world as Battlemage. 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 epic conclusion to the New York Times­bestselling 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. Aram Raythe has the power to challenge the gods. He just doesn't know it yet. Aram

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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 brand new trilogy from Philip C. Quintrell, author of *The Terran Cycle*. *The Echoes of Fate*, a prophesy uttered unto the world a thousand years ago, cannot be denied...Mankind has lorded over the land of Illian for a thousand years, enjoying what was left to them by the elves, as if it were their birthright. A thousand years is a long time for an immortal race to see the error of their ways and realise a truth that has remained unsaid for a millennia - elves are superior! They are faster, stronger and connected to the magical world in a way that man could never grasp. Illian is their birthright. The six kingdoms of

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man are fractured, unallied and always clawing at each other's doors for more power. War is coming... Thrown into the heart of this war is an Outlander of the wilds, an assassin, a ranger. Asher was born a thousand years ago, but he doesn't remember. Forty years of brutal training and killing for money has beaten the earliest years of his life away, leaving his ties to the oldest of evils a mystery to all.

The Dark Legacy of Shannara

Soul Forge

First and Only

The Bander Adventures: Books 4-6

Chaosmage

Bloodmage

A follow-up to *The Wards of Faerie* places the fate of an innocent young girl in the hands of protectors who embark on a dangerous quest to protect a once-peaceful world from dangerous creatures imprisoned behind an eroding magical barrier. By the best-selling author of *Running with the Demon*. (This book was listed in a previous issue of *Forecast*.) 75,000 first printing.

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

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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.

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

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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!

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.

Battlemage

Creation Mage

The Songmaker #2

The Princess and the Forest Mage

Summoner: Origins

Bloodring

An epic story of a forgotten hero. Scorned by an ungrateful kingdom, unfairly blaming him for the demise of their beloved Queen, Silurian Mintaka decides he can't fight for his kingdom anymore. To re-enter the hostile fray of his peers would probably end up with him killing them all. An old man reaches through his darkness, convincing him the people's need outweighs his loathing of them. Befriending a few eccentric characters along the way, Silurian faces a whirlwind of drastic choices, that once made, may lead to the deaths of those he is entrusted to protect. Embarking upon the greatest journey of their lives, they travel the uncharted waters of the Niad Ocean; not across, but beneath, on a fool's errand to recover the lost enchantment of his fabled blade.

Scott Drakeford's epic fantasy debut, Rise of the Mages combines gripping, personal vengeance with compelling characters for an action packed first book in a trilogy. Emrael Ire wants nothing more than to test to be a weapons master. His final exam will be a bloody insurrection, staged by corrupt nobles and priests, that enslaves his brother. With the aid of his War Master tutor, herself an undercover mage, Emrael discovers his own latent and powerful talents. To rescue his brother, Emrael must embrace not only his abilities as a warrior but also his place as last of the ancient Mage Kings—for the Fallen God has returned. And he is hungry. At the Publisher's request, this title is being sold

without Digital Rights Management Software (DRM) applied.

"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 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!

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 . . .

Summoner, Book Three

Rise of the Ranger (Echoes of Fate: Book 1)

Book One of The Legends of the First Empire

The Emaneska Series Box Set - Epic Fantasy Bundle

Overworld (the Dragon Mage Book 1)

Book I of the Quest for Heroes

They came by night. We couldn't stop them. Io burned. It is the 107th year of the Fourth Age. Our conquerors, the Demonic Dominion, have solidified their rule over our

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homeland. The Humans are in shackles. The Elves are in exile. And we, Io's proud Majiski battle-mages, are standing at extinction's edge. The mighty Grey Wall has sealed us all inside the Demons' cruelty...and after a hundred long years, the world beyond is all but forgotten. The Genshwin are all that remain of the Majiski: just a few hundred survivors sequestered in an underground fortress—masters of shadow and steel. In secret, they work against the Dominion. But how much can three hundred Majiski really expect to accomplish? Especially when their Patriarch is keeping more secrets than the Demons themselves. Racath Thanjel is the best the Genshwin have to offer. He's young, fast, strong, and brilliant...and constantly at odds with his Patriarch's rules of discretion. But something's changed. Soon, Racath finds himself swept up into a spider web of conspiracies, lost knowledge, and the prophetic pages of ancient scripture. And now, all his hopes depend upon a girl with golden hair, an aging Majiski warrior, and a sword wrought by God Himself...

Battle MageBattlemageOrbit

He's the Black Mage and she's the traitor to the Crown. Ryiah's world was shattered the night she discovered King Blayne's nefarious plans. Now, she has to betray the one she loves most in order to save the realm from war. Torn between love and duty, Ry finds herself on a perilous mission to help the rebels and convince the kingdom of Pythus not to honor its pact with the corrupt king of Jerar--all the while deceiving the most powerful mage in the realm, the very man sworn to protect the Crown and hunt

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the rebels at all costs: her husband. She's one step ahead, but sooner or later the curtain will fall. Sooner or later, she'll have to fight. Witness the epic conclusion of The Black Mage series, and see just how far one girl will go to save her kingdom and the boy she loves--even when that boy has become the enemy.

“It reads like Snow Crash had a dance-off with Gideon the Ninth, in a world where language isn't a virus from outer space, it's a goddamn alien invasion.” –Charles Stross

In modern day Los Angeles, a shadowy faction led by the Governor of California develops the arcane art of combat linguistics, planting the seeds of a future totalitarian empire in Scotto Moore's Battle of the Linguist Mages. Isobel is the Queen of the medieval rave-themed VR game Sparkle Dungeon. Her prowess in the game makes her an ideal candidate to learn the secrets of "power morphemes"—unnaturally dense units of meaning that warp perception when skilfully pronounced. But Isobel's reputation makes her the target of a strange resistance movement led by spellcasting anarchists, who may be the only thing stopping the cabal from toppling California over the edge of a terrible transformation, with forty million lives at stake. Time is short for Isobel to level up and choose a side—because the cabal has attracted much bigger and weirder enemies than the anarchist resistance, emerging from dark and vicious dimensions of reality and heading straight for planet Earth! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Age of Myth

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A Post-Apocalyptic Epic Fantasy

Attrition

The Battlemage

Magebane

Magefall

After ten years at war, Jev Dharrow looks forward to hanging up his sword, relaxing with a cool mug of ale, and forgetting that the love of his life married another man while he was gone. But when his ship sails into port, a beautiful woman wearing the garb of an inquisitor from one of the religious orders waits to arrest him. His crime? He's accused of stealing an ancient artifact with the power to start another war. Jev would gladly hand over the artifact to stop more suffering, but he has no idea where it is or even what it looks like. The inquisitor woman definitely has the wrong person. Inquisitor Zenia Cham grew up with nothing, but she has distinguished herself as one of the most capable law enforcers in the city, and she's next in line to become archmage of the temple. All she has to do is find the Eye of Truth, and her superiors are certain that Jev has it. He tries to charm her with his twinkling eyes and easy smile, but she's not letting any man get between her and her dreams. Especially not a thief. If Jev can't convince Zenia they're on the same side, find the artifact, and clear his name, his homecoming will turn into a jail sentence. Or worse. Who will take up the mantle and slay the evil in the Frozen North, saving all from

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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...

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

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magicians 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.

A magic apocalypse. Refugees from Earth. A new world. Elves, orcs, and dragons! Portals from Overworld have appeared on Earth, and beings intent on conscripting humanity into the mysterious Trials have invaded. Earth is doomed. Humanity has been exiled. Can Jamie save mankind? Jamie Sinclair, a young man with unique gifts, must find a way for his family and friends to survive Earth's destruction and build a new home in Overworld. The Trials is not a game. Will Jamie survive its challenges? Join Jamie as he struggles through the brutal Trials while wrestling with his new magics and Overworld's game-like dynamics. A fantasy post-apocalyptic survival story of one man's journey to save humanity.

The Battlemage Trilogy: Book 1

The Warrior

Mageborn

A Romance Epic Fantasy Adventure Novel

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The Coward

From Brian McClellan, author of The Powder Mage trilogy, comes the first novel in the Glass Immortals series, *In the Shadow of Lightning*, an epic fantasy where magic is a finite resource—and it's running out. "Excellent worldbuilding and a truly epic narrative combine into Brian's finest work to date. Heartily recommended to anyone who wants a new favorite fantasy series to read."—Brandon Sanderson

Demir Grappo is an outcast—he fled a life of wealth and power, abandoning his responsibilities as a general, a governor, and a son. Now he will live out his days as a grifter, rootless, and alone. But when his mother is brutally murdered, Demir must return from exile to claim his seat at the head of the family and uncover the truth that got her killed: the very power that keeps civilization turning, godglass, is running out. Now, Demir must find allies, old friends and rivals alike, confront the powerful guild-families who are only interested in making the most of the scraps left at the table and uncover the invisible hand that threatens the Empire. A war is coming, a war unlike any other. And Demir and his ragtag group of outcasts are the only thing that stands in the way of the end of life as the world knows it. "Powerful rival families, murderous conspiracies, epic battles, larger-than-life characters, and magic."—Fonda Lee, author of *The Green Bone Saga*

"Engaging, fast-paced and epic."—James Islington, author of *In The*

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Shadow of What Was Lost "Clever, fun, and by turns beautifully bloody, In the Shadow of Lightning hits like a bolt through a stained glass window."—Megan E. O'Keefe, author of Chaos Vector At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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

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

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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

An Epic Fantasy Series

Edge of the Knife (Volumes 1-3)

The King's Mage

Battle of the Linguist Mages

Mage Against the Machine

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The Age of Dread

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.

Introducing Bander--an iconic new fantasy hero whose brawling adventures pit him against battle mages, assassins, thugs, and a dark cabal intent on unleashing chaos upon the Empire. Bander's appearance is deceiving. Judging from his hulking, battle-scarred body, you might think he was a merely brawling warrior, or even a gladiator. He stands nearly seven feet tall and weighs as much as a stag. But beneath the brawn is a keen mind that never stops solving mysteries. Both have served him well during his long career as the Imperial Investigator in the capital city of Rundlun. But now Bander is retired -- and spends his days wandering the countryside, hoping to enjoy the peace and quiet. But it doesn't quite work out that way. In fact, wherever Bander goes, he finds trouble or trouble finds him. But if there's one man who can stand up to trouble--of any kind, it's

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Bander. "A medieval Jack Reacher? Sign me up!" --bestselling author Mark Dawson Award-winning author Randy Nargi has entertained thousands with his Bander adventures. If you like your epic fantasy brutal and complex, with a richly-detailed world and a strong sense of history--plus gripping action, wonderous magic, and diabolical political machinations--you'll love the Bander Adventures. Two full length novels and one novella are included in this box set: Revenge of the Battle Mage, The Temple of Fate, and The River's Bane. Download today. What Amazon readers are saying: ★★★★★ "Bander and his cohorts inhabit a vividly imagined, thoughtfully constructed and thoroughly believable world, full of wonders that delight the reader and make you yearn for more. I relish every opportunity I get to visit Bander's world, and I highly recommend this book." ★★★★★ "I think Randy Nargi must have been channeling Jack Reacher in a swords and sorcery fantasy world context... This is a killer of a great book. Full of action, mystery, thrills, unexpected twists and turns and a star who is really fun." ★★★★★ "Reads like a good movie runs, with a fast pace that kept me turning pages until there were none left." ★★★★★ "Nothing is exactly as it appears. The book reads well and is complex enough to be worthwhile reading over again." ★★★★★ "Great characters and a storyline with enough twists and turns to keep you hooked 'til the end." ★★★★★ "Nice long read and interesting story line. Deep characters and Bander is quite a guy! Didn't see the end coming the way it did!" ★★★★★ "The right touch of mystery and surprises in every corner that makes this story spectacular from start to finish!" ★★★★★ "So unique and well done. A great adventure! Will be reading all of Bander's adventures. As an avid reader I want to give a big thanks to the author Randy Nargi for

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telling such a marvelous tale." ★★★★★ "I have to say, fast fun and thoroughly enjoyable! Fans of investigative novels as well fantasy will both be engaged. I'm a fan of Jack Reacher and is have to say I've found the fantasy equivalent. Tally hoe and on to the next mystery."

A boy grows to manhood while attempting to subdue the evil he unleashed on the world as an apprentice to the Master Wizard.

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

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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.

Of Gods and Men

Silver Mage

Mage's Blood

Stormwielder

A Fantasy Post-Apocalyptic Story

In the Shadow of Lightning

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 mines, his family manages to 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.

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One of fantasy's finest next-generation storytellers continues to break new ground. Michael J. Sullivan's trailblazing career began with the breakout success of his Riyria series: full-bodied, spellbinding fantasy adventures whose imaginative scope and sympathetic characters won a devoted readership and comparisons to fantasy masters Brandon Sanderson, Scott Lynch, and J.R.R. Tolkien himself. Now *Age of Myth* inaugurates an original five-book series. Since time immemorial, humans have worshipped the gods they call Fhrey, truly a race apart: invincible in battle, masters of magic, and seemingly immortal. But when a god falls to a human blade, the balance of power between humans and those they thought were gods changes forever. Now only a few stand between humankind and annihilation: Raithe, reluctant to embrace his destiny as the God Killer; Suri, a young seer burdened by signs of impending doom; and Persephone, who must overcome personal tragedy to lead her people. The *Age of Myth* is over. The time of rebellion has begun. Magic, fantasy, and mythology collide in Michael J. Sullivan's *Legends of the First Empire* series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR

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. 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

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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 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 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 plotting 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 always hoped to find? Through him, can the Battlemages be Reborn?

Reborn

Quest for Heroes, Book II

Last Stand

A Wizard of Earthsea

War Mage: Book One

Bloodfire Quest

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...

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?

David Hair is the award-winning writer of two young adult

fiction series, The Aotearoa and The Return of Ravana (based on the Vedic epic The Ramayana). Mage's Blood, the first volume of a series called The Moontide Quartet, is Hair's first work of adult fantasy. In a starred review of Mage's Blood, Publisher's Weekly said, "This multilayered beginning to the Moontide Quartet plunges readers into a taut network of intrigue and mystery that tightens with each chapter. Hair portrays a stark and beautiful world breaking apart, with both good and evil characters desperate to reshape it through magic, war, and treachery. This strong debut should draw in fantasy readers of all stripes." Most of the time the Moontide Bridge lies deep below the sea, but every twelve years the tides sink and the bridge is revealed, its gates open for trade. The Magi are hell-bent on ruling this new world, and for the last two Moontides they have led armies across the bridge on "crusades of conquest." Now, the third Moontide is almost here, and this time the people of the East are ready for a fight... but it is three seemingly ordinary people that will decide the fate of the world.

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***
The First Act of Penance