
High Mage The Spellmonger Series

Book 5

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*High Mage The
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Haiden Precious

A Tolkien Treasury Xist Publishing
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.

The Mage (Foxcraft, Book 3) Edward W. Robertson

In this first book of the Seven Citadels saga, Prince Kerish sets out to find the mythical savior who can save the Galkian Empire from destruction. Watch for *The Children Of The Wild*, coming in September.

The Twerp Generation Michael Manning

War looms on the horizon but Selene's training as a wizard must begin, even though her age makes success nearly unattainable. Will searches for a solution, but their only hope may be a dangerous bargain with the king. The fate of two nations lies on Will's shoulders and the future is paved with violence. With few options, he needs the aid of uncertain allies and dubious friends. Traitors lurk among them, and soon he will be forced to choose who to trust—and who to sacrifice. For a terrible power has arrived in Darrow, and the price of victory will be paid in blood.

Disciple of War Mage Errant

From the World of Spellmonger...

Blessed Darkness Conceal Her! Born into a mysterious family, Gatina always knew there was something special about those

around her. But when the Duke and Duchess of Alshar-close friends of her family-are brutally assassinated, her idyllic countryside life is upended by secrets emerging from the shadows. The family she knew proved to be more than mere Alshari Coastlords and occasional magi, as she once believed. For centuries, her ancient and distinguished House has been secretly both Shadowmagi and highly skilled thieves. With a devious Count seeking to capitalize on the assassination, the future stability and peace of Alshar hinges on Gatina learning both arts. Slavery and piracy loom malevolently in the distance as the Count allies himself with a merciless criminal organization to seize power. Gatina's House has vowed to stand against the rising tide of

wickedness-no matter how hopeless the task may seem. Working in secret beneath the tutelage of an enigmatic and mysterious master, Gatina finds herself disguised as a street orphan. She runs the filthy gutters of Falas as she puts her training into practice amid the dismal reality of its most destitute neighborhoods. Brutal thugs, violent riots, cunning soldiers, and the constant threat of discovery by the Count and his allies, all put Gatina's life at risk as she struggles in secret against the rising tyrant. For as the blessed Darkness conceals her movements by night, she and the Brotherhood engage in a clandestine struggle, something much more deadly than mere... SHADOWPLAY!
The March North Createspace
Independent Publishing Platform

Surrounded by raging fire, Beloved travels through eternity in a crystal chariot. Beloved's heart is transformed by Master Potter, the Bridegroom King. Battlemage Astra Publishing House 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. Guns of the Dawn HarperCollins Australia Dante Galand is young. Penniless. Alone. But devoted to learning the dark magic

of his world. His quest will take him from the city gutters to a foreign land of sorcerers. To a war for independence. And finally, to another war—this time, for his people's very survival. A USA Today bestselling series, THE CYCLE OF ARAWN is a complete trilogy of 1600 pages—more than half a million words of strife, civil war, friendships made and broken, and one man's obsession to become the greatest sorcerer since the days of the gods.

High Mage Createspace Independent Publishing Platform

Robyn really wants to help. She tries to help her father but is not allowed. When she learns the secret of the forest, she finds a new friend to help. Based on the new film, WOLFWALKERS, this beginning reader is a fun way to practice sight

words. Each page features images from the film paired with simple sentences for young readers. A pronunciation guide and word list enhance the educational value. About WOLFWALKERS: In a time of superstition and magic, a young apprentice hunter, Robyn Goodfellowe, journeys to Ireland with her father to wipe out the last wolf pack. While exploring the forbidden lands outside the city walls, Robyn befriends a free-spirited girl, Mebh, a member of a mysterious tribe rumored to have the ability to transform into wolves by night. As they search for Mebh's missing mother, Robyn uncovers a secret that draws her further into the enchanted world of the WOLFWALKERS and risks turning into the very thing her father is tasked to destroy.

Space Viking Titan Books

Egalitarian heroic fantasy. Presumptive female agency, battle-sheep, and bad, bad odds.

Hawklady Createspace Independent Publishing Platform

Set in an alternate nineteenth century, muskets and magic are weapons to be feared in the first “spectacular epic” (Fantasy Book Critic) in Django Wexler’s Shadow Campaigns series. Captain Marcus d’Ivoire, commander of one of the Vordanai empire’s colonial garrisons, was serving out his days in a sleepy, remote outpost—until a rebellion left him in charge of a demoralized force clinging to a small fortress at the edge of the desert. To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a ranker in the Vordanai

Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must lead her men into battle against impossible odds. Their fate depends on Colonel Janus bet Vhalnich. Under his command, Marcus and Winter feel the tide turning and their allegiance being tested. For Janus's ambitions extend beyond the battlefield and into the realm of the supernatural—a realm with the power to reshape the known world and change the lives of everyone in its path.

She Will Help 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!

The DAO of Magic Zumaya Publications
LLC

Minalan gave up a promising career as a professional wargame 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!

The Taken (Foxcraft, Book 1) BEYOND BOOKS HUB

The final book in a thrilling fantasy trilogy starring one of the animal kingdom's most hunted heroes. Foxcraft

is full of excitement and heart, and a touch of magic Isla has arrived at the frigid Snowlands to find her lost brother, Pirie. The tundra is a harsh place -- and the wolves who live within its icy kingdoms are harsher still -- but Isla's flair for the mysterious arts of foxcraft has grown tremendously. The young fox is on a mission of grave importance. A cruel and powerful fox known as the Mage is using his own mastery of foxcraft to summon an ancient threat. If he succeeds, then more than just Pirie's life will be at stake. But Isla discovers the once-proud wolves are broken and wary. Their king is weak, struck by a peculiar madness, and a rival kingdom threatens their borders. If Isla can't find help amongst the wolves, then the whole world will burn.

Steeplejack Penguin

For J. R. R. Tolkien lovers everywhere, here's an innovative book celebrating The Hobbit and Lord of the Rings through poems, stories, songs, and dozens of illustrations. Included are critical essays by such esteemed writers as W. H. Auden and Edmund Wilson, who explore Tolkien's imaginative world. From paintings and drawings to crossword puzzles and recipes, this is an enchanting tribute to one of the most beloved storytellers of the 20th century. More J. R. R. Tolkien titles

The Thousand Names Macmillan

The Wizard's Council of Tarador was supposed to tell young Koren Bladewell that he is a wizard. They were supposed to tell everyone that he is not a jinx, that all the bad things that happen around

him are because he can't control the power inside him, power he doesn't know about. The people of his village, even his parents, are afraid of him, afraid he is cursed. That he is a dangerous, evil jinx. The Wizard's Council didn't tell young Koren, because they know what is best for him. Even after their silent deception destroys his life. Crown Princess Ariana Trehayme will become queen of Tarador on her sixteenth birthday, if her weak, indecisive mother the Regent hasn't allowed their ancient enemy to conquer Tarador before then. Ariana wants her royal army to strike at the enemy, but her mother knows what is best for her, and the realm. Together, Ariana and Koren can save Tarador, if the adults, who know best, will get out of their way.

Hawkmaiden Orbit

Fantasy. The saga of Imaer Quaeryt, commander in the forces of Lord Bhayar, reaches a new climax as the great struggle to unify the continent of Lydar enters its final phase. Only the land of Khel remains uncommitted to Bhayar's rule. Awaiting emissaries to arrive with news of Khel's decision, other weighty matters occupy Bhayar. But before the dream of an Imaer Academy may be realized, or Khel's decision known, treason and confrontation with military leaders threaten all that Quaeryt has worked for

Warmage Simon and Schuster

Owen Deathstalker, last of the infamous warrior Clan, always considered himself more of a writer than a fighter, preferring his history books to making

any actual history with a sword. But books won't protect him from Her Imperial Majesty Lionstone XIV, who just Outlawed and condemned Owen to death, without any explanation, reason, or warning. No wonder she's called the Iron Bitch. Now, on the run from Imperial starcruisers, shady mercenaries, and just about everyone else in the Empire, Owen's options are limited. Though the name Deathstalker still commands respect in certain quarters, out on the Rim, Owen is lucky he can cobble together a makeshift team of castoffs, including an ex-pirate, a cyborg, and a bounty hunter. But allies won't be enough to save him. If he's to live, Owen can either run forever...or take down the corrupt Empire. To do that, he'll need the fabled Darkvoid Device—an artifact

dating back to the first Deathstalker and perhaps the only weapon powerful enough to help this ragtag rebellion win. The time has come for Owen to finally embrace his Deathstalker heritage...and all the blood and death that go along with it. Deathstalker is the first book in New York Times bestselling author Simon R. Green's beloved space opera series.

Journeymage Independently Published
Guns of the Dawn is a pacey, gripping fantasy of war and magic, from Arthur C. Clarke Award-winning author, Adrian Tchaikovsky. 'One of the best books I've ever read' – Peter Newman, author of *The Vagrant*
 The first casualty of war is truth . . . First, Denland's revolutionaries assassinated their king, launching a wave of bloodshed after generations of

peace. Next they clashed with Lascanne, their royalist neighbour, pitching war-machines against warlocks in a fiercely fought conflict. Genteel Emily Marshwic watched as the hostilities stole her family's young men. But then came the call for yet more Lascanne soldiers in a ravaged kingdom with none left to give. Emily must join the ranks of conscripted women and march toward the front lines. With barely enough training to hold a musket, Emily braves the savage reality of warfare. But she begins to doubt her country's cause, and those doubts become critical. For her choices will determine her own future and that of two nations locked in battle. 'An engrossing story, beautifully told' – SFX
 'Moving, gripping and wonderfully paced' – The Bookbag

Master Potter and the Mountain of Fire Tor Teen

The first book in a thrilling fantasy trilogy starring one of the animal kingdom's most hunted heroes. Foxcraft is full of excitement and heart, and a touch of magic. Isla and her brother are two young foxes living just outside the lands of the furless -- humans. The life of a fox is filled with dangers, but Isla has begun to learn mysterious skills meant to help her survive. Then the unthinkable happens. Returning to her den, Isla finds it set ablaze and surrounded by strange foxes, and her family is nowhere in sight. Forced to flee, she escapes into the cold, gray world of the furless. Now Isla must navigate this bewildering and deadly terrain, all while being hunted by a ruthless enemy. In order to survive, she

will need to master the ancient arts of her kind -- magical gifts of cunning known only to foxes. She must unravel the secrets of foxcraft.

Magelord Independently Published 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!

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