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*In a time of five great races, humankind is having trouble peacefully coexisting with the lizard people that live among them. As a result, the Siritahk have learned to be wary and fearful of humans—even as an evil dwarf seeks the downfall of all races. After stealing the crown of power from a dwarven god and imprisoning him, Galiock is happily creating havoc and war across the land. Aluk, a Siritahk lizard, is immersed in a brave battle with humans when he suddenly stumbles upon his most bitter enemy lying motionless in the grass. Hours later, after the injured human awakens, Aluk learns he is Tolnac, a member of the glacier people. After he decides*

to help Tol rather than kill him, the two embark on a journey to find water and heal the human's wounds. But it is not long before Aluk discovers that Tol is destined to fulfill a chosen prophecy by uniting the races and overthrowing Galiock—and he is the one who must help him do it. In this fantasy adventure, two creatures from vastly different races must band together in order to defeat a mighty dwarf determined to destroy the only world they have ever known. Innocence and terror meet in a fast paced evocation of a time far in the future. Set among momentous happenings, Robert Chalmers catches a society on the brink of a new age. In an age far ahead in time, two young people from very different walks of life find themselves thrown together in a battle to save the world from darkness. The Lord of Darkness is stirring and the forces of light are awakened. The two are inextricably linked when they forge a pact to fight together for the good of all. As the young friends grow and mature a new role emerges for each, as they gather forces about themselves ahead of the storm. 'Every separate voice is perfectly judged, reverberating in the mind's ear and leaving a tense echo as the battle looms' The world is not what you think. Beneath skyscrapers' leering gargoyles, factories belching smoke and streets packed

with the human throng lurk things we are not meant to see. Creatures dwell in the shadows and hidden places. They watch you, stalk you and prey upon your body and soul. The life you lead is a lie. Your darkest fears aren't make-believe. They're real. And now that you have glimpsed this world of darkness, there's no place to hide. The Storytelling System Rulebook is a stand-alone game for the World of Darkness, and is meant for use with Vampire: The Requiem, Werewolf: The Forsaken and Mage: The Awakening. The barrier that has kept evil out of Gaia for a thousand years is beginning to crack. Gaias loving creator, Andros, decreed a thousand years ago that music is the cord that ties humans to the elemental powers of Gaia, granting all who believe in him access to his power and assistance. As evil creatures lurk in the shadows and wait to attack the innocent, a beautiful young woman feels her seemingly inaccessible power growing within her without any idea that she is about to realize her purpose. After Karis path crosses with that of a handsome sailor, she must learn to listen to the voice in her heart in order to utilize her power to heal an ancient barrier. She soon realizes trust will not come easy as she has been misled her entire life. As epic battles erupt and everyone seems to conspire against

her desires, Kari must find a way to accept her power, trust her loved ones, and save Gaiabefore it is too late. In this inspirational fantasy novel, a young woman must rise above her challenges and accept her destiny to rescue her beloved land from evil creatures. Inspired by the award-winning game, here is a spellbinding tale of intrigue, mystery, and betrayal among warlords, mages, and revolutionaries that sweeps from battlefield to throne room. . . . MAGE KNIGHT: REBEL THUNDER Atlantis—a floating city five hundred feet in the air—is suspended by the force of the magical Magestone. But its power comes at a price. The precious gems must be strip-mined from the earth by human and Dwarven slaves under the ruthless command of Atlantean overseers. Sarah Ythlim, head of the Black Powder Rebels, is a woman with only one thing on her mind: the destruction of the Atlantean Empire. In secret, she plots with her cohorts to introduce a new weapon to the fight: gunpowder. Blaize is an elite Guardsman who lives to serve the Atlantean government. When his superiors discover that a rebel group plans to attack the empire, Blaize is ordered to act as a spy. But during his covert assignment, Blaize discovers that the lines between good and evil are often blurred. Now he must decide where his allegiances lie. . . .

. [WIZKIDS LOGO] WWW.MAGEKNIGHT.COM Includes an exciting new Mage Knight game scenario Hundreds of years before the great Mage War, a land lies, unknowing, on the edge of catastrophe... Barl is young and impulsive, but she has a power within that calls to her. In her city, however, only those of noble blood and with the right connections learn the ways of the arcane. Barl is desperate to learn—but her eagerness to use her power leads her astray and she is banned from ever learning the mystic arts. Morgan holds the key to her education. A member of the Council of Mages, he lives to maintain the status quo, preserve the mage bloodlines, and pursue his scholarly experiments. But Barl's power intrigues him—in spite of her low status. Together, he realizes they can create extraordinary new incantations. Morgan's ambition and Barl's power make a potent combination. What she does not see is the darkness in him that won't be denied. A Blight of Mages is the new novel set in the world of Karen Miller's bestselling debut *The Innocent Mage*. Dematr is a world ruled by the diametrically opposed Mage and Mechanic Guilds. For centuries, the two Great Guilds have been bitter rivals. But now a Storm approaches, one that could sweep away everything that humans have built. Only one person has any chance of uniting enough of the



world behind to stop the Storm. Mari is a brilliant young Mechanic, just out of the Guild Halls, where she has spent most of her life learning how to run the steam locomotives and other devices of her Guild. Alain is the youngest Mage ever to learn how to change the world he sees with the power of his mind. Each has been taught that the works of the other's Guild are frauds. But when their caravan is destroyed, they must join forces. Their union could save the world from the approaching Storm, but it could also upend the Great Guilds who will stop at nothing to preserve their power. Mari and Alain will have to choose between protecting their lives and their Guilds, or risking everything to protect Dematr from the coming Storm. "The Companions is the best novel [R.A.] Salvatore has ever written. It's insanely courageous, profoundly powerful, masterfully constructed, and easily Salvatore's most ambitious work to date."—Paul Goat Allen, BarnesandNoble.com "After a quarter of a century, R.A. Salvatore just keeps getting better and better, and The Companions is another masterful leap forward for one of the greatest fantasy epics of all time." —Philip Athans, best-selling author of Annihilation and The Haunting of Dragon's Cliff This latest installment in New York Times best-selling author R.A. Salvatore's

beloved fantasy saga, *The Companions* moves Salvatore's signature hero Drizzt into a new era of the *Forgotten Realms*. As Drizzt's fate hangs in the balance, he reflects on the lives of the trusted allies who stood by his side throughout his early life--the friends now known as the *Companions of the Hall*. Meanwhile, the first stirrings of the *Sundering* begin. The name Guerrand DiThon has been cursed by his family since the day he disappeared. When a mysterious plague strikes their beleaguered village, Guerrand's name is invoked again -- as the cause of the disaster. Bram DiThon, Guerrand's nephew, is more like his uncle than the family would care to admit. A skilled herbalist, Bram has unknowingly turned his skills toward magic. It is to Bram the villagers turn when the plague changes their eyes to onyx, their limbs to snakes, and their flesh to stone. Unable to stop the unexplainable deaths, Bram sets out to find his missing uncle. He learns that Guerrand is the High Defender of Bastion, the last stronghold before the Lost Citadel. But in finding him, Bram has unwittingly given an evil mage -- once Guerrand's friend, now his archenemy -- the key to destroy the three orders of sorcery. *The Medusa Plague* is the second in the *Defenders of Magic Trilogy*, a series by *Dragonlance* saga author Mary

*Kirchoff that will explore for the first time many of the secrets of sorcery in the world of Krynn. Stories from the world of The Hero and the Crown and other magical places by a New York Times–bestselling Newbery Medal winner. Robin McKinley returns to the mythical setting of The Hero and the Crown and The Blue Sword in this “thrilling, satisfying, and thought-provoking collection” featuring two stories set in the world of Damar, plus three other fantasy tales featuring adventurous, pragmatic, and heroic young women (Publishers Weekly). There’s mute Lily, in “The Healer,” who has the power to help others, and receives a startling opportunity to find her voice when a mysterious mage stumbles into town. And Queen Ruen, who is at the mercy of a power-hungry uncle until she encounters a shape-changer in “The Stagman.” In “Touk’s House,” a maiden who has grown up with a witch and a troll has a chance to become a princess, but she must decide whether she would really live happily ever after. When a curse follows Coral to her new husband’s farm in “Buttercups,” the pair has a choice: Succumb to defeat or find a way to turn a disastrous enchantment into a fruitful new venture. Finally, travel to upstate New York with Annabelle. In the title story, her family moves shortly after her sixteenth birthday, and just as she starts to*

adjust to her new life in a small town, a plan to build a superhighway threatens her new home. But a strange box hidden in a secret attic in the new house may be the answer. This is a delightful assortment of tales from an author with "a remarkable talent for melding the real and the magical into a single, believable whole" (Booklist). Three assumptions Ella has: \_\_She can never fall in love \_\_She can always save her friends \_\_She'll never find out why she can have a dragon familiar But you know what they say about assumptions. When Ella and Vanessa investigate the murder of a prominent businessman they assume it will be like every other case. But an explosion at his funeral nearly kills several people in her circle and she has to question everything. Does she really know those around her? She must solve the biggest case of her career while absorbing some truths about her life. Nothing will ever be the same... if she can survive that long. In *The Enduring Flame Trilogy*, Mercedes Lackey and James Mallory have given readers a new view of the complex and fascinating world they originally created for *The Obsidian Trilogy*. Jumping one thousand years in time, Lackey and Mallory tell the compelling story of Harrier Gillain, the first Knight-Mage in a thousand years; Tiercel Rolfort, the first High Mage in

hundreds of years; and Shaiara, the young leader of a desert tribe who takes both boys under her wing but finds that she has a special affection for Harrier. These three young people are their world's main defense against the evil called up by the rogue Wild Mage, Bisochim. Included in The Enduring Flame Trilogy are The Phoenix Unchained, The Phoenix Endangered, and The Phoenix Transformed. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. To save her kind, her House, and everything she loves, mortal Jewel ATerafin, armed with her prophetic powers, embarks on a dangerous mission to ask the Winter Queen for help and face the true meaning of the Oracle's test. This volume encompasses four original novels that reveal the rich backstory of the worldwide bestselling computer game--an essential omnibus for the millions of WarCraft game players. Includes "Day of the Dragon, Lord of the Clans, The Last Guardian" and "Blood and Honor." Mages are born. Mages die. Dust on the wind, their light extinguished. Eili Morgan is a mage with the power to change reality at will. He just doesn't know it yet. At least, that's what a poster told him late one night after a few drinks. It's only when building-sized murals start warning him he must

discover his power or risk being drained by the shadows following him that he realises the world is very different from the Port he grew up in. If he is a mage, he can't be the only one, but friends are hard to find. In fact, they're no better than the ghosts, who think he must pay for the sins of history. If only he had time to figure out who to trust, and whether any of it is real. *A Mage Alone* is the first book of *The Birth of Gods* series. At the age of seven, Grimm Afelnor is sent from his grandfather's forge to learn the craft of magic at Arnor House of the Ancient and Honourable Guild of Magic-users, Sorcerers and Thaumaturges. He soon learns that his beloved grandfather, Loras Afelnor, is not the simple blacksmith he appears. Once a powerful Mage Questor of the Seventh Rank, Loras fell into disgrace and was banished from the Guild, his name and honours stricken from the Guild records. As a charity Student and the grandson of the reviled Oathbreaker, Grimm faces a difficult and uncertain future in the class-obsessed House. His lowly status also permits the ambitious and unscrupulous Prelate, Thorn Virias, to submit Grimm to the grueling Questor Ordeal. Brutally trained to become a human weapon, Grimm is driven to the very brink of insanity by the man who betrayed his grandfather. Read The Sequels Too! WEAPON OF

*THE GUILD [The Chronicles of Grimm Dragonblaster Book 2] QUESTOR [The Chronicles of Grimm Dragonblaster Book 3] TRUTH AND DECEPTION [The Chronicles of Grimm Dragonblaster Book 4] DRAGONBLASTER [The Chronicles of Grimm Dragonblaster Book 5] THE DARK PRIORY [The Chronicles Of Grimm Dragonblaster Book 6] and coming in March 2013, the seventh and final thrilling book, RESOLUTION [The Chronicles of Grimm Dragonblaster Book 7]. The New York Times bestselling series! Journey to the world of Erthia in these two exciting prequel novels to The Black Witch by critically acclaimed author Laurie Forest. Wandfasted Twenty years before Elloren Gardner enrolled at Verpax University, the Realm War was tearing apart Erthia. When Tessla Harrow is driven from her home by the fighting, she discovers a depth of power she never knew she had...and an irresistible draw toward Vale Gardner, the son of the most powerful mage her people have ever known—the Black Witch. Light Mage Before Elloren came to possess the Wand of Myth, the Wand was drawn to Sagellyn Gaffney. Sage's rare magical ability makes her the perfect protector for the one tool that can combat the evil forces in Erthia. But in order to keep the Wand safe, Sage must abandon everything she once knew and take a path that could lead to triumph...or*

utter ruin. Books in The Black Witch  
Chronicles: The Black Witch The Iron Flower  
The Shadow Wand The Demon Tide Wandfasted  
(ebook novella)\* Light Mage (ebook novella)\* \*  
Also available in print in The Rebel Mages  
anthology Traumatized by a tragic accident at  
the wizardry school where he is a student,  
Tvrdik retreats to the solitude of the ancient  
forest. But his fragile peace is shattered  
when his old Master shows up to recruit him  
for a classic battle of good and evil. Tvrdik  
may be the only person who can tip the  
balance, and the stakes are frighteningly  
high. If he is to succeed, he must team up  
with Lady Jorelial Rey, the spirited, dragon-  
riding regent of a kingdom in chaos, and they  
must convince the established powers of the  
land to embrace decidedly unconventional  
methods of winning the fight. Together with a  
ragtag assortment of courageous allies,  
including dragons, unicorns, bards, talking  
beasts, and one very wild water sprite, the  
pair set about saving their beloved homeland  
from a ruthless usurper, using their wits,  
creativity, and a sprinkling of magic. But  
will hope and determination be enough for the  
very last wizard of Eneri Clare, and his  
friends, to meet the daunting challenges  
ahead, and set the trajectory of history  
itself back on course? This is a story about



finding a new way to fight for what is precious, an adventure filled with second chances, surprise twists, and, above all, the power of hope, fellowship, and love, to move mountains. A daring heroine, a magical key And a dark mage waiting to be released Elin's parents abandoned her as a baby and she struggles to fit in and find somewhere to belong. Each time she finds a home her wild magic gets out of control and she is forced to leave. She joins Kamaria, a Crystal Mage trying to prove herself, on a dangerous quest to a mysterious, lost land. On the way they will have to contend with renegade mages, assassins and deadly creatures from legend. She will discover secrets from her past, but also friendship and romance. But Elin will need to learn to rein in her dangerous magic or a dark mage could be unleashed into the world. If you enjoy daring heroines, plenty of adventure, mystery, and magic, plus slow-burn romance then you will love this enchanting fantasy! Try this brand-new YA coming-of-age, epic fantasy series today! For those who enjoy teen and young adult coming of age fantasy, teen and young adult epic fantasy, daring heroines, strong female character, fantasy strong heroine, teen fantasy adventure, found family, mysterious lands, friendship, mage, enchantress, magic, magical world, high

fantasy, clean fantasy, clean romance, slow burn romance. "The evil foretold has risen ... and we are all that stands between it and the end." Asher has come a long way for a fisherman's son. Together with his friend Prince Gar, he has defended their kingdom against its bitterest enemy, but at great cost. Now, the evil mage Morg is preparing for his most deadly assault. Desperate, trapped in a broken body, Morg has little time and fewer scruples. And he has a plan. As Gar and Asher unwittingly fall into a dangerous deception, Morg gets ever closer to his goal. And this victory would be particularly sweet?for who better to destroy the kingdom than the two who would give anything to save it? A god-touched vigilante... Ultimate power... A battlefield of pure magic. SAGA OF THE GOD-TOUCHED MAGE: Volume 5-Volume 8: Herein lies the final four novellas of an eight-part sword and sorcery serial that follows a mage apprentice, Garrick, as he's provided power that is much greater than he can understand. Written in a dark, gritty style that is part Michael Moorcock, part Indiana Jones, the true depth of Garrick's situation unfolds into a fast-paced adventure full of heart, plot twists, and political intrigue between magical orders, governments, and god-like powers that cross the Thousand Worlds of All Existence. "A

*riveting tale of magic, death, destiny, and power." - David B. Coe/D.B. Jackson Author of the Thieftaker Chronicles "Fast-paced, elegant, and brutal. Impossible to put down." - Amy Sterling Casil Nebula Nominated Author of Female Science Fiction Writer*

*The works contained in this set are: Volume 5: PAWN OF THE PLANEWALKER While the Koradictine order hatches a breathtaking plan to reclaim their glory, the machinations of Garrick's god-like superior take him to Rastella, a cold and distant plane that is ruled by a man who has stolen control of the plane's magic. Can Garrick return to his own plane in time to save those he loves? Volume 6: CHANGING OF THE GUARD The Koradictine order has kidnapped the boy Garrick had taken under wing. His vow to retrieve the boy takes him on a trail that leads through demonic underplanes and mystical time warps. Meanwhile, the Lectodinian order launches a winter offensive designed to gain control of magic across Aduin. Volume 7: LORD OF THE FREEBORN Dorfort evicts Garrick's Freeborn mages, so his first task is to find them a new home. The Freeborn are a flighty collection, though, filled with independent and opinionated members as well as those who are not above treachery to get their way. Unknown to Garrick, a renegade Koradictine mage who has her own ties to the planewalkers*

is making her last-gasp effort to remain in power--and this time Garrick himself is the target. Volume 8: LORDS OF EXISTENCE Garrick is marked for death by the Lords of Existence and retreats to a sanctuary deep inside the ruins of Arderveer. The Lectodinian order prepares to storm the plane. Garrick confronts his own humanity, leaders who refuse to see the truth, and the most powerful planewalkers themselves as he takes his fight all the way into All of Existence. Scrambling to prepare for the imminent invasion of their homeland, the Knights of Alcea respond in unorthodox ways. On the home front, the Alceans set out to design devious traps that will lessen the incredible odds facing them. In Zara, Knights of Alcea and Alcean Rangers set their sights on the heirs to the Federation thrones. On both continents, a campaign of disinformation is begun with the Alcean spymaster personally throwing himself into the very heart of the enemy's camp. But neither are Alutar's minions standing idle. The Claws of Alutar strike deep into the heart of Alcea, bringing death inside the walls of Tagaret, and the Great Demon's forces gain a decisive victory by finding something that was never supposed to be found. The world is rushing to war at a dizzying pace, and there is no way to stop it. Or is there? As Mage Questor Grimm Afelnor continues

his Quest to destroy the pernicious influence of the witch-nun, Lizaveta, he has no idea that the evil Prioress' inner coterie has abducted his secret lover, Drexelica. While Drex fights to retain her individuality in the face of relentless, savage torment, Grimm has to face troubles of his own, including the sullen opposition of the unpredictable Questor, Guy Great Flame. When the members of Grimm's party find themselves marked for sacrifice and imprisoned in a fortress immune to even Questor magic, the young mage has to consider highly unorthodox tactics in order to survive. Meanwhile, Lizaveta is training a new recruit: a human weapon of her own with which to beguile and vanquish the young Weapon of the Guild. Genre: Fantasy / Action / Adventure

Read the entire incredible Fantasy series from Alastair J Archibald! A MAGE IN THE MAKING [THE CHRONICLES OF GRIMM DRAGONBLASTER BOOK 1] WEAPON OF THE GUILD [THE CHRONICLES OF GRIMM DRAGONBLASTER BOOK 2] QUESTOR [THE CHRONICLES OF GRIMM DRAGONBLASTER BOOK 3] TRUTH AND DECEPTION [THE CHRONICLES OF GRIMM DRAGONBLASTER BOOK 4] DRAGONBLASTER [THE CHRONICLES OF GRIMM DRAGONBLASTER BOOK 5] THE DARK PRIORY [THE CHRONICLES OF GRIMM DRAGONBLASTER BOOK 6] and coming in March 2013, the seventh and final thrilling book, RESOLUTION [The Chronicles of Grimm

Dragonblaster Book 7]. Her secret was never meant to be discovered. It all began with a stolen dagger. Amaleigh's life as an urchin thief comes to a crashing halt the moment she flings herself off a cliff to escape the king's guards. One moment she's a young woman, and the next is a blur of wings, talons, and a long-hidden secret that could destroy not just her life, but the entire kingdom. All she ever wanted was freedom, a chance to choose her path and not answer to anyone. A chance to stop thieving and make something more for herself. The dagger was supposed to buy her way out of a life she didn't choose. Instead, it brings her nothing but trouble. Freedom comes at the ultimate price. She'll have to make a choice—kill the prince, who happens to be her best friend, or live the rest of her days as a caged pet for her deranged boss. Some loyalties can't be broken. Some pasts won't stay hidden. Togan's dark past continues to follow him even as against the tenets of all that is possible, he finds himself inside the Dinotian Shield. But even as he renounces his feared heritage and looks to settle into a quiet existence, the war that rages demands his full attention and that he chooses sides. When he unintentionally comes to the attention of the Mage Dythan, he realizes that he must find a way to hide his true nature from the

most powerful Mage in the realm. That becomes difficult when Dythan invites Togan to be his apprentice. Encountering the strong-willed and fierce Captain Jisra only complicates his life further as he soon realizes that she was the one that had appeared unbidden into his dream. Somehow their fates are entwined, and he needs to figure out how before his father's agents in Dinota launch the final blow that will defeat the desperate defenders. You got a choice. Hang as a horse thief or teach our schoolkids. That was the decision facing Mage Casebolt, a decision that made him wish he had never disembarked the riverboat at New Orleans. Bound for San Francisco to join his brothers in a gambling emporium, Mage's journey halts abruptly in Valley Springs when he is framed for horse stealing. The teaching job is unpleasant enough, but then a cholera epidemic quarantines the town, saddling him with an old freed slave, twelve boisterous schoolchildren who make a practice of running teachers out of town, and the local postmistress who detests the idea of a gambler playing the part of schoolmaster. Then the rustlers hit, and Mage faces the task of reining them in with his little contingent of misfits. He quickly realizes that mixing kids, guns, dynamite, and rattlesnakes can make life mighty exciting, and uncertain. Lyshell is a

super warrior. He represents the best that technology can produce in the face of the growing threat from magi, but he shelters a secret so deep that even he does not know it. While he searches for himself, the Cyborg Nation is making a move to grab power and threaten the foothold the Wizard Kingdom has achieved in the Phareon Region. Can Lyshell find himself in time to save what is left of his humanity and stop the cyborgs, or will the very technology he depends on enslave him? The Lost Tales of Power is an open-ended series of Sci-Fi/Fantasy books set in a vast multiverse featuring a mixture of traditional fantasy and science fiction elements. Lost Tales Series: Volume I - The Enemy of an Enemy Volume II - The Academy Volume III - Rise of Shadows Volume IV - Resurgence of Ancient Darkness Volume V - The Sac'a'rith Volume VI - Spectra's Gambit Volume VII - Sac'a'rith: Rebirth Volume VIII - Mage Hunter Volume IX - The Cerulean Mines Volume X and beyond - TBA

Keywords: magic, space, space opera, science fantasy, space exploration, military space, future, military sci-fi, science fiction series, aliens, adventure, war, navy, series, science fiction novels, science fiction ebooks

The Law Most Beautiful and Best is a thoughtful and creative examination of the role irrational rhetoric ought to play in



persuading citizens to voluntarily obey laws. Author Randall Baldwin Clark explores the figure of the physician in Plato's *Laws* to address this question, identifying the subtle ways in which Plato uses the physician's role in healing as a metaphor for the task of governance and arguing that Plato hints that rational discourse may ultimately be inadequate as a persuasive technique. The conclusion to the *Golden Mage* trilogy. With her bond to Aidric now stronger than ever, Allison feels that she has at last become a part of Lamia and is experiencing a measure of happiness despite the loss of Soren. However, after several moons of quiet, King Diryan's spies bring news of a monstrous Mihran army marching towards Kemos, one of Lamia's allied kingdoms, forcing the king to declare war on Mihr that very day. With the powers that be still unwilling to allow her to go beyond the Shield out of fear of the prophecy she still has yet to fulfill, Allison watches Aidric and her friends go off to war, feeling idle and useless. However, fate will not be denied, and soon Allison finds herself in the awful position of being forced to make a decision everyone, including herself, had prayed she would never have to make. This discounted ebundle from New York Times bestselling author Orson Scott Card includes: *The Lost Gate*, *The*

*Gate Thief, Gatefather* The mage-families of Westil are in exile on Earth. The magical gates have been closed, and for good reason. Unfortunately, Danny North's magically-inclined family has been keeping secrets from him, secrets that may lead to disaster for them all. The Lost Gate – Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. *Gate Thief* – Here on Earth, Danny North is still in high school, yet he holds in his heart and mind all the stolen outseives of thirteen centuries of gatemages. The Families still want to kill him if they can't control him...and they can't control him. Danny will come to understand just why Loki closed the gates all those centuries ago. *Gatefather* – Danny North is the first Gate Mage to be born on Earth in nearly 2000 years, or at least the first to survive to claim his power. What he didn't know at the time was that the *Gate Thief* had a very good reason for closing the Great Gates, and Danny has now fallen into the power of that great enemy of both Earth and

Westil. Tor books by Orson Scott Card Ender Universe Ender Quintet Ender's Game Ender in Exile Speaker for the Dead Xenodice Children of the Mind Ender's Shadow Quintet Ender's Shadow Shadow of the Hegemon Shadow Puppets Shadow of the Giant Shadows in Flight The Second Formic War (With Aaron Johnston) The Swarm Other Books in the Ender Universe Children of the Fleet Ender Novellas A War of Gifts First Meetings Other Tor Books Series The Mither Mages The Tales of Alvin Maker Homecoming Women of Genesis At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. A mage's fate is worse than death... Lucian dreams of a new life outside the cesspool of Earth. Unfortunately, his wish comes true when the government identifies him as a mage. No one knows why the mages are being born. No one knows why their powers lead to madness and death in a terrifying disease known as "the fraying". The only solution is to quarantine the mages in academies. When Lucian is exiled from Earth, he must travel to the distant world of Volsung to receive training. During the long passage, he meets a mysterious mage. She prophesies Lucian is marked by the Manifold, the reality that is the source of all magic. It is a destiny that requires Lucian to master abilities he never

imagined he possessed. But that's the last thing Lucian wants. He faces a terrible choice. To accept his new reality as a mage. Or, to try and outrun destiny... Keywords associated with this series: space books free, science fiction free, fantasy free, space opera free, mages, space mage, fantasy series, space opera series, space fantasy, epic fantasy, dragons, magic, progression fantasy, space opera, futuristic sci fi, alien worlds, alien invasion, space adventure, sci fi adventure Fans of the following series are known to enjoy the Starsea Cycle: Star Wars, Star Trek, Dune, The Expanse, Lord of the Rings, The Wheel of Time, Red Rising, the Hunger Games Mordecai's journey to master magic draws him into an ancient battle for the future of humanity. It's been many months since Rafel ventured over Barl's Mountains into the unknown, in a desperate bid to seek help for their ravaged land. With his father's Weather Magic exhausted, there seemed no other hope. Now this too has died. Only Deenie believes Rafel still lives, sensing her brother in tortured dreams. She also knows she must try to find him, as only Rafel's talents can heal their land. The prospect terrifies Deenie, yet she sees no other choice. Deenie soon learns of a dangerous power. She comes to suspect that not only is her brother involved,

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