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The Human Familiar Dragon Mage 21st Century Mage The Last Herald-Mage Trilogy Forest Mage Advent Book of the Sacred Magic of Abra-Melin the Mage Emperor Mage Angel Mage The Innocent Mage The Mage Mage Academy: Trial of the Air Mage Cyprian of Antioch The Awakened Mage Serpent Mage Seraphs The Testament of Cyprian the Mage How to Become a Mage The Awakened Mage Mage's Call The Power of the Mage's Staff The Book of the Sacred Magic of Abramelin the Mage Mage Heart The Mongrel Mage The Prodigal Mage Mage Academy: Trial of the Water Mage The Innocent Mage Overworld (the Dragon Mage Book 1) The Mage-Fire War Voice of Power The Sentinel Mage Mage Merlin's Unsolved Mathematical Mysteries Mage's Blood Mage Confusion Temper: An Apocalyptic LitRPG Series The Silver Mage The Mage Winds Mage Against the Machine A Mage In The Making The Innocent Mage

Long ago, high magic was lost to Valdemar when the last Herald-Mage gave his life to protect his kingdom from destruction by dark sorceries. But now the protective barrier over Valdemar is crumbling, and with the realm imperiled, Princess Elspeth, Herald and heir to the throne, has gone on a desperate quest in search of a mentor who can teach her to wield her fledgling mage-powers and help her to defend her threatened kingdom. Living among humans in a post-apocalyptic ice age, neomage Thorn St. Croix is a source of

both fear and fascination for the people of Mineral City?and now she faces her ultimate test. Deep under the snow-covered mountains beyond the village, an imprisoned fallen seraph desperately needs her help. There, hidden in the hellhole, the armies of Darkness assemble to ensure this subterranean rescue will be Thorn?s final descent? 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]. Provincial and naive -- and the most powerful mage in the realm --young Dion is an innocent adrift in a world of intrigues and treacheries, with foul, hungry demons lurking just beyond its borders. And now she has been called upon to serve her Duke's favorite mistress: the extraordinary Kitten Avignon, Our Lady of Roses. For the mesmerizing courtesan is a woman in dire jeopardy, stalked by a

fearsome necromancer who will not sleep until his beautiful prey suffers horribly and is destroyed. And with Evil's night approaching, shielding the Lady and herself from harm will require every ounce of a power Dion is only beginning to recognize and fear -- a great gift suddenly imperiled by blossoming womanhood...and dangerous desire. 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. Read Katharine Kerr's posts on the Penguin Blog. The Horsekin are assembling along Prince Dar's northern border, and the Devery alliance doesn't have the men or resources to prevent their enemies from moving into the wilderness areas known as the Ghostlands. But then the Dwrgi folk and the dragons come to Dar's aid, tipping the balance in their favor and offering Dar's people a chance to defeat the Horsekin once and for all. In Elena's world words have power over life and death--but none more so than hers. As the daughter of shopkeepers, Elena has always known that the mysteries of reading and writing were closed to her. Only the mageborn can risk harnessing the power unleashed from putting pen to paper. Until Elena discovers an impossible new ability and joins the elite ranks of the mages. But with the kingdom at war, the authorities can't agree if Elena is an asset, or a threat they need to eliminate. Thrust into the unknown world of the Royal Academy without friends or experience, Elena will need all of her wits, strength, and new power to carve a place for herself. Except as the attacks become more

personal, wits and strength won't be enough. Elena will have to turn to new friends and an enigmatic prince to unlock the mysterious potential of her words and survive her first year as a trainee mage. If you enjoy strong heroines, fantasy worlds, adventure, intrigue, and romance, then try the Spoken Mage series now. When she is sent as part of the delegation from Tortall to negotiate a peace treaty with Carthak, fifteen-year-old Daine must use her powers to communicate with animals for more than healing the Carthak emperor's dying birds. A new fantasy masterpiece from Garth Nix, bestselling author of the Old Kingdom series, now available in paperback. More than a century has passed since Liliath crept into the empty sarcophagus of Saint Marguerite, fleeing the Fall of Ystara. But she emerges from her magical sleep still beautiful, looking no more than nineteen, and once again renews her single-minded quest to be united with her lover, Palleniel, the archangel of Ystara. It's a seemingly impossible quest, but Liliath is one of the greatest practitioners of angelic magic to have ever lived, summoning angels and forcing them to do her bidding. Four young people hold her interest: Simeon, a studious doctor-in-training; Henri, a dedicated fortune hunter; Agnez, a glory-seeking musketeer; and Dorotea, icon-maker and scholar of angelic magic. The four feel a strange kinship from the moment they meet but do not suspect their importance. And none of them know just how Liliath plans to use them, as mere pawns in her plan, no matter the cost to everyone else . . . Fans of Cassandra Clare, Holly Black, and Leigh Bardugo will fall in love with *Angel Mage*, a feminist fantasy that takes place in an alternate European world ruled by fearsome magic and deadly passions. First novel in the trilogy: "A good read. Death and magic, zombies and assassins, fighting and fleeing. What more could you ask for?" (FantasyBook Review). In a distant corner of the Seven Kingdoms, an ancient curse festers and grows, consuming everything in its path. Only one man can break it: Harkeld of Osgaard, a prince with mage's blood in his veins. But

Prince Harkeld has a bounty on his head--and assassins at his heels. Innis is a gifted shapeshifter. Now she must do the forbidden: become a man. She must stand at Prince Harkeld's side as his armsman, both protecting and deceiving him. But the deserts of the Masse are more dangerous than the assassins hunting the prince. The curse has woken deadly creatures, and the magic Prince Harkeld loathes may be the only thing standing between him and death. The sources of power for each of the four wizard disciplines are declining while powerful fifth-sphere mages are disappearing in a wake of destruction. Is there a connection? No one knows. But Mara, a failed apprentice despite having magical affinities, intends to find out. Her mentor and adopted grandfather is one of those missing mages and she won't give up until she finds him. Mara enlists a reluctant Reese, a friend since childhood, to embark on an adventure wrought with all the dangers the world of Arath can offer. Along the way, they pick up tidbits and clues, allies and enemies, and face monsters and demons. All while discovering their relationship is far more complicated than expected. The second book in *The Soldier Son Trilogy*, from the author of the bestselling *Farseer*, *Liveship Traders* and *Tawny Man* trilogies. 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?

Sixteen of today's greatest unsolved mathematical puzzles in a story-driven, illustrated volume that invites readers to peek over the edge of the unknown. Most people think of mathematics as a set of useful tools designed to answer analytical questions, beginning with simple arithmetic and ending with advanced calculus. But, as *Mage Merlin's Unsolved Mathematical Mysteries* shows, mathematics is filled with intriguing mysteries that take us to the edge of the unknown. This richly illustrated, story-driven volume presents sixteen of today's greatest unsolved mathematical puzzles, all understandable by anyone with elementary math skills. These intriguing mysteries are presented to readers as puzzles that have time-traveled from Camelot, preserved in the notebook of Merlin, the wise magician in King Arthur's court. Our guide is Mage Maryam (named in honor of the brilliant young mathematician, the late Maryam Mirzakhani), a distant descendant of Merlin. Maryam introduces the mysteries--each of which is presented across two beautifully illustrated pages--and provides mathematical and historical context afterward. We find Merlin confronting mathematical puzzles involving tinker toys (a present for Camelot's princesses from the sorceress Morgana), cake-slicing at a festival,

Lancelot's labyrinth, a vault for the Holy Grail, and more. Each mystery is a sword awaiting removal from its stone, capturing the beauty and power of mathematics. Aram Raythe has the power to challenge the gods. He just doesn't know it yet. Aram thinks he's nothing but a misfit from a small fishing village in a dark corner of the world. As far as Aram knows, he has nothing, with hardly a possession to his name other than a desire to make friends and be accepted by those around him, which is something he's never known. But Aram is more. Much, much more. Unknown to him, Aram bears within him a gift so old and rare that many people would kill him for it, and there are others who would twist him to use for their own sinister purposes. These magics are so potent that Aram earns a place at an academy for warrior mages training to earn for themselves the greatest place of honor among the armies of men: dragon riders. Aram will have to fight for respect by becoming not just a dragon rider, but a Champion, the caliber of mage that hasn't existed in the world for hundreds of years. And the land needs a Champion. Because when a dark god out of ancient myth arises to threaten the world of magic, it is Aram the world will turn to in its hour of need. Weakened when Haplo the Patryn causes chaos so that the Lord of Nexus can establish a new order, the people of the water world Chelestra, one of the four worlds, must outwit lethal and magical sea serpents. By the authors of *Dragon Wing*. 60,000 first printing. Many years have passed since the last Mage War. It has been a time of great change. But not all changes are for the best, and Asher's world is in peril once more. The weather magic that keeps Lur safe is failing. Among the sorcerers, only Asher has the skill to mend the antique weather map that governs the seasons, keeping the land from being crushed by natural forces. Yet, when Asher risks his life to meddle with these dangerous magic, the crisis is merely delayed, not averted. Asher's son Rafel inherited his father's talents, but he has been forbidden to use them. With Lur facing devastation, however, he may be its only hope. "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? Prince Gar now has the magic for Weather Working and is able to keep his enemies at bay, while Asher has become the most powerful Olken in the history of Lur. Peace and prosperity seem assured for the two of them. But Morg remains trapped inside a shattered body. He knows time is running out and that desperate measures are called for. Joel is a powerful water mage, but can he end a drought? That is his trial, to bring water to a land that is dying without it. You are his dragonlet familiar, and he needs your help. Will you tell him to call down a great rainstorm, or will you suggest he talk to his friend Anya, the air mage, for help? Each trial you face is tougher than the last, and this is your toughest yet. This time, there is more than one way Joel can fail. The proctors will have you do the trial four times; each time you will make different choices and see a different ending. You want Joel to pass the trial, but what the Mage Academy wants is for you to learn. Which choices are the best choices and why? Come find the best way to help Joel, so that he can save a dying land! L. E. Modesitt, Jr. returns to his longest and bestselling fantasy series with volume nineteen, *The Mongrel Mage*, which marks the beginning of a new story arc. USA Today Bestseller List Locus Bestseller List In the world of Recluce, powerful mages can wield two kinds of magic—the white of Chaos or the black of Order. Beltur, however, has talents no one dreamed of, talents not seen in hundreds of years that blend both magics. On the run from a power hungry white

mage, Beltur is taken in by Order mages who set him on the path to discover and hone his own unique gifts and in the process find a home. However, when the white mage he fled attempts to invade his new home, Beltur must hope his new found power will be enough to save them all.

Saga of Recluce #1 The Magic of Recluce / #2 The Towers of the Sunset / #3 The Order War / #4 The Magic Engineer / #5 The Death of Chaos / #6 Fall of Angels / #7 The Chaos Balance / #8 The White Order / #9 Colors of Chaos / #10 Magi'i of Cyador / #11 Scion of Cyador / #12 Wellspring of Chaos / #13 Ordermaster / #14 Natural Order Mage / #15 Mage-Guard of Hamor / #16 Arms-Commander / #17 Cyador's Heirs / #18 Heritage of Cyador / #19 The Mongrel Mage / #20 Outcasts of Order / #21 The Mage-Fire War

Story Collection: Recluce Tales Other Series by L.E. Modesitt, Jr. The Imager Portfolio The Corean Chronicles The Spellsong Cycle The Ghost Books The Ecolitan Matter

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A Vital Work in the History of Occultism From the Notorious Provocateur Joséphin Péladan How to Become a Mage is the first English translation of the enormously influential occultist Joséphin Péladan. This book is a fascinating display of nineteenth-century French thought, sharing audacious ideas on overcoming the pitfalls of status-quo society while perfecting and purifying one's own soul in preparation for transcendence and sacred transformation. Péladan was committed to the belief that the best way to enter into communion with the divine was through magic and the arts. He played a key role in fin-de-siècle culture, expounding upon the spiritual weight of physical, intellectual, familial, and creative pursuits while guiding young seekers toward a radical reassessment of the values and activities of contemporary life. Anya is at the top of her class and the best air mage the Academy has had in ages, but can she save a village from a cyclone? It's the most difficult trial yet, and it's your job to help. Will you tell her to figure out the right spells on her own, or work with other

students? Who should she recruit when the storm draws near, lighting is crashing all around, and cyclones are tearing up the land? Her goal is to save the village, but little does she know that you've got a magical advantage. The test proctors will let you try the test four times with the help of a time portal. You've got four chances to guide Anya to save the village. You hope for success, but you must learn when you fail. Because learning is what these trials are all about. Make the best choices you can! Most of the time the Leviathan Bridge lies deep below the sea, but every twelve years, when the tides sink and the Moontide comes, it is revealed - linking Eastern and Western continents. At first, traders went back and forth across the bridge, but then the Rondian Empire - hell bent on ruling the East - sent its first two Crusades, and its mage-led armies pillaged their way across the new world. Now the Third Crusade is mustering, and this time the peoples of the East will fight back. But for all these massing powers, it is three ordinary people - a failed mage, a market girl and a jaded mercenary - who will determine the fate of the world.

THE Book of the Sacred Magic of Abra-melin the Mage—originally published in 1900, translated by Samuel Liddell MacGregor Mathers' from a 15th-century French document was purportedly written by Abraham for his son Lamech. Within this volume are three books. The first book is Abraham's autobiography in which he speaks to his son. The second book Is an explanation of the purification rituals necessary to bring the magician's personal demon under his control. And the third book details what feats can be accomplished once the practitioner is able to use a form of magic controlled and directed through sigils of magic words written on a grid. Anyone with an interest in the occult will find this an interesting, though perhaps impractical, guide for exploring mystic arts. This is a must have in any collection of occult literature. The Last Herald-Mage Trilogy—three groundbreaking, Lambda Award-winning novels that established Mercedes Lackey as a fantasy tour-de-force and her Kingdom of Valdemar as a place millions of

readers return to again and again. This Lambda Award-winning trilogy tells the story of Vanyel, persecuted and abused son of a Valdemaran noble, who finds acceptance at Haven when he is Chosen by the Companion Yfandes. Companions like Yfandes are magical horse-like beings with the power to communicate and bond with their Chosen, and trigger the potential for psychic abilities—and magic. But Vanyel discovers other things about himself at Haven as well.... He discovers love in an unexpected place, and loses it, and nearly his own life. With Yfandes and his aunt, Herald Savil, he will travel to the home of the mysterious Hawkbrothers in search of healing and training, and will grow from a troubled and heartbroken Trainee to become the most powerful Herald-Mage in the history of Valdemar—and the one hope for Valdemar against an implacable foe bent on eradicating magic from the Kingdom entirely

The Power of the Mage's Staff is the story of a young orphaned girl as she struggles to survive after she has been left alone, homeless and very afraid. She is also wanted by a very powerful and evil duke who thinks she may have witnessed his soldiers as they massacred a whole village, her village. Five boys, also orphans, find her unconscious and very ill. Guessing where she may be from they take her to their cave and hide her. Lotrace lingers in a deep sleep for some time so the boys enlist the aid of an old medicine woman to help her. Eventually Lotrace awakens and begins an epic journey to find her uncle and save the land from the clutches of an evil prince. Along the way she must deal with her new powers as a very powerful Mage as she becomes Theresa of the Lake Endeann, Mage.

'Intriguing characters and a finely tuned sense of drama...' - Library Journal on The Innocent Mage
'A writer who seems to set the rule for the genre' - Waterstone's Books Quarterly
'The Innocent Mage is come, and we stand at the beginning of the end of everything'
Being a fisherman like his father isn't a bad life, but it's not the one that Asher wants. Despite his humble roots, Asher has grand dreams. And they call him to Dorana, home of

princes, beggars . . . and the warrior mages who have protected the kingdom for generations. Little does Asher know, however, that his arrival in the city is being closely watched by members of the Circle, a secret organisation dedicated to preserving an ancient magic. Asher might have come to the city to make his fortune, but he will find his destiny . . . One of bestselling fantasy debuts of the last decade: enter the world of Kingmaker, Kingbreaker - a wildly fast-paced fantasy series brimming with action and adventure. The Innocent Mage is book one in the Kingmaker, Kingbreaker series.

Books by Karen Miller: Kingmaker, Kingbreaker Series The Innocent Mage The Awakened Mage A Blight of Mages Godspeaker Empress of Mijak The Riven Kingdom The Hammer of God Fisherman's Children The Prodigal Mage The Reluctant Mage Tarnished Crown The Falcon Throne Prince of Glass

Drew Michalik was working in a top-secret facility in Washington, D.C. when the Advent began. As all electronics in the world simply ceased to work, blue screens filled with information appeared before him. Drew was given access to a mana interface and a limited number of reality-altering crystals called Xatherite. Following the instructions on his vision-impairing screens, he 'slotted' his Xatherite and changed his fate: he gained the ability to cast spells. Now alone in the dark, he must battle through the government bunker-turned-dungeon in a desperate bid for survival. Escape is only the beginning, the first of his many problems in the changed world. Drew will be tasked to not only survive... but to guide the rest of humanity safely through the anarchy. "Mage Confusion" celebrates the loyalty of friends, the bonds of family, and the courage needed to overcome all odds.

J Alex Keltie is a classic character, guaranteed to steal readers' hearts. Cyprian of Antioch: a Mage of Many Faces, is a detailed and intelligent analysis of little known strands of myth, history, evidence, and magical hearsay surrounding the enigmatic Cyprian of Antioch. For the first time since its initial translation into English at the turn of the century, the sacred magic of Abramelin the

Mage is reinterpreted, introducing a whole new generation to the Crowleyan esthetic that laid the foundation for the 19th century occult group, the Hermetic Order of the Golden Dawn, and set young Aleister Crowley on his spiritual quest. This breathtaking debut fantasy launches Hachette Book Groups new science fiction and fantasy imprint, Orbit. Despite his humble roots, Ashers grand dreams call him to Dorana, home of princes, beggars, and warrior mages who have protected the kingdom for generations. Original. A haven for humanity. Factions forming and fracturing. The seeds of a new empire. Drew and his team are racing to create a system-recognized 'Habitat'. To make this happen, they must conquer more nodes, deal with an antagonistic superior officer, and possibly worst of all: their own fear. Freeing the troll's sacrificial captives was only the beginning. Now the remnants of humanity must find a safe place to call home. But Nat's Park isn't the safe haven he was promised it would be. Not only do internal politics threaten to rip the survivors apart, an unknown danger haunts the stadium. Drew and his allies will struggle to survive in the changed world after the Advent as fate works to temper them. 'The Innocent Mage is come, and we stand at the beginning of the end of everything' Being a fisherman like his father isn't a bad life, but it's not the one that Asher wants. Despite his humble roots, Asher has grand dreams. And they call him to Dorana, home of princes, beggars . . . and the warrior mages who have protected the kingdom for generations. Little does Asher know, however, that his arrival in the city is being closely watched by members of the Circle, a secret organisation dedicated to preserving an ancient magic. Asher might have come to the city to make his fortune, but he will find his destiny . . . The Innocent Mage is book one in the Kingmaker, Kingbreaker series. The Book of the Sacred Magic of Abramelin the Mage-originally published in 1900, translated by Samuel Mathers from a 15th-century French document-was purportedly written by Abraham for his son Lamech. Within this volume are three books. The first book is Abraham's

autobiography in which he speaks to his son. The second book is an explanation of the purification rituals necessary to bring the magician's personal demon under his control. And the third book details what feats can be accomplished once the practitioner is able to use a form of magic controlled and directed through sigils of magic words written on a grid. Anyone with an interest in the occult will find this an interesting, though perhaps impractical, guide for exploring mystic arts. This is the final book in the acclaimed series of "cursed brothers, fated mates, prophecies... destiny and magic." (Robin D. Owens) New York Times bestselling author Jayne Ann Krentz hails Jean Johnson's writing as "fabulously fresh, thoroughly romantic, and wildly entertaining." Now, Johnson returns for the final book in the series of eight brothers destined to fulfill a strange prophecy. As their growing family faces new problems, the worst of those troubles now fall upon Morg, the last of the Sons of Destiny, and on Hope, Morg's foretold bride. L. E. Modesitt, Jr., continues his bestselling Saga of Recluce with The Mage-Fire War, the third book in a story arc which began with The Mongrel Mage and Outcasts of Order. A USA Today Bestseller! Once again, prejudices against the use of chaos magic force Beltur and his companions to flee their refuge in Axalt. The rulers of nearby Montgren have offered them sanctuary and the opportunity to become the Councilors of the run-down and disintegrating town of Haven. Montegren lacks any mages—white or black—making this seem like the perfect opportunity to start again. However, Beltur and the others must reinstitute law and order, rebuild parts of the town, deal with brigands—and thwart an invading army. Saga of Recluce #1 The Magic of Recluce / #2 The Towers of the Sunset / #3 The Order War / #4 The Magic Engineer / #5 The Death of Chaos / #6 Fall of Angels / #7 The Chaos Balance / #8 The White Order / #9 Colors of Chaos / #10 Magi'i of Cyador / #11 Scion of Cyador / #12 Wellspring of Chaos / #13 Ordermaster / #14 Natural Order Mage / #15 Mage-Guard of Hamor / #16 Arms-Commander /

#17 Cyador's Heirs / #18 Heritage of Cyador / #19 The Mongrel Mage / #20 Outcasts of Order / #21 The Mage-Fire War / #22 Fairhaven Rising (forthcoming) Story Collection: Recluce Tales Other Series by L.E. Modesitt, Jr. The Imager Portfolio The Corean Chronicles The Spellsong Cycle The Ghost Books The Ecolitan Matter At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. While Bannen had every intention of finding adventure, being yanked through a magical portal two continents away isn't quite what he imagined happening. For that matter, being magically bound to a mage-in-training hadn't ever crossed his mind. Being the first human familiar ever summoned in Corcoran? Not on his to-do list. Rena certainly needs all of the help that she can get, as her magic is very different, inhibiting her of the normal shields and protections. Everyone says her summoning a human familiar is a mistake, that she needs to break the bond and send Bannen back. But Bannen doesn't like this idea, not one iota. Renata Rocci has the magic of a Grim Reaper, the heart of a lion, and a body too frail to keep up with either. She can face assassins; meddlesome mages; politicians; and legendary, nightmarish monsters without flinching. Without losing and that's sexy as sin. This is definitely not the adventure he signed up for. It's far, far better.

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