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Elminster: Making of a Mage *Elminster A Mage's Power Shadow of a Mage Elminster* Mana Master **The Making Of A Mage** The Making Of A Mage: Premium Large Print Hardcover Edition **Rising of a Mage** **The Making Of A Mage: Large Print Hardcover Edition** The Making Of A Mage: Large Print Edition The Tethered Mage Powers of a Mage (Lóresse Book 1) The Making Of A Mage **The Making Of A Mage** **The**

Making Of A Mage Tale of a Mage and His Purpose **Gift of Magic A Mage's Journey** **DESIRES OF A MAGE** **MAGES OF THE** *The Science of Magic Trilogy A Mage Alone* **The Making Of A Mage** *How to Become a Mage* *The Mage's Son* A Mage of None Magic A Mage's Guide to Human Familiars Creation Mage Cyprian of Antioch *The Making of a Mage* **King Magium: the Mage Tournament (Book 1)** **Sleep Of Eternity** *Guardian of*

the Dragons **First Year** *Rise of the Mages* **An Affinity with Magic** **ii** **The Outstretched Shadow** **Memoirs of a Mage** **Gutter Mage** **Into the Labyrinth**

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. Master Gabrielle of the Wizards Guild

looked at the book title: Magical Items and their Creation BY Anwar Alamira. He looked up at Anwar and smiled. That is the name I will be known by in the magical world, Anwar said. Gabrielle nodded, sat down and began leafing through the book written by his former apprentice. When farm boy Anwar discovers he has the ability to use magic he goes to the local wizards guild for help. As apprentice to Master Gabrielle, he soon surpasses his teachers skills and knowledge and becomes a formidable member of the City Guard. While studying the magic arts, he meets Mariah, apprenticed in the art of healing. Anwar discovers that

the girl he has fallen in love with will fight by his side with sword, knife and bow. When their city is attacked by a horde of marauding goblins, Anwar becomes a local hero. After the senseless slaughter of his family, Anwar vows to hunt the evil in the world and protect those who cannot protect themselves. Anwar, Mariah and his best friend Jabaal take off in search of knowledge and adventure. It doesn't take long for them to find it. Fifteen-year-old Ryiah enrolls at her realm's most notorious war school for those with magic. But there's a catch-only fifteen will be apprenticed. Competition is fierce and she trusts no one, especially the arrogant Prince

Darren... Will she survive, or will her dream go down in flames? Carthinal is alone in the world. His parents and grandparents have died. Without money and a place to live, he faces an uncertain future. After joining a street gang, Carthinal begins a life of crime. Soon after, he sees a performing magician, and decides he wants to learn the art of magic. But can he break away from his past and find the path to his true destiny? In a world where mages and monster grow from cultivating mana. Isaac joins the class of humans known as mages who absorb mana to grow more powerful. To become a mage he must bind a mana beast to

himself to access and control mana. But when his mana beast is far more human than he expected; Isaac struggles with the budding relationship between the two of them as he prepares to enter his first dungeon. Unfortunately for Isaac, he doesn't have time to ponder the questions of his relationship with Aurora. Because his sleepy town of Locksprings is in for a rude awakening, and he has to decide which side of the war he is going to stand on. Disclaimer: There are adult situations and harem relationships. A mage with coveted magic and the scion of a powerful family are magically bound together in service to the Empire in the

first book of a spellbinding fantasy trilogy from David Gemmell Award-nominated author Melissa Caruso. Magic is scarce in the Raverran Empire, and those born with such powers are strictly controlled -- taken as children and conscripted into the Falcon army, to be used as weapons in times of war. Zaira has lived her life on the streets to avoid this fate, hiding her mage mark and thieving to survive. But hers is a rare and dangerous magic, one that threatens the entire Empire. Lady Amalia Cornaro was never meant to be a Falconer. Heiress and scholar, she was born into a treacherous world of political machinations. But fate has

bound the heir and the mage. And as war looms on the horizon, a single spark could turn their city into a pyre. Praise for *Swords and Fire*: "Charming, intelligent, fast-moving, beautifully atmospheric, with a heroine and other characters whom I really liked as people. I couldn't put it down."—Genevieve Cogman, author of *The Invisible Library* "Breathtaking... Worth every moment and every page, and should make anyone paying attention excited about what Caruso will write next."—BookPage "A riveting read, with delicious intrigue, captivating characters, and a brilliant magic system. I loved

it from start to finish!"—Sarah Beth Durst, author of *The Queen of Blood Swords* and *Fire The Tethered Mage The Defiant Heir The Unbound Empire* For more from Melissa Caruso, check out: *Rooks and Ruin The Obsidian Tower 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. SYNOPSIS The continent of Eslávina is a place in the Old World where magic is real. Monstrous creatures, coming from different planes of reality, inhabit this magical land. Monsters such as orcs,

dragons, trolls, among others. They have crossed over into this world, and started the Great War. The invaders began to threaten the existence of Elohim's favorite beings, humankind. As the humans of that time still lived in caves, without reasonable technology and without organized troops, the elves and the mages, although divided, will try to defend the Old World and survive. Some say that fire-breathing Dragons, great beasts of incredible power, are gathering in the dark places of the Old World, to destroy everything. Will the elves and mages survive? Where did these dragons come from? Why these mighty beasts weren't all

wiped out during the Great War? Pablo Garcia narrates the definitive adventure of these peoples from an ancient and magical time, introducing the reader to a fantastic world, described by the memories of its greatest mage. This book took its inspiration from the books of Tolkien, Lewis and especially the Bible, which makes it possible for the reader to reach many interpretations at the end of the work (depending on the reading key used). The author's experience with tabletop RPG games places the reader literally inside the characters, making it possible to experience many of the passages of the book as if he (the reader) were there.

Pablo Garcia takes the reader to the Old World, a magical place full of fierce creatures and where tribes of primitive men could not defend themselves. God, acting out of love for the race he created, sends Mages and Elves to help humanity. In his work, this young writer reveals numerous philosophical approaches, also found in the books of the great writers who inspired him. While Tolkien's work apparently refers to a Pre-Christian world, author Pablo Garcia's book refers to the period before and even after the coming of Jesus Christ. Therefore, it could be considered a Post-Christian work, as it contains direct

references to our current times. J.S. Kelley weaves epic fantasy and hardboiled noir in this fast-paced, twisting tale of magic, mystery, and a whole lot of unruly behavior. In a kingdom where magic fuels everything from street lamps to horseless carriages, the mage guilds of Penador wield power equal to the king himself. So when Lord Edmund's infant son is kidnapped by the ruthless Alath Guild, he turns to the one person who's feared by even the most magically adept: Rosalind Featherstone, a.k.a. the Gutter Mage. But as Roz delves into the circumstances behind the child's disappearance, she uncovers an old enemy from her

traumatic past and a long-brewing plot that could lead to the death of countless innocents, as well as the complete collapse of Penadorian society itself! Carthinal is alone in the world. His parents and grandparents have died. Without money and a place to live, he faces an uncertain future. After joining a street gang, Carthinal begins a life of crime. Soon after, he sees a performing magician, and decides he wants to learn the art of magic. But can he break away from his past and find the path to his true destiny? This is the large print edition of *The Making Of A Mage*, with a larger font / typeface for easier reading.

Magic is passed down in the family bloodline, and although anyone with magic is known as a witch or wizard, only the most powerful are known as a mage. A boy is orphaned as three powerful mages take over his parents castle. His aunt and uncle raise him as their own on a farm nestled beside hills that are blanketed by woods. A powerful mage and Druid Priest is his great-grandfather who foretells the baby's destiny to someday be a powerful mage, too. To prepare for this future, Garig needs to learn the necessities of life. Little does he know he is being trained for his own future to be prepared for a destiny of a feud already waiting for him. Garig learns

about his magic and the family's dragon, but why won't it protect him from a school bully? This is a fast-paced DND book. About the mages of the world. A mage is anyone who uses magic. Wizards, witches, alchemist, sorcerers, and sorceress are all examples of a mage. The science of magic is based on the philosophy that all technology and science is magic until it is understood. Quantum physics is an attempt to understand a deeper magic. Rubbing two sticks together to start a fire was magic in the beginning. But to use magic you don't have to understand all the underlying physics. You simply have to believe and know the process. Someday

maybe science will understand astral projection , telepathy , telekinesis and other mental magical feats . If so it will probably be quantum physics that makes the break through . You don't have to look far in the modern world to see magic . Look at your cell phone , your computer , your high definition television or even a simple light bulb . All these things are in a sense the science of magic . Where magic has become common place . You see and use it everyday . There was a time only wizards had such power available to them . At times through out history you would have been put to death for displaying such power . For if government could not control

the power they were threatened by the power . Thus Mageville was created by society to isolate and control the uncontrollable magic . Until a time when the government could harness the power for its use . Thus through a joint effort by wizards and government we have harnessed lasers , flight , radio waves and all the other modern conveniences we take for granted . But most of the governments of the world have a city like Mageville . And the war of magic and technology rages on world wide . The common mortal mankind oblivious to the war . But a great cycle of civilization is underway . Unstoppable in its momentum . The world will

learn the price of magic . The world is about to have a DND experience Harry Potter clashes with Beauty and the Beast in T. Ariyanna's stunning steampunk debut... Arion was born different. After enduring years of torment at the hands of his abusive father, the arrival of his thirteenth birthday reveals a shocking secret... he has magic. Arion discovers he's a Mage, a magical person able to craft intricate pieces of technology and do incredible things. Arion is hopeful that maybe, his newfound abilities will help him fit in for the first time in his life. Then a rouge spell goes awry, and Arion is unable to contain its consequences. Arion

finds himself scarred with the face of a beast and fighting to contain a malicious, wisecracking demon, who's taken up refuge inside his head. Declared a devil by the townspeople, Arion flees to an enchanted castle hidden within a dark forest. He continues to practice magic, while attempting to win the heart of Kaitlyn, the kindly maiden who has befriended him. But can Kaitlyn's beauty tame the evil inside? After all, who could ever love a monster? In her first novel, T. Ariyanna weaves a dark tale full of twisted humor that spirals to a shocking ending. Filled with action, adventure, and romance, *The Mage's Son* is a

young adult steampunk fantasy novel that will have readers eagerly seeking the next installment in the *Of Magic* series. Hugh of Emblin is, so far as he's concerned, the worst student that the Academy at Skyhold has ever seen. He can barely cast any spells at all, and those he does cast tend to fail explosively. If that wasn't bad enough, he's also managed to attract the ire of the most promising student of his year- who also happens to be the nephew of a king. Hugh has no friends, no talent, and definitely doesn't expect a mage to choose him as an apprentice at all during the upcoming Choosing. When a very unexpected mage does

choose him as apprentice, however, his life starts to take a sharp turn for the better. Now all he has to worry about is the final test for the first years- being sent into the terrifying labyrinth below Skyhold. Disclaimer: Unlike most other litRPG novels, *Magium* is not a book about a person getting trapped in an actual RPG. The world of *Magium* will, however, be similar to the worlds portrayed in many fantasy RPGs, and the main character will be using a 'stat device', which will provide him with stat points that he'll use to level up different abilities, such as Speed, Toughness and Hearing. In addition, the different mage

specializations are loosely based on classes that you usually find in RPGs and DnD such as Paladins, Clerics, Fire Mages, Necromancers, Illusionists, etc. Now that this has been cleared up, let us continue with the book's description: Barry is an ordinary guy, with no magical powers whatsoever, who dreamed of becoming a mage for the better part of his life. After dedicating his whole life to studying magic, in the hopes of fulfilling his dream, he finally finds a way to do it. However, in order to become a mage, he must first win a deadly free-for-all tournament against the most powerful mages in the world. The fantasy

world that the story takes place in is inspired by Dungeons and Dragons and by classic RPG games such as Neverwinter Nights, Dragon Age and Skyrim. The story of Magium starts at the beginning of the tournament, right after Barry and all the other participants are magically teleported to the continent where the contest is taking place. The tournament takes place on a continent hidden from the rest of the world, where there are mythical creatures like dragons and hydras, but also remnants of an old and technologically advanced civilization, whose magically powered devices are still being used in the present day. Due to his lack of magical

abilities, Barry will be forced to use one such device, called a stat booster, which absorbs the magical energy around it and converts it into stat points. By leveling up stats such as Speed, Reflexes and Premonition, Barry will gain supernatural abilities that will help him survive against all the experienced mages that are also participating in the tournament. As the series progresses, Barry will meet with other participants, he will make friends and enemies, and he will gradually find out more about the continent he is on, and its inhabitants. He will find out that a person called "The Creator" had established several utopias in this place, six

hundred years ago, where animals and humans lived in harmony, and food was created through magic. What Barry will get to see through his travels, however, is the downfall of these utopias, some of them being on the brink of destruction. As he begins to get involved with the people of this land, Barry will need to decide if he can simply ignore what is happening before his eyes, or if he will intervene, at the risk of being banned from the tournament, and forfeiting his dream. Credits for the magic ball image on the cover go to Agnes Landgraf. Carthinal is alone in the world. His parents and grandparents have died. Without money and a place to

live, he faces an uncertain future. After joining a street gang, Carthinal begins a life of crime. Soon after, he sees a performing magician, and decides he wants to learn the art of magic. But can he break away from his past and find the path to his true destiny? This is the large print edition of *The Making Of A Mage*, with a larger font / typeface for easier reading. A mage who fears his magic. A vampire awoken from a century-long slumber. A foe that hides in the shadows. Cassian I'd been okay living the life of a hermit with just my semlee for company. But when helping my best friend find his mate led me to the town of Mistvale, I knew my days of

being alone were coming to an end. The pull I felt to the town could only be one thing. After more than a century of being alone, I might finally find my semnyar, my mate. But what did I do when I found him buried in the basement of the house I'd just bought? Or when I realized that he was a vampire, the species that was the most susceptible to my fire, to my magic that had already taken everything from me. Gustave When I woke up in a strange room with my mate hovering over me, it took me a moment to remember what had happened, what had been done to me. My sire had forced me into the eternal sleep. I'd slept in 1880 and woken up almost a

century and a half later. The bright side was, I had been woken up by my mate and as long as we were together, I knew I'd be able to find my way in this strange new world. But how did I make Cassian see that his fears were unfounded, that he'd never hurt me? How did I make him understand what being fated mates really meant? Look out for: Cassian finds his mate buried in his basement, no innuendo detected, Tay wakes up after a century, everything's different, ACE MC, Tay is an unusual vampire, he's all sunshine and smiles, Cassian is a grumpy fire mage, fated mates, size difference, weird vampire aunt groupie, a dash of angst, April

is really a mother hen, Raphael loves poking the Cassybear, lots of BITING. Sleep of Eternity is a 70k words story that features a grumbly fire mage, a vampire who is strangely sunshiny, a friend who loves tricking them, an owl who fiercely protects those she considers hers and lots of fire-magic and biting. It's the second book in the Mages of Ravenshire series. Each book in this series can be read as a standalone, but it is recommended to read them in order for the most enjoyment since characters will definitely pop into each other's books because they love meddling. Carthinal is alone in the world. His parents and grandparents

have died. Without money and a place to live, he faces an uncertain future. After joining a street gang, Carthinal begins a life of crime. Soon after, he sees a performing magician, and decides he wants to learn the art of magic. But can he break away from his past and find the path to his true destiny? 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. Carthinal is alone in the world. His parents and grandparents have died. Without money and a place to live, he faces an uncertain future. After joining a street gang, Carthinal begins a life of

crime. Soon after, he sees a performing magician, and decides he wants to learn the art of magic. But can he break away from his past and find the path to his true destiny? This is the large print edition of *The Making Of A Mage*, with a larger font / typeface for easier reading. In ancient days, sorcerers sought to learn the One True Spell that would give them power over all the world and understanding of all magic. . . . The One True Spell was a woman, and her name was Mystra -- and her kisses were wonderful. Priest Havilon Tharnstar Tales Told to a Blind Wizard It is the time before Myth Drannor, when the Heartlands are home to

barbarians, and wicked dragons rule the skies. In these ancient days, Elminster is but a shepherd boy, dreaming of adventure and heroics. When a dragon-riding magelord sweeps down upon him, though, the boy is thrust into a world of harsh realities, corrupt rulers, and evil sorcerers. With patience and grit, Elminster sets about to change all that. The result of his labors is a world reborn and a mage made. Niel...a boy apprentice with his heart set on reaching The College to spend his life becoming a real magician. Ennalen...already a skilled magician and Magistrate with a secret agenda and amazing powers. Ancient legends of an

enraged, maddened Mage on a killing rampage. A lost gem stone with awesome destructive potential. A hidden population in the Great Forest with magical secrets of their own. When legend and reality collide, lives hang in the balance...and the whole world might collapse into ruins. A long time ago when ancient spirits ruled the realm and when humans could do sorcery, there was a boy named Zack. Zack came from a a small town and was an only child. His father was a magician and so was his mother. For him to learn how to use and control his magic, they sent him to the school of ancient sorcery for mages. As an 8 year old mage,

he was coming into the prime of his magic. Built on the bones of an ancient city, modern-day Everstrand is where master mage, Rowan, has set up his enchantment shop. When not hanging out with his werewolf best friend, Caleb, or studying, he dabbles in herbology and the controversial practice of blood magic. A prodigy who has already earned two masters, Rowan's bound and determined to reach the distinction of grandmaster, a mage who obtains a masters in all five Schools of Magic. Shaw works for the Inquisition, the organization charged with policing the magical races collectively known as magicae. Recently, it has come under

scrutiny as magicae begin to disappear and reports of violence increase. With secrets of his own on the line, Shaw is willing to risk everything to find out just what is going on behind all the locked doors. When Rowan and Shaw are entangled in each other's worlds, it becomes evident that their hearts are as much at risk as their lives. They must find the truth and stop a conspiracy before it's too late. 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. From the Elven realm of Lóresse comes a tale of courage. Practicing rudimentary spells one moment, then running for her life in the next, Analindë's world changed so quickly that

she only had time to react. Human traitors make things difficult, hunting her every move. Cornered and afraid, with not enough skill to defend herself, elven mage Analindë of Lindënlwë makes a stand. And then things become interesting. The traitors came, and life changed forever. This book is also available in the collection of Lóresse books: The Analindë Trilogy (books 1-3). Carthinal is alone in the world. His parents and grandparents have died. Without money and a place to live, he faces an uncertain future. After joining a street gang, Carthinal begins a life of crime. Soon after, he sees a performing magician, and decides he wants to learn the

art of magic. But can he break away from his past and find the path to his true destiny? This is the large print edition of The Making Of A Mage, with a larger font / typeface for easier reading. [Siren Classic ManLove: Erotic Alternative Fantasy Romance, M/M, HEA] Marcus, bored with his new role as Daniel and Aiden's bodyguard, agrees to go on a mission into the Nether. Seeing this as his chance to do something exciting, he tries his best to put up a good front for his assigned partner, Edmond Elena of the house of the rabbit, of which he shares a passionate yet sad past. Edmond holds deep scars from his past with Marcus, scars he

doesn't want reopened. Still, the pieces of Marcus that he sees beneath his armor of strength and aloofness weakens his heart to him even as he realizes Marcus hasn't changed in all these years. Fighting off their growing desires and feelings for each other, the two must find the stolen tomes of the previous Mediums. Their search for the books brings them into contact with the mysterious group known as the Blood of Aeon, the group responsible for the death of the Dalrymple family forty years ago, and possible secrets that could destroy their world. ** A Siren Erotic Romance A most eagerly awaited account of the early

years of the wizard Elminster, the best known citizen in the Forgotten Realms world. The Making of a Mage is the story of a young boy who overcomes great hardships and his own short comings to become the mightiest mage in the Realms. 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. Carthinal is alone in the world. His parents and grandparents have died. Without money and a place to live, he faces an uncertain future. After joining a street gang, Carthinal begins a life of crime. Soon after, he sees a performing magician, and decides he wants to learn the art of magic. But can he break away from his past and find the path to his true destiny? This is the large print edition of The Making Of A Mage, with a larger font / typeface for easier reading. One mage, Bel Adams - needs a familiar, gun shy about being rejected by one again. One familiar, Nico di Rossi - Army

Ranger, needs a change of pace and a new purpose in life. Plus one familiar, Garen Dallarosa - Secret Service, needs his ex-lover Nico back. One second chance - all for the taking.

Tags: Mages, BOGO familiar, familiars as bodyguards, familiar bond, M/M/M, second chances, workplace romance, fated mates, magical shenanigans, Garen is part gargoye, Bel part demon, Nico is a golden retriever in human form (though not literally), idiots in love, seriously I don't know what to do with them, Bel loves Garen just because he wants to love him, possessive behavior, not a single degree of chill from any of them, Nico is not allowed caffeine, Nico loves

swords, Wicky is his supplier, lightsaber sounds, competency kink, Garen cannot be moved, he moves when he wants to, evil cults strangely don't clean up after themselves, absolutely no one's surprised, Nico thinks a magically booby-trapped cave is a theme park, cuz he cray cray, Demon Grandpa is also cray cray and approves Sarra leaves for Mage College with expectations of being trained as a Mage, but a war with another nation alters those plans. Sarra and her new friends learn many things, though not necessarily what she expects. Will she and those new friends be able to prevent the destruction of the Kingdom, as they know it? Is Sarra still

destined to become a Mage? What would happen if you lost you parents? ...and then found out they weren't your parents at all? Sean's parents die under confusing circumstances. But then the secret reveals itself. Sean's parents aren't really his parents after all. Sean isn't who he thinks he is at all. Not even close. Follow Sean through his journey of personal discovery and the revelations of the magical world around him. He discovers his own magic and that family is relative... Gift of Magic is the latest installment in New York Times bestselling author Lynn Kurland's breathtaking Nine Kingdoms saga, which follows the daughter of a dreamweaver

and the son of a mage as they struggle to save the realm from a magic as dark as it is powerful. Sarah of Doire knows the pattern of spells is no accident. With each page, each powerful rune, she and Ruith are being led somewhere, to someone-but by whom, she cannot tell. Sarah's gift of sight only allows her to see the spells themselves, not the person behind them. A reluctant sorcerer still learning to trust his own magic, Ruithneadh of Ceangail knows he's woefully unprepared for the adversaries they'll face. But he and Sarah must collect and destroy his father Gair's spells soon. Many mages seek their power, and in the wrong hands, Gair's magic

would plunge the Nine Kingdoms into an eternity of darkness. But as they pursue the final spells-acquiring strange companions, welcome allies, and unexpected foes along the way-Sarah and Ruith realize that their true quest has only just begun. The real enemy is closer, darker, and more power hungry than they ever imagined; and until he is defeated, the fate of the Nine Kingdoms hangs in dire peril. The Outstretched Shadow, the first book in The Obsidian Trilogy from Mercedes Lackey and James Mallory Kellen Tavaddon, son of the Arch-Mage Lycaelon, thought he knew the way the world worked. His father, leading the wise and

benevolent Council of Mages, protected and guided the citizens of the Golden City of the Bells. Young Mages in training--all men, for women were unfit to practice magic--memorized the intricate details of High Magic and aspired to seats on the council. Then he found the forbidden Books of Wild Magic--or did they find him? The three slim volumes woke Kellen to the wide world outside the City's isolating walls. Their Magic was not dead, strangled by rules and regulations. It felt like a living thing, guided by the hearts and minds of those who practiced it and benefited from it. Questioning everything he has known, Kellen discovers too

many of the City's dark secrets. Banished, with the Outlaw Hunt on his heels, Kellen invokes Wild Magic--and finds himself running for his life with a unicorn at his side. Kellen's life changes almost faster than he can understand or accept. Rescued by a unicorn, healed by a female Wild Mage who knows more about Kellen than anyone outside the City should, meeting Elven royalty and Elven warriors, and plunged into a world where the magical beings he has learned about as abstract concepts are flesh and blood creatures--Kellen both revels in and fears his new freedom. Especially once he learns about Demons. He'd always thought they were

another abstract concept--a stand-in for ultimate evil. But if centaurs and dryads are real, then Demons surely are as well. And the one thing all the Mages of the City agreed on was that practicing Wild Magic corrupted a Mage. Turned him into a Demon. Would that be Kellen's fate? Deep in Obsidian Mountain, the Demons are waiting. Since their defeat in the last great War, they've been biding their time, sowing the seeds of distrust and discontent between their human and Elven enemies. Very soon now, when the Demons rise to make war, there will be no alliance between High and Wild Magic to stand against them. And all

the world will belong to the Endarkened. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Carthinal is alone in the world. His parents and grandparents have died. Without money and a place to live, he faces an uncertain future. After joining a street gang, Carthinal begins a life of crime. Soon after, he sees a performing magician, and decides he wants to learn the art of magic. But can he break away from his past and find the path to his true destiny? Do not use energy from the living. Do not reanimate the dead. Warnings that had been drilled into Ash. Unbreakable laws

that no one ignored. The Faceless Monks changed that. If they could be so brazen as to do it, then so could he. The shattering of long held beliefs has taken Ash outside of the law. His blatant disregard of the rules could ruin whatever chance he has of getting revenge on the Faceless Monks, and rescuing his beloved sister. Ash understands that there are consequences for his actions. Consequences he intends to ignore to get back what is most important to him...whatever the cost. A young shepherd boy, Elminster, vows revenge on the dragon-riding mage-lord who murders his family and destroys his village, and pursues careers as

a brigand, thief, and priest before he discovers the power that can turn the mage-lords' magic against them.

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