

## High Mage The Spellmonger Series Book 5

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With turn-based, hex-style combat on detailed battleground and third-person exploration in a lore-rich world, King's Bounty 2 is shaping up to be an interesting fantasy RPG.

King's Bounty 2 preview: A detailed fantasy RPG with deep lore and strategic turn-based combat shows promise

Paramount Plus started streaming A Quiet Place Part 2 this week at no extra cost. Here's everything to know about it, the app itself and what else you can watch there.

Paramount Plus: How to watch Quiet Place Part 2 and everything else to know

Netflix Australia's anime library is pretty impressive these days. Here's the best anime series and movies to stream right now.

36 Anime Worth Watching On Netflix

Putting nostalgia aside can be difficult, but certain entries in the "Final Fantasy" franchise clearly stand head and shoulder over the others.

Every Mainline Final Fantasy Game Ranked

□ Determined either by RT-PCR, western blot or immunohistochemistry. CMV: Cytomegalovirus; EGFR: EGF receptor; GAGE: G melanoma antigen; GALT: Galactosyltransferase ...

Cellular Immunotherapy for High-grade Glioma

IMAGE Studios ®, the luxury leader in the salon and spa coworking space, has opened their first location in the Mile High City! IMAGE is building 9 locations in and around Denver, housing turnkey ...

IMAGE Studios Salon Suites opens its first Colorado location in Arvada, CO!

How does one get new Hero Portraits in Hearthstone? It's a bit difficult to give one simple explanation, because there are many different ways to get portr ...

How to get every Hero Portrait in Hearthstone, including the new Druid of the Flame Malfurion and Shaman Ragnaros

As the title suggests, Isekai Cheat Magician very much falls into this subgenre, following high school students Taichi ... in the young adult novels the series is based on. Curiously though ...

Isekai Cheat Magician season 2 release date: Characters, cast for English dub and latest news

Bandai Namco's Tales series has been one of the oldest and most consistent ... Shionne being a ranger, Rinwell being a dedicated mage using a tome, and Law as the team's martial arts expert. Dohalim ...

□Tales of Arise□ Reveals Last Two Party Members and Combat Refinement

However, their lineup also featured a lot of burst damage with Faith\_bian on Axe, XinQ on Skywrath Mage ... they forced the series to a deciding game three, as he provided crucial crowd control and ...

PSG.LGD outlast T1 to reach the grand finals of the WePlay AniMajor

Now, with Playground Games rebooting the series as a high-end role-playing game for current ... Designed after the original black mage aesthetic from the first games, Vivi is a child trying ...

### 5 Things Fable Could Learn From Final Fantasy

The manga industry continues to boom, both in Japan and internationally, marked by the success of the anime industry churning out television and movie adaptations left and right. Anime has not only ...

### 8 (ongoing) manga picks you need to check out

The second Comic-Con at Home event is scheduled to run from Wednesday, July 21 to Saturday, July 24. As with last year's virtual event, "Comic-Con@Home" will consist of a variety of panels, trailers ...

### Comic-Con at Home 2021 Schedule: The Top Panels to Look Out For

Team Ninja, known most recently for its work on the Nioh series, is creating something ... which pepper you with high-damage fire spells and "worse still" set fire to the grass you're ...

### Team Ninja's dark, wild spin on Final Fantasy needs some taming

Despite not having any previous experience playing card games (bar Yugioh), he quickly adapted to the game and was signed by a local pro team in 2014 after a series of tournament ... certain when ...

### Meet the 5 Filipinos Competing in Masters Tour Dalaran this Weekend

The Jarvis Conservatory reopens on July 17 with the first of its new International Film series, "See You Up There ... ("Das schweigende Klassenzimmer") A high school class in the communist ...

Rock Star! Things were starting to look up for Magelord Minalan the Spellmonger - the magic mountain in his domain not only made him a wealthy man and the most powerful mage in history, it also produced a lode of magical gemstones with unique properties - properties the Alka Alon, the masters of magic on Callidore, are fascinated by. When Minalan gets his chance to trade some of his magic rocks for ironite, he finds himself in a position to raise hundreds more magi with the stones . . . making them High Magi. But as valuable as that bargain is for prosecuting the war with the Dead God and his sinister armies, such power comes with a hefty price. Every new High Mage Minalan raises presents potential new problems. The Magelords have inspired fear in their neighbors. The warmagi invent deadly new spells. The lower orders of magi are getting restless. The mage-led Sevendor Town wants a new charter. King Rard and the royal court are pressuring the nascent Arcane Orders politically. Some magi are crossing the Penumbra and taking stones from the goblins, as well as taking their service. And some are just starting to get a little crazy. It makes a nice, normal little raid on his lands seem refreshing in its simplicity. In trying to balance the needs of the war with the needs of a well-ordered Order, Minalan finds himself making compromises, cutting deals, and bargaining what power he has in a high-stakes game where Chaos seems to be the only player who knows the rules. The temptations of his position and the power he wields are great, but so, he discovers, are the responsibilities. But when his patience seems nearly exhausted and his alliances seem ready to crumble, a massive army emerges from the shadowy realms and strikes south, forcing the High Magi to rally around the Spellmonger in defense of the kingdom. As the genocidal goblin army marches toward the once-prosperous cottonlands of Gilmora, Minalan and his High Magi must defend a single bridge against them at all costs. And they are ready to. But the plans of magi count little when the powerful and subtle mind of the Dead God opposes them. For when the die is cast and the first blow is struck, it becomes clear that nothing is as Minalan had foreseen. As disaster looms for the human kingdom and even the Alka Alon are threatened, only a desperate appeal to divinity, a dangerously risky adventure and a little classy enchantment offer any hope against calamity. For the day has come when all that stands between ruin and survival is the bravery and cunning of the Spellmonger and his High Magi!

Minalan gave up a promising career as a professional warmage to live the quiet life of a village spellmonger in the remote mountain valley of Boval. It was a peaceful, beautiful little fief, far from the dangerous feudal petty squabbles of the Five Duchies, on the world of Callidore. There were cows. Lots of cows. And cheese. For six months things went well: he found a quaint little shop, befriended the local lord, the village folk loved him, he found a sharp young apprentice to help out, and best yet, he met a comely young widow with the prettiest eyes . . . Then one night Minalan is forced to pick up his mageblade again to defend his adopted home from the vanguard of an army of goblins - gurvani, they call themselves - bent on a genocidal crusade against all mankind. And that was the good news. The bad news was that their shamans were armed with more magical power than has been seen since the days of the ancient Imperial Magocracy - and their leader, a mysterious, vengeful force of hate and dark magic, is headed directly to Boval Vale, along with a massive invading army of gurvani. The good people of Boval and their spellmonger have only one choice: to hole up in the over-sized Boval Castle and hope they can endure a siege against hundreds of thousands of goblins. When the people look to him for hope, Minalan does his best, but the odds are depressing: there are multitudes of goblins, and they want Boval Vale as a staging ground for a vengeful invasion of the whole Five Duchies. Add to his troubles a jealous rival mage, a motley band of mercenaries, a delusional liege lord who insists victory is at hand despite the hordes at his door, a dour castellan, a moody, pregnant girlfriend and a catty ex-girlfriend who specializes in sex magic - all trapped in a stinking, besieged castle with no hope of rescue, and you'll understand why Minalan is willing to take his chances with the goblins. All that stands between the gurvani horde and the people of the Five Duchies is one tired, overwhelmed baker's son who wanted nothing more than to be a simple village spellmonger!

MINALAN GETS MEDIEVAL! When you defeat the invading goblin army, get knighted on the field of battle, gifted with lands and gold, usually your happily-ever-after is . . . happy. But now that Minalan the Spellmonger has been ennobled and enfeoffed, Sire Minalan has a task cut out for him that makes defeating goblins seem like child's play: moving his very pregnant bride and a few thousand refugees from Boval Vale into the remote, sparsely-peopled Domain of Sevendor. But when he arrives, he finds the land withered from neglect, filled with superstition and suspicion, a third of his domain has been conquered before he got there, and the castle he now owns hasn't been maintained in decades. As Minalan manages the challenges of being a noble, being a mage knight, being the lord of the manor, being a landlord, and fending off a belligerent (and well-armed) neighbor, he also has to learn how to be a husband, father, and a leader of a people. Then the fateful night his son is finally born, Minalan learns the nature of fear, as he, his family, and his very realm are forever changed when the spell he casts to save their lives transforms the land. Minalan, his apprentices Sir Tyndal and Sir Rondal, his dour but efficacious castellan Sir Cei, and his moody wife struggle through the winter and defend their domain in his attempt to prove what a Magelord can do for his people when he puts magic in their service. But in the distance, the threat of a renewed war with the goblins looms as they approach the Riverlands, the Gilmoran baronies that are the heart of the Duchies. The contentious High Magi convene to constitute the new Arcane Orders, while the fanatical Royal Censorate of Magic plots defeat them and the thousands of hedgemagi, witches and footwizards they terrorized now see Minalan as a hero. The sinister Family schemes to promote Duke Rard II to become King Rard I of the newly-united Kingdom of Castalshar - over a pile of bodies, if necessary. And suddenly, out of the sky fall dragons in the service of

the Dead God to strike at the strength of the nascent Kingdom. How can Sire Minalan fight goblins, plots, poverty and politics, all from his remote and rustic vale while keeping the peasants in line and the Warbird of West Fleria at bay? With wit, courage, determination, and a healthy dose of magic. And when the new King tasks him to find a way to slay a dragon, an ordinary knight might shy away from the quest. For Sire Minalan, it's just another day on the job as a MAGELORD!

The Goblin Invasion Is On... ...and a wizard's work is never done! After facing a hopeless siege, an implacable foe and an impossible escape, you would think that Minalan the Spellmonger would be able to rest -- but the armies of the undead goblin shaman Sheruel (known as the Dead God to his human victims) are rolling over the western reaches of the rustic Duchy of Alshar and is headed toward the heart of the Duchy of Castal. Thousands are fleeing for their lives as hordes of goblins pour out of Boval Vale and devastate the rugged fiefs of the Alshari Wilderlands. And the super-charged shamans of the Dead God are making defending the realm almost impossible for the outnumbered Alshari country knights. While the two Dukes play feudal politics to further their own ends, the only people who seem to care about the invasion are Minalan and his outlaw warmagi friends -- and they're busy dodging agents of the sinister Royal Censorate of Magic. But if someone doesn't organize an army in northern Alshar soon, then there will be nothing to stop the armies of the divinely-powerful Dead God from conquering all five Duchies in his genocidal quest for vengeance. But things are just not that simple: he has to cope with a sexy young Shadowmage assassin who works for a mysterious spymaster, a cocky new manservant, a dysfunctional group of suddenly-powerful warmagi, the Censor General, and a bunch of whiny nobles before the Dukes will grant him the troops and money he will need -- and the Dukes have plans of their own. If Minalan the Spellmonger can't lobby the courts of Alshar and Castal to work together -- and quickly -- the hordes of the Dead God will sweep over the frontiers of both states. Worse, the mysterious Umbra veil he has erected around Boval Vale may come to imperil all Five Duchies. Minalan would rather just go home and let the Dukes handle it, but his conscience won't let him. Someone has to stop the Dead God . . . and that someone happens to be him. Beyond politics and plots, goblins and trolls, mercenaries and magic, the Soulless and the shamans, Censors and secret orders, for Minalan there is only the thought that his child is to be born in a world with such dangers, and that is something he cannot permit. It is time for the Spellmonger to pick up his mageblade, grab his witchstone, summon his allies, and go to war again . . . as a Warmage!

Minalan's Summer Vacation! What does the most powerful wizard in the world do after the war is over? Despite the hordes of goblins still ready to ravage human lands, King Rard has signed a treaty with them, so Minalan is forbidden from taking advantage of their weakened state. Most would take a well-deserved rest over the summer . . . but Minalan and his household are busy repaying a favor owed to the tribal Kasari for their help in the war, and the Spellmonger pays his debts. So Minalan spends his summer sneaking two thousand Kasari children through enemy lines, goblin territory, hostile Wilderlords, and through some of the roughest territory in the Five Duchies toward salvation. But the Spellmonger soon learns that not even the help of a goddess is going to be sufficient to contend with the realities of the quest. Despite his best efforts and some of the most advanced magic seen since the Magocracy, the march attracts enemies . . . and far too many friends. For when the desperate refugees of the war-torn Alshari Wilderlands see the well-fed legions of Kasari march by, they cannot help but follow, even if they have no idea of the destination. Any life is better than the hopeless existence they've lived avoiding starvation and the goblins' stewpot. And the promise of hope the great march of the Spellmonger's children offers is just too good to pass up. Security and the promise of a brighter future lie just on the other side of the border with the duchy of Castal. The problem is that the Duke of Castal, Prince Tavard, who is also Minalan's titular overlord, is dead-set against a single Alshari refugee crossing his frontier - and he's assembled a small army to stop any from doing so. With political pressure high and the very gods maneuvering behind the scenes, it's going to take some clever magic, some inspired legal maneuvering, and some serious effort to pull off this miracle . . . but that's the kind of job the Spellmonger does in Journeymage!

Opposites Attack!When the Magelord Minalan the Spellmonger's two apprentices, Tyndal and Rondal, were knighted after the battle of Timberwatch, they were dubbed Knights Magi: a new class of nobility for distinguished High Magi. Designed to combine the pursuit of arcane knowledge with the noble aspirations of chivalry, it elevated them above common warmage . . . in theory. The problem was they had no idea how to be a Knight Mage . . . because no one had ever been one before. And as a couple of half-trained rustic apprentices from the Mindens they did not feel up to the task or the high ideals of their title. But Master Minalan the Spellmonger decided to cure that ignorance. He arranges for Tyndal and Rondal to be tutored and trained together in their new vocation, learning the arts of magic, the craft of warfare and the subtleties of chivalry from the finest masters in the kingdom. If they didn't kill each other, first.The two young spellmonger's apprentices from the Minden mountain domain of Boval Vale have much in common: both had their homes destroyed, they were both sent into exile by the goblin invasion, and they both serve the same master. Yet they could not be more different. Rondal is quiet, bookish, and introspective, dedicated to the disciplines of academic magic and anticipating a future of study, service, and, perhaps, romance. Tyndal is bold and brash: an extroverted over-achiever with dreams of glory, gold, and girls. Fate, circumstance, and the whims of the gods have forced them together, but the raw emotions of adolescence and the trauma of war put them at each others' throats with depressing frequency. Master Minalan can't have that, especially not in his fragile new domain with another baby on the way . . . so he sends them on the road. Jealousy, anxiety, passion and frustration conspire to make them rivals - but if they don't figure out a way to learn to work together, and quickly, then their stubborn feud could end up affecting the fate of the entire war. Along the way they pick up some enemies, gain a few allies, master a few new skills, and attempt to learn the laws of love. But as they stumble through their lessons and learn to master their tempers they discover that the strongest bonds between men are forged by the most difficult of trials. For after they become proficient at magic, war, and errantry they are put to the test in the field, the most difficult of circumstances . . . a mission where the strength of their friendship and the quality of their honor may be what defines them best as Knights Magi!

The Falcon's Call! From the moment Dara of Westwood spied the Silver Headed Raptor nesting in Rundeval Peak, the precocious redheaded twelve-year-old girl was enchanted. The youngest daughter of the Master of the Wood lived in ramshackle Westwood Hall, in the independently-minded Westwood estate of Sevendor. Her determination to capture a baby falcon and train it wasn't hampered by the fact that Dara had never climbed a mountain, had never been trained in falconry, or even remotely had permission from her father to do it. Dara wanted the falcon . . . and the only thing in her way was the mountain, an angry mother falcon, and her own fears. But the daring climb up Rundeval and actually capturing the fledgling falcon is just the beginning of her troubles. Actually learning falconry and training the willful bird is a responsibility she had barely considered. Worse, there is trouble afoot in the domain: a new lord has come to rule over Sevendor and all of her people, replacing the corrupt old Sir Erantal. While everyone welcomes the change, the new lord is a wizard: a magelord, the first of his kind in four hundred years: Lord Minalan the Spellmonger. And he's not alone. He's brought thousands of oddly-dressed Wilderlanders with him, families escaping the wars in the west . . . and settling in Sevendor. Within weeks of holding his first court as lord of Sevendor, the wizard's magic begins to cause problems. Magelord Minalan turns Sevendor Castle, the entire mountain of Rundeval, and a good portion of the Westwood -including Dara's home - into enchanted white stone when a spell goes unexpectedly awry one fateful night. As a result, Dara learns that she, too, may become a mage someday. Soon after she discovers that she can see through her falcon's eyes and share her thoughts, the talents of a beastmaster, opening up a brilliant new world for her. The folk of the valley have enough to eat for the first time in a generation, there are wizards all over Sevendor, and the castle glows with a magic light at night. The fortunes of the Westwood estate rise. But the Magelord finds foes as well as friends in Sevendor. Though prosperity flows from the Magelord's benevolent rule, the changes are frightening to some who have lost power since the Magelord came. Outside the Westwood, the other natives of the domain are upset by their magical lord and his strange new people, and there are whispers of rebellion. And outside of the domain, the

neighboring lords, urged on by sinister forces, conspire to plunge Sevendor into war - with Dara and her family along with it! What can one girl and her falcon do? When the Magelord leaves on business and his enemies close in on her home, Dara discovers she may hold the answer to saving them all! The fate of the entire domain rests with Dara of Westwood, the girl they'll call the Hawkmaiden!

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

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

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