

The Road To Farringale Modern Magick 1

"Love the writing, characters and story." --Kevin Anderson, author of the Dune novels about the Icefire story on which this fantasy series is based. Deep under the City of Glass in the frozen southern land, an age-old machine called the Heart of the City radiates a power which locals call icefire. Most citizens are immune to it, but a few, always born with physical disabilities, can bend it to their will. For fifty years, the ruling Eagle Knights, who fly on the back of giant birds, have killed these Imperfects, fearing the return of the old royal family, who used icefire to cut out people's hearts, turning them into ghostly servitors. The old king's grandson Tandor only sees the good things icefire brought: power and technology now forgotten while the people of the south live in dire poverty. He's had enough of seeing his fellow kinsfolk slaughtered by ignorant Knights, of Imperfect babies being abandoned on the ice floes to be eaten by wild animals. His grandfather's diary tells him how to increase the beat of the Heart the first step to making the land glorious once more. Arrogant as he is, he sets the machine in motion. All he needs is an army of Imperfect servitors to control the resulting power. Isandor is Imperfect, an ex-Knight apprentice, betrayed by his best friend and running for his life. The queen Jevaithi is Imperfect, living like a prisoner amidst leering Knights, surviving only because the common people would rebel if their beloved queen were harmed. Both are young and desperate and should be grateful that Tandor wants to rescue them from their hopeless situations. Or so he thinks. The youngsters, however, have no inclination to become heartless ghosts, but while they defy Tandor, the Heart beats, and he alone cannot control its power. For people who like their fantasy dark and gritty. Think Joe Abercrombie, Karen Miller, Robin Hobb, George R.R. Martin. free, freebie, dark fantasy, steampunk, post-apocalyptic, magic, sorcery, epic fantasy, knights, eagles, bears, fantasy free books, fantasy series

The gods are dead. Their age-old reign destroyed by sorcery and war. A young queen must steer her people through the wreckage left behind. Queen Ariane trusts her dreams, so listens when a sorceress calls out to her from the void. Ysaren warns the queen must find her missing cousin, Lord Tamersane who vanished after the war. Feared lost in the hostile City of the Clouds. He alone has the strength to wield the legendary bow of Kerasheva against the power-crazed emperor of Ptarni. Determined, Ariane sends Captain Garland to find her lost kinsman deep in the heart of enemy country. But Garland and his men vanish in a maze of witchcraft, illusion and treachery. Ariane worries she has sent them to their death. Now she must conquer her own demons before she can face this new enemy head-on. The Emerald Queen is volume seven in the epic fantasy series Legends of Ansu. If you like gritty characters, magic and mystery, woven into witty dialogue and fast-paced plot, then you going to love this latest book by JW Webb. Pick up The Emerald Queen to discover this exciting new series today.

As an agent of the Society for Magickal Heritage, Cordelia "Ves" Vesper has an important job: to track down and rescue endangered magickal creatures, artefacts, books and spells wherever they are to be found. It's a duty that takes her the length and breadth of Britain, and frequently gets her into trouble. But somebody's got to keep magick alive in the modern world, and Ves is more than equal to the job. Fresh from an involuntary crash course in the Stranger Arts, Ves has a new mystery to solve: the inexplicable reappearance of an extinct species. The Dappledok Pup has not been seen in the flesh since the eighteenth century - so how does one come to be found, weak but alive, over two hundred years later? A creature with a unique talent for sniffing out treasure, no less, and that can't be a coincidence. Where did the pup come from - and is there something sinister afoot? Aided by a talking book, a spriggan with a taste for vintage fashion and the best Waymaster in the business, nothing can stop Ves from finding out the truth. Can it?

It's all very well deciding to build the means to save British magick. Top marks for ambitious goals! ...But there are one or two obstacles in the way. For one, said means does not yet exist,

and it'll take a genius to sort that one out. Luckily, we've got one of those. We call him Orlando. For another, nothing at all can be built without materials, and no common-or-garden commodities will do. It's got to be silver. The impossibly rare, virtually extinct kind. This one's on me, Val and Jay. So it's down into the depths of history in search of the answer. Could the crackpot alchemists of ages past really turn lead into magical silver? Everyone says it's impossible. But if we can't find a way to conquer the impossible, what's to become of magick? The illustrated edition of *The Monk and The Viking*. Includes 15 small line art drawings in the margins. "Snoring on the bed was the biggest man Floki had ever seen. Both in height and in girth. In the lamplight, the youth's black curls shone and his skin glowed. It was as if light radiated from his flesh. It was the man from his dreams! Floki wanted nothing more than to touch him. What was someone this beautiful doing somewhere so isolated?" 9th Century Ireland and Norway. One stormy night, their worlds collide...When the Vikings arrive at the little Irish monastery, they are ordered to kill any monk they see and take their golden treasures. One monk, Brother Aiden, manages to sleep through the raid. One Viking, Floki, stumbles across him, snoring in his cell. Captivated with the sleeping monk, Floki convinces his elder brother, Harald, to let him take Brother Aiden back to Norway as his thrall. Brother Aiden has no choice but to go. While he's grateful that these Viking raiders have spared his life, Brother Aiden is terrified. Eventually, Floki's kindness wins him over. However, Harald isn't happy with the love blossoming between the two men...Filled with less than chaste cuddles, handsome monks and Vikings, and concerns regarding saving a heathen soul, this M/M romance is intended for mature readers only.

To catch a killer, send a monster. There's a realm. Wreathed in ice and snow, drowning in the dark, Assevan needs a different kind of hero. There's a god. Merciless and cold, and quick to anger, the Lord of the Dead insists upon one thing only: vengeance for a murdered soul. And there's a man. A ruthless killer, Konrad is detective, judge and executioner in one. Dauntless, relentless, monstrous, he stands alone against the dark. Meet the Malykant. Justice will be served. Four cases. Four killers. Four executions. Dark fantasy and murder mystery collide in this first collection of the Malykant Mysteries.

You Can't Sell That On Television...Just when infomercial writer, Walt Asher, has a perfect Sunday afternoon with his luscious lady lined up, his plans get blown to hell. That's when hell-raiser extraordinaire DG calls to cash in an outstanding favor. No questions. No answers. It's not a request. Walt's ride has arrived...Whisked away to the woods along Florida's Gulf coast, Walt finds himself in a secret smuggler's warehouse, surrounded by bikers with big guns, and facing the strangest assignment of his life: Write an infomercial selling DG's eleven ton mountain of marijuana. Illegal? Yep. Insane? Yep. Impossible? Not for Walt. He always finds the right words to sell. But, when bullets start to blast the "studio" apart, will Walt find the right words - and weapons - to make it out alive? This is the first Walt Asher Novella. It takes place after *KILLERS, BIKERS & FREAKS*, but can be read independently of that novel.

An unsung hero's destiny-Slater's house of horrors. Fire-fighter Jude Elliott loses part of his leg trying to rescue a family held hostage during a terrorist attack. He journeys to mysterious Hewhay Hall, where it is told there are wondrous, magical cures. Little does Jude know that his destination is Slater The Prince of Envy's lair where a demon resides and courageous souls are tormented... Can Jude escape Slater's house of horrors, or will he suffer for all of eternity? To catch a killer, send a monster... But what if a monster isn't enough? Shadows gather, winter deepens, and Assevan falls farther into the dark. Pitted against monsters and men, Konrad faces deeper challenges. Darker foes. Some can rival even the Malykant's power. Pushed beyond his endurance, challenged beyond his sanity, at long last Death's Avenger might need a little help... Konrad Savast returns for another chilling set of adventures in the second volume of the

Malykant Mysteries.

The Lincolnshire Wolds, 1812. When housemaid Bessie Bell is thrown out into a cold October night, her prospects could scarcely seem worse. With nowhere to go and no one to help her, how will she survive? But on the road she meets a mysterious gentleman, and her fortunes take an immediate turn for the... strange. For the nightmare horse Tatterfoal stalks the fog-drenched Wolds, and Mr. Green is determined to catch him. But why? Caught up in a dark adventure, Bessie is swept far beyond the shores of England and into Faerie Aylfenhame. Dangers untold await the unwary in the Goblinlands, though the greatest dangers of all may lie right behind her. For Tatterfoal answers only to his master, the Goblin King... From the author of The Malykant Mysteries comes a darkly delicious tale of love, magic and fairytale adventure.

Stranded far from home, and unable to return, I am in bigger trouble than ever. I know I say that a lot, but this time it's really true. Not that there aren't advantages to my particular predicament. If one must put up with a dangerous degree of magickal potency, one is duty-bound to... put it to use, no? Who knows what could happen? Certainly nothing insane, irresponsible and potentially life-threatening. As if. But we'll need every possible advantage in the Hyndorin Mountains. For there, hidden behind layers of secrets, could be the answers we are looking for. Answers, questions, and dangers — and the kind of disobliging foe who just won't stop coming back. Aided by the serene Emellana (still enigmatic), the delicious Baron (still charming), and the animal-loving Miranda (still irascible), can Jay and I find the way to save modern magick?

The king's orders were clear enough. "Move the tower's shadow," he bellowed. "I refuse to deliver my commencement speech from the dark." As the newly appointed mage to the Crown of Tirlin, Meralda Ovis has no choice but to undertake King Yvin's ill-conceived task. Tirlin's first female mage, and the youngest person to ever don the robes of office, Meralda is determined to prove once and for all that she deserves the title. The Tower, though, holds ancient secrets all its own. Secrets that will soon spell destruction for all of Tirlin-unless Meralda can unravel a monstrous curse laid by a legendary villain seven centuries before she was born.

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PENNINGTON Moment of truth! Eleri worked hard at being levelheaded, to make up for one solitary mistake in her teens. But there were times when being sensible was difficult! Take the situation with James Kincaid.... Eleri had been in love with James, her former boss, for ages, and now not only was James begging her to return to the job from which she'd resigned, he made it clear he found her very attractive, too! Eleri longed to give in to her feelings for James, but forced herself to keep her distance. She had to, because of her secret: what if James discovered that Nico, the boy he thought of as her younger brother, was actually her son? PENNINGTON A place where dreams come true

Four years ago, somebody pinched perhaps the most valuable book in existence.

Merlin's personal grimoire. And the price they're offering for its return is the kind we can't refuse, so it's Ves and Jay on the case. Except that there aren't any clues. Seriously, not even a little one. Nothing's going to solve this case but a Vesper-patented Crazy Plan, and it had better be a good one, for complications are sprouting like daisies. At least it's a straightforward mission. There's no earthly way this one's going to turn my entire life upside down... right?

The Winter Chronicles record many tales of the folk who fled out of the west seeking refuge from the spreading dominion of the Ice. The savage, soulless warriors had destroyed the ancient civilisations, and all that survived was legend. Among those legends is the extraordinary story of Alya, a seer's son. Still struggling to control the magic he has inherited from his father, Alya is cast adrift in a hostile land. With nothing left to lose, he embarks on a quest - to avenge the slaughter of his kin, and to rescue the girl he loves. It is a quest that will lead Alya through a world in turmoil - a world of magic and ice.

'If you had not already realised it, this is a very strange house you are come to.'

The Scions of the House of Werth are all born normal. It is what happens afterwards that sets them apart. It is not easy being the most supernatural family in England. Nell talks to the dead; Lord Werth is too often to be found out in the churchyard at the dead of night; and the less said about Lord Bedgberry, the better. Only Miss Gussie Werth has missed out on the family curse. She sups on chocolate, not blood; she's blissfully oblivious to spectres (except for Great-Aunt Honoria, of course); and she hasn't the smallest inclination to turn into a beast upon the full moon, and go ravaging about the countryside. But there's more to the Wyrde than meets the eye. When a visit to a neighbouring family goes spectacularly, deliciously wrong, Gussie's ideas about her own nature undergo a swift and serious change. Far from being the most ordinary of the bunch, she may just prove to be the most disastrous Werth of them all... Refined Regency sensibilities meet gothic comedy to delightfully absurd effect in *Wyrde and Wayward*, a fresh new series from the author of *Modern Magick* and the *Malykant Mysteries*.

An ancient energy. A daring expedition. Two misfit scientists in a race against time... Iris McTavish always wanted to follow in her father's footsteps. But when his sudden death leaves her household on the brink of ruin, she may have to choose an unwanted marriage over her passion of archaeology. To save her house and prove her worth, she embarks on a mysterious and dangerous expedition... Edward Bailey's strict scientific code holds back his anxiety and heartbreak. With his professorship and his department in danger, however, he realizes he'll need to find the secret to turning unstable aether into limitless power to keep himself afloat. And for once, Edward can't do it alone... As Iris and Edward seek out hidden clues, they're hunted by clockwork spies and a shadowy society. During their dash across Europe, the misfit explorers must work together to crack a worldwide energy crisis and discover the truth if they want to stay alive. *Eros Element* is the thrilling first book in *Aether Psychics*, a series of Victorian-

era steampunk adventures. If you like puzzling mysteries, incredible inventions, and a touch of magic, then you'll love Cecilia Dominic's high-spirited series. Buy Eros Element today to embark on a charming clockwork adventure!

Supernatural crime, vampy romance, and a few loose screws... A digital omnibus of books 1-3 in the Blood Vice Series. 1) Blood Vice 2) Blood and Thunder 3) Blood in the Water Detective Jenna Skye bombs her first week on the St. Louis Vice Squad when she's bitten by a vampire in a supernatural brothel. Her day only gets worse from there. She wakes up in the morgue and discovers that her partner is dead. Before the sun rises, she realizes she is too. Jenna vows to continue their investigation until justice is served, but a werewolf squatter, an unexpected visit from her estranged sister, and a nosy FBI agent stand in her way. Not to mention her fresh aversion to sunlight and a thirst for something a little stiffer than revenge. If you like a little fang in your urban fantasy and action in your paranormal romance, follow Jenna Skye on her crash course introduction to supernatural society in St. Louis!

Draykoni do not die. Not truly. Not forever. So we thought. We have been proved wrong. A killer stalks the Off-Worlds, someone with the means and the will to extinguish even the oldest of draykon souls. But why would anybody do such a thing, and how? I am Llandry Sanfaer: shapeshifter, ambassador, colony leader. My people are dying beyond hope of revival, and it falls to me to stop it. But the killer leaves nothing behind — not a single clue. Worse, the corrupted energy of Orind has broken its confines. It's spreading. If it isn't stopped, all the Worlds could go under. With my people and my Worlds under threat, I'll need all my wits, my strength, and every ally I can muster to set things right. It's going to be a hard fight.

When a young girl rescues her nutcracker from an attack by mice, the nutcracker becomes a prince and takes her to his magnificent castle.

Old Magick. New World. In the 21st century, little remains of magick save scattered, beleaguered pockets of magickal community and scholarship - and a vast, but rapidly decaying, heritage. How can any of it survive the pace of modern life? As an agent of the Society for Magickal Heritage, Cordelia "Ves" Vesper has an important job: to track down and rescue endangered magickal creatures, artefacts, books and spells wherever they are to be found. It's a duty that takes her the length and breadth of Britain, and frequently gets her into trouble. But somebody's got to keep magick alive in the modern world, and Ves is more than equal to the job. In this first adventure, Ves meets her new partner, the Waymaster Jay. Their mission? Find the source of a magickal disease that's decimating Britain's troll enclaves - and fix it. Simple in theory, tricky in practice, for the only place that might hold the information they need is the ancient and inconveniently lost enclave of Farringale... The first adventure in the funny, contemporary fantasy serial Modern Magick. Also look for us online!

As an agent of the Society for Magickal Heritage, Cordelia "Ves" Vesper has an important job: to track down and rescue endangered magickal creatures,

artefacts, books and spells wherever they are to be found. It's a duty that takes her the length and breadth of Britain, and frequently gets her into trouble. But somebody's got to keep magick alive in the modern world, and Ves is more than equal to the job. Cast away from the Society (sort of) and out on their own, Ves, Jay and Zareen face their greatest challenge yet. What is the truth behind the mysterious, perambulatory Spire? Is it really possible to travel in time? What dangerous secrets are the Hidden Ministry keeping? Answers must be found — in the face of severe opposition from the Ministry, from Ancestria Magicka, and from every Fae Court in existence. Simple. If only everything wouldn't keep going wrong. If only a house hadn't walked off with Jay. If only there wasn't still a traitor on the loose, and if only Ancestria Magicka wasn't always, inevitably up to no good. With the trusty trio down to two, Ves and Zareen call in the Baron for help. Their mission: track down a vanishing island, save the Striding Spire, and find the way back to 1789. Oh — and just what exactly has become of Jay...? The fight to save British magick rages on — and it's taking the Society's beleaguered champions away from Home. Far, far away, to worlds long lost; worlds no one could ever have imagined existed. Dangers and mysteries abound, which is way up Ves's street. Jay isn't quite so sure. Severed as they are from the Society's support, will magick's unlikely heroes make it Home unscathed? It'll be fine. After all, these lost magical domains are the Society's ultimate dream. What could possibly be so bad about that? The Society for Magickal Heritage battles modern decay in three thrilling new Modern Magick adventures: *The Fifth Britain*, *Royalty and Ruin*, and *Music and Misadventure*. A spoiled royal hungry for excitement. A young man who hates nobles. Can they foil a kidnapping before they fall prey to an enemy's deadly magic? Seventeen-year-old Princess Nora Abrios is lonely and bored. Though she's a frost eater who creates magical ice, she'd give anything for a chance to really cut loose. When a commoner's flying antics capture her attention, she seizes the opportunity to partner up and escape her dreary palace duties. Krey West's girlfriend Zeisha disappeared weeks ago. He vowed to discover her fate. So when his unusual magic catches the eye of the privileged princess, he jumps at the chance to find his love by exploiting the monarchy he hates. But he's surprised by his feisty new ally's willingness to defy her family and dig deep into the nation's darkest secrets... As new evidence shocks Nora, she makes the fateful choice to flee the capital and join Krey in banishment. And when they uncover a sinister plot which runs darker than the disappearance of one girl, Krey resolves to do whatever it takes...even if he must face down a dragon. Can Nora and Krey save Zeisha and expose a shadowy enemy, or will their prying spell their doom? --- *The Frost Eater* is the enthralling first book in the *Magic Eaters* dystopian YA fantasy trilogy. If you like funny and capricious heroines, smart and snarky heroes, romance subplots, and unique world-building, then you'll adore Carol Beth Anderson's fast-paced tale. Buy *The Frost Eater* and devour its dark magic today!

Wondrous beings inhabit these woods - creatures born of mythic fable and the mortal subconscious: a snow woman beckons; a scientist succumbs to an age-old madness, tale-tellers weave extraordinary yarns of terrifying primal power. Explore a dark and

secret place where daemons roam, where conjurers work their awesome pagan magic in eight stunning short stories of exhilarating imagination by the acclaimed author of *Lavondyss* and the World Fantasy Award-winning classic *Mythago Wood*.

We're all mad here... Dispatched overseas — far, far overseas — Ves and Jay face their most challenging assignment yet. Following in the footsteps of a long-lost king, their latest adventure will take them all the way to the mysterious Vales of Wonder, and all the magickal marvels which doubtless await. And dangers, because who said adventure would be easy? Fortunately, they've got help. One reviled but aggravatingly handy beast specialist: check. One world-famous, awe-inspiring, purple-clad troll scholar: check. One perambulatory, half-mad house with a crush on Jay: check. Not to mention a magickal pup, an even more magickal unicorn, a talking book, a jewelled scroll-case map, a magic Wand, an ethereal faerie lyre, and an excitingly untested tool from the Society's own hermit genius. With an arsenal like this, the mission can only be an unqualified success. Right...?

When fun-loving witch Maddy Gallowglass moves to Bedlam to turn an old mansion into a magical bed-and-breakfast, the last thing she expects is to meet her match in the gorgeous vampire Aegis. As Maudlin and Aegis prepare to open the Bewitching Bedlam B&B to guests, they immediately find themselves embroiled in a battle for customers. Ralph Greyhoof, the owner of the Heart's Desire Inn, doesn't like to share. The conflict heats up when Maddy finds a local witch dead in the rose garden. The woman looks a lot like Maudlin and suspicion falls on Ralph. But Maddy knows that as competitive as Ralph is, he wouldn't resort to murder. Maudlin and Aegis set out to find the killer, even as their own relationship is put to the test. Aegis's old flame has returned, determined to win him back, no matter what it takes.

With dragons, ancient magic, and whispers of a foreboding evil rising to power, Anders is forced on a life changing adventure. When he learns of his potential involvement in a prophecy involving ancient magic, Anders will have to make a difficult decision. Join his quest and embark on this epic adventure today!

What if you met the love of your life - in a different world? In a quiet English town in 1811, there lives a clergyman's daughter. Kind-hearted but impoverished, lively but plain, Miss Sophy Landon faces a future with few prospects. In the neighbouring realm of Aylfenhame, there lives Aubranael. Disfigured among the beauteous fae, his ruined face condemns him to a life lived alone. Their meeting changes everything. For Sophy will cross the border, and find a glimmer of a future beyond. Might there be a life, and a love, for her in the realm of the fae? For Aubranael, a chance encounter with Miss Landon turns his world upside down. Armed with the temporary gift of beauty, can he hope to win her heart? *Pride and Prejudice* meets *Beauty and the Beast* in this heart-warming tale of love, hope and magic.

Jack Wenlock is the last of the Railway Goslings: that fabled cadre of railway detectives created at the Weeping Cross Railway Servants' Orphanage, who trod the corridors of the GWR trains in the years 1925 to 1947. Sworn to uphold the name of God's Wonderful Railway, Jack keeps the trains free of fare dodgers and purse-stealers, bounders and confidence tricksters, German spies and ladies of the night. But now, as the clock ticks down towards the nationalisation of the railways Jack finds himself investigating a case that begins with an abducted great aunt, but soon develops into something far darker and more dangerous. It reaches up to the corridors of power and

into the labyrinth of the greatest mystery in all the annals of railway lore – the disappearance in 1915 of twenty-three nuns from the 7.25 Swindon to Bristol Temple Meads, or the case of the 'Hail Mary' Celeste. Shady government agents, drunken riverboat captains, a missing manuscript and a melancholic gorilla all collide on a journey that will take your breath away.

Midlife Muse is a paranormal women's fiction novel and a new action and adventure tale from USA Today Bestselling Author, Donna McDonald. I may look like a 40-year-old woman, but inside I'm a goddess. My name is Goddess Atlanta. Haven't you heard of me? No? Bet you've heard of my twin sister, Athena, the Goddess of War. Sure. Everyone's heard of her. Shunned by my birth family, I grew up with the Muses as sisters and friends. Being a Muse sucked, though, and I failed at inspiring others. What can I say? Being a warrior is the song that sings in my blood. Just hand me a sword and move back while I call down lightning. Be careful though because my aim's not what it used to be. Becoming a 40-year-old and mostly mortal woman has taken a toll, especially on my knees. Because of my father, my entire pantheon is also mortal and dying. I have to find a worthy champion to help me save us all. Failure is not an option no matter how old or mortal I get. My name is Atlanta, Goddess of the Doomsday Prophecy. And this is my Mortal Midlife Story. **WARNING:** This new story is both paranormal (think Trolls, Pegasi, and Dragons) and women's fiction (think about growing older). Some fantasy and romantic elements are also included. This is the first book in my new series, Nine Heirs and a Spare, which has its roots in Greek mythology. You can count on the good guys winning some of their battles, but that's the only promise I can make. As with all my writing, there will also be lots of laughs along the way.

When a dark power rises, only a doomed prince can stand against it. "The War of the Black Tower: An Epic Fantasy" is a dark, swashbuckling epic fantasy trilogy. Baleron is the youngest son of the king of Havensrike, a land eternally at war with the dark empire of Oslog to the south. Ruled by Gilgaroth, the legions of Oslog have continually striven to tear down the works of man and sweep the world in darkness. For eons the dark masses have awaited their lord's Chosen One, he who will be appointed by Gilgaroth to usher in the next age of shadow. That time is now. Baleron, though a womanizer and rogue, the black sheep of the royal family one step from being kicked out of the castle, is loyal to the kingdoms of the north and wants only to redeem himself in his father's eyes. But as Baleron leads his sister Rolenya's wedding party through the treacherous Aragst Mountains, they're set upon by the dark powers, and the thralls of Gilgaroth call out to Baleron in worship, calling him the Chosen One. This is just the beginning of Baleron's epic journey of action, romance, wonder and discovery in "War of the Black Tower: An Epic Fantasy". He'll know battle, hardship, the enmity of a terrible dragon, and all the terror of Oslog before he can find out what it means to be the Chosen One of Gilgaroth, and what it takes to throw off his dark destiny.

Can British magick survive? As the pace of modern life accelerates, the old ways wither and die. But to the Society for Magickal Heritage, that just isn't good enough. The Witch: Friend to the unicorns, lover of pancakes, and wielder of potent artefacts, star agent Cordelia "Ves" Vesper will stop at nothing — okay, very little — to drag ancient magicks back out of the grave. The Waymaster: New recruit Jay Patel has some rare and powerful arts at his disposal. With a penchant for old books and motorbikes in near equal measure, he's a force to be reckoned with. The Necromancer: Prankster Zareen Dalir may be high-spirited but she's got a darker side. A much, much darker side. Head of the Toil and Trouble division, Zar's the best kind of bad news. The Baron: Is Baron Alban the handsomest troll alive or... forget it, yes. Yes, he is.

But he's not just a pretty face. With the powerful Troll Court at his back and a smile to slay an army, Alban's a staunch ally. Join these four champions, the enigmatic "Milady" of the Society, and the sentient house they call Home as they fight to keep magick alive! This new compendium brings you the first three wild adventures all in one: The Road to Farringale, Toil and Trouble, and The Striding Spire.

It's the summer of 1888 and a bizarre killer is stalking the gas-lit streets of New York. But are the murders a case of black magic or simple blackmail? From the high-class gambling dens of the Tenderloin to the glittering mansions of Fifth Avenue, consulting detective Harrison Fearing Pell follows a twisted trail of lies, treachery and madness that might end much closer to home than she ever imagined.

"Fun" for all the family... Ves hasn't heard from her mother in six years — until now. With nothing but a peremptory summons and some map co-ordinates to work with, Ves has no idea what to expect. The short answer is: trouble, for Mother Dearest is in rather a lot of it. And like daughter, like mother, for there's a shiny artefact in the offing, and only a few gigantic lindworms in the way. Who isn't up for a minor little challenge like that? It's off to Faerie for Ves and Jay, for the artefact in question was once the property of the legendary King EVELAERN. And as it turns out, the declining and dusty kingdom of the Yllanfalen may hold some unexpected truths about her past... Meet Ves's family in this sixth installment of the popular contemporary fantasy web serial, Modern Magick.

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