

## The Necromancers Smile

A sword-for-hire quests to defeat an evil Necromancer. A young girl discovers that music has a magic of its own. An FBI interrogator discovers a chilling conspiracy. A shipwreck unleashes a supernatural monster onto the inhabitants of a tropical island. A washed-up electrician battles a monster from beyond our universe. Tales of Adventure #2 is a collection of five science fiction and fantasy novelettes and novellas: The Necromancer's Lair, A Note Of Magic, Facilitated Interrogation, The Beast And The God-Woman, and What Lurks Between.

The continuing chronicles of the Second Neoluzian War. In "The Oath of the Necromancer," the tide of war rises against the good races of Neoluzia by the marauding armies of the Orcs from the north. The Orcs are led by Arkan Spiritstrike, a powerful Orc wizard who drives his forces to fulfill an Orc destiny designed over one thousand years ago. After the Veiled Institution restores Darius, David Parr is given the opportunity to return home to Earth, a place the Veiled Institution has declared a "forbidden world." Before he leaves, Parr is taken from his elven hosts by a disciple of the Veiled Institution so that he can be shown the true security danger in Neoluzia. Armed with this new information, Parr reluctantly decides to remain in Neoluzia so that he can find the great necromancer Termaplix, the last remaining hope for the salvation of the land. With his dark elven companions and a feisty dwarven paladin, David seeks to deliver this message tasked by Darius to the Salon of Enlightenment. Unknown to Parr however, the Orcs have planned to prevent his valiant party from leaving the elven forest of Frontentia alive and the stranger from Earth finds that he cannot escape The Second Neoluzian War.

Calamadaria is on the brink of war. A war fought for the eternal gods, but one where only mortals will feel the suffering it brings. As the eternal beings vie for supremacy in the heavens they move their pawns below. Plans are made as dark forces gather to the north with a single purpose. Undead legions march alongside evil knights towards the grandest bastion of good hearted men to the south. Elven sages and dwarven kings argue whether it is right to leave their homelands to aid the armies of men. Dragons, long forgotten, have appeared and are adding their uncountable strength to the evil hoards. And a young magic user is told about a long forgotten prophecy, that will plunge himself and his companions into a war no one knows is coming. Will anyone have the strength, courage and faith to fight off the malevolent gods, or will Calamadaria's light fade forever?

Sophie and Josh have returned to San Francisco. They must protect themselves from the Dark Elders, but they've not yet mastered the magic they'll need to do so. Their trust in Nicholas Flamel is shaken, and their friend Scatty is missing. Unbeknownst to the twins, John Dee has amassed an enormous army of foul creatures, with which he plans to battle Nicholas and his wife, Peronelle. In order for his plan to work, he must train a necromancer to raise the Mother of the Gods from the dead. The twins of legend will make the perfect pupils in his

diabolical scheme.

The Hand of the Necromancer

The Necromancer Princess

The Necromancer Complete Series

Taking Care of Business

The Necromancer Series

*She has never feared the walking dead. It's the power required to reanimate the dead that startles her, seduces her. The power that dwells inside her . . . and is growing. For Professor Ruby Montagne, being a necromancer has brought her nothing but heartache, and she walked away from that part of her life long ago. However, her quiet existence in San Francisco is shattered when she stumbles upon the body of a slain witch, and the supernatural community insists she transform him into a revenant to track the killer. But his murder was just the beginning, and Ruby soon realizes that the stakes are higher than anyone can imagine--and that revenants have nasty minds of their own. Now demonic creatures have escaped into the human world, and zombies once again walk the streets. For humanity's sake, Ruby forms an unlikely alliance with a witch, a revenant, and Ewan March, a demon warrior who sets her senses on fire. She's always distrusted demons, and Ewan is no exception. But circumstances push them closer together, and Ruby not only finds it harder to resist him, she isn't sure she even wants to. But she suspects his job of patrolling the portal separating humans and demons conceals a dark and deadly past that may consume them both. With events spiraling out of control, Ruby unravels a plot that threatens the human and demon realms and puts Ruby's very soul in jeopardy. Because when the dead walk, no one is safe. Especially Ruby.*

*The first three books in the epic fantasy The Necromancer's Key series. A corrupted power stirs from beyond the grave. The Necromancer Queen will rise again. Seventeen years have passed since the Necromancer Queen was overthrown and slain by a holy order of knights. Raised in the sacred disciplines of the knights Order, Anskar prepares for the brutal initiation trials to become a consecrated knight-sorcerer. But as troubling powers awaken within him, a schism grows between Anskar and his hallowed Order. As he draws the hungry gaze of the vanquished queen's fanatical followers, and pieces together the mysteries of his early life, he finds himself with a crucial choice to make: Remain loyal to the Order's righteous mission, or control the dark powers growing within him. Either way, his destiny is steeped in war. The only question is, which side will he be on?*

*An ancient secret has found its way into the hands of a powerful wielder of necrotic magic named Iltar. The Dark Necromancer follows Iltar and his loyal companions as they embark on an epic quest to re-forged the Au'misha'k; an amulet of immense power that turned the tide of a thousand year war between that factions of dragonkind that ruled Iltar's world of Kalda centuries ago. Iltar's journey is fraught with adventure, intrigue and deception. From the dangers of Draco Isola to the majestic ruinous city of Merda, The Dark Necromancer is riveting with excitement.*

*Get all three volumes of the epic trilogy in one volume. BONE MAGIC The war was supposed to be over. Tira Archer is done with killing, done with fighting. She's hung*

*up her bow, saddled her mule, and headed for home. But children are disappearing from the peaceful village of Raven Crossing. Her search for the children brings her face to face with vicious kidnappers, goblin armies, and mercenary dwarves. A war is brewing, and not just any war. It's a war where the dead don't stay fallen. Hurt, exhausted, and sick of fighting, Tira will have to take up her bow once again. Somewhere there is a dark wizard manipulating the living and controlling the dead. Tira is saving an arrow just for him. He plans to rule the world, but he hasn't planned on Tira Archer. GIRL IN THE SHADOWS Tira is after a necromancer who uses the dead as puppets in her mad schemes. She gets sidetracked BY Su, who's on the run from nasty bounty hunters, Alerak, who thinks Su is a murderer, and Roth, assassin turned priest, who's hunting the real killer. Tira senses the hand of the necromancer behind it all. Now she has to rescue Su from the gallows, pluck Roth from the clutches of pirates, keep Alerak from a deadly trap, and lead them all in an assault on a fortress. Tira's going to bring down a necromancer, and may the gods help anyone who gets in her way! THE GOBLIN KING When a dead king rises to reclaim his throne, Tira Archer and her companions see the hand of a dark sorceress behind it. They've sworn to finish the necromancer who's brought so much murder and destruction into their lives, but it won't be easy. They'll face assassins, a charming rogue with a hidden agenda, and an army of idealistic rebels who've sworn loyalty to a king ten years dead. Now they must ride into a goblin-infested wilderness and battle renegades and mercenaries to reach a mad sorceress and try to stop her before she can plunge an entire kingdom into war. They will pay a terrible price, but one way or another, the sorceress WILL be stopped. keywords: sword and sorcery, high fantasy, epic fantasy, war, goblins, dwarves, elves, assassin, archer, sorceress, wizard, witch, battle, castle, swords, adventure*

*Cathexis: Desecrator's Sword*

*Hold Me Closer Necromancer and Necromancing the Stone*

*The Necromancer Queen*

*Wizard's Alchemy*

*The Rise of the Necromancer - Desire - The Dark Seeker*

In a Massachusetts town, an evil wizard is about to come back from the dead and a young hero must fight to stop him . . . In the days of the Salem witch trials, the sleepy hamlet of Duston Heights had just one practitioner of the dark arts: the notorious necromancer Esdras Blackleach. As the fever for witch hunting reached its terrible peak, Blackleach was accused of using powerful black magic against his fellow townsfolk. But just before he could be brought to trial, he dropped dead, escaping justice forever. Or so it seemed . . . Fast forward to the 1950s, the inquisitive young sleuth Johnny Dixon and his mentor Professor Childermass are getting ready to donate a box of Blackleach artifacts to the local museum when a descendant of the sorcerer shows up and attempts to steal his ancestor's wooden hand. He has a fiendish plan to raise the old necromancer from the dead, and only Johnny and the professor can stop him and make the town safe from black magic forever. The Johnny Dixon stories, from the award-

winning author of *The House with a Clock in Its Walls*, have been acclaimed for their "believable and likable characters" (*The New York Times*) and "spine-tingling" supernatural adventure (*Publishers Weekly*).

After a dangerous encounter with some fellow necromancers, Cissy is left looking over her shoulders and trying to avoid the next catastrophe. When she's asked to be in charge of the new Necromancer Council, she knows she can't say no, even if it involves facing the demons she'd rather avoid. But this time, she isn't alone, and with her friends and allies by her side, she finally feels as if she's ready to take on everything the world has to throw at her. - The Necromancer Council is a complete urban fantasy romance series featuring necromancers, an m/f romantic sub-plot, and a heroine recovering from the past.

As the witch-pyres of the Spanish Inquisition blanket Renaissance Europe in a moral haze, a young African slave finds herself the unwilling apprentice of an ancient necromancer. Unfortunately, quitting his company proves even more hazardous than remaining his pupil when she is afflicted with a terrible curse. Yet salvation may lie in a mysterious tome her tutor has hidden somewhere on the war-torn continent. She sets out on a seemingly impossible journey to find the book, never suspecting her fate is tied to three strangers: the artist Niklaus Manuel Deutsch, the alchemist Dr. Paracelsus, and a gun-slinging Dutch mercenary. As Manuel paints her macabre story on canvas, plank, and church wall, the young apprentice becomes increasingly aware that death might be the least of her concerns.

Exiled from her birthright as a child, Brianna's only crime was to be born a necromancer in a world that mandates their execution. Rather than have his only child executed, her father, the King of Belmontis, entrusts his closest friend with her care and sends her away before claiming her death from illness. Twenty years later, her father has been assassinated by her cousin, who now holds the throne, while Brianna is living anonymously in the Warrens of Mountainvale, the city's worst, most dangerous slums. Though she is unaware of the gathering threat beyond the borders of the country she might have ruled, a foreign necromancer is gathering his army to invade, starting with the city she now calls home. Having already taken a neighboring nation in just weeks, they have set their sights on wealthy Belmontis and only another necromancer can stop them. When Garrett Morvan, Mountainvale's city commander, receives a royal command to arrest the necromancer hiding in his city and hold her until the King's representative can arrive, he's shocked to think such a foul creature might be lurking in his city. Only when his men finally bring her in, she's nothing like he imagined a necromancer would be. Instead of the mad hag he expected, she's young, beautiful, sarcastic and determined to escape his custody, one way or another.... A romantic fantasy from the author of the "Our Lady of Joy" series.

Johannes Cabal the Necromancer

Twice Dead

Necromancer

An Urban Fantasy Necromancer Romance Series

Book 4

***The Necromancer's Smile*** Createspace Independent Publishing Platform

***The past is determined to catch up with Cissy, whether she wants it to or not. With the Necromancer Council back up and running, Cissy knows she should be giving it her full attention. But with the person who haunts her nightmares on the loose, she's torn between her duty and her personal demons. The more she uncovers, the more twisted the plot against her seems to be. But with Darius by her side, she finally feels as if she's able to face everything head-on. - Curse The Dead is book two of the Necromancer Council series, an urban fantasy romance full of necromancers and with a slow burn m/f romance.***

***Necromancer Box Set Series - Three Complete Novels*** THE NECROMANCER - Book 1 Michelle was brutally attacked in her locked hotel room in Las Vegas. The police didn't believe her and thought she must have lured a man up to her hotel room for a little sexual adventure, which went dangerously out of control. Pure fear motivated the move from her home in California to Hawaii. She's scared her attacker will come back. She's sure the next time he'll kill her. Now she has a successful career and she figures abstinence is an acceptable, if lonely, way to live. Michelle decides an affair with a wickedly handsome man who moves into her building might cure her of the humiliating, embarrassing, and uncontrollable anxiety attacks which plague her whenever she finds herself alone with a man How could she know she made the worst possible choice? WITCHY WOMAN - Book 2 Omar is free, out of prison, on parole in Hawaii. Michelle knows she's in danger, but never believed he would strike again so soon. This time Omar takes control of her and they disappear. It's up to Heather, Michelle's best friend, Rod, her true love, and Vincent Middleton, a professor of the occult, to find her. When they do, will they be able to fight Omar's strange psychic abilities, or will they, too, become his victims? This story features Abigail's long dead spirit, trapped within a gorgeous and enormous haunted diamond. Lucifer, the cat who has become Michelle's 'familiar,' is instrumental in the scary events which unfold. MAGICAL LEGACY - Book 3 Michelle was gifted magical talents from an ancient witch relative who was hanged in Salem long ago. Omar has dark magic, as a Necromancer and Warlock--perhaps a Demon. What happens to their progeny? A fight between good and evil magic is brewing. Two opposing sides of the supernatural will affect three innocent little children. Their lives hang in the balance when Omar tries to claim them, abducting them from the only mother they know. He wants to teach them about dark, evil sorcery. Michelle endeavors to save the children from the darkness and danger swirling about them. It's a fight between good and evil for all involved. Especially for Michelle, tempted by the easy, wicked, dark magic, which could change her forever. She is a natural born witch with healing abilities and the power of precognition. She was deemed a White Witch, but the black powers entice her. There is a choice to be made. One leads to greedy temptations and malevolent acts. The harder choice is to remain honorable, using the special paranormal powers only for kindness, healing, and generosity. Opposites, as in yin and yang, are clashing for control of a beautiful witch and three little children with extraordinary powers. Witch--er which--will win?

***"You think you got away with something, don't you? But your time has run out. We know where you are. And we are coming." Andrew Ranulf Blankenship is a stylish nonconformist with wry wit, a classic Mustang, and a massive library. He's***

***also a recovering alcoholic and a practicing warlock. His house is a maze of sorcerous booby traps and escape tunnels, as yours might be if you were sitting on a treasury of Russian magic stolen from the Soviet Union thirty years ago. Andrew has long known that magic is a brutal game requiring blood sacrifice and a willingness to confront death, but years of peace and comfort have left him more concerned with maintaining false youth than with seeing to his own defense. Now a monster straight from the pages of Russian folklore is coming for him, and frost and death are coming with her.***

***The Lich Lord Wars Book 3***

***The Necromancer's Lair***

***A Necromancer Urban Fantasy Romance***

***The Oath of the Necromancer***

***The Enterprise of Death***

Book 2 of The Necromancer Princess Trilogy Alec Reegan is a man with few choices. Spymaster to the King of Belmontis by tradition, he detests Samuel Hollings, the current king. But threat and duty have conspired to keep him bound to the crown, despite his hatred for the man wearing it. So when Hollings commands him to locate Garrett Morvan, Mountainvale's retired city commander, to verify the necromancer he had trained isn't with him, Alec knows he's being set up. Since that same poor woman died defending them, he's certain it's nothing more than an absurd loyalty test, designed to catch him out. So all he wants is to get into the city, get the information he needs and get out before he's caught by the country's most notorious criminal, the Rat King of the Warrens. Determined to hurry this along, Alec soon finds he must ingratiate himself with Marian Morvan, certain she will tell him where her brother has gone. But Alec is missing one crucial piece of information: it's not just the city which is under the Rat King's protection, but the very same woman he has targeted. Simon L'Furil, also known as the Sellsword Bard, travels with three companions: a mage from the feared country of Colta, a dwarf fond of strong drink, or any drink, that has a tendency to ax first and question later, and a seven foot tall Northman of the White Wolf clan, the age-old enemy of all dwarves. They have been up to every challenge thus far, but when Simon agrees to help a besieged duchess they will face a Necromancer for the first time, a Necromancer supporting a neighboring duke's army with the undead he controls.

"In this series, there is no shortage of action, betrayal and bringing back the dead"--Paranormal Romance Guild on The Necromancer's Betrayal

"If you enjoy an urban fantasy with a little romance and sex on the side, you'll probably enjoy The Necromancer's Seduction." --Bewitching Book Tours Magazine Between hell and a hard place . . . Before he died, necromancer Ruby Montagne's demon grandfather passed her his Death Essence--his power. And that would be good . . . if she had a clue how to use it. Unfortunately, the impending destruction of both of her worlds demands she figures it out--fast. She's got to stop an invasion of zombies from the bowels of hell. She has help from Xavier, the demon she's nicknamed the Big Bad. But while Xavier does teach her to control her new power, he's just setting her up for trouble. Bad trouble. Still, he's better than the demon High Inquisitor, who's

obsessed with trying to kill her. Ruby's got even more trouble. She wants to regain the trust of her sometimes-lover, sometimes-adversary, Ewan--a demon warrior who's six-feet-plus of chiseled muscle and coiled sexuality. It'd be a lot easier if her beloved friend, Lysander, a powerful vampire, wouldn't keep trying to lure her into bed. In order to defeat the zombies she must find--and learn how to use--an ancient artifact that will keep the veil between the worlds from shattering. But there's a cost--the artifact feeds on souls. If she masters the artifact's power, she'll save both the human and demon worlds. But there's not much time . . . and the artifact is hungry. Will she forfeit her soul before she's able to fix the veil? Mimi Sebastian raised herself on books, an unhealthy dose of comics, and movies. When a career as a punk guitarist failed to materialize, she completed her degree in urban planning. By day, she debates the merits of transport oriented development. By night she writes about necromancers and pirates.

Gareth and his sworn man, Hatherle, delve into the lair of a Necromancer who has been terrorizing the surrounding territory, seeking the reward on his head. But trips, traps, puzzles, and the dead themselves serve as the Necromancer's guards, making this the most dangerous mission Gareth has ever taken on.

Curse The Dead

Curse of the Necromancer

The Necromancer: Book One

The Necromancer's Legend

Tales of Adventure #2

*Can true love truly conquer all? Kauey and Tyler put their love to the test when Gregorio tries to perform a ritual that will make him infinite. And what does he call for? He needs only three ingredients: the horn of a unicorn, the wings of an angel, and the Key to Time. When everything and everyone is trying to make you fail, how can you succeed? The Five have come. can they finish what they came for? New friends old enemies one death. Who will it be?*

*The Necromancer's Smile: Taking Care of Business Book three. (Please note, this is a trilogy covering the same main characters throughout. Reading books one and two is best before reading this one). When Sy learned that Connor, the young familiar who'd been staying with him, had been captured, he knew immediately that he could find him. After all, what use was it, him being a Necromancer, if he couldn't locate lost souls. The fact he was hosting Dakar's parents at the time, shouldn't have made it an issue. After all, they were pack orientated and understood the need to bring a family member home. Didn't they? Dakar had been a loving son for fifty years, so when his mom pitched a fit at him, for being part of the efforts to bring Connor home, he was a wee bit annoyed. Unfortunately, he had bigger things to worry about. A demon had set his sights on his mate, and while that wasn't as unusual as you might think, this particular demon came with complications. Everything is coming to a head for this unusual family. A wicked sprite, an off-course priest, and a demoness who isn't all she appears to be are just some of the hurdles Sy and Dakar*

will have to cross before they finally get their HEA. And what was a dragon doing in the middle of a field? This is an MM paranormal romance story and part of a trilogy. It contains men loving men, as well as cheeky spirits, a Necromancer growing in confidence, and a wolf shifter who's getting more familiar with magic every day. Trigger warning: One of the sub-plots in this story deals with historic child abuse. If this is an issue for you, please don't purchase this book. Previous books in this series: *The Necromancer's Smile*. *The Necromancer's Smile: A Family Affair*.

Falmaria seems like a peaceful land, one not much unlike our own. Its people are prosperous, its countries are powerful, and its culture is thriving. But they have something that we lack, a guardian. The Company of Shadows watches from afar, guiding the people of Falmaria with every turn, and defending their kith with their very lives. But an old danger approaches, one bent on sole destruction of all of Falmaria. Now Karos, a formidable Shadow Guard of the Company of Shadows must race to discover what it will take to stop this monstrosity. With the help of some unlikely heroes, Falmaria places its survival in the hands of the Company of Shadows.

In a world where magic is real and evil walks amongst humanity, a young sorcerer is beset upon by enemies, both old and new. Angelus Salvatore is the only necromancer in all of Boston, and his name is whispered warily by the undead and fellow sorcerers alike. He and his brother Isaac are the lone survivors of an attack by an army of the undead, in which Angel used a spell so powerful it forever marked his place in history. Now, years later, Angel struggles to balance his career as a teacher of the higher magical arts, his role as big brother, and a tenuous relationship with an Elder vampire from the local clan. When his brother's boyfriend is used as a pawn in a mysterious plot to draw Angel out, Angel is once again drawn back into the old hostilities that fueled the Blood Wars and led to his family's death. Leaning on others for help is something Angel cannot do, and while he searches for clues into who may be targeting him and his brother, Angel finds his heart steadily growing occupied with Simeon, Elder and vampire. Dealing with death magic and vampires on a daily basis may leave Angel jaded when it comes to life and staying that way, but the more time he spends fending off the ancient vampire's attention and affections, the more he realizes he wants to give in. Can Angel find out who wants him dead, and keep his heart safe in the process? How can he fall for a vampire, when his whole family was torn apart by an army of the undead? Death stalks the streets of Boston's historic Beacon Hill....and there is no one more suited to battle against death than a necromancer.

*Necromancer Academy*

*The Dark Necromancer*

*The Necromancer's Smile #3*

*The Necromancer's House*

*The Necromancer Dance*

A killer stalks the halls of Necromancer Academy...and I hope I won't



get caught. Last spring, Dawn found her older brother dead in a pool of his blood. His killer stood over him, wearing a smile as sharp and ghastly as his knife. Last summer, she tracked the killer down. He's a student at Necromancer Academy and part of a secret fraternity known as the Diabolicals. This fall, Dawn will scrap her admission to the prestigious White Magic Academy. She'll trade sparkly healing charms and bright dresses for death charms and black cloaks. She'll melt into the shadowy halls of Necromancer Academy. And she will have her revenge.

Forgiveness is not Gabriel D'Ange's strong suit. A self-appointed soldier of God with a penchant for ruthlessly punishing his enemies, he vanished after Anne Lawrence stabbed him with his own dagger. The smart thing would be to let him go. Unfortunately, Anne's life isn't just lonely without Gabriel. It's insufferably boring. Determined to heal the rift between them, Anne goes in search of her tempestuous former lover, black parasol in hand and daeva magic crackling at her fingertips. But Gabriel has his own plans afoot and she finds herself drawn into one of his tangled webs, much against her better judgment. Gabriel's nemesis has reappeared in Brussels, a vile slaver who's plundering the Congo Free State with the blessing of King Leopold. Gabriel might be willing to give Anne a second chance, but not until Jorin Bekker's head is lying at his feet. Back in London, the quasi-reformed necromancer Balthazar sets his sights on the same quarry. He holds a very personal grudge against Bekker — and killing him might be the only way to keep Gabriel D'Ange from Balthazar's own throat. When the hunters collide at a lavish gala thrown by the king, Anne's darkest secret comes to light and she learns just how far she'll go to save the man she loves. Praise for *The Necromancer's Bride* "Super satisfying ... A gothic fantasy packed with supernatural beings, secrets, action and romance." -Discover Elysian "Fast and addictive reading... Kat Ross fills her novels with layered and tangible characters." -The Rest Is Still Unwritten "If you're looking for urban fantasy with unique lore, check out this series!" -Trials and Tribulations of Writing Fiction "Amazing twists and surprises around every corner. I love this dark take on the Victorian setting." -Haddie's Haven "Gaslamp Gothic is a masterclass in genre-blending, combining horror, mystery, crime, comedy, fantasy, history and romance in a wonderfully addictive read." -I Smell Sheep book blog "Five huge cups of coffee from me. I think I'll just go read this again now." -The Caffeinated Reader "The characters are so appealing, the story twisting and turning, the scenery vivid - it's just an all-around win." -Cats Love Coffee "Sucked me right on in and kept me entertained the entire time." -Jazzy Book Reviews

He is all but forgotten today, but in his time, British author GEORGE WILLIAM MACARTHUR REYNOLDS (1814-1879) was a veritable Victorian Stephen King whose penny dreadful serials were more widely read than the works of Dickens, and shocked delighted readers with their lurid tales of murder, intrigue, and supernatural doings. This horrible tale, first published in 1851, opens in the year 1510 in an actual Gothic hall, where a young lady of exquisite beauty has been terribly

affrighted. From there flows a tale so fiendishly wicked at least to 19th-century sensibilities that even a King may find himself haunted... Fans of horror and students of the history of pulp fiction will be enthralled by this little-remembered novel, which Cosimo is proud to present here in a charming replica of an 1857 edition, complete with the original illustrations.

While Josh and Sophie consider placing their futures in the hands of the mysterious Nicholas Flamel, Machiavelli unleashes murderous monsters with the power of killing both the alchemist and Perenelle. Reprint.

The fifth adventure of Leonardo da Vinci and Niccolo da Pavia

A Compilation of Five Short Novels

The Necromancers

The Necromancer

The Necromancer's Redemption

*Book 3 of the Necromancer Princess Trilogy Having retired from his position as Mountainvale's city commander to follow the woman he loves into hiding, Garrett Morvan is not enjoying country life like he had hoped he would. Now, he has nothing more pressing to do than menial chores, their cottage is far too primitive and his every step is dogged by an annoying goat named Claudia. Much as he loves Bree, he's near to the breaking point, waiting for something to change. But then her uncle Eddie, Mountainvale's notorious Rat King of the Warrens, arrives with his sister Marian, an inherited spymaster and his shadow arm, determined to put Bree on the throne, regardless of her feelings about it. Suddenly, country life is the least of his problems. A charmingly gothic, fiendishly funny Faustian tale about a brilliant scientist who makes a deal with the Devil, twice. Johannes Cabal sold his soul years ago in order to learn the laws of necromancy. Now he wants it back. Amused and slightly bored, Satan proposes a little wager: Johannes has to persuade one hundred people to sign over their souls or he will be damned forever. This time for real. Accepting the bargain, Jonathan is given one calendar year and a traveling carnival to complete his task. With little time to waste, Johannes raises a motley crew from the dead and enlists his brother, Horst, a charismatic vampire to help him run his nefarious road show, resulting in mayhem at every turn.*

*A charismatic priest suddenly appears in Rome and claims to be both holy man and a master of black arts. He conducts "summonings" in the old Roman Coliseum where thousands of demons appear and call for the deaths of certain cardinals and eventually the Pope, Alexander VI—all are realized within days. With help from forbidden books in monastery libraries, and the undercover investigations of street urchins known as Vavias, Leonardo uncovers the tricks used to create the demon illusions.*

*At the request of Cesare Borgia and Cardinal della Rovere, Leonardo challenges the priest to a battle of magic, which exposes the tricks. The outcome puts Leonardo in danger of being entombed alive.*

*Safe from the pursuing undead army, Almas begins to explore his newly found abilities. While he does, he must also discover and face where these abilities came from and what they mean for his family and friends. Will he find a way to use them to protect those he cares for, or will he have to find a way to protect them from himself?*

*The Necromancer's Seduction*

*The Necromancer's Smile*

*The Necromancer's Betrayal*

*The Necromancer's Key: epic fantasy books 1-3*

*The Complete Trilogy*

The Necromancer Series: Hold Me Closer, Necromancer and Necromancing the Stone The two books of Lish McBride's popular Necromancer Series are available together for the first time! Perfect for current fans and new fans alike. Hold Me Closer, Necromancer: Meet Sam, just your average guy rocking that fast-food career. Well, until he finds out he's a powerful necromancer, and the other necromancer in town isn't happy about that at all... Necromancing the Stone: Sam's necromancer rival is gone, and things have settled into a routine. If you can call total chaos a routine, of course. Includes bonus chapters from Lish McBrideFirebug!

Detective Dakar Rhodes is an alpha wolf shifter who's short on sleep and patience. Called to yet another crime scene, definitely the work of a serial killer, he's shocked to learn the Pedace Police Department has a Necromancer as a consultant. Considering he'd moved to Pedace because of the lack of a coven in the area, he wasn't pleased with the new development. His previous dealings with magic users never ended well. But when ordered to show the consultant the respect befitting his position, Dakar bites his tongue and longs for a swift conclusion to the case. Necromancer Prince Sebastian York, or Sy to his friends, has a real issue with people. He doesn't like or trust them, but because of his position, he has to deal with them. Dead people are so much easier - at least they don't want anything from him. But Sy has been raised to do his duty and when he's called to a crime scene, he doesn't expect anything much to happen beyond talking to a few spirits. The last thing he thought he'd find is a wolf shifter claiming to be his mate. One short meeting has a wealth of repercussions. Finding a serial killer is easy; coping with relationships is anything but. Demons, journalists, long held grudges and a familiar with loyalty issues all combine to make for a hectic time. It's a case of one step forward, two steps back for Dakar and Sy, but when evil comes calling will they be able to rely on each other for a chance at an HEA? This story is the

first in a planned trilogy for our two main characters. A complete story, the epilogue does set the scene for book two, but this can be read as a standalone. This book contains a few intimate situations suitable for adults only and is M/M. Some graphic violence.

In this imaginative debut perfect for fans of character-driven fantasies like *Graceling* and *Daughter of Smoke and Bone*, seventeen-year-old Naya Garth becomes one of the undead and an unlikely spy for her country. Naya, the daughter of a sea merchant captain, nervously undertakes her first solo trading mission in the necromancer-friendly country bordering her homeland of Talmir. Unfortunately, she never even makes it to the meeting. She's struck down in the streets of Ceramor. Murdered. But death is not the end for Naya. She awakens to realize she's become an abomination--a wraith, a ghostly creature bound by runes to the bones of her former corpse. She's been resurrected in order to become a spy for her country. Reluctantly, she assumes the face and persona of a servant girl named Blue. She never intended to become embroiled in political plots, kidnapping, and murder. Or to fall in love with the young man and former necromancer she is destined to betray. "A high fantasy filled with adventure, espionage, and romance that envelops the reader in a world where the undead walk among the living."—Kirkus Reviews

Her powers have been hobbled. Her enemies are growing stronger. Old loves challenge her. And her worst betrayer may be herself. Necromancer Ruby Montagne is battling for her life in the realm of demons. Unfairly branded for the death of a fellow necromancer, she's got to prove her innocence without the full use of her magic. And the real culprit is still on the loose. While someone is stalking her friends among the witches, Ruby searches for answers inside the dark intrigues of both the demon and necromancer worlds. Ruby must confront this new, sinister threat while reconciling her feelings for her former lover, a demon warrior. Only it's difficult . . . because a sexy vampire is making it clear that he'd like to be more than just friends. The competition for Ruby's trust heats up as the enemy pushes her toward a dark side that could threaten the entire realm. Yet what can Ruby do when she's not even sure what she is? With the fabric separating the realms at stake, she must decide whom to trust. But will the ultimate betrayal be her own?

The Necromancer Council

The Necromancer's Bride  
War of the Necromancer  
The Gods War Chronicles