

## The Magicians Guild The Black Magician Trilogy

In the city of Imardin, where those who wield magic wield power, a young street-girl, adopted by the Magician's Guild, finds herself at the centre of a terrible plot that may destroy the entire world . . . Sonea has learned much at the magicians' guild and the other novices now treat her with a grudging respect. But she cannot forget what she witnessed in the High Lord's underground room - or his warning that the realm's ancient enemy is growing in power once more. As Sonea learns more, she begins to doubt her guildmaster's word. Could the truth really be as terrifying as Akkarin claims, or is he trying to trick her into assisting in some unspeakably dark scheme?

The phenomenally popular first novel from international No. 1 bestselling author Trudi Canavan \*Over 3 million Trudi Canavan copies sold worldwide\* Each year the magicians of Imardin gather together to purge the city streets of vagrants, urchins and miscreants. Masters of the disciplines of magic, they know that no one can oppose them. But their protective shield is not as impenetrable as they believe. Sonea, angry, frustrated and outraged by the treatment of her family and friends, hurls a stone at the shield, putting all her rage behind it. To the amazement of all who bear witness, the stone passes unhindered through the barrier and renders a magician unconscious. The guild's worst fear has been realised . . . There is an untrained magician loose on the streets. She must be found before her uncontrolled powers unleash forces that will destroy both her, and the city that is her home. Praise for Trudi Canavan: 'Epic, vivid and believable' Guardian 'It's easy to see why Trudi Canavan's novels so often make the bestseller lists. Her easy, flowing style makes for effortless reading . . . Delightful worldbuilding . . . Vivid and enjoyable' SFX 'The world-building is tremendous. The magical system is sophisticated and fascinating' Striking Keys 'A suspenseful masterpiece . . . will have fans desperate for the sequel' RT Book Reviews 'Superb . . . an enthralling tapestry of a book that's hard to put down' Fantasy Faction The Black Magician Trilogy: The Magicians' Guild The Novice The High Lord \*Have you tried Trudi Canavan's stunning new series, Millennium's Rule? It starts with the Sunday Times bestselling THIEF'S MAGIC\*

Discover the magic of Trudi Canavan with her brand new novel in the Traitor Spy trilogy... Events are building to a climax in Sachaka as Lorkin returns from his exile with the Traitor rebels. The Traitor Queen has given Lorkin the huge task of brokering an alliance between his people and the Traitors. Lorkin has also had to become a feared black magician in order to harness the power of an entirely new kind of gemstone magic. This knowledge could transform the Guild of Magicians - or make Lorkin an outcast forever. The Traitor Spy trilogy, which began with The Ambassador's Mission and The Rogue, is the new series set in the world of the international bestselling Black Magician trilogy.

The stunning prequel to the worldwide bestselling Black Magician Trilogy.

When Auraya was chosen to become a priestess, she could never have believed that a mere ten years later she would be one of the White, the gods' most powerful servants. Sadly, Auraya has little time to adapt to the exceptional powers gifted her by the gods. Mysterious black-clad sorcerers from the south plague the land, and rumours reach the White of an army being raised. Auraya and her new colleagues work tirelessly to seal alliances and unite the northern continent under their banner, but time is running out.



his old laws -- including the one forbidding schools of magic. As teachers and students flee, Tyen is left with no home and no purpose. . .except the promise he made to Vella, the sorcerer imprisoned in a book. Tyen must decide what he is willing to do to free her. After five years among the tapestry weavers of Schpeta, Rielle's peaceful new life has been shattered by a local war. As defeat looms, the powerful Angel of Storms appears and invites Rielle to join the artisans of his celestial realm. But what will he require in return for this extraordinary offer? Escape to a new world. Discover the magic of Trudi Canavan.

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**\*\*\*THE SUNDAY TIMES BESTSELLER\*\*\*** 'Epic, vivid and believable' Guardian  
Discover this thrilling fantasy adventure from international No.1 bestselling author Trudi Canavan. **SOMETIMES MAGIC LIES WITHIN . . .** When the young student Tyen unearths an ancient book, it opens the door to a realm of mystery and danger. For it contains a clue to a disaster threatening the world. Elsewhere, in a land ruled by priests, Rielle has been taught that to use magic is to steal from the Angels. Yet she has a talent for it, and desperate times may force her to risk the Angels' wrath. But not everything is as Tyen and Rielle have been raised to believe. Not the nature of magic - and not even the people they trust. A gripping fantasy adventure filled with danger, intrigue and forbidden magic. Perfect for fans of Robin Hobb, Brandon Sanderson, Patrick Rothfuss and Peter V. Brett. **ESCAPE TO A NEW WORLD. DISCOVER THE MAGIC OF TRUDI CANAVAN.** Praise for **THIEF'S MAGIC**: 'It's easy to see why Trudi Canavan's novels so often make the bestseller lists. Her easy, flowing style makes for effortless reading . . . Delightful worldbuilding . . . Vivid and enjoyable' SFX 'A must for fans of Canavan's previous work and for fantasy fans in general' Press Association 'Rielle's story entrances . . . leaving readers eager for the next two volumes' Publisher's Weekly 'The world-building is tremendous. The magical system is sophisticated and fascinating' Striking Keys

Looking forward to the annual Samhain party, Isolde opens a letter - and instantly endangers her whole family. The hunt is on for who threatens to kill her - and why. As she tracks through the archives of past Lawspeakers, Isolde discovers her dam's secrets. Tied by something she did at her daughter's birth, she realises, too late, what it will mean for Michael if she dies. Everything is getting personal - from the intrusion into their home by malign magic to Michael being challenged to a duel by one of the greatest magicians in the UK. Even the party becomes a threat as Declan is pursued by a reporter determined to find out his secrets. Hunted by the Inquisition, Isolde and Michael face life - or death - in jail. But first they have to face the wrath of the Magicians' Guild.

The Magician's Guild Orbit Books  
Imardin is a city of dark intrigues and deadly politics, where those who wield magic wield power. Into this established order has blundered a young street-girl with extraordinary magical gifts. Adopted by the Magicians' Guild, her life is changed forever - but for better or for worse? Sonea knew that she'd face a tough time training within the Magicians' Guild but she little realised the level of animosity she would face from her fellow novices. The sons and daughters of the most powerful families in the realm, her classmates seem determined to see her fail - at whatever cost. But in accepting the protection of the guild's high lord, Sonea may have





and the city that is her home.

"Even if a magician's powers surface of their own accord, he will soon be dead if he does not gain the knowledge of how to control them." Alone among all the novices in the Magicians' Guild, only Sonea comes from lowly beginnings. Yet she has won powerful allies—including Lord Dannyl, newly promoted to Guild Ambassador. But Dannyl must now depart for the Elyne court, leaving Sonea at the mercy of the lies and malicious rumors her enemies are busy spreading . . . until the High Lord Akkarin steps in. The price of Akkarin's support is dear, however, because Sonea, in turn, must protect his mysteries—and a secret that could lead a young novice mage deep into the darkness. Meanwhile, Dannyl's first order to resume High Lord Akkarin's long-abandoned research into ancient magical knowledge is setting him on an extraordinary journey fraught with unanticipated peril—as he moves ever-closer to a future both wondrous . . . and terrible.

The third book in the Millennium's Rule fantasy series by international bestseller Trudi Canavan. Five years have passed since the Rebels confronted the Raen. Five years, in which the boy Rielle rescued, Qall, has safely grown up among the Travellers. Five years, in which Tyen has made a new home for himself, hidden from those who call him a traitor and the Spy. Five years of chaos in the world, barely contained by Baluka and the Restorers. Worlds are at war, some overrun by machines, some drained of magic as sorcerers seek immortality. As war threatens Rielle and Tyen's hard-won peace, and Qall comes of age, loyalties will be decided and tested. The promises they have made could change everything. Qall's very existence depends on them. Because Dahli has the means to restore the Raen to power, and he will stop at nothing to succeed.

Millennium's Rule series: Thief's MagicAngel of StormsSuccessor's Promise Maker's Curse More books by Trudi Canavan: The Magician's Apprentice Traitor Spy trilogy: The Ambassador's Mission The Rogue The Traitor Queen

Although the architect of the White's victory, Auraya's first taste of war has left her sleep filled with nightmares. She walks in fields of blood while the dead rise in accusation. You killed us. You. It seems Auraya will know no peace while these nightmares haunt her, but the only one she trusts to help has vanished. The Dreamweaver, Leiard, still struggling to come to terms with the ever more powerful memories of the long-dead Mirar, flees into the mountains with Emerahl, perhaps the last of the Wilds. Although not a Dreamweaver herself, Emerahl is powerfully gifted, and helps Leiard to make sense of his strange jumble of memories. What they discover will change his life forever. And far to the south, the Pentadrians lick their wounds and set about finding a new leader. Peace, it seems, must wait a while yet ...

the final book of this fabulous trilogy from the bestselling author of the Magicians' Guild. As protector of the Siyee, Auraya goes to investigate when a landwalker stranger is seen in Siyee lands and meets a mysterious woman claiming to be a friend of Mirar's, the founder of the Dreamwalkers. Auraya's growing respect for this woman puts her on a path of direct conflict with the gods. the Pentadrians, frustrated by their defeat at the hands of the Circlians, plot and scheme to bring down their enemies by means other than direct conflict. the White send the Siyee into Southern Ithania to assist in fighting the Pentadrians and the gods allow Auraya to accompany them ... under certain conditions. In the south, Mirar enjoys acceptance and respect as he reclaims his place among his people. But that freedom will come at a cost.

