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MARKS GREGORY

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In the first installment of the A Fire Beneath the Skin trilogy, the city of Klaar has never fallen. No enemy has ever made it across the Long Bridge or

penetrated the city's mighty walls. Even when a powerful invading army shows up at the gates, the duke and his daughter, Rina Veraiin, are certain that it poses little threat. But they are cruelly betrayed from within and, in a horrific spasm of violence, the city is brought to its knees. With the help of her

bodyguard, Kork, the battle-trained young Rina narrowly escapes the slaughter and makes her way to the lair of an ancient sorcerer--the Ink Mage-- who gifts her with a strange, beautiful set of magical tattoos. Now a duchess in exile, Rina sets out on a quest to reclaim what is rightfully hers, aided by a motley assortment of followers who will help her in her cause--some for noble reasons and others for their own dark purposes. With the enemy's agents nipping at her heels, Rina must learn to harness her new and startling magical powers if she is to assert her rightful place as ruler of Klaar.

Ink Mage Createspace Independent Publishing Platform

There was a time when magic was welcome in the country of Chahir, but

that was nearly two centuries ago. Now, all forms of magic are strictly forbidden. Anyone caught using magic, or possessing magical abilities, are immediately imprisoned and executed. For Garth, that policy is a problem. As Garth approaches his sixteenth birthday, he realizes that he definitely has magical abilities. What's worse, he has no control over them. In order to stay alive, he only has one choice--he must leave his homeland, Chahir, and flee into the neighboring country, Hain. The journey isn't an easy one; he still has to make it out of Chahir without alerting anyone as to his abilities. What Garth doesn't know is that getting to Hain, and the Academy for All Magic, is going to be the easy part. Garth goes into Hain for one reason only; he wants training for his out-of-

control magical powers. So how does he become a member of an exclusive magical clan known as the Jaunten; adopted by a magically enhanced colt; best friends with a gifted Witch; and

foster brother of a four year old Mage? Let's just say he has a gift for finding trouble.

Jaunten