

Hexult

When the seas rose and the earth froze, much knowledge was lost.

Life on Hexult is about to change, with the arrival of the new young wizards and their strong magic; the new magic they call 'science'.

Sail with Aulf across the ice, through the frozen breath of the deadly Vajra crevasse and between the quarrelling isles of Hexult.

Hexult is aimed at 12 - 15 year olds, but has been a refreshing read for many adults. The material is also suitable for reading to younger children; or for younger advanced readers

Suitable for teens, with the warning they might find the lack of vampires or girlie angst, a little shocking.

Perry Aylen