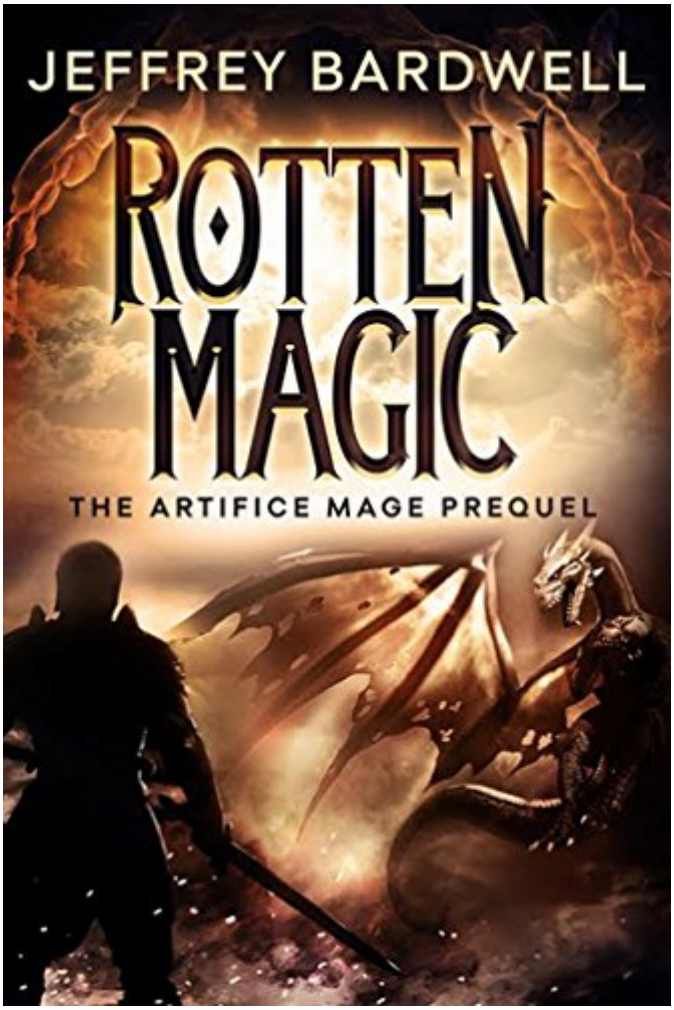
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Rotten Magic (The Artifice Mage Saga 0.5)



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Synopsis

Devin will do anything to win. Even resort to magic.Devin competes to become the best artificer in the mage phobic Iron Empire. Who needs magic when you can master the art of machinery? The other apprentices envy his genius and skills . . . especially Benson. Every apprentice hones their craft building and fighting in crude prototypes of powered armor. Some add frills, others barbs or horns. When Devin transforms himself into a mechanical dragon to slaughter the competition, Benson steps into the role of dragon slayer.But Devin harbors a secret as he claws his way to the top of the Artificer’s Guild: he’s a mage. These new abilities are thrilling and frightening, and the voices more so. How long can Devin be content wearing a steel dragon mask when the seductive promise of true arcane power whispers in his ear?Experience the novella prequel to the Artifice Mage Saga: a fantasy steampunk brawl of metal vs. magic where sorcery is bloody, science is greasy, and nobody’s hands are clean.

Book Information

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Customer Reviews

Rotten Magic is a sort of prequel to the main series of books, known as the Artiface Mage Saga, by Jeffrey Bardwell.Rotten Magic tells the story of Devin, who is a young apprentice with the Artifacer's Guild. The only problem is, Devin has a secret he can't share with anyone. Only his little sister, Misera, knows he can do "something special" with his hands, and it's not creating machines to help the Guards or anyone else.Devin is also part of a game played by fellow Guild members, but he happens to be the villain rather than one of the heroes. However, he seems perfectly happy with that. He's always felt different, and being the villain lets him embrace that.Later in the book, Devin does something (I won't spoil it) that sets off the chain of events for the very end of the story that I assume segues into the beginning of the first book in the series.Overall, the book isn't a bad read. It's a new take on steampunk fantasy, with machines, magic, and mayhem. Dragons seem to be Devin's obsession, hence his desire to create a machine that shoots flames.The plot is a bit slow to start, but I found myself rushing through the book once I got about 1/4 of the way in. It picks up, and you find yourself curious to see where the story is going to go, and how it's going to end.The characters aren't super well-developed, but they're not completely one-dimensional. I did think their dialogue, at times, was a bit off. Like with Devin's mom. Some of the things she said didn't really seem like realistic "mom" dialogue, if you will. There are characters you will like, and some you won't, but they don't get a ton of development in the story.There were also some editing errors I noticed, but I tried not to let them detract from the story.Overall, not a bad read, and I'm curious to see where the series will lead readers. I give Rotten Magic 4 stars.

Though not flawless, the prequel story was certainly better than the first book in the series.Devin thinks about finishing his apprenticeship and promoting to journeyman, become a proper member of the Guild. He works on his dragonfire device as much as possible. But Benson and the other kids bully him and push him out of their circle, and even Devins attitude towards others backfires. So when he takes the trials, the development strays fas from Devin's imagined path. Angry from the sabotage, he is determined to do everything-even use magic.Although I am still not fully satisfied with the edit, this book was easier to read than Broken Wizards. However, there were long descriptions slowing down the pace and I even got bored in several spots. The dialogues were also far from perfect. On the other side, the last several chapters really raced and I enjoyed the final scenes pretty well. Devin is an interesting characters with great potential and there is much the author could reach with a good character development. I also very much like the combination of fantasy and steampunk.I received an ARC from the author and voluntarily provide my honest review.

In the year 491, young Devin dreams of becoming a Journeyman, but fate has something-else in store.Throughout the book, weÃƒÂ¢Ã â ¬Ã â„¢re presented with two voices in DevinÃƒÂ¢Ã â ¬Ã â„¢s head, viewed as entirely separate entities. These are ÃƒÂ¢Ã â ¬Ã ËœThe MageÃƒÂ¢Ã â ¬Ã â„¢ and ÃƒÂ¢Ã â ¬Ã ËœThe Artificer.ÃƒÂ¢Ã â ¬Ã â„¢ While one voice appears to encourage magical antics, the other is strongly opposed to such sorcery.Devin is an intriguing character. He enjoys time alone, no doubt due to childhood bullying and seems to be socially awkward- something I find it easy to relate to.As for the story, it progressed steadily without any dull moments. I loved DevinÃƒÂ¢Ã â ¬Ã â„¢s interior-monologue; it was interesting to be privy to such deep and thought-provoking discussions.The language used was easy to understand and remained that way throughout. I felt that the author possessed a genuine gift for expression and could readily imagine the scenes they were painting.Overall, a short and compelling read.Rated 4/5 stars.

Although this is described as a novella prequel to the Artifice Mage series, I didn't find it particularly illuminating as the start to a series. And, as it appears that this addition to the series was released after Book 1, I'm not entirely sure that it was intended to be the series starter.I confess that I found myself confused for much of this book. There wasn't much in the way of back story or explanation for the voices or the game or, well, anything. As a result, it was a slow read and felt longer than 126 pages.I didn't particularly connect with any of the characters, and found some of their behaviours and reactions to be somewhat inconsistent.Sadly, although I can see the promise in the plot line, I'm afraid that the delivery didn't sell it for me.I voluntarily reviewed an advanced reader copy of this book.

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