



Legends of Windemere: The Mercenary Prince by Charles E. Yallowitz

For a heavysset man, the mercenary moves quicker than Delvin could ever imagine, so his punch only grazes his enemy's cheek. A twinkling of magic can be seen under Weber's robes whenever he moves, telling the sharp-eyed warrior that the man's agility is nothing more than an enchantment. To free up his hand, Delvin tosses his shield into the mud and tosses his weapon to Pelo. The action seems to annoy the other mercenary who swings his metal staff, which hisses with a dangerous heat. With his bare hand, the champion catches the weapon and shoves it hard enough to pop Weber in the nose.

"I'm in a rush, big boy," Delvin states as he gets closer to the crouching mercenary. He delivers a heel stomp to the man's already broken nose, causing many in the crowd to cringe and groan. "Tell everyone the truth."

"Guess being a champion has driven you insane."

"I might not be able to set you on fire, but I can make you hurt. How many joints do you think I can break before you cry?"

"Go ahead and break my knees, Mercenary Prince. I'm not talking."

Delvin grabs Weber's hand and taps at his knuckles, causing the robed man's hazel eyes to grow wide. He can feel the scared warrior try to pull away as he grabs the tip of his middle finger and starts to push it backwards. The hold is broken when the metal staff strikes his hip and the mercenary rolls out of reach. Covered in mud, Weber leaps to the other side of the street and catches his breath.

“This is an assault, Cunningham!” the man shouts while touching his shattered nose. “I will have the guards arrest you. Let’s see how much of a rush you’re in after you spend some time in the local jail.”

“It’s justified if I prove your crime,” Delvin replies as he sees some of the guards arrive. The armored swordsmen stop their advance, curious to see how the fight plays out. “At the very least, our crimes will offset each other. I might not get those supplies and horses, but I’ll free my friends from your contract.”

“You need to catch me first.”

“Are you a mercenary or a rabbit? I’ve seen more courage from toddlers and kittens.”

“I’m not a coward. I’m a tactical genius.”

“Cheater. Bastard. Bloated windbag. Those I can believe, but tactical genius is so far from the truth.”

Weber charges at Delvin and drives his staff into the ground to vault over the other warrior and strike him in the back. With a swing of his weapon, he knocks the champion into the mud and hits him in the stomach. The larger man gets close enough to spit in his enemy’s face then hunkers down to aim a punch at the fallen hero’s nose. Weber laughs when Delvin’s hands grip his robe and the man’s left forearm weakly presses against his neck. A sudden blow strikes the back of the mercenary’s head and two leather straps wrap around his enemy’s arm, tightly pressing the limb to his throat.

“I’m just finding all sorts of fun tricks with this gift,” Delvin says before he delivers a kick to Weber’s stomach and flips him onto his back. They remain connected by the enchanted shield, which helps the champion occasionally slam his opponent’s head against the ground. “I really shouldn’t have to ask again. By the way, do you happen to keep expense records like many mercenary leaders? Detailed ones I’m sure, which will be looked at if someone was to murder you in the street. That would probably free my friends and make my punishment less severe if one of my powerful allies doesn’t get me out of trouble anyway. Though those things . . . don’t pass out on me, big boy.” The warrior smacks Weber across the face a few times, briefly easing the pressure of the shield. “Basically, you’ll be dead and I’m sure you don’t want anything like that to happen.”

Book Description

Delvin Cunningham has left the champions.

Lost to his tribe in the Yagervan Plains, fear and shame have kept the former Mercenary Prince away from his homeland. With his confidence crumbling, he has decided to return and bring closure to his past. Reuniting with his old friends, Delvin’s timing could not be worse as a deadly campaign is brewing within Yagervan’s borders. Dawn Fangs are on the march and these powerful vampires are determined to turn the entire region into a graveyard.

To protect his family, friends, and two homelands, Delvin will have to push his doubt away and become the cunning Mercenary Prince once again.

Cold Coffee/BMGN 5 Star Review

Follow-up The Merchant of Nevra Coil with The Mercenary Prince as it rings in 2016 for Author Charles E. Yallowitz's loyal fans yearning for another episode in the Legends of Windemere. True to form the reader will be drawn even deeper into this mystical world of Windemere where each character casts you under a unique spell.

Delvin, given the title Mercenary Prince struggles within his mind as he sets out on a rigorous journey that will bring him back home, reunite him with old friends and bring reconciliation from his past. The warrior within comes to life as he runs through Visindor Forest. He instinctively focuses on the sound of his boots hitting the ground and the rhythm puts his mind into a trance allowing him to ignore his aching body.

I quote the section below to whet your appetite without spoiling the story.

“The banyan tree sits among the maples and oaks, its horizontal branches with aerial prop roots giving it a unique appearance among the other plants. Delvin groans as he touches the smooth trunk with his forehead and he gladly let the metal orbs fall to the ground. Songbirds flit through the treetops and fill his ears with a soothing song, which nearly causes the warrior to fall asleep. Tearing strips off his shirt, he binds his bleeding hands and massages his arms to prevent them from getting stiff. He spends the next hour lifting the orbs like weights, stretching his legs, and using a low branch to do pull-ups. A skunk wanders over while Delvin is hanging from the tree, forcing him to remain in the air until the animal waddles out of spraying range. Dropping to the ground, his knees buckle, and the forest seems to spin haphazardly around him. Expecting to find a waterskin, he reaches for his side, but the warrior realizes he left it behind in his rush to clear his mind.

‘Guess it’s to the pond with me,’ he mutters as he gathers the orbs.

Delvin grabs a fig off the banyan tree as he jogs to the west where he knows a decent-sized pond can be found. As he moves through the forest, his mind wanders to thoughts of his friends who he hopes are still recovering in Nevra Coil. He is struck by a pang of guilt for not letting them know that he arrived at Hamilton Military Academy. The warrior can only imagine how angry at least one of them might be considering it has been over a week since he left the other champions. His thoughts continue down a path of worry, so he is caught by surprise when he comes to the pond and finds a slender figure with short, black hair at the shore. Delvin sees pointy ears and what he thinks is a red shirt, which causes him to skid to a stop and nearly crash into the woman. His battle-honed reflexes are the only thing that allows him to spin to the side and avoid a humiliating collision.”

Whether this is your first or the ninth book in this epic 5 Star Legends of Windemere fantasy series; you will become one with this mystical world and you will follow the path where The Hobbit and Dungeons and Dragons once took you. Join with me and the band of followers that hunger for Legends of Windemere.

I endorse The Mercenary Prince (Legends of Windemere Book 9) by Charles E. Yallowitz as the author's imagination brings legends to life. Review by Cold Coffee/Book Marketing Global Network

Kindle:

http://www.amazon.com/gp/product/B019XB2U1I/ref=as_li_tl?ie=UTF8&camp=1789&creative=390957&creativeASIN=B019XB2U1I&linkCode=as2&tag=colcofpre-20&linkId=B4HJKBF4X4NA5ISH

About The Author

Charles E. Yallowitz was born, raised, and educated in New York. Then he spent a few years in Florida, realized his fear of alligators, and moved back to the Empire State. When he isn't working hard on his epic fantasy stories, Charles can be found cooking or going on whatever adventure his son has planned for the day. 'Legends of Windemere' is his first series, but it certainly won't be his last. Interview:

Start Reading The 'Legends of Windemere' Today!

Author Charles E. Yallowitz's Published Books:

- Legends Of Windemere: Beginning Of A Hero (Book 1)
- Legends Of Windemere: Prodigy Of Rainbow Tower (Book 2)
- Allure Of The Gypsies (Legends Of Windemere Book 3)
- Legends Of Windemere: Family Of The Tri-Rune (Book 4)
- The Compass Key (Legends Of Windemere Book 5)
- Curse Of The Dark Wind (Legends Of Windemere Book 6)
- Sleeper Of The Wildwood Fugue (Legends Of Windemere Book 7)
- The Merchant of Nevra Coil (Legends of Windemere Book 8)
- The Mercenary Prince (Legends of Windemere Book 9)
- Tribe of the Snow Tiger (Legends of Windemere Book 10)
- Charms of the Feykin (Legends of Windemere Book 11)
- The Spirit Well (Legends of Windemere Book 12)
- Ritual of the Lost Lamb (Legends of Windemere Book 13)
- Path Of The Traitors (Legends of Windemere Book 14)
- Warlord of the Forgotten Age (Legends of Windemere Book 15)

Stand Alone Books

- Bestiary Of Blatherhorn Vale
- Catalysts
- The Hopeteller
- The Life & Times of Ichabod Brooks

Amazon Author's Page:

http://www.amazon.com/Charles-E.-Yallowitz/e/B00AX1MSQA/ref=dp_byline_cont_ebooks_1

Professional Website:

<http://www.legendsofwindemere.com/>

Facebook:

<https://www.facebook.com/CharlesYallowitz>

Twitter:

<https://twitter.com/cyallowitz>

Book Marketing Global Network:

<https://bookmarketingglobalnetwork.com/category/charles-e-yallowitzs-books/>

This Is Copyrighted Material From:

Charles E. Yallowitz

Amazon Author's Page

Book Marketing Global Network

Date: June 15, 2019

All Rights Reserved

<https://bookmarketingglobalnetwork.com>