



# Magefable

*Heimdall Thunderhammer*

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## **Magefable** Heimdall Thunderhammer

Durbin has always dreamed of becoming a swashbuckling adventurer like his legendary father. But unfortunately he's stuck in the secluded valley forest of Verdancia, far away from the sway and swagger of the sea. On one fateful evening a mouse named Clove and her spear hog companion Herod stumble into his village. They had escaped from the terrible lion Sinvicious who wants to stop Clove before she can gain the full power of a geomancer--a mage with the ability to control the elements. Fire, water, wind, lightning, all can be controlled by a geomancer. They can fly, turn themselves invisible, make their skin as solid as rock, shift the earth, and even control life... Although all Clove can do at this point is make weeds move.

The next morning when Durbin awakes he finds Clove and Herod gone. Unable to resist the call of adventure, he journeys out into the woods to find them, dragging along his reluctant friend Morro the hedge hog, who would rather be sitting at home eating scones and berries. On their way they meet other new friends such as Reverie, a wounded sparrow who can mesmerize animals with his singing, and Bailey, a courageous and boisterous young squirrel who is hunting for a dragon to tame. But as Durbin and Morro seek Clove and Herod, so does Krochek the Hunter--the most vile, savage rat ever to emerge from Sinvicious's kingdom. Along with his horde of bloodthirsty rodents he will tear the forest apart in his effort to find them.

Magefable is a beautifully illustrated fantasy adventure. It is the first book in an epic tale filled with magic, treasure, humor, and friendship, as well as many ferocious enemies and the dangerous elements of nature.

## **Magefable Details**

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Author : Heimdall Thunderhammer

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## From Reader Review Magefable for online ebook

### Niffer says

A fun little fantasy adventure story. A little predictable at times but considering it's a children's book I think it was pretty decent. I'm looking forward to reading the next book in the series.

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### Angela Oliver says

This is a cute story, with simple but endearing illustrations. Alas, it seemed too heavily flavoured by Redwall to truly capture my full attention. The story is fairly standard - a heroic Spearhog, Herod (which I think is supposed to be a porcupine, although they are neither related to hedgehogs nor can fire their quills, so maybe not) and his elementally-skilled mouse companion, Clove, are set on finding a hidden temple whilst being pursued by angry rats. Despite the fact that the rats are following them in a destructive, cannibalistic wave, Herod deems their mission more important than the lives of many poor forest dwellers that get caught up in it, along the way (including a village of colourful birds). This viewpoint is later changed, and Herod certainly proves his worth.

Anyhow, the other two characters are a mouse, Durbin, and his hedgehog friend, Morro. These two are a destructive force of their own, as Durbin tricks his naive young friend into disturbing the lives of the poor villages as much as possible - from wanton vandalism to thievery. When they stumble upon Herod and Clove, Durbin develops an interest in the young mouse maid, and persuades his gullible friend to join him - first in finding them and then in joining their party. Along for the ride is a bold and brash young squirrel, and his "dragon" companion. The rats are suitably nasty, and also relatively bumbling, a few reasonable tacticians and our band of heroes would have been dinner. There is also, of course, an open ending to lure readers into buying the sequel.

One thing I did find quite off-putting was the typos, always a challenge in self-published novel - there were various places where words were missing, or quotation marks, one "you're" instead of "your" that made me shudder, and the author appears to lack the ability to spell "entrails" consistently - getting it right on 1 out of 3 occasions (also "endtrails" and "endtries"). Thus the novel could do with another, more thorough, proofread.

Overall, a cute read for Redwall fans who are mourning the lack of further stories, but no real surprises and I found the irresponsible nature of the main protagonist somewhat off-putting. I know it is supposed to show his impulsive, feckless nature, but I could not help but feel terrible for the poor lady whose crop he demolished and the following trail of destruction. He does, however, show a certain growth in maturity as the story progresses.

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### Erik This Kid Reviews Books says

Durbin (a mouse) didn't understand what he had gotten into when he and his best friend, Morro (a hedgehog), followed a spear hog (porcupine) named Herod and his friend Clove (a mouse) when they left their village. Durbin always wanted more adventure in his life by he was stuck in the boring land of Verdancia. When Herod and Clove came to town they told Durbin they were fleeing from Sinvicious (an evil lion) in Feralis because he wants to stop Clove because she can get her full powers as a geomancer (a Mage

who can control the elements). Clove said she was trying to find a temple somewhere in Verdancia so she can become a better Mage. After Clove and Herod leave to find the temple, Durbin convinces Morro to come with him to find them. Even though Sinviscious sent a band of vicious rats to get Clove and kill anyone in their way, Durbin is still convinced to help Clove and Herod.

I really liked the story in this book. I liked the anime style illustrations all throughout the book. Durbin is a great character. I like a character that is seeking adventure and goes to find it. He also seems like a brave and dedicated mouse. The book was an easy read for me and it seems it was written for a middle-grade level. There was some violence with the animals fighting each other but nothing graphic. I would have liked a little more description of Verdancia. The plot was fun and kept me reading. I think that the story and characters reminded me a little too much of Brian Jacques' Redwall series (my favorite series of all time) but I would also give the next book in this series a try. I also found quite a few small errors (typos) that were throughout the book.

\*\*NOTE I got a free copy of this book in exchange for an honest review.

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## Wart Hill says

*I received this book free through a GoodReads First Reads Giveaway*

There's a lot that Magefable is.

Magefable is adorable, fun, quirky, intriguing, and epic.

Magefable is the story of some little critters working to defeat a big bad one, against all odds. What does that mean? Well. Clove is a Mouse Mage. She is being trained by Elementals to control the four main elements and one other: light so she can become a Geomancer and defeat the evil Lion King of Feralis, Sinviscious, who is a Necromancer (which means he controls the four main elements and one other: dark).

Clove travels with Herod, a spear-hog (aka Porcupine). In their travels, they meet Durbin, a young mouse who dreams of becoming a Swashbuckling adventurer, and his friend Morro, a Hedge-hog who tends to be thinking about the next meal as soon as he's done with the last.

But Clove and Herod are being tracked and hunted by a Rat army sent by Sinviscious to stop them from succeeding, so they leave Durbin's village behind to keep the people there safe. But Durbin isn't going to let them go that easily and soon he and Morro set off on their own quest in search of Clove.

On the way, they meet Bailey, a Squirrel that wants to tame dragons, and Reverie, a bird with a broken wing. And together they meet up with Clove and Herod and turn back to fight the Rats before they continue to the next elemental.

Magefable has a colorful cast of characters, all of whom have distinct, clear personalities. From the gentleness of Clove and Reverie to the excitable bravery of Bailey and Durbin, from Herod's responsible shoulders to Morro's simple look on life. Each character is their own distinct person, and it shines clear in Thunderhammer's writing.

The world Thunderhammer has created is beautifully crafted. His descriptions bring the landscape to life - from the village of Sapsward to the Swamp of Wrath, Thunderhammer paints a stunning picture of the world that these characters are traveling through.

Magefable is quite the adventure, and it leaves you wanting more.

But it wasn't perfect.

First and foremost, Mr. Thunderhammer, I ask you this: why is Clove the only girl? She's a wonderful character in a wonderful story, but she's surrounded only by male characters. Everywhere we turn, more boys. I would love for there to be a few more girls in the mix, because it's the perfect setting for some, and your characters are all so unique and fresh I have no doubt that you have more awesome female characters somewhere in that brain of yours.

And my other problem was the fight scenes. They felt very...telly instead of showy. I felt disconnected from them. Especially when all of the main characters \*plus\* a horde of rats are fighting. I think it was the head hopping, perhaps it would have been better if one character had been used as the POV character for the fights, instead of jumping between and making sure the reader always knows exactly what each character is doing and how.

That being said, Magefable was fun and I really enjoyed it and I look forward to reading Talonridge.

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## **Richard says**

I really enjoyed this book, it is aimed at a middle grade audience but even as an adult I really liked it.

There was a nice balance between action scenes and slower scenes, with time spent on showing the characters personalities and developing them. The action scenes did get a little repetitive as they were almost always battles between the good characters fighting against the rats or some other evil foe.

The descriptions were a good, they didn't go into great detail but were descriptive enough to give a good idea what they world looks like. They were short enough that the pacing was quick.

The characters were great and very suitable for the target audience. The main good characters were kind, funny and brave. While they are all have these traits they also each have their own quirks making each of the unique.

The artwork in the book was a cute touch. Nicely drawn, fairly simple pictures that go well with the story and writing style.

It should be said there were some violent scenes and death, while it doesn't go into any detail there were some parts, such as animals getting chopped in half, animals eating other animals or main characters dying, making this book unsuitable for young children.

There were some similarities between this book and the Redwall series, although there were plenty of differences to make this book worth reading even if you have read Redwall already.

In full disclosure I won this book in a Goodreads giveaway. I also got an adorable book mark, featuring artwork of Durbin and Morro and a cute little plastic leaf on it.

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## **Aimee says**

This book was alright. It did have it's supensful parts and there were some chapters I kinda liked but there was a bit too much blood n' guts description in the battle parts for me. This book also could have been edited a little bit better as well since there were a few typos here and there. I guess if the book had been terrible then I wouldn't have finished reading it so overall I probably would give this book 2.5 or 2.6 stars.

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## **Jenny says**

This book had a lot of potential, but the grammatical errors really made it difficult for me to concentrate on the story.

I picked this book up off the shelf because it called itself a middle grade fantasy. Typically I enjoy fantasy books, especially about cute animals, but this was a tough read for me. The story was bare bones, and definitely needed to be fleshed out a lot more. The only parts that seemed to have some detail were the parts where mice were getting stabbed and beheaded. The battle scenes, in my opinion, were overly descriptive for middle grade readers. Even other middle grade novels that I read didn't get into that much gore. I don't want to give any examples in case young readers take a look at the reviews.

I think this story would have been better portrayed through a graphic novel, minus the gore. The story was told heavily through dialogue, and we didn't get to know much about what the characters were thinking. I didn't feel very connected to any of the characters, so when bad things started to happen, or in scenes that should have been suspenseful, I felt nothing. I think there is a good foundation here, but there's a lot left to build.

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