

Mercedes Lackey La Vaillance De Lexil

In this new series, set in the bestselling world of Valdemar, Heralds Mags and Amily must continue to protect the realm of Valdemar while raising their children and preparing them to follow in their footsteps. Mags, Herald Spy of Valdemar, and his wife, Amily, the King's Own Herald, are happily married with three kids. The oldest, Peregrine, has the Gift of Animal Mindspeech—he can talk to animals and persuade them to act as he wishes. Perry's dream is to follow in his father's footsteps as a Herald Spy, but he has yet to be Chosen by a Companion. Mags is more than happy to teach Perry all he knows. He regularly trains his children, including Perry, with tests and exercises, preparing them for the complicated and dangerous lives they will likely lead. Perry has already held positions in the Royal Palace as a runner and in the kitchen, useful places where he can learn to listen and collect information. But there is growing rural unrest in a community on the border of Valdemar. A report filled with tales of strange disappearances and missing peddlers is sent to Haven by a Herald from the Pelagirs. To let Perry experience life away from home and out in the world, Mags proposes that his son accompany him on an expedition to discover what is really going on. During their travels, Perry's Animal Mindspeech allows him to communicate with the local wildlife of the Pelagirs, whose connection to the land aids in their investigation. But the details he gleans from the creatures only deepen the mystery. As Perry, Mags, and their animal companions draw closer to the heart of the danger, they must discover the truth behind the disappearances at the border—before those disappearances turn deadly.

It has been ten years since the magical Cataclysm, which destroyed the twin strongholds of the two world's most powerful Mages, killing Urtho, creator of the gryphons, and sending his forces into exile. Now Urthro's peoples--human and non-human alike live in a terraced city carved into the face of a gleaming white cliff on the edge of the Western Ocean. Secure at least, ...until the fleet of the mysterious Black Kings appears in their harbor, bringing envoys who inform the residents of White Gryphon that their newfound home lies on the northern perimeter of lands claimed by this powerful kingdom. Desperate not to lose their hard won home, Skandranon, along with his longtime friend Amberdrake--agree to accompany the envoys back to the Court of the Black Kings, hoping to negotiate an alliance. ...When a high ranking noble who opposes this alliance is found murdered--Skandranon and Amberdrake realize that they are up against unknown enemies who will stop at nothing, even the use of diabolical Blood Magic, to destroy White Gryphon.

When he is chosen to be the apprentice of an ailing protective assassin in a world dominated by a nihilistic urban cult, Nico accompanies his master on a mission to kill the murderous son of the cult's ruthless matriarch.

An all-new original short fiction anthology featuring Mercedes Lackey's heroic Heralds and their horselike companions--as penned by such masters of fantasy as Judith Tarr, Michelle West, Fiona Patton, and others.

Granddaughter of the sorceress Kethry, daughter of a noble house, Kerowyn had been forced to run the family keep since her mother's untimely death. Yet now at last her brother was preparing to wed, and when his bride became the lady of the keep, Kerowyn could return to her true enjoyments - training horses and hunting. But all Kerowyn's hopes and plans were shattered when her ancestral home was attacked, her father slain, her brother wounded, and his fiancée kidnapped. Drive by desperation and the knowledge that a scorcerer had led the journey which would prove but he first step on the road to the fulfillment of her destiny.

In March 1987, a young author from Oklahoma published her first novel, Arrows of the Queen. This modest book about a magical land called Valdemar was the beginning of a fantasy masterwork series that would span decades and include more than two dozen titles. Now readers can travel to the world of Valdemar with Tanya Huff, Mickey Zucker Reichert, Fiona Patton, Rosemary Edghill, Judith Tarr, and others in these original stories, including an all-new novella from Mercedes Lackey.

“David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy.”—R. A. Salvatore Druss, Captain of the Ax, is the stuff of legends. Tales of his battles are told throughout the land, and the stories expand with each telling. But Druss himself grows older, until finally, the warrior turns his back on glory and retreats to his mountain lair. There he awaits his old enemy: death. But far below, the barbarian Nadir hordes are on the march. All that stands between them and the Drenai people is a mighty six-walled fortress, Dros Delnoch—a great citadel that seems destined to fall. If it does, the Nadir will sweep inexorably across the land, killing all who oppose them. Reluctantly Druss agrees to come down from his mountaintop to lead this last, hopeless fight. Lost causes mean nothing to him—he has fought in such battles a thousand times in a thousand lands. And he is a hero to inspire a new generation of warriors. He is Druss the Legend. Thus begins David Gemmell's most celebrated novel—an unrivaled classic of mythic heroism and magnificent adventure. . . .

Le royaume de Valdemar a perdu son souverain, le roi Sendar. Sa fille Selenay est contrainte de lui succéder prématurément. Le Conseil royal y voit l'occasion de s'arroger davantage de pouvoir en poussant la reine, trop jeune et trop affaiblie à ses yeux, à prendre un époux... soigneusement choisi par les conseillers. Mais Selenay n'a nullement l'intention d'épouser l'homme qu'on lui impose, ni de laisser le futur prince diriger le royaume à sa place. Nommé maître d'armes du Collegium et champion de la reine, le Héraut Alberich doit veiller sur Selenay. La tâche n'est pas aisée car les machinations ourdies par certains hauts personnages du royaume s'avèrent dangereuses...

Mickey Zucker Reichert, Tanya Huff, Michelle Sagara, and others present eighteen original tales set in the popular fantasy universe of Valdemar, home of the Heralds and their mysterious horse-like Companions

In The Mage Winds trilogy, which began with the best-selling novel, Winds of Fate, author Mercedes Lackey continues the epic that started with her first published book, Arrows of the Queen introduced readers to the remarkable land of Valdemar, the kingdom protected by its Heralds--men and women gifted with extraordinary mind powers--aided and served by their mysterious Companions--horselike beings who know the many secrets of Valdemar's magical heritage. None but the Companions remember the long-ago age when high magic was lost to Valdemar as the last Herald-Mage gave his life to protect his kingdom from destruction by dark sorceries. But now the protective barrier set so long ago over Valdemar is crumbling, and with the realm imperiled by the dark magic of Ancar of Hardorn, Princess Elspeth, Herald and heir to the throne, has gone on a desperate quest in search of a mentor who can teach her to wield her fledgling mage-powers and help her to defend her threatened kingdom.

New York Times #1 bestseller Mercedes Lackey's epic Valdemar series continues in this collection of three novels set in the classic fantasy universe. Exiles of Valdemar tells the story of Alberich, the youngest captain in the army of Karse. EXILE'S HONOR – follows the story of Alberich, the youngest captain in the army of Karse with a secret special

power of foresight. When he is injured in battle, he is unwillingly taken to Valdemar and begins training as a Herald. He switches allegiances and joins in the battles against Karse. EXILE'S VALOR – Alberich falls in love with another female Herald, Myste, and struggling to keep track of Valdemar's enemies in his new position as Weaponsmaster. This book also tracks the early years of the very young, new queen of Valdemar, Selenay. TAKE A THIEF – This book reveals the untold story of Skif, the popular character of Lackey's first book, Arrows of the Queen. Skif is a homeless pickpocket until he is chosen to become a Herald for the queen. However, one day he returns to his new home where he is training to find that it has been burnt down and his comrades and mentor dead. He teams up with Alberich, the Weaponsmaster and protagonist from the EXILE books to take revenge on the criminal who killed his friends and becomes a hero of Valdemar.

With the Leran threat laid to rest, Alec and Seregil are now able to turn their attention to the ancient evil which threatens their land. The Plenimarans, at war with Skalans, have decided to defeat their ancient enemy by raising up the Dead God, Seriamaius. The early attempts at this reincarnation--masterminded by the sinister Duke Mardus and his sorcerous minion Vargul Ashnazai--once left Seregil in a sorcerous coma. Now, an ancient prophecy points to his continuing role in the quest to stop Mardus in his dread purpose. Seregil's friend and Mentor, the wizard Nysander, has long been the guardian of a deadly secret. In a secret, silver-lined room hidden well beneath the Oreska, he has served for most of his 300 years as the keeper of a nondescript clay cup. But this cup, combined with a crystal crown and some wooden disks, forms the Helm of Seriamaius, and any mortal donning the reconstructed Helm will become the incarnation of the god on earth. Nysander holds the cup and Mardus the wooden disks--one of which was responsible for Seregil's coma--but the crown must still be located. Threatened under pain of death by Nysander to keep his quest a secret even from his loyal companion, Alec, Seregil is dispatched to find the last missing piece of the Helm so that he and Nysander can destroy it. But this is only the beginning of one of his deadliest journeys ever, for the prophecy also holds that four will come together in a time of darkness, and gradually all that Seregil values is placed at risk as he, Alec, Nysander and Micum are drawn into a deadly web of terror and intrigue.

Mercedes Lackey's triumphant return to the best-selling world of Valdemar, Take a Thief reveals the untold story of Skif--a popular character from Lackey's first published novel, Arrows of the Queen. Skif was an orphan who would have died from malnutrition and exposure if he had never met Deke the pickpocket. By the time he was twelve, Skif was an accomplished cat burglar. But it wasn't until he decided to steal a finely tacked-out white horse, which was, oddly enough, standing unattended in the street, that this young thief discovered that the tables could turn on him--and that he himself could be stolen!

This stand-alone novel in the Valdemar series continues the story of prickly weapons-master Alberich. Once a heroic Captain in the army of Karse, a kingdom at war with Valdemar, Alberich becomes one of Valdemar's Heralds. Despite prejudice against him, he becomes the personal protector of young Queen Selenay. But can he protect her from the dangers of her own heart?

An unwanted warrior, a forsaken woman of power, and the betrayed widow of a clan chief rise up to claim what has been taken from them and reshape their barbaric world into the legendary nation of superhuman warriors it once was.

Mindstar Rising is the first in Peter F. Hamilton's hugely popular Greg Mandel series. It's the 21st century and global warming is here to stay, so forget the way your country used to look. And get used to the free market, too – the companies possess all the best hardware, and they're calling the shots now. In a world like this, a man open to any offers can do just fine. A man like Greg Mandel for instance, who's psi-boostered, wired into the latest sensory equipment and carrying state-of-the-art weaponry. He's also been part of the English Army's Mindstar Battalion. As the cartels battle for control of a revolutionary new power source, and corporate greed outstrips national security, tension is mounting to boiling point. And Greg Mandel is about to face the ultimate test. Mindstar Rising is followed by A Quantum Murder and The Nano Flower to complete the Greg Mandel trilogy. Life at the Heralds' Collegium in Haven has definitely improved for Mags. He's even become something of a hero since risking his own life to rescue Amily--daughter of Nikolas, the King's Own Herald--from Karsite kidnappers. But Mags still doesn't know who his parents were, and Bear, Mags' Trainee friend, was not one to let him forget: "You gotta deal with your past Mags, you have to. If you don't, it'll just keep coming back to haunt you, and one day it'll do something to you that you can't get out of." Mags began his special training as Nikolas' undercover partner and future spy for the crown. Disguised, they work at night in one of the seedier parts of Haven, where Nikolas had set up a false identity as a pawnbroker and fence. Mags poses as his deaf-mute nephew, covertly watching and listening from behind the desk. He was especially good at the trait that had kept him alive as a child laborer in the gem mine--ferreting out hidden motives. Now Mags has graduated to a new role: Nikolas' partner and information broker. Mags channels his old cunning self from the mines and discovers that he's quite good at his new job. So good, in fact, that Nikolas decides to let him open the shop alone one hot, summer night. Mags has barely unlocked the shop when everything goes black in a blinding flash of pain. He wakes with an agonizing headache, bound, blindfolded, in a conveyance of some kind. But worst of all, he's head-blind. No Mindspeech--he can't even sense Dallen. And if he can't sense or hear Dallen, then no one can sense him. And if no one can sense him, no one can come to his rescue.

Rediscover the legend of Excalibur, King Arthur, and the Knights of the Round Table in this Scribner Classics keepsake edition of Sir Thomas Malory's enchanting Arthurian legend. This collectible edition of King Arthur features text reset in the original typeface and illustrations newly reproduced from N. C. Wyeth's original canvases, bringing a beloved classic tale to a whole new generation of readers.

Mercedes Lackey's magical Elemental Masters series recasts familiar fairy tales in a richly-imagined alternate Victorian world Ninette Dupond was a dancer with the Paris Opera Ballet. She had been very lucky—if she had not been pretty, and a natural dancer, she could only have become what her mother had been: a washerwoman. But Ninette's good luck ended the day that the lead dancer sprained her ankle and Ninette was chosen to dance her part at a matinee. Her reviews had been very good—too good. Shortly thereafter, Ninette had been fired in an attempt to soothe the wounded ego of the ballet's primary soloist. Alone, unemployed, and filled with despair, Ninette had returned to her apartment to find a thin, rangy, tabby-striped tomcat sitting on her windowsill. He seemed like just another stray, until abruptly he spoke to her, mind-to-mind. Ninette thought she was going mad, but the cat offered her an alternative to a life of destitution, albeit a very odd one. He proposed that she impersonate a renowned Russian ballerina, Nina Tchereslavsky, and go to work in a specific music hall in Blackpool, England. The cat also told her that he would take care of her in every way—he would somehow convey the English and Russian languages to her, supply her with money, and guide her every move. With no other option open to her, she placed her life in his paws. What Ninette didn't know was that the cat was an Elemental Spirit sent to protect her, and that the music hall in Blackpool was owned by an Elemental Master. But she also didn't know that the real Nina Tchereslavsky no longer existed. For the real Nina had been "absorbed" by an Elemental Spirit of the darkest kind that was now bent on Ninette's destruction....

Marion Zimmer Bradley's beloved Avalon saga continues in 'a fine tribute to Bradley and the real-world triumphs and tragedy of Boudica.' (Publishers Weekly) Epic in its sweep and peopled by the remarkable women who have always inhabited Avalon, Marion Zimmer Bradley's Ravens of Avalon expands the legendary saga that has enchanted millions of readers over the years and is sure to please Bradley's loyal readership and anyone who loves wonderfully told stories of history, myth, and fantasy.

Groundbreaking epic fantasy series in Mercedes Lackey's Valdemar universe • Lambda-Award winning novels with heartfelt high adventure and magic Though Vanyel has been born with near-legendary abilities to work both Herald and Mage magic, he wasn't no part in such things. Nor does he seek a warrior's path, wishing instead to become a Bard. Yet such talent as his, if left untrained, may prove a menace not only to Vanyel but to others as well. So he is sent to be fostered with his aunt, Savil, one of the fame Herald-Mages of Valdemar. But, strong-willed and self-centered, Vanyel is a challenge which even Savil cannot master alone. For soon he will become the focus of frightening forces, lending his raw magic to a spell that unleashes terrifying wyr-hunters on the land. And by the time Savil seeks the assistance of a Shin'a'in Adept, Vanyel's wild talent may have already grown beyond anyone's ability to contain, placing Vanyel, Savil, and Valdemar itself in desperate peril.

Being a member of the Elite Hunter Command imperils Joy in more ways than one. In their latest clash with Othersiders, the army of monsters nearly wiped them out. Apex City is safe...for now. But within the city barriers, Joy must wage a different kind of war. The corrupt and powerful PsiCorps is determined to usurp the Hunters as chief defenders of Apex City and Joy is now squarely in their crosshairs. Unused to playing political games, she has very few people she can truly trust—not even Josh, her first friend in Apex City, who broke up with her when it became too dangerous for a Psimon to be dating a Hunter. Then Josh comes to Joy for help. He fears that Abigail Drift, the head of PsiCorps, will soon use him in her twisted experiments designed to empower PsiCorps and render Hunters superfluous--a scheme that's already killed off dozens of Psimons. Joy manages to smuggle Josh to safety, but he cannot evade Drift forever... As Joy faces ever more powerful Othersiders, she is helped by the most surprising ally imaginable---the same Folk Mage she once met in battle on the train to Apex City. But can Joy trust the most cunning and treacherous of all Othersiders? In the thrilling finale to Mercedes Lackey's #1 New York Times bestselling trilogy, Joy must risk everything to end a brutal war...before she loses all she's ever loved.

It has been four years since Darian saw his village sacked and burned by barbarians. Taking refuge with the Hawkbrothers, he soon finds his life's calling--as a Healing Adept. But even as he learns the mystical ways of this ancient race, Darian cannot escape the dangers threatening his future. Another tribe of barbarians is approaching. The time has come...to stand up and fight.

Mags was once an enslaved orphan living a harsh life in the mines, until the King's Own Herald discovered his talent and trained him as a spy. Now a Herald in his own right, at the newly established Heralds' Collegium, Mags has found a supportive family, including his Companion Dallen. Although normally a Herald in his first year of Whites would be sent off on circuit, Mags is needed close to home for his abilities as a spy and his powerful Mindspeech gift. There is a secret, treacherous plot within the royal court to destroy the Heralds. The situation becomes dire after the life of Mags' mentor, King's Own Nikolas, is imperiled. His daughter Amily is chosen as the new King's Own, a complicated and dangerous job that is made more so by this perilous time. Can Mags and Amily save the court, the Heralds, and the Collegium itself?

Mags returns to the Collegium, but there are mixed feelings--his included--about him actually remaining there. No one doubts that he is and should be a Herald, but he is afraid that his mere presence is going to incite more danger right in the heart of Valdemar. The heads of the Collegia are afraid that coming back to his known haunt is going to give him less protection than if he went into hiding. Everyone decides that going elsewhere is the solution for now. So since he is going elsewhere--why not return to the place he was found in the first place and look for clues? And those who are closest to him, and might provide secondary targets, are going along. With Herald Jadrek, Herald Kylan (the Weaponsmaster's chosen successor), and his friends Bear, Lena, and Amily, they head for the Bastion, the hidden spot in the hills that had once been the headquarters of a powerful band of raiders that had held him and his parents prisoner. But what they find is not what anyone expected.

Alberich had spent most of his youth in the Karsite military schools training to be an officer. As the son of an impoverished mother, he had no other career choice open to him. And Alberich had risen in the ranks with almost unnatural speed. He developed expertise with many weapons and excelled in academic subjects with an ease that was the envy of his classmates. But in

fact, the reclusive Alberich studied long and hard, pushing himself ruthlessly. In battle, Alberich had always had a sort of “sixth sense” about things which were about to happen—when and from where the enemy would attack. Instinctively, he has this ability, for the Sunpriests kept careful watch for anyone exhibiting “demon powers” which were the hallmark of Karse’s greatest enemy—the witch-nation of Valdemar. Those they caught were “cleansed” in the fires of Vokandis Sunlord. Both Alberich’s skill and secret served him well in the army of Karse, and when Alberich became one of Karse’s youngest captains, he received a special gift—a powerful white stallion “liberated” from the enemy. But this honor was merely a distraction, for the Sunpriests had laid a trap which even Alberich’s strange foresight could not predict... Saved from burning as a witch when this odd white stallion braved flames and carried him over the border into Valdemar, he was healed by the same enemies he had been taught to hate his entire life. Though he knew he could never again return to his home, Alberich also knew he could never truly become a Valdemaran. How could Alberich remain true to his own people and still retain his honor while helping to train the direst enemy of Karse?

The eleventh novel in Mercedes Lackey's magical Elemental Masters series reimagines Sherlock Holmes in a richly-detailed alternate 20th century England. Psychic Nan Killian and Medium Sarah Lyon-White—along with their clever birds, the raven Neville and the parrot Grey—have been agents of Lord Alderscroft, the Elemental Fire Master known as the Wizard of London, since leaving school. Now, Lord Alderscroft assigns them another commission: to work with the famous man living at 221 Baker Street—but not the one in flat B. They are to assist the man living in flat C. Dr. John Watson and his wife Mary, themselves Elemental Masters of Water and Air, take the occult cases John’s more famous friend disdains, and they will need every skill the girls and their birds can muster! Nan and Sarah’s first task: to confront and eliminate the mysterious and deadly entity that nearly killed them as children: the infamous Haunt of Number 10 Berkeley Square. But the next task divides the girls for the first time since they were children. A German opera star begs Sarah for help, seeking a Medium’s aid against not just a single spirit, but a multitude. As Sarah becomes more deeply entwined with the Prima Donna, Nan continues to assist John and Mary Watson alone, only to discover that Sarah’s case is far more sinister than it seems. It threatens to destroy not only a lifelong friendship, but much, much more.

Highlighted by a Valdemar novella by Mercedes Lackey, this comprehensive reader's guide to Lackey's Valdemar universe features an interview with the author, detailed summaries of Valdemar novels, an essay on the series, a concordance of characters and events, and much more. Reprint.

This exhilarating exploration provides authentic textual background to a complex mythology about nine of the women in Arthurian legend. In addition, there are guided visualizations for each of the Ladies, which will open pathways to readers on their own personal quest.

La Vaillance de l'exiléL'ExiléBragelonne

The ninth novel in Mercedes Lackey's magical Elemental Masters series reimagines the fairy tale Red Riding Hood in a richly-detailed alternate Victorian world. Rosamund is an Earth Master in the Schwarzwald, the ancient Black Forest of Germany. Since the age of ten, she has lived with her teacher, the Hunt Master and Earth Magician of the Schwarzwald Foresters, a man she calls “Papa.” Her adoptive Papa rescued her after her original Earth Master teacher, an old woman who lived alone in a small cottage in the forest, was brutally murdered by werewolves. Rosa herself barely escaped, and this terrifying incident molded the course of her future. For like her fellow Earth Masters of the Schwarzwald Lodge, Rosa is not a healer. Instead, her talents lead her on the more violent path of protection and defense— “cleansing” the Earth and protecting its gentle fae creatures from those evil beings who seek to do them harm. And so Rosa becomes the first woman Hunt Master and the scourge of evil creatures, with a deadly specialty in werewolves and all shapeshifters. While visiting with a Fire Master—a friend of her mentor from the Schwarzwald Lodge— Rosa meets a pair of Elemental Magicians from Hungary who have come looking for help. They suspect that there is a dark power responsible for a string of murders happening in the remote countryside of Transylvania, but they have no proof. Rosa agrees to help them, but there is a catch: one of the two men asking for aid is a hereditary werewolf. Rosa has been taught that there are three kinds of werewolves. There are those, like the one that had murdered her teacher, who transform themselves by use of dark magic, and also those who have been infected by the bite of these magical werewolves—these poor victims have no control over their transformative powers. Yet, there is a third kind: those who have been born with the ability to transform at will. Some insist that certain of these hereditary werewolves are benign. But Rosa has never encountered a benign werewolf! Can she trust this Hungarian werewolf? Or is the Hunter destined to become the Hunted?

New York Times-bestselling author Mercedes Lackey's Herald Spy series, set in the beloved fantasy world of Valdemar. Herald Mags, Valdemar’s first official Herald Spy, is well on his way to establishing a coterie of young informants, not only on the streets of Haven, but in the kitchens and Great Halls of the highborn and wealthy as well. The newly appointed King’s Own Herald, Amily, although still unsure of her own capability in that office, is doing fine work to support the efforts of Mags, her betrothed. She has even found a way to build an army of informants herself, a group of highly trained but impoverished young noblewomen groomed to serve the highborn ladies who live at Court, to be called “The Queens’s Handmaidens.” And King Kyril has come up with the grand plan of turning Mags and Amily’s wedding into a low-key diplomatic event that will simultaneously entertain everyone on the Hill and allow him to negotiate behind the scenes with all the attending ambassadors?something which had not been possible at his son Prince Sedric’s wedding. What could possibly go wrong? The answer, of course, is “everything.” For all is not well in the neighboring Kingdom of Menmellith. The new king is a child, and a pretender to the throne has raised a rebel army. And this army is?purportedly?being supplied with arms by Valdemar. The Menmellith Regency Council threatens war. With the help of a ragtag band of their unlikely associates, Mags and Amily will have to determine the real culprit, amass the evidence to convince the Council, and prevent a war nobody wants? and, somewhere along the way, get married.

The long-awaited brand new novel in the bestselling Valdemar series. In this chronicle of the early history of Valdemar, Mercedes Lackey's bestselling world, a thirteen year- old orphan named Magpie escapes a life of slavery in the gem mines when he is chosen by one of the magical Companion horses of Valdemar to be trained as a Herald. Thrust into the center of a legend in the making, Magpie discovers talents he never knew he had and witnesses the founding of the great Heralds' Collegium.

As Storm Breaking opens, the western allies, led by Karal, Karsite Sunpriest and delegate to the Valdemaran Court, and the Adepts Firesong and An'desha, have traveled deep into the Dorisha Plains to locate the ancient ruins of the Tower of Urtho, Mage of Silence, creator of the gryphons. Legend has it that below the Tower, deeply buried beneath the plains, is Urtho's

Vault, hidden stronghold of some of the most powerful magical weapons ever devised - weapons that Urtho himself felt were too dangerous to use. With the help of the Shin'a'in plainsmen, they have successfully excavated this ancient arsenal, and risked their lives triggering one of these antique but potent tools of death to unleash a monstrous burst of mage-energy. With this explosion of magical power, Karal, Firesong, and their companions have temporarily counteracted the ever-increasing waves of the mage storms. But they know that this desperate action will not save them - they have bought themselves precious time, but are still far from a permanent solution. They know now that the mage storms are an "echo" through time of the prehistoric Cataclysm which destroyed Urtho's Tower, created the vast and barren Dorisha Plains, and permanently warped their world more than two thousand years ago. And they also know that if they don't find a way to banish these magical vibrations they will culminate in another Cataclysm - this time destroying their world for good. But the Vault is not the only thing buried for centuries below the Dorisha Plains, and camped in the ruins of what once was the workplace of the most ingenious mage their world has ever known, the desperate allies soon come to realize that their solution may lie beneath the dust at their feet. The saving of their world just might be accomplished by the work of a man who has been dead for millennia!

All of Waylander's instincts had screamed at him to spurn the contract from Kaem the cruel, the killer of nations. But he had ignored them. He had made his kill. And even as he went to collect his gold, he knew that he had been betrayed. Now the Dark Brotherhood and the hounds of chaos were hunting him, even as Kaem's armies waged war on the Drenai lands, intent on killing every man, woman, and child. The Drenai soldiers were doomed to ultimate defeat, and chaos would soon reign. Then a strange old man told Waylander that the only way to turn the tide of battle would be for Waylander himself to retrieve the legendary Armor of Bronze from its hiding place deep within a shadow-haunted land. He would be hunted. He was certain to fail. But he must try, the old man commanded--commanded in the name of his son, the king, who had been slain by an assassin... Waylander was the most unlikely of heroes--for he was a traitor, the Slayer who had killed the king...

In this third novel of the Family Spies series, set in the bestselling world of Valdemar, Heralds Mags and Amily's youngest child must follow in his parents' footsteps to protect both his family and the realm. Thirteen year old Prince Kyril and Mags and Amily's fourteen-year-old son Tory "share" the Gift of Farsight--although neither of them are Chosen. They are self-trained, though currently, their shared Gift only allows them to see what is happening with their immediate family members. After much debate, the Herald's Collegium has decided to test and train them anyway. That's when the surprises start. They do not share a single Gift; they have two complementary Gifts working together in a way that the Heralds have never seen before. Tory is the Farseer--Kee's Gift is to extend his range beyond a few dozen feet. Their Gifts become crucial when Mags gets a desperate message from his cousin Bey, the head of the enigmatic assassin-tribe, the Sleepgivers. Bey's eldest daughter has been kidnapped, but he doesn't know why or by whom. He's calling in the debt Mags owes him to find his daughter before it's too late. Tory is certain that if anyone can find her, he can. But that will mean traveling out of Valdemar into an unknown, dangerous country. And it will mean taking a Royal Prince with him.

In the second novel in national best-selling legend Mercedes Lackey's richly-conceived new Joust series, the dragonrider Vetch escapes to Alta, the subjugated land of his birth. There, he hopes to teach his people to raise and train dragons-and build an army that will liberate his homeland.

Epic fantasy in the tradition of Trudi Canavan, Fiona McIntosh and Robert Jordan.

Once the mighty fortress had stood strong, defended by the mightiest of all Drenai heroes, Druss, the Legend. But now a tyrannical, mad emperor had seized control of the fortress, and his twisted will was carried throughout the land by the Joinings --- abominations that were half-man, half-beast. Tenaka Khan was a half-breed himself, hated by the Drenai for his Nadir blood and despised by the Nadir for his Drenai ancestry. But he alone had a plan to destroy the emperor. The last heroes of the Drenai joined with him in a desperate gamble to bring down the emperor -- even at the cost of their own destruction.

A fascinating introduction to one of the fastest-growing religious movements in the United States today. Through interviews, participant-observation, and analysis of movement literature, Cynthia Eller explores what women who worship the goddess believe; how they express those beliefs in private, in public, and in the political realm; and the place of feminist spirituality in the history of American religion.

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