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XTMLVF - DILLON FRANCIS

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 sorcerer had led the journey which would prove but he first step on the road to the fulfillment of her destiny.

In Storm Rising, mysterious mage-storms are wreaking havoc on Valdemar, Karse, and all the kingdoms of the West, plaguing these lands not only with disastrous earthquakes, monsoons, and ice storms, but also with venomous magical constructs - terrifying creatures out of nightmare. Both Valdemar's Heralds and Karse's Sunpriests struggle to marshal their combined magical resources to protect their realms from these devastating, spell-fueled onslaughts. But as the situation becomes bleaker and bleaker, the still fragile alliance between these long-hostile lands begins to fray. And unless Valdemar and Karse can locate and destroy the creator of the storms, they may see their entire world demolished in a final magical holocaust.

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

Mags travels to the Bastion, the fortress where his parents were murdered, in search of his parents' identity and a possible explanation for being pursued by Valdemar's enemies.

Magpie pursues his quest for his parent's identity with burning urgency - while also discovering another hidden talent and being trained by the King's Own Herald as an undercover agent for Valdemar. Magpie and his friends, Lena and Bear, must face their demons and find their true strength as they seek to become full Heralds, Bards and Healers of Valdemar.

Seventeen-year-old Snow's life changed forever the night her stepmother, the queen, sent her huntsman to cut out her heart. Fleeing for her life, Snow runs to the Silver Forest, a place as deadly as it is enchanting, and begins an adventure she could never have dreamed. With no one at her side but a rowdy, dangerous band of dwarfs and an arrogant, rogue prince who is too handsome for his own good, Snow must confront the challenge that's been laid before her: Kill the queen and take back the kingdom that should have been hers. But if she is to succeed, Snow will have to tap into a powerful, ancient magic, one that may have been sleeping inside her all along.

Talia, having mastered her psychic and empathic powers, is chosen to be a Herald by the Companions, but must face a testing period before she becomes the Queen's protector

A fabulous Eddings standalone fantasy, set in an entirely new magical world.

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?

Vanyel has been born with near-legendary abilities that, if left untrained, may prove a menace not only to Vanyel but to others as well. So he is sent to his aunt, Savil, one of the fame Herald-Mages of Valdemar. Soon he will become the focus of frightening forces and raw magic. 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 Valdemar in desperate peril.

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.

The long-awaited founding of Valdemar comes to life in this second book in the new series from a New York Times bestselling author and beloved fantasist. Baron Valdemar and his people have found a temporary haven, but it cannot hold all of them, or for long. Trouble could follow on their heels at any moment, and there are too many people for Crescent Lake to support. Those who are willing to make a further trek by barge on into the West will follow him into a wilderness depopulated by war and scarred by the terrible magics of a thousand years ago and the Mage Wars. But the wilderness is not as "empty" as it seems. There are potential friends and rapacious foes.... ..and someone is watching them.

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 Sedic'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.

Goodreads Choice Finalist for Science Fiction A pizza-loving slacker becomes the host of an ancient alien—and a pawn in an ongoing alien war—in this "science fiction romp" full of wit and humor (Huffington Post) When out-of-shape IT technician Roen woke up and started hearing voices in his head, he naturally assumed he was losing it. He wasn't. He now has a passenger in his brain—an ancient alien life-form called Tao, whose race crash-landed on Earth before the first fish crawled out of the oceans. Now split into two opposing factions—the peace-loving, but under-represented Prophus, and the savage, powerful Genjix—the aliens have been in a state of civil war for centuries. Both sides are searching for a way off-planet, and the Genjix will sacrifice the entire human race, if that's what it takes. Meanwhile, Roen is having to train to be the ultimate secret agent. Like that's going to end up well.

A former captain in the Army of Karse, Herald Alberich must protect King Sendar's daughter, Selenay, the new queen of Valdemar, from the devious members of the Valdemaran Council who unleash a campaign to strip her of her power. Reprint.

Now in paperback, the third novel of the Family Spies series, set in the bestselling world of Valdemar, where Heralds Mags and Ami-

ly'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.

Magpie has slaved in the gem mines of Valdemar for as long as he can remember. Overworked and underfed, he has nowhere else to go, until a stranger and two huge white horses force their way into the quarry, looking for him. An eternal outcast, Mags is stunned when he is chosen to be trained as a herald at the newly founded Collegium in Valdemar's capital city, Haven. Loyal, noble and just, heralds are called upon to deliver messages, gather information and dispense justice on behalf of the King. Thrust into the centre of a legend in the making, Mags discovers talents he never knew he had and friendships he never thought possible. but when discord spreads through the capital, he learns that life in the court can be just as treacherous as the mines he left behind.

Magda, a Terran who has joined the Free Amazons, women who have renounced all dependence on men, and her Guild-sister, Jaelle, embark on a terrifying journey that will take them to the far reaches of Darkover and to the ultimate limits of the spiritual overworld, in an omnibus edition—featuring *The Shattered Chain*, *Thendara House*, and *City of Sorcery*—chronicling the adventures of the Free Amazons. Original.

Lavan Chitward is a very unhappy young man; pulled away from his country home by his parents' ambitions and resettled in the big city of Haven, he is desperately lonely, bullied and beaten at school, ignored by his parents. It is not surprising that he falls ill -- but his illness is the first manifestation of a terrible power, the Gift of the Firestorm, a power which can and does kill. If controlled, the Gift of the Firestorm can save Valdemar, but if it is uncontrolled, it will destroy the country -- and him. Chosen by the Companion Kalira, brought into the ranks of the Heralds of Valdemar, Lavan finds acceptance and hope for the first time. But war with Karse threatens to engulf the Kingdom and only Lavan Firestorm stands between Valdemar and destruction -- and only then if he can harness his dreadful power to his will.

When Darkness Falls, the third book in *The Obsidian Trilogy* from Mercedes Lackey and James Mallory Despite a great working of Wild Magic and High Magic that struck at the heart of the Demon Queen's evil plots, Knight-Mage Kellen and his Elven allies are still seen as enemies by the human Mage Council. The Elves and their allies must find a way to shatter the Demons' hold on the human Mages, for without their High Magic, the forces of Light will be destroyed by the forces of Darkness. The Commander of the Armies of Light decides to turn an Elven mine into a refuge for those driven from their homes by the war. Kellen is put in command of the force of engineers and warriors who will fortify the mine and does not learn until it is nearly too late that the caverns are full of Shadowed Elves. Vestakia, the half-human, half-Demon healer, finds that she has begun to be able to read the mind of her Demon father, Crown Prince Zyperis. The Demon Queen, Savilla, is preparing a great sacrifice that will summon He Who Is back to the world and make her the ultimate ruler forever. When Wild Mage Idalia learns of Savilla's plans, she knows there is only one way to prevent the coming of He Who Is. A very different sort of sacrifice must be made. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In March 1987, Mercedes Lackey, a young author from Oklahoma, published her first novel, *Arrows of the Queen*. No one could have envisioned that this modest book about a magical land called Valdemar would be the beginning of a fantasy masterwork series that would span decades and include more than two dozen titles. Now the voices of other authors add their own special touches to the ancient land where Heralds "Chosen" from all walks of life by magical horse-like Companions patrol their ancient kingdom, dis-

pensing justice, facing adversaries, and protecting their monarch and country from whatever threatens. Trained rigorously by the Herald's Collegium, these special protectors each have extraordinary Gifts: Mindspeaking, FarSeeing, FarSpeaking, Empathy, Fires-tarting and ForeSeeing, and are bonded for life with their mysterious Companions. Travel with these astounding adventurers in sixteen original stories.

They came after the Diseray. Some were terrors ripped from our collective imaginations, remnants of every mythology across the world. And some were like nothing anyone had ever dreamed up, even in their worst nightmares. Monsters. Long ago, the barriers between our world and the Otherworld were ripped open, and it's taken centuries to bring back civilization in the wake of the catastrophe. Now, the luckiest Cits live in enclosed communities, behind walls that keep them safe from the hideous creatures fighting to break through. Others are not so lucky. To Joyeaux Charmand, who has been a Hunter in her tight-knit mountain community since she was a child, every Cit without magic deserves her protection from dangerous Othersiders. Then she is called to Apex City, where the best Hunters are kept to protect the most important people. Joy soon realizes that the city's powerful leaders care more about luring Cits into a false sense of security than protecting them. More and more monsters are getting through the barriers, and the close calls are becoming too frequent to ignore. Yet the Cits have no sense of how much danger they're in to them, Joy and her corp of fellow Hunters are just action stars they watch on TV. When an act of sabotage against Joy takes an unbearable toll, Joy uncovers a terrifying conspiracy in the city. There is something much worse than the usual monsters infiltrating Apex. And it may be too late to stop them.

A collection of equine fantasy stories includes original works by Anne McCaffrey, Jennifer Roberson, Mercedes Lackey, Mickey Zucker Riechert, Mike Resnick, Nancy Springer, and others

With her phenomenal Mage Winds trilogy, bestselling author Mercedes Lackey captivated fans across the country. Now in the first volume of the series sequel, she continues the same storyline, returning readers to a war-torn Valdemar in preparation to confront an ancient Eastern Empire--ruled by a monarch whose magical tactics by be beyond any sorcery known to the western kingdoms.

A VALDEMAR OMNIBUS Collecting the New York Times bestsellers: ARROWS OF THE QUEEN ARROW'S FLIGHT ARROW'S FALL Thirteen-year-old Talia longs for a better life, far away from her repressive stepmothers and the village of Sensholding, where books chronicling the adventures of the Heralds of Valdemar and their Companions offer her only escape. But when her family decide she is to be married, Talia flees, only to be rescued by one of the very Companions of legend, a magical steed with incredible powers. Talia soon discovers she has powers of her own, and, together with her Companion, she arrives at the Collegium to fulfill her dreams and train as a Herald. But as Talia struggles to master her unique abilities, she unearths a deadly plot that could destroy both Queen and kingdom. The Heralds of Valdemar omnibus sees Talia grow from teenage runaway to a Herald whose powers will affect the future of the entire realm.

Mags, a telepathic herald, comes under suspicion by foreign operatives, prompting him to investigate who his parents really were and what his connection is to these mysterious spies, so that he can prove his loyalty to the king before he is banished as a traitor. When a ruthless blackmailer begins targeting several families visiting the Court over the Midwinter Holidays to the extent that a young man commits suicide and a daughter is kidnapped, Mags and Amily risk everything to track down the culprit and bring him to justice.

With the kingdom of Valdemar once more threatened by dark sorcery, Princess Elspeth sets out to find a mentor who can awak-

en her own magical talents, accompanied by Darkwind, a Tayledras scout with his own extraordinary powers. Reissue.

After escaping imprisonment in the Joustler's Compound, Kiron and his army of dragon riders seek refuge in an abandoned city called Sanctuary, and they attempt to create a new society, devoid of war and magical domination, called Aerie. Reprint.

Tarma, the only survivor of her clan's genocide, and Kethry, a fugitive from a forced marriage, swear a blood oath to use their own magical powers and that of a magical sword to avenge the wrongs done to womankind.

Mags, Lena, and Bear continue on their individual quests as they work to attain the status of full Heralds, Bards, and Healers of Valdemar.

Mags, a young Herald trainee in Haven, is trained as a spy to uncover secrets held by a mysterious new enemy of the kingdom of Valdemar.

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 Urtho'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.