

Mercedes Lackey La Vaillance De Lexil

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.

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.

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.

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. Rosa 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?

Evil had cast its shadow over the kingdom of Rethwellan. When Idra, leader of the Sunhawks mercenaries, failed to return from a journey to her home, Tarma and Kethry, warrior and mage, set out in search of their vanished leader.

Sixteen original stories set in Mercedes Lackey's Valdemar universe. Includes a new novella by Mercedes Lackey! Today's hottest fantasy authors visit Mercedes Lackey's bestselling world of Valdemar, adding 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, dispensing justice, facing adversaries, and protecting their monarch from whatever threatens. Travel with Tanya Huff, Mickey Zucker Reichert, Fiona Patton, Judith Tarr, Rosemary Edghill, and others in these exciting, all-new stories.

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.

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.

This omnibus of the acclaimed Vows and Honor trilogy, set in the New York Times bestselling world of Valdemar, follows Tarma and Kethry, swordswoman and sorceress, as they seek justice for past wrongs. The Oathbound: Introduces Tarma--swordswoman trained by elite warriors in all forms of deadly combat--and Kethry, former noblewoman whose magical skills were shaped by a powerful school of sorcery. United by the Goddess and armed with a magical sword drawing them to those in need, Tarma and Kethry swore a blood oath to fight against evil. Oathbreakers: When Idra, leader of the Sunhawk mercenaries, failed to return from a journey to her home kingdom of Rethwellan, Tarma and Kethry set out in search of her. Instead they find a land shadowed by a dark enchantment, the claim to the throne in question, and the people of Rethwellan in terrible jeopardy. Oathblood: The sisters of sword and spell have pledged to train others to fight for their cause, starting a school for fledgling warriors and mages. But training turns out to be far more perilous than expected--and when two of their students are kidnapped, Tarma and Kethry must draw upon their combined skills to answer the call of destiny in ways they never imagined.

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.

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.

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!

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 kidnapers. 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.

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.

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...

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. 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?

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.

New York Times bestselling author Mercedes Lackey has enchanted readers since the publication of her first novel, Arrows of the Queen. Now she takes readers on another thrilling journey with the first novel in her Mage Winds series... High magic had been lost to Valdemar when he gave his life to save his kingdom from destruction by the dark sorceries. Now it falls to Elspeth Herald, heir to the throne, to take up the challenge and seek a mentor who will awaken her mage abilities.

Follows the adventures of Talia as she travels the land as a Herald of Valdemar in the third book in the classic epic fantasy Arrows trilogy With Elspeth, the heir to the throne of Valdemar, come of marriageable age, Talia, the Queen's Own Herald returns to court to find Queen and heir beset by diplomatic intrigue as various forces vie for control of Elspeth's future. But just as Talia is about to uncover the traitor behind all these intrigues, she is sent off on a mission to the neighboring kingdom, chosen by the Queen to investigate the worth of a marriage proposal from Prince Ancar. And, to her horror, Talia soon discovers there is far more going on at Prince Ancar's court than just preparation for a hoped-for royal wedding. For a different magic than that of the Heralds is loose in Ancar's realm—an evil and ancient sorcery that may destroy all of Valdemar unless Talia can send warning to her Queen in time!

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.

“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. . . .

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.

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.

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 Vkandis 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?

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

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.

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.

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.

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.

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!

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.

Follows the adventures of Talia as she travels the land as a Herald of Valdemar in the second book in the classic epic fantasy Arrows trilogy Talia could scarcely believe that she had finally earned the rank of full Herald. Yet though this seemed like the fulfillment of all her dreams, it also meant she would face trials far greater than those she had previously survived. For now Talia must ride forth to patrol the kingdom of Valdemar, dispensing Herald's justice throughout the land. But in this realm beset by dangerous unrest, enforcing her rulings would require all the courage and skill Talia could command—for if she misused her own special powers, both she and Valdemar would pay the price!

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.

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.

It is an age when Valdemar is yet unfounded, its organization of Heralds yet unformed, and magic is still a wild and uncontrolled force. Skandranon Rashkae is perhaps the finest specimen of his race, with gleaming ebony feathers, majestic wingspan, keen magesight and sharp intelligence. Courageous, bold, and crafty, Skan is everything a gryphon should be. He is the fulfillment of everything that the Mage of Silence, the human sorcerer called Urtho, intended to achieve when he created these magical beings to be his champions, the defenders of his realm--a verdant plain long coveted by the evil mage Maar. Now Maar is once again advancing on Urtho's Keep, this time with a huge force spearheaded by magical constructs of his own--cruel birds of prey ready to perform any evil their creator may demand of them.

And when one of Urtho's Seers wakes from a horrifying vision in which she sees a devastating magical weapon being placed in the hands of Maar's common soldiers, Skandrannon is sent to spy across enemy lines, cloaked in the protective of Urtho's powerful Spell of Silence.

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...

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.

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?

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