

Magics Pawn The Last Herald Mage

Magic's Promise
The Black Gryphon
Arrows of the Queen
Spy, Spy Again
Exile's Valor
Take a Thief
Shadows Return
The White Gryphon
Foundation
Casket of Souls
Tarma and Kethry
Arrow's Fall
Storm Breaking
Oathblood
Apex
The Last Herald-Mage (A Valdemar Omnibus)
Storm Warning
Intrigues
Magic's Promise
Exile's Honor
The Last Herald Mage
Magic's Price
Oathbreakers
The Last Sun
Winds of Fate
Magic's Pawn
Winds of Fury
By the Sword
The Oathbound
The Virtu
Alta: Joust #2
Brightly Burning
Crossroads and Other Tales of Valdemar
Changes
The Silver Gryphon
The Last Herald-Mage Trilogy
The Complete Arrows Trilogy
Arrow's Flight
A Study in Sable
Winds of Change

Magic's Promise

Magpie is a thirteen-year-old orphan chosen by one of the magical Companion horses of Valdemar and taken to the capital city, Haven, to be trained as a Herald. Like all Heralds, Magpie learns that he has a hidden Gift-the Gift of telepathy. But life at the court is not without obstacles. When Mags is "recognized" by foreign secret operatives whose purpose is unknown, Mags himself comes under suspicion. Who are Magpie's parents-who is he, really? Can Mags also solve the riddle of his parentage and his connection with the mysterious spies-and prove his loyalty-before the king and court banish him as a traitor?

The Black Gryphon

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.

Arrows of the Queen

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

Read Free Magics Pawn The Last Herald Mage

contain, placing Vanyel, Savil, and Valdemar itself in desperate peril. From the Paperback edition.

Spy, Spy Again

With their most treacherous mission yet behind them, heroes Seregil and Alec resume their double life as dissolute nobles and master spies. But in a world of rivals and charmers, fate has a different plan.... After their victory in Aurënen, Alec and Seregil have returned home to Rhíminee. But with most of their allies dead or exiled, it is difficult for them to settle in. Hoping for diversion, they accept an assignment that will take them back to Seregil's homeland. En route, however, they are ambushed and separated, and both are sold into slavery. Clinging to life, Seregil is sustained only by the hope that Alec is alive. But it is not Alec's life his strange master wants—it is his blood. For his unique lineage is capable of producing a rare treasure, but only through a harrowing process that will test him body and soul and unwittingly entangle him and Seregil in the realm of alchemists and madmen—and an enigmatic creature that may hold their very destiny in its inhuman hands.... But will it prove to be savior or monster? From the Paperback edition.

Exile's Valor

Groundbreaking epic fantasy series in Mercedes Lackey's Valdemar universe • Lambda-Award winning novels with heartfelt high adventure and magic Valdemar—the once-peaceful kingdom protected by

Read Free Magics Pawn The Last Herald Mage

the magic of its Herald-Mages—is now besieged on all fronts. The king lies near death, the neighboring land of Karse wages a relentless war against Valdemar, and the forces led by a master of dark forbidden magic are massing to strike the final devastating blow against the kingdom. And Vanyel, the most powerful Herald-Mage Valdemar has even known, has become the primary target of the evil which is reaching out to poison all the land. With all his fellow mages slain, Vanyel alone remains to defend his people against the dark master's army. Yet a dream vision has revealed to Vayel the fate which awaits should he and his Companion Yfandes take up the dark master's challenge. And if either Vanyel or Yfandes falters, the dream will become a horrifying reality in which both Valdemar and its last Herald-Mage must pay the ultimate price. From the Paperback edition.

Take a Thief

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.

Shadows Return

Read Free Magics Pawn The Last Herald Mage

Groundbreaking epic fantasy series in Mercedes Lackey's Valdemar universe • Lambda-Award winning novels with heartfelt high adventure and magic Wild magic is taking its toll on the land. Many Heralds and Herald-Mages have died fighting to preserve the peace. Even Vanyel, the most powerful of the Herald-Mages is almost at the end of his strength, in need of a respite from the dual threats of war and dark magic. But for Vanyel, there can be no rest. Not when his Companion, Yfandes, receives a summons which can't be ignored—a desperate cry of a magical holocaust in the neighboring kingdom. Almost overwhelmed by the devastations they discover there, Herald-Mage and Companion must try to unravel this tragic mystery. Is the young Prince Tashir, a newly Chosen Herald who can't control his magic, responsible for the destruction? Or is Tashir a pawn in a deeper, more deadly game—and, if so, will Vanyel be able to find and defeat the true destroyer before this master of dark powers can strike again?

The White Gryphon

To reclaim his powers, wizard Felix Harrowgate must restore the magical talisman known as the Virtu-by confronting the dark sorcerer who destroyed it.

Foundation

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

Read Free Magics Pawn The Last Herald Mage

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.

Casket of Souls

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.

Tarma and Kethry

In this debut novel and series starter, the last member of a murdered House searches for a missing nobleman, and uncovers clues about his own tortured past. Rune Saint John, last child of the fallen Sun Court, is hired to search for Lady Judgment's missing

son, Addam, on New Atlantis, the island city where the Atlanteans moved after ordinary humans destroyed their original home. With his companion and bodyguard, Brand, he questions Addam's relatives and business contacts through the highest ranks of the nobles of New Atlantis. But as they investigate, they uncover more than a missing man: a legendary creature connected to the secret of the massacre of Rune's Court. In looking for Addam, can Rune find the truth behind his family's death and the torments of his past?

Arrow's Fall

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.

Storm Breaking

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,

Read Free Magics Pawn The Last Herald Mage

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?

Oathblood

Enter the thrilling third volume in the epic Collegium Chronicles. In Mercedes Lackey's classic coming-of-age story, the orphan 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. Shy Bardic Trainee Lena has to face her famous but uncaring father, one of Valdemar's most renowned Bards. And Healing Trainee Bear must struggle against his disapproving parents, who are pressuring Bear to quit the Healers' Collegium because he lacks the magical Healing Gift. Each of the three friends must face his or her demons and find their true strength as they seek to become the full Heralds, Bards, and Healers of Valdemar.

Apex

This exciting new anthology includes a new novella featuring Mercedes Lackey's most popular heroines, Tarma (one of the sword-sworn and most feared of all warriors) and Kethry (who wields magic and weapons for the greater good), whose fates are suddenly bound together in blood by the powers that control their destinies. Also included in the unique volume is

the complete collection of Lackey's short stories about these two brave sisters as they answer the call of their destinies with sword and sorcery!

The Last Herald-Mage (A Valdemar Omnibus)

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!

Storm Warning

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,

Read Free Magics Pawn The Last Herald Mage

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.

Intrigues

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

Magic's Promise

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.

Exile's Honor

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!

The Last Herald Mage

The Nightrunners are back in this gripping novel full of Lynn Flewelling's trademark action, intrigue, and richly imagined characters. More than the dissolute noblemen they appear to be, Alec and Seregil are skillful spies, dedicated to serving queen and country. But when they stumble across evidence of a plot pitting Queen Phoria against Princess Klia, the two Nightrunners will find their loyalties torn as never before. Even at the best of times, the royal court at Rhíminee is a serpents' nest of intrigue, but with the war against Plenimar going badly, treason simmers just below the surface. And that's not all that poses a threat: A mysterious plague is spreading through the crowded streets of the city, striking young and old alike. Now, as panic mounts and the body count rises, hidden secrets emerge. And as Seregil and Alec are about to learn, conspiracies and plagues have one thing in common: The cure can be as deadly as the disease. From the Paperback edition.

Magic's Price

Together for the first time in a single volume, The

Read Free Magics Pawn The Last Herald Mage

Complete Arrows Trilogy is the adventure that launched Valdemar, Mercedes Lackey's expansive fantasy realm beloved by generations of readers. Talia, once a runaway, is Chosen by the Companion Rolan, a mystical horse-like being with powers beyond imagining. She becomes one of the great Heralds of Valdemar, a protector of the realm, and a member of the Queen's Own elite guard. Over the course of Talia's adventures, she struggles to master her unique magical abilities, while protecting her queen, the heir to the throne, and the kingdom itself. She battles against diabolical magic, treacherous assassination plots, dangerous unrest, and traitors to her fellow Heralds.

Oathbreakers

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.

The Last Sun

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.

Read Free Magics Pawn The Last Herald Mage

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.

Winds of Fate

Follows the adventures of Talia as she trains to become a Herald of Valdemar in the first book in the classic epic fantasy Arrows trilogy Chosen by the Companion Rolan, a mystical horse-like being with powers beyond imagining, Talia, once a runaway, has now become a trainee Herald, destined to become one of the Queen's own elite guard. For Talia has certain awakening talents of the mind that only a

Companion like Rolan can truly sense. But as Talia struggles to master her unique abilities, time is running out. For conspiracy is brewing in Valdemar, a deadly treason that could destroy Queen and kingdom. Opposed by unknown enemies capable of both diabolical magic and treacherous assassination, the Queen must turn to Talia and the Heralds for aid in protecting the realm and insuring the future of the Queen's heir, a child already in danger of becoming bespelled by the Queen's own foes.

Magic's Pawn

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.

Winds of Fury

A dozen years of peace have passed in the city of White Gryphon - providing well deserved and much needed security for the people who had lost their homes in the magical Cataclysm which killed the Mage Urtho, creator of the gryphons. But the inhabitants of White Gryphon have not forgotten their long struggles, and have trained an elite guard force, the Silver Gryphons, to protect their city, and if necessary, to join with the army of the Black Kings for mutual defense.

By the Sword

His name is Lavan Firestorm, a young man blessed—and cursed—with a special talent for firestarting. His legend has haunted the darkest corners of Valdemar, yet the truth has never been told. Here, at last, is his story.

The Oathbound

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!

The Virtu

The Last Herald-Mage Trilogy—three groundbreaking, Lambda Award-winning novels that established Mercedes Lackey as a fantasy tour-de-force and her Kingdom of Valdemar as a place millions of readers return to again and again. This Lambda Award-winning trilogy tells the story of Vanyel, persecuted and abused son of a Valdemaran noble, who finds acceptance at Haven when he is Chosen by the Companion Yfandes. Companions like Yfandes are magical horse-like beings with the power to communicate and bond with their Chosen, and trigger the potential for psychic abilities—and magic. But Vanyel discovers other things about himself at Haven as well.... He discovers love in an unexpected place, and loses it, and nearly his own life. With Yfandes and his aunt, Herald Savil, he will travel to the home of the mysterious Hawkbrothers in search of healing and training, and will grow from a troubled and heartbroken Trainee to become the most powerful Herald-Mage in the history of Valdemar—and the one hope for Valdemar against an implacable foe bent on eradicating magic from the Kingdom entirely

Alta: Joust #2

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 his 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?

Brightly Burning

Read Free Magics Pawn The Last Herald Mage

An original short fiction anthology set in Mercedes Lackey's bestselling world of Valdemar-featuring heroic Heralds and their horselike companions-and including an all-new novella by Lackey herself, as well as stories by masters such as Mickey Zucker Reichert, Judith Tarr, Tanya Huff, and others.

Crossroads and Other Tales of Valdemar

Raising a dragon from infancy to form a special bond, Tian dragon-boy Vetch and his crimson dragonet Avatre arrive in Alta, where he must gain the trust of his countrymen to fulfill his dreams of becoming the leader of the Altan Jousts. Reprint.

Changes

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!

The Silver Gryphon

Book Three of The Mage Winds trilogy. No longer the willful novice of Winds of Fate, Princess Herald Elspeth has completed her magical training. She returns to her homeland with her beloved partner Darkwind. Will they be strong enough to confront the magical evil that is threatening their land?

The Last Herald-Mage Trilogy

Read Free Magics Pawn The Last Herald Mage

With King Randale stricken by a mysterious illness and the powerful Herald-Mage Vanyel at the end of his strength, a neighboring kingdom is threatened by a magical holocaust

The Complete Arrows Trilogy

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.

Arrow's Flight

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.

A Study in Sable

Winds of Change

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

Read Free Magics Pawn The Last Herald Mage

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 warbefore she loses all she's ever loved.

Read Free Magics Pawn The Last Herald Mage

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)