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The Heralds of Valdemar (A Valdemar Omnibus) *Exiles of Valdemar* *The Last Herald-Mage (A Valdemar Omnibus)* Vows and Honor *The Mage Storms* **The Mage Winds** *The Heralds of Valdemar Omnibus* The Mage Wars **Arrow's Fall** **The Oathbound** **Arrows of the Queen** **Tarma and Kethry** *Into the West* The Collegium Chronicles - Redoubt **Beyond Born to Run** **The Valdemar Companion** **Spirits White as Lightning** Music to My Sorrow Bedlam's Bard **Magic's Promise** Beyond World'S End **Mad Maudlin** **Master Piece** Storm Rising **The Valdemar Companion** Imams in Western Europe **Magic's Pawn** **Owlsight** *World Divided* Owlknight **Closer to Home (The Herald Spy Book 1)** **The Sleeping Beauty** *The Mammoth Book of Zombies* **The Last Herald-Mage Trilogy** *Hunter* **Founding of Valdemar - Beyond** **Sword of Ice: And Other Tales of Valdemar** *The Eagle & the Nightingales* Closer to the Chest

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! Return to the magical Five Hundred Kingdoms series with another captivating adventure by New York Times bestselling author Mercedes Lackey. In Rosamund's realm, happiness hinges on a few simple beliefs. For every princess there's a prince. The King has ultimate power. Stepmothers should never be trusted. And bad things come to those who break with Tradition.... But when Rosa is pursued by a murderous huntsman and then captured by dwarves, her beliefs go up in smoke. Determined to escape and save her kingdom, she agrees to one of her stepmother's risky incantations, thus falling into a deep, deep sleep. When awakened by a touchy-feely stranger, Rosa must choose between Tradition and her future—either a host of eligible princes or a handsome, fair-haired outsider. And learn the difference between being a princess and ruling as a Queen. Originally published in 2010 Featuring a new Valdemar novella by Mercedes Lackey and an exclusive interview with the fantasy author, this book is a complete, authorized reader's guide to the endlessly rich and dazzling fantasy world. 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. 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 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. 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. This series from a New York Times bestselling author explores the long-awaited tale of an era crucial to Valdemar's history--the original founding of the nation itself by the legendary Baron Valdemar. Eric Banyon, also known as Bedlam's Bard, managed to rescue his young brother Magnus from what seemed to be a killer demon (in Mad Maudlin), but now he must rescue Magnus again, this time from their tyrannical parents. Eric does not look forward to the battle, but is confident he can gain custody. His financial sources are virtually unlimited, his friend Ria Llewellyn heads the most high-powered law firm in New York, and in a pinch he and his friends can use to magic powers,

even flummoxing a DNA test, it comes to that. What Eric does not know is that his parents are allied with the evangelist Billy Fairchild, who himself is a tool of the evil Unseleighe elves, who feed off human sorrow and suffering. Fairchild specializes in getting "bad" children to shape up, which is accomplished by letting a soulsucker¾malevolent creature from the elf world¾drain the victim of all talent, creativity, and will, leaving an obedient zombie husk behind. If Magnus and his friend Ace, who is also on the run from her twisted parents, fall into Fairchild's hands, they will join the Unseleighe's zombie ranks. And Eric's bardic magic may not be enough to save them. At the publisher's request, this title is sold without DRM (Digital Rights Management). For use in schools and libraries only. Talia, a young runaway, is made a herald at the royal court after she rescues one of the legendary Companions. When she uncovers a plot to seize the throne, Talia must use her empathic powers to save the queen. 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 fulfil 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. 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 monsters 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 Fast cars and futurism mixed in a tale of good and evil. This volume examines the theoretical and practical questions concerning the evolving role of imams in Europe. The zombie - a soulless corpse raised from the grave to do its master's bidding - may have had its factual basis in the voodoo ceremonies of the West Indies, but it is in fiction, movies, video games and comics that the walking dead have flourished. What makes a zombie? This Twentieth Anniversary Edition of one of the first and most

influential zombie anthologies answers that question with 26 tales of rot and resurrection from classic authors such as Edgar Allan Poe, H. P. Lovecraft, M. R. James and J. Sheridan Le Fanu, along with modern masters of the macabre Clive Barker, Robert Bloch, Ramsey Campbell, Hugh B. Cave, Joe R. Lansdale, Brian Lumley, Graham Masterton, Kim Newman, Michael Marshall Smith, Lisa Tuttle, Karl Edward Wagner and many more. From Caribbean rituals to ancient magic, mesmerism to modern science, these terrifying tales depict a wide range of nefarious methods and questionable reasons for bringing the dead back to life again. *Mary, Mary, Quite Contrary* ³/₄and *Quite Deadly* . . . Eric Banyon, better known as Bedlam's Bard, is finally about to graduate from Julliard and enter the Real World and so, with the help of a psychiatrist who specializes in the problems of magicians, he's finally coming to terms with his past. But a spur-of-the-moment trip home to Boston to visit his parents brings him more trouble than even Eric thought possible. Meanwhile, his Bardic apprentice Hosea has discovered that the young homeless children in New York's shelters have created a bizarre mythology about a demon called Bloody Mary who preys on young children³/₄and somehow Bloody Mary has taken on an independent life and now stalks the streets of the city. And for some reason, she's after Eric as well. . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Praise for the Bedlam's Bard Series: "[Spirits White as Lightning is] fast, furious, and completely absorbing . . . make no mistake, this is a good series." ³/₄Booklist "Lively and original, rich in clever ideas . . . Lackey is one of the best storytellers in the field, and this is among her best." ³/₄Locus "This is a fast-paced, suspenseful, action-packed page turner." ³/₄VOYA "[Lackey] shows a sure touch with the wonder and adventure that characterize the best fantasy writers." ³/₄Romantic Times

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. Long ago, high magic was lost to Valdemar when the last Herald-Mage gave his life to protect his kingdom from destruction by dark sorceries. But now the protective barrier over Valdemar is crumbling, and with the realm imperiled, 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. "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 provide her only escape. But when her family decide she is to be married, Talia flees, and stumbles upon 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 new Companion, she arrives at the Collegium to fulfil 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." (publisher). Following on from OWLFLIGHT and OWLSIGHT, Our Hero Darian has just passed the tests to become Master Mage of the Vale. He's been made a Knight of Valdemar and a Clanbrother. But a new Herald-Mage is arriving in k'Valdemar, and he's bringing with him his new protégé: Shandi, the Healer's sister, who has won her Whites in less than three years and is back looking for adventure . . . The OWLFLIGHT saga is set in the same wonderfully imagined fantasy world as Lackey's previous trilogies and is a story of 'local boy and girl make good against all odds'. The books are packed full of magic, talking horses, hawks, gryphons, lizards and other mythical races, with strong characterisation and a plot that really moves along. Like the previous books, this is lavishly illustrated with Larry Dixon's evocative character portraits. 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. From New York Times best-seller and science fiction and fantasy mistress of adventure Mercedes Lackey, #2 in a new pulse-pounding saga of modern-day humans with superpowers. After turning back an invasion of super-science power Nazi war machines, the heroes go on the hunt for the Nazi masters and take the battle to the bad guys. Meta-Heroes Battle On! After an Earth-scarring apocalyptic battle, humanity's meta-heroes must take the fight to the enemy. Their task: hunt down the secret puppetmasters behind the Nazi robot invasion, the Thule Society, and cut off the multi-universe plague the Thulians have unleashed. It's go time once again for the meta-heroes including fire-bender John Murdock, hacker-witch Vikki Nagy, healer Belladonna Blue, super-quick Mercurye—and most of all for their ghostly ally, Seraphym, the spirit of the world who uses her secret influence to direct the fight against a Thulian-based tyranny of evil that is fast descending upon the entire universe! From New York Times best-seller and science fiction and fantasy mistress of adventure Mercedes Lackey together with a team of topnotch collaborators, the second entry in the blockbuster saga of superpowers—and the very human men and women who must learn to wield them. About World Divided: "[C]omes together seamlessly. . .an awesome and lightning-paced story: read it on a day when you will not have to put it down."—San Francisco Book Review About Mercedes Lackey: "With [Mercedes Lackey], suspense never lags..." —Kliatt Nightingale, a gypsy Free Bard, is tasked with finding out why the High King of the human kingdoms is allowing the Church to become ever more

overtly hostile to non-human sentients, as well as to anything that it does not at least indirectly control, such as gypsies and Free Bards. Featuring a new Valdemar novella by Lackey and an exclusive interview with the fantasy author, this book, now in paperback, is a complete, authorized reader's guide to the endlessly rich and dazzling fantasy world. An Eric Banyon fantasy. Eric Banyon, a Renaissance Faire musician, must help Korendil, a young elven noble, prevent an evil elven lord from conquering California. 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. As far as Norman Penkridge is concerned, there's only one problem with having an angel floating above his living room carpet. He's an atheist! When reclusive computer geek, Norman, starts receiving heavenly visitations, his fiercely logical brain assumes he's going mad. But as attempts to prove they're a figment of his imagination fail, he's faced with a far more alarming scenario. If real, he must accept he's been chosen from the whole of humanity to prevent EVERYTHING in the Universe... and a few extra dimensions he's never even heard of... ceasing to exist. That not only includes a Supreme Being he doesn't believe in, but - of far more immediate concern to Norman - his own bedsit off the Bayswater Road. Writing in a refreshingly original style that's been described as "Douglas Adams meets Terry Pratchett meets Dan Brown", Andy Dane Nye casts a satirical eye over the subject of religion, whilst encouraging the reader to explore the true nature of spirituality in this engaging, humorous, quirky, mystery adventure. "Just brilliant. Witty, clever and totally enthralling. Couldn't put it down." Amazon review. "Captivating from beginning to end." Amazon review. "An unfolding intelligent puzzle that's gripping all the way through." Amazon review. "A rollicking good read!" Amazon review. "Brilliant, surreal and laugh out loud funny." Amazon review. "So good I read it twice." Amazon review. If you're looking for an unputdownable, thought-provoking read, centred around a mysterious international art conspiracy... featuring spiritual paradoxes and Templar intrigue... where an unlikely hero has to do battle with a group of ruthless industrialists who've chosen to style themselves on the Gods of Ancient Greece... two crack CIA operatives, whose corrupt boss is in the latter's pay... an eccentric tramp with a posh voice who claims to talk to the dead... an increasingly irate and problematic landlord with the same surname as the father of the atomic bomb... and where the hero's toughest opponent might turn out to be himself... then this is the perfect book for you! A definite must for those who love their fictional intrigue to be mixed with a healthy dose of philosophical musings... and plenty of laughs! 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 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. Darian left his home at the edge of the Pelagiris Forest when barbarians attacked Errold's Grove and killed Wizard Justyn. Now, under the watchful eye of the Hawkbrothers, Darian is honing his craft and gaining new mage skills, not the least of which is an affinity for mind-speaking with his closest companion, the Hawk Owl Kuari. Keisha, a natural-born healer, is proving indispensable in Errold's Grove, but her destiny seems ordinary when compared with her sister Shandi, who is Chosen to be a Herald. But there is much more in store for Darian and Keisha: they have a task, the outcome of which will affect all of Valdemar - and their guide is to be the legendary hero of the Mage-Storms, Firesong himself. Karse and Valdemar have long been enemy kingdoms, until they are forced into an uneasy alliance to defend their lands from the armies of Eastern Empire, which is ruled by a monarch whose magical tactics may be beyond any sorcery known to the Western kingdoms. Forced to combat this dire foe, the Companions of Valdemar may, at last, have to reveal secrets which they have kept hidden for centuries... even from their beloved Heralds. Set around three thousand years before the rest of the Valdemar series, this is the ancient history of Velgarth and the story of Skandranon Rashkae, a gryphon with gleaming ebony feathers, keen magesight and acute intelligence. He is the fulfillment of all 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. Born of the Clan of the Hawk, Tarma saw her entire tribe slain by brigands. Vowing blood revenge upon the murderers, she became one of the sword-sworn, the most elite of all warriors. Trained in all forms of death-dealing combat, she took to the road in search of her enemies. Born to a noble house and sold into a hateful "marriage", Kethry fled life's harshness for the sanctuary of the White Winds, a powerful school of sorcery. Unlike other sorcerers, Kethry could use worldly weapons as well as magical skills. And when she became bearer of a uniquely magical sword that drew her to those in need, Kethry was led to a fateful meeting with Tarma. Vows and Honor chronicles the adventures of Tarma and Kethry, swordswoman and sorceress, bound by a blood oath to carry on their mutual fight against evil. Together they will set forth to fulfill a destiny neither could have imagined... The long-awaited founding of Valdemar comes to life in this new series from a New York Times bestselling author and beloved fantasist. Within the Eastern Empire, Duke Kordas Valdemar rules a tiny, bucolic Duchy that focuses mostly on horse breeding. Anticipating the day when the Empire's exploitative and militant leaders would not be content to leave them alone, Korda's father set out to gather magicians in the hopes of one day finding a way to escape and protect the people of the Duchy from tyranny. Kordas has lived his life looking over his shoulder. The signs in the Empire are increasingly dire. Under the direction of the Emperor, mages have begun to harness the power of dark magics, including blood magic, the powers of the Abyssal Planes, and the binding and "milking" of Elemental creatures. But then one of the Duchy's mages has a breakthrough. There is a way to place a Gate at a distance so far from the Empire that it is unlikely the Emperor can find or follow them as they evacuate everyone that is willing to leave. But time is running out, and Kordas has been summoned to the Emperor's Court. Can his reputation as a country bumpkin and his acting skills buy him and his people the time

they need to flee? Or will the Emperor lose patience, invade to strip Valdemar of everything of worth, and send its conscripted people into the front lines of the Imperial wars? SET A TRAP FOR A SORCERER . . . WITHOUT BEING TRAPPED YOURSELF! Eric Banyon has settled into the New York whirl nicely: he's doing well at Juilliard, he's made a lot of new friends, he's defeated a lord of the Unseleighe Sidhe . . . Or has he Aerune mac Audelaine, whose beloved was killed by mortal men, was determined to destroy the human race until Eric, with a little help from his new friends the Guardians, thwarted Aerune's plans and exposed the chemists whose designer poison turned ordinary humans into zombie Mages. The human side of the threat is finished, but Aerune, like the rest of the Sidhe, has a long memory . . . and a lot of patience. He's also got Jeanette Campbell, former Threshold Black Ops, and the science behind the murder. Can Eric stop Aerune's latest plan Only if he finds out about it before it's too late, but between babysitting a visiting Healer, training a banjo-playing Bard, attending his daughter's Underhill Naming ceremony, dealing with a dragon-and trying to survive summer school-Eric's got his hands full. Saving the world has never been more necessary-or come at a higher price. At the publisher's request, this title is sold without DRM (Digital Rights Management).

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