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"Mags had been working at the Pieters' mine, slaving in the dark, cold seams, looking for sparklies, for as long as he could remember. The children who worked the mine were orphans, kids who had been abandoned, who had lost their parents, or were generally unwanted. Cole Pieters, who picked up these pitiful strays, preferred them around eleven, though he would take them as young as nine if they were strong and looked as if they could do the work and withstand the punishing conditions. But Mags was different." ""Yer Bad Blood, boy, an' it's damn lucky for you that yer here an' we can put ye to work an' keep those idle hands busy, or ye'd be dancin' at rope's end already," Cole Pieters had told him. And Mags had no reason to question this information." "Mags was "Bad Blood," because his parents were bandits who had been killed in a raid by the Royal Guard. "Bad Blood" because he'd been found in a cradle in the bandits' camp. Blood so bad that no one had wanted to take him in except Cole Pieters. And so he had come to the Pieters household as an infant, and from the moment his tiny hands could actually do anything, he'd been put to work, an unpaid, poorly fed, scantily clad, dirty little drudge. When he was big enough to see over the sides of the sluices he had gone to work at the mine. On his very first day he had found a pile of sparklies - enough to cover the palm of his hand. "By the gods, ye've got th' eyes of a magpie!" one of the Pieters boys had said. And that was how he had gotten his name." "Mags was good at survival. Every time he found a sparkly, it earned him an extra piece of bread, and that extra piece of bread kept him alive, unlike so many of the less fortunate kids who died of exposure and starvation at the Pieters mine." "Mags knew nothing of the world beyond the mine, and was unaware how unusual his paltry existence was. Then some strangers on huge white horses forced their way past the Pieters family and carried him away to Haven to become a Herald Trainee." "Suddenly the whole world opened up for Mags. He was warm and well fed for the first time in his life, and he has Dallen, his Companion, who seemed more miraculous than an angel. But the world of the Collegium was not all heavenly. There was political upheaval in Valdemar's capital, for the ancient way of training Heralds - the system of one-on-one mentoring that had been successful for centuries - was failing. Many veteran Heralds had died in the wars, and there were too many Trainees to go around. A Heralds' Collegium was being built, and many thought it was wrong to train Heralds in classrooms the same way the Bardic and Healer Trainees were schooled. But dissent among the Heralds was not the only discord in Haven, for the court had been infiltrated by foreign "diplomats," who seemed to be more interested in seeding discontent than in actual diplomacy ... and Mags seemed to be the only one who'd noticed."--BOOK JACKET. 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. Most kids would do anything to pass the Iron Trial. Not Callum Hunt. He wants to fail. All his life, Call has been warned by his father to stay away from magic. If he succeeds at the Iron Trial and is admitted into the Magisterium, he is sure it can only mean bad things for him. So he tries his best to do his worst - and fails at failing. Now the Magisterium awaits him. It's a place that's both sensational and sinister, with dark ties to his past and a twisty path to his future. The Iron Trial is just the beginning, for the biggest test is still to come . . . From the remarkable imaginations of bestselling authors Holly Black and Cassandra Clare comes a heart-stopping, mind-blowing, pulse-pounding plunge into the magical unknown. When Darkness Falls, the third book in The Obsidian Trilogy from Mercedes Lackey and James Mallory Despite a great working of Wild Magic and High Magic that struck at the heart of the Demon Queen's evil plots, Knight-Mage Kellen and his Elven allies are still seen as enemies by the human Mage Council. The Elves and their allies must find a way to shatter the Demons' hold on the human Mages, for without their High Magic, the forces of Light will be destroyed by the forces of Darkness. The Commander of the Armies of Light decides to turn an Elven mine into a refuge for those driven from their homes by the war. Kellen is put in command of the force of

engineers and warriors who will fortify the mine and does not learn until it is nearly too late that the caverns are full of Shadowed Elves. Vestakia, the half-human, half-Demon healer, finds that she has begun to be able to read the mind of her Demon father, Crown Prince Zyperis. The Demon Queen, Savilla, is preparing a great sacrifice that will summon He Who Is back to the world and make her the ultimate ruler forever. When Wild Mage Idalia learns of Savilla's plans, she knows there is only one way to prevent the coming of He Who Is. A very different sort of sacrifice must be made. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 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. In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "Foundation: The Collegium Chronicles." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all. Magpie pursues his quest for his parent's identity with burning urgency - while also discovering another hidden talent and being trained by the King's Own Herald as an undercover agent for Valdemar. Magpie and his friends, Lena and Bear, must face their demons and find their true strength as they seek to become full Heralds, Bards and Healers of Valdemar. When she ventures into the forbidden forest, Bella Beauchamps is attacked by a cursed nobleman and secluded in his castle where she is torn between her family and this strange man who makes her happy. In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "Foundation: The Collegium Chronicles." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all. 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. Mags travels to the Bastion, the fortress where his parents were murdered, in search of his parents' identity and a possible explanation for being pursued by Valdemar's enemies. A collection of nineteen tales from the Indians of various South American countries. Mags returns to the Collegium, but he is afraid that his presence will incite more danger in the heart of Valdemar. With Herald Jadrek, Herald Kylan and his friends Bear, Lena, and Amily, he heads 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. 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 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. 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. In this new series, set in the bestselling world of Valdemar, Heralds Mags and Amily must continue to protect the realm of Valdemar while raising their children and preparing them to follow in their footsteps. Mags, Herald Spy of Valdemar, and his wife, Amily, the King's Own Herald, are happily married with three kids. The oldest, Peregrine, has the Gift of Animal Mindspeech—he can talk to animals and persuade them to act as he wishes. Perry's dream is to follow in his father's footsteps as a Herald Spy, but he has yet to be Chosen by a Companion. Mags is more than happy to teach Perry all he knows. He regularly trains his children, including Perry, with tests and exercises, preparing

them for the complicated and dangerous lives they will likely lead. Perry has already held positions in the Royal Palace as a runner and in the kitchen, useful places where he can learn to listen and collect information. But there is growing rural unrest in a community on the border of Valdemar. A report filled with tales of strange disappearances and missing peddlers is sent to Haven by a Herald from the Pelagirs. To let Perry experience life away from home and out in the world, Mags proposes that his son accompany him on an expedition to discover what is really going on. During their travels, Perry's Animal Mindspeech allows him to communicate with the local wildlife of the Pelagirs, whose connection to the land aids in their investigation. But the details he gleans from the creatures only deepen the mystery. As Perry, Mags, and their animal companions draw closer to the heart of the danger, they must discover the truth behind the disappearances at the border—before those disappearances turn deadly.

**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. In this chronicle of the early history of Valdemar, a 13-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. 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. 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? 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 Queento 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! A sexy witch who writes romances

and a police detective who sees more than mortal man team up to battle an ancient Aztec god given new life in modern America! With more than one twist in the telling, centering on a magic-plagued journey across a blistering desert, "The Phoenix Transformed" is the stunning conclusion to The Enduring Flame series. Mags, a young Herald trainee in Haven, is trained as a spy to uncover secrets held by a mysterious new enemy of the kingdom of Valdemar. Magpie, a teen orphan, escapes a life of slavery in the gem mines when he is chosen by one of the magical Companion horses of Valdemar to become a Herald, in which role he discovers talents that he never knew he had and witnesses the founding of the Heralds' Collegium. Reprint. A best-selling novel. Sometimes the magic inside us isn't meant to be discovered. . . . Orphan, exile, priest, Josan has been posted to a lighthouse on the farthest edge of the kingdom. As a member of the collegium, he once dreamed of making a real contribution to the Learned Brethren, but those dreams died after a mysterious fever shattered him, body and mind. At least that's the story he's been told to explain a past he can't remember. But that past has returned . . . with a vengeance. When Lady Ysobel Flordelis is shipwrecked on Josan's island, this sets in motion an explosive destiny. The Seddonian trade liaison is traveling to Ikaria on official business, but her secret purpose is to revive the revolution brutally crushed years before. Neither Ysobel nor Josan can foresee the significance of their brief meeting. But as Ysobel navigates the elaborate court intrigues in Ikaria, Josan will be forced to leave his island exile and embark on a treacherous journey to unlock the secrets that bind his past—an act that could lead him to glory . . . or doom. GOD (AND ELFLAND) SAVE THE QUEEN Peace reigns in Elfland. Incredibly, King Oberon and his exquisite but willful queen, Titania, are at peace with one another. But still the FarSeers of the Selieghe Court are uneasy. They fear trouble is coming to the mortal world of England, which is close to Elfhome Avalon. King Henry VIII is ageing but the futures shown when the FarSeers lift the great crystal lens are unchanged. The rule of the son Great Harry finally succeeded in begetting will bring gray lives and a misery of dull oppression to England. Worse will come if his eldest daughter comes to the throne—a queen warped by fanaticism who might easily summon the Inquisition to rule by torture and fire, burning out heresy . . . and every bright aspect of life. The prize at the end of the rainbow is the possibility of a red-haired queen with lion-gold eyes, brilliant with interest and curiosity, welcoming the blossoming of art, music, and literature. But now the last image is flickering, edged in a dark menace. Years before, Prince Vidal had tried to seize the child Elizabeth and replace her with a simulacrum who would soon die. Vidal had been wounded almost to death in the attempt—but so also had Denoriel, Elizabeth's principal protector. Denoriel is now healing—but so, unbeknownst to those of the Bright Court, is Vidal. And when Vidal wakes to himself, his determination to hurl England into a new dark age is fiercer than ever, fueled by his fury over his defeat and injury. Also, his Dark Court feeds on human suffering and dark emotions. To ensure his own power, he must at all costs prevent Elizabeth from coming to the throne. To gain this goal, Vidal has set in motion a plan of which Denoriel and his comrades are dangerously unaware. . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). 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. A thrilling new series from acclaimed fantasy author Jay Kristoff: an assassin must decide on the price of revenge. 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? Mags, Lena, and Bear continue on their individual quests as they work to attain the status of full Heralds, Bards, and Healers of Valdemar. A young Herald trainee in Haven, Mags, is trained as a spy to uncover secrets held by a mysterious new enemy of the kingdom of Valdemar. The second thrilling installment of the award-winning Nevernight Chronicle, from New York Times bestselling author Jay Kristoff. In a land where three suns almost never set, a ruthless assassin continues her quest for vengeance against the powers who destroyed her family. Mia Corvere has found her place among the Blades of Our Lady of Blessed Murder, but many in the Red Church hierarchy think she's far from earned it. Plying her bloody trade in a backwater of the Republic, she's

no closer to ending the men who destroyed her familia; in fact, she's told directly that Consul Scaeva is off limits. But after a deadly confrontation with an old enemy, Mia's suspicions about the Red Church's true motives begin to grow. When it's announced that Scaeva will be making a rare public appearance at the conclusion of the grand games in Godsgrave, Mia defies the Church and sells herself to a gladiatorial collegium for a chance to finally end him. Upon the sands of the arena, Mia finds new allies, bitter rivals, and more questions about her strange affinity for the shadows. But as conspiracies unfold within the collegium walls, and the body count rises, Mia will be forced to choose between love and revenge, and uncover a secret that could change the very face of her world. Life at the Heralds' Collegium in Haven has definitely improved for Mags. He's even become something of a hero since risking his own life to rescue Amily--daughter of Nikolas, the King's Own Herald--from Karsite kidnappers. But Mags still doesn't know who his parents were, and Bear, Mags' Trainee friend, was not one to let him forget: "You gotta deal with your past Mags, you have to. If you don't, it'll just keep coming back to haunt you, and one day it'll do something to you that you can't get out of." Mags began his special training as Nikolas' undercover partner and future spy for the crown. Disguised, they work at night in one of the seedier parts of Haven, where Nikolas had set up a false identity as a pawnbroker and fence. Mags poses as his deaf-mute nephew, covertly watching and listening from behind the desk. He was especially good at the trait that had kept him alive as a child laborer in the gem mine--ferreting out hidden motives. Now Mags has graduated to a new role: Nikolas' partner and information broker. Mags channels his old cunning self from the mines and discovers that he's quite good at his new job. So good, in fact, that Nikolas decides to let him open the shop alone one hot, summer night. Mags has barely unlocked the shop when everything goes black in a blinding flash of pain. He wakes with an agonizing headache, bound, blindfolded, in a conveyance of some kind. But worst of all, he's head-blind. No Mindspeech--he can't even sense Dallen. And if he can't sense or hear Dallen, then no one can sense him. And if no one can sense him, no one can come to his rescue. In this monumental conclusion to the Magisterium series, bestselling authors Holly Black and Cassandra Clare push Callum to the brink of annihilation, showing how magic has the ability to both save and doom, create and destroy.

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