

Luck In The Shadows Nightrunner Vol 1

[#Luck in the Shadows](#) [#Nightrunner Vol 1](#) [#fantasy adventure series](#) [#shadows magic fiction](#) [#urban fantasy debut](#)

Embark on a thrilling journey with Luck In The Shadows: Nightrunner Vol 1, the captivating start to an exciting new fantasy adventure series. Dive into a world where fortune is fleeting and danger lurks in every shadow, as our protagonist navigates intricate plots and mysterious forces. This first installment of the Nightrunner saga promises a rich narrative filled with suspense, unexpected allies, and the ultimate test of courage, perfect for fans of urban fantasy and epic tales.

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Luck in the Shadows

"A new star is rising in the fantasy firmament...teems with magic and spine-chilling amounts of skullduggery."—Dave Duncan, author of The Great Game When young Alec of Kerry is taken prisoner for a crime he didn't commit, he is certain that his life is at an end. But one thing he never expected was his cellmate. Spy, rogue, thief, and noble, Seregil of Rhiminee is many things—none of them predictable. And when he offers to take on Alec as his apprentice, things may never be the same for either of them. Soon Alec is traveling roads he never knew existed, toward a war he never suspected was brewing. Before long he and Seregil are embroiled in a sinister plot that runs deeper than either can imagine, and that may cost them far more than their lives if they fail. But fortune is as unpredictable as Alec's new mentor, and this time there just might be...Luck in the Shadows.

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Stalking Darkness

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.

Shards of Time

Acclaimed author Lynn Flewelling brings her beloved Nightrunners series to a close—at least for now—with a thrilling novel of murder, mystery, and magic. The governor of the sacred island of Korous and his mistress have been killed inside a locked and guarded room. The sole witnesses to the crime—guards who broke down the doors, hearing the screams from within—have gone mad with terror, babbling about ghosts . . . and things worse than ghosts. Dispatched to Korous by the queen, master spies Alec and Seregil find all the excitement and danger they could want—and more. For an ancient evil has been awakened there, a great power that will not rest until it has escaped its otherworldly prison and taken revenge on all that lives. And only those like Alec—who have died and returned to life—can step between the worlds and confront the killer . . . even if it means a second and all too permanent death. Praise for Lynn Flewelling's *Casket of Souls* "Full of intrigue and plots upon plots."—RT Book Reviews

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Traitor's Moon

Master spies Seregil and Alec are no strangers to peril. Their assignments, nightrunning for wizards and nobles, have led them into many deadly situations. But sometimes the greatest danger can lurk beneath a Traitor's Moon. . . . Wounded heroes of a cataclysmic battle, Seregil and Alec have spent the past two years in self-imposed exile, far from their adopted homeland, Skala, and the bitter memories there. But as the war rages on, their time of peace is shattered by a desperate summons from Queen Idralain, asking them to aid her daughter on a mission to Aurënen, the very land from which Seregil was exiled in his youth. Here, in this fabled realm of magic and honor, he must at last confront the demons of his dark past, even as Alec discovers an unimagined heritage. And caught between Skala's desperate need and the ancient intrigues of the Aurënfäie, they soon find themselves snared in a growing web of treachery and betrayal.

Casket of Souls

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 Rhiminee 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.

The White Road

Dissolute nobles, master spies, and the unlikeliest of heroes, Alec and Seregil have survived exile, treachery, and black magic. But the road that lies ahead is the most hazardous they've ever traveled. For with enemies on all sides, they must walk a narrow path between good and evil where one misstep might be their last. Having escaped death and slavery in Plenimar, Alec and Seregil want nothing more than to go back to their nightrunning life in Rhiminee. Instead they find themselves saddled with Sebrahn, a strange, alchemically created creature—the prophesied "child of no woman." Its moon-white skin and frightening powers make Sebrahn a danger to all whom Alec and Seregil come into contact

with, leaving them no choice but to learn more about Sebrahn's true nature. With the help of trusted friends and Seregil's clan, the duo set out to discover the truth about this living homunculus—a journey that can lead only to danger or death. For Seregil's old nemesis Ulan í Sathil of Virèsse and Alec's own long-lost kin are after them, intent on possessing both Alec and Sebrahn. On the run and hunted, Alec and his comrades must fight against time to accomplish their most personal mission ever.

The Bone Doll's Twin (The Tamir Triad, Book 1)

The first volume of a thrilling fantasy adventure trilogy filled with necromancy and bone-chilling magic from the bestselling US author of the Nightrunner series.

Shadows Return

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?

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The Oracle's Queen

In the conclusion of the riveting Tamir trilogy, the future Queen of the realm must keep a deadly secret if her rise to the throne is to be without bloodshed or pain. Original.

Counterpoint

It is the twilight of mankind. Depleted by generations of war with a race of dark beasts, humanity stands on the brink of extinction. The outlands are soaked with the blood of the fallen. The midlands are rotting with decadence and despair. Elfkind, estranged by past crimes, watches and waits for nature to run its course. And then the two collide. Ayden's life has long been guided by two emotions: love for his sister, and hatred of all things human. When he's captured in battle, he is enslaved in the service of a human prince, Freyrik Farr. Freyrik's always known elves to be beautiful and dangerous, but never has one affected him as deeply as Ayden. Teetering on a dagger's edge between duty and high treason, Freyrik discovers that some choices can change a life, and some an entire world. Between prejudice, politics, pride, and survival, Ayden and Freyrik must carve a new path, no matter how daunting. For nothing less than the fate of both their peoples rests on the power of their perseverance — and their love.

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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.

Wild Magic

Discover a land of enchantment, legend, and adventure in this first book of the Immortals series, featuring an updated cover for longtime fans and fresh converts alike, and including an all-new afterword from Tamora Pierce. Thirteen-year-old Daine has always had a special connection with animals, but only when she's forced to leave home does she realize it's more than a knack—it's magic. With this wild magic, not only can Daine speak to animals, but she can also make them obey her. Daine takes a job handling horses for the Queen's Riders, where she meets the master mage Numair and becomes his student. Under Numair's guidance, Daine explores the scope of her magic. But she encounters other beings, too, who are not so gentle. These terrifying creatures, called Immortals, have been imprisoned in the Divine Realms for the past four hundred years—but now someone has broken the barrier. And it's up to Daine and her friends to defend their world from an Immortal attack.

Hawkwood's Voyage

THE WESTERN WORLD IS BURNING... Even as cities and cathedrals are tumbling, their defenders crucified by the invading Merduks, the Faithful war among themselves, purging heretics and magical folk and adding to the flames. For Richard Hawkwood and his crew, a desperate venture to carry refugees to the uncharted land across the Great Western Ocean offers the only chance of escape from the Inceptines' pyres. The King's cousin, Lord Murad, has an ancient log book telling of a free, unspoiled land...

The Virtu

A powerful wizard until his former mentor seizes his magic and uses it to shatter the Virtu, an orb that serves as the magical source and protection for the city's wizards, Felix Harrowgate's only chance of reclaiming his power is to restore the Virtu, joining forces with Mildmay the Fox, a cursed assassin and cat-burglar whose fate is linked with that of Felix. Reprint.

How Starbucks Saved My Life

At age sixty, Michael Gates Gill had it all, a mansion in the suburbs, a loving family, a six-figure salary and a top job at an ad agency. Then, he lost it all. He was downsized at work, an affair ended his twenty-year marriage. He was diagnosed with a slow-growing brain tumour. Gill had no money, no health insurance and no prospects. Then he met Crystal, a Starbucks manager from the other side of town and began a dramatic transformation from a person with ingrained prejudices and class superiority to a humbler, happier person whose world had been cracked wide open.

The Last Dark

The bestselling fantasy series from one of the biggest names in the genre comes to an unforgettable conclusion. This is the final volume of the epic Chronicles of Thomas Covenant - one of the keynote works of modern fantasy. Compelled step by step to actions whose consequences they could neither see nor prevent, Thomas Covenant and Linden Avery have fought for what they love in the magical reality known only as 'the Land'. Now they face their final crisis. Reunited after their separate struggles, they discover in each other their true power - and yet they cannot imagine how to stop the Worm of the

World's End from unmaking Time. Nevertheless they must resist the ruin of all things, giving their last strength in the service of the world's continuance.

Acacia

Ruling from the island of Acacia, the emperor of the Known World has inherited an apparent peace and prosperity won by his ancestors generations ago. He's an intelligent man, a widower who dotes on his four children and it is this devotion that obliges him to hide a terrible secret from them: that their prosperity rests on the dark realities of trafficking in drugs and human lives. A man of integrity, he hopes that he might bring an end to this vile trade, but powerful forces stand in his way. And then an assassin strikes, a lone killer sent by the Mein, an ancient foe long ago exiled to the frozen north. Now the Mein have returned to take revenge on their old enemy and begin a series of brutal surprise assaults on Acacia. Mortally wounded, the emperor puts into play a plan that will allow his children to escape, to fulfil their destinies. And so begins a quest to avenge a father's death and restore an empire - this time on the basis of universal freedom...

Wicked Gentlemen

Belimai Sykes is many things: a Prodigal, the descendant of ancient demons, a creature of dark temptations and rare powers. He is also a man with a brutal past and a dangerous addiction. And Belimai Sykes is the only man Captain William Harper can turn to when faced with a series of grisly murders. But Mr. Sykes does not work for free and the price of Belimai's company will cost Captain Harper far more than his reputation. From the ornate mansions of noblemen, where vivisection and sorcery are hidden beneath a veneer of gold, to the steaming slums of Hells Below, Captain Harper must fight for justice and for his life. His enemies are many and his only ally is a devil he knows too well. Such are the dangers of dealing with the wicked.

Witness of Gor

Ar, defeated, shamed, and systematically looted, is occupied by Cosian forces. Perhaps Marlenus of Ar alone, the great ubar, could remind the men of their Home Stone and its meaning. But it is thought that he perished in the Voltai. Young women from Earth brought to Gor are commonly taken to the markets to be branded, collared, and sold as the delicious, lovely livestock they are. Such is the case of a young woman whom we shall call Janice, for that was her Gorean slave name. In the prison pits of piratical Treve there exists a chained prisoner who believes himself to be of the Gorean peasantry. The nature and even the existence of this prisoner, strangely enough, is a closely guarded secret. In order to better keep this secret, it is decided that his servant and warder had best not be a native Gorean. Rediscover this brilliantly imagined world where men are masters and women live to serve their every desire. Witness of Gor is the 26th book in the Gorean Saga, but you may enjoy reading the series in any order.

Among Thieves

There is no honour among thieves . . . Ildrecca is a dangerous city, if you don't know what you're doing. It takes a canny hand and a wary eye to run these streets and survive. Fortunately, Drothe has both. He has been a member of the Kin for years, rubbing elbows with thieves and murderers from the dirtiest of alleys to the finest of neighbourhoods. Working for a crime lord, he finds and takes care of trouble inside his boss's organization - while smuggling relics on the side. But when his boss orders Drothe to track down whoever is leaning on his organization's people, he stumbles upon a much bigger mystery. There's a book, a relic any number of deadly people seem to be looking for - a book that just might bring down emperors and shatter the criminal underworld. A book now conveniently in Drothe's hands . . .

The Palace of Lost Memories: After The Rift, Book 1

Eli Monpress is talented. He's charming. And he's a thief. But not just any thief. He's the greatest thief of the age - and he's also a wizard. And with the help of his partners - a swordsman with the most powerful magic sword in the world but no magical ability of his own, and a demonseed who can step through shadows and punch through walls - he's going to put his plan into effect. The first step is to increase the size of the bounty on his head, so he'll need to steal some big things. But he'll start small for now. He'll just steal something that no one will miss - at least for a while. Like a king.

The Spirit Thief

In this Regency romance by the USA Today–bestselling author of *Bedding Lord Ned*, a lord hiding from women is about to get quite a shock. Frances Hadley has managed her family’s estate for years. So why can’t she request her own dowry? She’ll have to go to London herself and knock some sense into the men interfering in her life. With the nonsense she’s dealt with lately, though, there’s no way she’s going as a woman. A pair of breeches and a quick chop of her red curls, and she’ll have much less to worry about . . . Jack Valentine, third son of the famous Duchess of Love, is through being pursued by pushy young ladies. One particularly determined miss has run him out of his own house party. Luckily the inn has one bed left—Jack just has to share with a rather entertaining red-headed youth. Perhaps the two of them should ride to London together. It will make a pleasant escape from his mother’s matchmaking melodrama! “Make room on your keeper shelf for Sally MacKenzie’s *Duchess of Love* series!” —Elizabeth Hoyt, *New York Times*–bestselling author “MacKenzie has penned another humorous Regency-era gem that will get a collective thumbs-up from readers.” —Booklist (starred review) “A quick-witted, steamy romp. Add a touch of mystery and another bright tale of love and laughter is born. An engaging, and meddlesome, cast whips this lusty tale into a perfect heart-holiday treat!” —RT Book Reviews “A rollicking good read that’s sweet and spicy.” —Romance Reviews Today

Surprising Lord Jack

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?

Magic's Promise

In the epic conclusion to Kay’s beloved *Fionavar Tapestry*, myth, magic, and the actions and choices of individual men and women come together in a climactic confrontation of the forces of light and dark, in the first of all the worlds.

The Darkest Road

Dwarf Trollslayer Gotrek and his human companion Felix Jaeger, Warhammer’s most famous pair of heroes, head off to a new adventure facing the terrifying dark elves in the latest novel of this best-selling fantasy series.

Elfslayer

Stephen Donaldson devoted many years to his epic creation *The Chronicles of Thomas Covenant*. Now he is back with an all new novella; 40,000 words of richly imagined fantasy with beautiful world building and intense characterisation. The perfect read for existing fans and new readers alike. A man on a horse, confident in his powers but alone, rides a long and lonely road through rain-soaked woods. But he is on a path that he knows and he is bringing much needed justice with him. Four guards stop him. But not for long. Stephen Donaldson has clearly loved the opportunity to write an all new fantasy and this book is a timely reminder of the power of his writing; writing that inspired a generation of readers and authors alike.

The King's Justice

Fantasy that defies convention. Romance that ignores boundaries. A story that speaks to the heart of humanity. *Magebound* begins an epic journey, not to save a universe, but to heal one man’s broken soul. A slave since the age of eight, Lark has been brutalized and victimized for almost as long as he can remember. When he finds himself the property of Lord Naeven Sactaren, a man as frightening as he is beautiful, his world is turned completely upside down as he’s thrown into a new life of magic, obstacles, and quirky friends that force him to change in ways he never thought he could. Inexplicably

drawn to his master, Lark struggles against his own fears and desires as he works side by side with the seductive mage. Never has he been so enchanted by anyone, which raises a frightening question: Would Lord Sactaren bewitch his slave in order to lure him into his bed? In a world where sex is magic and lust is power, can Lark trust what he feels, or has he simply been Magebound? Contains Bonus Features: Chapter 1 of the upcoming Book 2, Spellwrought, original short story The Trouble With Feelings, Character Biographies, and 4 Articles: Mages, Machirans, Kholdras, and A Brief History of Traxen.

Magebound

Updated for the first time in a decade, a deluxe, three-volume encyclopedia covers the entire Star Wars universe, including everything having to do with the six films, radio dramas, books, comics, video games, and more, with information on the characters, production, special effects, chronology, and the like, all enhanced with full-color illustrations.

The Complete Star Wars Encyclopedia: P-Z

This stunning epic fantasy debut introduces two exciting new authors—and a world brimming with natural and man-made wonders, extraordinary events, and a crisis that will test the mettle of men, the boundaries of magic, and the heart and soul of a kingdom. Thanks to its elite Dragon Corps, the capital city of Volstov has all but won the hundred years' war with its neighboring enemy, the Ke-Han. The renegade airmen who fly the corps's mechanical, magic-fueled dragons are Volstov's greatest weapon. But now one of its more unruly members is at the center of the city's rumor mill, causing a distraction that may turn the tide of victory. With Volstov immersed in a scandal that may have international repercussions, the Ke-Han devise an ingenious plan of attack. To counter the threat, four ill-assorted heroes must converge to save the kingdom they love: an exiled magician, a naive country boy, a young student—and the unpredictable ace airman who flies the city's fiercest dragon, Havemercy. But on the eve of battle, these courageous men will face something that could make the most formidable of warriors hesitate, the most powerful of magicians weak, and the most unlikely of men allies in their quest to rise against it.... Filled with adventure and discovery, treachery and betrayal, Havemercy is a thrill ride to the unexpected—and an unforgettable journey that will linger long after the fire of battle has cleared

Havemercy

Spin Your Wheels Over Slick Sprawl Streets While Drifting Away From Hot Pursuit. Fly Through Narrow Canyons Ahead Of Missiles Twisting Their Way After You. Shrink Down The Insect Size To Get An Eye On Places Outsiders Aren'T Supposed To See. These Are Just Some Of The Ways Riggers Jack Up Their Seemingly Unending Adrenaline Rush, As They Show That The Hardest Shadowrunners To Hit Are The Ones That Stay In Motion. Rigger 5.0 Is The Ultimate Hot-Rod, Jet Plane, Speedboat, And More Companion For Shadowrun. With Dozens Of New Vehicles And Drones, More Detailed Rules For Vehicle Chase And Combat, And Customization Rules, This Is A Book That Every Rigger Needs To Get Ahead Of The Competition And Stay There. Get The Feel Of Laying Down Hot Rubber In The Cold Shadows Of The Sixth World And A Taste For Speed, Danger, And A Good, Clean Getaway. Rigger 5.0 Is For Use With Shadowrun Fifth Edition.

Shadowrun Rigger 5.0

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 wanted 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.

Magic's Pawn

In the first volume of Guy Gavriel Kay's classic trilogy *The Fionavar Tapestry*, five Toronto university students encounter a man who will change their lives, taking them from our world to discover their roles in an epic war looming in the first of all the worlds: Fionavar.

The Summer Tree

Acclaimed author Lynn Flewelling brings her beloved *Nightrunners* series to a close—at least for now—with a thrilling novel of murder, mystery, and magic. The governor of the sacred island of Korous and his mistress have been killed inside a locked and guarded room. The sole witnesses to the crime—guards who broke down the doors, hearing the screams from within—have gone mad with terror, babbling about ghosts . . . and things worse than ghosts. Dispatched to Korous by the queen, master spies Alec and Seregil find all the excitement and danger they could want—and more. For an ancient evil has been awakened there, a great power that will not rest until it has escaped its otherworldly prison and taken revenge on all that lives. And only those like Alec—who have died and returned to life—can step between the worlds and confront the killer . . . even if it means a second and all too permanent death. Praise for Lynn Flewelling's *Casket of Souls* "Full of intrigue and plots upon plots."—RT Book Reviews

Shards of Time

Lynn Flewelling's *Glimpses* explores "lost" moments from her popular *Nightrunner* Series, events alluded to or passed over - Alec's parents and childhood, Seregil's early liaisons in Skala, Seregil and Alec's first night as lovers, how Seregil and Micum Cavish met. Each story offers a new perspective on events readers have speculated about for years. For new readers, it offers an introduction to the characters *Romantic Times* calls "two of the most memorable heroes in fantasy." Professional and amateur art provided by Flewelling's fans accompany *Glimpses*' stories, as she honors the dedication and devotion her fans have given her over the years. "Glimpses is full of treasures like Lynn Flewelling's deceptively easy and addictive storytelling, her vivid and engaging characters, and the amazing and heartfelt illustrations. This book is a must have for fans of Lynn's *Nightrunner* books, and if you haven't started the series yet, then *Glimpses* will leave you eager to discover more about Seregil and Alec, their adventures and the unique and fantastical world that the pair inhabit." -Suzanne McLeod, *Spellcrackers.com* series "It's hard to imagine a lovelier gift to fans than this exquisite collection of gorgeously illustrated short stories. Flewelling indulges her loyal readers with these graceful glimpses 'between the lines' of the long-running and immensely popular *Nightrunner* series." -Josh Lanyon, *Adrien English Mysteries* and the *Holmes & Moriarity Mysteries* "An unmissable short story collection from Flewelling. Set in the *Nightrunner* universe *Glimpses* captures Flewelling's characters at formative moments in their various timelines. Some of the stories fill in details that I've been waiting on for years..." -T.A. Moore, *The Even Series* "Glimpses is a terrific collection, lovingly illustrated, a gift to all of us who love the *Nightrunners*. This rocks." -Patricia Briggs, *Mercy Thompson Series*

Glimpses

Bowker's Guide to Characters in Fiction 2007