

The Kings Deryni A Novel Of The Deryni

The King’s DeryniPenguin

The third book in an addictive new urban fantasy series of gods and demons, martial arts and mythology, from the author of White Tiger.

Magic, danger, and adventure abound for messenger Karigan G'ladheon in author Kristen Britain's New York Times-bestselling Green Rider fantasy series • "First-rate fantasy." —Library Journal Karigan G'ladheon was once a Green Rider, one of the king of Sacordia's elite magical messengers. In the messenger service, she was caught up in a world of deadly danger, and though she defeated the rogue Eletian who cracked the magical D'Yer Wall—which had protected Sacordia for a thousand years from the dark influence of Blackveil Forest, and Mornhavon the Black's evil spirit imprisoned within it—she had nonetheless been tainted by his wild magic. Exhausted in body and spirit, and determined to take control of her own destiny, Karigan returned to her home in Corsa. But even Karigan's stubborn determination is no match for the Rider's call. Ghostly hoofbeats echo in the deep regions of her mind. When she awakes to find herself on horseback, halfway to Sacor City in her nightgown, she finally gives in. Karigan returns to the court, only to find the Green Riders weakened and diminished. Rider magic has become unreliable, and she herself has ghostly visions of Lil Ambriodhe, First Rider, and founder of the Green Rider corps. But why is the First Rider appearing to Karigan? And will Karigan be able to seek the help of a woman who has been dead for a thousand years?

Deryni Magic explores the world of the Deryni, brought to life in the ongoing Deryni Chronicles series of fantasy novels by New York Times best-selling author, Katherine Kurtz. Technically, this is a second edition of Deryni Magic; the first was published by DelRey in 1990 as a guide to the magic within the author's fictional world. This edition builds and expands upon Ms. Kurtz's original text, with an eye toward new developments in the Deryni saga. It also looks at the powers of the Deryni from the perspective of the Deryni Adventure Game published by Grey Ghost Press. This additional material explains how magic works within the adventure game, including game rules and advice for Gamemasters on how to handle Deryni powers and make their own stories that much more magical.

Encyclopedia of Fantasy and Horror Fiction

Heaven to Wudang (Journey to Wudang, Book 3)

Mulengro

St. Patrick's Gargoyle

Deryni Novels

A young king's ascension threatens a traitorous conspiracy of powerful nobles who plan to brutally eliminate all magic-users from their medieval realm The brief reign of Alroy Haldane is nearly at an end, as the life of the young king of Gwynedd slowly slips away. Called back from the abbey where he has sought sanctuary for the last three years, Alroy's twin, Prince Javan, prepares to ascend the throneIagainst the wishes of the former regents, who plan to enslave or destroy all Deryni in the kingdom. Though human, Javan secretly possesses the psychic powers of the magical race that the powerful faction of great lords and religious zealots strives to eliminateIand it is this ability that alerts him to the terrifying scope of their dark treachery. While his enemies do not yet realize how determined a foe the young liege is, Javan must summon remarkable courage and cunning if he hopes to prevail against themIor even survive. In the middle chapter of her enthralling medieval fantasy trilogy, the Heirs of Saint Camber, award-winning author Katherine Kurtz adds richness and depth to the alternate world she has so magnificently brought to life in three previous series. Blending exquisitely detailed history with breathtaking invention, Kurtz proves once again that she is without equal in the popular realm of fantasy fiction.

Young King Kelson, having inherited Deryni powers from his mother, faces a rebellion led by the anti-Deryni, former-Archbishop Loris and Cairin, a pretender to the throne of Gwynedd

The creator of the Deryni universe compiles a selection of eight short fantasy stories inspired by her own Deryni novels, in an anthology that also features a never-before-published tale by Kurtz. Original.

Charissa, a full-blooded Deryni trained in the disciplines of sorcery and necromancy, threatens the rulership of Kelson and the life of his chief advisor Morgan, in a special revised edition of the classic fantasy novel, which includes a special introduction by the author. Reprint.

Green Rider

Book Two of Sword of Shadows

A Romany Tale

Black Sun

A powerful cleric plots the ultimate treason against a medieval realm’s young king in Katherine Kurtz’s breathtaking return to the fantasy world of the Deryni For centuries, a powerful faction of the Holy Church in Gwynedd has been at war with the Deryni, the mysterious race whose magic is despised and feared by those who lack their remarkable arcane abilities. The bloodshed ended with the coronation of the popular young King Kelson Haldane, himself a possessor of Deryni magic—but the peace is short-lived. Dark rumblings of secession are coming from northern Meara as support strengthens for Cairtin Quinnell, the cunning and ruthless pretender queen. But an even greater threat is emerging from the shadows of orthodoxy. The treacherous Edmund Loris, onetime Archbishop of Valoret and the Deryni’s most virulent foe, has escaped from confinement—and, with a cabal of like-minded conspirators, is preparing to undertake an act of blackest treason: the craven murder of Gwynedd’s rightful liege. With the first book in the Histories of King Kelson trilogy, acclaimed fantasist Katherine Kurtz continues her sweeping and magnificent history of a feudal society on an alternate medieval Earth—a complex world of war, political intrigue, faith, romance, and magic, where the courageous and enlightened are called upon to take up arms against the entrenched forces of ignorance and intolerance.

In this “charming” fantasy by the author of the Deryni novels, a gargoyle guardian and a Knight of Malta defend a Dublin cathedral and battle a demon (Booklist, starred review). The gargoyles of Dublin, Ireland, have a sacred duty to perform. Formerly God’s avenging angels, for centuries they have been entrusted with guarding the churches and cathedrals of the Irish capital while avoiding all contact with human beings. But once a month these loyal stone sentries must leave their posts to attend a conclave of their kind, and it is during one such absence that a sacrilege occurs. The guardian of St. Patrick’s Cathedral, the gargoyle Padraig, called “Paddy,” has returned to find violence and vandalism committed at his church and two silver artifacts stolen. Taking to Dublin’s night streets in search of a culprit, Paddy inadvertently reveals himself to an aged chauffeur in an ancient Rolls Royce, thereby dooming Francis Templeton to an impending premature death. But the grim reaper will have to wait, because old man Templeton is a member of the Knights of Malta, a secret order of defenders of the faith dating back to the Crusades, and as such is an ideal partner for the onetime angel in his quest for justice and revenge. Their hunt is about to take some sinister turns, however, leading the gargoyle and the knight to Clontarf Castle, where a major demon, an emissary of Satan, is preparing to make his reentrance into the world. An acclaimed and much beloved fantasist best known for her popular Adept and Knights Templar series and her chronicles of the magical Deryni, Katherine Kurtz now displays another side of her extraordinary talent and succeeds magnificently. St. Patrick’s Gargoyle is a delightful feast of the imagination, rich in Celtic lore and religious arcana, and brimming with wit and heart, wonder and magic.

Queen Mhairi of Caledon agrees to give up possession of the mysterious and dangerous artifact known as the Anchorstone to her enemy, King Edwin of Beringar, in order to end the war between their kingdoms

Sir Adam Sinclair, an aristocratic scholar, physician, and adept, whose mission is to protect the Light from the evil that threatens it, braves an unholy cult of black magicians who have unleashed the dark forces of the undead on Scotland

High Deryni

Camber the Heretic, Saint Camber, King Kelson's Bride, the Bastard Prince, the Quest for Saint Camber, King Javan's Year,

The Bastard Prince

The Harrowing of Gwynedd

The King's Deryni

NOMINATED FOR THE 2021 HUGO AWARDS AND THE 2020 NEBULA AWARDS FOR BEST NOVEL From the New York Times bestselling author of Star Wars: Resistance Reborn comes the first book in the Between Earth and Sky trilogy, inspired by the civilizations of the Pre-Columbian Americas and woven into a tale of celestial prophecies, political intrigue, and forbidden magic. A god will return When the earth and sky converge Under the black sun In the holy city of Tova, the winter solstice is usually a time for celebration and renewal, but this year it coincides with a solar eclipse, a rare celestial event proscribed by the Sun Priest as an unbalancing of the world. Meanwhile, a ship launches from a distant city bound for Tova and set to arrive on the solstice. The captain of the ship, Xiala, is a disgraced Teek whose song can calm the waters around her as easily as it can warp a man's mind. Her ship carries one passenger. Described as harmless, the passenger, Serapio, is a young man, blind, scarred, and cloaked in destiny. As Xiala well knows, when a man is described as harmless, he usually ends up being a villain. Crafted with unforgettable characters, Rebecca Roanhorse has created an epic adventure exploring the decadence of power amidst the weight of history and the struggle of individuals swimming against the confines of society and their broken pasts in the most original series debut of the decade.

The military Order of the Knights Templar was founded during the time of the crusades. Said to possess magical abilities, their original mission was to protect pilgrims en route to the Holy Land. Now, during the final decade of the 13th century, the Templars find themselves deeply involved in Scotland's wars of independence. It is a time of political intrigue for William Wallace, Robert the Bruce, and King Edward I of England. Two Templars believe that Scotland's famed Stone of Scone, upon which all Scottish kings are crowned, has lost its magical power. To put anend to strife, they must embark on a dangerous quest to restore the stone's power...and save a noble land.

Magic, danger, and adventure abound for messenger Karigan G'ladheon in author Kristen Britain's New York Times-bestselling Green Rider fantasy series • "First-rate fantasy." —Library Journal On her long journey home from school after a fight that will surely lead to her expulsion, Karigan G'ladheon ponders her uncertain future. As she trudges through the immense Green Cloak forest, her thoughts are interrupted by the clattering of hooves, as a galloping horse bursts from the woods. The rider is slumped over his mount's neck, impaled by two black-shafted arrows. As the young man lies dying on the road, he tells Karigan he is a Green Rider, one of the legendary messengers of the king of Sacordia. Before he dies, he begs Karigan to deliver the “life and death” message he bears to King Zachary. When she reluctantly he agrees, he makes her swear on his sword to complete his mission, whispering with his dying breath, “Beware the shadow man...”. Taking on the golden-winged horse brooch that is the symbol of the Green Riders, Karigan is swept into a world of deadly danger and complex magic, her life forever changed. Compelled by forces she cannot understand, Karigan is accompanied by the silent specter of the fallen messenger and hounded by dark beings bent on seeing that the message, and its reluctant carrier, never reach their destination.

New York Times bestselling author of In the King's Service Alaric Morgan has been pledged to the king's service. His Deryni blood makes him ideal to safeguard the Haldane kings and ensure that Prince Brion shall have the protection of his hereditary magic.

Death of an Adept

The Adept

Prince of Dogs

The Bishop's Heir

Borderlands

Even as a young girl, Jill was a favourite of the magical and mysterious Wildfolk, who appeared to her from their invisible realm. Little did she know that her extraordinary friends represented but a glimpse of a forgotten past and a fateful future. In a world outside reality, the flickering spirit of a young girl hovers between incarnations, knowing neither her past nor her future. But there is one who knows, and he waits: Nevyn, the wandering sorcerer. One bloody day long ago he relinquished a maiden's hand in marriage and so forged a terrible warp of destiny. Now he is doomed never to rest until he atones for the tragic wrongs of his youth, trapping himself and others in a spiral of time and betrayal. Can it be broken?

After being forced from his meager family farm in Texas in 1871, thirteen-year-old Ben Curtis witnesses some of the excitement and cruelty of the Old West--on a cattle drive, in a frontier town, and on a buffalo hunt.

New York Times bestselling author Katherine Kurtz's novels of the Deryni have been hailed by Anne McCaffrey as "an incredible historical tapestry of a world that never was and of immensely vital people who ought to be." Now Kurtz weaves a thrilling conclusion to the epic Childe Morgan trilogy, in which bonds of both magic and loyalty will be put to the ultimate test... Alaric Morgan always knew his purpose in life—to stand alongside the king of Gwynedd. The old king knew that whichever of his sons succeeded to the throne would benefit from having a Deryni at his side. Alaric and the young Prince Brion Haldane were bound together by magic—a magic to be called upon when Brion was most in need. Now eighteen, Brion has ascended to the throne and seven-year-old Alaric has come to court. Through the coming years, both will grow to manhood and come to realize their destinies. Brion will strive to solidify his power and position, seek out a bride to secure his legacy, and ultimately, when faced with an unbeatable foe, call upon Alaric to fulfill his oath. Meanwhile, Alaric slowly learns the extent of his powers and how to use them, and will face the prejudice that many have against Deryni in its ugliest form. He will experience bittersweet first love, great personal loss, and the hard lessons one gains from both. And he will be there to unleash the full power of his Deryni magic at Brion's command. For Alaric is—and always will be—the King's Deryni.

"Wonderful . . . J. V. Jones is a striking writer." So says Robert Jordan, the author of The Wheel of Time epic fantasy series. And Jones lives up to that praise in the highly charged epic adventure of Ash March and Raif Sevrance, two outcasts whose fate are entwined by ancient prophecies and need, in the cold, dark world that threatens to be torn asunder by a war to end all wars. Isolated by their birthrights, they are but two who fight the dreaded Endlords, and their strength and courage will be needed if the world is to be saved from darkness." Raif, wrongly accused and cut off from his clan by the treachery of their new headsman, has a talent for killing that is part of his curse and his burden. But he bears another burden of greater weight. Ash is a sacred warrior to the Sull, an ancient race whose numbers have declined. Raised as a foundling, never knowing her true history, she must learn to accept the terrible gifts of her heritage. But as Ash learns more of her greater fate, Raif's task looms dark and desperate, for he must journey through the nightmare realm of the Want, a place where even the Sull now fear to tread. For deep within the Want is the Fortress of Grey Ice, and there he must heal the breach in the Blindwall that already threatens the world. Should he fail, not even Ash's powers can save them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In the King's Service

The Temple and the Stone

The Quest for Saint Camber

Deryni Tales

Childe Morgan

Prince of Dogs returns readers to the war-torn kingdoms of Wendar and Varre, and the intertwined destinies of: Alain, raised in humble surroundings but now the Count's heir; Liath, who struggles to unravel the secrets of her past while evading the traps set for her by those seeking the treasure she hides; Sanglant, believed dead by those who could save him, but actually a prisoner in the city of Gent; and Fifth Son, who now builds an army to do his father's bidding—or his own!

Threatened by King Kelson's trust in Duke Alaric Morgan, who boasts of his Deryni heritage, the priests of Gwynedd spread stories about Deryni atrocities and the race's inexplicable powers. Reprint.

With young King Kelson on the throne of Gwynedd, the priesthood of the Eleven Kingdoms felt its control deeply threatened. For Kelson was half Deryni -- part of that race of humans gifted with extrasensory powers...a race that had ruled two centuries earlier, but was dethroned and driven underground. Now, the final battle for ultimate power was about to break into open conflict, led by the Church which equated the supernatural powers of the Deryni with witchcraft and heresy!

Encyclopedia of Fantasy and Horror Fiction provides comprehensive coverage of the major authors and works in these popular genres. Each entry includes a brief discussion of the author's life and work and includes a full bibliography. Each entry on

Long May She Reign

Deryni Magic

Deryni Checkmate

The City of Exile

A Fortress of Grey Ice

A young king manipulated by evil hands becomes a champion of justice when a magical pretender to the throne challenges his sovereignty For six years, forces of evil and repression have ruled medieval Gwynedd after eliminating two rightful kings of the Haldane line. Keeping the current young liege, King Rhys Michael, weak with wine, the council of regents and its fanatical allies in the church have been virtually unstoppable in their quest to dominate and destroy the mystical Deryni who share their land. But now a credible threat has arisen: A Deryni claimant to the throne has taken up arms against the cruel oppressors of his magical race. With a mighty army at his command, Prince Marek—the bastard son of King Imre, Gwynedd's last Deryni ruler—has challenged the Haldane reign, and Rhys Michael's masters realize the young king must be roused from his stupor to confront the interloper. However, the young Haldane monarch is not the malleable, drunken puppet the regents imagine—and when his long-dormant arcane powers are awakened, Rhys Michael will put his own clandestine plans in motion to right the wrongs of recent history no matter what the cost. The fourth trilogy in Katherine Kurtz's magnificent chronicles of the Deryni concludes with awesome power in this stirring tale of war, faith, magic, and justice. Populated by a large cast of unforgettable characters, the thrilling history of an alternate medieval world unfolds in all its epic splendor and tragedy, strongly reaffirming Kurtz's well-deserved place among the finest storytellers and world-builders in all of fantasy fiction.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online.
Commentary (novels not included). Pages: 28. Chapters: Camber the Heretic, Saint Camber, King Kelson's Bride, The Bastard Prince, The Quest for Saint Camber, King Javan's Year, The Harrowing of Gwynedd, Camber of Culdi, The King's Justice, High Deryni, The Bishop's Heir, Childe Morgan, Deryni Checkmate, In the King's Service, Deryni Rising. Excerpt: Camber the Heretic is a fantasy novel by American-born author Katherine Kurtz. It was first published by Ballantine Books in 1981. It was the sixth novel of Kurtz' Deryni novels to be published, and the third book in her second Deryni trilogy, The Legends of Camber of Culdi. The Legends trilogy serves as prequels to The Chronicles of the Deryni series that Kurtz wrote from 1970 to 1973, and it details the events that occurred two centuries before the Chronicles trilogy. Kurtz' next Deryni series to be published was The Histories of King Kelson, but the internal literary chronology of the Legends trilogy is continued in The Heirs of Saint Camber trilogy. The novel is set in the land of Gwynedd, one of the fictional Eleven Kingdoms. Gwynedd itself is a medieval kingdom similar to the British Isles of the 9th century, with a powerful Holy Church (based on the Roman Catholic Church), and a feudal government ruled by a hereditary monarchy. The population of Gwynedd includes both humans and Deryni, a race of people with inherent physic and magical abilities. The novel takes place in the early ninth century, beginning ten years after the conclusion of Saint Camber. The plot of the novel centers on the desperate efforts of the Deryni to protect their futures from a rising tide of human anger and discrimination. As the health of aging King Cinhil Haldane begins to fail, a small group of powerful Deryni struggle to save their race from the deadly plots of Cinhil's ambitious nobles. The events of...

A medieval kingdom is thrown into chaos by rumors of the death of its liege in the final volume of the Histories of King Kelson King Kelson Haldane of Gwnydd knows he owes much to the legendary Camber of Culdi, the most revered of the magical Deryni race. Having suppressed the rebellion that threatened to tear his realm to pieces, Kelson, himself a possessor of Deryni magic, is now dedicated to exploring the history and legacy of the man who returned the Haldane line to the throne two centuries before. But word reaches the royal court that, while on their noble quest to help restore Camber to the sainthood he was stripped of by a virulently anti-Deryni church, King Kelson and his blood brother, Dhugal, have perished. Now, for the lost king's ambitious rival a pathway exists to the throne—and to the bedchamber of Rothana, Kelson's intended queen. But there is more to the king's “accidental demise” than initially meets the eye, and a powerful unseen player in this drama that no one could have ever suspected. Katherine Kurtz brilliantly concludes her acclaimed fantasy trilogy of the reign of King Kelson with The Quest for Saint Camber—ending but one remarkable chapter in her breathtaking history of the Deryni in the Middle Ages of a magnificently imagined and brilliantly constructed alternate Britain.

The first volume in a new Deryni trilogy journeys back in time to a world ruled by a man named Donal in which the magical Deryni blood was sought by the most powerful men and women in the kingdom of Gwynedd. By the author of King Kelson's Bride. Reprint.

First Rider's Call

King Javan's Year

The Briar King

The Witches of Eileanan

The Temple and the Crown

Magic and mysticism come alive in this magnificent historical fantasy from the New York Times–bestselling author of the Chronicles of the Deryni . Long before Camber was revered as a saint,

he was a Deryni noble, one of the most respected of the magical race whose arcane skills set them apart from ordinary humans in the medieval kingdom of Gwynedd. For nearly a century, Camber's family has had little choice but to loyally serve the ruling Festils, Deryni usurpers who employed dark magic to wrest the throne from the rightful Haldane liege. Now, the land suffers under the tyranny of King Imre, whose savage oppression of the human population weighs heavily on Camber's heart—a heart that is shattered when the despot and his evil mistress-sister, Ariella, cause the death of Camber's beloved son. The grim demands of justice and vengeance drive Camber far from his family's estates in search of the last of the Haldane line. This descendant of kings will not be easily persuaded to accept Camber's unthinkable plan. But with the kingdom in turmoil, the aging mage and the reluctant Haldane heir must confront together the awesome, terrible might of the Festils for the good of all. The first book in Katherine Kurtz's epic medieval fantasy series is filled with irresistible suspense, action, adventure, and political intrigue, leading Publishers Weekly to hail the author as possessing "a rare craftsmanship with narrative exposition that is also dramatic and moving." With Kelson Haldane, the first king of magical Deryni heritage to sit upon the throne of Gwynedd in centuries, the priesthood of the Eleven Kingdoms, old enemies of the Deryni, will do anything to regain control of the kingdom, even if it means inciting civil war, in a revised and expanded edition of the fantasy classic. The Knights Templar battle an occult order in this "soundly researched [and] briskly paced" alternate history set during the Scottish War of Independence (Booklist). In this stunning sequel to their acclaimed historical fantasy *The Temple and the Stone*, coauthors Katherine Kurtz and Deborah Turner Harris return to the legends of the fabled Order of the Knights Templar, the mystical medieval brotherhood of warrior monks born in the crucible of the Holy Land Crusades. Returning to a brilliantly recreated alternate past, two of the world's premier fantasists spin a breathtaking tale of courage, destiny, duty, and magic that unfolds against a backdrop of England's tumultuous struggle with Scotland and the heroic exploits of Scotsmen Robert the Bruce and William "Braveheart" Wallace. Unwavering devotion to God and their magical order has carried noble knights Arnault de Saint Clair and Torquil Lennox into the heat of battle in war-torn Scotland in these dark days of conflict, only to discover that there are forces at work far more sinister than kings and crowns. The English liege, Edward I, is determined to destroy the Knights Templar, who have sided with the enemy Scots, while in France, Philip IV, known as "King Philip the Fair," is driven by his greed for the legendary Templar wealth and would usurp the power of the Pope himself to attain their riches. But unbeknownst to either king, they are both in the thrall of the Knights of the Black Swan, a malevolent supernatural order with loyalties to Lucifer alone. On the eve of the decisive battle of Bannockburn, Saint Clair, Lennox, and their brave Templar brethren will be compelled to stand against these minions of the Devil, who are willing to see thousands die and kingdoms crumble to feed their unholy hunger for ultimate power. The Temple and the Crown is an epic tale that celebrates a history that never was, a legend that has endured for centuries, and the heroic exploits of Scotsmen Robert the Bruce and William "Braveheart" Wallace. Named Best First Novel by Locus 'Twas a time when dragons left their lair and evil shadowed the land... On the Day of Reckoning, the witches of Eileanan were outlawed—and violations of the new order were punishable by death. Eileanan's Great Towers, once meccas of magic and learning, were left in ruins. And now, the entire land trembles in fear... Yet deep in the mountains, in the shadow of Dragonclaw, a young girl is being tutored in the old ways. Ignorant of her past, uncertain of her future, the foundling Isabeau will soon be forced down a dangerous path of prophesy, conspiracy, and magic. It is a world where dragons possess the key to ancient mysteries...where a lost prince will discover a strange and wondrous destiny...and where the ultimate battle between good and evil will be waged... A new Day of Reckoning is at hand...

A Novel of the Adept

Deryni Rising

Camber of Culdi

The King's Justice

Daggerspell

In an alternate Middle Ages, a new chapter begins in the magnificent fantasy saga of the Deryni, as the magical race faces annihilation by royal enemies and a radical church. These are the darkest days for the Deryni of Gwynedd, the magical race that once ruled this medieval kingdom but now find themselves despised and hunted by the governing regents following the death of King Cinhil. Dead also is Camber of Culdi, who served as the Deryni's most faithful friend in the royal court. With young King Alroy too immature and weak to rule effectively, no one holds the power to halt the reign of genocidal terror that sweeps across the land—not even Prince Javan Haldane, Alroy's twin, who recognizes the perfidy of the regents and religious zealots hovering around his royal brother. But there is an equally distressing concern for the surviving children of Camber, whose body remains uncorrupted weeks after his death, suggesting that his soul may be trapped somewhere between earth and heaven—and nothing short of the ultimate sacrifice can set Camber free. Award-winning fantasist Katherine Kurtz continues her chronicles of an extraordinary medieval race in a magnificent series that picks up where her acclaimed *Camber of Culdi* trilogy left off. A story of intolerance, faith, and courage, rich in character, magic, wonder, and evocative detail, Kurtz's brilliantly imagined alternate history is one of the shining jewels of fantasy fiction.

"A wonderful tale . . . It crackles with suspense and excitement from start to finish."—Terry Brooks Two thousand years ago, the Born Queen defeated the Skaslai lords, freeing humans from the bitter yoke of slavery. But now monstrous creatures roam the land—and destinies become inextricably entangled in a drama of power and seduction. The king's woodsman, a rebellious girl, a young priest, a roguish adventurer, and a young man made suddenly into a knight—all face malevolent forces that shake the foundations of the kingdom, even as the Briar King, legendary harbinger of death, awakens from his slumber. At the heart of this many-layered tale is Anne Dare, youngest daughter of the royal family . . . upon whom the fate of her world may depend. Praise for *The Briar King* "Starts off with a bang, spinning a snare of terse imagery and compelling characters that grips tightly and never lets up. . . . A graceful, artful tale from a master storyteller."—Elizabeth Haydon, bestselling author of *Prophecy: Child of Earth* "The characters in *The Briar King* absolutely brim with life. . . . Keyes hooked me from the first page, and I'll now be eagerly anticipating sitting down with each future volume of the Kingdoms of Thorn and Bone series."—Charles de Lint, award-winning author of *Forests of the Heart* and *The Onion Girl* "A thrill ride to the end, with plenty of treachery, revelation, and even a few bombshell surprises."—Monroe News-Star (LA)

"Kurtz's strengths lie in her patient accumulation of telling detail, well-articulated plots, and believable magics. Should bring the fans flocking, and attract newcomers too."—Kirkus Reviews Speculation runs rampant throughout the kingdom of Gwynedd as to when, and to whom, King Kelson will finally be wed. As a rival monarch takes his rightful place on the throne of a nearby land, it becomes more imperative than ever that Kelson produce a long-awaited heir. With the mystical Deryni blood flowing through his veins, Kelson can only hope for a woman whose power and conviction are equal to his own. Love is set aside for duty—and Kelson the king must make the choice that Kelson the man cannot....

The Girl of Fire and Thorns meets *The Queen of the Tearling* in this thrilling fantasy standalone about one girl's unexpected rise to power. Freya was never meant to be queen. Twenty-third in line to the throne, she never dreamed of a life in the palace, and would much rather research in her laboratory than participate in the intrigues of the court. However, when an extravagant banquet turns deadly and the king and those closest to him are poisoned, Freya suddenly finds herself on the throne. She may have escaped the massacre, but she is far from safe. The nobles don't respect her, her councillors want to control her, and with the mystery of who killed the king still unsolved, she knows that a single mistake could cost her the kingdom—and her life. Freya is determined to survive, and that means uncovering the murderers herself. Until then, she can't trust anyone. Not her advisers. Not the king's dashing and enigmatic illegitimate son. Not even her own father, who always wanted the best for her but also wanted more power for himself. As Freya's enemies close in and her loyalties are tested, she must decide if she is ready to rule and, if so, how far she is willing to go to keep the crown.

The High King's Tomb

King Kelson's Bride

Magic, danger, and adventure abound for messenger Karigan G'ladheon in the third book in Kristen Britain's New York Times–bestselling *Green Rider* fantasy series • "First-rate fantasy." —Library Journal More than a thousand years ago, the armies of the Arcosian Empire, led by sorcerer Mornhavon the Black, crossed the great sea and tried to conquer the land of Sacordia using terrible dark magic. Eventually, Mornhavon was captured, and his evil spirit imprisoned in Blackveil Forest. Since that day, the perimeter of Blackveil—now a dark and twisted land—has been protected by the magical D'Yer Wall. But in the centuries since the war's end, knowledge of the working of magic disappeared from Sacordia, due to the fear and prejudice of a people traumatized by Mornhavon's sorceries. Karigan G'ladheon is now a seasoned *Green Rider*—a member of the magical messenger corps of the king. But during her first year as a *Rider*, a rogue magician cracked the mighty D'Yer Wall. The spirit of Mornhavon, sensing the weakness, began to wake, seeking vengeance, and causing frightening aberrations throughout the land. Karigan managed to transport the spirit of Mornhavon into the future, buying valuable time for her king and country. But how far in the future is Mornhavon now? A hundred years? Ten? Only one year? There is no way to tell. And though Karigan and her fellow *Riders* have scoured the land searching for lost magical knowledge, and members of Clan D'Yer are camped at the wall, hoping to uncover its lost secrets, they were unaware of a threat to their kingdom that lay far closer. For there were Arcosian soldiers who survived the Long War, and the descendants of those ancient enemies spent generations honing their powers of dark magic—a force against which the Sacordians have no defense....

A young liege goes to battle in a medieval land teetering on the brink of civil war and church-sanctioned genocide in the second chronicle of the reign of King Kelson. In troubled Gwynedd, the crown sits heavy on the head of King Kelson Haldane. In a realm historically torn asunder by deep-seated suspicion and fear of the magical Deryni who live among them, young Kelson is both beloved for his humanity and abhorred for his Deryni blood. Now, the traitorous cleric, Bishop Loris, has joined forces with Queen Cairtin, the Pretender of Meara, in her attempts to rip her homeland away from Gwyneddan rule. But Loris has even darker intentions. His scheme to reignite the terrible flames of holy civil war against the Deryni, coupled with Cairtin's campaign of violent secession, draw Kelson and his army away from the royal court—where, in the king's absence, an assassination plot is brewing. An extraordinary world-builder, acclaimed fantasist Katherine Kurtz returns readers to the Middle Ages of an alternate Earth in her continuing chronicles of the Deryni. Kurtz's second history of the troubled reign of King Kelson is a breathtaking tale of majesty, magic, war, treachery, faith, and intolerance that once again brings a fascinating world and its diverse peoples to glorious life.

Mystic, historian, and Master of the Hunt, Adam Sinclair is called on to investigate and solve the most dangerous and unimaginable crime of his career--the murder of an Adept.

A tale of magic and murder The increasingly bizarre murders have baffled the police—but each death is somehow connected with the city's elusive Gypsy community. The police are searching for a human killer, but the Romany know better. They know the name of the darkness that hunts them down, one by one: Mulengro. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.