invasion the secret world chronicles 1 mercedes lackey

Invasion: Book One of the Secret World Chronicle

The world had become used to the metahumans—people sometimes perfectly ordinary, but sometimes quite extraordinary in appearance—who mostly worked with their governments as high-powered peace officers, fighting crime, and sometimes fighting rogue metahumans who had become super-criminals. Then that comfortable world ended in just one terrifying day. Suddenly, all world governments were simultaneously attacked by soldiers in giant mecha robotic suits with the swastika symbol of the Third Reich on their metal arms. If these were Nazis, where had they been hiding since the end of World War II? And where had they gotten armor and weapons far in advance of anything on the planet? Weapons against which even the metahuman heroes seemed to be helpless... At the publisher's request, this title is sold without DRM (Digital Rights Management).

World Divided

From New York Times best-seller and science fiction and fantasy mistress of adventure Mercedes Lackey, #2 in a new pulse-pounding saga of modern-day humans with superpowers. After turning back an invasion of super-science power Nazi war machines, the heroes go on the hunt for the Nazi masters and take the battle to the bad guys. Meta-Heroes Battle On! After an Earth-scarring apocalyptic battle, humanity's meta-heroes must take the fight to the enemy. Their task: hunt down the secret puppetmasters behind the Nazi robot invasion, the Thule Society, and cut off the multi-universe plague the Thulians have unleashed. It's go time once again for the meta-heroes including fire-bender John Murdock, hacker-witch Vikki Nagy, healer Belladona Blue, super-quick Mercurye—and most of all for their ghostly ally, Seraphym, the spirit of the world who uses her secret influence to direct the fight against a Thulian-based tyranny of evil that is fast descending upon the entire universe! From New York Times best-seller and science fiction and fantasy mistress of adventure Mercedes Lackey together with a team of topnotch collaborators, the second entry in the blockbuster saga of superpowers—and the very human men and women who must learn to wield them. About World Divided: "[C]omes together seamlessly...an awesome and lightning-paced story: read it on a day when you will not have to put it down."—San Francisco Book Review About Mercedes Lackey: "With [Mercedes Lackey], suspense never lags..." —Kliatt

The White Gryphon

It has been ten years since the magical Cataclysm, which destroyed the twin strongholds of the two world's most powerful Mages, killing Urtho, creator of the gryphons, and sending his forces into exile. Now Urtho's peoples—human and non-human alike live in a terraced city carved into the face of a gleaming white cliff on the edge of the Western Ocean. Secure at least, ...until the fleet of the mysterious Black Kings appears in their harbor, bringing envoys who inform the
residents of White Gryphon that their newfound home lies on the northern perimeter of lands claimed by this powerful kingdom. Desperate not to lose their hard won home, Skandranon, along with his longtime friend Amberdrake--agree to accompany the envoys back to the Court of the Black Kings, hoping to negotiate an alliance. ...When a high ranking noble who opposes this alliance is found murdered--Skandranon and Amberdrake realize that they are up against unknown enemies who will stop at nothing, even the use of diabolical Blood Magic, to destroy White Gryphon.

**Trio of Sorcery - Arcanum 101, Drums, and Ghost in the Machine**

New York Times and USA Today best-selling author Mercedes Lackey presents Trio of Sorcery, three exciting short urban fantasy novels featuring three resourceful heroines and three different takes on the modern world and on magics both modern and ancient. Arcanum 101: Diana Tregarde, practicing witch, romance novelist, Guardian of the Earth. Studying at Harvard, Diana is approached by Joe O'Brien, a young cop who has already seen more than one unusual thing during his budding career. The distraught mother of a kidnap victim is taking advice from a "psychic" and interfering in the police investigation. Will Diana prove that the psychic is a fake? Unfortunately, the psychic is not a fake, but a very wicked witch--and the child's kidnapper.

Drums: Jennifer Talldeer, shaman, private investigator, member of the Osage tribe. Most of Jennie’s work is regular PI stuff, but Nathan Begay brings her a problem she’s never seen before. His girlfriend, Caroline, is Chickasaw to his Navaho, but that’s not the problem. Somehow, Caroline has attracted the attention of an angry Osage ghost. Thwarted in love while alive, the ghost has chosen Caroline to be his bride in death. Ghost in the Machine: Ellen McBride: computer programmer extraordinaire, techno-shaman. The programmers and players of a new MMORPG find that the game's "boss," a wendigo, is "killing" everyone--even the programmers’ characters with their god-like powers. A brilliant debugger, Ellen discovers that the massive computing power of the game’s servers have created a breach between the supernatural world and our own. This wendigo isn't a bit of code, it's the real thing . . . and it's on the brink of breaking out of the computers and into the real world. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Breaking Silence**

NEW ENTRY IN THE SERRATED EDGE SERIES FROM NEW YORK TIMES BEST-SELLING AUTHOR MERCEDES LACKEY AND CODY MARTIN. When Staci was first shunted off to the backwater town of Silence, Maine to live with her alcoholic mother, she thought her life was over. Silence had none of the amenities a typical teen in the twenty-first century considered essential: no cell service and barely any internet connectivity. But Staci soon learned that Silence was more than a town left behind by progress. The first family of Silence, the Blackthorns, liked the town that way. The Blackthorns were dark elves who fed off the misery of the residence of Silence. But now, all that's changing for the better. With the help of Staci and her friends, the Blackthorns have been all but defeated. Industry is returning to Silence, and Staci's mom is improving with each passing day. There's even a cute new busboy at the diner. But evil dies hard. And Staci, now a mage-in-training, senses that the Blackthorns have not yet given up the. The soul of Silence is on the line, and it is up to Staci and her friends to fight back
against the encroaching darkness. At the publisher’s request, this title is sold without DRM (Digital Rights Management). Serrated Edge Series Born to Run (#1) by Mercedes Lackey and Larry Dixon Wheels of Fire (#2) by Mercedes Lackey and Mark Shepherd When the Bough Breaks (#3) by Mercedes Lackey and Holly Lisle Chrome Circle (#4) by Mercedes Lackey and Larry Dixon Stoned Souls (#5) by Mercedes Lackey Elvendude (#6) by Mark Shepherd Spiritride (#7) by Mark Shepherd Lazerwarz (#8) by Mark Shepherd Silence (#9) by Mercedes Lackey and Cody Martin The Chrome Borne (omni contains Born to Run and Chrome Circle) by Mercedes Lackey and Larry Dixon The Other World (omni contains When the Bough Breaks and Wheels of Fire) by Mercedes Lackey, Mark Shepherd and Holly Lisle

Storm Warning

With her phenomenal Mage Winds trilogy, bestselling author Mercedes Lackey captivated fans across the country. Now in the first volume of the series sequel, she continues the same storyline, returning readers to a war-torn Valdemar in preparation to confront an ancient Eastern Empire--ruled by a monarch whose magical tactics by be beyond any sorcery known to the western kingdoms.

Hunter

They came after the Diseray. Some were terrors ripped from our collective imaginations, remnants of every mythology across the world. And some were like nothing anyone had ever dreamed up, even in their worst nightmares. Monsters. Long ago, the barriers between our world and the Otherworld were ripped open, and it's taken centuries to bring back civilization in the wake of the catastrophe. Now, the luckiest Cits live in enclosed communities, behind walls that keep them safe from the hideous creatures fighting to break through. Others are not so lucky. To Joyeaux Charmand, who has been a Hunter in her tight-knit mountain community since she was a child, every Cit without magic deserves her protection from dangerous Othersiders. Then she is called to Apex City, where the best Hunters are kept to protect the most important people. Joy soon realizes that the city's powerful leaders care more about luring Cits into a false sense of security than protecting them. More and more monsters are getting through the barriers, and the close calls are becoming too frequent to ignore. Yet the Cits have no sense of how much danger they're in to them, Joy and her corp of fellow Hunters are just action stars they watch on TV. When an act of sabotage against Joy takes an unbearable toll, Joy uncovers a terrifying conspiracy in the city. There is something much worse than the usual monsters infiltrating Apex. And it may be too late to stop them

The Shadow of the Lion

ADVENTURES IN AN OTHER-WORLDLY NEW-AGE VENICE it is the year 1537. The great winged Lion stares over a Venice where magic thrives. The rich Venetian Republic is a bastion of independence and tolerance. Perhaps for that reason, it is also corrupt, and rotten with intrigue. But for the young brothers Marco and Benito Valdosta, vagabond and thief, Venice is simply-home. They have no idea that they stand at the center of the city's coming struggle for its very life. They know nothing of the powerful forces moving in the background. They have barely
heard of Chernobog, demonlord of the North, who is shifting his pawns to attack Venice in order to cut into the underbelly of the Holy Roman Empire. All Marco and Benito know is that they’re hungry and in dangerous company: Katerina the smuggler, Caesare the sell-sword, Montagnard assassins, church inquisitors, militant Knights of the Holy Trinity, Dottore Marina the Strega mage . . . and Maria. Maria might be an honest canaler, but she had the hottest temper a boy could find. Yet among the dark waters of the canals lurk far worse dangers than a hot-tempered girl. Chernobog has set a monster loose to wreak havoc on the city. Magic, murder and evil are all at work to pull Venice down. Fanatical monks seek to root out true witchcraft with fire and sword. Steel-clad Teutonic knights, wealthy traders, church dignitaries and great Princes fight and plot for control of the jewel of the Mediterranean. And somehow all of these, from thieves to mages to princes, must gather around Marco and his brother Benito, under the shadow of the great winged lion of Venice. At the publisher’s request, this title is sold without DRM (Digital Rights Management). “The prolific Lackey and cohorts Flint and Freer whip up a luscious bouillabaisse of politics, intrigue, love and black magic set in an "Other-worldly, New-Age Venice. . ." The authors’ use of contemporary American vernacular . . . instead of pompous period speech keeps the pages turning fast. . .” ¾Publishers Weekly “[A] massive concoction of alternate history, high fantasy, and historical romance set in the sixteenth-century Venice of an alternate world . . . rich plotting, vivid characterization, and splendid evocation of Renaissance ethics and culture should make readers turn all the pages." ¾Booklist "...a sweeping alternate history. . . .The authors deftly wield the juxtaposition of fantasy and history into a finely crafted story." ¾Romantic Times “[A] top pick . . . fast-paced action and complex, believable settings.” ¾The Bookwatch

**The Lark and the Wren**

A GHOST OF A CHANCE A voice, an icy, whispering voice, came out of the darkness from all around her; from everywhere, yet nowhere. It could have been born of her imagination, yet Rune knew the voice was the Ghost’s, and that to run was to die. Instantly, but in terror that would make dying seem to last an eternity. "Why have you come here, stupid child " it murmured, as fear urged her to run away. "Why were you waiting here For me Foolish child, do you not know what I am What I could do to you " Rune had to swallow twice before she could speak, and even then her voice cracked and squeaked with fear. "I've come to fiddle for you-sir" she said, gasping for breath between each word, trying to keep her teeth from chattering. The Ghost laughed, a sound with no humor in it, the kind of laugh that called up empty wastelands and icy peaks. "Well, then, girl. Fiddle, then. And pray to that Sacrificed God of yours that you fiddle well, very well. If you please me, if you continue to entertain me until dawn, I shall let you live, a favor I have never granted any other. But I warn you-the moment my attention lags, little girl-you'll die like all the others and you will join all the others in my own private little Hell." At the publisher’s request, this title is sold without DRM (Digital Rights Management).

**Silence -**

NEW YORK TIMES BEST-SELLING AUTHOR. ENTRY #9 IN MERCEDES LACKEY’S CELEBRATED SERRATED EDGE URBAN FANTASY SERIES! Teenager Staci's father has just remarried, and now she finds herself being shunted aside by her new stepmother. Shunted
all the way to the run-down and dying Maine town of Silence, in fact, and the custody of her alcoholic mother. It gets worse. Silence seems to be stuck in the proverbial stone age. There’s no cell phone service except at the very top of a bluff outside of town, no internet except dialup, and not one familiar franchise or business. Staci’s mom seems to have gotten even worse since the last time Staci lived with her. The only bright spots in the whole place are a friendly waitress at the diner, and a bookstore where she meets a gaggle of geeks and gamers. But all is not as it seems in Silence. There are strange things moving beneath the shabby surface, terrible plots in play, and deadly players in the game, and Staci is about to find herself caught up in the middle of it all. At the publisher’s request, this title is sold without DRM (Digital Rights Management).

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- Lazerwarz (#8) by Mark Shepherd
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NCPR 2002 Winter Reading List
Take this test: stack all the books you plan to read on top of each other. If the pile topples over, you’re spending too much time on activities other than reading. Quit one of your jobs, farm...