

The Silver Talon BOOK II summary:
By A.J. Cunder

In the aftermath of the elves' battle with Contemno, Farahdin is left in a state of fragile peace. The two rangūn that met at Helsguard have journeyed to the northern border of the realm where they are amassing their strength, experimenting with new weapons against which the elves may be powerless—indeed, against which even the strength of the dragons may be futile.

At the capital, the elves have renamed the city Storiar after its original title in the days of Haldor. Though Contemno has been evicted from the throne, a battle of politics may soon replace the tyranny of the sorcerer king. Humans and elves must learn to coincide, lest the peace for which they both fought be laid waste. Arius and Kyra may be the only two who can unite the races. Kyra, with both human and elvish blood in her veins, acts as the mediator between the elves and humans while Arius, with the authority of a Ryù, keeps the peace as factions arise.

However, not two weeks after the battle for the city, Arius receives another summons from Galeru and must depart for Exoter. Only Guardus is to accompany him, and together they journey north to the Frozen City.

Though Savatay and Orthel are left behind, they do not remain idle. Orthel is entrusted with a mission of his own: he must travel across the seas to the lands of Alderdor, the ancestral home of the elves. There, he hopes to find the creator of the Book of Histories so that he might learn how the tome can be destroyed—for it is thought that only in the destruction of the book can the two rangūn be defeated. Their summonses lie within the pages and as long as the book survives, so too will the rangūn. There are those who resent the obliteration of such a book, and they work against Orthel with all eagerness. Orthel is at a disadvantage, however. After lodging at a priory, he rejuvenates his faith in a Higher Being and is left with a set of new-found rules that interfere with his use of magic. If he is to be truly devoted to his faith, he may have to sacrifice that on which he has so greatly relied. His desire to be faithful is strong, but will it mean his death?

Meanwhile, tragedy strikes at Storiar, ripping through the peace that was already so brittle. The rangūn, now joined together as one entity named Svarador, show just how far their reach has become. With Kyra's abduction, the kingdom of Farahdin—if it hopes to be able to defeat Svarador—may have to look beyond its borders for assistance. The neighboring realm of Halderon may prove an ally, for in addition to Kyra's standing as princess, King Jamun was recently killed by one of Svarador's assassins. Lord Tahylor, the King's most loyal advisor, burns with a desire for revenge. He and Savatay agree to pursue Kyra's captors, promising to risk everything in order to bring her back to safety. They do not go alone, however, and with their ferocious new companion, they can leave their horses behind.

With all of the energy being expelled fighting against Svarador, some feel that the only way to defeat him may rest with the Scepter, despite the dangers of a summoning. But with a missing Keeper and a new Summoner who must be found, the Scepter may not be an available recourse. The threads of destiny weave as they will, charting different paths for all. The unity that the kingdom so greatly desires might crumble under Svarador's shadow as Arius, Orthel, Savatay, and Tialdo scatter across the map. If anyone fails in his mission, the hope for victory might fall as well.