

The Dragonbone Chair Book One Of Memory Sorrow And Thorn

More information to be announced soon on this forthcoming title from Penguin USA. With time running out, the remaining members of the now-decimated League of the Scroll have gathered at the Stone of Farewell to unravel mysteries from the forgotten past.

Bobby Dollar, an angel who has taken part in the long battle between Heaven and Hell, must figure out why there are suddenly an unprecedented number of souls missing from both sides and who summoned a Babylonian demon to kill him.

From the New York Times bestselling creator of the Iron Druid Chronicles comes the highly anticipated sequel to *A Plague of Giants*: A world-breaking war—an invasion of giant warriors—inspires a movement to fight back. **SOLDIER AND AVENGER** Daryck is from a city that was devastated by the war with the Bone Giants, and now he and a band of warriors seek revenge against the giants for the loved ones they've lost. But will vengeance be enough to salve their grief? **DREAMER AND LEADER** Hanima is part of a new generation with extraordinary magical talents: She can speak to fantastical animals. But when this gift becomes a threat to the powers-that-be, Hanima becomes the leader of a movement to use this magic to bring power to the people. **SISTER AND SEEKER** Koesha is the captain of an all-female crew on a perilous voyage to explore unknown waters. Though her crew is seeking a path around the globe, Koesha is also looking for her sister, lost at sea two years ago. But what lies beyond the edges of the map is far more dangerous than storms and sea monsters. .

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. . In this sequel to A Plague of Giants, these characters and more will become the voices of a new generation bringing hope and revolution to a war-torn world. Don't miss any of Kevin Hearne's action-packed Seven Kennings series A PLAGUE OF GIANTS • A BLIGHT OF BLACKWINGS • A CURSE OF KRAKENS (Coming Later!)

"One of my favorite fantasy series." —George R. R. Martin "Groundbreaking." —Patrick Rothfuss "One of the great fantasy epics of all time." —Christopher Paolini New York Times bestselling Tad Williams' landmark epic fantasy saga of Osten Ard begins an exciting new cycle with THE WITCHWOOD CROWN, on sale now! With The Dragonbone Chair, Tad Williams introduced readers to the incredible fantasy world of Osten Ard. His beloved, internationally bestselling series Memory, Sorrow, and Thorn inspired a generation of modern fantasy writers, including George R.R. Martin, Patrick Rothfuss, and Christopher Paolini, and defined Tad Williams as one of the most important fantasy writers of our time. This edition features a brand-new introduction from Tad Williams' editor as well as the original introduction from Williams himself! BOOK ONE: THE DRAGONBONE CHAIR A war fueled by the powers of dark sorcery is about to engulf the peaceful land of Osten Ard—for Prester John, the High King, lies dying. And with his death, the Storm King, the undead ruler of the elf-like Sithi, seizes the chance to regain his lost realm through a pact with the newly ascended king. Knowing the consequences of this bargain, the king's younger brother joins with a small, scattered group of scholars, the League of the Scroll, to confront the true danger threatening Osten Ard. Simon, a kitchen boy from the royal castle unknowingly apprenticed to a member of this League, will be sent on a quest that offers the only hope of salvation, a deadly riddle concerning long-lost swords of power. Compelled by fate and perilous magics, he must leave the only home he's

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ever known and face enemies more terrifying than Osten Ard has ever seen, even as the land itself begins to die. After the landmark Memory, Sorrow, and Thorn trilogy, the epic saga of Osten Ard continues with the brand-new novel, The Heart of What Was Lost. Then don't miss the upcoming trilogy, The Last King of Osten Ard, beginning with The Witchwood Crown! Praise for Osten Ard: "Inspired me to write my own seven-book trilogy.... It's one of my favorite fantasy series." —George R. R. Martin, New York Times-bestselling author of A Game of Thrones "Groundbreaking...changed how people thought of the genre, and paved the way for so much modern fantasy. Including mine." —Patrick Rothfuss, New York Times-bestselling author of The Name of the Wind "Tad Williams is a master storyteller, and the Osten Ard books are his masterpiece." —Brandon Sanderson, New York Times-bestselling author of Mistborn "Memory, Sorrow, and Thorn is one of the great fantasy epics of all time." —Christopher Paolini, New York Times-bestselling author of Eragon

In our own near future, a global conspiracy at the highest levels threatens to sacrifice our Earth for the promise of a far more exclusive place - Otherland, a universe where any fantasy can be made real, but which is ruled by Earth's wealthiest and most ruthless power brokers, the Grail Brotherhood. Otherland, surrounded by secrecy, is home to the wildest dreams and darkest nightmares. Incredible amounts of money have been lavished on it. The best minds of two generations have laboured to build it. And somehow, bit by bit, it is claiming the Earth's most valuable resource - its children. Only a few have become aware of the danger. Fewer still are willing or able to take up the challenge of this perilous and seductive realm. But every age has its heroes; unusual times call for unusual champions, and destiny awaits them in Otherland. New York Times-bestselling Tad Williams' landmark epic fantasy saga of Osten Ard begins an

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—Christopher Paolini Tad Williams introduced readers to the incredible fantasy world of Osten Ard in his internationally bestselling series Memory, Sorrow, and Thorn. The trilogy inspired a generation of modern fantasy writers, including George R.R. Martin, Patrick Rothfuss, and Christopher Paolini, and defined Tad Williams as one of the most important fantasy writers of our time. BOOK TWO: STONE OF FAREWELL It is a time of darkness, dread, and ultimate testing for the realm of Osten Ard, for the wild magic and terrifying minions of the undead Sithi ruler, Ineluki the Storm King, are spreading their seemingly undefeatable evil across the kingdom. With the very land blighted by the power of Ineluki’s wrath, the tattered remnants of a once-proud human army flee in search of a last sanctuary and rallying point—the Stone of Farewell, a place shrouded in mystery and ancient sorrow. An even as Prince Josua seeks to rally his scattered forces, Simon and the surviving members of the League of the Scroll are desperately struggling to discover the truth behind an almost-forgotten legend, which will take them from the fallen citadels of humans to the secret heartland of the Sithi—where near-immortals must at last decide whether to ally with the race of men in a final war against those of their own blood. After the landmark Memory, Sorrow, and Thorn trilogy, the epic saga of Osten Ard continues with the brand-new novel, The Heart of What Was Lost. Then don’t miss the upcoming trilogy, The Last King of Osten Ard, beginning with The Witchwood Crown! Praise for Osten Ard: "Inspired me to write my own seven-book trilogy.... It’s one of my favorite fantasy series." —George R. R. Martin, New York Times-bestselling author of A Game of Thrones "Groundbreaking...changed how people thought of the genre, and paved the way for

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Deep in an abandoned, shattered castle, an old man of the Old Magic muttered almost forgotten words. His purpose -- to create out of the insubstance of the air, from a shimmering of light and a fluttering of shadows. that most wonderous of spells, a Shaping. A Shaping in the form of a, young man who will be sent east on the road the old was to old to travel. To right the wrongs of a long-forgotten wizard war, and call new wars into being. Here is the long-awaited major new novel from one of the brightest stars in the fantasy and science fiction firmament. C.J. Cherryh's haunting story of the wizard Mauryl, kingmaker for a thousand years of Men, and Tristen, fated to sow distrust between a prince and his father being. A tale as deep as legend and as intimate as love, it tells of a battle beyond Time, in which all Destiny turns on the wheel of an old man's ambition, a young man's innocence, and the unkept promise of a king to come.

Fifteen years ago, a young author surprised and enchanted readers with his first novel—the story of Fritti Tailchaser, a courageous tom cat in a world of whiskery heroes and villains, of feline gods and strange, furless creatures called M'an. The book was *Tailchaser's Song*, the author was Tad Williams. The legend was born.

Combining nanotechnology, martial arts and a struggle for world domination, *Dusk*

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Before the Dawn follows people struggling to not only survive in a new world order, but to shape it.

New York Times-bestselling Tad Williams' ground-breaking epic fantasy saga of Osten Ard begins an exciting new cycle! * Volume One of The Last King of Osten Ard The Dragonbone Chair, the first volume of Memory, Sorrow, and Thorn, was published in hardcover in October, 1988, launching the series that was to become one of the seminal works of modern epic fantasy. Many of today's top-selling fantasy authors, from Patrick Rothfuss to George R. R. Martin to Christopher Paolini credit Tad with being the inspiration for their own series. Now, twenty-four years after the conclusion of Memory, Sorrow, and Thorn, Tad returns to his beloved universe and characters with The Witchwood Crown, the first novel in the long-awaited sequel trilogy, The Last King of Osten Ard. More than thirty years have passed since the events of the earlier novels, and the world has reached a critical turning point once again. The realm is threatened by divisive forces, even as old allies are lost, and others are lured down darker paths. Perhaps most terrifying of all, the Norns--the long-vanquished elvish foe--are stirring once again, preparing to reclaim the mortal-ruled lands that once were theirs....

This career retrospective from beloved author Tad Williams (Otherland; Tailchaser's Song; Shadowplay) demonstrates why he is one of fantasy's most enduring icons. The Very Best of Tad Williams collects Williams' finest work in multiple genres, including epic fantasy, urban fantasy, and YA. These superlative tales, many of which were

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previously available only in limited editions, introduce dragons, wizards, assassins, heroes, and fools — even a few cyberpunks and super-soldiers. Readers only familiar with Williams' internationally bestselling novels and series will be delighted that in his short fiction he explores myriad new possibilities and adventures. Here are the stories that showcase the exhilarating breadth of Williams' imagination, hearkening back to such classic fantasists as J. R. R. Tolkien, Ray Bradbury, Peter S. Beagle, and beyond. Award-winning artist Whelan has illustrated the work of almost every major author in speculative fiction. Here are featured all the artist's major recent paintings, as well as a series of 25 never-before-seen works produced especially for this book. Over 100 full-color reproductions.

“National Velvet with monsters and a big helping of palace intrigue, *Race the Sands* is monstrous (literally), heartwarming, and empowering in equal measure. An incredibly fun and inspiring read.” – Katherine Arden, New York Times bestselling author of *The Bear and the Nightingale* In this epic standalone fantasy, the acclaimed author of the *Queens of Renthia* series introduces an imaginative new world in which a pair of strong and determined women risk their lives battling injustice, corruption, and deadly enemies in their quest to become monster racing champions. Life, death, and rebirth—in Becar, who you are in this life will determine your next life. Yet there is hope—you can change your destiny with the choices you make. But for the darkest individuals, there is no redemption: you come back as a *kehok*, a monster, and are doomed to be a *kehok* for

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the rest of time. Unless you can win the Races. After a celebrated career as an elite kehok rider, Tamra became a professional trainer. Then a tragic accident shattered her confidence, damaged her reputation, and left her nearly broke. Now, she needs the prize money to prevent the local temple from taking her daughter away from her, and that means she must once again find a winning kehok . . . and a rider willing to trust her. Raia is desperate to get away from her domineering family and cruel fiancé. As a kehok rider, she could earn enough to buy her freedom. But she needs a first-rate trainer. Impressed by the inexperienced young woman's determination, Tamra hires Raia and pairs her with a strange new kehok with the potential to win—if he can be tamed. But in this sport, if you forget you're riding on the back of a monster, you die. Tamra and Raia will work harder than they ever thought possible to win the deadly Becaran Races—and in the process, discover what makes this particular kehok so special.

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In this *New York Times* bestselling powerful and exciting fantasy set in the world of the *Others* series, humans and the shape-shifting Others will see whether they can live side by side...without destroying one another. There are ghost towns in the world--places where the humans were annihilated in retaliation for the slaughter of the shape-shifting Others. One of those places is Bennett, a town at the northern end of the Elder Hills--a town surrounded by the wild country. Now efforts are being made to resettle Bennett as a community where humans and Others live and work together. A young female police officer has been hired as the deputy to a Wolfgard sheriff. A deadly type of Other wants to run a human-style saloon. And a couple with four foster children--one of whom is a blood prophet--hope to find acceptance. But as they reopen the stores and the professional offices and start to make lives for themselves, the town of Bennett attracts the attention of other humans looking for profit. And the arrival of the outlaw Blackstone Clan will either unite Others and humans...or bury them all.

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The world is broken... Corban wants nothing more than to be a warrior under King Brenin's rule - to protect and serve. But that day will come all too soon. And the price he pays will be in blood. Evis has sacrificed - too much it seems. But what he wants - the power to rule -- will soon be in his grasp. And nothing will stop him once he has started on his path. Veradis is the newest member of the warband for the High Prince, Nathair. He is one of the most skilled swordsman to come out of his homeland, yet he is always under the shadow of his older brother. Nathair has ideas - and a lot of plans. Many of them don't involve his father, the High King Aquilus. Nor does he agree with his father's idea to summon his fellow kings to council. The Banished Lands has a violent past where armies of men and giants clashed in battle, but now giants are seen, the stones weep blood and giant wyrms are stirring. Those who can still read the signs see a threat far greater than the ancient wars. For if the Black Sun gains ascendancy, mankind's hopes and dreams will fall to dust... ..and it can never be made whole again. MALICE is a dark epic fantasy tale of blind greed, ambition, and betrayal.

Set in the New York Times bestselling world of Osten Ard, this short novel continues the saga that inspired a generation of fantasists. Pride often goes before a fall, but sometimes that prideful fall is so catastrophic that it changes history itself. Among the immortal Sithi of Osten Ard, none are more beloved and admired than the two sons of the ruling family, steady Hakatri and his proud and fiery younger brother Ineluki -- Ineluki, who will one day become the undead Storm King. The younger brother makes a

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bold, terrible oath that he will destroy deadly Hidohebhi, a terrifying monster, but instead drags his brother with him into a disaster that threatens not just their family but all the Sithi -- and perhaps all of humankind as well. Set a thousand years before the events of Williams's *The Dragonbone Chair*, the tale of Ineluki's tragic boast and what it brings is told by Pamon Kes, Hakatri's faithful servant. Kes is not one of the Sithi but a member of the enslaved Changeling race, and his loyalty has never before been tested. Now he must face the terrible black dragon at his master's side, then see his own life changed forever in a mere instant by Ineluki's rash, selfish promise.

Epic storytelling at its very best, the *Otherland* series gets better and better with each new volume.

Heroes shall rise and fall, the earth shall be stained red, and the fate of the Banished Lands will be decided once and for all in *A Time of Courage*, the final book in acclaimed fantasy author John Gwynne's *Of Blood and Bone* trilogy. The demon king Asroth has been freed from his iron prison. Now, alongside his dark bride Fritha, he plans to conquer the whole of the Banished Lands. In the shadows of Forn Forest, Riv and the surviving Ben-Elim desperately search for a way to unite those who remain against Asroth's vast army. Far in the west, Drem is with the Order of the Bright Star, besieged by a demon horde. Their fragile defenses are on the brink of shattering, but they know that it is better to fight and die than to live without hope. And across the Banished Lands, armies are heading south, to settle ancient grudges and decide the fate of

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humanity. Of Blood and Bone
A Time of Dread
A Time of Blood
A Time of Courage
The Faithful and the Fallen
Malice
Valor
Ruin
Wrath

Theo Vilmos' life is about to take a real turn for the worse. He is drawn from his home in Northern California into the parallel world of Faerie, for, unknown to him, he is a pivotal figure in a war between certain of Faerie's powerful lords and the rest of the strange creatures who live in this exotic realm.

Set in Williams' New York Times bestselling fantasy world, the second book of *The Last King of Osten Ard* returns to the trials of King Simon and Queen Miriamele as threats to their kingdom loom... The kingdoms of Osten Ard have been at peace for decades, but now, the threat of a new war grows to nightmarish proportions. Simon and Miriamele, royal husband and wife, face danger from every side. Their allies in Hernystir have made a pact with the dreadful Queen of the Norns to allow her armies to cross into mortal lands. The ancient, powerful nation of Nabban is on the verge of bloody civil war, and the fierce nomads of the Thrithings grasslands have begun to mobilize, united by superstitious fervor and their age-old hatred of the city-dwellers. But as the countries and peoples of the High Ward bicker among themselves, battle, bloodshed, and dark magics threaten to pull civilizations to pieces. And over it all looms the mystery of the Witchwood Crown, the deadly puzzle that Simon, Miriamele, and their allies must solve if they wish to survive. But as the kingdoms of Osten Ard are torn apart by fear and greed, a few individuals will fight for their own lives and destinies—not yet aware that the

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survival of everything depends on them.

At the uppermost edge of the northern kingdoms, towers shrouded in mist, lies Southmarch Castle. For hundreds of years it has remained hidden from the affairs of empire. Now its isolation can protect it no more. Southmarch is under siege; from both its neighbours, without, and the more insidious enemies who would destroy it from within. Even further to the north, within the ancient walls of Qul-na-Qar, in a land of silence and gloom, the Twilight People gather to hear Ynnir, the blind king, pronounce the dark fate of human kind. In the south, the Autarch, the god-king who has already conquered an entire continent, now looks to extend his domain once more. It is upon Southmarch that the armies advance, and to its people that darkness will speed.

War has erupted in the Banished Lands as the race for power intensifies. Corban flees his homeland searching for peace, but he soon discovers that there is no haven in the west as the agents of Rhin and roaming bands of giants hound his every step. Veradis leaves the battleground and rushes to his King's side. But he has witnessed both combat and betrayal and his duty weighs heavily upon him. Maquin seeks only revenge, but pirate slavers and the brutal world of pit-fighting stand in his way. Nathair becomes embroiled in the wars of the west as Queen Rhin marches against King Owain. The need to find the cauldron of the giants drives him on. Sides are chosen and oaths will be fulfilled or broken in a land where hell has broken loose.

Set in 1999 Japan, *Satellite Love* is a heartbreaking and beautifully unconventional

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debut novel about a girl, a boy, and a satellite--and a bittersweet meditation on loneliness, alienation, and what it means to be human. Named a CBC Books Spring Reading List Title, a Shelf Life Books Book of the Month, a Toronto Life and Nikkei Voice summer read recommendation, and one of Daily Hive's 10 Essential Reads to Celebrate Asian Canadian Writers. On the eve of the new millennium, in a city in southern Japan that progress has forgotten, sixteen-year-old Anna Obata looks to the stars for solace. An outcast at school, and left to fend for herself and care for her increasingly senile grandfather at home, Anna copes with her loneliness by searching the night sky for answers. But everything changes the evening the Low Earth Orbit satellite (LEO for short) returns her gaze and sees her as no one else has before. After Leo is called down to Earth, he embarks on an extraordinary journey to understand his own humanity as well as the fragile mind of the young woman who called him into being. As Anna withdraws further into her own mysterious plans, he will be forced to question the limits of his devotion and the lengths he will go to protect her. Full of surprising imaginative leaps and yet grounded by a profound understanding of the human heart, *Satellite Love* is a brilliant and deeply moving meditation on loneliness, faith, and the yearning for meaning and connection. It is an unforgettable story about the indomitable power of the imagination and the mind's ability to heal itself, no matter the cost, no matter the odds.

Kitchen-boy Simon is bored, restless and fourteen years old - a dangerous

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combination. It seems, however, that his life has just taken a turn for the better when he's apprenticed to his castle's resident wizard. As Simon's learning to read and write under Doctor Morgenes' tutelage, forces greater than he could possibly imagine are gathering: forces which will change Simon's life - and his world - forever. Following the death of Good King John, Osten Ard is plunged into civil war as his sons battle for control of the fabled Dragonbone Chair - the country's throne as well as the symbol of its power. Simon is forced to flee the only home he has ever known, a journey which will test him beyond his worst nightmares. With THE DRAGONBONE CHAIR, Tad Williams introduced readers to the incredible fantasy world of Osten Ard and kicked off the beloved, internationally bestselling series Memory, Sorrow and Thorn.

The third book in New York Times-bestselling author Tad Williams's cyberpunk fantasy series • "Tad Williams is the brightest and best of the fantasists." ?Neil Gaiman, author of American Gods "The Grail Brotherhood has built the most powerful, sophisticated simulation network imaginable. At the same time, they have manipulated and injured the minds of thousands of children." This proclamation from the mysterious Mr. Sellars confirmed what Renie Sulaweyo had feared to be true when she first broke into the Otherland network in a desperate search for the cause of her brother Stephen's deathlike coma. Now Renie, the Bushman !Xabbu, and their companions find themselves navigating a treacherous and ever-changing course?from a strangely unfinished land, to a seemingly endless labyrinthine House?pursuing a sociopathic killer

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who has stolen one of their group. To Renie's despair she is no closer to uncovering the secrets which could help save Stephen's life, and now it appears that something may be very wrong with the Otherland network itself. As Paul Jonas, Orlando, Renie and the rest strive to reach Priam's Walls, in the heart of Troy, they know that their quest is running perilously short of time. For the Grail Brotherhood has finally set the date for the Ceremony when they will make their bid for the immortality, and thereby seal the fate of Earth's children forever. But before Renie and her allies can hope to stop the Brotherhood, they must first solve the mysteries of Otherland itself, and confront its darkest secret?an entity known only as the Other.

There is a sickness in the land. Prophets tell of the fall of empires, the rise of champions. Great beasts stir in vaults beneath the hills, beneath the waves. Armies mass. Gods walk. The world will be torn asunder. Epic fantasy is storytelling at its biggest and best. From the creation myths and quest sagas of ancient times to the mega-popular fantasy novels of today, these are the stories that express our greatest hopes and fears, that create worlds so rich we long to return to them again and again, and that inspire us with their timeless values of courage and friendship in the face of ultimate evil—tales that transport us to the most ancient realms and show us the most noble sacrifices, the most astonishing wonders. Now acclaimed editor John Joseph Adams (Wastelands, The Living Dead) brings you seventeen tales by today's leading authors of epic fantasy, including George R. R. Martin (A Song of Ice and Fire), Ursula

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K. Le Guin (Earthsea), Robin Hobb (Realms of Elderlings), Kate Elliott (Crown of Stars), Tad Williams (Of Memory, Sorrow & Thorn), Patrick Rothfuss (The Kingkiller Chronicle), and more. Return again to lands you've loved or visit magical new worlds. Victory against the coming darkness is never certain, but one thing's for sure—your adventure will be epic.

"Everything epic fantasy should be: rich, cruel, gorgeous, brilliant, enthralling and deeply, deeply satisfying. I loved it."—Lev Grossman, author of *The Magicians* When destiny calls, there's no fighting back. Kihrin grew up in the slums of Quur, a thief and a minstrel's son raised on tales of long-lost princes and magnificent quests. When he is claimed against his will as the missing son of a treasonous prince, Kihrin finds himself at the mercy of his new family's ruthless power plays and political ambitions. Practically a prisoner, Kihrin discovers that being a long-lost prince is nothing like what the storybooks promised. The storybooks have lied about a lot of other things, too: dragons, demons, gods, prophecies, and how the hero always wins. Then again, maybe he isn't the hero after all. For Kihrin is not destined to save the world. He's destined to destroy it. Jenn Lyons begins the Chorus of Dragons series with *The Ruin of Kings*, an epic fantasy novel about a man who discovers his fate is tied to the future of an empire.

Third in the bestselling Dragon Prince series returns to a lush epic fantasy world replete with winged beasts, power games of magical treachery, and a realm of pryncedoms

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hovering on the brink of war • “Marvelous!”—Anne McCaffrey It began with the discovery of the star scroll—the last repository of forgotten spells of sorcery, the only surviving record of the ancient foe who in times past had nearly destroyed the Sunrunners and their magic. Now, as Andry, the new Sunrunner Lord of Goddess Keep, begins to master this potentially deadly knowledge, while Pol, son of High Prince Rohan, seeks to touch the minds of dragons, the long-vanquished enemy is mobilizing to strike again, drawing on forbidden lore to play an ever-shifting game of treachery and betrayal—and secretly infiltrating even the most strongly protected of citadels. And soon, Pol, Andry, Rohan, his Sunrunner wife Sioned, and all whom they hold dear will find it hard to tell friend from foe as spell wars threaten to devastate the land—and dragons soar the skies, inexorably lured by magic’s fiery call....

In *Jade War*, the sequel to the World Fantasy Award-winning novel *Jade City*, the Kaul siblings battle rival clans for honor and control over an Asia-inspired fantasy metropolis. On the island of Kekon, the Kaul family is locked in a violent feud for control of the capital city and the supply of magical jade that endows trained Green Bone warriors with supernatural powers they alone have possessed for hundreds of years. Beyond Kekon's borders, war is brewing. Powerful foreign governments and mercenary criminal kingpins alike turn their eyes on the island nation. Jade, Kekon's most prized resource, could make them rich - or give them the edge they'd need to topple their rivals. Faced with threats on all sides, the Kaul family is forced to form new and dangerous alliances,

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confront enemies in the darkest streets and the tallest office towers, and put honor aside in order to do whatever it takes to ensure their own survival - and that of all the Green Bones of Kekon. Jade War is the second book of the Green Bone Saga, an epic trilogy about family, honor, and those who live and die by the ancient laws of blood and jade. The Green Bone Saga Jade City Jade War

New York Times-bestselling Tad Williams' ground-breaking epic fantasy saga of Osten Ard begins an exciting new cycle! The perfect introduction to the epic fantasy world of Osten Ard, *The Heart of What Was Lost* is Tad Williams' follow-up to his internationally bestselling landmark trilogy. Osten Ard inspired a generation of modern fantasy writers, including George R.R. Martin, Patrick Rothfuss, and Christopher Paolini, and defined Tad Williams as one of the most important fantasy writers of our time. A NOVEL OF OSTEN ARD At the end of *Memory, Sorrow, and Thorn*, Ineluki the Storm King, an undead spirit of horrifying, demonic power, came within moments of stopping Time itself and obliterating humankind. He was defeated by a coalition of mortal men and women joined by his own deathless descendants, the Sithi. In the wake of the Storm King's fall, Ineluki's loyal minions, the Norns, dark cousins to the Sithi, choose to flee the lands of men and retreat north to Nakkiga, their ancient citadel within the hollow heart of the mountain called Stormspike. But as the defeated Norns make their way to this last haven, the mortal Rimmersman Duke Isgrimnur leads an army in pursuit, determined to end the Norns' attacks and defeat their ageless Queen Utuk'ku for all

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time. Two southern soldiers, Porto and Endri, joined the mortal army to help achieve this ambitious goal—though as they venture farther and farther into the frozen north, braving the fierce resistance and deadly magics of the retreating Norns, they cannot help but wonder what they are doing so very far from home. Meanwhile, the Norns must now confront the prospect of extinction at the hands of Isgrimnur and his mortal army. Viyeki, a leader of the Norns' military engineers, the Order of Builders, desperately seeks a way to help his people reach their mountain—and then stave off the destruction of their race. For the two armies will finally clash in a battle to be remembered as the Siege of Nakkiga; a battle so strange and deadly, so wracked with dark enchantment, that it threatens to destroy not just one side but quite possibly all. Trapped inside the mountain as the mortals batter at Nakkiga's gates, Viyeki the Builder will discover disturbing secrets about his own people, mysteries both present and past, represented by the priceless gem known as The Heart of What Was Lost. Praise for Osten Ard: "Inspired me to write my own seven-book trilogy.... It's one of my favorite fantasy series." —George R. R. Martin, New York Times-bestselling author of *The Game of Thrones* "Groundbreaking...changed how people thought of the genre, and paved the way for so much modern fantasy. Including mine." —Patrick Rothfuss, New York Times-bestselling author of *The Name of the Wind* "Tad Williams is a master storyteller, and the Osten Ard books are his masterpiece." —Brandon Sanderson, New York Times-bestselling author of *Mistborn* "Memory, Sorrow, and Thorn is one of the great fantasy

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epics of all time.” —Christopher Paolini, New York Times-bestselling author of Eragon

Set in an alternate Europe where bloody conflicts rage, the first book of the Crown of Stars epic fantasy series chronicles a world-shaking conflict for the survival of humanity. It begins with civil war.... For though King Henry still holds the crown of Wendar, his reign has long been contested by his sister Sabella. There are many eager to flock to her banner, and there are ways to make even the most unwilling lord into a weapon pointed at the heart of Henry's realm. Torn by internal strife, Wendar also faces deadly raids from the north by an inhuman race, the Eika. And now terrifying portents are being seen; old ruins restored to life under the light of the full moon and peopled by the long-vanished Lost Ones; dark spirits walking the land in broad daylight. And suddenly two innocents are about to be thrust into the middle of the conflict. Liath, who has spent her early years fleeing from unknown enemies, is a young woman with the power to change the course of history if she can only learn to master her fear and seize what is rightfully hers. While Alain, a young man who may find his future in a vision granted by the Lady of Battles, must first unravel the mystery of who he is—whether the bastard son of a noble father, the half-breed child of an elfin lord, the unwanted get of a whore, or the heir to a proud and ancient lineage. For only when he discovers the truth can he accept the destiny for which he was born.

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Liath and Alain, each trapped in a personal struggle for survival, both helplessly being drawn into a far greater battle, a war in which sorcery not swords will determine the final outcome, and the land itself may be irrevocably reshaped by the forces unleashed....

“The queen lives again. You, Rhea, are the key to unlocking the magical artifacts in Cleopatra’s tomb.” Despite having a shaman, a witch, and a muse for sisters, Rhea Spencer feels like a normal teenager—even if she is the reincarnation of Cleopatra, the Egyptian queen. But everything changes on her sixteenth birthday, when visions of a life she lived more than two thousand years ago become real and the queen’s secret world unfolds around her. Declan—a mysterious figure from the Order of Antony—appears at her doorstep to warn Rhea that she is in terrible danger. A sinister cabal known as the Octavians will do anything to obtain her growing powers. Rhea must travel to Egypt, the exotic land where an ancient war began, to stop the Octavians from unleashing a deadly force that could destroy the world.

A royal family in chaos, a country under attack, a prophecy of lies. Magic, betrayal and epic battles War has come to the Five Isles. A merciless host driven by the Angel Prince, Aeros, has its sights on the unconquered kingdom of Gul Kana. Its ruling family are fractured. The newly crowned king reigns in paranoid

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isolation, and his two sisters have troubles of their own. Jondralyn wants to prove her worth as a warrior, while Tala has uncovered a secret that may destroy the entire kingdom. Hidden at the edge of Gul Kana, however, is Nail. An orphan taken by the enigmatic Shawcroft to a remote whaling village, he is now a young man who may be the salvation of the entire Five Isles... A dark and epic fantasy perfect for fans of Mark Lawrence, Brent Weeks and George R.R. Martin. 'This is an epic, EPIC fantasy' Rob Bedford, SFFWorld.com 'Durfee writes with genuine passion, bringing his world fully to life with abounding detail and brisk, gutsy action... an outstanding debut' John Marco, bestselling author of The Forever Knight and the Tyrants and Kings trilogy 'This is high fantasy in the vein of Stephen R. Donaldson or David Eddings, with generous helpings from George R. R. Martin. Durfee's world building is exceptional' Booklist 'Plenty of well-crafted spectacle, thrills, suspense, blood, thunder and general sense of wonder' Locus magazine 'The battle scenes were, to say the least, epic and so immersive.'

Reader reviewer

In order for the Storm King can cement his power over Osten Ard, he must find and defeat the rebel forces massing against him. But the rebels, led by the exiled Prince Josua, have rallied at the Stone of Farewell and are ready to fight the Storm King with every power they can muster. The key to their victory lies in

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finding the third sword of legend, Memory - but the sword has been lost for ages. Lost, that is, until Simon Snowlock realises that he knows exactly where the sword is and how to recover it. The only problem: an undead army, bolstered by powerful magic, lies between him and his destination. It will take every ounce of Simon's courage and intelligence to journey to and then recover the great sword Memory and bring peace to Osten Ard. If Simon's quest is to have any hope, Josua must move against the Storm King himself - a journey that will take him across endless seas, through ancient forests and into the stronghold of the Storm King himself. This is the first half of the the epic final volume in Tad Williams' breathtaking, beloved series Memory, Sorrow and Thorn.

Where does an angel go when he's been to Hell and back? Renegade angel Bobby Dollar does not have an easy afterlife. After surviving the myriad gruesome dangers Hell oh-so-kindly offered him, Bobby has returned empty-handed – his demon girlfriend Casmira, the Countess of Cold Hands, is still in the clutches of Eligor, Grand Duke of Hell. Some hell of a rescue. Forced to admit his failure, Bobby ends up back at his job as an angel advocate. That is, until Walter, an old angel friend whom Bobby never thought he'd see again, shows up at the local bar. The last time he saw Walter was in Hell, when Walter had tried to warn him about one of Bobby's angel superiors. But now Walter can't remember

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anything, and Bobby doesn't know whom to trust. Turns out that there's corruption hidden within the higher ranks of Heaven and Hell, but the only proof Bobby has is a single feather. Before he knows it, he's in the High Hall of Heavenly Judgement – no longer a bastion for the moral high ground, if it ever was, but instead just another rigged system – on trial for his immortal soul... Sleeping Late on Judgement Day is the third installment of Tad Williams' urban fantasy Bobby Dollar series!

The first book of the trilogy Memory, Sorrow and Thorn tells the story of Simon, a kitchen boy and sorcerer's apprentice, who must find the solution to the riddle of the long-lost swords of power, in order to combat the evil of the undead Sithi Ruler, the Storm King.

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