

## Abhorsen 3 Garth Nix

When aspiring artist Rhenn discovers that he is an imager, someone who can visualize things and make them real, he is forced to leave his home and join others of his kind in a distant region where he secretly practices magic.

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Library Journal | Vulture | The Verge | SYFYWire Step into The City of Brass, the spellbinding debut from S. A. Chakraborty perfect for fans of The Golem and the Jinni, The Grace of Kings, and Uprooted, in which the future of a magical Middle Eastern kingdom rests in the hands of a clever and defiant young con artist with miraculous healing gifts. On the streets of eighteenth-century Cairo, Nahri is a con woman of unsurpassed skill. She makes her living swindling Ottoman nobles, hoping to one day earn enough to change her fortunes. But when Nahri accidentally summons Dara, an equally sly, darkly mysterious djinn warrior, during one of her cons, she learns that even the cleverest of schemes can have deadly consequences. Forced to flee Cairo, Dara and Nahri journey together across hot, windswept sands teeming with creatures of fire and rivers where the mythical marid sleep, past ruins of once-magnificent human metropolises and mountains where the circling birds of prey are more than what they seem, to Daevabad, the legendary city of brass. It's a city steeped in magic and fire, where blood can be as dangerous as any spell; a city where old resentments run deep and the royal court rules with a tenuous grip; a city to which Nahri is irrevocably bound—and where her very presence threatens to ignite a war that has been simmering for centuries. \*Finalist for the World Fantasy Award: Best Novel \*Nominated for the Locus Award: Best First Novel \*Finalist for the British Fantasy Award: Best Newcomer Featuring a stepback and extra content including a bonus scene and an excerpt from The Kingdom of Copper.

Elzbieta Cherezinska's The Widow Queen is the epic story of a Polish queen whose life and name were all but forgotten until now. The bold one, they call her—too bold for most. To her father, the great duke of Poland, Swietoslawa and her two sisters represent three chances for an alliance. Three marriages on which to build his empire. But Swietoslawa refuses to be simply a pawn in her father's schemes; she seeks a throne of her own, with no husband by her side. The gods may grant her wish, but crowns sit heavy, and power is a sword that cuts both ways. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sabriel, daughter of the necromancer Abhorsen, must journey into the mysterious and magical Old Kingdom to rescue her father from the Land of the Dead.

In the final book in the Old Kingdom trilogy, master of fantasy and globally bestselling author Garth Nix returns to the fantastic world of Sabriel for an unforgettable conclusion. "Breathtaking, bittersweet, and utterly unforgettable." \* After

centuries in captivity, the Destroyer is nearly free. Beneath the earth, a malignant force lies waiting, greedy for freedom from its ancient prison. As the Old Kingdom falls once more into a realm of darkness and terror, the people look desperately to the Abhorsen, the scourge of the Dead, to save them. Yet Abhorsen Sabriel is lost, missing in Ancelstierre. Only Lirael has any chance of stopping the Destroyer. With her companions Sameth, Mogget and the Disreputable Dog, she travels across the Old Kingdom in a race against time, battling Shadow Hands and dark necromancers to reach Ancelstierre before it is too late. But what hope can one young woman have against a terrible evil with the power to destroy life itself? This eagerly awaited conclusion to Garth Nix's extraordinary trilogy of Old Kingdom books is a complex and vividly imagined story, powerful, terrifying and compelling. "Terror, courage, bitterness, love, desperation, and sacrifice all swirl together in an apocalyptic climax that pits both Life and Death together against the destruction of everything." —Kirkus\*

A girl's quest to find her father leads her to an extended family of magical fighting booksellers who police the mythical Old World of England when it intrudes on the modern world. From the bestselling master of teen fantasy, Garth Nix. In a slightly alternate London in 1983, Susan Arkshaw is looking for her father, a man she has never met. Crime boss Frank Thringley might be able to help her, but Susan doesn't get time to ask Frank any questions before he is turned to dust by the prick of a silver hatpin in the hands of the outrageously attractive Merlin. Merlin is a young left-handed bookseller (one of the fighting ones), who with the right-handed booksellers (the intellectual ones), are an extended family of magical beings who police the mythic and legendary Old World when it intrudes on the modern world, in addition to running several bookshops. Susan's search for her father begins with her mother's possibly misremembered or misspelt surnames, a reading room ticket, and a silver cigarette case engraved with something that might be a coat of arms. Merlin has a quest of his own, to find the Old World entity who used ordinary criminals to kill his mother. As he and his sister, the right-handed bookseller Vivien, tread in the path of a botched or covered-up police investigation from years past, they find this quest strangely overlaps with Susan's. Who or what was her father? Susan, Merlin, and Vivien must find out, as the Old World erupts dangerously into the New.

Bestselling novelist Garth Nix returns to the Old Kingdom for the never-before-told love story of Sabriel's parents, Terciel and Elinor, and the charter magic that brought them together—and threatened to tear them apart. A long-awaited prequel to a classic fantasy series. In the Old Kingdom, a land of ancient and often terrible magics, eighteen year-old orphan Terciel learns the art of necromancy from his great-aunt Tizanael. But not to raise the Dead, rather to lay them to rest. He is the Abhorsen-in-Waiting, and Tizanael is the Abhorsen, the latest in a long line of people whose task it is to make sure the Dead do not return to Life. Across the Wall in Ancelstierre, a steam-age country where magic usually does not work,

nineteen year-old Elinor lives a secluded life. Her only friends an old governess and an even older groom who was once a famous circus performer. Her mother is a tyrant, who is feared by all despite her sickness and impending death . . . but perhaps there is even more to fear from that. Elinor does not know she is deeply connected to the Old Kingdom, nor that magic can sometimes come across the Wall, until a plot by an ancient enemy of the Abhorsens brings Terciel and Tizanael to Ancelstierre. In a single day of fire and death and loss, Elinor finds herself set on a path which will take her into the Old Kingdom, into Terciel's life, and will embroil her in the struggle of the Abhorsens against the Dead who will not stay dead. "One of the greatest living fantasy writers. I will never get enough of the Old Kingdom." —Sarah J. Maas, #1 New York Times bestselling author

The long-awaited fifth installment in Garth Nix's New York Times bestselling Old Kingdom series, for readers who enjoy series by Rae Carson, Kristin Cashore, Scott Westerfeld, and Cassandra Clare. Goldenhand takes place six months after the events of Abhorsen and follows the novella Nicholas Sayre and the Creature in the Case, which is featured in Across the Wall. Lirael lost one of her hands in the binding of Orannis, but now she has a new hand, one of gilded steel and Charter Magic. On a dangerous journey, Lirael returns to her childhood home, the Clayr's Glacier, where she was once a Second Assistant Librarian. There, a young woman from the distant North brings her a message from her long-dead mother, Arielle. It is a warning about the Witch with No Face. But who is the Witch, and what is she planning? Lirael must use her new powers to save the Old Kingdom from this great danger—and it must be forestalled not only in the living world but also in the cold, remorseless river of Death.

Celebrate the 25th anniversary of the globally bestselling Old Kingdom series with a special edition of Sabriel, featuring exclusive content from master of fantasy Garth Nix and original cover artwork by Leo and Diane Dillon. Enter the Old Kingdom, a world of dark secrets and dangerous magic. As a child, Sabriel was sent across the Wall to Ancelstierre to safety. Now eighteen years old, she receives a cryptic and desperate message from her father, the Abhorsen--the magical protector whose task it is to bind and send back to Death those who won't stay Dead. Fiercely determined to help her father, who is perilously trapped in Death, and save him from the sinister Free Magic entity that has somehow ensnared him, Sabriel must prepare to enter Death herself--and find her destiny. To preserve life, the Abhorsen must enter death. Exclusive content including an original short story set in Sabriel's school days and other extras complete this special edition. "There is no joy like returning to the Old Kingdom. Nix sets the standard for fantasy." --Leigh Bardugo "One of the greatest living fantasy writers. I will never get enough of the Old Kingdom." --Sarah J. Maas "Sabriel is a winner, a fantasy that reads like realism, created with invention, clarity and intelligence." --Philip Pullman Writing as A. Deborah Baker, New York Times bestselling and award-winning author Seanan McGuire introduces

readers to a world of talking trees and sarcastic owls, of dangerous mermaids and captivating queens in *Over the Woodward Wall*, an exceptional tale for readers who are young at heart. If you trust her you'll never make it home... Avery is an exceptional child. Everything he does is precise, from the way he washes his face in the morning, to the way he completes his homework – without complaint, without fuss, without prompt. Zib is also an exceptional child, because all children are, in their own way. But where everything Avery does and is can be measured, nothing Zib does can possibly be predicted, except for the fact that she can always be relied upon to be unpredictable. They live on the same street. They live in different worlds. On an unplanned detour from home to school one morning, Avery and Zib find themselves climbing over a stone wall into the Up and Under – an impossible land filled with mystery, adventure and the strangest creatures. And they must find themselves and each other if they are to also find their way out and back to their own lives. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Magics, murder, and mermaid tears... An uncivilised vampiri has stolen the Moria Pearls! Miss Elinor Avely and her tiny companion, Aldreda, are determined to chase the rascal to London – despite warnings to keep Elinor's Gift a secret, and the perturbing news that a royal advisor is dead. As the ladies investigate, they have other problems to occupy them. Elinor is unsure if she will be welcomed back into high society, and worse, Beresford is being a bit too overbearing in his attempts to protect her. Meanwhile, Perry seems to have his own romantic troubles, this time with the devastatingly gorgeous Jaq. Then a vampiri goes missing, and Elinor's inquisitiveness leads her closer to a killer. This time, it will take all her friends' ingenuity to save her from death. Who killed the royal advisor? What is the Sapphire Library? And who would like mermaid tears with their tea? Enjoy the third mystery in the Lady Diviner series, set in a Regency England full of magic, manners, and romance.

Lirael has never felt like a true daughter of the Clayr. Now, two years past the time when she should have received the Sight that is the Clayr's birthright, she feels alone, abandoned, unsure of who she is. Nevertheless, the fate of the Old Kingdom lies in her hands. With only her faithful companion, the Disreputable Dog, Lirael must undertake a desperate mission against the growing shadow of an ancient evil. In this sequel to *Sabriel*, winner of the Aurealis Award for Excellence in Australian Science Fiction, New York Times bestselling author Garth Nix weaves a spellbinding tale of discovery, destiny, and danger.

Inspired by the works of Georgette Heyer and Jane Austen, Garth Nix's *Newt's Emerald* is a Regency romance with a fantasy twist. New York Times bestselling author Gail Carriger calls it "charming; quite, quite charming." After Lady Truthful's magical Newington Emerald is stolen from her she devises a simple plan: go to London to recover the missing jewel. She quickly learns, however, that a woman cannot wander the city streets alone without damaging her reputation,

and she disguises herself as a mustache-wearing man. During Truthful's dangerous journey she discovers a crook, an unsuspecting ally, and an evil sorceress—but will she find the Emerald?

Fifth book of the thrilling fantasy adventure series, *THE SEVENTH TOWER*, from international bestselling author, Garth Nix. The Dark World is in danger for the Veil is vulnerable and war is coming. On one side are Tal and the Underfolk rebels. On another, Milla and the Icecarls are preparing an assault on the Castle. But on a third side is the most sinister force of all. A force of evil that has only now chosen to reveal itself, and so powerful that it could unleash the ultimate destruction...

A dramatic dystopia, telling a story of courage and companionship in the face of ruthless, hi-tech enemies.

The Abhorsen Trilogy

Three of the author's epics--"Sabriel," "Lirael," and "Abhorsen"--are available in a box set.

Garth Nix, bestselling author of the Keys to the Kingdom series and *Shade's Children*, combines space opera with a coming-of-age story in his YA novel *A Confusion of Princes*. Superhuman. Immortal. Prince in a Galactic Empire. There has to be a catch.... Khemri learns the minute he becomes a Prince that princes need to be hard to kill—for they are always in danger. Their greatest threat? Other Princes. Every Prince wants to become Emperor and the surest way to do so is to kill, dishonor, or sideline any potential competitor. There are rules, but as Khemri discovers, rules can be bent and even broken. There are also mysteries. Khemri is drawn into the hidden workings of the Empire and is dispatched on a secret mission. In the ruins of space battle, he meets a young woman, called Raine, who challenges his view of the Empire, of Princes, and of himself. But Khemri is a Prince, and even if he wanted to leave the Empire behind, there are forces there that have very definite plans for his future.

Paige Mahoney has eluded death again. Snatched from the jaws of captivity and consigned to a safe house in the Scion Citadel of Paris, she finds herself caught between those factions that seek Scion's downfall and those who would kill to protect the Rephaim's puppet empire. The mysterious Domino Programme has plans for Paige, but she has ambitions of her own in this new citadel. With Arcturus Mesarthim - her former enemy - at her side, she embarks on an adventure that will lead her from the catacombs of Paris to the glittering hallways of Versailles. Her risks promise high reward: the Parisian underworld could yield the means to escalate her rebellion to outright war. As Scion widens its bounds and the free world trembles in its shadow, Paige must fight her own memories after her ordeal at the hands of Scion. Meanwhile, she strives to understand her bond with Arcturus, which grows stronger by the day. But there are those who know the revolution began with them - and could end with them . . .

The third incredible installment of Garth Nix's internationally bestselling *OLD KINGDOM* fantasy series, perfect for

readers of Philip Pullman Lirael has never felt like a true daughter of the Clayr, a powerful group of clairvoyant oracles responsible for assisting the Abhorsen and the Royal Family in keeping the Old Kingdom safe from the threat of the Dead. Not only does she look completely different to everyone else, she is long past the age that she should have received the Sight. She feels alone, abandoned, and utterly unsure of who she really is. Meanwhile, across the Wall in Ancelstierre, Prince Sameth is equally lonely. He knows he has a great role to fulfil - he must one day take over as Abhorsen from his mother, Sabriel - but the prospect horrifies him. He fears the Dead, and after a terrifying incident with a rogue Necromancer, he is mortally afraid of his own destiny. But unbeknownst to Lirael and Sameth, they are part of an even greater future plan. The forces of evil are growing once more in the Old Kingdom, and Lirael and Sameth will find themselves at the heart of a desperate mission to stop them. Praise for Garth Nix: 'Sabriel is a winner . . . a world with the same solidity and four-dimensional authority as our own, created with invention, clarity and intelligence' Philip Pullman, author of the His Dark Materials series 'One of the best worldbuilders in fantasy . . . I love the Old Kingdom series' Brandon Sanderson 'There is no joy like returning to the Old Kingdom . . . Nix sets the standard for fantasy' Leigh Bardugo 'One of the greatest living fantasy writers . . . I will never get enough of the Old Kingdom' Sarah J. Maas Bonus Content: This ebook is packed with bonus content like the original handwritten prologue and, for devices that support audio, 7 clips of an exclusive interview with Garth.

Out-of-this-world magical adventure series for teens from the award-winning, New York Times bestselling author of Sabriel and the Old Kingdom series. Seven days. Seven keys. One very unlikely hero. Wednesday has rolled around, and Arthur Penhaligon has an invitation to return to the house that he can't refuse. Drowned Wednesday has sent a ship to pick him up from the hospital... even though his hometown is miles from any ocean. From hospital room to the high seas, Arthur finds himself on an adventure that will pit him against pirates, storms, explosions of nothing-laced gunpowder, and a vast beast that eats everything it encounters. Through it all, he is drawn deeper into the central mystery of the House. Arthur must find the Third Part of the Will and claim the Third Key -not just for himself, but for the millions (if not trillions) who will suffer if he doesn't. The first step? Surviving life aboard a ship on the Border Sea... Third of the thrilling fantasy adventure series, THE SEVENTH TOWER, from international bestselling author, Garth Nix. From Garth Nix, the author of the New York Times bestselling Old Kingdom series, comes a classic fantasy set in a world dominated by the Ragwitch, a being of sinister, destructive intent. Quiet, easygoing Paul never expected to be cast in the role of savior. But his strong-willed sister, Julia, has come under the thrall of the Ragwitch, and Paul himself is drawn not only into the creature's world but into a battle for Julia's very existence—as well as his own.

Two novellas and a short story featuring knight and swordsman, Sir Hereward along with Mister Fitz, puppet and

sorcerer, gathered in one volume.

From two of the best editors working today ... These are the legends of Australian fantasy - eleven of Australia's best-loved and most widely read writers ... Gathered together by equally legendary editors Jack Dann and Jonathan Strahan to produce an entirely original compilation ... Celebrate the legends of Australian fantasy. Extraordinary voices ... extraordinary worlds. Come to Erith, to a faerie tale with a sting, or to Obernewtyn, long before the Seeker was born. Revisit a dark pocket of history for the Magician's Guild or get caught up in the confusion of an endlessly repeating day in the Citadel. Cross the wall, where Charter magic is all that lies between you and death. A trip with a graverobber can be gruesome, and it's hard to share the fear of a woman who must kill her husband if her child is to rule ... A mysterious tale plays out in Sevenwaters. Catch up with Ros and Adi as they prepare for the greatest change of all. Other twists in these fabulous tales bring us to demonic destiny and an alternate WWII. these eleven short novels will take you on amazing new journeys with favourite characters from the worlds you know and love ... 'this is a book to savour, treasure, re-read' SYDNEY MORNING HERALD on THE LOCUS AWARDS, edited by Jonathan Strahan and Charles N. Brown 'at once quintessentially Australian and enticingly other. If you read short fiction you'll want this collection. If you don't, this is a reason to start' BOOKSELLER+PUBLISHER on DREAMING AGAIN, edited by Jack Dann

Poor Princess Anya. Forced to live with her evil stepmother's new husband, her evil stepstepfather. Plagued with an unfortunate ability to break curses with a magic-assisted kiss. And forced to go on the run when her stepstepfather decides to make the kingdom entirely his own. Aided by a loyal talking dog, a boy thief trapped in the body of a newt, and some extraordinarily mischievous wizards, Anya sets off on a Quest that, if she plays it right, will ultimately free her land -- and teach her a thing or two about the use of power, the effectiveness of a well-placed pucker, and the finding of friends in places both high and low. With Frogkisser!, acclaimed bestselling author Garth Nix has conjured a fantastical tale for all ages, full of laughs and danger, surprises and delights, and an immense population of frogs. It's 50% fairy tale, 50% fantasy, and 100% pure enjoyment from start to finish.

Award-winning author Garth Nix returns to the Old Kingdom with a thrilling prequel complete with dark magic, royalty, dangerous action, a strong heroine, and flawless world building. This epic fantasy adventure is destined to be a classic and is perfect for fans of Rae Carson, Kristin Cashore, Scott Westerfeld, and Cassandra Clare. Clariel is the daughter of one of the most notable families in the Old Kingdom, with blood relations to the Abhorsen and, most important, to the King. She dreams of living a simple life but discovers this is hard to achieve when a dangerous Free Magic creature is loose in the city, her parents want to marry her off to a killer, and there is a plot brewing against the old and withdrawn King Orrikan. When Clariel is drawn into the efforts to find and capture the creature, she finds hidden sorcery within

herself, yet it is magic that carries great dangers. Can she rise above the temptation of power, escape the unwanted marriage, and save the King?

Out-of-this-world magical adventure series for teens from the award-winning, New York Times bestselling author of Sabriel and the Old Kingdom series. Seven days. Seven keys. One very unlikely hero. Four of the seven trustees have been defeated and their Keys taken, but for Arthur Penhaligon, the week is still getting worse. His friends have been captured by the Piper, and the New Nithling army still controls most of the Great Maze. Meanwhile, Superior Saturday is causing trouble wherever she can, including turning off all the elevators in the House and blocking the Front Door to prevent escape. Amidst all this trouble, Arthur must weigh an offer from Lady Friday that is either a cunning trap for the Rightful Heir, or a golden opportunity he must seize before Superior Saturday or the Piper beats him to it. The race to find the secret of the Middle House is on - and Arthur is in the thick of it.

Game of Thrones fans will love the New York Times bestselling Abhorsen series. Sabriel, the first installment in the trilogy, launched critically acclaimed author Garth Nix onto the fantasy scene as a rising star. Dark Secrets, Deep Love, and Dangerous Magic Sent to a boarding school in Ancelstierre as a young child, Sabriel has had little experience with the random power of Free Magic or the Dead who refuse to stay dead in the Old Kingdom. But during her final semester, her father, the Abhorsen, goes missing, and Sabriel knows she must enter the Old Kingdom to find him. She soon finds companions in Mogget, a cat whose aloof manner barely conceals its malevolent spirit, and Touchstone, a young Charter Mage long imprisoned by magic, now free in body but still trapped by painful memories. As the three travel deep into the Old Kingdom, threats mount on all sides. And every step brings them closer to a battle that will pit them against the true forces of life and death—and bring Sabriel face-to-face with her own destiny. “Sabriel is a winner, a fantasy that reads like realism. Here is a world with the same solidity and four-dimensional authority as our own, created with invention, clarity and intelligence.” —Philip Pullman, author of His Dark Materials trilogy

Game of Thrones fans will love the New York Times bestselling Abhorsen series. Sabriel, the first installment in the series, launched critically acclaimed author Garth Nix onto the fantasy scene as a rising star. This collection gathers all four titles in the popular series, including the long-awaited prequel, Clariel. Sabriel: Since childhood, Sabriel has lived outside the walls of the Old Kingdom, away from the power of Free Magic, and away from the Dead who refuse to stay dead. But now her father, the Abhorsen, is missing, and Sabriel must cross into that world to find him. There she confronts an evil that threatens much more than her life and comes face-to-face with her own hidden destiny. . . . Lirael: Lirael has never felt like a true daughter of the Clayr. She doesn't even have the Sight—the ability to see into possible futures—that is the very birthright of the Clayr. Nevertheless she must undertake a desperate mission under the growing



shadow of an ancient evil—one that threatens to break the very boundary between Life and Death itself. With only her faithful companion, the Disreputable Dog, to help her, Lirael must find the courage to seek her own hidden destiny. Abhorsen: The Abhorsen Sabriel and King Touchstone are missing, leaving only Lirael—newly come into her inheritance as the Abhorsen-in-Waiting—to stop the Destroyer. With only a vision from the Clayr to guide her, Lirael must search in both Life and Death for some means to defeat the evil destructor—before it is too late. . . . Clariel: Clariel is the daughter of one of the most notable families in the Old Kingdom, with blood relations to the Abhorsen and, most important, to the King. She dreams of living a simple life but discovers this is hard to achieve when a dangerous creature is loose in the city and there is a plot brewing against the King. When Clariel is drawn into the efforts to find and capture the creature, she finds hidden sorcery within herself, yet it is magic that carries great dangers.

Sabriel Every step brings Sabriel closer to a battle that will pit her against the true forces of life and death—and bring her face-to-face with her own destiny. Lirael With only her faithful companion, the Disreputable Dog, Lirael must undertake a desperate mission under the growing shadow of an ancient evil, which threatens the fate of the Old Kingdom. Abhorsen The Abhorsen Sabriel and King Touchstone are missing, and Lirael must search in both Life and Death for some means to defeat the evil Destroyer—before it is too late.

From renowned fantasy author of the Old Kingdom series, Garth Nix, comes an entertaining collection of stories, including one Old Kingdom novella. *Across the Wall* brings together an eclectic mix of Garth Nix's writing spanning several years, beginning with the novella set in the Old Kingdom, "Nicholas Sayre and the Creature in the Case," winner of two Aurealis Awards. The collection also includes two tales inspired by Arthurian legend, a war story, a western, a traditional tale with a twist and a hilarious choose-your-own-adventure spoof. The volume is introduced by the author himself and, even better, so is each story—giving context, anecdotes and a glimpse into the exceptional mind of Garth Nix.

Six months have passed since Lirael and Sameth fought off the Destroyer and saved Nicholas Sayre's life. Still recovering from his horrible ordeal, Nicholas is nonetheless eager to return to the Old Kingdom and his friends. But first he must endure a country house party organised by his powerful uncle, with the wealthy, eccentric Dorrance as the guest of honour. Nick hates the idea, especially since the people there don't believe in magic or necromancy. Even worse, they have a strange creature locked up in a display case. Things take a truly horrific turn when Nick is kidnapped, and his Charter-infused blood is fed to the creature, which promptly goes on a rampage, drinking blood from anyone it encounters to build its strength. With the Abhorsen days away and no way to stop a savage, incredibly strong Free Magic monster, what can Nick do to stop Dorrance and the creature in the case?" Tal and Milla are no longer alone in their quest. They have been joined by the rebel Underfolk led by Crow, Tal's old foe. But now

they must all work together to discover the secrets of the Castle and the Dark World they all inhabit before it is too late.

Orannis the Destroyer has been freed And only Lirael, newly come into her inheritance as the Abhorsen-in-Waiting, has any chance of stopping it. She and her companions -- Sam, the Disreputable Dog, and Mogget -- have to take that chance. If Orannis's unspeakable powers are unleashed, it will mean the end of all Life. With the help of her companions and a vision from the Clayr to guide her, Lirael must search in both Life and Death for some means to defeat the Destroyer -- before it is too late. . . .

Return to the world of Sabriel for its 25th anniversary with this special edition of the second book of the Old Kingdom series, Lirael, from master of fantasy and globally bestselling author Garth Nix with original cover artwork by Leo and Diane Dillon. A spellbinding tale of discovery, destiny, and danger in the sequel to Sabriel. Lirael has never felt like a true daughter of the Clayr. Now, two years past the time when she should have received the Sight that is the Clayr's birthright, she feels alone, abandoned, unsure of who she is. Nevertheless, the fate of the Old Kingdom lies in her hands. With only her faithful companion, the Disreputable Dog, Lirael must undertake a desperate mission against the growing shadow of an ancient evil. Dive into a tale of dark magic and destiny. "Riveting. Readers who like their fantasy intense in action, magisterial in scope, and apocalyptic in consequences will revel in every word." --Kirkus Reviews (starred review) "Haunting and unusual, exhaustively and flawlessly conceived. A must-read for fans of the first book, Lirael will also fascinate readers new to the series." --SLJ

Tal tries to steal a sunstone, but during his act of thievery is thrown off the Castle of Seven Towers by a powerful Spiritshadow Keeper. He falls down to the iceworld below, where he is captured by Icecarls. To save his life, he must team up with Milla - a Shield-Maiden in training - and offer his aid to the nomads.

It is strange enough that Odo and Eleanor have stumbled upon a sword in a dried-up river outside their village. It is even stranger that Odo is able to remove it from where it's buried. And it's REMARKABLY strange when the sword starts to talk. Odo and Eleanor have unearthed Biter, a famous fighter from earlier times. By finding Biter, Odo instantly becomes a knight -- a role he is exquisitely unsuited for. Eleanor, however, would make a PERFECT knight -- but she's not the one with the sword. Finding Biter is only the start -- boy, girl, and sword must soon go on a quest to save their kingdom from threats in both human and dragon form, in this new fantasy triumph from Garth Nix and Sean Williams.

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