

Stone Of Farewell Memory Sorrow And Thorn 2 Tad Williams

Ten reviews and seventeen essays present critical commentary on the novel "Beloved," by Toni Morrison.

Following a brutal civil war, Osten Ard has been crushed under the rule of the two villainous High Kings. A single hope remains: if the rebels can find the three swords of legend - Memory, Sorrow and Thorn - they might be able to bring the Storm King and evil King Elias down. Once but a humble kitchen-boy, Simon is now Simon Snowlock, dragonslayer and bearer of the mythical sword Thorn. But Simon is more alone than ever before: his friends have been imprisoned and his liege lord, Prince Josua, has been exiled. And the Storm King may also be in possession of one of the swords... A single chance remains: if Simon can deliver Thorn to Joshua and lead his followers to the Stone of Farewell, the rebels may be able to muster the forces necessary to rise up against Elias and the Storm King. But no one knows where the Stone of Farewell is. Or, indeed, what it is... In *STONE OF FAREWELL*, Tad Williams sets his characters against impossible odds - and proves that the beloved, internationally-bestselling *DRAGONBONE CHAIR* was no fluke, but one of the greatest fantasy novels of all time.

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 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 bold, terrible oath that he will destroy deadly Hidohebi, 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.

The Stone of Farewell Book Two of Memory, Sorrow, and Thorn Penguin

The second volume of an epic fantasy trilogy featuring Simon whose dreams tell him to make for the Stone of Farewell. Simon does not know what or where it is - but he cannot rest until he finds it. The author's previous books include *The Tailchaser's Song* and *The Dragonbone Chair*.

FOREWORD BY GREGORY MAGUIRE, NEW YORK TIMES BESTSELLING AUTHOR OF *WICKED* When L. Frank Baum introduced Dorothy and friends to the American public in 1900, "The Wonderful Wizard of Oz" became an instant, bestselling hit. Today the whimsical tale remains a cultural phenomenon that continues to spawn wildly popular books, movies, and musicals. Now, editors John Joseph Adams and Douglas Cohen have brought together leading fantasy writers such as Orson Scott Card and Seanan McGuire to create the ultimate anthology for Oz fans – and, really, any reader with an appetite for richly imagined worlds. Stories include: Frank Baum's son has the real experiences that his father later fictionalized in Orson Scott Card's "Off to See the Emperor." Seanan McGuire's "Emeralds to Emeralds, Dust to Dust" finds Dorothy grown up, bitter, and still living in Oz. And she has a murder to solve – assuming Ozma will stop interfering with her life long enough to let her do her job. In "Blown Away," Jane Yolen asks: What if Toto was dead and stuffed, Ozma was a circus freak, and everything you thought you knew as Oz was really right here in Kansas? "The Cobbler of Oz" by Jonathan Maberry explores a Winged Monkey with wings too small to let her fly. Her only chance to change that rests with the Silver Slippers. In Tad Williams's futuristic "The Boy Detective of Oz," Orlando investigates the corrupt Oz simulation of the Otherland network. And more... Some stories are dystopian... Some are dreamlike... All are undeniably Oz. Includes stories by these authors: Dale Bailey, Orson Scott Card, Rae Carson, David Farland, C.C. Finlay, Jeffrey Ford, Theodora Goss, Simon R. Green, Kat Howard, Ken Liu, Seanan McGuire, Jonathan Maberry, Rachel Swirsky, Robin Wasserman, Tad Williams, Jane Yolen A Note On Suggested Reading Age: L. Frank Baum's original Oz books were works of children's fiction--albeit ones that have been known and loved by "children of all ages" throughout their existence. Though many of the stories contained in this anthology are also suitable for the aforementioned children of all ages, *Oz Reimagined* is intended for ages 13 and up, and as such, some of the stories deal with mature themes, so parental guidance is suggested.

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 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. The finale to Tad Williams' breathtaking, beloved series *Memory, Sorrow and Thorn*.

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....

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

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.

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 survival of everything depends on them.

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 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.

New York Times-bestselling Tad Williams' landmark epic fantasy saga of Osten Ard begins an exciting new cycle! "One of my favorite fantasy series." —George R. R. Martin • "Groundbreaking." —Patrick Rothfuss • "One of the great fantasy epics of all time." —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 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*

The second edition of "Speaking for Ourselves" continues the original purpose of bringing together writers of different ethnic backgrounds, representing the two-thirds of the American population that is not white Anglo-Saxon Protestant native-born of native parentage. The renaissance of ethnic writing encompassed by the selections in this book includes authors from the Black, Chicano, Native American, Jewish American, Asian American and White Ethnic (Polish, Irish, Italian, Greek, German and other European ethnicities) communities. Unlike 1969, the editors were faced with a tremendous amount of excellent material, making the task of selecting the very best and most representative examples of American minority-group writing extraordinarily difficult. It is our hope that the concerns of the writers reflect the concerns of readers -- if so, we as editors have succeeded.

Tyler and Lucinda have to spend summer vacation with their ancient uncle Gideon, a farmer. They think they're in for six weeks of cows, sheep, horses, and pigs. But when they arrive in deserted Standard Valley, California, they discover that Ordinary Farm is, well, no ordinary farm. The bellowing in the barn comes not from a cow but from a dragon. The thundering herd in the valley? Unicorns. Uncle Gideon's sprawling farmhouse never looks the same twice. Plus, there's a flying monkey, a demon squirrel, and a barnload of unlikely farmhands with strange accents and even stranger powers. At first, the whole place seems like a crazy adventure. But when darker secrets begin to surface and Uncle Gideon and his fabulous creatures are threatened, Lucinda and Tyler have to pull together to take action. Will two ordinary kids be able to save the dragons, the farm—and themselves? Expert storytellers Tad Williams and Deborah Beale take readers on an extraordinary adventure in their first book about Ordinary Farm.

"Curious, is it not? How we all imagine ourselves to be the hero of our own story." Titans wage war over the Creation Stones, seeking the final hidden Stone of Matter, whilst revealing glimpses of the Greater War. Ammon walks through dreams, witnessing the powers of light and dark. He realizes who are his true friends and who are Hooded. After experiencing the true nature of these Stones, he must choose which paths he will tread. Only one thing remains clear. The world of Proelum, and life as Ammon knows it, is about to change. Perhaps for the last time. *Memory, Sorrow and Thorn: The three swords which seem inextricably linked to the fate of both Simon, the ex-kitchen boy and now Knight, and the land of Osten Ard itself. As their enigma unfolds, new horrors of war and dark sorcery draw the land and its people to an unimaginably powerful climax, in this final volume of Tad Williams' landmark series.*

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. Combining nanotechnology, martial arts and a struggle for world domination, *Dusk Before the Dawn* follows people struggling to not only survive in a new world order, but to shape it.

"When it comes to inventing new worlds, he's as skilled as J.R.R. Tolkien and Frank Herbert." -Christopher Paolini, bestselling author of *Eragon*. Southmarch Castle is about to be caught between two implacable enemies, the ancient, immortal Qar and the insane god-king, the Autarch of Xis. Meanwhile, its two young defenders, Princess Briony and Prince Barrick, are both trapped far away from home and fighting for their lives. And now, something is awakening underneath Southmarch Castle, something powerful and terrible that the world has not seen for thousands of years. Can Barrick and Briony, along with a tiny handful of allies, ordinary and extraordinary, find a way to save their world and prevent the rise of a terrible new age—an age of unending darkness?

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 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*.

More information to be announced soon on this forthcoming title from Penguin USA

Otherland, an incredibly complex and detailed virtual reality, has appeared. Surrounded by secrecy, it is home to the wildest dreams and darkest nightmares of its users and its creators. Vast 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. The story begun in *OTHERLAND* continues in this, the second volume of an astonishing series which is destined to become a landmark in imaginative fiction.

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.

Discovering the beautiful Miranda, the daughter of Prospero, Caliban the Beast has a single evening in which to tell her the most compelling stories she has ever heard. By the author of Tailchaser's Song. Reprint.

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 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.

I've been told to go to Hell more times than I can count. But this time I'm actually going. My name's Bobby Dollar, sometimes known as Doloriel, and of course, Hell isn't a great place for someone like me—I'm an angel. They don't like my kind down there, not even the slightly fallen variety. But they have my girlfriend, who happens to be a beautiful demon named Casimira, Countess of Cold Hands. Why does an angel have a demon girlfriend? Well, certainly not because it helps my career. She's being held hostage by one of the nastiest, most powerful demons in all of the netherworld—Eligor, Grand Duke of Hell. He already hates me, and he'd like nothing better than to get his hands on me and rip my immortal soul right out of my borrowed but oh-so-mortal body. But wait, it gets better! Not only do I have to sneak into Hell, make my way across thousands of miles of terror and suffering to reach Pan- demonium, capital of the fiery depths, but then I have to steal Caz right out from under Eligor's burning eyes and smuggle her out again, past demon soldiers, hellhounds, and all the murderous creatures imprisoned there for eternity. And even if I somehow manage to escape Hell, I'm also being stalked by an undead psychopath named Smyler who's been following me for weeks. Oh, and did I mention that he can't be killed? So if I somehow survive Hell, elude the Grand Duke and all his hideous minions and make it back to the real world, I'll still be the most hunted soul in Creation. But at least I'll have Caz. Gotta have something to look forward to, right? So just pour me that damn drink, will you? I've got somewhere to go.

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.

Provides two coming of age tales that are adapted from short stories.

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.

"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 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 With the invasion of Dara complete, and the Wall of Storms breached, the world has opened to new possibilities for the gods and peoples of both empires as the sweeping saga of the award-winning Dandelion Dynasty continues in this third book of the "magnificent fantasy epic" (NPR). Princess Théra, once known as Empress Üna of Dara, entrusted the throne to her younger brother in order to journey to Ukyu-Gondé to war with the Lyucu. She has crossed the fabled Wall

of Storms with a fleet of advanced warships and ten thousand people. Beset by adversity, Théra and her most trusted companions attempt to overcome every challenge by doing the most interesting thing. But is not letting the past dictate the present always possible or even desirable? In Dara, the Lyucu leadership as well as the surviving Dandelion Court bristle with rivalries as currents of power surge and ebb and perspectives spin and shift. Here, parents and children, teachers and students, Empress and Pékyu, all nurture the seeds of plans that will take years to bloom. Will tradition yield to new justifications for power? Everywhere, the spirit of innovation dances like dandelion seeds on the wind, and the commoners, the forgotten, the ignored begin to engineer new solutions for a new age. Ken Liu returns to the series that draws from a tradition of the great epics of our history from the Aeneid to the Romance on the Three Kingdoms and builds a new tale unsurpassed in its scope and ambition.

Tyler and Lucinda have returned to a far-from-ordinary place for the summer. Instead of pigs and sheep, this farm is home to dragons, unicorns, flying monkeys... This summer, everything has changed - security fences are everywhere and Ordinary Farm is in no small danger. Shortly after Uncle Gideon declares he wants to leave the farm to Tyler and Lucinda, he goes missing, and the children suspect the evil hand of the witch-housekeeper, Mrs. Needle. But then Gideon just as mysteriously returns, weak and unwell. Mrs. Needle persuades him that the children are conspiring against him and, suddenly, horribly, the tables are turned... So begins an adventure to save the farm, involving a magnificent dragon, magic mirrors and a haunted mine.

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A year ago, the March Kingdoms were at peace, the Eddon family held the throne, and all was right in Southmarch Castle. Now the family has been shattered. King Olin Eddon is a prisoner and his heir is slain. The royal twins Barrick and Briony have done their best to hold the kingdom together, but now Barrick has been captured and Briony has been forced to flee the castle. Old magics are stirring beneath the ancient castle and behind the Shadowline, and the machinations of gods, fairies, and mortals threaten to spread devastation across the entire world.

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