

The Dragonbone Chair Book One Of Memory Sorrow And Thorn

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*

Miriaamele and Simon embark on a perilous quest through war- and magic-torn lands as they and the valiant followers of Josua Lackhand struggle to make a stand against the Storm King's seemingly unstoppable evil forces. Reprint.

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. They are lovers on opposite sides of a brutal war, with everything at stake and no possibility of retreat. They can trust no one—especially not each other. Major Lord Peter Tremayne is the last man rebel bluestocking Kate Grey should fall in love with, but when the handsome British viscount commandeers her home, Kate throws caution to the wind and responds to his seduction. She is on the verge of surrender when a spy in her own household seizes the opportunity to steal the military dispatches Tremayne carries, ensuring his disgrace—and implicating Kate in high treason. Painfully awakened to the risks of war, Kate determines to put duty ahead of desire, and offers General Washington her services as an undercover agent in the City of Brotherly Love. Months later, having narrowly escaped court martial and hanging, Tremayne returns to decadent, British-occupied Philadelphia with no stomach for his current assignment—to capture the woman he believes betrayed him. Nor does he relish the glittering entertainments being held for General Howe's idle officers. Worse, the glamorous woman in the midst of this social whirl, the fiancée of his own dissolute cousin, is none other than Kate Grey herself. And so begins their dangerous dance, between passion and patriotism, between certain death and the promise of a brave new future together. READERS GUIDE INCLUDED

Into the Narrowdark

Nice Dragons Finish Last

Voice of War

A Sword of Shadows Novel

To Green Angel Tower

A brother of the Order—a medieval secret society uniting noble families in a sacred bond—Sir Hugh de Payens has emerged from the First Crusade a broken man seeking to dedicate his life to God. But the Order has other plans for him: to uncover a deadly secret that could shatter the very might of the Church itself.

A group of unlikely heroes goes up against the ruthless Grail Brotherhood, who are exploiting Earth's children

The latest saga in the New York Times bestselling world of Osten Ard concludes in the fourth and final *Last King of Osten Ard* novel. The Hayholt is in flames. Once the home of the immortal Sithi, now capital of the kingdom of men, the fabled castle has been set ablaze by vengeful Norns. And as the world is distracted by this devastating attack against humankind, the Norns' deathless witch-queen Utuk'ku reaches out to seize the fateful, ogre-haunted valley called Tanakirú - the Vale of Mists. Fooled by the Norn Queen's trickery, Simon and the Sitha Jiriki must now leave the burning castle behind to race to the forbidden valley. But the undead spirit known as Ommu the Whisperer travels with them, hiding in the body of Simon's granddaughter Lillia. Meanwhile, Queen Miriaamele hurries to save the Hayholt and capture the treacherous noble Pasevalles, but arrives to discover the castle is on fire and the traitor has escaped. And in Tanakirú, the bond between Prince Morgan and Nezeru, a renegade Norn, has become something deeper and stranger than either of them could have anticipated. Accompanied by Morgan's troll friends Qina and Little Snenneq, they journey ever deeper into heart of the valley's mystery, encountering wonders and horrors, only to come face to face at last with the ancient secret that has kindled the Norn Queen's war—a secret that threatens to destroy immortals and humans alike.

Eli Monpress is clever, he's determined, and he's in way over his head. First rule of thievery: don't be a hero. When Eli broke the rules and saved the Council Kingdoms, he thought he knew the price, but resuming his place as the Shepherdess's favorite isn't as simple as bowing his head. Now that she has her darling back, Benehime is setting in motion a plan that could destroy everything she was created to protect, and even Eli's charm might not be enough to stop her. But Eli Monpress always has a plan, and with disaster rapidly approaching, he's pulling in every favor he can think of to make it work, including the grudging help of the Spirit Court's new Rector, Miranda Lyonette. But with the world in panic, the demon stirring, and the Lord of Storms back on the hunt, it's going to take more than luck and charm to pull Eli through this time. He's going to have to break a few more rules and work with some old enemies if he's going to survive.

The Navigator's Children

Sunrunner's Fire

The Final Part of the Last King of Osten Ard Trilogy

Siege

Volume Three of Shadowmarch

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.

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. 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....

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.

Chrys Valerian is a threadweaver, a high general, and soon-to-be father. But to the people of Alchea, he is the Apogee—the man who won the war. When a stranger's prophecy foretells danger to Chrys' child, he must do everything in his power to protect his family—even if the most dangerous enemy is the voice in his own head. To the west, a sheltered girl seeks to find her place in the world. To the south, a young man's life changes after he dies. Together, they will change the world—whether they intend to or not.

Book One of Memory, Sorrow, and Thorn

Ghost

The Art of Michael Whelan

Shadowplay

Empire of Grass

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 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.

In *The Fifth Sorceress*, Robert Newcomb conjures a time and place wrought with exquisite detail, characters vividly drawn and deeply felt, and a history rich in glory and horror, splendor and secrets. . . . "We gave them a chance once, long ago. . . . We offered to share power equally, and in peace. But they refused and chose war. With them it was all or nothing. Wizard against Sorceress. Male against female. Light against dark." It is more than three centuries since the ravages of a devastating war nearly tore apart the kingdom of Eutracia. In its wake, those who masterminded the bloodshed—a quartet of powerful, conquest-hungry Sorceresses—were sentenced to exile, with return all but impossible and death all but inevitable. Now a land of peace and plenty, protected and guided by a council of immortal wizards, Eutracia is about to crown a new king. And as the coronation approaches, the spirit of celebration fills every heart. Except one. Prince Tristan is a reluctant monarch-to-be. Though born with the "endowed" blood that will give him the power to master magic, and destined by tradition to succeed his father as ruler, he is a rebel soul. And when he discovers the ancient, hidden caves where strange red waters flow—possessed of their own mysterious magic—it only makes him yearn all the more to escape his future of duty . . . and succumb to the stirrings of enchantment within him. But more than tradition compels Tristan to ascend the throne. The very existence of Eutracia depends upon it. For after these long centuries of peace, dreadful omens have begun to appear, heralding something too unspeakable to ponder. And

if indeed the old evil has returned, hungry to wreak vengeance, Tristan's role in an ages-old prophecy must be fulfilled—or the cost to his kingdom and his people will be beyond imagination. It will be a battle like none ever known, against an enemy whose thirst for blood and domination is depthless and unyielding. And for Tristan, it will be the ultimate challenge: facing an adversary whose greatest weapon is the person he loves most—transformed into the instrument of his annihilation . . . and the catalyst that will doom Eutracia forever to darkness.

For fans of Brandon Sanderson and Patrick Rothfuss, *The House of Always* is the fourth epic fantasy in Jenn Lyons' *Chorus of Dragons* series that began with *The Ruin of Kings*. What if you were imprisoned for all eternity? In the aftermath of the *Ritual of Night*, everything has changed. The Eight Immortals have catastrophically failed to stop Kihrin's enemies, who are moving forward with their plans to free Vol Karoth, the King of Demons. Kihrin has his own ideas about how to fight back, but even if he's willing to sacrifice everything for victory, the cost may prove too high for his allies. Now they face a choice: can they save the world while saving Kihrin, too? Or will they be forced to watch as he becomes the very evil they have all sworn to destroy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. More information to be announced soon on this forthcoming title from Penguin USA

Brothers of the Wind

Renegades of the American Revolution

The Kingdom of Liars

King's Dragon

A Novel

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*

As the smallest dragon in the Heartstriker clan, Julius survives by a simple code: keep quiet, don't cause trouble, and stay out of the way of bigger dragons. But this meek behavior doesn't fly in a family of ambitious magical predators, and his mother, Bethesda the Heartstriker, has finally reached the end of her patience. Now, sealed in human form and banished to the DFZ—a vertical metropolis built on the ruins of Old Detroit—Julius has one month to prove he can be a ruthless dragon or kiss his true shape goodbye forever. But in a city of modern mages and vengeful spirits where dragons are considered monsters to be exterminated, he's going to need some serious help to survive this test. He only hopes humans are more trustworthy than dragons...

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.

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.

The Stone of Farewell

Sea of Silver Light

Lost Worlds & Mythological Kingdoms

Shadowrise

Shadowmarch

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 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....

Simon, a young kitchen boy and magician's apprentice, finds his dreams of great deeds and heroic wars becoming an all too shocking reality in a terrifying civil war

Now in mass market paperback—Tad Williams' triumphant return to high fantasy!

HIGH ADVENTURE ON THE SWORD EDGE OF DESTINY A Cavern of Black Ice is the first book in J.V. Jones's Sword of Shadow series As a newborn Ash March was abandoned—left for dead at the foot of a frozen mountain. Found and raised by the Penthero Iss, the mighty Surlord of Spire Vanis, she has always known she is different. Terrible dreams plague her and sometimes in the darkness she hears dread voices from another world. Iss watches her as she grows to womanhood, eager to discover what powers his ward might possess. As his interest quickens, he sends his living blade, Marafice Eye, to guard her night and day. Raif Sevrance, a young man of Clan Blackhail, also knows he is different, with uncanny abilities that distance him from the clan. But when he and his brother survive an ambush that plunges the entire Northern Territories into war, he yet seeks justice for his own . . . even if means he must forsake clan and kin. Ash and Raif must learn to master their powers and accept their joint fate if they are to defeat an ancient prophecy and prevent the release of the pure evil known as the End Lords. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

City of Golden Shadow

Malice

The House of Always

Knights of the Black and White

The Sword of the Dawn

The New York Times bestselling world of Osten Ard returns in the third Last King of Osten Ard novel, as threats to the kingdom loom... The High Throne of Erkyndland is tottering, its royal family divided and diminished. Queen Miriamelle has been caught up in a brutal rebellion in the south and thought to have died in a fiery attack. Her grandson Morgan, heir to the throne, has been captured by one of Utuk'ku's soldiers in the ruins of an abandoned city. Miriamelle's husband, King Simon, is overwhelmed by grief and hopelessness, unaware that many of these terrible things have been caused by Pasevalles, a murderous traitor inside Simon's own court at the Hayholt. Meanwhile, a deadly army of Norns led by the ageless, vengeful Queen Utuk'ku, has swept into Erkyndland and thrown down the fortress of Naglimund, slaughtering the inhabitants and digging up the ancient grave of Ruyan the Navigator. Utuk'ku plans to use the Navigator's fabled armor to call up the spirit of Hakatri, the evil Storm King's brother. Even the Sithi, fairy-kin to the Norns, are helpless to stop Utuk'ku's triumph as her armies simultaneously march on the Hayholt and force their way into the forbidden, ogre-guarded valley of Tanakirú—the Narrowdark—where a secret waits that might bring Simon's people and their Sithi allies salvation—or doom.

Who better to fight back the darkness of the world than the one responsible for most of it? Daylen, once known as the Great Bastard, the Scourge of Nations, Dayless the Conqueror, has lived in hiding since his presumed death. Burdened by age and tremendous guilt, he thinks his life is coming to an end. Unbeknownst to him he's about to embark on a journey towards redemption where his ruthless abilities might save the world. Many battles await with friends to be made and a past filled with countless crimes to confront, all the while trying to keep his true identity a secret. Indeed, it might be too much if not for the fabled power awaiting him. Everfall is a world of perpetual day where the continents float in an endless sky. If one jumps from the continent they will fall for many hours before returning to the same place from which they fell. Skyships rule the air powered by shining sunstone and industrial darkstone. A legendary order of knights bears mystical powers which they use to hunt out the dreaded Shade, monsters that regular people turn into if trapped in darkness for the length of a fall. It is a world of enchanted swords, merciless monsters, mystical knights and hard magic, filled with tales of wonder and adventure.

The Dragonbone Chair Orbit Books

A thrilling, heartstopping quest that blends the machinations of a king gone mad with the politics of empire, breathtaking suspense with the pity of war, a brilliantly conceived world of ancient days with the joys - and terrors - of magic ...

Memory, Sorrow & Thorn Book 1

Stone of Farewell

Book Two of Memory, Sorrow, and Thorn

Otherland Book 1

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....

Bestselling author Tad Williams broke new ground in 1996 with his wonderfully imaginative novel CITY OF GOLDEN SHADOW: OTHERLAND BOOK 1. An incredibly complex and detailed virtual reality, Otherland is home to the wildest dreams and darkest nightmares of its users and creators. The conspiracy threatens to sacrifice our Earth for the promise of this far more exclusive place. And, somehow, Otherland is claiming the Earth's most valuable source, its children. Now, in SEA OF SILVER LIGHT: OTHERLAND 4, Tad Williams' epic saga reaches a magnificent conclusion. Kitchen-boy Simon is bored, restless and fourteen years old - a dangerous 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.

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.

A Cavern of Black Ice

The Dragonbone Chair

Scenes, Visions

A Fantasy Novel

The Fifth Sorceress

Young Corban watches enviously as boys become warriors under King Brenin's rule, learning the art of war. He yearns to wield his sword and spear to protect his king's realm. But that day will come all too soon. Only when he loses those he loves will he learn the true price of courage.

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.

From the legends of Atlantis, El Dorado, and Shangri-La to classic novels such as King Solomon's Mine, The Land That Time Forgot, and The Lost World, readers have long been fascinated by the idea of lost worlds and mythical kingdoms. Read short stories featuring the discovery of such worlds or kingdoms--stories where scientists explore unknown places, stories where the discovery of such turns the world on its head, stories where we're struck with the sense of wonder at realizing that we don't know our world quite as well as we'd thought. Featuring new tales by today's masters of SF&F: Tobias S. Buckell James L. Cambias Becky Chambers Kate Elliott C.C. Finlay Jeffrey Ford Theodora Goss Darcie Little Badger Jonathan Maberry Seanan McGuire An Owomoyela Dexter Palmer Cadwell Turnbull Genevieve Valentine Carrie Vaughn Charles Yu E. Lily Yu

Duke Dorian Hawkmoon's quest to destroy the Dark Empire of Granbretan leads him onto the path of a man who possess a rare ring that allows men to travel through time. Hawkmoon uses this ring to travel to a far future New Orleans, where he must battle the Pirate Lords who possess the Great Sword of the Dawn, which can end the Dark Empire once and for all.

100 Stories to Read with the Lights On

River of Blue Fire

The Turncoat

Tailchaser's Song

The War Of The Flowers

"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

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.

In this brilliant debut fantasy, a story of secrets, rebellion, and murder are shattering the Hollows, where magic costs memory to use, and only the son of the kingdom's despised traitor holds the truth. Michael is branded a traitor as a child because of the murder of the king's nine-year-old son, by his father David Kingman. Ten years later on Michael lives a hardscrabble life, with his sister Gwen, performing crimes with his friends against minor royals in a weak attempt at striking back at the world that rejects him and his family. In a world where memory is the coin that pays for magic, Michael knows something is there in the hot white emptiness of his mind. So when the opportunity arrives to get folded back into court, via the most politically dangerous member of the kingdom's royal council, Michael takes it, desperate to find a way back to his past. He discovers a royal family that is spiraling into a self-serving dictatorship as gun-wielding rebels clash against magically trained militia. What the truth holds is a set of shocking revelations that will completely change the Hollows, if Michael and his friends and family can survive long enough to see it.

Shadow of the Conqueror

The Heart of What Was Lost

Memory, Sorrow, and Thorn. Book 1

The Witchwood Crown

Spirit's End