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The Witchwood Crown

“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

Encyclopedia of Library and Information Science

Where does an angel go when he's been to Hell and back? Renegade angel Bobby Dollar does not have an easy afterlife. After surviving the myriad gruesome dangers Hell oh-so-kindly offered him, Bobby has returned empty-handed – his demon girlfriend Casmira, the Countess of Cold Hands, is still in the clutches of Eligor, Grand Duke of Hell. Some hell of a rescue. Forced to admit his failure, Bobby ends up back at his job as an angel advocate. That is, until Walter, an old angel friend whom Bobby never thought he'd see again, shows up at the local bar. The last time he saw Walter was in Hell, when Walter had tried to warn him about one of Bobby's angel superiors. But now Walter can't remember anything, and Bobby doesn't know whom to trust. Turns out that there's corruption hidden within the higher ranks of Heaven and Hell, but the only proof Bobby has is a single feather. Before he knows it, he's in the High Hall of Heavenly Judgement – no longer a bastion for the moral high ground, if it ever was, but instead just another rigged system – on trial for his immortal soul Sleeping Late on Judgement Day is the third installment of Tad Williams' urban fantasy Bobby Dollar series!

Empire of Grass

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.

Reflection

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 the devastate the land—and dragons soar the skies, inexorably lured by magic's fiery call....

Sleeping Late On Judgement Day

Bestselling author Tad Williams broke new ground in 1996 with his wonderfully imaginative novel CITY OF GOLDEN SHADOW. The place is an incredibly complex and detailed virtual reality, 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. Then came RIVER OF BLUE FIRE: OTHERLAND BOOK 2, which firmly established the series as a landmark in imaginative fiction, challenging and thrilling even more readers. Now, in MOUNTAIN OF BLACK GLASS: OTHERLAND BOOK 3, Tad Williams demonstrates ever greater virtuosity, entering ever more deeply into the conspiracy and the rich world of Otherland.

Otherland

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.

Tailchaser's Song

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.

Talking Book Topics

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

Shadowheart

Angus Wells carved a place for himself on the shelves of hundreds of thousands of fantasy readers. Now, with *Lords Of The Sky*, it is clear that he has saved his most sweeping and imaginative tale for an epic more powerful than anything he has written before. For centuries, the Dhar have had to face the Ahn, fierce warriors who would lay claim to Dharbek, the land they call their ancestral home. Now, in fantastic airships powered by magic, the Ahn have begun their greatest campaign yet. In preparation for the coming onslaught, Storymen like Daviot travel the land collecting tales and sharing the history it's their responsibility to safeguard. But Daviot's travels show him the dark side of Dharbek, and inspire him to be a catalyst for change, to overcome doubt and fear, and pursue the one dream that has eluded Dharbek. Using his special gifts for storytelling and world-building, Angus Wells reaches new heights with a story as ambitious as it is broad in scope. *Lords Of The Sky* has all the action, adventure and magic a fantasy-lover could desire, and tackles social change, prejudice, the value of genuine friendship and the power of enduring love. From the Paperback edition.

Unveiling the Post-human

This supplement covers topics ranging from academic library funding to visual information querying.

Sea of Silver Light

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.

Child of an Ancient City

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.

Otherland: Mountain of Black Glass

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 CITY OF GOLDEN SHADOW: OTHERLAND BOOK 1 continues in this, the second volume of an astonishing series which is destined to become a landmark in imaginative fiction.

Mountain of Black Glass

After the finest battleship-class spaceship in Earth's fleet, the U.S.S. Merrimack, rescues a near-space Roman world besieged by a destructive alien life-form known as the Hive, the Romans' leader, Caesar Magnus, insists on honoring the ship's captain, John Farragut. But when Caesar is assassinated, Farragut must lead a mission into the heart of Hive territory

in search of a Roman who has been presumed ?dead? for decades.

The Dragonbone Chair

This encyclopedia is the most up-to-date, concise, clear and affordable guide to all aspects of science fiction, from its background to generic themes and devices, from authors (established and new) to films. Science fiction has evolved into one of the most popular, cutting-edge and exciting fiction genres, with a proliferation of modern and classic authors, themes and ideas, movies, TV series and awards. Arranged in an A-Z format, and featuring a comprehensive index and cross-referencing system, The Mammoth Encyclopedia of Science Fiction is also the most accessible and easy to use encyclopedia of its kind currently available.

Otherland: City of Golden Shadow

Otherland Surrounded by secrecy, it 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 labored to build it. And somehow, bit by bit, it is claiming the Earth's most valuable resource--its children.

Shadowmarch

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.

City of Golden Shadow

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.

Shadowplay

What if Mulan had to travel to the Underworld? When Captain Shang is mortally wounded by Shan Yu in battle, Mulan must travel to the Underworld, Diyu, in order to save him from certain death. But King Yama, the ruler of Diyu, is not willing to give Shang up easily. With the help of Shang's great lion guardian ShiShi, Mulan must traverse Diyu to find Shang's spirit, face harrowing obstacles, and leave by sunrise--or become King Yama's prisoner forever. Moreover, Mulan is still disguised as the soldier called Ping, wrestling with the decision to reveal her true identity to her closest friend. Will Mulan be able to save Shang before it's too late? Will he ever be able to trust her again? Or will she lose him--and be lost in the Underworld--forever?

The Art of Michael Whelan

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.

A Stark and Wormy Knight

Presents a collection of eleven fantasy, science fiction, and suspense stories.

River of Blue Fire

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

The Mammoth Encyclopedia of Science Fiction

Book One of the Chronicles of Hawklan. The castle of Anderras Darion has stood abandoned and majestic for as long as anyone can remember. Then, from out of the mountains, comes the healer, Hawklan - a man with no memory of the past - to take possession of the keep with his sole companion, Gavor. Across the country, the great fortress of Narsindalvak is a constant reminder of the victory won by the hero Ethriss in alliance with the three realms of Orthlund, Riddin and Fyorlund against the Dark Lord, Sumeral, hundreds of years before. But Rgoric, the ailing king of Fyorlund and protector of the peace, has fallen under the malign influence of the Lord Dan-Tor, and from the bleakness of Narsindal come ugly rumours. It is whispered that Mandrocs are abroad again and that the Dark Lord himself is stirring. And in the remote fastness of Anderras

Darion, Hawklan feels deep within himself the echoes of an ancient power and the unknown, yet strangely familiar, call to arms

Mountain of Black Glass

The Call of the Sword

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.

Happy Hour In Hell

This career retrospective from beloved author Tad Williams (Otherland; Tailchaser's Song; Shadowplay) demonstrates why he is one of fantasy's most enduring icons. The Very Best of Tad Williams collects Williams' finest work in multiple genres, including epic fantasy, urban fantasy, and YA. These superlative tales, many of which were previously available only in limited editions, introduce dragons, wizards, assassins, heroes, and fools — even a few cyberpunks and super-soldiers. Readers only familiar with Williams' internationally bestselling novels and series will be delighted that in his short fiction he explores myriad new possibilities and adventures. Here are the stories that showcase the exhilarating breadth of Williams' imagination, hearkening back to such classic fantasists as J. R. R. Tolkien, Ray Bradbury, Peter S. Beagle, and beyond.

Otherland: River of Blue Fire

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*

Shadowrise

"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?

Art Song

Gives evidence of Tad Williams as an accomplished practitioner of the short form! This title includes a knockout novella

later expanded to novel length (Child of an Ancient City), riffs on the fantasist Michael Moorcock (The Author at the End of Time, Go Ask Elric), along with excursions into some of his most popular creations and beyond.

Lords of the Sky

Second 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 Otherland. In many ways it is humankind's most stunning achievement: a private, multidimensional universe built over two generations by the greatest minds of the twenty-first century. But this most exclusive of places is also one of the world's best kept secrets, created and controlled by an organization made up of the world's most powerful and ruthless individuals, a private cartel known—to those who know of their existence at all—as The Grail Brotherhood. Though their purpose in creating Otherland is still a mystery, it may not remain so for long. For they have exacted a terrible price from humanity in the process, and even their highly organized global conspiracy cannot hide the nature of their crimes forever. And now a small band of adventurers has penetrated the veil of secrecy that prevents the uninitiated from entering Otherland. But having broken into the amazing worlds within worlds that make up this universe, they are trapped, unable to escape back to their own flesh-and-blood bodies in the real world. And as dangers and circumstances split their party into small, widely scattered groups, their only hope of reuniting lies in returning again and again to the River that flows—in one form or another—through all the worlds. But the odds seem to be completely against them as they—and the one outsider with whom they might join forces—become hopelessly lost in realms where an Ice Age tribe's fears can only be quenched in blood where insects are as large and deadly as dinosaurs where they are caught in the war between a man made of straw and one made of tin where cartoon ads take on a life of their own where humans strive to survive in the aftermath of an alien invasion and where one among their party is actually The Grail Brotherhood's most terrifying weapon—a sociopathic killer who has never failed and whose current mission is to make certain that not even one member of this little invasion force lives long enough to reveal the truth about Otherland to the people of Earth

Fortress Draconis

With nearly 2 million books in print, this Little Apple series is H-O-T, hot. The SECRET is out -- DROON is the series that kids, parents, and teachers are talking about! There's no place like home! Eric and his friends have finally restored the Rainbow Stairs, but that was the easy part. Now Gethwing is loose in the Upper World, and the Moon Dragon is causing big trouble. Eric, Julie, and Neal have to protect their town, but they're up against mysterious creatures, strangely-behaving parents, and powerful magic. Can the kids stop Gethwing before he destroys the Upper World -- for good?

The Stone of Farewell

New York Times bestselling author Mercedes Lackey has enchanted readers since the publication of her first novel, *Arrows of the Queen*. Now she takes readers on another thrilling journey with the first novel in her Mage Winds series *High*. Magic had been lost to Valdemar when he gave his life to save his kingdom from destruction by the dark sorceries. Now it falls to Elspeth Herald, heir to the throne, to take up the challenge and seek a mentor who will awaken her mage abilities.

Sunrunner's Fire

This electronic book gathers twenty papers presented at the 6th Global Conference Visions of Humanity in Cyberculture, Cyberspace and Science Fiction, which took place in the Mansfield College of Oxford, between the 12th and the 14th of July 2011.

The Very Best of Tad Williams

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.

Winds of Fate

Renee and her companions hunt for the secrets of the sinister Otherland.

Rite

To entertain his dinner guests, Masrur, a Muslim soldier, weaves a story about his encounter with a vampire on an ill-fated caravan through the Caucassian Mountains years before.

The War Of The Flowers

Twenty-five years after the events of The Dark Glory War, the survivors of the original conflict join forces with a new generation of heroes to once again battle the forces of evil led by the tyrant Chytrine as Will, an orphaned young thief, becomes a pawn in the struggle between powerful world leaders. Original.

The Moon Dragon (The Secrets of Droon #26)

Ages ago, when the First Gods ruled heaven and earth, they created two lesser deities to reign along with them. But these gods, Tharn and Balatur, were flawed. Their madness threatened creation itself — and thus they were condemned to an eternal sleep. Only an ancient book of spells holds the key to their release. Now an evil necromancer has obtained the book and hastens to Tharn's hidden resting place with a plan as deadly as the god himself. Ancient prophecy points to the exiled prince Calandryll as the only one who can defeat the wizard — aided by a beautiful warrior woman, a hard-bitten mercenary, and Calandryll's own uncertain powers. But first Calandryll and his companions must travel a kingdom racked by civil war, cross the rolling prairie of the fierce horse clans, and finally venture into the forbidden wastes and uncharted territories beyond. Enemies and foul treachery await, while the mighty Tharn, as if somehow aware of his imminent release, begins to stir...begins to dream...and all creation begins to quake. Dark Magic is the masterful second chapter of The Godwars, a stirring chronicle of high adventure by one of the most exciting new writers of fantasy.

The Sagittarius Command

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.

Dark Magic

Includes audio versions, and annual title-author index.

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