

Otherland River Of Blue Fire English Edition

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, 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.

A world-class hero confronts ancient "supernatural" evils in an adventure that spans entire planets and defies everyday notions of reality! Still mourning the losses of his beloved Penny Priddy and his surrogate father Professor Hikita, Buckaroo Banzai must also contend with the constant threat of attack from his immortal nemesis Hanoi Xan, ruthless leader of the World Crime League. To make matters worse, Planet 10 warrior queen John Emdall has sent her Lectroid legions against Earth with a brutal ultimatum. Or is her true target Buckaroo Banzai? As the apocalyptic threats continue to mount, only Buckaroo and his Hong Kong Cavaliers stand in the way of global destruction. The long-awaited sequel to The Adventures of Buckaroo Banzai Across the 8th Dimension is finally here after more than 35 years! As told by the Reno Kid to Buckaroo Banzai chronicler E.M. Rauch, this tale follows everyone's favorite scientist-surgeon-entertainer-daredevil as he sets off on a brand-new hair-raising adventure!

A group of adventurers searching for a cure for comatose children find themselves trapped in a sequence of virtual worlds, the only opponents of a conspiracy of the rich to live forever in a dream. Now, they are forced to make an uneasy alliance with their only surviving former enemy against his treacherous sidekick Johnny Vulgaru, a serial killer with a chance to play God forever. Few science fiction sagas have achieved the level of critical acclaim-and best-selling popularity-as Tad Williams's Otherland novels. A brilliant blend of science fiction, fantasy, and technothriller, it is a rich, multilayered epic of future possibilities.

Otherland

Memory, Sorrow, and Thorn. Book 1

Tailchaser's Song

Book Two of Memory, Sorrow, and Thorn

Book One of Memory, Sorrow, and Thorn

The haunting Otherland series continues. Otherland is a complex and detailed virtual reality, home to the wildest dreams and darkest nightmares of its users and creators. Barrick Eddon, prince of Southmarch, is no longer entirely

human. He has vowed to safeguard the legacy of the dark Qar race, and must now decide where his loyalties lie. His twin sister Briony has a difficult choice of her own. Her father, King Olin, is held captive by the Autarch, a mad god-king who plans to use Olin's blood to gain unlimited power. And the castle of Southmarch still remains in the possession of Hendon Tolly, Briony's murderous relative. As time runs out, will Briony decide to save her father's kingdom . . . or her father? As the foretold Great Defeat draws near, history is stripped of its costume of lies. Poets and players, mortals and fairies, warriors and gods - all will have their roles to play as the fate of the known world hangs in the balance.

Engaged, passionate, and consistently entertaining, An Informal History of the Hugos is a book about the renowned science fiction award for the many who enjoyed Jo Walton's previous collection of writing from Tor.com, the Locus Award-winning What Makes This Book So Great. The Hugo Awards, named after pioneer science-fiction publisher Hugo Gernsback, and voted on by members of the World Science Fiction Society, have been presented since 1953. They are widely considered the most prestigious awards in science fiction. Between 2010 and 2013, Jo Walton wrote a series of posts for Tor.com, surveying the Hugo finalists and winners from the award's inception up to the year 2000. Her contention was that each year's full set of finalists generally tells a meaningful story about the state of science fiction at that time. Walton's cheerfully opinionated and vastly well-informed posts provoked valuable conversation among the field's historians. Now these posts, lightly revised, have been gathered into this book, along with a small selection of the comments posted by SF luminaries such as Rich Horton, Gardner Dozois, and David G. Hartwell. "A remarkable guided tour through the field—a kind of nonfiction companion to Among Others. It's very good. It's great."—New York Times bestselling author Cory Doctorow, *Being Boing on What Makes This Book So Great* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"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

Bobby Dollar 2

The Dirty Streets of Heaven

Shadowmarch

**Buckaroo Banzai Against the World Crime League, Et Al: A Compendium of Evils
Happy Hour in Hell
Volume 72: Supplement 35**

BOBBY DOLLAR ISN'T YOUR AVERAGE ANGEL. Sure, he takes the occasional trip to Heaven, but his job as an advocate - arguing the fate of the recently deceased - keeps him pretty busy on Earth, and he's more than happy to spend the rest of his time propping up the bar with his fellow immortals.

Until the day a soul goes missing, presumed stolen by 'the other side'. A new chapter in the war between heaven and hell is about to open. And Bobby is right in the middle of it, with only a desirable but deadly demon to aid him.

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.

A story about a poor boy swept away by a kind library mage and the (literal) magic of reading, *Magus of the Library* is a beautifully-drawn, spirited fantasy adventure, like a *Fullmetal Alchemist* for all ages! In the small village of Amun lives a poor boy named Theo. Theo adores books, but because of his pointed ears and impoverished life, he isn't allowed to use the village library. As he endures the prejudice and hatred of the village, he dreams of going where such things don't exist: Aftzaak, City of Books. But one day, Theo chances to meet a Kafna—a librarian who works for the great library of Aftzaak—and his life changes forever...

The second book in the *Web Shifter's Library* series returns to the adventures of Esen, a shapeshifting alien who must navigate the perils of a hostile universe. Relationships get

complicated when you don't know who—or what—you really are. Esen must find a way to rescue a hapless group of chimeras, beings who are a new and unique blend of species she knows, when she can't become one herself. When Evan Gooseberry tries to help, he is shattered to learn he himself isn't entirely Human and begins to suspect his new friend Esen isn't what she seems. Complicating matters, a mysterious contagion has killed the crew of the ship that brought the chimeras—and Evan—to Botharis. Everyone's been quarantined inside the All Species' Library of Linguistics and Culture, including over a hundred disgruntled alien scholars. The risks climb as Skalet and Lionel continue their quest to solve the disappearance of Paul's mother's ship, the Sidereal Pathfinder, only to find themselves caught in a tangle of loyalties as Skalet is betrayed by her own Kraal affiliates, who infiltrate the Library. All of which would be quite enough for one Web-being's day, but Paul Ragem hopes to rekindle the romance of his first love. A shame Esen hasn't told him who's hiding in their greenhouse.

Otherland Book 3

Bobby Dollar 1

To be Continued

A Personal Look Back at the Hugo Awards, 1953-2000

Otherland Book 4

Otherland Book 2

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.

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. The Internet has become sentient. The world's governments are terrified, it seems the evolution of a new intelligence might have left mankind behind. It is up to one blind girl, a maths genius, to convince mankind that this new digital life is not its enemy. Perfect for fans of Charles Stross and Vernor Vinge this is a rich imagining of a future that may be just around the corner.

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.

Otherland: Sea of Silver Light

City of Golden Shadow

Brothers of the Wind

The War of the Flowers

An Informal History of the Hugos

An Annotated Guide to Sequels

As shadows threaten to consume the kingdom of Southmarch, Barrick Eddon, heir to March, battles his way across the sinister Shadowlands. He must journey through this dangerous, inhospitable realm to fulfil a pact - as this may be all that can prevent the atrocities of a full-scale war with the Twilight people of Oul-na-Qar. Meanwhile, the assault upon Southmarch has truly begun. Yasara, the formidable head of the Qar army, has ordered the attack, believing that the pact between Southmarch and Qar has been broken. Unless Ferras Vansen, Captain of the Southmarch Royal Guard, can convince her otherwise, the humans are sure to meet the dark end that has been promised to them. Set in the New York Times bestselling world of Osten Ard, this short novel continues the saga of a world 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 adventurous younger brother Ineluki -- Ineluki, who will one day become the undead Storm King. The young brother makes a bold, terrible oath that he will destroy deadly Hidohebbi, a terrifying monster. Instead, he drags his brother with him into a disaster that threatens not just their family but all of Southmarch 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.

New York Times-bestselling Tad Williams' ground-breaking epic fantasy saga of Osten Ard begins a new exciting 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 a series that was to become one of the seminal works of modern epic fantasy. Many of today's fantasy authors, from Patrick Rothfuss to George R. R. Martin to Christopher Paolini credit Tad Williams as 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 Caves*, the first novel in the long-awaited sequel trilogy, *The Last King of Osten Ard*. More than thirty years

passed since the events of the earlier novels, and the world has reached a critical turning point 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 again, preparing to reclaim the mortal-ruled lands that once were theirs....

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

Shadowrise

Shadowheart

Year Zero

OTHERLAND VOL. 2 (RIVER OF BLUE FIRE).

Otherland Book 1

The Stone of Farewell

Bobby Dollar has a problem or four of epic proportions. Problem one: his best friend Sam has given him an angel's feather that also happens to be evidence of an unholy pact between Bobby's employers and those who dwell in the infernal depths. Problem two: Eligor, Grand Duke of Hell, wants to get his claws on the feather at all costs, but particularly at all cost to Bobby. Problem three: Bobby has fallen in love with Casimira, Countess of Cold Hands, who just happens to be Eligor's girlfriend. Problem four: Eligor, aware of Problem three, has whisked Casimira off to the Bottomless Pit itself, telling Bobby he will never see her again unless he hands over the feather. But Bobby, long-time veteran of the endless war between above and below, is not the type of guy who finds Hell intimidating. All he has to do is toss on a demon's body, sneak through the infernal gates, solve the mystery of the angel's feather, and rescue the girl. Saving the day should just be a matter of an eon or two of anguish, mutilation and horror. If only it were that easy.

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 extraordinary debut novel that launched Tad Williams' career, TAILCHASER'S SONG is an epic of high fantasy and grand adventure, where gods walk amongst their people and where even very small creatures can change the world. Weaving through the tall grasses of this world is Tailchaser, a young ginger tomcat with a good heart and a restless spirit. When his friend Hushpad vanishes, Tailchaser sets out to find her. His journey will take him further than he ever thought possible - from the court of the Firstwalkers, through the cities of M'an, and into the hellish depths of the earth itself, where an unimaginable horror awaits.

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.

The Very Best of Tad Williams

Shadowmarch Book 4

Shadowmarch Book 3

Siege

River of Blue Fire

Accomplishments of the Duke's Daughter Vol. 1

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. 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. A masterpiece of the imagination, THE WAR OF THE FLOWERS is a truly epic novel which once again pushes the boundaries of fantasy fiction into new and unexplored territory. In the great city, in the dimly lit office of an impossibly tall building, two creatures meet. Gold changes hand, and the master of the House of Hellebore gives an order: 'War is coming. The child must die.' In our own world, a young man discovers a manuscript written by his great uncle. It seems to be a novel - a strange fairy tale of fantastic creatures and magical realms. But it is written as a diary ... as if the events were real ... as if his uncle had journeyed to another world. For the young man, the fantasy is about to become reality.

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?

Otherland: Mountain of Black Glass

The Dragonbone Chair

Magus of the Library 1

Mountain of Black Glass

The Moon Dragon (The Secrets of Droon #26)

The Witchwood Crown

Main entries by author, then series. Title and subject index also included.

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

The doctoral thesis argues that the term Subcreation with its revised and broadened definition, in part differing from J.R.R. Tolkien's original term sub-creation, may be used for the discussion of the making of fictional worlds in literary discourse. The successful conception of a fictional world depends on the reader's willing suspension of disbelief. This depends both on the author and his skilled composition of the world and all its aspects, as well as on the reader's acceptance of this invented fictional world. The author needs to create a narrative with an inner consistency, which is crucial to achieving the effect of the reader's immersion in the fictional world. The fundamental aspects that an author needs to realize to achieve successful Subcreation have been structured into and analysed in four categories: Language and Linguistic Variation,

Physiopoeia, Anthropoeia and Mythopoeia. Furthermore, this thesis shows that, as contemporary examples of fantastic literature, both Tad Williams's and Terry Pratchett's fictional worlds are successfully created through the realization of these aspects of Subcreation. Apart from commenting on the success of the subcreative process, this thesis also remarks upon the cultural influences both authors include in their writings. While both may be considered Anglophone in a general categorization, Pratchett's Discworld retains a feeling of 'Britishness' that is not to be found in Williams's Otherland. The thesis proposes several approaches to Subcreation that may be studied subsequently. So, for example, it may be possible to determine the success of an author's Subcreation by collecting empirical data. Apart from literary works this field of studies may also include other media.

After a young woman gets hit by a car, she wakes up in her favorite dating sim as "Iris," the villain of the game. Iris decides that rather than chase after the prince, she'll go down a different route: revolutionize society and save her father's failing fiefdom! Now it's not only Iris's happy ending at stake, but the whole country's...

Mirage

Wonder

A Novel

Subcreation: Fictional-World Construction from J.R.R. Tolkien to Terry Pratchett and Tad Williams

To Green Angel Tower

Encyclopedia of Library and Information Science

NEW YORK TIMES BESTSELLER Low-level entertainment lawyer Nick Carter thinks it 's a prank, not an alien encounter, when a redheaded mullah and a curvaceous nun show up at his office. But Frampton and Carly are highly advanced (if bumbling) extraterrestrials. The entire cosmos, they tell him, has been hopelessly hooked on American pop songs ever since " Year Zero " (1977 to us), resulting in the biggest copyright violation since the Big Bang and bankrupting the whole universe. Nick has just been tapped to clean up this mess before things get ugly. Thankfully, this unlikely galaxy-hopping hero does know a thing or two about copyright law. Now, with Carly and Frampton as his guides, Nick has forty-eight hours to save humanity—while hoping to wow the hot girl who lives down the hall from him.

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.

River of blue fire

Empire of Grass

Sea of Silver Light