

The Very Best Of Tad Williams

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[Shadowplay](#) Hachette UK

Fantasy. Twenty years after Propero and Miranda leave their island, Caliban enters Miranda's room and threatens to kill her for her father's ill treatment.

[The Borowitz Report](#) Turtleback Books

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

[Mountain of Black Glass](#) Hodder Paperbacks

A royal family in chaos, a country under attack, a prophecy of lies. Magic, betrayal and epic battles War has come to the Five Isles. A merciless host driven by the Angel Prince, Aeros, has its sights on the unconquered kingdom of Gul Kana. Its ruling family are fractured. The newly crowned king reigns in paranoid isolation, and his two sisters have troubles of their own. Jondralyn wants to prove her worth as a warrior, while Tala has uncovered a secret that may destroy the entire kingdom. Hidden at the edge of Gul Kana, however, is Nail. An orphan taken by the enigmatic Shawcroft to a remote whaling village, he is now a young man who may be the salvation of the entire Five Isles... A dark and epic fantasy perfect for fans of Mark Lawrence, Brent Weeks and George R.R. Martin. 'This is an epic, EPIC fantasy' Rob Bedford, SFFWorld.com 'Durfee writes with genuine passion, bringing his world fully to life with abounding detail and brisk, gutsy action... an outstanding debut' John Marco, bestselling author of *The Forever Knight* and the *Tyrants and Kings* trilogy 'This is high fantasy in the vein of Stephen R. Donaldson or David Eddings, with generous helpings from George R. R. Martin. Durfee's world building is exceptional' Booklist 'Plenty of well-crafted spectacle, thrills, suspense, blood, thunder and general sense of wonder' Locus magazine 'The battle scenes were, to say the least, epic and so immersive.' Reader reviewer

[The Dragonbone Chair](#) Hodder Paperbacks

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.

To Green Angel Tower National Geographic Books

First 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. 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. 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, and unusual times call for unusual champions: Renie Sulaweyo, a teacher and the backbone of her family, proud of her African heritage, has fought all her life simply to get by. She has never wanted to be a hero. But when her young brother is struck down by a bizarre and mysterious illness, Renie swears to save him. When people around her begin to die, she realizes she has stumbled onto something she is not meant to know, a terrifying secret from which there is no turning back. !Xabbu is a Bushman, come to the city to learn skills which may save the spirit of his tribe. With the heart of a poet and the soul of a shaman, he will journey with Renie on this quest into the very heart of darkness. Paul Jonas is

lost, seemingly adrift in space and time. As he flees from the bloody battlefields of World War I to a castle in the sky, and onward to lands beyond imagining, he must not only evade his terrifying pursuers, but solve the terrible riddle of his own identity. Fourteen-year-old Orlando is also the invincible barbarian Thargorm, but only in his imagination. However, youth and frailty are not enough to get you excused from saving the world. And Mister Sellars, a strange old man on a military base, a prisoner of both the government and his own body, may be the greatest mystery of all. Is he part of The Grail Brotherhood? Does he oppose them? Or, as he sits like a spider at the center of a vast web, does he have ambitions of his own? The answers will only be found in Otherland.

The First 20 Hours Time Inc. Books

"This marvelous short fiction retrospective testifies to the breadth of Williams' s creativity." —Publishers Weekly, starred review Within these pages you will find such delightful and curious things as a strange storytelling vampire, two woefully-overmatched angels, a dragon in cahoots with a knight and a witch, an ineptly duplicitous fish, the loyal robot butler of Werner Von Secondstage Booster, and the Greatest Wizard of All (disputed). From his epic fantasy series, including *Memory Sorrow and Thorn*—which George R. R. Martin cited as an inspiration for *Game of Thrones*—to the classic novel *Tailchaser' s Song*, Tad Williams has mastered every genre he has set his pen to. 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. Whether you are a devoted reader of his longer works, already a devotee of his short fiction, or even new to his writing entirely, *The Very Best of Tad Williams* is the perfect place to discover one of the most talented and versatile authors writing at any length today.

Tad and Dad Hachette UK

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

[Child of an Ancient City](#) Schwartz & Wade

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

[Planet Tad](#) Simon and Schuster

Now in trade paperback, the first book in the classic cyberpunk fantasy series "Tad Williams is the brightest and best of the fantasists." Neil Gaiman, author of *American Gods* 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. 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, and unusual times call for unusual champions: Renie Sulaweyo, a teacher and the backbone of her family, proud of her African heritage, has fought all her life simply to get by. She has never wanted to be a hero. But when her young brother is struck down by a bizarre and mysterious illness, Renie swears to save him. When people around her begin to die, she realizes she has stumbled onto something she is not meant to know, a terrifying secret from which there is no turning back. !Xabbu is a Bushman, come to the city to learn skills which may save the spirit of his tribe. With the heart of a poet and the soul of a shaman, he will journey with Renie on this quest into the very heart of darkness. Paul Jonas is lost, seemingly adrift in space and time. As he flees from the bloody battlefields of World War I to a castle in the sky, and onward to lands beyond imagining, he must not only evade his terrifying pursuers, but solve the terrible riddle of his own identity. Fourteen-year-old Orlando is also the invincible barbarian Thargorm, but only in his imagination. However, youth and frailty are not enough to get you excused from saving the world. And Mister

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[Tailchaser's Song](#) Tachyon Publications

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 Tanakir ú - 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 Miriamelle 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 Tanakir ú , 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.

[Damn Delicious Penguin](#)

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*.

[Three Women](#) Harper Collins

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

[Shadowrise](#) Hodder Paperbacks

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.

In the Early Times Subterranean

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.

A Stark and Wormy Knight Penguin

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. Praise for Tad Williams 'One of my favourite fantasy series' -

George R. R. Martin, author of A Game of Thrones 'Ground-breaking . . . changed how people thought of the genre and paved the way for so much modern fantasy, including mine' - Patrick Rothfuss, author of The Kingkiller Chronicle 'One of the main reasons I started writing fantasy . . . Tad Williams' work is an essential part of any science fiction and fantasy library' - Christopher Paolini, author of the Inheritance Cycle series

Upending Tad, a Journey of Erotic Discovery Orbit Books

Forget the 10,000 hour rule— what if it 's possible to learn the basics of any new skill in 20 hours or less? Take a moment to consider how many things you want to learn to do. What 's on your list? What 's holding you back from getting started? Are you worried about the time and effort it takes to acquire new skills—time you don 't have and effort you can 't spare? Research suggests it takes 10,000 hours to develop a new skill. In this nonstop world when will you ever find that much time and energy? To make matters worse, the early hours of practicing something new are always the most frustrating. That 's why it 's difficult to learn how to speak a new language, play an instrument, hit a golf ball, or shoot great photos. It 's so much easier to watch TV or surf the web . . . In The First 20 Hours, Josh Kaufman offers a systematic approach to rapid skill acquisition— how to learn any new skill as quickly as possible. His method shows you how to deconstruct complex skills, maximize productive practice, and remove common learning barriers. By completing just 20 hours of focused, deliberate practice you 'll go from knowing absolutely nothing to performing noticeably well. Kaufman personally field-tested the methods in this book. You 'll have a front row seat as he develops a personal yoga practice, writes his own web-based computer programs, teaches himself to touch type on a nonstandard keyboard, explores the oldest and most complex board game in history, picks up the ukulele, and learns how to windsurf. Here are a few of the simple techniques he teaches: Define your target performance level: Figure out what your desired level of skill looks like, what you 're trying to achieve, and what you 'll be able to do when you 're done. The more specific, the better. Deconstruct the skill: Most of the things we think of as skills are actually bundles of smaller subskills. If you break down the subcomponents, it 's easier to figure out which ones are most important and practice those first. Eliminate barriers to practice: Removing common distractions and unnecessary effort makes it much easier to sit down and focus on deliberate practice. Create fast feedback loops: Getting accurate, real-time information about how well you 're performing during practice makes it much easier to improve. Whether you want to paint a portrait, launch a start-up, fly an airplane, or juggle flaming chainsaws, The First 20 Hours will help you pick up the basics of any skill in record time . . . and have more fun along the way.

The Heart of What Was Lost Schwartz & Wade Books

The Very Best of Tad Williams Tachyon Publications

Happy Hour in Hell Hachette UK

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 War of the Flowers Penguin

As shadows threaten to consume the kingdom of Southmarch, Barrick Eddon, heir to March throne, battles his way across the sinister Shadowlands. He must journey through this dangerous, inhuman 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 Qul-na-Qar. Meanwhile, the assault upon Southmarch has truly begun. Yasammez, the formidable head of the Qar army, has ordered the attack, believing that the pact between humans 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 . . .

Sleeping Late On Judgement Day Orbit Books

Space is the last thing an event planner and an astronaut need in this charming new romantic comedy from New York Times bestselling author Samantha Young. When event planner Hallie Goodman receives party-inspiration material from the bride of her latest wedding project, the last thing she expects to find is a collection of digital videos from Darcy 's ex-boyfriend. Hallie knows it 's wrong to keep watching these personal videos, but this guy is cute, funny, and an astronaut on the International Space Station to boot. She 's only human. And it 's not long until she starts sending e-mails and video diaries to his discontinued NASA address. Since they 're bouncing back, there 's no way anyone will ever be able to see them...right? Christopher Ortiz is readjusting to life on earth and being constantly in the shadow of his deceased older brother. When a friend from NASA 's IT department forwards him the e-mails and video messages Hallie has sent, he can 't help but notice how much her sense of humor and pink hair make his heart race. Separated by screens, Hallie and Chris are falling in love with each other, one transmission at a time. But can they make their star-crossed romance work when they each learn the other 's baggage?