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Fantasy fans of Rick Riordan's Percy Jackson and John Flanagan's Ranger's Apprentice series will embrace this first novel in an adventure-filled, Viking-inspired series by a debut author. Meet Karn. He is destined to take over the family farm in Norrøngard. His only problem? He'd rather be playing the board game Thrones and Bones. Enter Thianna. Half human, half frost giantess. She's too tall to blend in with

other humans but too short to be taken seriously as a giant. When family intrigues force Karn and Thianna to flee into the wilderness, they have to keep their sense of humor and their wits about them. But survival can be challenging when you're being chased by a 1,500-year-old dragon, Helltoppr the undead warrior and his undead minions, an evil uncle, wyverns, and an assortment of trolls and giants. Readers will embark on a sweeping epic fantasy as they join Karn and Thianna on a voyage of discovery. Antics and hair-raising escapades abound in this fantasy adventure as the two forge a friendship and journey to unknown territory. Their plan: to save their families from harm. Debut novelist Lou Anders has created a rich world of over twenty-five countries inhabited by Karn, Thianna, and an array of fantastical creatures, as well as the Thrones and Bones board game. Praise for Frostborn: "Future fans of Tolkien and George R.R. Martin can happily cut their serial-fantasy teeth on this first book of an eventual series." -Kirkus Reviews "A fun, fast-paced, and highly enjoyable tale." -Garth Nix, bestselling author of the Abhorsen trilogy "..."a powerful, fast-paced tale... The setting is rich, the characters well-defined, and the danger ever-paramount." -Publishers Weekly, starred "...an excellent choice for readers new to the genre. The themes of staying true to oneself, teamwork, and individuality will resonate with readers." -School Library Journal "...this accessible fantasy brings together two very different children bound by common goals." -Booklist "The most delightful fantasy I have read in ages. . . . Put me on the waiting list for book 2!" -Amy Plum, international bestselling author of the Die For Me series Epic tales of adventure and heroism! RIDMARK ARBAN is the Gray Knight, questing to stop the return of the terrible Frostborn to the High King's realm. Yet he did not undertake the quest alone. Here are the tales of those who accompanied him into the terrible dangers of his quest... Originally published as the novellas THE

KNIGHT'S TALE, THE PALADIN'S TALE, THE MAGE'S TALE, THE THIEF'S TALE, THE SOLDIER'S TALE, and THE ASSASSIN'S TALE, and the short stories THE ORC'S TALE and THE SOULBLADE'S TALE. War grips two worlds as heroes rise to challenge the sinister Heralds of Ruin. In the realm of Amdorhaim, Ridmark Arban leads the armies of the High King against the brutal legions of the Heptarchy. A daring ruse might defeat the might of Warlord Agravhask, or it will bring Amdorhaim crashing down in ruin. In the Empire, the armies of the reunified Empire move to challenge the sinister necromancers of the Order of Blood. But Tyrcomber Rigamond has battled the Master of the necromancers before, and he fears a deadly unseen trap. For behind the Heptarchy and the Order of Blood are the Heralds of Ruin, and they will burn worlds at the command of the Warden of Urd Morlemoch. This is the tale of a devastating pandemic, of lives cut painfully short; it's also a love letter. Derek, a distinguished designer and J, his husband, a pioneering entrepreneur and creator of both The Embassy Club, London's answer to Studio 54, and iconic Heaven, Europe's largest gay discotheque, met and fell in love more than 40 years ago. Their lives were high-octane, full of adventure, fun and fearless creativity. Suddenly their friends began to get sick and die - AIDS had arrived in their lives. When they got tested, J received what was then a death sentence: he was HIV Positive. While the onset of AIDS strengthened stigma and fear globally, they confronted their personal crisis with courage, humour and an indomitable resolve to survive. J's battle lasted six long years. Turning to spiritual reflection, yoga, nature - and always to love - Derek describes a transformation of the spirit, how compassion and empathy rose phoenix-like from the flames of sickness and death. Out of this transformation also came Aids Ark, the charity they founded, which helped to save, amongst the world's most marginalised people, more than 1,000 HIV Positive lives. This is a story of joy and triumph; about facing universal challenges; about the great rewards that come from giving back. Derek speaks for a generation who lived through a global health crisis that many in society refused even to acknowledge. His is a powerful story chronicling this extraordinary time. The end of the quest is at hand. RIDMARK ARBAN

has sought to stop the return of the evil Frostborn. Now the malignant wizard Shadowbearer is ready to summon the Frostborn once more. Unless Ridmark stops him, Shadowbearer shall cover the world in killing ice. SHADOWBEARER has spent a hundred thousand years preparing for the end of the world, and his victory is at hand. No mere mortal shall stop him. The inimitable Garrison Keillor spins "a Christmas tale that makes Dickens seem unimaginative by comparison" (Charlotte Creative Loafing) Snow is falling all across the Midwest as James Sparrow, a country- bumpkin-turned-energy-drink-tycoon, and his wife awaken in their sky- rise apartment overlooking Chicago. Even down with the stomach bug, Mrs. Sparrow yearns to see The Nutcracker while James yearns only to escape-the faux-cheer, the bitter cold, the whole Christmas season. An urgent phone call from his hometown of Looseleaf, North Dakota, sends James into the midst of his lunatic relatives and a historic blizzard. As he hunkers weather the storm, the electricity goes out and James is visited by a parade of figures who deliver him an epiphany worthy of the season, just in time to receive Mrs. Sparrow's wonderful Christmas gift. Garrison Keillor's holiday farce is the perfect gift for the millions of fans who tune into A Prairie Home Companion every week. As the city of Cintarra groans in the iron fist of the Heptarchy's legions, Sir Niall of the Order of the Soulblade and the master thief Moriah Rhosmor join forces to fight the invaders. But the dark powers of the Heptarchy may be too strong for anyone to defeat... For fans of Lloyd Alexander and Brandon Mull comes Book 2 in the acclaimed Thrones and Bones fantasy-adventure trilogy that began with Frostborn. Karn Korlundsson is a gamer. Not a riddle solver. But in order to rescue his best friend, Thianna Frostborn, he will need to travel to the faraway city of Castlebriar (by wyvern), learn how to play a new board game called Charioteers (not a problem), decipher the Riddle of the Horn, and tangle with mysterious elves. Meet Desstra. She's in training to join the Underhand—the elite agents of the dark elves. When she crosses paths with Karn, she is not all that she appears to be. Everyone is chasing after the horn of Osius, an ancient artifact with the power to change the world. The lengths to which Karn will go in the name of

friendship will be sorely tested. Who knew that solving a riddle could be so deadly? The novel includes instructions for playing the board game Charioteers. Visit ThronesandBones.com for additional games, maps, character profiles, and more! Praise for Nightborn "Anders presents a captivating world." —Kirkus Reviews "[A]n adventure story with good pacing, well-drawn characters, and engaging action scenes." —Booklist Praise for Frostborn "Future fans of Tolkien and George R. R. Martin can happily cut their serial-fantasy teeth on this first book of an eventual series." —Kirkus Reviews "A fun, fast-paced, and highly enjoyable tale." —Garth Nix, bestselling author of the Abhorsen trilogy "A powerful, fast-paced tale. . . . The setting is rich, the characters well-defined, and the danger ever-paramount." —Publishers Weekly, Starred "An excellent choice for readers new to the genre. The themes of staying true to oneself, teamwork, and individuality will resonate with readers." —School Library Journal "The most delightful fantasy I have read in ages. . . . Put me on the waiting list for book two!" —Amy Plum, international bestselling author of the Die for Me series A truly breathtaking new anthology edited by Jonathan Strahan and Lou Anders, Swords & Dark Magic offers stunning new tales of sword and sorcery action, romance, and dark adventure written by some of the most respected, bestselling fantasy writers working today—from Joe Abercrombie to Gene Wolfe. An all-new Elric novella from the legendary Michael Moorcock and a new visit to Majipoor courtesy of the inimitable Robert Silverberg are just two of the treasures offered in Swords & Dark Magic—a fantasy lover's dream. "This book combines text and image to reveal the real-life origins of the place where "the women are strong, the men are good-looking and the children above average." Keillor meditates on the enduring culture of the county and on the years he spent there as a young writer and an outsider. And a short story of Lake Wobegon, "October," appears here for the first time in print."--BOOK JACKET. RIDMARK ARBAN is the Gray Knight. Outcast and exile, he seeks to stop the return of the terrible Frostborn to the realm of Andomhaim. At last he knows how the Frostborn shall return. A weapon of great magical power waits in a ruined dwarven city, a weapon with the power to stop the return of the

Frostborn. Assuming the ruined city's guardians do not kill Ridmark first... After losing his wife and his honor, Ridmark Arban the Gray Knight set out to stop the return of the malevolent Frostborn. He failed. Now the gates of ruin have been thrown open, and the Frostborn and their armies threaten to overthrow the High Kingdom. Only Ridmark stands in their way. Distrusted by his countrymen and broken by grief and loss, he will nonetheless show the Frostborn why the Gray Knight is the most feared warrior of the age. Or die trying... The High Queen of the Elves has conquered Earth, but I don't care about that. I don't care about the High Queen, or the Rebels seeking to overthrow her. All I care about is getting my baby brother the treatments he needs to recover from his potentially fatal disease...and those treatments have a steep price. Fortunately, I have magic of my own, and I'm a very, very good thief. Unfortunately, the powerful Elven lord Morvilind has a hold over me. If I don't follow his commands, my brother is going to die. Of course, given how dangerous Morvilind's missions are, I might not live long enough to see my brother's death... Daniel Morgan was born in Norwich, Connecticut, ca. 1770-1774, son of William and Martha Morgan. He married Polly Frost (born 1776), daughter of Ebenezer Frost and Luthena Cady, in 1795. They moved to Schoharie County, New York in the early 1800's and later to Genessee County. Daniel died after 1830. Frost ancestors are traced to Edmund Frost who came to Cambridge, Massachusetts in 1635. Other Frost ancestral families are the Pratts, Danas, Waterhouses, and Cadys. Descendants lived in New York, Illinois, Indiana, Ohio, Kansas, Iowa, Michigan, Colorado, Nebraska, and elsewhere. Two aspirants are recruited into the Grey Knights, and must hone their psychic talents if they are to join the hallowed and mysterious ranks of the Space Marine daemon hunters. The Grey Knights are all that stands between mankind and the ravages of Chaos. Since their secretive beginnings during the Horus Heresy, these legendary Space Marine daemon hunters have journeyed into the dark realms of the warp - and beyond - in pursuit of their supernatural enemies. Through an intensive regime of psychic training, new recruits are brought to the clandestine fortress of Titan to join the hallowed and vaunted ranks of the 666th

Chapter. More than ever, these legendary battle-brothers must be vigilant and ever ready to defend the Imperium for the forces of Chaos are never truly defeated, and Armageddon beckons' Mara is the Queen of Nightmane Forest, ruler of the Anathgrimm orcs. She wishes for her people to live in peace, but nonetheless they desire war. But when a dispute between rival orcish headmen threatens to ignite a civil war, Mara must find a way to make peace, or else the Heralds of Ruin shall devour her people... RIDMARK ARBAN is the Gray Knight, exiled and outcast, seeking to stop the return of the dreaded Frostborn. At last he has come to the perilous ruins of Khald Azalar, where the answer to his quest awaits. Assuming the master of Khald Azalar does not kill him first. MORIGNA was the Witch of the Hills. Now the dark magic within Morigna threatens to devour her. Unless Morigna can tame the power, it will transform her into everything she has always hated. MARA's father was a dark elven noble of terrible power. She escaped his grim realm, but now she must confront him once more, or join countless generations of his slaves in death. CALLIANDE has sought for answers since the day of the great omen heralding the return of the Frostborn. Her answers await in the darkness of Khald Azalar. But the truth might be more than she can bear... Serene, beautiful, inviolate. Rich in magic and treasure, to those who hear of its legends it is the ultimate paradise. To the beleaguered elves of Toril it is the ultimate refuge. But to many it is the ultimate prize. At the heart of its story is Amlaruil, Queen of All Elves. When Evermeet comes under massive, devastating attack, her sacrifice holds the last hope of saving the elven homeland. Ridmark Arban is ready to face the terrible Frostborn in a final battle. But even the mighty Frostborn themselves have been duped, for the shadow of Incariel has used them as its weapons. Unless Ridmark can defeat the Shadowbearer, the shadow of Incariel shall rise and devour the world for all time... John Tollefson enters a new passage in life; a job with a National Public Radio station in upstate New York, a misbegotten restaurant with some leftover hippie partners and a wonderful girlfriend. Despite his new experiences, he seems to be moving toward a mid-life crisis when he returns to Lake Wobegon for the funeral of his eccentric father. The search for Bigfoot

gets juicy in this funny and touching story that's perfect for fans of Kate DiCamillo's *Flora & Ulysses* and the movie *Smallfoot*! *Lemonade Liberty* Witt's mama always told her: When life gives you lemons, make lemonade. But Lem can't possibly make lemonade out of her new life in Willow Creek, California—the Bigfoot Capital of the World—where she's forced to live with a grandfather she's never met after her mother passes away. Then she meets eleven-year-old Tobin Sky, the CEO of Bigfoot Detectives Inc., who is the sole Bigfoot investigator for their small town. After he invites Lem to be his assistant for the summer, they set out on an epic adventure to capture a shot of the elusive beast on film. But along the way, Lem and Tobin end up discovering more than they ever could have imagined. And Lem realizes that maybe she can make lemonade out of her new life after all. "Melissa Savage's astoundingly good debut novel is packed with humor, mystery, friendship, family secrets, and even Bigfoot! I think you'll love it, too." —Karen Cushman, Newbery Medalist for *The Midwife's Apprentice* A genealogy and a history of the Frost families whose ancestry came from Mass., Maine, and Maryland. Descendants and relatives lived in Texas, New Jersey California, Vermont, Michigan, Virginia, Maine, Massachusetts, New Hampshire, Indiana, Ohio, Illinois and elsewhere. The legions of the Heptarchy have invaded Andomhaim, and Ridmark Arban stands in their way. But without aid, Andomhaim cannot defeat the Heralds of Ruin. To seek out the weaknesses of his foes, Ridmark must travel into the depths of the Heptarchy to seek out the mysterious wizard called the Master of Keys. But the brutal rulers of the Heptarchy will not allow Ridmark to escape their grasp... The tide of war engulfs two worlds. Ridmark has liberated Cintarra from the dark legions of the Heptarchy. But the Heralds of Ruin now march upon Cathair Kaldran, which holds a source of unimaginable power. And if the Heralds claim that power, countless worlds will burn to ashes. To defeat them, Ridmark must take up a weapon that might consume him. Once again he must wield the Sword of the Dragon Knight... Science Fiction is the genre that looks at the implications of technology on society, which in this age of exponential technological growth makes it the most relevant branch of literature

going. This is only the start, and the close of the 21st century will look absolutely nothing like its inception. It has been said that science fiction is an ongoing dialogue about the future, and the front line of that dialogue is the short story. The field has a long history of producing famous anthologies to showcase its distinguished short fiction, but it has been several years since there has been a prestigious all-original science fiction anthology series. Fast Forward is offered in the tradition of Damon Knight's prestigious and influential anthology series, Orbit, and Frederik Pohl's landmark Star SF. Fast Forward marks the start of a new hard science fiction anthology series, dedicated to presenting the vanguard of the genre and charting the undiscovered country that is the future. Contributors scheduled for the first volume include: Kage Baker, Paolo Bacigalupi, Tony Ballantyne, Stephen Baxter, Elizabeth Bear, A. M. Dellamonica, Paul Di Filippo, Robyn Hitchcock, Louise Marley, Ken MacLeod, Ian McDonald, John Meaney, Larry Niven and Brenda Cooper, Mike Resnick and Nancy Kress, Justina Robson, Pamela Sargent, Mary A. Turzillo, Robert Charles Wilson, Gene Wolfe, and George Zebrowski.

A complete guide to playing D&D in the ice and snow. This 4-color supplement begins a new series of releases that focus on how the environment can affect D&D gameplay in every capacity. Frostburn contains rules on how to adapt to hazardous cold-weather conditions, such as navigating terrain with snow and ice and surviving in bitter cold or harsh weather. There are expanded rules for environmental hazards and manipulation of cold weather elements, as well as new spells, feats, magic items, and prestige classes. New monsters associated with icy realms are included, as well as variants on current monsters. There is enough adventure material included for months of gameplay.

William Gerrish was born 20 August 1617 in Bristol, Somerset, England. His parents were John Gerish and Anne. He married Joanna Lowell, daughter of Percival Lowle, in 1645 in Newbury, Massachusetts. They had ten children. Elizabeth Gerrish, who married Walter Price (1613/14-1674), was probably William Gerrish's sister. Descendants and relatives lived mainly in Massachusetts and Maine. With the warmth and humor we've come to know, the creator and host of A Prairie Home

Companion shares his own remarkable story. In That Time of Year, Garrison Keillor looks back on his life and recounts how a Brethren boy with writerly ambitions grew up in a small town on the Mississippi in the 1950s and, seeing three good friends die young, turned to comedy and radio. Through a series of unreasonable lucky breaks, he founded A Prairie Home Companion and put himself in line for a good life, including mistakes, regrets, and a few medical adventures. PHC lasted forty-two years, 1,557 shows, and enjoyed the freedom to do as it pleased for three or four million listeners every Saturday at 5 p.m. Central. He got to sing with Emmylou Harris and Renée Fleming and once sang two songs to the U.S. Supreme Court. He played a private eye and a cowboy, gave the news from his hometown, Lake Wobegon, and met Somali cabdrivers who'd learned English from listening to the show. He wrote bestselling novels, won a Grammy and a National Humanities Medal, and made a movie with Robert Altman with an alarming amount of improvisation. He says, "I was unemployable and managed to invent work for myself that I loved all my life, and on top of that I married well. That's the secret, work and love. And I chose the right ancestors, impoverished Scots and Yorkshire farmers, good workers. I'm heading for eighty, and I still get up to write before dawn every day." Sixteen-year-old Dante is obsessed with learning to wield the nether, the powerful magic of the death god Arawn. But a century ago, Arawn's followers were scoured from the kingdom of Mallon. Their temples smashed. Their secrets lost. When Dante tracks down a copy of their holiest book, he throws himself into its study--and finds himself under siege in the city streets. Arawn's believers aren't dead. They're in hiding, and they want back their book. With the help of the nether and a loudmouthed bodyguard named Blays, Dante escapes into the wilds. But Arawn's army is ready to march from the shadows. As they move against Mallon, they hunt Dante relentlessly, in search of the book. And with his powers growing by the day, Dante finds himself used as a tool in the war against them. He and Blays are dispatched on a thousand-mile journey to assassinate the Arawnites' leader. If they fail, their homeland will fall. ~ The White Tree is the first book in the epic fantasy trilogy the Cycle of Arawn. Other books include

The Great Rift and The Black Star. Keywords: free, freebie, epic fantasy, wizards, magic, sword and sorcery, heroic fantasy, coming of age fantasy, free epic fantasy Combined for the first time in one volume are the first three books of the internationally bestselling FROSTBORN saga - FROSTBORN: THE GRAY KNIGHT, FROSTBORN: THE EIGHTFOLD KNIFE, FROSTBORN: THE UNDYING WIZARD, and the prequel novel FROSTBORN: THE FIRST QUEST. RIDMARK ARBAN was once a Swordbearer, a knight of renown. Now he is a branded outcast, stripped of his sword, and despised as a traitor. But he alone sees the danger to come, and undertakes the dangerous quest to stop the return of the Frostborn. Ridmark Arban is the Gray Knight, leading the defense of Andomhaim from the brutal Frostborn. Yet the realm of Andomhaim is riven with civil war. The false king Tarrabus has usurped the crown in the name of the shadow of Incariel, and the loyal lords must fight the ruthless rebels. Unless Ridmark can defeat Tarrabus and reunify Andomhaim, the Frostborn will prevail. But Tarrabus Carhaine, deadly and wicked, will not be defeated without terrible cost... Ridmark Arban is the Gray Knight, and he leads the battle against the powerful and deadly Frostborn. But the Frostborn are winning, and without allies, the men of Andomhaim have no hope of victory. The power of the dwarves of Khald Tormen might turn the balance, but the dwarves face their own ancient enemy. And that ancient enemy has plans of his own for Ridmark... The quest of the Seven Swords has freed the shadows to prey upon mankind. Ridmark has learned that the sorceress Cathala holds the secret of the Seven Swords, and quests to free her from the grasp of an imprisoning spell. But the Maledicti priests know of Ridmark's quest, and plot to stop him with a deadly new weapon. For how can a knight fight the shadows in his mind? Meet fourteen-year-old Gary. A self-described "tree-toad," a sly and endearing geek, Gary has many unwieldy passions, chief among them his cousin Kate, his Underwood typewriter and the soft-porn masterpiece, High School Orgies. The folks of Lake Wobegon don't have much patience for a kid's ungodly obsessions, and so Gary manages to filter the hormonal earthquake that is puberty and his hopeless devotion to glamorous, rebellious Kate through his fantastic yarns. With every

marvellous story he moves a few steps closer to becoming a writer. And when Kate gets herself into trouble with the local baseball star, Gary also experiences the first pangs of a broken heart. With his trademark gift for treading "a line delicate as a cobweb between satire and sentiment"(Cleveland Plain Dealer), Garrison Keillor brilliantly captures a newly minted post-war America and delivers an unforgettable comedy about a writer coming of age in the rural Midwest. In this fantasy/allegory, Rogers retells the life of biblical character King David. Knights, wizards, thieves, dragons, and epic heroes! Combined for the first time in one collection are all seventeen SHIELD KNIGHT short stories, adventures set in the world of FROSTBORN, SEVENFOLD SWORD, and DRAGONTIARNA! Follow the adventures of Ridmark Arban and his allies as they fight to defend the kingdoms of Andomhaim and Owyllain from the powers of dark magic.

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