

# Darksword Trilogy Forging The Darksword Doom Of The Darksword Triumph Of The Darksword

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**Faerie Tale** - Raymond E. Feist 2008-11-26

"A contemporary novel of masterful horror replete with magic, fantasy, and more than a little stylish sensuality."—The Washington Post Phil Hastings was a lucky man—he had money, a growing reputation as a screenwriter, a happy, loving family with three kids, and he'd just moved into the house of his dreams in rural of magic—and about to be altered irrevocably by a magic more real than any he dared imagine. For with the Magic came the Bad Thing, and the Faerie, and then the Fool . . . and the resurrection of a primordial war with a forgotten People—a war that not only the Hastings but the whole human race could lose. "Absorbing, thought-provoking, and thoroughly magical. Feist's skillfully crafted prose illuminates many of the darker sides of fairy stories. . . . Try it as a bedtime story . . . but only on nights when you can take some time getting to sleep."—The West Coast Review of Books

**Doom of the Darksword** - Margaret Weis 2010-09-08

Born without magic, Joram was one of the Dead, denied the throne of Merilon. For years, he lived among outlaws, surviving by wit and sleight-of-hand. Now, wielding the powerful, magic absorbing Darksword, Joram returns to the enchanted Kingdom that once was his home to win revenge and claim his birthright. Here he will test Bishop Vanya and his fierce army of Duuk-tsarith in a battle unlike any their world has known. Joined by the scholarly catalyst Saryon, the young mage Mosiah, and the trickster Simkin, Jorma confronts the shattering secret of his past and discovers the ancient prophecy that puts the fate of the world in his hands--the hands that forged the Darksword.

**Secret of the Dragon** - Margaret Weis 2011-02

Skylan Ivorson and the Vindrasi clan embark on a mission to reclaim the spiritbone of a Vektia dragon, which was taken by the traitor Sund, God of Stone, as a token of his new allegiance to the Gods of the New Dawn, enemies of the Vindrasi gods. By the authors of *Bones of the Dragon*. Reprint.

**Legacy of the Darksword** - Margaret Weis 1998-06-01

Returning to one of their best-loved fantasy series, Margaret Weis and Tracy Hickman bring alive a sweeping tale of intrigue and magic. It is twenty years since the once-magical land of Thimhallan was shattered by the forging of the Darksword. The survivors of that catastrophe now live on Earth, bereft of magic and hope, forbidden to return home. Only Joram remains behind on the world ravaged by his Darksword. Although the magic weapon has been destroyed--and with it, Joram's power--rumors have risen that Joram has forged a second Darksword. Now, as a merciless alien race threatens Earth with annihilation, Earth's desperate leaders look to Joram as their only hope. But even as his old friend Saryon begins the perilous journey to seek his aid, the embittered Joram has his own plans for the weapon. And Joram is not the only one. Soon a new menace looms, foreshadowing betrayal, enslavement, and death to humans and Thimhallans alike.

**The Search for Magic** - Margaret Weis 2001

Collects eleven stories set during the War of Souls about forbidding places and dangerous creatures, including dragons, Qualinesti rebels, gnomes, and ghosts.

**The Art of the Motor** - Paul Virilio 1995

The Art of the Motor includes analyses of such recent developments as nanotechnology and virtual reality. It conjures a world in which information is speed and duration is no more. Information as speed? This, Paul Virilio tells us, is the third dimension of matter--the speed of the transmission of information has collapsed the extension of the dimension of space and the duration of the dimension of time.

**King's Test** - Margaret Weis 2011-08-24

By calling a temporary truce, Derek Sagan and the rebels thwarted the alien Corasian invasion. Enemies once again, the rebels have resumed their defiance and Sagan has returned to his campaign to topple the corrupt galactic government. He plans to set up Dion as king of the Starfire dynasty--and to place himself as the ruling power behind the throne. On a remote planetary sinkhole of sin and corruption, a small weapon--barely ten centimeters on a side--is hidden. If activated, this seemingly harmless crystal cube could tear a hole in the universe. . . .and destroy the fabric of creation. Sagan wants it. Lady Maigrey wants it. And so does Abdiel, a cruel genius who commands a drugged army of mindless slaves. And now Dion is caught in this momentous struggle as he faces his greatest trial yet in his battle to gain the interstellar throne.

**The Rose of the Prophet** - Margaret Weis 2006

Meet Zesty Tastee, flamboyant gay playboy and heir to the Tastee Corporation fortune. That's what the world knows of him, but Zesty is also Magpie, the corporate saboteur who fights against his father's corrupt business practices. Zesty's evil tycoon dad is out to destroy an entire rainforest, and he's joined up with a mysterious sect of ninjas to help keep 'Magpie' from interfering. Prince Ander is the sect agent on the case and Zesty has love at first sight for this dreamy ninja master. Zesty can't understand why anyone as noble as Prince would ever work with his father. His mission is to find out the secret of the rain forest, and win Prince's heart in the process!

**Bones of the Dragon** - Margaret Weis 2009-01-06

Filled with heroes and heroines and spanning locales of exotic adventure in a magic-forged world, the *Dragonships of Vindrasi* series fully illustrates the mastery of world-building and storytelling that has made Weis and Hickman into the bestselling fantasy co-authors of all time. In *Bones of the Dragon*, Skylan Ivorson is a sea-raider of the Vindrasi and eventually becomes the Chief of Chiefs of all Vindrasi clans, an honor he truly feels he deserves as one who has been blessed by Skoval, the god of war. But sometimes a blessing is a curse in disguise. Skoval and the other ancient gods are under siege from a new generation of gods who are challenging them for the powers of creation... and the only way to stop these brash interlopers lies within the mysterious and hidden Five Bones of the Vektan Dragons. It will be up to the Vindrasi people, as the dragon-goddess's champions, to undertake the quest to recover all Five. The fate of the Old Gods and the Vindrasi rests on their recovery--for this is not only a quest to save the world. It is also a quest for redemption. Welcome to the World of Dragonships! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**The Chaos Gate** - Josepha Sherman 1994

Settling into the peaceful role of Bard, the Dark Elf Naitachal, once a Necromancer who gained power by depriving others of their life forces, must deal with evil shadows from his past. Original.

**Fireshaper's Doom (David Sullivan, #2)** - Tom Deitz 2014-09-15

FIRE, FLAME, AND REVENGE There are worlds above the earth and under the sea, mystical kingdoms of silver and light, known only to those who can see beyond...and there is the unknown place of fire frozen in time... FIRESHAPER'S DOOM Mortal boy David Sullivan had discovered the mysteries of the other world. Indeed, he was put to the test, triumphing over the wily schemes of the Windmaster. But in that evil game, an innocent Faerie lad fell dead. Now his mother, bent on vengeance, has kidnapped David from the earthbound world and brought him to the land of flames. Here he will be forced to do her bidding in an adventure dark and fateful. Once more, he will cross swords with his archenemy, the Windmaster. And in so doing, David will know the great Power of the Fireshaper... "HIS CHARACTERS LIVE AND BREATHE AND PASS EASILY BETWEEN THE REALMS OF REALITY AND FANTASY." Lynn Abbey, author of Unicorn of Dragon "I HAD A HARD TIME PUTTING IT DOWN!" Katherine Kuntz

**The Seventh Gate** - Margaret Weis 2007-12-18

The Seventh Gate is the thrilling conclusion to the New York Times bestselling Death Gate Cycle by Margaret Weis and Tracy Hickman. In this tale of treachery, power, and heroism, Alfred, Haplo, and Marit embark on a journey of death and discovery as they seek to enter the dreaded Seventh Gate. Encountering enemies both old and new, they unleash a magic no power can control, damning themselves to an apocalypse of unimagined proportion in a final struggle between good and evil.

*Ghost Legion* - Margaret Weis 2011-08-03

Young Dion Starfire is the ruler of a galaxy that is finally at peace after years of strife and bloodshed. Yet the peace is an uneasy one. Dion has fallen desperately in love with a woman who is not his queen, and suddenly the fragile alliances that rest of his marriage are threatened. Then real violence erupts as an illegitimate son of the dead king, in hiding on a forgotten planet, plots Dion's overthrow. At his command is an army of unseen "ghosts"--alien presences that can roam the galaxy and kill at will. Dion must turn to an old mentor and enemy, Derek Sagan, as the one man who can help him battle the bastard prince and his dark minions. And at Derek's side hovers the powerful, shadowy presence of his lost love, Lady Maigrey. If Dion can only win their aid, he may have one last chance to preserve his throne--and peace for the galaxy.

**Magic Kingdom For Sale/Sold** - Terry Brooks 2010-02-04

\*\*\*50 MILLION TERRY BROOKS COPIES SOLD AROUND THE WORLD\*\*\* 'Terry's place is at the head of the fantasy world' Philip Pullman Landover was a genuine magic kingdom, complete with fairy folk and wizardry, just as the advertisement had promised. But after he purchased it for a million dollars, Ben Holiday discovered that there were a few details the ad had failed to mention... Such as the fact that the kingdom is falling into ruin. The barons refuse to recognize a king and taxes haven't been collected for years. The dragon, Strabo, is laying waste to the countryside, while the evil witch, Nightshade, is plotting to destroy no less than everything. And if that weren't enough for a prospective king to deal with, Ben soon learns that the Iron Mark, terrible lord of the demons, has challenged all pretenders to the throne of Landover to a duel to the death - a duel no mere mortal can hope to win. But Ben Holiday has one human trait that even magic can't overcome. Ben Holiday is stubborn. Praise for Terry Brooks: 'A master of the craft . . . required reading' Brent Weeks 'I can't even begin to count how many of Terry Brooks's books I've read (and re-read) over the years' Patrick Rothfuss, author of The Name of the Wind 'I would not be writing epic fantasy today if not for Shannara' Peter V. Brett, author of The Painted Man 'If you haven't read Terry Brooks, you haven't read fantasy' Christopher Paolini, author of Eragon

**Darksword Adventures** - Margaret Weis 1988

Offers comprehensive information on the world of Darksword, revealing the never-before-told history of Thimhallan, the secret texts of its priestly caste, and expanded character backgrounds

[The Fun of Being a Fat Man](#) - William Johnston 1922

**World of Warcraft, Before the Storm** - Christie Golden 2018-06

For fantasy readers and fans of World of Warcraft, the highest-grossing game of all time, comes an official tie-in novel. Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde, are new

to their power, both ascending before they were truly prepared. As the Alliance and the Horde struggle to recover from the devastating war with the demonic Burning Legion, a terrible discovery will test both leaders, threatening to reignite the bitter enmity between their factions and shake the very foundations of the world of Azeroth.

**War of the Twins** - Margaret Weis 2004

One hundred years after the fiery Cataclysm, Caramon and Crysania find themselves aiding the mage's unholy quest to master the Queen of Darknss.

*The Hand of Chaos* - Margaret Weis 2009-05-20

Chaos is everywhere as the Lord of the Nexus orders his servant Haplo and the human child known as Bane to further their master's work on Arianus, the realm of air. But their one time companion Alfred has been cast into the deadly Labyrinth. And somehow the assassin Hugh the Hand has been resurrected to complete his dark mission. More important, the evil force that Haplo and Alfred discovered on Arianus has escaped. As Haplo's doubts about his master grow deeper, he must decide whether to obey the Lord of the Nexus or betray the powerful Patryn...and endeavor to bring peace to the universe.

[The Complete Star Wars Encyclopedia: P-Z](#) - Stephen J. Sansweet 2008

Updated for the first time in a decade, a deluxe, three-volume encyclopedia covers the entire Star Wars universe, including everything having to do with the six films, radio dramas, books, comics, video games, and more, with information on the characters, production, special effects, chronology, and the like, all enhanced with full-color illustrations.

[Echoes of the Fourth Magic](#) - R.A. Salvatore 2010-10-27

The extraordinary beginning of an epic series brimming with the unbridled action, adventure, and imagination that have made the name R. A. Salvatore synonymous with the best in fantasy! Jeff "Del" DelGuidice was proud of his assignment to the research submarine The Unicorn. But his mission had barely begun when the vessel was sucked into a mysterious underseas void where time stood still, before propelling it forward, through the centuries. The crew surfaced in a strange, magical world changed forever by nuclear holocaust. Here a race of angelic beings had taken pity on the remnants of humankind, offering a chosen few a precious second chance. Thus the Isle of Hope was raised from the poisoned seas and set like a jewel in Earth's ravaged crown. But the jewel had a flaw, a dark vein of evil. For a sinister expert of the mystical arts had embraced the forbidden third magic, the most deadly sorcery of all. Only Del could defeat it--a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .

**The Lost King** - Margaret Weis 2011-08-03

A galactic revolution has toppled the Starfire dynasty, and swept into power the harsh Democratic Republic. To support the murdered king is now punishable by death. But on distant worlds, the few surviving Guardians carry a dangerous secret: Somewhere in the galaxy, they shield the rightful heir to the throne. Stalking the hidden king is the Warlord, a ruthless Republican general who wields the bloodsword. Only a few brave rebels dare to oppose him: young Dion, who fights to find his destiny; the mercenary Tusk; the outlaw commander Dixter; and the beautiful Lady Maigrey, the only person alive who can match the Warlord's cunning. Theirs is the ultimate battle against a star-spanning corruption—the ultimate sacrifice for the glory of the lost king's throne.

*The Evolution of Human Sexual Privacy* - Andrew Haywein 2014-08-28

Human sexual nature today experiences many unanswered questions. Why does woman respond more slowly than man in arousal? What is the significance of the human orgasm? Why does sexual experience so often fail to form a lasting relationship? When is the most vulnerable time for a relationship in the process of formation? These and other questions are supported to find answers in our evolutionary history.

**Into the Labyrinth** - Margaret Weis 2008-12-18

From his army of the undead, Xar, Lord of the Nexus, learns of the existence of the mysterious Seventh Gate. It is said that this gate grants whoever enters it the power to create worlds—or destroy them. Only Haplo knows its location—but he doesn't know he knows it. Now an ex-lover has been sent to betray Haplo and bring back his corpse. Meanwhile, the assassin Hugh the Hand is also after Haplo, wielding the Accursed Blade. With his old companion Alfred, Haplo must seek sanctuary in the Labyrinth—a deadly prison maze whose inhabitants are condemned to death. Millennia ago a battle raged between the Sartan

and the Patryn, and the Sartan sundered the world into four realms—air, fire, stone, and water—and then vanished. But now the two races have rediscovered each other through the magic of the Death Gate—and war is about to erupt anew.

**Forging the Darksword** - Margaret Weis 2010-06-30

From the bestselling authors of *The Rose of the Prophet* and *The Death Gate Cycle*, the first in a majestic saga of magic, fantasy, and adventure In the enchanted realm of Merilon, magic is life. Born without magical abilities and denied his birthright, Joram is left for dead. Yet he grows to manhood in a remote country village, hiding his lack of powers only through constant vigilance and ever more skillful sleight-of-hand. Forced to kill a man in self-defense, Joram can keep his secret from the townspeople no longer: he has no magic, no life. Fleeing to the Outlands, Joram joins the outlawed Technologists, who practice the long forbidden arts of science. Here he meets the scholarly catalyst Saryon, who has been sent on a special mission to hunt down a mysterious “dead man” and instead finds himself in a battle of wits and power with a renegade warlock of the dark Duuk-tsarith caste. Together, Joram and Saryon begin their quest toward a greater destiny—a destiny that begins with the discovery of the secret books that will enable them to overthrow the evil usurper Blachloch . . . and forge the powerful magic-absorbing Darksword.

Beasts & Barbarians (S2p30002) - Umberto Pignatelli 2016-09-01

**The Second Generation** - Margaret Weis 2012-04-10

Years have passed since the end of the War of the Lance. The people of Ansalon have rebuilt their lives, their houses, their families. The Companions of the Lance, too, have returned to their homes, raising children and putting the days of their heroic deeds behind them. But peace on Krynn comes at a price. The forces of darkness are ever vigilant, searching for ways to erode the balance of power and take control. When subtle changes begin to permeate the fragile peace, new lives are drawn into the web of fate woven around all the races. The time has come to pass the sword -- or the staff -- to the children of the Lance. They are the Second Generation.

The Darksword Trilogy - Margaret Weis 1988-11

Forging the Darksword))Doom of the Darksword))Triumph of the Darksword))3 Vols.

*The Memory of Fire* - Callie Bates 2018-06-05

Callie Bates’s debut novel, *The Waking Land*, announced the arrival of a brilliant new talent in epic fantasy. Now, with *The Memory of Fire*, Bates expertly deepens her tale, spinning glittering threads of magic and intrigue into a vibrant tapestry of adventure, betrayal, mystery, and romance. Thanks to the magic of Elanna Valtai and the Paladisan noble Jahan Korakides, the lands once controlled by the empire of Paladis have won their independence. But as Elanna exhausts her powers restoring the ravaged land, news that the emperor is readying an invasion spurs Jahan on a desperate mission to establish peace. Going back to Paladis proves to be anything but peaceful, however. As magic is a crime in the empire, punishable by death, Jahan must hide his abilities. Nonetheless, the grand inquisitor’s hunters suspect him of sorcery, and mysterious, urgent messages from the witch who secretly trained Jahan only increase his danger of exposure. Worst of all, the crown prince has turned his back on Jahan, robbing him of the royal protection he once enjoyed. As word of Jahan’s return spreads, long-sheathed knives, sharp and deadly, are drawn again. And when Elanna, stripped of her magic, is brought to the capital in chains, Jahan must face down the traumas of his past to defeat the shadowy enemies threatening his true love’s life, and the future of the revolution itself. Don’t miss any of Callie Bates’s magical *Waking Land* trilogy: **THE WAKING LAND • THE MEMORY OF FIRE • THE SOUL OF POWER** Praise for *The Memory of Fire* “Gripping . . . [this] vivid first-person, present-tense narrative [creates] a remarkably mature, balanced addition to the story that avoids the most common flaws of middle books and will leave readers hungry for the conclusion.”—Publishers Weekly (starred review) “[Callie] Bates does an excellent job of delving into Jahan’s past and showing his growth. . . . The relatable characters and riveting adventure make this fantasy world very accessible for all.”—Booklist “*The Memory of Fire* is a beautiful expansion of a promising story that delivers something rich and captivating. . . . Putting it down is likely to be the biggest challenge readers will encounter.”—Books, Vertigo & Tea

A Game of Thrones - George R. R. Martin 2003-01-01

NOW THE ACCLAIMED HBO SERIES *GAME OF THRONES*—THE MASTERPIECE THAT BECAME A CULTURAL PHENOMENON Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King’s Landing. There Eddard Stark of Winterfell rules in Robert’s name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen’s brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

Dragonlance Chronicles - Margaret Weis 2010

When dragons invade the land of Krynn, a small band of heroes, including a knight, barbarian, dwarf, and half-elf, begin the search for the magical Dragon Orb and Dragonlance.

**Serpent Mage** - Margaret Weis 2009-02-19

After the four worlds Alfred has at last found his people on Chelstra, the realm of sea. But his travels have taught him to be cautious... and Alfred soon realizes his caution is justified, even among his own kind. The one person Alfred can trust is, strangely, Haplo the Patryn. But Haplo's lord has decreed all Sartan to be the enemy, and Haplo dares not go against his lord. Now the companions have arrived in a land where humans, elves, and dwarves have learned to live in peace. Unaware of an even greater threat to all the realms, it is Sartan and Patryn who will disrupt this alliance of the lesser races in their struggle to gain control of all four worlds. Only Alfred and Haplo realize that they have a much older -- and more powerful -- enemy than each other...

**Fire Sea** - Margaret Weis 2008-12-18

Abarrach, the Realm of stone. Here, on a barren world of underground caverns built around a core of molten lava, the lesser races -- humans, elves, and dwarves -- seem to have all died off. Here, too, what may well be the last remnants of the once powerful Sartan still struggle to survive. For Haplo and Alfred -- enemies by heritage, traveling companions by necessity -- Abarrach may reveal more than either dares to discover about the history of Sartan... and the future of all their descendants.

Triumph of the Darksword - Margaret Weis 2010-07-21

Volume III in the heroic saga of magic, betrayal and adventure, *The Darksword Trilogy*. In the realm where magic is life, Joram was one of the Dead. Born without power, he was denied his royal birthright and sentenced to the Turning—his mind to be imprisoned inside a husk of living stone. Yet at the last moment, Saryon took his place, suffering the eternal torment for his young master, And joram and his wife Gwendolyn vanished into the mists that marked the Border of the World. . . . Now, ten years later, Joram and Gwendolyn have returned to reclaim their rightful place in Merilon. Wielding one last time the terrible, magic-thirsting Darksword, Joram must confront the evil sorcerer Menju and his army of Technologists from beyond the Border in a final apocalyptic battle. Rejoined by Saryon, the mage Mosiah and Simkin, Joram will fulfill the ancient prophecy of the Darksword—the prophecy that puts in his hands the power to destroy the world . . . or save it.

**Castle Roogna** - Piers Anthony 2002-03-26

Once upon a past. . . . Millie had been a ghost for 800 years. But now, restored by the magic of Xanth, she was again a maddeningly desirable woman. She could have had any man she wanted . . . except the one she did want, Jonathan the zombie. To grant Millie her desire, and to prove his right to rule Xanth in the future, young Magician Dor embarked on a quest for the elixir which would restore Jonathan to full life. But the potion could be found only in the past . . . so, through a magic tapestry, to the past he went, taking over the

body of a barbarian warrior. The first person he encountered there was Jumper, a giant spider—a nightmare monster, but a staunch friend and much-needed ally in peril-haunted, ancient Xanth. Then Dor met Millie—800 years younger, but just as lovely. And he realized that, in his new body, he was no longer twelve years old . . .

**A Clash of Kings** - George R. R. Martin 2003-01-01

THE BOOK BEHIND THE SECOND SEASON OF GAME OF THRONES, AN ORIGINAL SERIES NOW ON HBO. A SONG OF ICE AND FIRE: BOOK TWO In this thrilling sequel to A Game of Thrones, George R. R. Martin has created a work of unsurpassed vision, power, and imagination. A Clash of Kings transports us to a world of revelry and revenge, wizardry and warfare unlike any we have ever experienced. A comet the color of blood and flame cuts across the sky. And from the ancient citadel of Dragonstone to the forbidding shores of Winterfell, chaos reigns. Six factions struggle for control of a divided land and the Iron Throne of the Seven Kingdoms, preparing to stake their claims through tempest, turmoil, and war. It is a tale in which brother plots against brother and the dead rise to walk in the night. Here a princess masquerades as an orphan boy; a knight of the mind prepares a poison for a treacherous sorceress; and wild men descend from the Mountains of the Moon to ravage the countryside. Against a backdrop of incest and fratricide, alchemy and murder, victory may go to the men and women possessed of the coldest steel . . . and the coldest hearts. For when kings clash, the whole land trembles.

**Elven Star** - Margaret Weis 2008-12-18

On steamy Pryan, never-ending sunlight and plentiful rain have created a jungle so vast that humans and elves dwell high in the trees and only dwarves live anywhere near the ground. From the treetops the aristocratic elves sell weapons to the other races, whose incessant warfare sends a steady stream of profits and essential resources skyward. Now, generations of dissent and race hatred will not heal -- not even under the threat of annihilation at the hands of legendary Titans. Armed with little more than their wits and prophecy, an elf, a human, and a dwarf must unite to try to save the world from destruction.

**The Anvil of Ice** - Michael Scott Rohan 2012-11-05

The chronicles of THE WINTER OF THE WORLD echo down the ages in half-remembered myth and song - tales of mysterious powers of the Mastersmiths, of the forging of great weapons, of the subterranean kingdoms of the duergar, of Gods who walked abroad, and of the Powers that struggled endlessly for

dominion. In the Northlands, beleaguered by the ever-encroaching Ice and the marauding Ekwesh, a young cowherd, Alv, saved from the raiders by the mysterious Mastersmith, discovers in himself an uncanny power to shape metal - but it is a power that may easily be turned to evil ends, and on a dreadful night Alv flees the Mastersmith, and embarks on the quest to find both his own destiny, and a weapon that will let him stand against the Power of the Ice.

**Dragon Wing** - Margaret Weis 2008-12-24

Ages ago, sorcerers of unmatched power sundered a world into four realms—sky, stone, fire, and water—then vanished. Over time, magicians learned to work spells only in their own realms and forgot the others. Now only the few who have survived the Labyrinth and crossed the Death Gate know of the presence of all four realms—and even they have yet to unravel the mysteries of their severed world. . . . In Arianus, Realm of Sky, humans, elves, and dwarves battle for control of precious water—traversing a world of airborne islands on currents of elven magic and the backs of mammoth dragons. But soon great magical forces will begin to rend the fabric of this delicate land. An assassin will be hired to kill a royal prince—by the king himself. A dwarf will challenge the beliefs of his people—and lead them in rebellion. And a sinister wizard will enact his plan to rule Arianus—a plan that may be felt far beyond the Realm of Sky and into the Death Gate itself.

**The Ruthless Lady's Guide to Wizardry** - C. M. Waggoner 2021-01-12

A Tor.com Reviewers' Choice Best Book of the Year Sparks fly in this enchanting fantasy novel from the author of Unnatural Magic when a down-and-out fire witch and a young gentlewoman join forces against a deadly conspiracy. Dellaria Wells, petty con artist, occasional thief, and partly educated fire witch, is behind on her rent in the city of Leiscourt—again. Then she sees the “wanted” sign, seeking Female Persons, of Martial or Magical ability, to guard a Lady of some Importance, prior to the celebration of her Marriage. Delly fast-talks her way into the job and joins a team of highly peculiar women tasked with protecting their wealthy charge from unknown assassins. Delly quickly sets her sights on one of her companions, the confident and well-bred Winn Cynallum. The job looks like nothing but romance and easy money until things take a deadly (and undead) turn. With the help of a bird-loving necromancer, a shapeshifting schoolgirl, and an ill-tempered reanimated mouse named Buttons, Delly and Winn are determined to get the best of an adversary who wields a twisted magic and has friends in the highest of places.