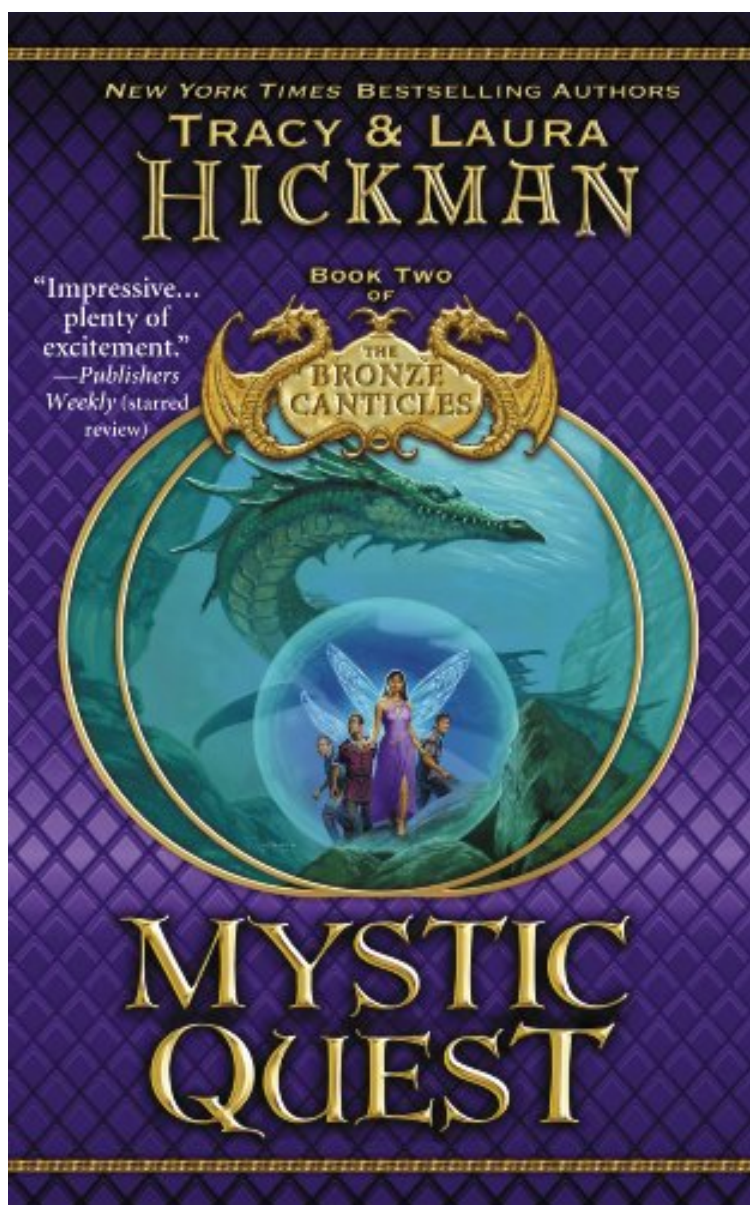


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# Mystic Quest: Book Two of The Bronze Canticles (English Edition)



*Par Tracy Hickman, Laura Hickman  
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**Par Tracy Hickman, Laura Hickman :** Mystic Quest: Book Two of The Bronze Canticles (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Mystic Quest: Book Two of The Bronze Canticles (English Edition):

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**Description :** Description du produitThrice upon a time, three worlds were in peril. Twenty-three years have passed since Galen Arvad first exposed the deep magic. Now that magic brings tragedy and darkness to the lives of all who wield it in the world. Galen and his clans suffer an endless war in the realm of the dragonkings, the fairies contend with a gruesome kingdom of the undead, and in the realm of the reanimated, rusting titans, a tyrant goblins lust for conquest goes unchecked. A new generation of heroes will set out on separate, life-altering journeys. Whether in search of freedom or atonement, each will find their redemption may be beyond the power of magicfor their darkest secrets and greatest dangers are those they bring with

them.

Prsentation de l'diteurThrice upon a time, three worlds were in peril... New York Times bestselling author Tracy Hickman and Dragonlance™ cocreator Laura Hickman present the continuing story of their monumental, enthralling epic fantasy... Thrice upon a time, three champions will find one destiny... In the course of more than two decades, Galen Arvad's tiny band of outlaw Mystics has grown into a nation of secret clans, despite fierce persecution by the Pir theocracy and the dragons that have enslaved humanity. On another world, the faery Dwywnwyn saved her people by raising an army of the dead, but now none of the corpses can rest...and the sheer number of their tormented legions threatens the faery kingdoms. While on the third world, the tyrannical King Mimic's domination is threatened by a warrior maiden whose thirst for conquest exceeds his own. Yet through the magic of the dreams that link their worlds, a new wind blows, beckoning each of them into unknown lands with the promise of salvation, sanctuary, and power. For Galen's war-weary son, Caelith, the slender hope takes the form of a stranger's vow to lead him and his people to the sanctuary of a lost empire-the legendary ancestral home of the Mystics. Dwywnwyn seeks salvation of her people through a small fellowship of Fae who must journey to a distant land of unquenchable horror-where their truth can bring peace to the living and the dead. As for the wizard-goblin Thux, newly and unwillingly appointed Technomancer to King Mimic, his journey to the Ogre citadel may bring him to the height of power and danger-if his own allies do not kill him first. Now three bands of heroes embark on odysseys beset by outer tragedy and inner betrayal. For each to survive, all must succeed-for all three worlds face the same cunning evil...From Publishers WeeklyNew readers may find it difficult to get into the Hickmans' second installment in their Bronze Canticles series (after 2004's Mystic Warrior), with its three complex tales set in the parallel worlds of faerie, goblin and human. In the land of the Five Domains, Dragonkings and Dragonqueens destroyed the Rhamasian Empire more than 400 years before; now they're in conflict with rebel humans who possess the Deep Magic rediscovered by blacksmith Galen Arvad 23 years earlier. Mystics can connect to the other worlds in a dream state, but this ability doesn't really add much to the rambling quest Arvad's sons, half-brothers Caelith and Jorgan, embark on to find Calsandria, fabled Lost City of Gods. In the eerie yet lovely fairie world, Princess Aislynn becomes one of the Oraclyn-loi ("Vision Pilgrims in training") to serve Dwywnwyn, queen of the dead, and joins a dangerous expedition to discover another lost city. And in the amusing goblin world, Thux, grand wizard to the goblin emperor, finds himself on another life-changing quest. Hopefully, future volumes will tie these disparate elements into a satisfying whole. Agent, Matt Bialer at Sanford Greenburger. (Apr. 18) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.Prsentation de l'diteurThrice upon a time, three worlds were in peril... New York Times bestselling author Tracy Hickman and Dragonlance™ cocreator Laura Hickman present the continuing story of their monumental, enthralling epic fantasy... Thrice upon a time, three champions will find one destiny... In the course of more than two decades, Galen Arvad's tiny band of outlaw Mystics has grown into a nation of secret clans, despite fierce persecution by the Pir theocracy and the dragons that have enslaved humanity. On another world, the faery Dwywnwyn saved her people by raising an army of the dead, but now none of the corpses can rest...and the sheer number of their tormented legions threatens the faery kingdoms. While on the third world, the tyrannical King Mimic's domination is threatened by a warrior maiden whose thirst for conquest exceeds his own. Yet through the magic of the dreams that link their worlds, a new wind blows, beckoning each of them into unknown lands with the promise of salvation, sanctuary, and power. For Galen's war-weary son, Caelith, the slender hope takes the form of a stranger's vow to lead him and his people to the sanctuary of a lost empire-the legendary ancestral home of the Mystics. Dwywnwyn seeks salvation of her people through a small fellowship of Fae who must journey to a distant land of unquenchable horror-where their truth can bring peace to the living and the dead. As for the wizard-goblin Thux, newly and unwillingly appointed Technomancer to King Mimic, his journey to the Ogre citadel may bring him to the height of power and danger-if his own allies do not kill him first. Now three bands of heroes embark on odysseys beset by outer tragedy and inner betrayal. For each to survive, all must succeed-for all three worlds face the same cunning evil...