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A Knight of the Seven Kingdoms *Bantam*

Taking place nearly a century before the events of A Game of Thrones, A Knight of the Seven Kingdoms compiles the first three official prequel novellas to George R. R. Martin's ongoing masterwork, A Song of Ice and Fire. These never-before-collected adventures recount an age when the Targaryen line still holds the Iron Throne, and the memory of the last dragon has not yet passed from living consciousness. Before Tyrion Lannister and Podrick Payne, there was Dunk and Egg. A young, naïve but ultimately courageous hedge knight, Ser Duncan the Tall towers above his rivals—in stature if not experience. Tagging along is his diminutive squire, a boy called Egg—whose true name (hidden from all he and Dunk encounter) is Aegon Targaryen. Though more improbable heroes may not be found in all of Westeros, great destinies lay ahead for these two . . . as do powerful foes, royal intrigue, and outrageous exploits. Featuring more than 160 all-new illustrations by Gary Gianni, A Knight of the Seven Kingdoms is a must-have collection that proves chivalry isn't dead—yet.

The Mystery Knight: A Graphic Novel *Bantam*

A graphic novel edition of The Mystery Knight, one of the thrilling Dunk and Egg novellas from George R. R. Martin's A Knight of the Seven Kingdoms and a prequel of sorts to A Game of Thrones "Every wedding needs a singer, and every tourney needs a mystery knight." Westeros is eerily peaceful. King Aerys I sits on the Iron Throne. A ravaging plague has abated. Yet beneath the surface, tensions linger sixteen years after a failed rebellion. In these restless times, noble hedge knight Ser Duncan the Tall—Dunk, to his friends—and his precocious boy squire, Egg, travel the Seven Kingdoms performing chivalrous deeds, though Egg's bloodline must be concealed at all costs. After heading north for Winterfell, Dunk and Egg are lured off the kingsroad by a wedding feast—and an unusually lucrative tournament. The champion jouster will claim a rare trophy indeed: a dragon's egg. Dunk, always better in a melee, would be satisfied with a hot meal, a cup of wine, and a purse full of coins. But a treasonous plot is more likely to hatch before another dragon ever stretches its wings. Someone's on to Egg. And a mystery knight with designs on an even bigger prize soon throws the entire affair into chaos.

The Hedge Knight

A Knight of the Seven Kingdoms: A Novel By George R. R. Martin | Conversation Starters

A Knight of the Seven Kingdoms by George R. R. Martin | Conversation Starters A Brief Look Inside: EVERY GOOD BOOK CONTAINS A WORLD FAR DEEPER than the surface of its pages. The characters and their world come alive, and the characters and its world still live on. Conversation Starters is peppered with questions designed to bring us beneath the surface of the page and invite us into the world that lives on. These questions can be used to... Create Hours of Conversation: • Foster a deeper understanding of the book • Promote an atmosphere of discussion for groups • Assist in the study of the book, either individually or corporately • Explore unseen realms of the book as never seen before Disclaimer: This book you are about to enjoy is an independent resource to supplement the original book, enhancing your experience of A Knight of the Seven Kingdoms. If you have not yet purchased a copy of the original book, please do before purchasing this unofficial Conversation Starters.

The Making of a Knight *Charlesbridge Publishing*

Seven-year-old James wants to be a brave and noble knight like his father. He dreams of the day that he too will wear the golden spurs that symbolize knighthood. But before his dreams are realized, James must work for seven years as a page and for seven more as a squire, learning to ride, hunt, and fight.

Game of Thrones 5-Copy Boxed Set

A Song of Ice and Fire 1-5 *Bantam Books*
THE HIT ORIGINAL SERIES FROM HBO #1 INTERNATIONALLY BESTSELLING AUTHOR GEORGE R. R. MARTIN A SONG OF ICE AND FIRE Includes GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS

Crisanta Knight: Into the Gray *BQB Publishing*
Maybe the gray was not where people went to get lost. Maybe it was the perfect place to be reborn. For in that gray was the potential to be anything, to become anyone. Returning to protagonist school had confronted me with a mixed bag of change. Some things were good. I was a star athlete on my Twenty-Three Skidd team, my friends and I were closer than ever, I'd made amends with my traditionalist headmistress, and the surprisingly kind grandson of King Midas was doing his best to win my affection. Other changes, however, were not so sweet. The greater realm now knew about my Pure Magic, and an upcoming trial by the realm higher-ups and Fairy Godmothers would decide my fate. My former princess archenemy was under a sleeping curse, which meant we couldn't access the vital memories of a dead Fairy Godmother stored in her brain. The commons rebellion in our realm was only growing in strength. And I . . . Well, I'd taken my first life. The antagonist queen's careful planning paired with my hard-to-control powers of life had caused me to snap and kill someone. He'd been a villain, yes, but that didn't placate my morality. Especially given the ongoing internal war I struggled with over my abilities and their potential. As I fought to be a strong hero, princess, and more importantly person, I was flogged by the many questions posed by enemies, friends, and my own conscience about how I was changing—and what I was changing into. Would my magic inevitably corrupt me like the antagonists wanted and our realm's higher-ups feared? My personal fate aside, would my friends and I be able to stop the antagonists from taking over our realm? And finally, was I more afraid of not being powerful enough to stop them, or being even more powerful than anybody anticipated?

Gentlemen of the Road

A Tale of Adventure *Del Rey*
#1 SAN FRANCISCO CHRONICLE BESTSELLER • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE CHICAGO TRIBUNE “A picaresque, swashbuckling adventure.”—The Washington Post Book World They're an odd pair, to be sure: pale, rail-thin, black-clad Zelikman, a moody, itinerant physician fond of jaunty headgear, and ex-soldier Amram, a gray-haired giant of a man as quick with a razor-tongued witicism as with a sharpened battle-ax. Brothers under the skin, comrades in arms, they make their rootless way through the Caucasus Mountains, circa a.d. 950, living as they please and surviving however they can—as blades and thieves for hire and as practiced bamboozlers, cheerfully separating the gullible from their money. But when they are dragooned into service as escorts and defenders to a prince of the Khazar Empire, they soon find themselves the half-willing generals in a full-scale revolution—on a road paved with warriors and whores, evil emperors and extraordinary elephants, secrets, swordplay, and such stuff as the grandest adventures are made of. Praise for Gentlemen of the Road “Within a few pages I was happily tangled in [Chabon’s] net of finely filigreed language, seduced by an old-school-style swashbuckling quest . . . laced with surprises and humor.”—San Francisco Chronicle “[Chabon] is probably the premiere prose stylist—the Updike—of his generation.”—Time “The action is intricate and exuberant. . . . It’s hard to resist its gathering momentum, not to mention the sheer headlong pleasure of Chabon’s language.”—The New York Times Book Review “[A] wild, wild adventure . . . abounds with lush language . . . This book roars to be read aloud.”—Chicago Sun-Times

Summary of a Knight of the Seven Kingdoms: A Song of Ice and Fire by George R. R. Martin: Trivia/Quiz for Fans *Blurb*
A Knight of the Seven Kingdoms: A Song of Ice and Fire by George R. R. Martin: Trivia/Quiz for Fans Features You'll Discover Inside: - A comprehensive guide to aid in discussion & discovery - 30 multiple choice questions on the book, plots, characters, and author - Insightful resource for teachers, groups, or individuals - Keep track of scores with results to determine "fan status" - Share with other book fans and readers for mutual enjoyment Disclaimer: This is an unofficial summary, analysis and trivia book to enhance a reader's experience to books they already love and appreciate. We encourage our readers to purchase the original book first before downloading this companion book for your enjoyment.

Dead Things *Penguin*
Stephen Blackmoore's dark urban fantasy series follows necromancer Eric Carter through a world of vengeful gods and goddesses, mysterious murders, and restless ghosts. Necromancer is such an ugly word, but it's a title Eric Carter is stuck with. He sees ghosts, talks to the dead. He's turned it into a lucrative career putting troublesome spirits to rest, sometimes taking on even more dangerous things. For a fee, of course. When he left LA fifteen years ago, he thought he'd never go back. Too many bad memories. Too many people trying to kill him. But now his sister's been brutally murdered and Carter wants to find out why. Was it the gangster looking to settle a score? The ghost of a mage he killed the night he left town? Maybe it's the patron saint of violent death herself, Santa Muerte, who's taken an unusually keen interest in him. Carter's going to find out who did it, and he's going to make them pay. As long as they don't kill him first.

The Book of Swords *Bantam*
New epic fantasy in the grand tradition—including a never-before-published Song of Ice and Fire story by George R. R. Martin! Fantasy fiction has produced some of the most unforgettable heroes ever conjured onto the page: Robert E. Howard’s Conan the Barbarian, Michael Moorcock’s Elric of Melniboné, Fritz Leiber’s Fafhrd and the Gray Mouser. Classic characters like these made sword and sorcery a storytelling sensation, a cornerstone of fantasy fiction—and an inspiration for a new generation of writers, spinning their own outsize tales of magic and swashbuckling adventure. Now, in The Book of Swords, acclaimed editor and bestselling author Gardner Dozois presents an all-new anthology of original epic tales by a stellar cast of award-winning modern masters—many of them set in their authors’ best-loved worlds. Join today’s finest tellers of fantastic tales, including George R. R. Martin, K. J. Parker, Robin Hobb, Scott Lynch, Ken Liu, C. J. Cherryh, Daniel Abraham, Lavie Tidhar, Ellen Kushner, and more on action-packed journeys into the outer realms of dark enchantment and intrepid derring-do, featuring a stunning assortment of fearless swordsmen and warrior women who face down danger and death at every turn with courage, cunning, and cold

steel. FEATURING SIXTEEN ALL-NEW STORIES: “The Best Man Wins” by K. J. Parker “Her Father’s Sword” by Robin Hobb “The Hidden Girl” by Ken Liu “The Sword of Destiny” by Matthew Hughes “‘I Am a Handsome Man,’ Said Apollo Crow” by Kate Elliott “The Triumph of Virtue” by Walter Jon Williams “The Mocking Tower” by Daniel Abraham “Hrunting” by C. J. Cherryh “A Long, Cold Trail” by Garth Nix “When I Was a Highwayman” by Ellen Kushner “The Smoke of Gold Is Glory” by Scott Lynch “The Colgrid Conundrum” by Rich Larson “The King’s Evil” by Elizabeth Bear “Waterfalling” by Lavie Tidhar “The Sword Tyraste” by Cecelia Holland “The Sons of the Dragon” by George R. R. Martin And an introduction by Gardner Dozois “When fine writer and expert editor [Gardner] Dozois beckons, authors deliver—and this surely will be one of the year’s essential anthologies.”—Kirkus Reviews (starred review)

Rogues *Bantam*
NEW YORK TIMES BESTSELLER A thrilling collection of twenty-one original stories by an all-star list of contributors—including a new A Game of Thrones story by George R. R. Martin! If you’re a fan of fiction that is more than just black and white, this latest story collection from #1 New York Times bestselling author George R. R. Martin and award-winning editor Gardner Dozois is filled with subtle shades of gray. Twenty-one all-original stories, by an all-star list of contributors, will delight and astonish you in equal measure with their cunning twists and dazzling reversals. And George R. R. Martin himself offers a brand-new A Game of Thrones tale chronicling one of the biggest rogues in the entire history of Ice and Fire. Follow along with the likes of Gillian Flynn, Joe Abercrombie, Neil Gaiman, Patrick Rothfuss, Scott Lynch, Cherie Priest, Garth Nix, and Connie Willis, as well as other masters of literary sleight-of-hand, in this rogues gallery of stories that will plunder your heart—and yet leave you all the richer for it. Featuring all-new stories by Joe Abercrombie • Daniel Abraham • David W. Ball • Paul Cornell • Bradley Denton • Phyllis Eisenstein • Gillian Flynn • Neil Gaiman • Matthew Hughes • Joe R. Lansdale • Scott Lynch • Garth Nix • Cherie Priest • Patrick Rothfuss • Steven Saylor • Michael Swanwick • Lisa Tuttle • Carrie Vaughn • Walter Jon Williams • Connie Willis And an Introduction by George R. R. Martin! Praise for Rogues “Not a single bad story in the bunch . . . The table of contents alone will make fans from all genre aisles salivate.”—Library Journal

Dangerous Women *Macmillan*
All new and original to this volume, the 21 stories in Dangerous Women include work by twelve New York Times bestsellers, and seven stories set in the authors' bestselling continuities-including a new "Outlander" story by Diana Gabaldon, a tale of Harry Dresden's world by Jim Butcher, a story from Lev Grossman set in the world of The Magicians, and a 35,000-word novella by George R. R. Martin about the Dance of the Dragons, the vast civil war that tore Westeros apart nearly two centuries before the events of A Game of Thrones. Also included are original stories of dangerous women--heroines and villains alike--by Brandon Sanderson, Joe Abercrombie, Sherrilyn Kenyon, Lawrence Block, Carrie Vaughn, S. M. Stirling, Sharon Kay Penman, and many others. Writes Gardner Dozois in his Introduction, "Here you'll find no hapless victims who stand by whimpering in dread while the male hero fights the monster or clashes swords with the villain, and if you want to tie these women to the railroad tracks, you'll find you have a real fight on your hands. Instead, you will find sword-wielding women warriors, intrepid women fighter pilots and far-ranging spacewomen, deadly female serial killers, formidable female superheroes, sly and seductive femmes fatale, female wizards, hard-living Bad Girls, female bandits and rebels, embattled survivors in Post-Apocalyptic futures, female Private Investigators, stern female hanging judges, haughty queens who rule nations and whose jealousies and ambitions send thousands to grisly deaths, daring dragonriders, and many more." At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sir Gawain and the Green Knight (A New Verse Translation) *W. W. Norton & Company*
A poetic translation of the classic Arthurian story is an edition in alliterative language and rhyme of the epic confrontation between a young Round Table hero and a green-clad stranger who compels him to meet his destiny at the Green Chapel. Reprint. 20,000 first printing.

Fevre Dream

A Novel *Bantam*
A THRILLING REINVENTION OF THE VAMPIRE NOVEL BY THE MASTER OF MODERN FANTASY, GEORGE R. R. MARTIN Abner Marsh, a struggling riverboat captain, suspects that something’s amiss when he is approached by a wealthy aristocrat with a lucrative offer. The hauntingly pale, steely-eyed Joshua York doesn’t care that the icy winter of 1857 has wiped out all but one of Marsh’s dilapidated fleet; nor does he care that he won’t earn back his investment in a decade. York’s reasons for traversing the powerful Mississippi are to be none of Marsh’s concern—no matter how bizarre, arbitrary, or capricious York’s actions may prove. Not until the maiden voyage of Fevre Dream does Marsh realize that he has joined a mission both more sinister, and perhaps more noble, than his most fantastic nightmare—and humankind’s most impossible dream.

Fire & Blood *Bantam*
Set 300 years before the events in A Song of Ice and Fire, FIRE AND BLOOD is the definitive history of the Targaryens in Westeros as told by Archmaester Gyldayn, and chronicles the conquest that united the Seven Kingdoms under Targaryen rule through to the Dance of the Dragons: the Targaryen civil war that nearly ended their dynasty forever.

Drakon's Knight *Entangled: Amara*
Drakon Jericho Drake, the child of a pure-blood dragon and human, has a simple plan: Kill the leader of the Knights of the Dragon and start a war. Except, when he meets his target, Karina Azarov, she can't remember who she is. Worst of all—he can't kill her. His dragon side has just claimed the dangerous woman as his mate. Karina has no idea why these Drakon’s have taken her to their home. And she most certainly does not understand why she’s so drawn to her captor. Maybe because he’s strong, intelligent, and caring, in his enigmatic sort of way. One thing she knows, he’s not going to hurt her. If only she could remember something from her past that would explain why these Drakon’s hate her so much. But if her memory returns, mated or not, he may get his war.. And one of them will die. The Blood of the Drakon series is best enjoyed in order Reading Order: Book #1: Drakon’s Promise Book #2: Drakon’s Prey Book #3: Drakon's Plunder Book #4: Drakon's Past Book #5: Drakon Unchained Book #6: Drakon’s Tear Book #7: Drakon's Knight

Rules for a Knight

The Last Letter of Sir Thomas Lemuel Hawke *Knopf*
"It is 1483, and Sir Thomas Lemuel Hawke, a Cornish knight, is about to ride into battle. On the eve of his departure, he composes a letter to his four young children, consisting of twenty virtues that provide instruction on how to live a noble life, and on all the lessons, large and small, that he might

have imparted to them himself were he not expecting to die on the battlefield. "Why am I alive? Where was I before I was born? What will happen to me when I die? Whatever well our lives are drawn from, it is deep, wild, mysterious, and unknowable..."Rules for a Knight is many things: a code of ethics; an intimate record of a lifelong quest; a careful recounting of a knight's hardest won lessons, deepest aspirations, and most richly instructive failures; and an artifact, a relic of a father's exquisite love. Drawing on the ancient teachings of Eastern and Western philosophy and religion, on literature, and poetry, and on the great spiritual and political writings of our time, Ethan Hawke has written a parable that--in the story of a young man's journey toward a life of authenticity and meaning--captures the instinctive movement of the heart toward truth and beauty. Rules for a Knight has the appeal of Arthurian legend; the economy of Aesop; and the vitality, intelligence, and risk-taking that could only emanate from Ethan Hawke"--

The New Voices of Science Fiction *Tachyon Publications*

In this daring anthology of cutting-edge short stories, new science fiction luminaries including Rebecca Roanhorse, Amal El-Mohtar, and Sam J. Miller, are showcased with the rising stars that are transforming their genre. Discover exciting writers who are already out of this world, in this space-age sequel to the 2018 World Fantasy Award-winning anthology, The New Voices of Fantasy. [STARRED REVIEW] "Superlative." —Publishers Weekly Your future is bright! After all, your mother is a robot, your father has joined the alien hive-mind, and your dinner will be counterfeit 3D-printed steak. Even though your worker bots have staged a mutiny, and your tour guide speaks only in memes, you can always sell your native language if you need some extra cash. In The New Voices of Science Fiction, you'll find the rising stars of the last five years: Rebecca Roanhorse, Amal El-Mohtar, Alice Sola Kim, E. Lily Yu, Rich Larson, Vina Jie-Min Prasad, Sarah Pinsker, Darcie Little Badger, Nino Cipri, S. Qiouyi Lu, Kelly Robson, and more. These extraordinary stories have been hand-selected by cutting-edge and award-winning author Hannu Rajaniemi (The Quantum Thief, Summerland) and genre expert, World Fantasy Award winner, Jacob Weisman (Invaders, The Sword & Sorcery Anthology). So go ahead, join the interstellar revolution. The new kids already hacked the AI. "These authors show us the new new things, from global cataclysms to personal transformations that get us lost in entirely unprecedented landscapes. They are here to wake us, by giving us new waking dreams. Read them, and be changed." —Hannu Rajaniemi, editor

A Feast for Crows *Bantam*

The kingdom exists in a state of perilous equilibrium following the death of a monstrous king, a regent ruling in King's Landing, and few claimants to the Iron Throne, until new conspiracies and alliances begin to erupt.

Foucault's Pendulum *Houghton Mifflin Harcourt*

Bored with their work, three Milanese editors cook up "the Plan," a hoax that connects the medieval Knights Templar with other occult groups from ancient to modern times. This produces a map indicating the geographical point from which all the powers of the earth can be controlled—a point located in Paris, France, at Foucault's Pendulum. But in a fateful turn the joke becomes all too real, and when occult groups, including Satanists, get wind of the Plan, they go so far as to kill one of the editors in their quest to gain control of the earth.Orchestrating these and other diverse characters into his multilayered semiotic adventure, Eco has created a superb cerebral entertainment.

The Unofficial Guide to Game of Thrones *Simon and Schuster*

The everything-you-missed, wanted-to-know-more-about, and can't-get-enough guide to the Game of Thrones television series—from the first episode to the epic finale. Valar morghulis! Spanning every episode across all eight seasons, INSIDER's entertainment correspondent Kim Renfro goes deep into how the show was made, why it became such a phenomenon and explores every detail you want to know. It's the perfect book to look back at all you may have missed or to jump-start you on a second viewing of the whole series. As an entertainment correspondent, Renfro has covered the show's premieres, broken down key details in scenes, explored characters' histories, and interviewed the cast, directors, and crew. In this book, she sheds new light on the themes, storylines, character development, the meaning of the finale, and what you can expect next. Some of the questions answered here include: What was the Night King's ultimate purpose? How did the show effect George R.R. Martin's ability to finish the book series? Why were the final seasons shorter? Why did the direwolves get shortchanged? How were the fates of Jon Snow and Daenerys Targaryen foretold from the start? Was that really a bittersweet ending? Winter may have come and gone, but there is still plenty to discover and obsess over in this behind-the-scenes fan guide to the Game of Thrones HBO series.

A Song of Ice and Fire *Voyager*

The complete box set of George R R Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. George R.R. Martin's A Song of Ice and Fire series has set the benchmark for contemporary epic fantasy. Labeled by Time magazine as one of the top 100 most influential people in the world, Martin has conjured a world as complex and vibrant as that of J.R.R. Tolkien's, populated by a huge cast of fascinating, complex characters, and boasting a history that stretches back twelve thousand years. The box set includes: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS, 1: STEEL AND SNOW A STORM OF SWORDS, 2: BLOOD AND GOLD A FEAST FOR CROWS A DANCE WITH DRAGONS The dimension of the box set is 178mm x111mm.

The Seven Deadly Sins: Four Knights of the Apocalypse 1 *Seven Deadly Sins: Four Kn*

Return to the magical and thrilling world of Britannia with this new adventure from the creator of The Seven Deadly Sins, the manga that inspired the No. 1 hit Netflix Original Anime! Percival has always lived with his grandfather on the idyllic, remote God's Finger. And though Percival loves the simple life, he longs for adventure. That is, until adventure comes knocking at his door, tearing away everything he's ever known and leaving him alone in the world. Now Percival has no choice but to go out into the world and see what it holds... after all, it's his destiny! Four Knights of the Apocalypse is a new story in the world of The Seven Deadly Sins, but can be enjoyed totally on its own!

A Knight's Own Book of Chivalry *University of Pennsylvania Press*

On the great influence of a valiant lord: "The companions, who see that good warriors are honored by the great lords for their prowess, become more determined to attain this level of prowess." On the lady who sees her knight honored: "All of this makes the noble lady rejoice greatly within herself at the fact that she has set her mind and heart on loving and helping to make such a good knight or good man-at-arms." On the worthiest amusements: "The best pastime of all is to be often in good company, far from unworthy men and from unworthy activities from which no good can come." Enter the real world of knights and their code of ethics and behavior. Read how an aspiring knight of the fourteenth century would conduct himself and learn what he would have needed to know when traveling, fighting, appearing in court, and engaging fellow knights. Composed at the height of the

Hundred Years War by Geoffroi de Charny, one of the most respected knights of his age, A Knight's Own Book of Chivalry was designed as a guide for members of the Company of the Star, an order created by Jean II of France in 1352 to rival the English Order of the Garter. This is the most authentic and complete manual on the day-to-day life of the knight that has survived the centuries, and this edition contains a specially commissioned introduction from historian Richard W. Kaeuper that gives the history of both the book and its author, who, among his other achievements, was the original owner of the Shroud of Turin.

The Sworn Sword

The Armageddon Rag

A Novel *Bantam*

"The best novel concerning the American pop music culture of the sixties I've ever read."—Stephen King From #1 New York Times bestselling author George R. R. Martin comes the ultimate novel of revolution, rock 'n' roll, and apocalyptic murder—a stunning work of fiction that portrays not just the end of an era, but the end of the world as we know it. Onetime underground journalist Sandy Blair has come a long way from his radical roots in the '60s—until something unexpectedly draws him back: the bizarre and brutal murder of a rock promoter who made millions with a band called the Nazgûl. Now, as Sandy sets out to investigate the crime, he finds himself drawn back into his own past—a magical mystery tour of the pent-up passions of his generation. For a new messiah has resurrected the Nazgûl and the mad new rhythm may be more than anyone bargained for—a requiem of demonism, mind control, and death, whose apocalyptic tune only Sandy may be able to change in time . . . before everyone follows the beat. "The wilder aspects of the '60s . . . roar back to life in this hallucinatory story by a master of chilling suspense."—Publishers Weekly "What a story, full of nostalgia and endless excitement. . . . It's taut, tense, and moves like lightning."—Tony Hillerman "Daring . . . a knowing, wistful appraisal of . . . a crucial American generation."—Chicago Sun-Times "Moving . . . comic . . . eerie . . . really and truly a walk down memory lane."—The Washington Post

Dreamsongs *Bantam*

Collects some of the writer's early work, including "The Skin Trade," "The Hedge Knight," and "From the Journal of Xavier Desmond."

Night Knight *Candlewick Press*

Riding through the forest to reach his bedroom, a little knight battles crocodiles to brush his teeth and climbs a tall tower to get into his bed before settling down to sleep. By the author and illustrator of Foxly's Feast.

Her Name Is Knight *Thomas & Mercer*

A smash debut novel from rising star Yasmin Angoe, Her Name Is Knight features an elite assassin heroine on a mission to topple a human trafficking ring and avenge her family. Stolen from her Ghanaian village as a child, Nena Knight has plenty of motives to kill. Now an elite assassin for a powerful business syndicate called the Tribe, she gets plenty of chances. But while on assignment in Miami, Nena ends up saving a life, not taking one. She emerges from the experience a changed woman, finally hopeful for a life beyond rage and revenge. Tasked with killing a man she's come to respect, Nena struggles to reconcile her loyalty to the Tribe with her new purpose. Meanwhile, she learns a new Tribe council member is the same man who razed her village, murdered her family, and sold her into captivity. Nena can't resist the temptation of vengeance--and she doesn't want to. Before she can reclaim her life, she must leverage everything she was and everything she is to take him down and end the cycle of bloodshed for good.

The Seven Deadly Sins: Four Knights of the Apocalypse 3 *Seven Deadly Sins: Four Kn*

Return to the magical and thrilling world of Britannia with this new adventure from the creator of The Seven Deadly Sins, the manga that inspired the No. 1 hit Netflix Original Anime! Percival has always lived with his grandfather on the idyllic, remote God's Finger. And though Percival loves the simple life, he longs for adventure. That is, until adventure comes knocking at his door, tearing away everything he's ever known and leaving him alone in the world. Now Percival has no choice but to go out into the world and see what it holds... after all, it's his destiny! Four Knights of the Apocalypse is a new story in the world of The Seven Deadly Sins, but can be enjoyed totally on its own!

A Song of Ice and Fire 2018 Calendar

Illustrations by Eric Velhagen *Bantam*

Winter is here. In the 2018 entry of this annual calendar series spanning A Game of Thrones and the entire Song of Ice and Fire saga, award-winning illustrator Justin Sweet delivers one of the most atmospheric and otherworldly visions yet of George R. R. Martin's masterwork. From the children of the forest to the terrors beyond the Wall, from the Targaryen dragons to the tyrant on the Iron Throne, these twelve never-before-seen paintings will remind fans that the most original series in fantasy is just warming up. 12 MONTHS OF DAZZLING ARTWORK!

The Seven Deadly Sins: Four Knights of the Apocalypse 2 *Seven Deadly Sins: Four Kn*

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The Wolf and the Woodsman

A Novel *HarperCollins*

In the vein of Naomi Novik's New York Times bestseller Spinning Silver and Katherine Arden's national bestseller The Bear and the Nightingale, this unforgettable debut— inspired by Hungarian history and Jewish mythology—follows a young pagan woman with hidden powers and a one-eyed captain of the Woodsmen as they form an unlikely alliance to thwart a tyrant. In her forest-veiled pagan village, Évike is the only woman without power, making her an outcast clearly abandoned by the gods. The villagers blame her corrupted bloodline—her father was a Yehuli man, one of the much-loathed servants of the fanatical king. When soldiers arrive from the Holy Order of Woodsmen to claim a pagan girl for the king's blood sacrifice, Évike is betrayed by her fellow villagers and surrendered. But when monsters attack the Woodsmen and their captive en route, slaughtering

everyone but Évike and the cold, one-eyed captain, they have no choice but to rely on each other. Except he’s no ordinary Woodsman—he’s the disgraced prince, Gáspár Bárány, whose father needs pagan magic to consolidate his power. Gáspár fears that his cruelly zealous brother plans to seize the throne and instigate a violent reign that would damn the pagans and the Yehuli alike. As the son of a reviled foreign queen, Gáspár understands what it’s like to be an outcast, and he and Évike make a tenuous pact to stop his brother. As their mission takes them from the bitter northern tundra to the smog-choked capital, their mutual loathing slowly turns to affection, bound by a shared history of alienation and oppression. However, trust can easily turn to betrayal, and as Évike reconnects with her estranged father and discovers her own hidden magic, she and Gáspár need to decide whose side they’re on, and what they’re willing to give up for a nation that never cared for them at all.

Windhaven

A Novel *Bantam*

“Told with a true storyteller’s voice: clear, singing, persuasive, and wonderfully moving . . . a truly wonderful book.”—Jane Yolen From #1 New York Times bestselling author George R. R. Martin and acclaimed author Lisa Tuttle comes a timeless tale that brilliantly renders the struggle between the ironbound world of tradition and a rebellious soul seeking to prove the power of a dream. Among the scattered islands that make up the water world of Windhaven, no one holds more prestige than the silver-winged flyers, romantic figures who cross treacherous oceans, braving shifting winds and sudden storms, to bring news, gossip, songs, and stories to a waiting populace. Maris of Amberly, a fisherman’s daughter, wants nothing more than to soar on the currents high above Windhaven. So she challenges tradition, demanding that flyers be chosen by merit rather than inheritance. But even after winning that bitter battle, Maris finds that her troubles are only beginning. Now a revolution threatens to destroy the world she fought so hard to join—and force her to make the ultimate sacrifice. “Martin and Tuttle make wonderful professional music together . . . shifting easily from moments of almost unbearable tension to others of sheer poetry and exhilaration.”—Fort Worth Star-Telegram “A powerful flight of the imagination . . . an entirely enjoyable reading experience, wrought by a pair of writers noted for excellence.”—Roger Zelazny “It’s romance. It’s science fiction. It’s beautiful.”—A. E. van Vogt “I didn’t mean to stay up all night to finish Windhaven, but I had to!”—Anne McCaffrey

The Ice Dragon *Tor Teen*

The Ice Dragon is an enchanting tale of courage and sacrifice for young readers and adults by the wildly popular author of the #1 New York Times bestselling Song of Ice and Fire series, George R.R. Martin. Lavish illustrations by acclaimed artist Luis Royo enrich this captivating and heartwarming story of a young girl and her dragon. In the world of A Song of Ice and Fire the ice dragon was a creature of legend and fear, for no man had ever tamed one. When it flew overhead, it left in its wake desolate cold and frozen land. But Adara was not afraid. For Adara was a winter child, born during the worst freeze that anyone, even the Old Ones, could remember. Adara could not remember the first time she had seen the ice dragon. It seemed that it had always been in her life, glimpsed from afar as she played in the frigid snow long after the other children had fled the cold. In her fourth year she touched it, and in her fifth year she rode upon its broad, chilled back for the first time. Then, in her seventh year, on a calm summer day, fiery dragons from the North swooped down upon the peaceful farm that was Adara's home. And only a winter child—and the ice dragon who loved her—could save her world from utter destruction. This new edition of The Ice Dragon is sure to become a collector's item for fans of HBO's megahit Game of Thrones. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Warriors 2 *Tor Fantasy*

From George R. R. Martin's Introduction to Warriors: "People have been telling stories about warriors for as long as they have been telling stories. Since Homer first sang the wrath of Achilles and the

ancient Sumerians set down their tales of Gilgamesh, warriors, soldiers, and fighters have fascinated us; they are a part of every culture, every literary tradition, every genre. All Quiet on the Western Front, From Here to Eternity, and The Red Badge of Courage have become part of our literary canon, taught in classrooms all around the country and the world. Our contributors make up an all-star lineup of award-winning and bestselling writers, representing a dozen different publishers and as many genres. We asked each of them for the same thing—a story about a warrior. Some chose to write in the genre they're best known for. Some decided to try something different. You will find warriors of every shape, size, and color in these pages, warriors from every epoch of human history, from yesterday and today and tomorrow, and from worlds that never were. Some of the stories will make you sad, some will make you laugh, and many will keep you on the edge of your seat." The stories in the second mass market volume of this book are: Introduction: Stories of the Spinner Rack, by George R. R. Martin Seven Years from Home, by Naomi Novik Dirae, by Peter S. Beagle Ancient Ways, by S. M. Stirling The Scroll, by David Ball Recidivist, by Gardner Dozois Ninieslando, by Howard Waldrop Out of the Dark, by David Weber Many of these writers are bestsellers. All of them are storytellers of the highest quality. Together they make a volume of unforgettable reading. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Le Morte D'Arthur *Hackett Publishing*

This brisk retelling of Le Morte D'Arthur highlights the narrative drive, humor, and poignancy of Sir Thomas Malory’s original while updating his fifteenth-century English and selectively pruning over-elaborate passages that can try the patience of modern readers. The result is an adaptation that readers can enjoy as a fresh approach to Malory's sprawling masterpiece. The book's most famous episodes--the sword in the stone, the cataclysmic final battle--are all here, while lesser-known key episodes stand forth with new brightness and clarity. The text is accompanied by an up-to-date bibliography, including websites and video resources, and a descriptive index keyed--like the retelling itself--to the book and chapter divisions of William Caxton's first printed edition of 1485.

Tuf Voyaging

A Novel *Bantam*

Long before A Game of Thrones became an international phenomenon, #1 New York Times bestselling author George R. R. Martin had taken his loyal readers across the cosmos. Now back in print after almost ten years, Tuf Voyaging is the story of quirky and endearing Haviland Tuf, an unlikely hero just trying to do right by the galaxy, one planet at a time. Haviland Tuf is an honest space-trader who likes cats. So how is it that, in competition with the worst villains the universe has to offer, he’s become the proud owner of a seedship, the last remnant of Earth’s legendary Ecological Engineering Corps? Never mind; just be thankful that the most powerful weapon in human space is in good hands—hands which now have the godlike ability to control the genetic material of thousands of outlandish creatures. Armed with this unique equipment, Tuf is set to tackle the problems that human settlers have created in colonizing far-flung worlds: hosts of hostile monsters, a population hooked on procreation, a dictator who unleashes plagues to get his own way . . . and in every case, the only thing that stands between the colonists and disaster is Tuf’s ingenuity—and his reputation as a man of integrity in a universe of rogues. “A rich blend of adventure, humor, compassion and all the other things that make being human worthwhile.”—Analog “A new facet of Martin’s manysided talent.”—Asimov’s

Radge *Esther E. Schmidt*

Meribeth - Chaos erupts, causing my parents to force me into an arranged marriage. When I try to coerce circumstances to take a turn, that’s when true mayhem strikes. Ramsey - She’s wild, crazy, and a streak of violence runs through her veins. But the headstrong, gorgeous redhead landing right in my lap is the key to executing a plot for vengeance. Radge is a standalone, biker/mafia romance with a happily-ever-after.