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The Ice at the End of the World

An Epic Journey into Greenland's Buried Past and Our Perilous Future *Random House*

A riveting, urgent account of the explorers and scientists racing to understand the rapidly melting ice sheet in Greenland, a dramatic harbinger of climate change “Jon Gertner takes readers to spots few journalists or even explorers have visited. The result is a gripping and important book.”—Elizabeth Kolbert, Pulitzer Prize-winning author of *The Sixth Extinction* NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Washington Post • The Christian Science Monitor • Library Journal Greenland: a remote, mysterious island five times the size of California but with a population of just 56,000. The ice sheet that covers it is 700 miles wide and 1,500 miles long, and is composed of nearly three quadrillion tons of ice. For the last 150 years, explorers and scientists have sought to understand Greenland—at first hoping that it would serve as a gateway to the North Pole, and later coming to realize that it contained essential information about our climate. Locked within this vast and frozen white desert are some of the most profound secrets about our planet and its future. Greenland’s ice doesn’t just tell us where we’ve been. More urgently, it tells us where we’re headed. In *The Ice at the End of the World*, Jon Gertner explains how Greenland has evolved from one of earth’s last frontiers to its largest scientific laboratory. The history of Greenland’s ice begins with the explorers who arrived here at the turn of the twentieth century—first on foot, then on skis, then on crude, motorized sleds—and embarked on grueling expeditions that took as long as

a year and often ended in frostbitten tragedy. Their original goal was simple: to conquer Greenland’s seemingly infinite interior. Yet their efforts eventually gave way to scientists who built lonely encampments out on the ice and began drilling—one mile, two miles down. Their aim was to pull up ice cores that could reveal the deepest mysteries of earth’s past, going back hundreds of thousands of years. Today, scientists from all over the world are deploying every technological tool available to uncover the secrets of this frozen island before it’s too late. As Greenland’s ice melts and runs off into the sea, it not only threatens to affect hundreds of millions of people who live in coastal areas. It will also have drastic effects on ocean currents, weather systems, economies, and migration patterns. Gertner chronicles the unfathomable hardships, amazing discoveries, and scientific achievements of the Arctic’s explorers and researchers with a transporting, deeply intelligent style—and a keen sense of what this work means for the rest of us. The melting ice sheet in Greenland is, in a way, an analog for time. It contains the past. It reflects the present. It can also tell us how much time we might have left.

A World Without Ice *Penguin*

A co-winner of the 2007 Nobel Peace Prize offers a clear-eyed explanation of the planet’s imperiled ice. Much has been written about global warming, but the crucial relationship between people and ice has received little focus—until now. As one of the world’s leading experts on climate change, Henry Pollack provides an accessible, comprehensive survey of ice as a force of nature, and the potential consequences as we face the possibility

of a world without ice. *A World Without Ice* traces the effect of mountain glaciers on supplies of drinking water and agricultural irrigation, as well as the current results of melting permafrost and shrinking Arctic sea ice—a situation that has degraded the habitat of numerous animals and sparked an international race for seabed oil and minerals. Catastrophic possibilities loom, including rising sea levels and subsequent flooding of lowlying regions worldwide, and the ultimate displacement of millions of coastal residents. *A World Without Ice* answers our most urgent questions about this pending crisis, laying out the necessary steps for managing the unavoidable and avoiding the unmanageable.

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.

Sirolic World of Ice

Book 1 the Open Road of Adventurers

Sirolic World of Ice Book 1 the Open Road of Adventurers is a fantasy novel about four common people becoming adventurers. Book one takes place on the frozen planet Sirolic in a solar system of five planets called Rudan Solar. The one inhabitable region of the frozen world is a collection of continents in what is called the Ring Ocean completely surrounded by the Ice of the world. the story begins in the southwest region of the Ring Ocean on the continent of Hraefinburg in the small town of Krakenridege where a murder has taken place.

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.

The World of Ice *BoD – Books on Demand*

Reproduction of the original: The World of Ice by R.M Ballantyne

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.

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)

A Game of Thrones 4-Book Bundle

A Song of Ice and Fire Series: A Game of Thrones, A Clash of Kings, A Storm of Swords, and A Feast for Crows *Bantam*

The perfect gift for fans of HBO's Game of Thrones—a boxed set featuring the first four novels! George R. R. Martin's A Song of Ice and Fire series has become, in many ways, the gold standard for modern epic fantasy. Martin—dubbed the "American Tolkien" by Time magazine—has created a world that is as rich and vital as any piece of historical fiction, set in an age of knights and chivalry and filled with a plethora of fascinating, multidimensional characters that you love, hate to love, or love to hate as they struggle for control of a divided kingdom. This bundle includes the following novels: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS

A Knight of the Seven Kingdoms *Bantam*

"Originally published in hardcover in the United States by Bantam Books, an imprint of Random House, a division of Penguin Random House LLC, in 2015."--Title page verso.

The Ice at the Bottom of the World

Stories *Anchor*

With a distinctive and original voice, Mark Richard's stories capture characters on the fringe of society, and illuminate the goodness at the heart of their Southern, down-and-out lies. Full of startling images and harrowing epiphanies, *The Ice at the Bottom of the World* is a collection by a true master of his craft. In these ten stories, Mark Richard, winner of the 1990 PEN/Ernest Hemingway Foundation Award, emerges as the heir apparent to Mark Twain, Flannery O'Connor, and William Faulkner.

A Feast for Crows *Bantam*

The uneasy peace that exists following the death of Robb Stark is threatened by new plots, intrigues, and alliances that once again will plunge the Seven Kingdoms into all-out war for control of the Iron Throne.

Iron, Fire and Ice

The Real History that Inspired Game of Thrones *Simon and Schuster*

Have you read everything George R.R. Martin has ever written? Do you know what in Game of Thrones is based in real history? A young pretender raises an army to take the throne. Learning of

his father's death, the adolescent, dashing and charismatic and descended from the old kings of the North, vows to avenge him. He is supported in this war by his mother, who has spirited away her two younger sons to safety. Against them is the queen, passionate, proud, and strong-willed and with more of the masculine virtues of the time than most men. She too is battling for the inheritance of her young son, not yet fully grown but already a sadist who takes delight in watching executions. Sound familiar? It may read like the plot of *Game of Thrones*. Yet that was also the story of the bloodiest battle in British history, fought at the culmination of the War of the Roses. George RR Martin's bestselling novels are rife with allusions, inspirations, and flat-out copies of real-life people, events, and places of medieval and Tudor England and Europe. The Red Wedding? Based on actual events in Scottish history. The poisoning of Joffrey Baratheon? Eerily similar to the death of William the Conqueror's grandson. The Dothraki? Also known as Huns, Magyars, Turks, and Mongols. Join Ed West, as he explores all of Martin's influences, from religion to war to powerful women. Discover the real history behind the phenomenon and see for yourself that truth is stranger than fiction.

George R. R. Martin's A Game of Thrones 5-Book Boxed Set (Song of Ice and Fire Series)

A Game of Thrones, A Clash of Kings, A Storm of Swords, A Feast for Crows, and A Dance with Dragons *Bantam*

For the first time, all five novels in the epic fantasy series that inspired HBO's *Game of Thrones* are together in one eBook

bundle. An immersive entertainment experience unlike any other, *A Song of Ice and Fire* has earned George R. R. Martin—dubbed “the American Tolkien” by *Time* magazine—international acclaim and millions of loyal readers. Now this bundle collects the entire monumental cycle in the most convenient format available: *A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS* “One of the best series in the history of fantasy.”—*Los Angeles Times* 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. “Long live George Martin . . . a literary dervish, enthralled by complicated characters and vivid language, and bursting with the wild vision of the very best tale tellers.”—The New York Times

Fire, Ice, and Physics

The Science of Game of Thrones *MIT Press*

Exploring the science in George R. R. Martin's fantastical world, from the physics of an ice wall to the genetics of the Targaryens and Lannisters. Game of Thrones is a fantasy that features a lot of made-up science—fabricated climatology (when is winter coming?), astronomy, metallurgy, chemistry, and biology. Most fans of George R. R. Martin's fantastical world accept it all as part of the magic. A trained scientist, watching the fake science in Game of Thrones, might think, “But how would it work?” In Fire, Ice, and Physics, Rebecca Thompson turns a scientist's eye on Game of Thrones, exploring, among other things, the science of an ice wall, the genetics of the Targaryen and Lannister families, and the biology of beheading. Thompson, a PhD in physics and an enthusiastic Game of Thrones fan, uses the fantasy science of the show as a gateway to some interesting real science, introducing GOT fandom to a new dimension of appreciation. Thompson starts at the beginning, with winter, explaining seasons and the very elliptical orbit of the Earth that might cause winter to come (or not come). She tells us that ice can behave like ketchup, compares regular steel to Valyrian steel, explains that dragons are “bats, but with fire,” and considers Targaryen inbreeding.

Finally she offers scientific explanations of the various types of fatal justice meted out, including beheading, hanging, poisoning (reporting that the effects of “the Strangler,” administered to Joffrey at the Purple Wedding, resemble the effects of strychnine), skull crushing, and burning at the stake. Even the most faithful Game of Thrones fans will learn new and interesting things about the show from Thompson's entertaining and engaging account. Fire, Ice, and Physics is an essential companion for all future bingeing.

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

The Lands of Ice and Fire *Voyager*

A series of maps to illustrating the lands and cities of George R. R. Martin's A Song of Ice and Fire 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. Labelled 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 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

Fire and Ice

Stories of Winter from around the World *Darby Creek*™

A shaman hunts a silver fox through the frosted snow. A brave little robin defies a polar bear. The blind Viking god of winter plays a dangerous game with his brother, the god of summer. . . Explore wintertime through the eyes of cultures around the world with this chilly collection of traditional tales. From the frozen tundra of Canada to the far off islands in the Pacific Ocean, explore how diverse peoples have told the story of winter.

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 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 jousting 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.

Middle-earth from Script to Screen

Building the World of The Lord of the Rings and The Hobbit *Harper Design*

For the first time ever, the epic, in-depth story of the creation of one of the most famous fantasy worlds ever imagined—an illustrious compendium that reveals the breathtaking craftsmanship, artistry, and technology behind the magical Middle-earth of the blockbuster film franchises, *The Lord of the Rings* Motion Picture Trilogy and *The Hobbit* Trilogy, directed by Peter Jackson. *The Making of Middle-Earth* tells the complete story of how J. R. R. Tolkien's magic world was brought to vivid life on the big screen in the record-breaking film trilogies *The Lord of the Rings* Motion Picture Trilogy and *The Hobbit* Motion Picture Trilogy. Drawing on resources, stories, and content from the archives of the companies and individuals behind the films,

much of which have never appeared in print before, as well as interviews and a foreword by director Peter Jackson and key members of the Art Department, Shooting Crews, Park Road Post, and Weta Digital teams who share their personal insights on the creative process, this astonishing resource reveals: How the worlds were built, brick by brick and pixel by pixel; How environments were extended digitally or imagined entirely as computer generated spaces; How the multiple shooting units functioned; How cast members and characters interacted with their environments. Daniel Falconer takes fans from storyboard concepts to deep into the post-production process where the films were edited, graded, and scored, explaining in depth how each enhanced the films. He also discusses how the processes involved in establishing Middle-earth for the screen have evolved over the fifteen years between the start and finish of the trilogies. Going region by region and culture by culture in this fantasy realm, *The Making of Middle-Earth* describes how each area created for the films was defined, what made it unique, and what role it played in the stories. Illustrated with final film imagery, behind-the-scenes pictures and conceptual artwork, including places not seen in the final films, this monumental compilation offers unique and far-reaching insights into the creation of the world we know and love as Middle-earth.

The Wit & Wisdom of Tyrion Lannister *HarperCollins UK*

This book showcases the best and most humorous quotes from George R.R. Martin's favourite character Tyrion Lannister, the worldly, jaded, funny, highly intelligent, cynical, womanizing star of the books. A perfect stocking-filler for every fan of the books,

and of HBO's award-winning television series.

A Game of Thrones

A Song of Ice and Fire: Book One *Bantam*

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.

The Book of Ice *Subliminal Kid Inc*

Antarctica, the only uninhabited continent, belongs to no single country and has no government. While certain countries lay claim to portions of the landmass, it is the only solid land on the planet with no unified national affiliation. Drawing on the continent's rich history of inspiring exploration and artistic endeavors, Paul D. Miller a.k.a. DJ Spooky has put together his own multimedia, multidisciplinary study of Antactica. Book of Ice is one aspect of this ongoing project. In light of climate change and tireless human enterprise to be present everywhere on the planet, Miller uses Antarctica as a point on entry for contemplating humanity's relationship with the natural world. Using photographs and film stills from his journey to the bottom of the world, along with original artworks and re-appropriated archival materials, Miller ponders how Antarctica could liberate itself from the rest of the world. Part fictional manifesto, part history and part science book, Book of Ice furthers Miller's reputation as an innovative artist capable of making the old look new. The Book of Ice contains an introduction by celebrated physicist Brian Greene, author of the bestselling *Fabric of the Cosmos*. "This is not cool, this is freezing. I still have frostbite." --Stefan Sagmeister "A rare mind encounters a rare place--this is an entirely new take on the bottom of the world, very cool (but getting warmer)." --Bill McKibben, American environmentalist, journalist, and author "Antarctica is full of wonder. Paul D Miller has visited and returned with treasure. You hold in your hand interviews, photographs, histories, architectural plans, propaganda, sheet

music, hyperlinks and a manifesto demanding that you never set foot there. This is work as unbounded and untameable as the continent itself. Read it and feel dislocated in the best possible way." --Raj Patel, author of *The Value of Nothing*

A Feast of Ice and Fire: The Official Game of Thrones Companion Cookbook *Bantam*

Ever wonder what it's like to attend a feast at Winterfell? Wish you could split a lemon cake with Sansa Stark, scarf down a pork pie with the Night's Watch, or indulge in honeyfingers with Daenerys Targaryen? George R. R. Martin's bestselling saga *A Song of Ice and Fire* and the runaway hit HBO series *Game of Thrones* are renowned for bringing Westeros's sights and sounds to vivid life. But one important ingredient has always been missing: the mouthwatering dishes that form the backdrop of this extraordinary world. Now, fresh out of the series that redefined fantasy, comes the cookbook that may just redefine dinner . . . and lunch, and breakfast. A passion project from superfans and amateur chefs Chelsea Monroe-Cassel and Sariann Lehrer—and endorsed by George R. R. Martin himself—*A Feast of Ice and Fire* lovingly replicates a stunning range of cuisines from across the Seven Kingdoms and beyond. From the sumptuous delicacies enjoyed in the halls of power at King's Landing, to the warm and smoky comfort foods of the frozen North, to the rich, exotic fare of the mysterious lands east of Westeros, there's a flavor for every palate, and a treat for every chef. These easy-to-follow recipes have been refined for modern cooking techniques, but adventurous eaters can also attempt the authentic medieval meals that inspired them. The authors have also suggested

substitutions for some of the more fantastical ingredients, so you won't have to stock your kitchen with camel, live doves, or dragon eggs to create meals fit for a king (or a khaleesi). In all, *A Feast of Ice and Fire* contains more than 100 recipes, divided by region:

- The Wall: Rack of Lamb and Herbs; Pork Pie; Mutton in Onion-Ale Broth; Mulled Wine; Pease Porridge
- The North: Beef and Bacon Pie; Honeyed Chicken; Aurochs with Roasted Leeks; Baked Apples
- The South: Cream Swans; Trout Wrapped in Bacon; Stewed Rabbit; Sister's Stew; Blueberry Tarts
- King's Landing: Lemon Cakes; Quails Drowned in Butter; Almond Crusted Trout; Bowls of Brown; Iced Milk with Honey
- Dorne: Stuffed Grape Leaves; Duck with Lemons; Chickpea Paste
- Across the Narrow Sea: Biscuits and Bacon; Tyroshi Honeyfingers; Wintercakes; Honey-Spiced Locusts

There's even a guide to dining and entertaining in the style of the Seven Kingdoms. Exhaustively researched and reverently detailed, accompanied by passages from all five books in the series and photographs guaranteed to whet your appetite, this is the companion to the blockbuster phenomenon that millions of stomachs have been growling for. And remember, winter is coming—so don't be afraid to put on a few pounds. Includes a Foreword by George R. R. Martin

A Game of Thrones *Bantam*

The kingdom of the royal Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons, and the arrival of barbarian hordes

Dreamsongs *Bantam*

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

Game of Thrones and Philosophy

Logic Cuts Deeper Than Swords *John Wiley & Sons*

An in-depth look at the philosophical issues behind HBO's *Game of Thrones* television series and the books that inspired it. George R.R. Martin's New York Times bestselling epic fantasy book series, *A Song of Ice and Fire*, and the HBO television show adapted from it, have earned critical acclaim and inspired fanatic devotion. This book delves into the many philosophical questions that arise in this complex, character-driven series, including: Is it right for a "good" king to usurp the throne of a "bad" one and murder his family? How far should you go to protect your family and its secrets? In a fantasy universe with medieval mores and ethics, can female characters reflect modern feminist ideals? Timed for the premiere of the second season of the HBO *Game of Thrones* series, *Game of Thrones and Philosophy* gives new perspectives on the characters, storylines, and themes of *Game of Thrones*. Drawing on great philosophers from ancient Greece to modern America to explore intriguing topics such as the strange creatures of Westeros, the incestuous relationship of Jaime and Cersei Lannister, and what the kings of Westeros can show us about virtue and honor (or the lack thereof) as they play their game of thrones. Essential reading for fans, *Game of Thrones and Philosophy* will enrich your experience of your favorite medieval fantasy series.

The Official a Game of Thrones Coloring Book

An Adult Coloring Book *Bantam*

"A coloring book based on the Game of thrones." --

The World of Ice & Fire

The Untold History of Westeros and the Game of Thrones

Bantam

NEW YORK TIMES BESTSELLER • Perfect for fans of A Song of Ice and Fire and HBO's Game of Thrones—an epic history of Westeros and the lands beyond, featuring hundreds of pages of all-new material from George R. R. Martin! If the past is prologue, then George R. R. Martin's masterwork—the most inventive and entertaining fantasy saga of our time—warrants one hell of an introduction. At long last, it has arrived with The World of Ice & Fire. This lavishly illustrated volume is a comprehensive history of the Seven Kingdoms, providing vividly constructed accounts of the epic battles, bitter rivalries, and daring rebellions that lead to the events of A Song of Ice and Fire and HBO's Game of Thrones. In a collaboration that's been years in the making, Martin has teamed with Elio M. García, Jr., and Linda Antonsson, the founders of the renowned fan site Westeros.org—perhaps the only people who know this world almost as well as its visionary creator. Collected here is all the accumulated knowledge, scholarly speculation, and inherited folk tales of maesters and septons, maegi and singers, including • artwork and maps, with more than 170 original pieces • full family trees for Houses Stark, Lannister, and Targaryen • in-depth explorations of the history

and culture of Westeros • 100% all-new material, more than half of which Martin wrote specifically for this book The definitive companion piece to George R. R. Martin's dazzlingly conceived universe, The World of Ice & Fire is indeed proof that the pen is mightier than a storm of swords.

The World of Ice & Fire

The Untold History of Westeros and the Game of Thrones

Bantam

A lavishly illustrated guide to the A Song of Ice and Fire universe traces the pre-historical period and the coming of the First Men through the reign of the Targaryen kings and Robert's Rebellion. 75,000 first printing. TV tie-in.

The Winds of Winter *Voyager*

The sixth book in George R. R. Martin's critically acclaimed, world wide best-selling series A SONG OF ICE AND FIRE - the inspiration behind HBO's GAME OF THRONES. 'An absorbing, exciting read ... Martin's style is so vivid that you will be hooked within a few pages' The Times

Slaughterhouse-Five

A Novel *Dial Press Trade Paperback*

A special fiftieth anniversary edition of Kurt Vonnegut's masterpiece, "a desperate, painfully honest attempt to confront the monstrous crimes of the twentieth century" (Time), featuring a new introduction by Kevin Powers, author of the National Book

Award finalist *The Yellow Birds* Selected by the Modern Library as one of the 100 best novels of all time *Slaughterhouse-Five*, an American classic, is one of the world's great antiwar books. Centering on the infamous World War II firebombing of Dresden, the novel is the result of what Kurt Vonnegut described as a twenty-three-year struggle to write a book about what he had witnessed as an American prisoner of war. It combines historical fiction, science fiction, autobiography, and satire in an account of the life of Billy Pilgrim, a barber's son turned draftee turned optometrist turned alien abductee. As Vonnegut had, Billy experiences the destruction of Dresden as a POW. Unlike Vonnegut, he experiences time travel, or coming "unstuck in time." An instant bestseller, *Slaughterhouse-Five* made Kurt Vonnegut a cult hero in American literature, a reputation that only strengthened over time, despite his being banned and censored by some libraries and schools for content and language. But it was precisely those elements of Vonnegut's writing—the political edginess, the genre-bending inventiveness, the frank violence, the transgressive wit—that have inspired generations of readers not just to look differently at the world around them but to find the confidence to say something about it. Authors as wide-ranging as Norman Mailer, John Irving, Michael Crichton, Tim O'Brien, Margaret Atwood, Elizabeth Strout, David Sedaris, Jennifer Egan, and J. K. Rowling have all found inspiration in Vonnegut's words. Jonathan Safran Foer has described Vonnegut as "the kind of writer who made people—young people especially—want to write." George Saunders has declared Vonnegut to be "the great, urgent, passionate American writer of our century, who offers us . . . a model of the kind of

compassionate thinking that might yet save us from ourselves." Fifty years after its initial publication at the height of the Vietnam War, Vonnegut's portrayal of political disillusionment, PTSD, and postwar anxiety feels as relevant, darkly humorous, and profoundly affecting as ever, an enduring beacon through our own era's uncertainties. "Poignant and hilarious, threaded with compassion and, behind everything, the cataract of a thundering moral statement."—The Boston Globe

Fevre Dream *Bantam*

During the icy winter of 1857, riverboat man Abner Marsh is made captain of his own grand Mississippi steamboat by Joshua York, a vampire intent upon saving his maligned race from extinction.

Believer

My Forty Years in Politics *Penguin Books*

The heart of *Believer* is devoted to David Axelrod's 20-year friendship with Obama, a warm partnership that inspired both men. As senior adviser to the president, Axelrod served during one of the most challenging periods in national history and worked at Obama's side as he battled an economic disaster, navigated America through two wars, and fought to reform health care, the financial sector and the grid-locked political institutions. This is a powerful and inspiring memoir filled with charm and candour from one of the best political strategists in recent history.

The Dawn of Everything

A New History of Humanity *Farrar, Straus and Giroux*

A dramatically new understanding of human history, challenging our most fundamental assumptions about social evolution—from the development of agriculture and cities to the origins of the state, democracy, and inequality—and revealing new possibilities for human emancipation. For generations, our remote ancestors have been cast as primitive and childlike—either free and equal innocents, or thuggish and warlike. Civilization, we are told, could be achieved only by sacrificing those original freedoms or, alternatively, by taming our baser instincts. David Graeber and David Wengrow show how such theories first emerged in the eighteenth century as a conservative reaction to powerful critiques of European society posed by Indigenous observers and intellectuals. Revisiting this encounter has startling implications for how we make sense of human history today, including the origins of farming, property, cities, democracy, slavery, and civilization itself. Drawing on pathbreaking research in archaeology and anthropology, the authors show how history becomes a far more interesting place once we learn to throw off our conceptual shackles and perceive what's really there. If humans did not spend 95 percent of their evolutionary past in tiny bands of hunter-gatherers, what were they doing all that time? If agriculture, and cities, did not mean a plunge into hierarchy and domination, then what kinds of social and economic organization did they lead to? The answers are often unexpected, and suggest that the course of human history may be less set in stone, and more full of playful, hopeful possibilities,

than we tend to assume. The Dawn of Everything fundamentally transforms our understanding of the human past and offers a path toward imagining new forms of freedom, new ways of organizing society. This is a monumental book of formidable intellectual range, animated by curiosity, moral vision, and a faith in the power of direct action. Includes Black-and-White Illustrations

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

A Feast for Crows *Bantam*

In the fourth novel in the epic fantasy series *A Song of Ice and Fire*, 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 in the Seven Kingdoms. Reprint.