

## A Dance With Dragons George R R Martin

HBO's hit series A GAME OF THRONES is based on George R R Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. A DANCE WITH DRAGONS: DREAMS AND DUST is the FIRST part of the fifth volume in the series. 'Richly satisfying and utterly engrossing' Sunday Times

Fate of the Fallen is the start of a brand new adventure from New York Times bestselling author Kel Kade Not all stories have happy endings. Everyone loves Mathias. Naturally, when he discovers it's his destiny to save the world, he dives in head first, pulling his best friend Aaslo along for the ride. However, saving the world isn't as easy, or exciting, as it sounds in the stories. The going gets rough and folks start to believe their best chance for survival is to surrender to the forces of evil, which isn't how the prophecy goes. At all. As the list of allies grows thin, and the friends find themselves staring death in the face they must decide how to become the heroes they were destined to be or, failing that, how to survive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"Some of the most interesting fantasist-fabulists writing today." —Los Angeles Times "A science-fiction symphony of strangeness....The Cabinet of Curiosities will give you a good jolt of wonder." —Gainesville Times You'll be astonished by what you'll find in The Thackery T. Lampshead Cabinet of Curiosities. Editors Ann and Jeff Vandermeer have gathered together a spectacular array of exhibits, oddities, images, and stories by some of the most renowned and bestselling writers and artists in speculative and graphic fiction, including Ted Chiang, Mike Mignola (creator of Hellboy), China Miéville, and Michael Moorcock. A spectacularly illustrated anthology of Victorian steampunk devices and the stories behind them, The Thackery T. Lampshead Cabinet of Curiosities is a boldly original, enthrallingly imaginative, and endlessly entertaining entry into a hidden world of weird science and unnatural nature that will appeal equally to fantasy lovers and graphic novel aficionados.

The world created by George R.R. Martin in his high fantasy series A Song of Ice and Fire—now the basis for the hit HBO series Game of Thrones—is not only richly drawn, but also immensely popular. By A Game of Thrones' debut in May 2011, the series already had more than 6 million copies in print in the US and had sold more than 16 million worldwide. Since the television series' debut, A Game of Thrones and subsequent titles in the series have appeared consistently on the New York Times bestseller list. The latest title in the series, A Dance with Dragons, sold nearly 300,000 copies on its first day in print. Beyond the Wall explores the book series' influences, its place in the fantasy pantheon, its challenging narrative choices, and the pull of its stunningly epic scope.

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ICE AND FIRE, the greatest fantasy epic of the modern age. Beyond the Wall, Jon Snow's Night's Watch is riven by treachery, enemies both mortal and supernatural are massing, while in the North the combatants at Winterfell are engulfed by the worst winter snows ever seen. In King's Landing Cersei Lannister finds herself abandoned by everyone she trusts. Her brother Tyrion, having fled a death sentence, is making his way ever east towards Meereen, where Daenerys Targaryen struggles to rule a city full of death. The rise of Daenerys is known to many in Westeros now. From the Iron Islands and Dorne, Oldtown and the Free Cities, emissaries are converging to join her cause or to use her, and her dragons, for their own ends. The future of the Seven Kingdoms hangs in the balance. The great dance is beginning... From the national bestselling author of *The Mermaid* comes a mind-bending novel inspired by the twisted and wondrous works of Lewis Carroll... In a warren of crumbling buildings and desperate people called the Old City, there stands a hospital with cinderblock walls which echo the screams of the poor souls inside. In the hospital, there is a woman. Her hair, once blond, hangs in tangles down her back. She doesn't remember why she's in such a terrible place. Just a tea party long ago, and long ears, and blood... Then, one night, a fire at the hospital gives the woman a chance to escape, tumbling out of the hole that imprisoned her, leaving her free to uncover the truth about what happened to her all those years ago. Only something else has escaped with her. Something dark. Something powerful. And to find the truth, she will have to track this beast to the very heart of the Old City, where the rabbit waits for his Alice.

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

Originally published in 1968, Ursula K. Le Guin’s *A Wizard of Earthsea* marks the first of the six now beloved Earthsea titles. Ged was the greatest sorcerer in Earthsea, but in his youth he was the reckless Sparrowhawk. In his hunger for power and knowledge, he tampered with long-held secrets and loosed a terrible shadow upon the world. This is the tumultuous tale of his testing, how he mastered the mighty words of power, tamed an ancient dragon, and crossed death’s threshold to restore the balance. This ebook includes a sample chapter of *THE TOMBS OF ATUAN*.

The sixteenth Parker novel, *Butcher’s Moon* is more than twice as long most of the master heister’s adventures, and absolutely jammed with the action, violence, and nerve-jangling tension readers have come to expect. Back in the corrupt town where he lost his money, and nearly his life, in *Slayground*, Parker assembles a stunning cast of characters from throughout his career for one gigantic, blowout job: starting—and finishing—a gang war. It feels like the Parker novel to end all Parker novels, and for nearly twenty-five years that’s what it was. After its publication in 1974, Donald Westlake said, “Richard Stark proved to me that he had a life of his own by simply disappearing. He was gone.” Featuring a new introduction by Westlake’s close friend and writing partner, Lawrence Sanders, this classic Parker adventures deserve a place of honor on any crime fan’s bookshelf. More than thirty-five years later, *Butcher’s Moon* still packs a punch: keep your calendar clear when you pick it up, because once you open it you won’t want to do anything but read until the last shot is fired.

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.

As the Seven Kingdoms face a generation-long winter, rival families battle over control of the Iron Throne, while preternatural forces and barbarian hordes threaten the land.

A dazzling novel of one of America’s most celebrated photographers, Dorothea Lange, exploring the wild years in San Francisco that awakened her career-defining grit, compassion, and daring. “Jasmin Darznik expertly delivers an intriguing glimpse into the woman behind those unforgettable photographs of the Great Depression, and their impact on humanity.”—Susan Meissner, bestselling author of *The Nature of Fragile Things* In this novel of the glittering and gritty Jazz Age, a young aspiring photographer named Dorothea Lange arrives in San Francisco in 1918. As a newcomer—and naïve one at that—Dorothea is grateful for the fast

friendship of Caroline Lee, a vivacious, straight-talking Chinese American with a complicated past, who introduces Dorothea to Monkey Block, an artists' colony and the bohemian heart of the city. Dazzled by Caroline and her friends, Dorothea is catapulted into a heady new world of freedom, art, and politics. She also finds herself falling in love with the brilliant but troubled painter Maynard Dixon. As Dorothea sheds her innocence, her purpose is awakened and she grows into the artist whose iconic Depression-era "Migrant Mother" photograph broke the hearts and opened the eyes of a nation. A vivid and absorbing portrait of the past, *The Bohemians* captures a cast of unforgettable characters, including Frida Kahlo, Ansel Adams, and D. H. Lawrence. But moreover, it shows how the gift of friendship and the possibility of self-invention persist against the ferocious pull of history. The three surviving contenders for the throne of the Seven Kingdoms continue to struggle among themselves, Robb defends his kingdom from the Greyjoys, Jon confronts an escalating threat, and Daenerys and her dragon allies continue to grow in power.

*The Wheel of Time*® is a PBS Great American Read Selection! Now in development for TV! Since its debut in 1990, *The Wheel of Time*® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. Fleeing from Ebou Dar with the kidnapped Daughter of the Nine Moons, whom he is fated to marry, Mat Cauthon learns that he can neither keep her nor let her go, not in safety for either of them, for both the Shadow and the might of the Seanchan Empire are in deadly pursuit. Perrin Aybara seeks to free his wife, Faile, a captive of the Shaido, but his only hope may be an alliance with the enemy. Can he remain true to his friend Rand and to himself? For his love of Faile, Perrin is willing to sell his soul. At Tar Valon, Egwene al'Vere, the young Amyrlin of the rebel Aes Sedai, lays siege to the heart of Aes Sedai power, but she must win quickly, with as little bloodshed as possible, for unless the Aes Sedai are reunited, only the male Asha'man will remain to defend the world against the Dark One, and nothing can hold the Asha'man themselves back from total power except the Aes Sedai and a unified White Tower. In Andor, Elayne Trakland fights for the Lion Throne that is hers by right, but enemies and Darkfriends surround her, plotting her destruction. If she fails, Andor may fall to the Shadow, and the Dragon Reborn with it. Rand al'Thor, the Dragon Reborn himself, has cleansed the Dark One's taint from the male half of the True Source, and everything has changed. Yet nothing has, for only men who can channel believe that saidin is clean again, and a man who can channel is still hated and feared—even one prophesied to save the world. Now, Rand must gamble again, with himself at stake, and he cannot be sure which of his allies are really enemies.

TV series update: "Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as ABC's "Agents of SHIELD," the Netflix series "Hemlock Grove," and the NBC series "Chuck." Red Eagle partners Rick Selvage and Larry Mondragon will executive produce along with Radar's Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan's widow Harriet McDougal serving as consulting producer." —Variety

*The Wheel of Time*® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The

Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altai By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In this action-packed magical fantasy epic, a heroine at the head of a powerful empire confronts a raging battle as she's forced to do whatever it takes to restore peace. The Emperor is Dead. Long live the Emperor. Lin Sukai finally sits on the throne she won at so much cost, but her struggles are only just beginning. Her people don't trust her. Her political alliances are weak. And in the north-east of the Empire, a rebel army of constructs is gathering, its leader determined to take the throne by force. Yet an even greater threat is on the horizon, for the Alanga—the powerful magicians of legend—have returned to the Empire. They claim they come in peace, and Lin will need their help in order to defeat the rebels and restore peace. But can she trust them?

In the aftermath of a colossal battle, new threats are emerging from every direction. Tyrion Lannister, having killed his father, and wrongfully accused of killing his nephew, King Joffrey, has escaped from King's Landing with a price on his head. To the north lies the great Wall of ice and stone - a structure only as strong as those guarding it. Eddard Stark's bastard son Jon Snow has been elected 998th Lord Commander of the Night's Watch. But Jon has enemies both inside and beyond the Wall. And in the east Daenerys Targaryen struggles to hold a city built on dreams and dust.

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.

Alex Pheby's Mordew launches an astonishingly inventive epic fantasy trilogy. God is dead, his corpse hidden in the catacombs beneath Mordew. In the slums of the sea-battered city, a young boy called Nathan Treeves lives with his parents, eking out a meagre existence by picking treasures from the Living Mud and the half-formed, short-lived creatures it spawns. Until one day his desperate mother sells him to the mysterious Master of Mordew. The Master derives his magical power from feeding on the corpse of God. But Nathan, despite his fear and lowly station, has his own strength—and it is greater than the Master has ever known. Great enough to destroy everything the Master has built. If only Nathan can discover how to use it. So it is that the Master begins to scheme against him—and Nathan has to fight his way through the betrayals, secrets, and vendettas of the city where God was murdered, and darkness reigns. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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the greatest fantasy epic of the modern age. A STORM OF SWORDS: BLOOD AND GOLD is the SECOND part of the third volume in the series. 'Colossal, staggering . . . one of the greats' SFX

The last of the Targaryens, Daenerys Stormborn, the Unburnt, has brought the young dragons in her care to their terrifying maturity. Now the war-torn landscape of the Seven Kingdoms is threatened by destruction as vast as in the violent past.

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 light gravity and limited supply of metal fabric wings in the space colony lets only a few humans fly, and Maris, a fisherman's daughter, challenges the closed order of Flyers, later discovering that a revolution is threatening to destroy the world of the Flyers.

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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.

Revolutionary flames ignite around Annie, Lee, and a brand new character in the follow-up to FIREBORNE. After fleeing the revolution and settling into the craggy cliffs of New Pythos, the dragonlords are eager to punish their usurpers and reclaim their city. Their first order of business was destroying the Callipolan food supply. Now they're coming for the dragonriders. Annie is Callipolis's new Firstrider, charged with leading the war against New Pythos. But with unrest at home, enforcing the government's rationing program risks turning her into public enemy number one. Lee struggles to find his place after killing kin for a leader who betrayed him. He can support Annie and the other Guardians . . . or join the rebels who look to topple the new regime. Griff, a lowborn dragonrider who serves New Pythos, knows he has no future. And now that Julia Stormscourge is no longer there to protect him, he is called on to sacrifice everything for the lords that oppress his people--or to forge a new path with the Callipolan Firstrider seeking his help. With famine tearing Callipolis apart and the Pythians determined to take back what they lost, it will be up to Annie, Lee, and Griff to decide who--and what--to fight for.

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.

Steampunk—a grafting of Victorian aesthetic and punk rock attitude onto various forms of science-fiction culture—is a phenomenon that has come to influence film, literature, art, music, fashion, and more. *The Steampunk Bible* is the first compendium about the movement, tracing its roots in the works of Jules Verne and H. G. Wells through its most recent expression in movies such as *Sherlock Holmes*. Its adherents celebrate the inventor as an artist and hero, re-envisioning and crafting retro technologies including antiquated airships and robots. A burgeoning DIY community has brought a distinctive Victorian-fantasy style to their crafts and art. Steampunk evokes a sense of adventure and discovery, and embraces extinct technologies as a way of talking about the future. This ultimate manual will appeal to aficionados and novices alike as author Jeff VanderMeer takes the reader on a wild ride through the clockwork corridors of Steampunk history. Praise for *The Steampunk Bible*: "The Steampunk Bible is an informed, informative and beautifully illustrated survey of the subject." -The Financial Times "The Steampunk Bible is far and away the most intriguing catalog of all things steam yet written." -The Austin Chronicle "It's hard to imagine how VanderMeer and Chambers could have put together a stronger collection. Its publication marks a significant, self-conscious moment in the history of

the movement.” —PopMatters.com

The new short story collection from Nebula Award-winner Howard Waldrop. This collection of bizarre journeys of the imagination includes stops in Texas, where invading Martians find an Alamo of their very own; and New Jersey, where Herbert Hoover loses the election, takes to the airwaves, and changes the course of history.

New threats emerge to endanger the future of the Seven Kingdoms, as Daenerys Targaryen, ruling in the East, fights off a multitude of enemies, while Jon Snow, Lord Commander of the Night's Watch, faces his foes both in the Watch and beyond the great Wall of ice and stone.

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

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.

NEW YORK TIMES BESTSELLER \* 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. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY LOS ANGELES TIMES AND BUZZFEED 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 is hidden from all he and Dunk encounter. 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. Praise for A Knight of the Seven Kingdoms "Readers who already love Martin and his ability to bring visceral human drama out of any story will be thrilled to find this trilogy brought together and injected with extra life."--Booklist "The real reason to check out this collection is that it's simply great storytelling. Martin crafts a living, breathing world in a way few authors can. . . . [Gianni's illustrations] really bring the events of the novellas to life in beautiful fashion."--Tech Times "Stirring . . . As Tolkien has his Silmarillion, so [George R. R.] Martin has this trilogy of foundational tales. They succeed on their own, but in addition, they succeed in making fans want more."--Kirkus Reviews (starred review) "Pure fantasy adventure, with two of the most likable protagonists George R. R. Martin has ever penned."--Bustle "A must-read for Martin's legion of fans . . . a rousing prelude to [his] bestselling Song of Ice and Fire saga . . . rich in human drama and the colorful worldbuilding that distinguishes other books in the series."--Publishers Weekly

A Dance with Dragons Bantam

HBO's hit series A GAME OF THRONES is based on George R R Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. A DANCE WITH DRAGONS: AFTER THE FEAST is the SECOND part of the fifth volume in the series. 'Vivid, rich, multi-layered and utterly addictive' Daily Express

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



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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

"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

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