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Fevre Dream Bloomsbury Publishing USA

Even before the enormous success of *A Game of Thrones*, George R. R. Martin had secured his reputation as one of the most exciting storytellers of our time. The second of two thrilling collections, *Dreamsongs: Volume II* continues the story of his amazing journey from a young writer to a #1 New York Times bestselling force of nature. Whether writing about werewolves, wizards, or outer space, George R. R. Martin is renowned for his versatility and expansive talent, as demonstrated in this dazzling collection. *Dreamsongs: Volume II* contains acclaimed stories such as the World Fantasy Award winner "The Skin Trade," as well as the first novella in the Ice and Fire universe, *The Hedge Knight*—plus two early screenplays. Featuring extensive author commentary, *Dreamsongs: Volume II* is an invaluable chronicle of a writer at the height of his creativity—and an unforgettable reading experience for fans old and new. "Science fiction, fantasy and horror fans alike will be blown away by the diversity and quality of stories. . . . This extraordinary collection is one to cherish."—Publishers Weekly (starred review) "Dreamsongs is the ideal way to discover . . . a master of science fiction, fantasy and horror. . . . Martin is a writer like no other."—The Guardian (U.K.) PRAISE FOR GEORGE R. R. MARTIN "Of those who work in the grand epic-fantasy tradition, Martin is by far the best. In fact . . . this is as good a time as any to proclaim him the American Tolkien."—Time "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 "I always expect the best from George R. R. Martin, and he always delivers."—Robert Jordan

Full House Simon and Schuster

The return of the famous shared-world superhero books created and edited by George R. R. Martin, author of *A GAME OF THRONES* There is a secret history of the world - a history in which an alien virus struck the Earth in the aftermath of World War II, endowing a handful of survivors with extraordinary powers. Some were called Aces - those with superhuman mental and physical abilities. Others became Jokers - cursed with bizarre mental or physical disabilities. Some turned their talents to the service of humanity. Others used their powers for evil. *Wild Cards* is their story. Return to the beginning of the long running shared-world series edited by George R. R. Martin, featuring stories and characters who would go on to become legends. Super-heroes have never been more real. Originally published in 1987, *Wild Cards* includes powerful tales by Roger Zelazny, Walter Jon Williams, Howard Waldrop, Lewis Shiner, and George R. R. Martin himself. And this expanded edition contains further original tales set at the beginning of the *Wild Cards* universe, by eminent new writers like Hugo-winner David Levine, noted screenwriter and novelist Michael Cassutt, and New York Times

bestseller Carrie Vaughn.

Game of Thrones: The Storyboards, the official archive from Season 1 to Season 7 Bantam

The Hugo Award – winning author returns to the futuristic, high-tech Middle East setting of *When Gravity Falls* in this "major science fiction epic" (Locus). In a world filled with so many puppets, strings tend to get tangled. In this follow-up to the groundbreaking cyberpunk novel *When Gravity Falls*, the Budayeen is still a very dangerous place, a high-tech Arabian ghetto where power and murder go hand in hand. Marid Audran used to be a low-level street hustler, relying on his wits and independence. Now he's a cop planted in the force by Friedlander Bey, the powerful "godfather" of the Budayeen. Marid is supposed to simply be Bey's envoy into the police, but as a series of grisly murders piles up—children, prostitutes, a fellow officer—he is drawn deeper and deeper into the city's chaos. Would Marid give up all his newfound money and power to get out of this mess? Absolutely. If only he could. But answers are never that easy and choices are never completely one's own in the Budayeen.

King Breaker Tor Books

As Brandon Sanderson's #1 bestselling Skyward series celebrates its third volume, *Cytonic*, travel back in time to the origin of Cytonics in the novella *Defending Elysium*. Centuries before Spensa looked skyward from the planet Detritus—back on Old Earth before it was lost—Jason Write faced a crucial question: was humanity ready to join galactic society? When faster-than-light communications were discovered by a small telephone company in 2071, alien species such as the Tenasi and Varvax overheard them and came to visit Earth. Because the Phone Company controls all communications with the aliens, their operatives like Jason operate above the law. Now, on the space platform Evensong, one of the Phone Company's scientists has gone missing before surfacing in a hospital with amnesia, and Jason is sent to investigate. Right as he arrives, the body of a murdered Varvax ambassador is discovered, sure to cause a galactic incident. Coln Abrams of the United Intelligence Bureau seizes the opportunity to investigate Jason as he deals with the crisis. This could be the UIB's chance to discover the Phone Company's secrets—how does FTL communication work, and what is Jason hiding? Winner of Spain's UPC Award for Science Fiction in 2007.

Songs of Stars and Shadows Bantam

Having woven intricate and gripping plots around thought provoking looks at the future of countries like India, Brazil and Turkey, Ian McDonald now turns his attention to the moon. *Luna* is a gripping thriller about five corporate families caught in a bitter battle for supremacy in the harsh environment of the moon. It's very easy to die on the moon but with its vast mineral wealth its also easy to make your fortune. This is SF that will be perfect for fans

of Kim Stanley Robinson and Ken Macleod alike. Told over two volumes this will do for the moon what the award winning River of Gods did for India, the award-winning Brasyl for Brazil and the award winning The Dervish House for Turkey - it will give it a vibrant, extraordinary and believable future.

Tuf Voyaging Bantam

"This volume collects issues #1-4 of the In the House of the Worm series."--Page 4 of cover.

Guns of the Dawn Bantam

On his way to his betrothal, young Lord Penric comes upon a riding accident with an elderly lady on the ground, her maidservant and guardsmen distraught. As he approaches to help, he discovers that the lady is a Temple divine, servant to the five gods of this world. Her avowed god is The Bastard, "master of all disasters out of season", and with her dying breath she bequeaths her mysterious powers to Penric. From that moment on, Penric's life is irreversibly changed, and his life is in danger from those who envy or fear him. Set in the fantasy world of the author's acclaimed novels THE CURSE OF CHALION, PALADIN OF SOULS and THE HALLOWED HUNT, this novella has the depth of characterization and emotional complexity that distinguishes all Bujold's work. "Bujold's delightful latest tale of Penric ... is another winner in Bujold's already strong series." - Publisher's Weekly *Starred Review* on "The Prisoner of Limnos" "Series fans and fantasy readers who seek well-drawn characters will love this tale." - Publisher's Weekly on "Mira's Last Dance" "Best-selling author Bujold follows her Hugo-nominated "Penric and the Shaman" (2017) with another adventure featuring the sorcerer Penric and his resident 200-year-old chaos demon, Desdemona. ... Series fans will be delighted with this tale, which begs for continuation." - Booklist on "Penric's Mission" "Set in the 'World of The Five Gods' (The Curse of Chalion; Paladin of Souls; The Hallowed Hunt), Bujold's novella takes series fans back to a well-known realm in an exciting new adventure. The varied voices, especially between Pen and Desdemona, add a fun slant to a serious tale." - Library Journal on "Penric and the Shaman" "Bujold follows 'Penric's Demon' with another brief tale set in her World of the Five Gods, this time combining supernatural sleuthing with finely drawn characters and a panoply of emotions... This is a wonderful expansion of her World of the Five Gods." - Publisher's Weekly *Starred Review* on "Penric and the Shaman" "Fans of the Chalion tales will again be drawn in by the intrigue of the religious dynamics, the fantasy aspects of the "magic" and the complexity of character that Bujold is so masterful at creating." - RT Book Reviews on "Penric's Demon"

Fleet of Worlds Simon and Schuster

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

The Art of Game of Thrones, the Official Book of Design from Season 1 to Season 8 Macmillan

In Brandon Sanderson's riveting "Firstborn," a Tor.com Original short story, much glory is expected of the son of a High Duke of the interstellar Empire. And expected. And still expected, despite endless proof that young Dennison Crestmar has no talent whatsoever for war. But the life Dennison is forced to live will have its surprising lessons to impart. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Hundred Thousand Kingdoms Avatar Press

A collection of short science fiction tales by the Hugo and Nebula Award winner features a tale of an author who is visited by the characters from his novel and a little girl whose best friend is a dragon made of ice. Reprint.

Luna: New Moon Orbit

"I devoured this."—V. E. Schwab, New York Times bestselling author of The Invisible Life of Addie La Rue An International Bestseller An NPR Best Sci Fi, Fantasy, & Speculative Fiction Book of 2022 A Book Riot Best Book of 2022 A Vulture Best Fantasy Novel of 2022 A Goodreads Best Fantasy Choice Award Nominee A Library Journal Best Book of 2022 Out on the Yorkshire Moors lives a secret line of people for whom books are food, and who retain all of a book's content after eating it. To them, spy novels are a peppery snack; romance novels are sweet and delicious. Eating a map can help them remember destinations, and children, when they misbehave, are forced to eat dry, musty pages from dictionaries.

Devon is part of The Family, an old and reclusive clan of book eaters. Her brothers grow up feasting on stories of valor and adventure, and Devon—like all other book eater women—is raised on a carefully curated diet of fairy tales and cautionary stories. But real life doesn't always come with happy endings, as Devon learns when her son is born with a rare and darker kind of hunger—not for books, but for human minds. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ship of Magic Bantam

Alien meets Psycho in this chilling mystery set on a spaceship, soon to be an original series on Netflix, by the #1 best-selling author of A Song of Ice and Fire George R.R. Martin. Brought to electrifying life with artwork by David Palumbo. Wings of Fire Spectrum Literary Agency, Inc.

The first book in a seafaring fantasy trilogy that George R. R. Martin has described as "even better than the Farseer Trilogy—I didn't think that was possible." Bingtown is a hub of exotic trade and home to a merchant nobility famed for its liveness—rare vessels carved from wizardwood, which ripens magically into sentient awareness. Now the fortunes of one of Bingtown's oldest families rest on the newly awakened liveness Vivacia. For Althea Vestrit, the ship is her rightful legacy. For Althea's young nephew, wrenched from his religious studies and forced to serve aboard the Vivacia, the ship is a life sentence. But the fate of the ship—and the Vestrits—may ultimately lie in the hands of an outsider: the ruthless buccaneer captain Kennit, who plans to seize power over the Pirate Isles by capturing a liveness and bending it to his will. Don't miss the magic of the Liveness Traders Trilogy: SHIP OF MAGIC • MAD SHIP • SHIP OF DESTINY

The Ice Dragon Harper Collins

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

Penric's Demon New York : Pocket Books ; Markham, Ont. : Distributed in Canada by PaperJacks

Omni was a jewel among popular science magazines of its era (1978 – 1998). Science Digest, Science News, Scientific America, and Discover may have all been selling well to armchair scientists, but Omni masterfully blended cutting edge science news and science fiction, flashy graphic design, a touch of sex, and the images of a generation of artists completely free and unburdened by the disciplines of the masters. Created by the legendary Bob Guccione, better known for founding Penthouse than perhaps any of the other facets of his inspired career in business, art, and literature, Guccione handpicked the artists and illustrators that contributed to the Omni legacy—they in turn created works ignited by passion and intellect, two of Guccione's principal ideals. *The Mind's Eye: The Art of Omni* is the very first publication to celebrate in stunning detail the exceptional science fiction imagery of this era in an oversized format. *The Mind's Eye* contains 185 images from contributing Omni artists including John Berkey, Chris Moore, H.R. Giger, Rafal Olbinski, Rall é , Tsuneo Sanda, Hajime Sorayama, Robert McCall, and Colin Hay among many more, along with quotes from artists, contributors, writers, and critics. Omni lived in a time well before the digital revolution. The images you see on these pages have taken years to track down and brought the editors in touch with many esteemed artists, amazing photographers and dusty storage lockers. Their quest is far from over;

you'll notice an almost decade-long gap in the material, the contents of which were either lost or destroyed. Efforts to search throughout the universe for any images will continue and will be shared with the world at the all-things-Omni website, omnireboot.com. Stay tuned... Collected in book form for the first time ever, the striking art from this extraordinary magazine will delight fans who remember seeing the work years ago and newcomers interested in the unique aesthetic of this genre's biggest artists. "Omni was a magazine about the future. From 1978 to 1998 Omni blew minds by regularly featuring extensive Q&As with some of the top scientists of the 20th century—E.O. Wilson, Francis Crick, Jonas Salk—tales of the paranormal, and some of the most important science fiction to ever see magazine publication: William Gibson's genre-defining stories 'Burning Chrome' and 'Johnny Mnemonic,' Orson Scott Card's 'Unaccompanied Sonata,' novellas by Harlan Ellison and George R. R. Martin, 'Thanksgiving,' a postapocalyptic tale by Joyce Carol Oates—even William S. Burroughs graced its pages." —Vice magazine, Motherboard "Omni is not a science magazine. It is a magazine about the future...Omni was sui generis. Although there were plenty of science magazines over the years...Omni was the first magazine to slant all its pieces toward the future. It was fun to read and gorgeous to look at." —Ben Bova, six-time Hugo award winner

Outside the Gates of Eden Macmillan

'Generous but unflinching, sweeping but intimate, fictional but true' KAREN JOY FOWLER. 'A brilliant requiem for our generation and all our dreams' GEORGE R.R. MARTIN. What happened to the idealism of the 1960s? This question has haunted a generation. *Outside the Gates of Eden* follows two men from their first meeting in high school to their final destination in the 21st century. Alex is torn between his father's business empire and his own artistic yearnings. Cole, constantly uprooted in his childhood, finds his calling at a Bob Dylan concert in 1965. From the Summer of Love in San Francisco to the Woodstock festival in upstate New York, from campus protests to the Soho art scene, from a communal farm in Virginia to the mariachis of Guanajuato, Mexico, the novel charts the rise and fall of the counterculture - and what came after. Using the music business as a window into the history of half a century, *Outside the Gates of Eden* is both epic and intimate, starkly realistic and ultimately hopeful, a War and Peace for the Woodstock generation. 'Shiner displays the panoramic historical consciousness of a Pynchon or DeLillo, and yet every page is suffused with a humble and scrupulous humanity... You simply live with his people and know them and love them' JONATHAN LETHEM. 'A page-turning tour de force. Anyone with a passion for rock and roll storytelling at its very best must not deny themselves the opportunity to read this tale. A masterpiece' IAIN MATTHEWS. 'A history of a generation seen through the lens of music' JOHN KESSEL.

Facing the Other Way: The Story of 4AD Dragonsteel, LLC

This career retrospective from beloved author Tad Williams (*Otherland*; *Tailchaser's Song*; *Shadowplay*) demonstrates why he is one of fantasy's most enduring icons. *The Very Best of Tad Williams* collects Williams' finest work in multiple genres, including epic fantasy,

urban fantasy, and YA. These superlative tales, many of which were previously available only in limited editions, introduce dragons, wizards, assassins, heroes, and fools — even a few cyberpunks and super-soldiers. Readers only familiar with Williams' internationally bestselling novels and series will be delighted that in his short fiction he explores myriad new possibilities and adventures. Here are the stories that showcase the exhilarating breadth of Williams' imagination, hearkening back to such classic fantasists as J. R. R. Tolkien, Ray Bradbury, Peter S. Beagle, and beyond.

Nightflyers Fairwood Press LLC

A brand-new novel set in Niven's Known Space, two hundred years before the discovery of the Ringworld.

A Few Last Words for the Late Immortals Tachyon Publications

The first official account of the iconic record label.

A Fire in the Sun HarperCollins UK

Go behind the scenes of HBO's global television phenomenon with Game of Thrones: The Storyboards—an official collection featuring striking storyboard art. The official collection of behind the scenes storyboard art from HBO's landmark TV show Game of Thrones. Learn how lead storyboard artist William Simpson helped the show creators envision some of Westeros's most iconic characters, locations, and events, such as the White Walkers, the Three Eyed Raven, and the epic ascent of the Wall. One of 4 comprehensive and officially licensed Game of Thrones retrospective books from Insight Editions. • **INTRICATE DETAIL** - 320 pages of incredibly detailed storyboards and in-depth commentary on the creation of Game of Thrones most memorable moments. • **FILMMAKING REVEALED** - Learn how Westeros leapt from sketch to screen, including Daenerys's emergence from Khal Drogo's funeral pyre, the death-defying ascent of the Wall, and Jon Snow's epic encounter with the White Walkers at Hardhome. • **HEAR FROM THE SHOW CREATORS** - Includes exclusive foreword from Game of Thrones showrunners David Benioff and D. B. Weiss. • **A DESIRABLE COFFEE TABLE BOOK** - Deluxe 12 x 9.75 inch format including exclusive slipcase. • **PERFECT GIFT FOR FANS AND FILMMAKERS ALIKE** - Released in time for the holiday season, this is the perfect gift for Game of Thrones fans.