

Sea Of Swords

Can a rose survive in winter? Rebecca Veritas is eager to pursue her dreams as a clinical psychologist. After receiving a full scholarship for an internship, she leaves the quiet suburban town of Cedar Heights for the big city of Los Angeles. As she adjusts to her new surroundings, she finds solace in a mysterious antique bookstore. Yet, as her thoughts still linger on someone from her past, she is unaware that the present has the potential to haunt her the most. As time passes, a growing sense of unease quickly transitions into more disturbing events that make her question if all is as it seems. When circumstances take an eerie turn, Rebecca will find herself a player on a larger scale than she had ever anticipated, a scale that could cause one to pay the ultimate price. In this riveting sequel to *I Thirst*, the adventures of Rebecca Veritas, the young, introspective dreamer with an inclination toward random insanity, continue.

With more at stake than ever before, The Red Knight faces an uncertain future and is forced to team up with old enemies to defeat a greater evil in the fourth book in the Traitor Son Cycle. One enemy has fallen. But a greater one still remains. Now, it's war. With one army defeated in a victory

which will be remembered through the ages, now the Red Knight must fight again. For every one of his allies, there is a corresponding enemy. Spread across different lands, and on sea, it will all come down to one last gamble. And to whether or not the Red Knight has guessed the foe's true intentions. With each throw of the dice, everything could be lost.

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

Sea of Swords

A Storm of Swords: Part 2 Blood and Gold (A Song of Ice and Fire, Book 3)

The Sword of Summer

Scourge of the Seas of Time (and Space)

A Feast for Crows

The Plague of Swords

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.

The third and final novel in 'The Book of Swords' trilogy. More stories of the twelve Swords continue with The Lost Swords series. The gods, the creators of the twelve Swords, realize their error in giving powerful Swords to humans. The humans, both good and evil, are ready to fight to the death to acquire and retain the Swords. With the Swords, new ideas and new dreams have entered the world. A change is taking place that threatens the gods' very existence.

Miami, 1981. Cocaine Central. Murder Capital, USA. A city about to catch fire. Detective Max Mingus and his partner, Joe Liston, are anticipating a routine murder investigation when they are called to the scene of death at Miami's Primate Park--until the victim's family is found slaughtered, and a partly digested tarot card, the King of Swords, is discovered in the victim's stomach. A trail that's growing bloodier by the hour is leading Max and Joe to the most powerful criminal in Miami: the infamous Solomon Boukman. Few have ever set eyes on the evil, intensely feared enigma, but rumors abound of voodoo ceremonies, dark rites, and friends in very high places. Malevolence is running rampant in a city choking on hatred, rage, and official corruption--as Max races to discover the terrifying truth about Boukman before death's shadow reaches his own front door.

Magnus Chase has seen his share of trouble. Ever since that terrible night two years ago when his mother told him to run, he has lived alone on the streets of Boston, surviving by his wits, staying one step ahead of the police and truant officers. On

The Sea-Stone Sword

The Sea of Storms

Isle of Swords

Age of Swords

An Undersea Halloween Adventure

Ages 4-10. Inspire wonder and awe for the ocean and its real-life animals through this undersea Halloween adventure! Ray the flashlight fish is a unique fish with the ability to glow whenever he gets scared. This wonderful talent might just prove useful as he attends his very first Halloween party at an old sunken shipwreck in the moonlit ocean shallows. Join Ray on his adventure as he bravely explores the dimly lit ship and encounters the strangest of creatures. While they may initially give Ray a fright, he soon realizes that his friends the ghost crab, the vampire squid, the goblin shark and many more are the perfect friends to spend time with at Halloween!

From peg legs to parrots to the Jolly Roger, classic pirates are some of the world's best-known and easily recognizable outlaws. Or are they? These fifteen stories spin new tales of pirates from around the world and beyond, sailing across dimensions, fighting alien monsters and searching for redemption or adventure or even love. Raise the Jolly Roger

and sharpen your cutlass (or recharge your raygun) and climb aboard for some unforgettable journeys with pirates as you've never seen them before.

"Heroes are more than just stories, they're people. And people are complicated, people are strange. Nobody is a hero through and through, there's always something in them that'll turn sour. You'll learn it one day. There are no heroes, only villains who win." Rob Sardan is going to be a legend, but the road to heroism is paved with temptation and deceit. Exiled to a distant and violent country, Rob is forced to fight his closest friends for survival, only to discover his mother's nemesis is still alive, and is determined to wipe out her family and all her allies. The only way the Pirate Lord, Mothar, can be stopped is with the Sea-Stone Sword - yet even the sword itself seems fickle, twisting Rob's quest in poisonous directions, blurring the line between hero and villain. Nobody is who they seem, and Rob can no longer trust even his own instincts. Driven by dreams of glory, Rob sees only his future as a hero, not the

dark path upon which he draws ever closer to infamy.

When humans first walked the world and learn to live in an exotic new world of mystery and danger.

Lodestone Book One

Game of Thrones 5-Copy Boxed Set

Sea of Swords (Forgotten Realms: Path of Darkness #4).

A Storm of Swords: Part 1 Steel and Snow (A Song of Ice and Fire, Book 3)

The Knight and Knave of Swords

Drow ranger Drizzt Do'Urden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genre's standout characters. But Homeland first reveals the startling tale of how this one lone drow walked out of the shadowy depths of the Underdark, leaving behind a society of evil and a family who want him dead. It is here that the story of this amazing dark elf truly began.

A young man awakens on an island, alone and seriously injured, with no memory, and as he searches for his identity he finds himself caught between two notorious pirates battling for a legendary treasure reportedly hidden by monks.

**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 gods have been proven mortal and new heroes will arise as the battle continues in the sequel to Age

of Myth—from the author of the Riyria Revelations and Riyria Chronicles series. In Age of Myth, fantasy master Michael J. Sullivan launched readers on an epic journey of magic and adventure, heroism and betrayal, love and loss. Now the thrilling saga continues as the human uprising is threatened by powerful enemies from without—and bitter rivalries from within. Raithe, the God Killer, may have started the rebellion by killing a Fhrey, but long-standing enmities dividing the Rhunes make it all but impossible to unite against the common foe. And even if the clans can join forces, how will they defeat an enemy whose magical prowess renders them indistinguishable from gods? The answer lies across the sea in a faraway land populated by a reclusive and dour race who feel nothing but disdain for both Fhrey and mankind. With time running out, Persephone leads the gifted young seer Suri, the Fhrey sorceress Arion, and a small band of misfits in a desperate search for aid—a quest that will take them into the darkest depths of Elan. There, an ancient adversary waits, as fearsome as it is deadly. Magic, fantasy, and mythology collide in Michael J. Sullivan’s Legends of the First Empire series: AGE OF MYTH □ AGE OF SWORDS □ AGE OF WAR

A Storm of Swords

The Silent Blade

The Spine of the World

A Storm of Swords: The Illustrated Edition

Soul of the Sword

Can the Crystal Shard be destroyed at last? Drizzt is determined to destroy the evil Crystal Shard, and seeks out the help of the scholar-priest Cadderly. But instead, his worst fears are realized, and Crenshinibon falls into the

hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. The Silent Blade is the book that brought Drizzt back to the Realms, and was a New York Times best seller on its initial release--and has been in print every day since. Like the rest of the Legend of Drizzt(R) reissues, The Silent Blade features beautiful new cover art by award-winning illustrator Todd Lockwood. From the Paperback edition.

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 gorgeous illustrated edition of the third book in the beloved A Song of Ice and Fire series, for fans of HBO's Game of Thrones The twentieth-anniversary celebration of George R. R. Martin's landmark saga continues with this beautifully illustrated special edition of the third book in the series. With twenty-five all-new illustrations in both color and black-and-white from

acclaimed artist Gary Gianni—who also illustrated *A Knight of the Seven Kingdoms*—this modern classic takes on a truly timeless feel sure to delight its legion of fans. *A STORM OF SWORDS A SONG OF ICE AND FIRE: BOOK THREE* With a special foreword by Neil Gaiman Of the five contenders for power, one is dead, another in disfavor, and still the wars rage as violently as ever, as alliances are made and broken. Joffrey, of House Lannister, sits on the Iron Throne, the uneasy ruler of the land of the Seven Kingdoms. His most bitter rival, Lord Stannis, stands defeated and disgraced, the victim of the jealous sorceress who holds him in her evil thrall. But young Robb, of House Stark, still rules the North from the fortress of Riverrun. Robb plots against his despised Lannister enemies, even as they hold his sister hostage at King's Landing, the seat of the Iron Throne. Meanwhile, making her way across a blood-drenched continent is the exiled queen, Daenerys, mistress of the only three dragons still left in the world. . . . But as opposing forces maneuver for the final titanic showdown, an army of barbaric wildlings arrives from the outermost line of civilization. In their vanguard is a horde of mythical Others—a supernatural army of the living dead whose animated corpses are unstoppable. As the future of the land hangs in the balance, no one will rest until the Seven Kingdoms have exploded in a veritable storm of swords. . . .

King of Swords is an epic assassination thriller framed against a gritty backdrop of brutal drug cartel violence in modern Mexico. The G-20 Financial Summit is planned for San Jose Del Cabo. The world's pre-eminent finance ministers will attend, along with the presidents of the U.S. and Mexico. Captain Romero Cruz of the Mexican Federal Police uncovers an assassination plot against the attendees. In a roller-coaster race against the clock, Cruz must track and stop El Rey, the "King of Swords" - a faceless super-assassin responsible for a string of the world's most spectacular killings, before he turns the G-20 into a slaughterhouse. King of Swords is a rule-breaking rush that shatters convention to create a richly-drawn story that's sure to shock and delight even the most jaded intrigue/adventure thriller fans.

Assassin Series #1

The Queen of Swords

Homeland

King of Swords

The Third Book of Swords

Alli-Kar, a white-hole portal from another universe, rains meteoroids onto the surface of the planet Kelanni. But the so-called "lodestones" behave according to different physical laws, transforming Kelanni's society. With

the aid of the fearsome Keltar in their flying cloaks, the Kelanni are being put to forced labor to mine the lodestones. Shann, an orphan with a fiery disposition, witnesses a battle between a Keltar and a stranger bearing a similar flying cloak. She tracks down the stranger, learning of the technology behind the Keltars' power and joining him on a mission to free the slaves and cut off their supply of lodestones. Meanwhile Keris, a Keltar, is sent on a mission to track down the rebels. She is attacked by a flying creature and saved by the enigmatic Chandara. At their Great Tree, she learns that a mysterious "Prophet" is out to destroy the Kelanni people. Their only hope is a powerful instrument hidden in the distant past. Pursued by Keltar, the party will encounter bizarre creatures, ancient technologies and terrifying dangers. Finally, they must seek to cross a massive storm barrier in order to reach the other side of their world, where a world-shaking revelation awaits.

1870. Maude Stapleton, late of Golgotha, Nevada, is a respectable widow raising a daughter on her own. Few know that Maude belongs to an ancient order of assassins, the Daughters of Lilith, and is as well the great-great-great-great-granddaughter of Anne Bonney, the legendary female pirate. Leaving Golgotha in search of her daughter Constance, who has been taken from her, Maude travels to Charleston, South Carolina, only to find herself

caught in the middle of a secret war between the Daughters of Lilith and their ancestral enemies, the monstrous Sons of Typhon. To save Constance, whose prophetic gifts are sought by both cults, Maude must follow in the footsteps of Anne Bonney as she embarks on a perilous voyage that will ultimately lead her to a lost city of bones in the heart of Africa—and the Father of All Monsters. One of the most popular characters from *The Six-Gun Tarot* and *The Shotgun Arcana* ventures beyond Golgotha on a boldly imaginative, globe-spanning adventure of her own!

Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles-until they are hired to pilfer a famed sword. What appears to be just a simple job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J. Sullivan self-published the first books of his *Riyria Revelations*, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores

everywhere. Theft of Swords was originally published as: The Crown Conspiracy and Avempartha. BOOKS IN THE RIYRIA REVELATIONS Theft of Swords (The Crown Conspiracy & Avempartha) Rise of Empire (Nyphron Rising & The Emerald Storm) Heir of Novron (Wintertide & Percepliquis) The essential classics of New York Times bestselling R.A. Salvatore's Legend of Drizzt continue. Though they've managed to save Wulfgar's body from captivity in the Abyss, Drizzt and his companions come to realize that a part of the barbarian's soul may have been left behind--but all they can do is let Wulfgar take his own path. And that path will take him to the bottom of a bottle, into the arms of a woman, through the windswept reaches of the Spine of the World, and to a new life as a father.

Ace Of Swords

The Legend of Drizzt

A Game of Thrones 4-Book Bundle

The Illustrated Edition

A Novel

The Legend of Drizzt(R) comes to an end . . . For now! The mighty warhammer Aegisfang has found its way into the hands of the wicked pirate captain Sheila Kree, and Wulfgar is hot on her trail. When Drizzt and his companions leave Mithral Hall in search of Wulfgar, they find themselves on the trail of the warhammer as well, a trail that will

lead them to a startling reunion, and the last battle for the heart and soul of Wulfgar. From the Paperback edition.

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

Bahzell Bahnakson, one of the Hradani, a race that is despised for their rages, thirst for blood, and generally uncivilized behavior, runs afoul of the War God and ends up in trouble involving sorcery, demons, and a great deal more. Reprint.

New York Times–bestselling series: Join barbarian hero Wulfgar on another action-packed adventure in the Legend of Drizzt saga Spending just one day in the torture chambers of the Abyss would be enough to break even the heartiest soul. Wulfgar of Icewind Dale was there for six miserable years. Though Wulfgar has since been freed, he is still haunted by the memories of the pain he endured at his captor Errtu's hands. Hoping to distance himself from his past, he flees to the faraway port city of Luskan—but in so doing, isolates himself from his friends and develops an unhealthy penchant for booze. For Wulfgar, things get worse before they get better. Fired from his gig at a tavern, robbed of his warhammer, and accused of murder, he goes on the run

with Morik the Rogue—beginning a dangerous, combat-filled journey toward his redemption. The Spine of the World is the second book in the Paths of Darkness series and the twelfth installment in the Legend of Drizzt series.

Sea of Swords

Book Two of The Legends of the First Empire

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

Servant of the Shard

Oath of Swords

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

The War between vampires and angels has been long and arduous. Logan's father was taken by a vampire when she was a child, and her brother has long since been separated from her by the foster system. She's spent her entire life in fear of vampires, researching everything she can about them in an attempt to someday find her father. When she meets a mute boy named Cade, who is searching for the vampire's base. She knows this is the opportunity she's been looking for. Cade isn't a normal boy, though--he's an Izel-- a half-vampire, half-angel hybrid whose species was completely eradicated four years ago. As they travel together, Logan has to reconcile with the fact that despite him having vampire blood, she starts to truly care about him. In a war-torn 1990s, Logan and Cade search for the vampire's base as the past and present intertwine to show how the war has affected their world.

One thousand years ago, a wish was made and a sword of rage and lightning was forged. Kamigoroshi. The Godslayer. A weapon powerful enough to seal away the formidable demon Hakaimono.

Now he has broken free. Kitsune shapeshifter Yumeko has one task: to take her piece of the ancient and powerful Scroll of a Thousand Prayers to the Steel Feather temple in order to prevent the summoning of the Harbinger of Change, the great Kami Dragon who will grant one wish to whomever holds the scroll. But she has a new enemy now, more dangerous than any she has yet faced. The demon Hakaimono is free at last, and he has possessed the very person Yumeko trusted to protect her from the evil at her heels, Kage Tatsumi of the Shadow Clan. Hakaimono has only one goal: to break the curse of the sword and set himself free to rain chaos and destruction over the land forevermore. To do so, he will need the scroll. And Yumeko is the only one standing in his way.

NATIONAL BESTSELLER • From the bestselling author of The Night Circus, a timeless love story set in a secret underground world—a place of pirates, painters, lovers, liars, and ships that sail upon a starless sea. Zachary Ezra Rawlins is a graduate student in Vermont when he discovers a mysterious book hidden in the stacks. As he turns the pages, entranced by tales of lovelorn prisoners, key collectors, and nameless acolytes, he reads something strange: a story from his own childhood. Bewildered by this inexplicable book

and desperate to make sense of how his own life came to be recorded, Zachary uncovers a series of clues—a bee, a key, and a sword—that lead him to a masquerade party in New York, to a secret club, and through a doorway to an ancient library hidden far below the surface of the earth. What Zachary finds in this curious place is more than just a buried home for books and their guardians—it is a place of lost cities and seas, lovers who pass notes under doors and across time, and of stories whispered by the dead. Zachary learns of those who have sacrificed much to protect this realm, relinquishing their sight and their tongues to preserve this archive, and also of those who are intent on its destruction. Together with Mirabel, a fierce, pink-haired protector of the place, and Dorian, a handsome, barefoot man with shifting alliances, Zachary travels the twisting tunnels, darkened stairwells, crowded ballrooms, and sweetly soaked shores of this magical world, discovering his purpose—in both the mysterious book and in his own life.

Theft of Swords

A Song of Ice and Fire 1-5

The Rose and the Sword

A Game of Thrones, A Clash of Kings, A Storm of Swords, A Feast for

Crows, and A Dance with Dragons

Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales

Silent death stalks the Harpers of Faerûn. One by one, members of the semi-secret society for good in the Realms are falling to a murderer's blade. Now a Harper agent and a beautiful half-elf assassin must solve the mystery. If they fail, they will be the next victims. But things in the Realms are rarely that simple.

The most popular character from the most popular fantasy world of all time comes to life in his first original comic book tale. Drizzt and his companion, Dahlia, hunt for something that seems part vampire and part elite dwarven warrior, and must find out how the evil lich Valindra Shadowmantle and her minion Korbin Dor'crae factor into the mystery.

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 final book in the seminal sword and sorcery series featuring Fafhrd and the Gray Mouser from the Grand Master of Science Fiction and Fantasy. The highly regarded British horror author Ramsey Campbell called Fritz Leiber "the greatest living writer of supernatural horror fiction." Drawing

many of his own themes from the works of Shakespeare, Edgar Allan Poe, and H. P. Lovecraft, master manipulator Fritz Leiber is a worldwide legend within the fantasy genre, actually having coined the term sword and sorcery that would describe the subgenre he would more than help create. While The Lord of the Rings took the world by storm, Leiber's fantastic but thoroughly flawed antiheroes, Fafhrd and Grey Mouser, adventured and stumbled deep within the caves of Inner Earth as well, albeit a different one than Tolkien's. They wondered and wandered to the edges of the Outer Sea, across the Land of Nehwon and throughout every nook and cranny of gothic Lankhmar, Nehwon's grandest and most mystically corrupt city. Lankhmar is Leiber's fully realized, vivid incarnation of urban decay and civilization's corroding effect on the human psyche. Fafhrd and Mouse are not innocents; their world is no land of honor and righteousness. It is a world of human complexities and violent action, of discovery and mystery, of swords and sorcery.

Elfshadow

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

Beyond the Sea of Ice

The Legend of Drizt 25th Anniversary Edition, Book IV

The wicked pirate captain Sheila Kree has the mighty warhammer Aegis-fang, and Wulfgar is hot on her trail; but when Drizzt and his companions search for Wulfgar, they find themselves tracking the warhammer as well, an action that will lead them to a startling reunion, and the last battle for the heart and soul of Wulgar. Reissue. New York Times-bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard's influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave. Servant of the Shard is the first book in the Sellswords trilogy and the fourteenth book in the Legend of Drizzt series.

After finding the mark of Aegis-fang branded on the back of an outlaw, dark elf Drizzt Do'Urden fears that his long-missing friend Wulfgar is in danger and sets out with Cattie-brie and Bruenor to find Wulfgar and ensure his safety. Reprint.

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 STORM OF SWORDS: STEEL AND SNOW is the FIRST part of the third volume in the series.

Shalloween

The Starless Sea

The Book of Swords