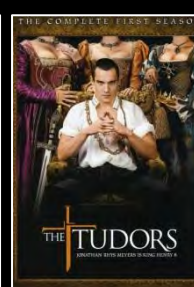
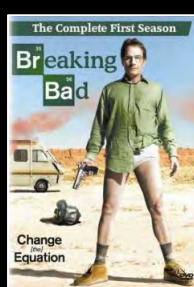
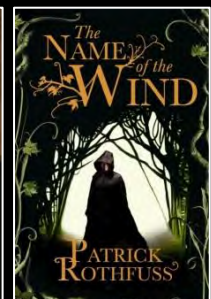
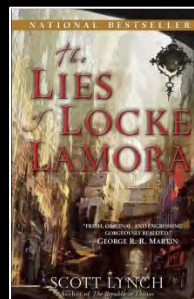
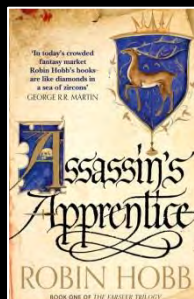
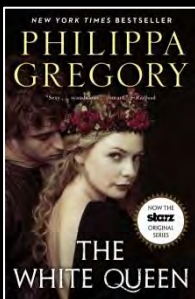
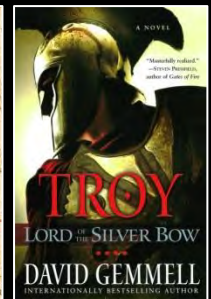
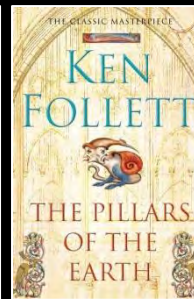
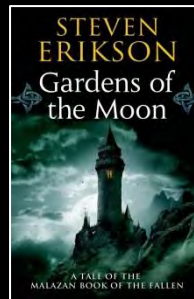
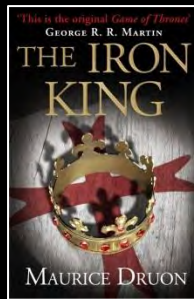


IF YOU LIKE

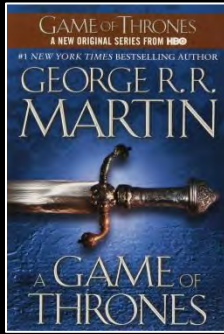
GAME OF THRONES,

YOU MIGHT LIKE..



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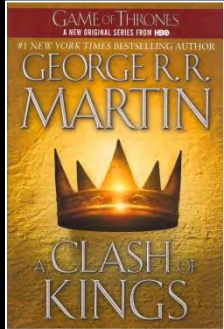
If you like **GAME OF THRONES**, you might like...



A GAME OF THRONES
A CLASH OF KINGS
A STORM OF SWORDS
A FEAST FOR CROWS
A DANCE WITH DRAGONS

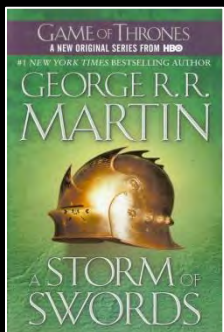
by George R.R. Martin

(A SONG OF ICE AND FIRE #1-5)

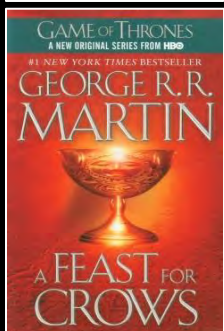


The first five novels in the epic fantasy series that inspired HBO's *Game of Thrones*.

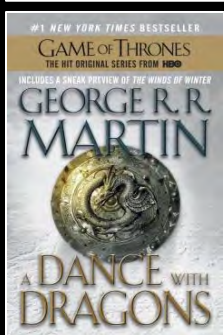
A Song of Ice and Fire has earned George R.R. Martin - dubbed "the American Tolkien" by Time magazine - international acclaim and millions of loyal readers.



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.



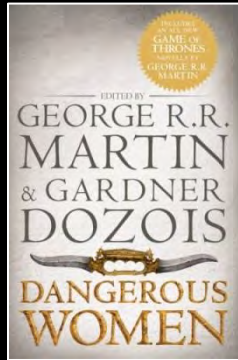
Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and 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...

If you like **GAME OF THRONES**, you might like...

YOU MIGHT LIKE THESE OTHER BOOKS BY GEORGE R.R. MARTIN...



DANGEROUS WOMEN

edited by George R.R. Martin & Gardner R. Dozois

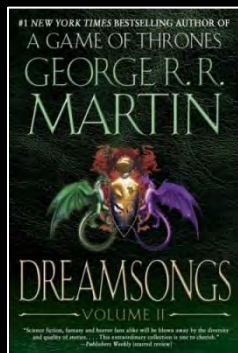
Dangerous Women contains a “Song of Ice and Fire” (Game of Thrones) novella by George R.R. Martin: ***THE PRINCESS AND THE QUEEN***

The Princess and the Queen describes the Dance of the Dragons, the 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, Sherilynn Kenyon, Lawrence Block, Carrie Vaughn, S.M. Stirling, Sharon Kay Penman, and many others.

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...



DREAMSONGS, VOLUME II

by George R.R. Martin

Dreamsongs, Volume II contains a “Song of Ice and Fire” (Game of Thrones) novella by George R.R. Martin: ***THE HEDGE KNIGHT***

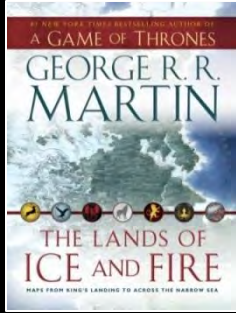
Even before the enormous success of *A Game of Thrones*, George R. R. Martin had secured his reputation as one of the most exciting storytellers of our time. The second of two thrilling collections, *Dreamsongs: Volume II* continues the story of his amazing journey from a young writer to a #1 New York 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, this is an invaluable chronicle of a writer at the height of his creativity - and an unforgettable reading experience for fans old and new.

If you like **GAME OF THRONES**, you might like...



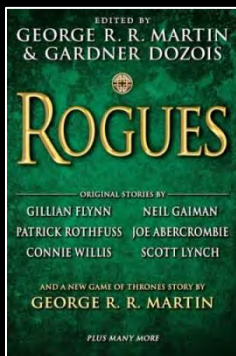
THE LANDS OF ICE & FIRE:
MAPS FROM KING'S LANDING TO ACROSS THE NARROW SEA
by George R.R. Martin

George R. R. Martin's beloved *Song of Ice and Fire* series, which started with *A Game of Thrones*, is bursting with a variety and richness of landscapes - from bitter tundra to arid wasteland and everything in between - that provide a sense of scale unrivaled in contemporary fantasy. Now this dazzling set of maps, featuring original artwork from illustrator and cartographer Jonathan Roberts, transforms Martin's epic saga into a world as fully realized as the one around us.

The centerpiece of this gorgeous collection is guaranteed to be a must-have for any fan: the complete map of the known world, joining the lands of the Seven Kingdoms and the lands across the Narrow Sea for the first time in series history.

But this is just one of many unique maps that aren't available anywhere else. There is an alternate version that tracks the movements of the series' protagonists throughout their vast world, along with more detailed versions of the western, middle, and eastern thirds of the world; a full map of Westeros, combining North and South; one of the Dothraki Sea and the Red Wastes; and the Braavos city map. And here, too, are fan favorites detailing everything from urban sprawl to untamed wilds: maps of King's Landing; The Wall and Beyond the Wall; the Free Cities; and Slaver's Bay, Valyria, and Sothyros.

Never before has the entire scope of Martin's universe been so exhaustively and fascinatingly depicted. The maps in this beautiful, one-of-a-kind atlas will enrich your reading or viewing experience, provide another view of your favorite characters' epic journeys, and open up captivating new worlds...



ROGUES
edited by George R.R. Martin & Gardner R. Dozois
(WARRIORS #1)

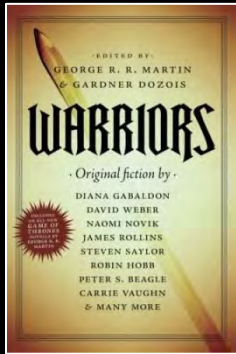
Rogues contains a "Song of Ice and Fire" (Game of Thrones) prequel novella by George R.R. Martin:
THE ROGUE PRINCE, OR, A KING'S BROTHER

If you're a fan of fiction that is more than just black and white, this story collection from #1 New York Times bestselling author George R.R. Martin and award-winning editor Gardner Dozois is filled with subtle shades of gray.

Twenty-one all-original stories, by an all-star list of contributors, will delight and astonish you in equal measure with their cunning twists and dazzling reversals. And George R.R. Martin himself offers a brand-new A Game of Thrones tale chronicling one of the biggest rogues in the entire history of Ice and Fire.

Follow along with the likes of Gillian Flynn, Joe Abercrombie, Neil Gaiman, Patrick Rothfuss, Scott Lynch, Cherie Priest, Garth Nix, and Connie Willis, as well as other masters of literary sleight-of-hand, in this rogues gallery of stories that will plunder your heart - and yet leave you all the richer for it.

If you like **GAME OF THRONES**, you might like...



WARRIORS

edited by George R.R. Martin & Gardner R. Dozois
(WARRIORS #1)

Warriors contains a “Song of Ice and Fire” (Game of Thrones) prequel novella by George R.R. Martin: **THE MYSTERY KNIGHT**

All-new tales of war and warriors – in worlds of old, worlds to come, and worlds that never were...

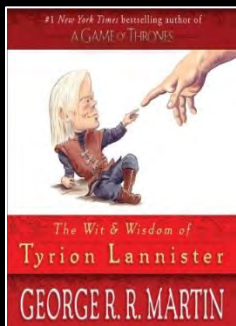
“People have been telling stories about warriors for as long as they have been telling stories. Since Homer first sang the wrath of Achilles and the ancient Sumerians set down their tales of Gilgamesh, warriors, soldiers, and fighters have fascinated us; they are a part of every culture, every literary tradition, every genre.

Our contributors make up an all-star lineup of award-winning and bestselling writers, representing a dozen different publishers and as many genres. We asked each of them for the same thing — a story about a warrior. Some chose to write in the genre they’re best known for. Some decided to try something different.

You will find warriors of every shape, size, and color in these pages, warriors from every epoch of human history, and from worlds that never were.

Some of the stories will make you sad, some will make you laugh, and many will keep you on the edge of your seat.”

- GEORGE R.R. MARTIN



THE WIT AND WISDOM OF TYRION LANNISTER by George R.R. Martin

“My mind is my weapon. My brother has his sword, King Robert has his warhammer, and I have my mind... and a mind needs books as a sword needs a whetstone if it is to keep its edge.”

The jealous masses of the Seven Kingdoms may call him Halfman, but none have ever accused Tyrion Lannister of being a halfwit. His golden tongue has saved his skin slightly more often than it has landed him in mortal peril.

Now, this special illustrated volume preserves his most essential knowledge for future generations, featuring time-tested guidance on such varied subjects as...

THE ART OF PERSUASION

“The best lies are seasoned with a bit of truth.”

FINE DINING

“A little honest loathing can be refreshing, like a tart wine after too much sweet.”

THE FAIR SEX

“The young ones smell much better, but the old ones know more tricks.”

ROYAL POLITICS

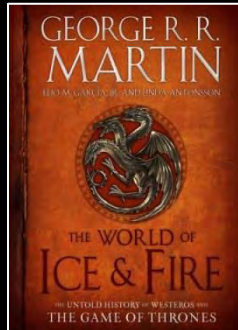
“Crowns do queer things to the heads beneath them.”

COMMON AILMENTS

“A sword through the bowels. A sure cure for constipation.”

At once charming, insightful, and ruthlessly irreverent, *The Wit & Wisdom of Tyrion Lannister* is short on pretense and overflowing with finely crafted gems - just like the man himself.

If you like **GAME OF THRONES**, you might like...



THE WORLD OF ICE & FIRE:
THE UNTOLD HISTORY OF WESTEROS AND THE GAME OF THRONES
by George R.R. Martin

The World of Ice and Fire 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. It is a chronicle which stretches from the Dawn Age to the Age of Heroes; from the Coming of the First Men to the arrival of Aegon the Conqueror; from Aegon's establishment of the Iron Throne to Robert's Rebellion and the fall of the Mad King, Aerys II Targaryen, which has set into motion the "present-day" struggles of the Starks, Lannisters, Baratheons, and Targaryens.

The definitive companion piece to George R. R. Martin's dazzlingly conceived universe, *The World of Ice and Fire* is indeed proof that the pen is mightier than a storm of swords...

If you like **GAME OF THRONES**, you might like...

YOU MIGHT ALSO LIKE THESE BOOKS FROM OTHER AUTHORS...



BEST SERVED COLD

by Joe Abercrombie

(“FIRST LAW” - STANDALONE NOVEL)

“Joe Abercrombie’s *Best Served Cold* is a bloody and relentless epic of vengeance and obsession in the grand tradition, a kind of splatterpunk sword ‘n sorcery. This is his best book yet.”

- GEORGE R.R. MARTIN

Springtime in Styria. And that means war...

There have been nineteen years of blood. The ruthless Grand Duke Orso is locked in a vicious struggle with the squabbling League of Eight, and between them they have bled the land white. While armies march, heads roll, and cities burn, behind the scenes bankers, priests and older, darker powers play a deadly game to choose who will be king.

War may be hell, but for Monza Murcatto, the Snake of Talins, the most feared and famous mercenary in Duke Orso’s employ, it’s a damn good way of making money too. Her victories have made her popular – a shade too popular for her employer’s taste. Betrayed, thrown down a mountain and left for dead, Murcatto’s reward is a broken body and a burning hunger for vengeance. Whatever the cost, seven men must die.

Her allies include Styria’s least reliable drunkard, Styria’s most treacherous poisoner, a mass-murderer obsessed with numbers and a barbarian who just wants to do the right thing. Her enemies number the better half of the nation. And that’s all before the most dangerous man in the world is dispatched to hunt her down and finish the job Duke Orso started...

Springtime in Styria. And that means revenge.

If you like **GAME OF THRONES**, you might like...



THE BLADE ITSELF

by Joe Abercrombie
(THE FIRST LAW #1)

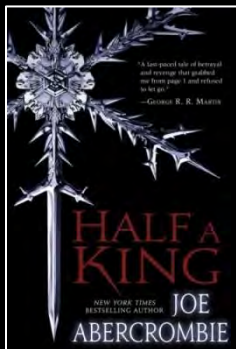
Logen Ninefingers, infamous barbarian, has finally run out of luck. Caught in one feud too many, he's on the verge of becoming a dead barbarian – leaving nothing behind him but bad songs, dead friends, and a lot of happy enemies.

Nobleman Captain Jezal dan Luthar, dashing officer, and paragon of selfishness, has nothing more dangerous in mind than fleecing his friends at cards and dreaming of glory in the fencing circle. But war is brewing, and on the battlefields of the frozen North they fight by altogether bloodier rules.

Inquisitor Glokta, cripple turned torturer, would like nothing better than to see Jezal come home in a box. But then Glokta hates everyone: cutting treason out of the Union one confession at a time leaves little room for friendship. His latest trail of corpses may lead him right to the rotten heart of government, if he can stay alive long enough to follow it.

Enter the wizard, Bayaz. A bald old man with a terrible temper and a pathetic assistant, he could be the First of the Magi, he could be a spectacular fraud, but whatever he is, he's about to make the lives of Logen, Jezal, and Glokta a whole lot more difficult.

Murderous conspiracies rise to the surface, old scores are ready to be settled, and the line between hero and villain is sharp enough to draw blood...



HALF A KING

by Joe Abercrombie
(THE SHATTERED SEA TRILOGY #1)

“A fast paced tale of betrayal and revenge that grabbed me from page 1 and refused to let go.”

- GEORGE R.R. MARTIN

“I swore an oath to avenge the death of my father. I may be half a man, but I swore a whole oath.”

Prince Yarvi has vowed to regain a throne he never wanted. But first he must survive cruelty, chains, and the bitter waters of the Shattered Sea. And he must do it all with only one good hand.

The deceived will become the deceiver.

Born a weakling in the eyes of his father, Yarvi is alone in a world where a strong arm and a cold heart rule. He cannot grip a shield or swing an axe, so he must sharpen his mind to a deadly edge.

The betrayed will become the betrayer.

Gathering a strange fellowship of the outcast and the lost, he finds they can do more to help him become the man he needs to be than any court of nobles could.

Will the usurped become the usurper?

But even with loyal friends at his side, Yarvi finds his path may end as it began - in twists, and traps, and tragedy...

If you like **GAME OF THRONES**, you might like...



THE HEROES

by Joe Abercrombie

(“FIRST LAW” - STANDALONE NOVEL)

“The Heroes by Joe Abercrombie (is) an action tour de force, an entire novel built around a single battle.”

- GEORGE R.R. MARTIN

They say Black Dow's killed more men than winter, and clawed his way to the throne of the North up a hill of skulls.

The King of the Union, ever a jealous neighbour - is not about to stand smiling by while he claws his way any higher. The orders have been given and the armies are toiling through the northern mud.

Thousands of men are converging on a forgotten ring of stones, on a worthless hill, in an unimportant valley, and they've brought a lot of sharpened metal with them.

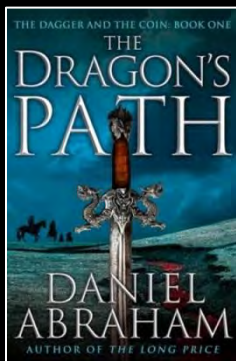
Bremer dan Gorst, disgraced master swordsman, has sworn to reclaim his stolen honour on the battlefield. Obsessed with redemption and addicted to violence, he's far past caring how much blood gets spilled in the attempt. Even if it's his own.

Prince Calder isn't interested in honour, and still less in getting himself killed. All he wants is power, and he'll tell any lie, use any trick, and betray any friend to get it. Just as long as he doesn't have to fight for it himself.

Curnden Craw, the last honest man in the North, has gained nothing from a life of warfare but swollen knees and frayed nerves. He hardly even cares who wins any more, he just wants to do the right thing. But can he even tell what that is with the world burning down around him?

Over three bloody days of battle, the fate of the North will be decided. But with both sides riddled by intrigues, follies, feuds and petty jealousies, it is unlikely to be the noblest hearts, or even the strongest arms that prevail...

Three men. One battle. No Heroes.



THE DRAGON'S PATH

by Daniel Abraham

(THE DAGGER AND THE COIN #1)

All paths lead to war...

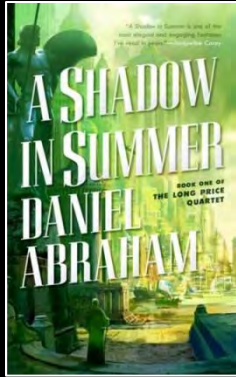
Marcus' hero days are behind him. He knows too well that even the smallest war still means somebody's death. When his men are impressed into a doomed army, staying out of a battle he wants no part of requires some unorthodox steps.

Cithrin is an orphan, ward of a banking house. Her job is to smuggle a nation's wealth across a war zone, hiding the gold from both sides. She knows the secret life of commerce like a second language, but the strategies of trade will not defend her from swords.

Geder, sole scion of a noble house, has more interest in philosophy than in swordplay. A poor excuse for a soldier, he is a pawn in these games. No one can predict what he will become.

Falling pebbles can start a landslide. A spat between the Free Cities and the Severed Throne is spiraling out of control. A new player rises from the depths of history, fanning the flames that will sweep the entire region onto The Dragon's Path - the path to war...

If you like **GAME OF THRONES**, you might like...



A SHADOW IN SUMMER

by Daniel Abraham
(THE LONG PRICE QUARTET #1)

The city-state of Saraykeht dominates the Summer Cities. Its wealth is beyond measure; its port is open to all the merchants of the world, and its ruler, the Khai Saraykeht, commands forces to rival the Gods. Commerce and trade fill the streets with a hundred languages, and the coffers of the wealthy with jewels and gold. Any desire, however exotic or base, can be satisfied in its soft quarter.

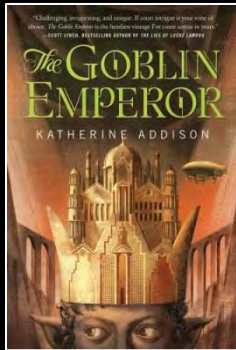
Blissfully ignorant of the forces that fuel their prosperity, the people live and work secure in the knowledge that their city is a bastion of progress in a harsh world. It would be a tragedy if it fell.

Saraykeht is poised on the knife-edge of disaster.

At the heart of the city's influence are the poet-sorcerer Heshai and the captive spirit, Seedless, whom he controls. For all his power, Heshai is weak, haunted by memories of shame and humiliation. A man faced with constant reminders of his responsibilities and his failures, he is the linchpin and the most vulnerable point in Saraykeht's greatness.

Far to the west, the armies of Galt have conquered many lands. To take Saraykeht, they must first destroy the trade upon which its prosperity is based. Marchat Wilsin, head of Galt's trading house in the city, is planning a terrible crime against Heshai and Seedless. If he succeeds, Saraykeht will fall.

Amat, House Wilsin's business manager, is a woman who rose from the slums to wield the power that Marchat Wilsin would use to destroy her city. Through accidents of fate and circumstance Amat, her apprentice Liat, and two young men from the farthest reaches of their society stand alone against the dangers that threaten the city...



THE GOBLIN EMPEROR

by Katherine Addison

A vividly imagined fantasy of court intrigue and dark magics in a steampunk-inflected world.

The youngest, half-goblin son of the Emperor has lived his entire life in exile, distant from the Imperial Court and the deadly intrigue that fills it. But when his father and three sons in line for the throne are killed in an "accident," he has no choice but to take his place as the only surviving rightful heir.

Entirely unschooled in the art of court politics, he has no friends, no advisors, and the sure knowledge that whoever assassinated his father and brothers could make an attempt on his life at any moment.

Surrounded by sycophants eager to curry favor with the naïve new emperor, and overwhelmed by the burdens of his new life, he can trust nobody. Amid the swirl of plots to depose him, offers of arranged marriages, and the specter of the unknown conspirators who lurk in the shadows, he must quickly adjust to life as the Goblin Emperor.

All the while, he is alone, and trying to find even a single friend... and hoping for the possibility of romance, yet also vigilant against the unseen enemies that threaten him, lest he lose his throne – or his life...

If you like **GAME OF THRONES**, you might like...



THRONE OF THE CRESCENT MOON

by Saladin Ahmed

(THE CRESCENT MOON KINGDOMS #1)

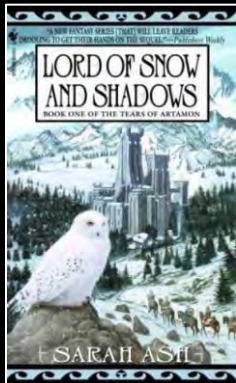
The Crescent Moon Kingdoms, home to djenn and ghuls, holy warriors and heretics, are at the boiling point of a power struggle between the iron-fisted Khalif and the mysterious master thief known as the Falcon Prince. In the midst of this brewing rebellion a series of brutal supernatural murders strikes at the heart of the Kingdoms. It is up to a handful of heroes to learn the truth behind these killings.

Doctor Adoulla Makhslood, "*the last real ghul hunter in the great city of Dhamsawaat,*" just wants a quiet cup of tea. Three score and more years old, he has grown weary of hunting monsters and saving lives, and is more than ready to retire from his dangerous and demanding vocation. But when an old flame's family is murdered, Adoulla is drawn back to the hunter's path.

Raseed bas Raseed, Adoulla's young assistant, is a hidebound holy warrior whose prowess is matched only by his piety. But even as Raseed's sword is tested by ghuls and manjackals, his soul is tested when he and Adoulla cross paths with the tribeswoman Zamia.

Zamia Badawi, Protector of the Band, has been gifted with the near-mythical power of the lion-shape, but shunned by her people for daring to take up a man's title. She lives only to avenge her father's death. Until she learns that Adoulla and his allies also hunt her father's killer. Until she meets Raseed.

When they learn that the murders and the Falcon Prince's brewing revolution are connected, the companions must race against time - and struggle against their own misgivings - to save the life of a vicious despot. In so doing they discover a plot for the Throne of the Crescent Moon that threatens to turn Dhamsawaat - and the world itself, into a blood-soaked ruin...



LORD OF SNOW AND SHADOWS

by Sarah Ash

(TEARS OF ARTAMON #1)

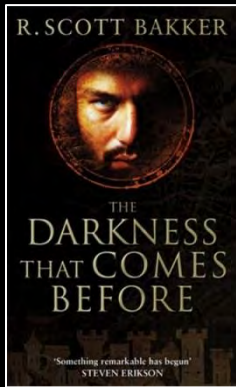
Raised by his protective mother in the sunny clime of the south, Gavril Andar knows nothing of his father - or the ominous legacy that awaits him. But his innocence is about to be shattered.

The man who ruled the wintry kingdom of Azhkendir, a man infused with the burning blood of the dragon-warrior known as Drakhaoul, has been murdered by his enemies. It is his fiery, chameleon-like blood that pulses through Gavril's veins. The news is Gavril's first taste of death - but it will not be his last. For blood is the liquid that seals his fate.

Expected by clan warriors from the north to avenge his father's murder - and still his unquiet ghost - Gavril is kidnapped. He soon learns that becoming Drakhaon means not only ascending to the throne of Azhkendir but changing, in subtle ways at first, into a being of extraordinary power and might. A being that must be replenished with the blood of innocents in order to survive.

Ensnared in Kastel Drakhaon with no means of escape from the icebound kingdom, and carefully watched by neighboring rulers waiting to move against him, the untested Gavril must fight to retain his human heart and soul in the face of impending war - and the dark instincts that threaten to overpower him...

If you like **GAME OF THRONES**, you might like...



THE DARKNESS THAT COMES BEFORE

by R. Scott Bakker

(THE PRINCE OF NOTHING #1)

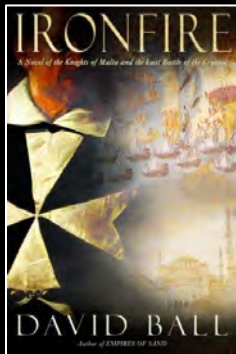
A score of centuries has passed since the First Apocalypse and the thoughts of men have turned, inevitably, to more worldly concerns:

- A veteran sorcerer and spy seeks news of an ancient enemy.
- A military genius plots to conquer the known world for his Emperor but dreams of the throne for himself.
- The spiritual leader of the Thousand Temples, seeks a Holy War to cleanse the land of the infidel.
- An exiled barbarian chieftain seeks vengeance against the man who disgraced him.

And into this world steps a man like no other, seeking to bind all - man and woman, emperor and slave - to his own mysterious ends.

But the fate of men - even great men - means little when the world itself may soon be torn asunder. Behind the politics, beneath the religious fervour, a dark and ancient evil is reawakening. After two thousand years, the No-God is returning.

The Second Apocalypse is nigh. And one cannot raise walls against what has been forgotten...



IRONFIRE:

A NOVEL OF THE KNIGHTS OF MALTA AND THE LAST CRUSADE

by David Ball

Nico and Maria, Maltese brother and sister, are separated when young Nico is abducted by Moorish slavers. Stranded alone on Malta, Maria must learn to survive helped only by a group of Jewish refugees.

Meanwhile, Nico is taken to Algiers to be the personal slave of a wealthy merchant, he becomes a pawn in household politics and sets out to escape. Extraordinary events lead him to the court of Suleiman the Magnificent, Sultan of the Ottomans...

Sweeping from the drawing rooms of Paris to the palace of Suleiman the Magnificent to the dark hold of a slave ship racing across the sea, here is a dazzling story of love and valour, innocence and identity - an epic novel of the clash of civilizations on a barren island where the future was forged...

If you like **GAME OF THRONES**, you might like...



THE GARDEN OF STONES

by Mark T. Barnes
(ECHOES OF EMPIRE #1)

An uneasy peace has existed since the fall of the Awakened Empire centuries ago. Now the hybrid Avān share the land with the people they once conquered: the star-born humans; the spectral, undead Nomads; and what remains of the Elemental Masters.

With the Empress-in-Shadows an estranged ghost, it is the ancient dynasties of the Great Houses and the Hundred Families that rule. But now civil war threatens to draw all of Shriān into a vicious struggle sparked by one man's lust for power, and his drive to cheat death.

Visions have foretold that Corajidin, dying ruler of House Erebus, will not only survive, but rise to rule his people. The wily nobleman seeks to make his destiny certain - by plundering the ruins of his civilization's past for the arcane science needed to ensure his survival, and by mercilessly eliminating his rivals.

But mercenary warrior-mage Indris, scion of the rival House Nāsarāt, stands most powerfully in the usurper's bloody path. For it is Indris who reluctantly accepts the task of finding a missing man, the only one able to steer the teetering nation towards peace...



THE LONG SHIPS

by Frans G. Bengtsson

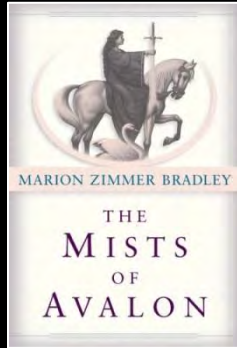
The Long Ships resurrects the fantastic world of the tenth century AD, when the Vikings roamed and rampaged from Scandinavia down to the Mediterranean.

Packed with pitched battles and blood feuds and told throughout with wit and high spirits, *The Long Ships* is a splendid adventure that features one of the most unexpectedly winning heroes in modern fiction.

Red Orm - canny, courageous, and above all lucky - is only a boy when he is abducted from his Danish home by the Vikings and made to take this place at the oars of their dragon-prowed ships.

From there, we follow Orm from inexperienced youth to adventurous old age, through slavery and adventure, through the intrigues of the various Scandinavian kings and clans and dependencies, to a royal marriage and the search for great treasure...

If you like **GAME OF THRONES**, you might like...

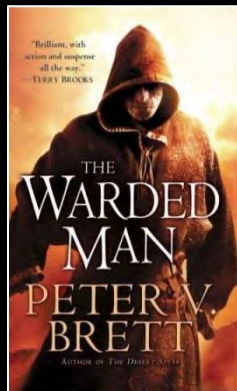


THE MISTS OF AVALON

by Marion Zimmer Bradley
(**AVALON #1**)

Here is the tragic tale of the rise and fall of Camelot - but seen through the eyes of Camelot's women:

Gwenhwyfar, Arthur's queen; Viviane, high priestess of Avalon and the Lady of the Lake; above all, Morgaine, possessor of the Sight, the wise-woman fated to bring ruin to them all...



THE WARDED MAN

by Peter V. Brett
(**THE DEMON CYCLE #1**)

As darkness falls after sunset, the corelings rise - demons who possess supernatural powers and burn with a consuming hatred of humanity. For hundreds of years the demons have terrorized the night, slowly culling the human herd that shelters behind magical wards - symbols of power whose origins are lost in myth and whose protection is terrifyingly fragile.

It was not always this way. Once, men and women battled the corelings on equal terms, but those days are gone. Night by night the demons grow stronger, while human numbers dwindle under their relentless assault.

Now, with hope for the future fading, three young survivors of vicious demon attacks will dare the impossible, stepping beyond the crumbling safety of the wards to risk everything in a desperate quest to regain the secrets of the past.

Together, they will stand against the night...



THE SWORD OF SHANNARA

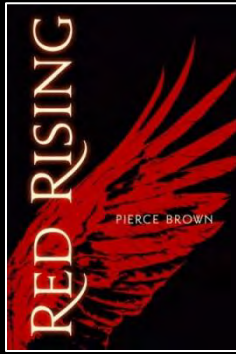
by Terry Brooks
(**THE ORIGINAL SHANNARA TRILOGY #1**)

Living in peaceful Shady Vale, Shea Ohmsford knew little of the troubles that plagued the rest of the world. Then the giant, forbidding Allanon revealed that the supposedly dead Warlock Lord was plotting to destroy the world.

The sole weapon against this Power of Darkness was the Sword of Shannara, which could only be used by a true heir of Shannara - Shea being the last of the bloodline, upon whom all hope rested.

Soon a Skull Bearer, dread minion of Evil, flew into the Vale, seeking to destroy Shea. To save the Vale, Shea fled, drawing the Skull Bearer after him...

If you like **GAME OF THRONES**, you might like...



RED RISING

by Pierce Brown
(RED RISING TRILOGY #1)

"I live for the dream that my children will be born free," she says. "That they will be what they like. That they will own the land their father gave them."

"I live for you," I say sadly.

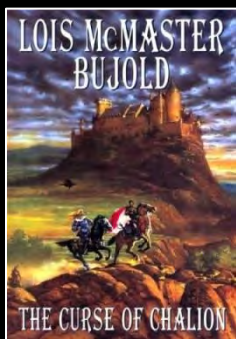
EO kisses my cheek. *"Then you must live for more."*

Darrow is a miner and a Red, a member of the lowest caste in the color-coded society of the future. Like his fellow Reds, he digs all day, believing that he and his people are making the surface of the planet livable for future generations. Darrow has never seen the sky.

Yet he spends his life willingly, knowing that his blood and sweat will one day result in a better future for his children.

But Darrow and his kind have been betrayed. Soon he discovers that humanity already reached the surface generations ago. Vast cities and sprawling parks spread across the planet. Darrow and Reds like him are nothing more than slaves to a decadent ruling class.

Inspired by a longing for justice, and driven by the memory of lost love, Darrow joins a resistance group in order to infiltrate the ruling class and destroy society from within. He will stop at nothing to bring down his enemies - even if it means he has to become one of them to do so...



THE CURSE OF CHALION

by Lois McMaster Bujold
(CHALION #1)

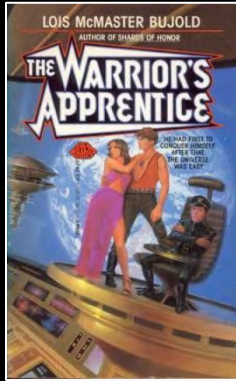
A man broken in body and spirit - Cazaril, has returned to the noble household he once served as page; and is named, to his great surprise, as the secretary-tutor to the beautiful, strong-willed sister of the impetuous boy who is next in line to rule.

It is an assignment Cazaril dreads, for it will ultimately lead him to the place he fears most, the royal court of Cardegoss, where the powerful enemies, who once placed him in chains, now occupy lofty positions.

In addition to the traitorous intrigues of villains, Cazaril and the Royesse Iselle, are faced with a sinister curse that hangs like a sword over the entire blighted House of Chalion and all who stand in their circle.

Only by employing the darkest, most forbidden of magics, can Cazaril hope to protect his royal charge - an act that will mark the loyal, damaged servant as a tool of the miraculous, and trap him, flesh and soul, in a maze of demonic paradox, damnation, and death...

If you like **GAME OF THRONES**, you might like...



THE WARRIOR'S APPRENTICE

by Lois McMaster Bujold
(MILES VORKOSIGAN SAGA #1)

He first had to conquer himself.
After that, the universe was easy...

Miles Vorkosigan faces some truly daunting challenges. At age seventeen - four-foot, nine inches tall, hunchbacked and brittle-boned - he faces the impossible task of living up to his warrior-father's legend and surmounting his own physical limitations.

After great effort, Miles is allowed to take the entrance exams to the elite military academy of his planet, Barrayar. He passes the written exams but manages, through miscalculation in a moment of anger, to break both his legs on the obstacle course, washing out before he begins.

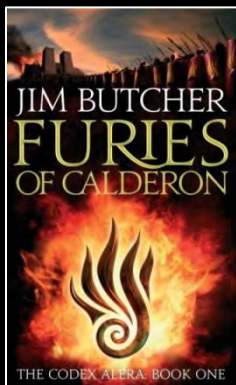
At seventeen, Miles' life on Barrayar is over.

But never count Miles out.

On his way to his mother's home planet, Miles uses a clever touch of creativity to finance a shipment of munitions into a war zone. When this simple merchant expedition draws the attention of an unexpected enemy, Miles is forced to masquerade as commander of a fictional fleet of hired guns he names after the mountains near his home - the Dendarii Mercenaries.

Miles' original crew of misfits grows into a considerable force as enemies become allies, guided by the delicate political manoeuvres Miles learned from his father. Miles' ability to think himself out of a tight spot makes him a natural - if unlikely - leader, but this adventure in deep space is just a warm-up...

On Miles' homeworld of Barrayar, a deadly plot has been hatched against his father, Aral. A carefully planned trap is being laid, and only the wiles of the empire's unlikeliest hero can thwart it...



FURIES OF CALDERON

by Jim Butcher
(THE CODEX ALERA #1)

For a thousand years, the people of Alera have united against the aggressive races that inhabit the world, using their unique bond with the furies - elementals of earth, air, fire, water and metal. But now, Gaius Sextus, First Lord of Alera, grows old and lacks an heir. Ambitious Lords manoeuvre to place their Houses in positions of power, and a war of succession looms on the horizon.

Far from city politics in the Calderon Valley, young Tavi struggles with his lack of fury-crafting. At fifteen, he has no wind fury to help him fly, no fire fury to light his lamps. Yet as the Alerans' most savage enemy - the Marat - return to the Valley, his world will change.

Caught in a storm of deadly wind furies, Tavi saves the life of a runaway slave. But Amara is actually a spy, seeking intelligence on possible Marat traitors to the Crown. And when the Valley erupts into chaos - when rebels war with loyalists and furies clash with furies - Amara will find Tavi invaluable. His talents will outweigh any fury-born power - and could even turn the tides of war...

If you like **GAME OF THRONES**, you might like...



THE RED KNIGHT

by Miles Cameron
(THE TRAITOR SON CYCLE #1)

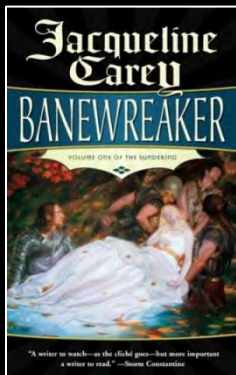
Slaying dragons is a bloody business...

Twenty eight florins a month is nowhere near enough when a wyvern's jaws snap shut on your helmet in the hot stink of battle, and the beast starts to rip the head from your shoulders. But if standing and fighting is hard, leading a company of men - or worse, a company of mercenaries - against the smart, deadly creatures of the Wild is even harder.

It takes all the advantages of birth, training, and the luck of the devil to do it.

The Red Knight has all three, he has youth on his side, and he's determined to turn a profit. So when he hires his company out to protect an Abbess and her nunnery, it's just another job. The abbey is rich, the nuns are pretty and the monster preying on them is nothing he can't deal with.

Only it's not just a job. It's going to be a war...



BANEWREAKER

by Jacqueline Carey
(THE SUNDERING #1)

Once, the Seven Shapers dwelled in accord. First born among them was Haomane, Lord-of-Thought - who with his six sibling gods shaped the world to his will.

But Haomane was displeased, for his younger brother Satoris was too prideful in his gifts to the race of Men, and refused to bow to Haomane.

So began the Shapers' War...

If you like **GAME OF THRONES**, you might like...



KUSHIEL'S DART

by **Jacqueline Carey**
(PHÈDRE'S TRILOGY #1)

Set in a world of cunning poets, deadly courtiers, heroic traitors, and a truly Machiavellian villainess - this is a novel of grandeur, luxuriance, sacrifice, betrayal, and deeply laid conspiracies... a massive tale about the violent death of an old age, and the birth of a new.

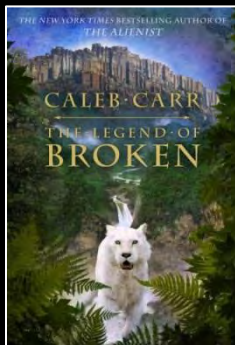
"When love cast me out, cruelty took pity..."

The land of Terre d'Ange is a place of unsurpassing beauty and grace. It is said that angels found the land and saw it was good - and the ensuing race that rose from the seed of angels and men live by one simple rule: Love as thou wilt.

Phèdre nó Delaunay is a young woman who was born with a scarlet mote in her left eye. Sold into indentured servitude as a child, her bond is purchased by Anafiel Delaunay, a nobleman with very a special mission - and the first one to recognize who and what she is: one pricked by Kushiel's Dart, chosen to forever experience pain and pleasure as one.

Phèdre is trained equally in the courtly arts and the talents of the bedchamber, but, above all, the ability to observe, remember, and analyze. Almost as talented a spy as she is courtesan, Phèdre stumbles upon a plot that threatens the very foundations of her homeland. Treachery sets her on her path; love and honour goad her further. And in the doing, it will take her to the edge of despair - and beyond.

Hateful friend, loving enemy, beloved assassin; they can all wear the same glittering mask in this world, and Phèdre will get but one chance to save all that she holds dear...



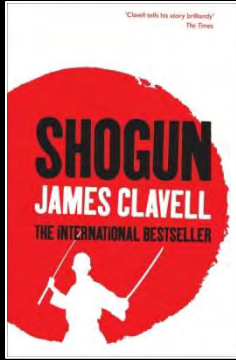
THE LEGEND OF BROKEN

by **Caleb Carr**

Some years ago, a remarkable manuscript long rumoured to exist was discovered: The Legend of Broken. It tells of a prosperous fortress city, Broken, where order reigns at the point of a sword - even as scheming factions secretly vie for control of the surrounding kingdom. Meanwhile, outside the city's granite walls, an industrious tribe of exiles known as the Bane forages for sustenance in the wilds of Davon Wood.

At every turn, the lives of Broken's defenders and its would-be destroyers intertwine until secretly, and under pressure from their people, four leaders unite. Together, they hope to exact a ruinous revenge on Broken, ushering in a day of reckoning when the mighty walls will be breached forever in a triumph of science over superstition...

If you like **GAME OF THRONES**, you might like...



SHOGUN

by James Clavell

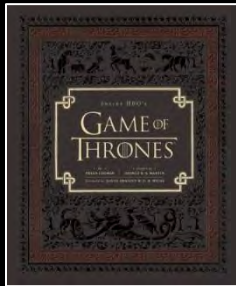
(ASIAN SAGA #1 CHRONOLOGICALLY, #3 IN ORDER OF PUBLICATION)

A bold English adventurer.

An invincible Japanese warlord.

A beautiful woman torn between two ways of life, two ways of love.

An English captain and his crew are shipwrecked on the coast of feudal Japan. They must deal with two Japanese warlords who are struggling to attain the title of Shogun - and the ultimate power that comes with it...



INSIDE HBO'S GAME OF THRONES

by Bryan Cogman

(OFFICIAL COMPANION TO SEASONS 1 & 2)

HBO's *Game of Thrones* reigns as cable's highest-rated series. This official companion book gives fans new ways to enter this fictional world and discover more about the beloved (and reviled) characters and the electrifying plotlines.

Hundreds of set photos, production and costume designs, storyboards, and insider stories reveal how the show's creators translated George R. R. Martin's best-selling fantasy series into the world of Westeros.

Featuring interviews with key actors and crew members that capture the best scripted and unscripted moments from the first two seasons, as well as a preface by George R. R. Martin, this special volume, bound in a lavishly debossed padded cover, offers exclusive access to this unprecedented television series.



THE BLACK COMPANY

by Glen Cook

(THE CHRONICLES OF THE BLACK COMPANY #1)

"With the *Black Company* series Glen Cook single-handedly changed the face of fantasy - something a lot of people didn't notice and maybe still don't.

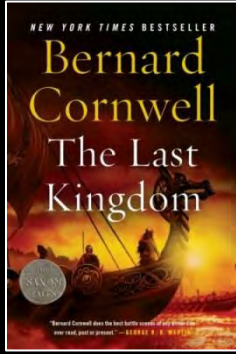
He brought the story down to a human level, dispensing with the cliché archetypes of princes, kings, and evil sorcerers. Reading his stuff (is) like reading Vietnam War fiction on peyote."

- STEVEN ERIKSON

Darkness wars with darkness as the hard-bitten mercenaries of the Black Company take their pay and do what they must. They bury their doubts with their dead.

Then comes the prophecy: The White Rose has been reborn, somewhere, to embody good once more...

If you like **GAME OF THRONES**, you might like...



THE LAST KINGDOM

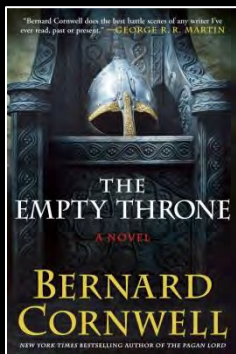
by Bernard Cornwell

(THE WARRIOR CHRONICLES/SAXON STORIES #1)

Uhtred is an English boy, born into the aristocracy of 9th Century Northumbria, but orphaned at ten, adopted by a Dane and taught the Viking ways. Yet Uhtred's fate is indissolubly bound up with Alfred, King of Wessex, who rules over the last English kingdom when the Danes have overrun Northumbria, Mercia and East Anglia.

That war, with its massacres, defeats and betrayals, is the background to Uhtred's childhood, a childhood which leaves him uncertain of his loyalties, but a slaughter in a winter dawn propels him to the English side and he will become a man just as the Danes launch their fiercest attack yet on Alfred's kingdom.

Marriage ties him further to the West Saxon cause, but when his wife and child vanish in the chaos of a Danish invasion, Uhtred is driven to face the greatest of the Viking chieftains in a battle beside the sea, and there - in the horror of a shield-wall, he discovers his true allegiance...



THE EMPTY THRONE

by Bernard Cornwell

(THE WARRIOR CHRONICLES/SAXON STORIES #8)

“Like *Game of Thrones*, only real.”

- GUARDIAN OBSERVER

In the battle for power, there can be only one ruler...

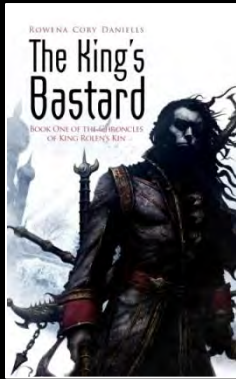
Britain, early tenth century AD: a time of change. There are new raids by the Vikings from Ireland, and turmoil among the Saxons over the leadership of Mercia. A younger generation is taking over.

Æthelred, the ruler of Mercia, is dying, leaving no legitimate heir. The West Saxons want their king, but Uhtred has long supported Athelflaed, sister to King Edward of Wessex and widow of Aethelred. Widely loved and respected, Athelflaed has all the makings of a leader - but could Saxon warriors ever accept a woman as their ruler? The stage is set for rivals to fight for the empty throne.

Uhtred is still suffering from the wounds he received in battle. To recover his strength he needs to find the sword that caused the injury, but lost amid the battle's blood and mud, how could it be traced and who among the Vikings or Saxons might be holding it?

In the end it is one champion, one hero, who will destroy the new Viking threat to Mercia and ultimately decide the fate of England...

If you like **GAME OF THRONES**, you might like...



THE KING'S BASTARD

by Rowena Cory Daniells
(THE CHRONICLES OF KING ROLEN'S KIN #1)

Political intrigue and magic combine in this explosive first book in an exciting new fantasy trilogy.

The Kingdom of Rolencia sleeps as rumours of new Affinity Seeps, places where the untamed power wells up. By royal decree all those afflicted with Affinity must serve the Abbey or face death.

Sent to the Abbey, the King's youngest son - Fyn, trains to become a warrior monk.

Elsewhere others are tainted with Affinity and must fight to survive...



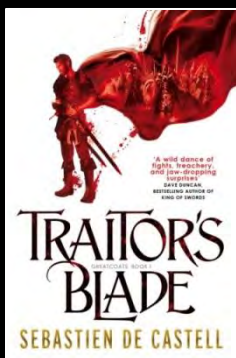
THE ADAMANTINE PALACE

by Stephen Deas
(THE MEMORY OF FLAMES #1)

Falcio is the first Cantor of the Greatcoats. Trained in the fighting arts and the laws of Tristia, the Greatcoats are travelling Magisters upholding King's Law. They are heroes. Or at least they were, until they stood aside while the Dukes took the kingdom, and impaled their King's head on a spike.

Now Tristia is on the verge of collapse and the barbarians are sniffing at the borders. The Dukes bring chaos to the land, while the Greatcoats are scattered far and wide, reviled as traitors, their legendary coats in tatters.

All they have left are the promises they made to King Paelis, to carry out one final mission. But if they have any hope of fulfilling the King's dream, the divided Greatcoats must reunite, or they will also have to stand aside as they watch their world burn...



TRAITOR'S BLADE

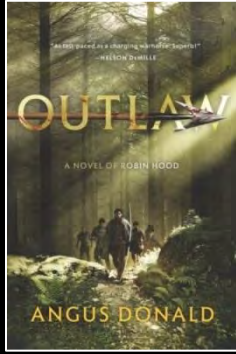
by Sebastian de Castell
(GREATCOATS #1)

Falcio is the first Cantor of the Greatcoats. Trained in the fighting arts and the laws of Tristia, the Greatcoats are travelling Magisters upholding King's Law. They are heroes. Or at least they were, until they stood aside while the Dukes took the kingdom, and impaled their King's head on a spike.

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If you like **GAME OF THRONES**, you might like...



OUTLAW

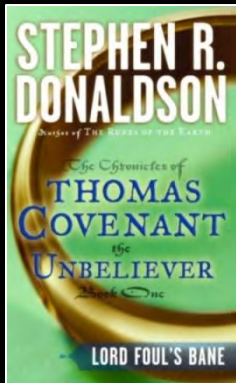
by **Angus Donald**
(THE OUTLAW CHRONICLES #1)

From bloody battles to riotous feast days to marauding packs of wolves, *Outlaw* is a gripping, action-packed historical thriller that delves deep into the fascinating legend of Robin Hood - an outlaw and a renegade nobility determined to bring down the men who took his land, his family, and his position.

When he's caught stealing, young Alan Dale is forced to leave his family and go to live with a notorious band of outlaws in Sherwood Forest.

Their leader is the infamous Robin Hood. A tough, bloodthirsty warrior, Robin is more feared than any man in the county. And he becomes a mentor for Alan; with his fellow outlaws, Robin teaches Alan how to fight - and how to win.

But Robin is a ruthless man - and although he is Alan's protector, if Alan displeases him, he could also just as easily become his murderer...



LORD FOUL'S BANE

by **Stephen Donaldson**
(THE CHRONICLES OF THOMAS COVENANT, THE UNBELIEVER #1)

He called himself Thomas Covenant, the Unbeliever, because he dared not believe in the strange alternative world on which he suddenly found himself - the Land.

But the Land tempted him. As a leper, in his own world he had been an outcast, unclean, a pariah. Now he was regarded as a saviour, the reincarnation of the Land's greatest hero - Berek Halfhand. Only the mystic powers of the white gold he carried could protect the Lords of the Land from the ancient evil of the Despiser, Lord Foul.

Yet Thomas Covenant had no idea how those powers could be tapped...



THE WAYFARER REDEMPTION: BATTLEAXE

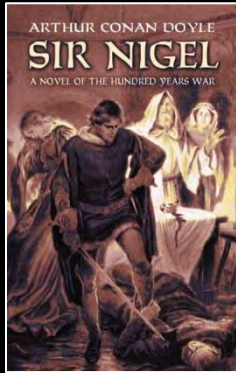
by **Sara Douglass**
(THE WAYFARER REDEMPTION #1)

A thousand years ago the Acharites drove the Forbidden from their land. Now strange sightings along Achar's northern border foreshadow their return. The barbaric tribes of the Ravensbund are pouring south with tales of fearsome beings who feed on the terror of their prey.

Axis, bastard son of the dead Princess Rivkah, is sent to the battlefield of Gorkenfort with his elite Axe-Wielders. Once there, he must hand over command to his hated half-brother, Borneheld. But travelling north, Axis falls in love with Faraday - Borneheld's betrothed, and meets two priests who challenge the very essence of his beliefs.

The Sentinels walk the land, the TreeFriend has been found, and the people of the Plough, the Wing and the Horn must set aside their differences and unite under one leader against the evil rising in the North...

If you like **GAME OF THRONES**, you might like...

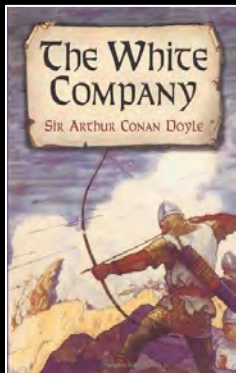


SIR NIGEL **THE WHITE COMPANY**

by Sir Arthur Conan Doyle

Sir Arthur Conan Doyle's Sherlock Holmes stories are classics of western literature. But many people don't realize that he was also among the best historical novelists of his day. *Sir Nigel* and *The White Company* are perhaps the two best historical novels ever written about the Hundred Years War.

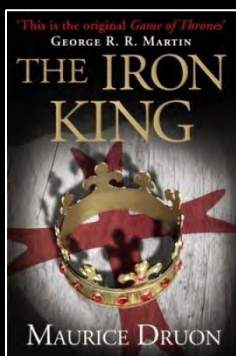
"Now order the ranks, and fling wide the banners, for our souls are God's, our bodies the king's, and our swords for Saint George and for England!"



Sir Nigel describes the early years of Nigel Loring during his initial service with King Edward III during the Hundred Years War. Doyle captures the period brilliantly - from the cadence and style of their speech, to unforgettable descriptions of court life, to the capture of the Castle of La Brohiniere, to a stirring account of the Battle of Poitiers. It is a classic adventure tale, full of romance, chivalry, battles, brutality, and humour as the impoverished Nigel Loring and his attendant Aylward seek their fortunes.

In *The White Company*, it is now 1366 and Sir Nigel is the leader of a raucous band of English bowmen known as the White Company. It's a story of hard blows and daring feats, to be sure, but it also captures the spirit that animated the English leaders and shows the reasons why the reputation of the English bowmen was so fearsome.

If you enjoy reading about chivalrous knights and glorious deeds, in a context of historical accuracy, these are the books for you.



THE IRON KING by Maurice Druon (THE ACCURSED KINGS #1)

"This is the original Game of Thrones."

- GEORGE R.R. MARTIN

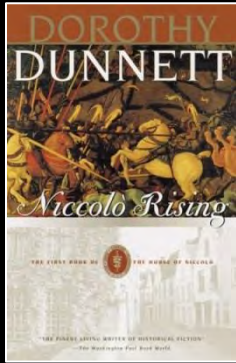
"Accursed! Accursed! You shall be accursed to the thirteenth generation!"

The Iron King - Philip the Fair - is as cold and silent, as handsome and unblinking as a statue. He governs his realm with an iron hand, but he cannot rule his own family: his sons are weak and their wives adulterous; while his red-blooded daughter Isabella is unhappily married to an English king who prefers the company of men.

A web of scandal, murder and intrigue is weaving itself around the Iron King; but his downfall will come from an unexpected quarter.

Bent on the persecution of the rich and powerful Knights Templar, Philip sentences Grand Master Jacques Molay to be burned at the stake, thus drawing down upon himself a curse that will destroy his entire dynasty...

If you like **GAME OF THRONES**, you might like...



NICCOLÒ RISING

by Dorothy Dunnett
(THE HOUSE OF NICCOLÒ #1)

Niccolò Rising combines history, adventure and high romance in the tradition stretching from Alexandre Dumas to Mary Renault.

The time is the 15th century, when intrepid merchants became the new knighthood of Europe. Among them, none is bolder or more cunning than Nicholas vander Poele of Bruges, the good-natured dyers apprentice who schemes and swashbuckles his way to the helm of a mercantile empire.

Niccolò Rising, book one of the series, finds us in Bruges, 1460. Street smart, brilliant at figures, adept at the subtleties of diplomacy and the well-timed untruth, Nicholas rises from wastrel to prodigy in a breathless adventure that wins him the love of the strongest woman in Bruges - and the hatred of two powerful enemies...



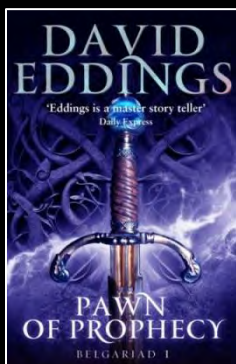
ACACIA: THE WAR WITH THE MEIN

by David Anthony Durham
(ACACIA TRILOGY #1)

Leodan Akaran, ruler of the Known World, has inherited generations of apparent peace and prosperity, won ages ago by his ancestors. A widower of high intelligence, he presides over an empire called Acacia, after the idyllic island from which he rules. He dotes on his four children and hides from them the dark realities of traffic in drugs and human lives on which their prosperity depends. He hopes that he might end this traffic, but powerful forces stand in his way.

And then a deadly assassin sent from a race called the Mein, exiled long ago to an ice-locked stronghold in the frozen North, strikes at Leodan in the heart of Acacia while the Mein unleash surprise attacks across the empire.

On his deathbed, Leodan puts into play a plan to allow his children to escape, each to his or her separate destiny. And so his children begin a quest to avenge their father's death and restore the Acacian empire - this time on the basis of universal freedom...



PAWN OF PROPHECY

by David Eddings
(THE BELGERIAD #1)

Long ago, the Storyteller claimed the evil god Torak drove men and Gods to war. But Belgarath the Sorcerer led men to reclaim the Orb that protected men of the West. So long as it lay at Riva, the prophecy went, men would be safe.

But Garion did not believe in such stories. Brought up on a quiet farm by his Aunt Pol, how could he know that the Apostate planned to wake dread Torak, or that he would be led on a quest of unparalleled magic and danger by those he loved - but did not know...?

If you like **GAME OF THRONES**, you might like...



GARDENS OF THE MOON

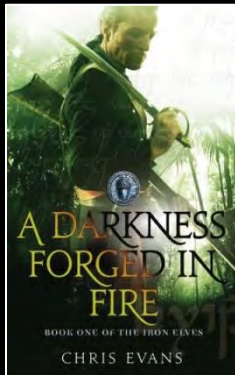
by Steven Erikson

(THE MALAZAN BOOK OF THE FALLEN #1)

The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting, and bloody confrontations. Even the imperial legions, long injured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins.

For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze.

But it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand....



A DARKNESS FORGED IN FIRE

by Chris Evans

(THE IRON ELVES #1)

A Darkness Forged in Fire introduces an unforgiving world of musket and cannon... bow and arrow... magic, diplomacy, and oaths - each wielding terrible power in an Empire teetering on the brink of war.

In this world, Konowa Swift Dragon, former commander of the Empire's elite Iron Elves, is looked upon as anything but ordinary. He's murdered a Viceroy, been court-martialed, seen his beloved regiment disbanded, and finally been banished in disgrace to the one place he despises the most - the forest.

Now, all he wants is to be left alone with his misery... but for Konowa, nothing is ever that simple.

The mysterious and alluring Visyna Tekoy, the highborn daughter of an elfkynan governor, seeks him out in the dangerous wild with a royal decree that he resume his commission as an officer in Her Majesty's Imperial Army, effective immediately. For in the east, a falling Red Star heralds the return of a magic long vanished from the earth. Rebellion grows within the Empire as a frantic race to reach the Star unfolds.

It is a chance for Konowa to redeem himself - even if the entire affair appears doomed to be a suicide mission... and that the soldiers recruited for the task are not at all what he expects.

And worse, his key adversary in the perilous race for the Star is the dreaded Shadow Monarch - a legendary elf-witch whose machinations for absolute domination spread deeper than Konowa could ever imagine....

If you like **GAME OF THRONES**, you might like...



THE LION OF SENET

by Jennifer Fallon
(SECOND SONS TRILOGY #1)

On the world Ranadon there is no night as both suns shine brightly. The intervention of Belagren, High Priestess of the Shadowdancers, and the sacrifice of a child of royal blood, has banished the Age of Shadows from the skies. Belagren's position is unquestioned... until circumstances begin to tip political rivalries into a deadlier game altogether.

A volcanic eruption rocks the seas separating the Kingdom of Dhevyn and the mainland Kingdom of Senet, and a mysterious sailor is shipwrecked on the island of Elcast. Badly wounded, his arrival stirs up old hatreds and unravels old secrets. His presence is enough to even bring Antonov, the powerful Lion of Senet, to the island and fear to the Keep of the Duke of Elcast.

A strong friendship develops between Dirk, second son of the Duke, and Kirshov Latanya, second son of the Lion of Senet. But will they, and their friendship, survive the chain of events set in motion by the ambitions of the ruthless High Priestess of the Shadowdancers and the domineering Lion of Senet?



MEDALON

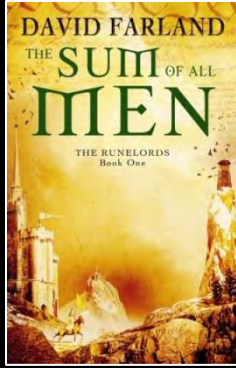
by Jennifer Fallon
(HYTHRUN CHRONICLES: DEMON CHILD TRILOGY #1)

The small country of Medalon lies between the vast nation of Karien in the north and the nations of Fardohnya and Hythria in the south. For centuries the Medalonians co-existed peacefully with the Harshini, a magical race that abhors killing. But now they are gone and in their place the Sisters of the Blade rule Medalon from the Citadel. An elite army of Defenders enforces the Sisterhood's oppressive rule. The Harshini and their demons are believed to be extinct and Medalon has an uneasy peace with its northern and southern neighbours.

R'shiel Tenragan, daughter of the First Sister, and her half-brother Tarja find themselves caught up in the political infighting amongst the Sisters of the Blade. When their mother's scheming becomes too much to bear, R'shiel and Tarja are determined to follow their own path and they flee the Citadel. Their lives take a turn neither could ever have imagined and the Defenders of Medalon hunt them as traitors.

Meanwhile, far south in Hythria; Brak, a Harshini outcast is called to find the demon child - the half-human child of the dead Harshini King, Lorandranek. But what can this mean to R'shiel?

If you like **GAME OF THRONES**, you might like...

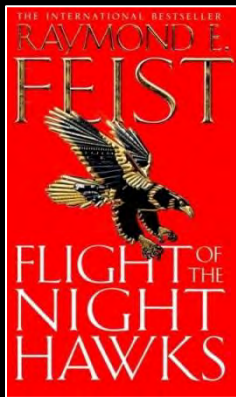


RUNELORDS: THE SUM OF ALL MEN

by David Farland
(RUNELORDS #1)

It is the eve of Hostenfest and effigies of the Earth King fill the streets. In this festive season, the young Runelord, Prince Gaborn Val Orden, has come seeking the alliance of marriage that will safeguard his people's future.

Far to the south - but not far enough - Raj Ahten, the Wolf Lord of Indhopal, moves through the land, his army destroying anything and anyone in his path. From the conquered he takes prizes, stealing their strength, their endurance, their wisdom, their most potent attributes. The Wolf Lord seems destined to bring all of humanity under his rule. Unless, after 2,000 years, the Earth King should rise again...



FLIGHT OF THE NIGHTHAWKS

by Raymond E. Feist
(THE DARKWAR SAGA #1)

The Conclave of Shadows faces two challenges: finding and destroying the evil magician Leso Varen, and deactivating an army of sinister magical warriors hidden in a cave in Midkemia.

They discover the warriors, called Talnoy, are beacons for a vast army of alien invaders, one so formidable that even the combined might of Midkemia and the Tsurani Empire could fall before its fury.

Meanwhile, three other agents of the Conclave - Kaspar, Talwin, and Caleb - venture deep into the heart of the Empire of Great Kesh charged with neutralising a threat to the imperial government; a scheme so dark and twisted it implicates even the highest ranking nobles of the Empire and members of the royal family itself.

Flight of the Night Hawks carries the reader into the deepest criminal underworld and highest seats of power in ancient Kesh, where the Conclave struggles with the agents of the darkest magic for the fate of the two worlds...



MAGICIAN

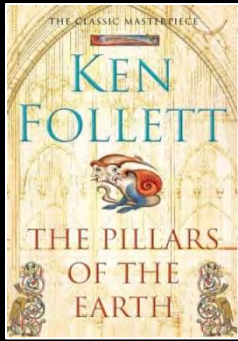
by Raymond E. Feist
(THE RIFTWAR SAGA #1-2)

My name is Pug. I was once an orphaned kitchen boy, with no family and no prospects, but I am destined to become a master magician...

War is coming to the Kingdom of the Isles from another world, bringing with it chaos and destruction.

Pug yearns to train as a warrior and fight for his kingdom alongside his foster-brother, Tomas; but instead he is forced to follow a different path: a path that will lead him right into the heart of the enemy. And one that will change the course of the war - and two worlds - forever...

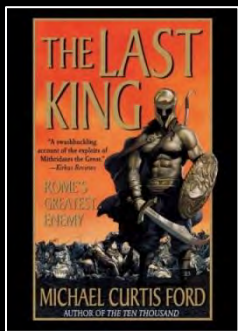
If you like **GAME OF THRONES**, you might like...



THE PILLARS OF THE EARTH

by Ken Follett
(THE PILLARS OF THE EARTH #1)

The Pillars of the Earth tells the story of Philip, prior of Kingsbridge, a devout and resourceful monk driven to build the greatest Gothic cathedral the world has known... of Tom, the mason who becomes his architect - a man divided in his soul... of the beautiful, elusive Lady Aliena, haunted by a secret shame... and of a struggle between good and evil that will turn church against state, and brother against brother....



THE LAST KING: ROME'S GREATEST ENEMY

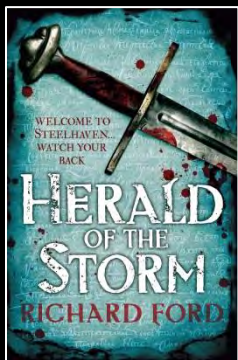
by Michael Curtis Ford

To the Romans, the greatest enemy the Republic ever faced was not the Goths or Huns, nor even Hannibal, but rather a ferocious and brilliant king on the distant Black Sea: Mithridates Eupator VI, the last king of Pontus, known to history as Mithridates the Great.

At age eleven, Mithridates inherited a small mountain kingdom of wild tribesmen whom his wicked mother governed in his place. Sweeping to power at twenty-one-years-old, he proved to be a military genius and a man intent on ousting the Romans from the Black Sea coast territories.

For over forty years, Rome sent its greatest generals to contain Mithridates, but time and again he embarrassed the Romans with devastating defeats. Each time Rome declared victory, Mithridates considered it merely a strategic retreat and soon came roaring back with a more powerful army than before...

The Last King is a fascinating recreation of a wickedly cunning and ruthless king who would stop at nothing to protect his people - and who would go down in history as one of the greatest and most formidable warriors of the ancient world...



HERALD OF THE STORM

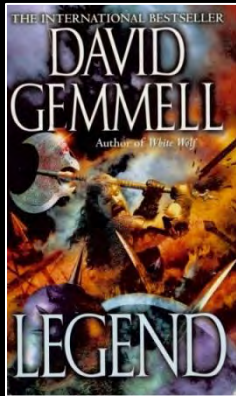
by Richard Ford
(STEELHAVEN #1)

Welcome to Steelhaven... watch your back.

Welcome to Steelhaven. Under the reign of King Cael the Uniter, this vast cityport on the southern coast has for years been a symbol of strength, maintaining an uneasy peace throughout the Free States.

But now a long shadow hangs over the city, in the form of the dread Elharim warlord, Amon Tugha. When his herald infiltrates the city, looking to exploit its dangerous criminal underworld, and a terrible dark magick that has long been buried once again begins to rise, it could be the beginning of the end...

If you like **GAME OF THRONES**, you might like...



LEGEND

by David Gemmell
(DRENAI SAGA #1)

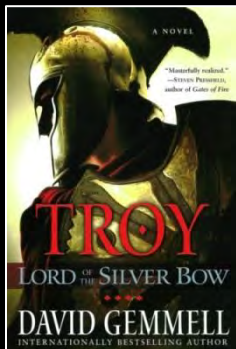
His name is Druss.

The stories of his life are told everywhere. But the grizzled veteran has spurned a life of fame and fortune and retreated to the solitude of his mountain lair.

His home is Dros Delnoch.

And it is the only route through the mountains for the army laying waste the country around them. Once the stronghold of the Drenai, the fortress of Dros Delnoch will now be their last battleground. And Druss will be its last hope.

His story is *Legend*.



LORD OF THE SILVER BOW

by David Gemmell
(TROY TRILOGY #1)

The first volume in an epic reimagining of the Trojan War - an ageless drama of brave deeds and fierce battles, of honour and treachery, of love won and lost.

He is a man of many names. Some call him the Golden One; others, the Lord of the Silver Bow. To the Dardanians, he is Prince Aeneas. But to his friends, he is Helikaon. Strong, fast, quick of mind, he is a bold warrior, hated by his enemies, feared even by his Trojan allies. For there is a darkness at the heart of the Golden One, a savagery that, once awakened, can be appeased only with blood.

Argurios the Mykene is a peerless fighter, a man of unbending principles and unbreakable will. Like all of the Mykene warriors, he lives to conquer and to kill. Dispatched by King Agamemnon to scout the defenses of the golden city of Troy, he is Helikaon's sworn enemy.

Andromache is a priestess of Thera betrothed against her will to Hektor, prince of Troy. Scornful of tradition, skilled in the arts of war, and passionate in the ways of her order, Andromache vows to love whom she pleases and to live as she desires.

Now fate is about to thrust these three together - and, from the sparks of passionate love and hate, ignite a fire that will engulf the world...

If you like **GAME OF THRONES**, you might like...



WIZARD'S FIRST RULE

by Terry Goodkind
(SWORD OF TRUTH #1)

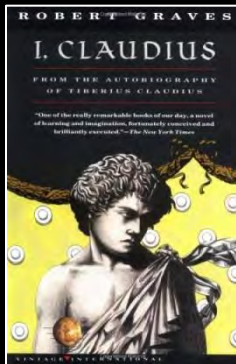
In the aftermath of the brutal murder of his father, Richard Cypher encounters a mysterious woman, Kahlan Amnell, in his forest sanctuary. She seeks his help... and more. His world - his very beliefs, are shattered when ancient debts come due with thundering violence.

In their darkest hour, Kahlan calls upon Richard to reach beyond his sword - to invoke within himself something more noble.

Neither knows that the rules of battle have just changed - or that their time has run out...

This is the beginning. One book. One rule.

Witness the birth of a legend.

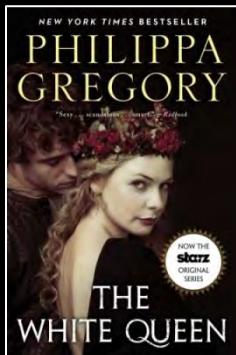


I, CLAUDIUS
by Robert Graves
(CLAUDIUS #1)

Despised for his weakness and regarded by his family as little more than a stammering fool, the nobleman Claudius quietly survives the intrigues, bloody purges and mounting cruelty of the imperial Roman dynasties.

In *I, Claudius* he watches from the sidelines to record the reigns of its emperors: from the wise Augustus and his villainous wife Livia to the sadistic Tiberius and the insane excesses of Caligula...

Written in the form of Claudius' autobiography, this is the first part of Robert Graves's brilliant account of the madness and debauchery of ancient Rome - and stands as one of the most celebrated, gripping historical novels ever written.



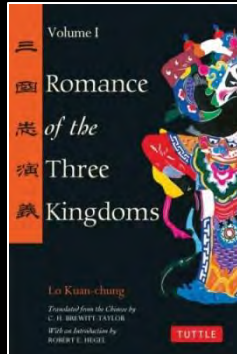
THE WHITE QUEEN
by Philippa Gregory
(THE COUSINS' WAR #1)

Brother turns on brother. The throne of England is at stake. The deadly Wars of the Roses have begun...

They ruled England before the Tudors, and now internationally bestselling author Philippa Gregory brings the Plantagenets to life through the dramatic and intimate stories of the secret players: the indomitable women.

Elizabeth Woodville, a woman of extraordinary beauty and ambition, secretly marries the newly crowned boy king of England. While she rises to the demands of her exalted position and fights for the success of her family, her two sons become the central figures in a famous unsolved mystery that has confounded historians for centuries: the lost princes in the Tower of London...

If you like **GAME OF THRONES**, you might like...



ROMANCE OF THE THREE KINGDOMS

by Luo Guanzhong

This epic saga of brotherhood and rivalry, of loyalty and treachery, of victory and death; forms part of the indelible core of classical Chinese culture and continues to fascinate modern-day readers.

It is a general truism of this world that anything long divided will surely unite, and anything long united will surely divide...

Romance of the Three Kingdoms, written in the 14th century - is a historical novel set amidst the turbulent years near the end of the Han Dynasty and the Three Kingdoms era of Chinese history, starting in 169 CE and ending with the reunification of the land in 280 CE.

The story (part historical, part legend, and part myth) romanticizes and dramatizes the lives of feudal lords and their retainers, who tried to replace the dwindling Han Dynasty or restore it.

While the novel actually follows literally hundreds of characters, the focus is mainly on the three power blocs that emerged from the remnants of the Han Dynasty, and would eventually form the three states of Cao Wei, Shu Han, and Eastern Wu.

The novel deals with the plots, personal and army battles, intrigues, and struggles of these states to achieve dominance for almost 100 years.

Romance of the Three Kingdoms is acclaimed as one of the Four Great Classical Novels of Chinese literature; it has a total of 800,000 words and nearly a thousand dramatic characters (mostly historical) in 120 chapters.

The novel is among the most beloved works of literature in East Asia, and its literary influence in the region has been compared to that of the works of Shakespeare on English literature.

It is arguably the most widely read historical novel in late imperial and modern China.

If you like **GAME OF THRONES**, you might like...



MALICE

by John Gwynne

(THE FAITHFUL AND THE FALLEN #1)

Even the brave will fall...

Young Corban watches enviously as boys become warriors under King Brenin's rule, learning the art of war. He yearns to wield his sword and spear to protect his king's realm. But that day will come all too soon. Only when he loses those he loves will he learn the true price of courage.

The Banished Lands has a violent past where armies of men and giants clashed shields in battle, the earth running dark with their heartsblood. Although the giant-clans were broken in ages past, their ruined fortresses still scar the land. But now giants stir anew, the very stones weep blood and there are sightings of giant wyrms. Those who can still read the signs see a threat far greater than the ancient wars. Sorrow will darken the world, as angels and demons make it their battlefield. Then there will be a war to end all wars.

High King Aquilus summons his fellow kings to council, seeking an alliance in this time of need. Some are skeptical, fighting their own border skirmishes against pirates and giants. But prophesy indicates darkness and light will demand two champions, the Black Sun and the Bright Star. They would be wise to seek out both, for if the Black Sun gains ascendancy, mankind's hopes and dreams will fall to dust...



DRAGONSBANE

by Barbara Hambly

(WINTERLANDS #1)

When the Black Dragon seized the Deep of Ylferdun, young Gareth braved the far Winterlands to find John Aversin, Dragonsbane - the only living man ever to slay a dragon.

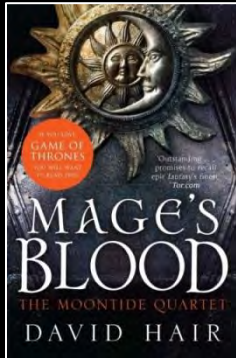
In return for the promise of the King to send help to the Winterlands, Aversin agreed to attempt the nearly impossible feat again.

With them, to guard them on the haunted trip south, went Jenny Waynest, a half-taught sorceress and mother of Aversin's sons.

But at the decadent Court, nothing was as expected. Rebellion threatened the land. Zyerne - a sorceress of seemingly unlimited power, held the King under an evil spell, and he refused to see them. Meantime, the dragon fed well on the knights who had challenged him.

In the end, Aversin, Jenny, and Gareth had to steal away at night to challenge Morkeleb, largest and wisest of dragons - but that was only the beginning of the perils they must face...

If you like **GAME OF THRONES**, you might like...



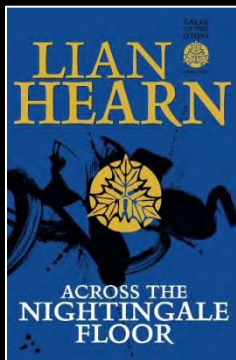
MAGE'S BLOOD

by David Hair
(THE MOONTIDE QUARTET #1)

Most of the time the Leviathan Bridge lies deep below the sea, but every twelve years, when the tides sink and the Moontide comes, it is revealed - linking Eastern and Western continents.

At first, traders went back and forth across the bridge, but then the Rondian Empire - hell bent on ruling the East - sent its first two Crusades, and its mage-led armies pillaged their way across the new world.

Now the Third Crusade is mustering, and this time the peoples of the East will fight back. But for all these massing powers, it is three ordinary people - a failed mage, a market girl and a jaded mercenary - who will determine the fate of the world...



ACROSS THE NIGHTINGALE FLOOR

by Lian Hearn
(TALES OF THE OTORI #1)

An ancient land.

A forbidden love.

A future sealed by fate...

In his fortress at Inuyama, the murderous warlord Iida Sadamu surveys his famous nightingale floor. Constructed with exquisite skill, it sings at the tread of each human foot. No assassin can cross it unheard.

Brought up in a remote village among the Hidden, a reclusive and spiritual people, Takeo has learned only the ways of peace. Why, then, does he possess the deadly skills that make him so valuable to the sinister Tribe? These supernatural powers will lead him to his violent destiny within the walls of Inuyama - and to an impossible longing for a girl who can never be his.

His journey is one of revenge and treachery, beauty and magic, and the passion of first love...

If you like **GAME OF THRONES**, you might like...



DUNE
by Frank Herbert
(DUNE CHRONICLES #1)

Dune tells the sweeping tale of a desert planet called Arrakis, the focus of an intricate power struggle in a byzantine interstellar empire.

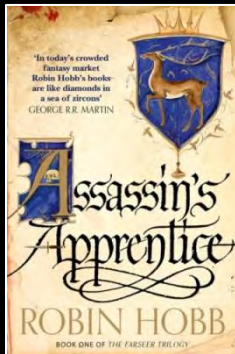
Arrakis is the sole source of Melange, the "spice of spices." Melange is necessary for interstellar travel and grants psychic powers and longevity, so whoever controls it wields great influence.

The troubles begin when stewardship of Arrakis is transferred by the Emperor from the Harkonnen Noble House to House Atreides.

The Harkonnens don't want to give up their privilege, though, and through sabotage and treachery they cast young Duke Paul Atreides out into the planet's harsh environment to die. There he falls in with the Fremen, a tribe of desert dwellers who become the basis of the army with which he will reclaim what's rightfully his.

Paul Atreides, though, is far more than just a usurped duke. He might be the end product of a very long-term genetic experiment designed to breed a super human; he might be a messiah.

His struggle is at the center of a nexus of powerful people and events, and the repercussions will be felt throughout the Imperium...



ASSASSIN'S APPRENTICE
by Robin Hobb
(THE FARSEER TRILOGY #1)

"In today's crowded fantasy market, Robin Hobb's books are like diamonds in a sea of zircons."

- GEORGE R.R. MARTIN

Young Fitz is the bastard son of the noble Prince Chivalry, raised in the shadow of the royal court by his father's gruff stableman.

He is treated like an outcast by all the royalty except the devious King Shrewd, who has him secretly tutored in the arts of the assassin. For in Fitz's blood runs the magic Skill - and the darker knowledge of a child raised with the stable hounds and rejected by his family.

As barbarous raiders ravage the coasts, Fitz is growing to manhood. Soon he will face his first dangerous, soul-shattering mission. And though some regard him as a threat to the throne, he may just be the key to the survival of the kingdom...

If you like **GAME OF THRONES**, you might like...



FOOL'S ASSASSIN

by Robin Hobb

(THE FITZ AND THE FOOL TRILOGY #1)

Robin Hobb returns with a new Farseer trilogy, beginning with an astonishing new novel that opens a dark and gripping chapter in the Farseer saga.

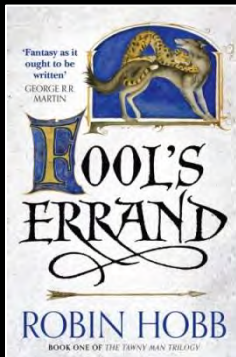
Tom Badgerlock has been living peaceably in the manor house at Withywoods with his beloved wife Molly these many years, the estate a reward to his family for loyal service to the crown.

But behind the facade of respectable middle-age lies a turbulent and violent past. For Tom Badgerlock is actually FitzChivalry Farseer, bastard scion of the Farseer line, convicted user of Beast-magic, and assassin. A man who has risked much for his king and lost more...

On a shelf in his den sits a triptych carved in memory stone of a man, a wolf and a fool. Once, these three were inseparable friends: Fitz, Nighteyes and the Fool. But one is long dead, and one long-missing.

Then one Winterfest night a messenger arrives to seek out Fitz, but mysteriously disappears, leaving nothing but a blood-trail. What was the message? Who was the sender? And what has happened to the messenger?

Suddenly Fitz's violent old life erupts into the peace of his new world, and nothing and no one is safe...



FOOL'S ERRAND

by Robin Hobb

(THE TAWNY MAN TRILOGY #1)

“Fantasy as it ought to be written.”

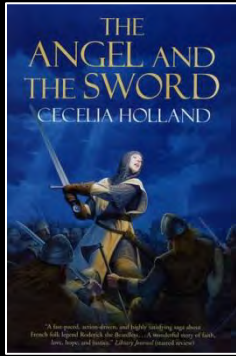
- GEORGE R.R. MARTIN

For fifteen years FitzChivalry Farseer has lived in self-imposed exile, assumed to be dead by almost all who once cared about him. But now, into his isolated life, visitors begin to arrive: Fitz's mentor from his assassin days; a hedge-witch who foresees the return of a long-lost love; and the Fool - the former White Prophet, who beckons Fitz to fulfill his destiny.

Then comes the summons he cannot ignore. Prince Dutiful, the young heir to the Farseer throne, has vanished. Fitz, possessed of magical skills both royal and profane, is the only one who can retrieve him in time for his betrothal ceremony, thus sparing the Six Duchies profound political embarrassment - or worse.

But even Fitz does not suspect the web of treachery that awaits him - or how his loyalties will be tested to the breaking point...

If you like **GAME OF THRONES**, you might like...



THE ANGEL AND THE SWORD

by **Cecelia Holland**

It is the waning days of the ninth century. The vast dominion won by the great Emperor Charlemagne has been torn apart by his heirs and successors.

In Paris - once the heart of that realm - the Emperor's irresolute grandson, Charles the Bald, battles desperately to preserve his kingdom from the ravages of Viking raiders.

If the city falls, its people will perish, and along with them the precious remnants of culture and learning rescued from the ashes of Rome...



CONAN THE BARBARIAN:

THE STORIES THAT INSPIRED THE MOVIE

by **Robert E. Howard**

Conan the Barbarian is one of the greatest fictional heroes ever created - a swordsman who cuts a swath across the lands of the Hyborian Age, annihilating powerful sorcerers, deadly creatures, and whole armies of ruthless foes.

Today his name is synonymous with the epic battles of ancient times, but Conan originated in the early decades of the twentieth century with one of the founding fathers of fantasy, the visionary Robert E. Howard.

The unforgettable stories collected here form a thrilling adventure, following Conan from his mercenary youth to his bloody conquests on the frontier and even the high seas. Bold and enduring, the legend of Conan the Barbarian continues to grow in popularity and influence.



AMONG THIEVES

by **Douglas Hulick**
(TALES OF THE KIN #1)

Drothe is a Nose, an informant who finds and takes care of trouble inside the criminal organization he's a part of. He also smuggles imperial relics on the side.

When his boss sends him to Ten Ways to track down who's been leaning on his organization's people, Drothe discovers hints of a much bigger mystery. Someone is trying to stir up trouble between lower-level criminal organizations, including the one Drothe belongs to. And there's a book rumoured to contain imperial glimmer (or magic) that a lot of very dangerous people seem to be looking for - including two crime bosses known as the Gray Princes.

When Drothe discovers the book, he finds himself holding a bit of swag that can bring down emperors, shatter the criminal underworld, and unlock forbidden magic - that's if he can survive long enough to use it...

If you like **GAME OF THRONES**, you might like...



THE MIRROR EMPIRE

by Kameron Hurley
(THE WORLDBREAKER SAGA #1)

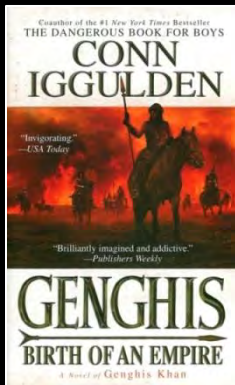
On the eve of a recurring catastrophic event known to extinguish nations and reshape continents, a troubled orphan evades death and slavery to uncover her own bloody past... while a world goes to war with itself.

In the frozen kingdom of Saiduan, invaders from another realm are decimating whole cities, leaving behind nothing but ash and ruin.

As the dark star of the cataclysm rises, an illegitimate ruler is tasked with holding together a country fractured by civil war, a precocious young fighter is asked to betray his family and a half-Dhai general must choose between the eradication of her father's people or loyalty to her alien Empress.

Through tense alliances and devastating betrayal, the Dhai and their allies attempt to hold against a seemingly unstoppable force as enemy nations prepare for a coming together of worlds as old as the universe itself.

In the end, one world will rise – and many will perish...



GENGHIS: BIRTH OF AN EMPIRE

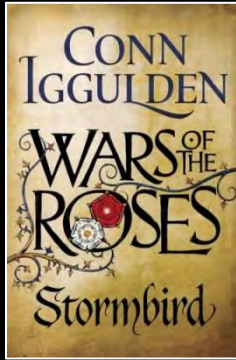
by Conn Iggulden
(CONQUEROR #1)

He was born Temujin, the son of a khan, raised in a clan of hunters migrating across the rugged steppe. Temujin's young life was shaped by a series of brutal acts: the betrayal of his father by a neighbouring tribe and the abandonment of his entire family, cruelly left to die on the harsh plain. But Temujin endured - and from that moment on, he was driven by a singular fury: to survive in the face of death, to kill before being killed, and to conquer enemies who could come without warning from beyond the horizon.

Through a series of courageous raids against the Tartars, Temujin's legend grew. And so did the challenges he faced - from the machinations of a Chinese ambassador to the brutal abduction of his young wife, Borte.

Blessed with ferocious courage, it was the young warrior's ability to learn, to imagine, and to judge the hearts of others that propelled him to greater and greater power. Until Temujin was chasing a vision: to unite many tribes into one, to make the earth tremble under the hoofbeats of a thousand warhorses, to subject unknown nations and even empires to his will...

If you like **GAME OF THRONES**, you might like...



STORMBIRD

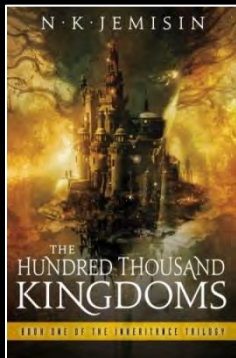
by Conn Iggulden
(WARS OF THE ROSES #1)

King Henry V - the great Lion of England - is long dead.

In 1437, after years of regency, the pious and gentle Henry VI, the Lamb, comes of age and accedes to the English throne. His poor health and frailty of mind render him a weakling king - Henry depends on his closest men, Spymaster Derry Brewer and William de la Pole, Duke of Suffolk, to run his kingdom.

Yet there are those, such as the Plantagenet Richard, Duke of York, who believe England must be led by a strong king if she is to survive. With England's territories in France under threat, and rumours of revolt at home, fears grow that Henry and his advisers will see the country slide into ruin. With a secret deal struck for Henry to marry a young French noblewoman, Margaret of Anjou, those fears become all too real.

As storm clouds gather over England, King Henry and his supporters find themselves besieged abroad and at home. Who, or what can save the kingdom before it is too late?



THE HUNDRED THOUSAND KINGDOMS

by N.K. Jemisin
(THE INHERITANCE TRILOGY #1)

Yeine Darr is an outcast from the barbarian north. But when her mother dies under mysterious circumstances, she is summoned to the majestic city of Sky - a palace above the clouds where gods' and mortals' lives are intertwined.

There, to her shock, Yeine is named one of the potential heirs to the king. But the throne of the Hundred Thousand Kingdoms is not easily won, and Yeine is thrust into a vicious power struggle with a pair of cousins she never knew she had. As she fights for her life, she draws ever closer to the secrets of her mother's death and her family's bloody history.

But it's not just mortals who have secrets worth hiding and Yeine will learn how perilous the world can be when love and hate - and gods and mortals - are bound inseparably...



THE QUEEN OF THE TEARLING

by Erika Johansen
(THE QUEEN OF THE TEARLING #1)

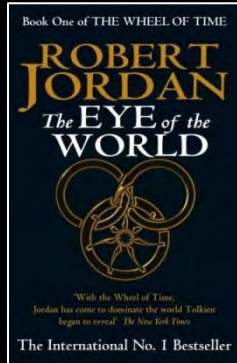
Her throne awaits - if she can live long enough to take it...

It was on her nineteenth birthday that the soldiers came for Kelsea Glynn. They'd come to escort her back to the place of her birth - and to ensure she survives long enough to be able to take possession of what is rightfully hers.

But like many nineteen-year-olds, Kelsea is unruly, has high principles and believes she knows better than her elders. Unlike many nineteen-year-olds, she is about to inherit a kingdom that is on its knees - corrupt, debauched and dangerous.

Kelsea will either become the most fearsome ruler the kingdom has ever known - or be dead within the week...

If you like **GAME OF THRONES**, you might like...



THE EYE OF THE WORLD

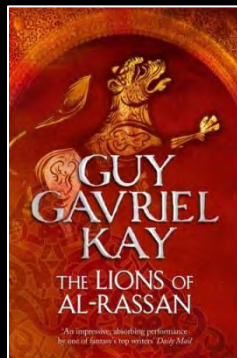
by Robert Jordan
(THE WHEEL OF TIME #1)

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...

Life in Emond's Field has been pretty boring for Rand Al'Thor and his friends until a strange young woman arrives in their village. Moraine is an Aes Sedai, a magician with the ability to wield the One Power, and she brings warnings of a terrible evil awakening in the world. That very night, the village is attacked by bloodthirsty Trollocs - a fearsome tribe of beast-men thought to be no more than myth.

As Emond's Field burns, Moraine and her warrior-guardian help Rand and his companions to escape. But it is only the beginning of their troubles. For Moraine believes Rand Al'Thor is the Dragon Reborn, and that he is fated to unite the world against the rising darkness and lead the fight against a being so powerful and evil it is known simply as the Dark One...



THE LIONS OF AL-RASSAN

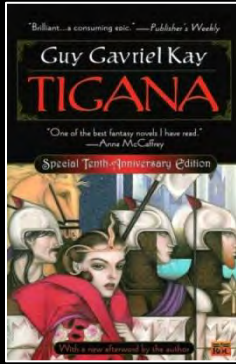
by Guy Gavriel Kay

Over the centuries, the once stern rulers of Al-Rassan have been seduced by sensuous pleasures. Now King Almalik of Cartada is on the ascendancy, adding city after city to his realm, aided by his friend and advisor, the notorious Ammar ibn Khairan - poet, diplomat, soldier - until a summer day of savage brutality changes their relationship forever.

Meanwhile, in the north, the Jaddite's most celebrated - and feared - military leader, Rodrigo Belmonte, and Ammar meet. Sharing the interwoven fate of both men is Jehane, the beautiful, accomplished court physician, whose own skills play an increasing role as Al-Rassan is swept to the brink of holy war, and beyond...

In a magnificent setting, hauntingly evocative of medieval Spain, *The Lions of Al-Rassan* is both a brilliant adventure and a deeply moving story of love, divided loyalties, and what happens to men and women when hardening beliefs begin to remake - or destroy - a world.

If you like **GAME OF THRONES**, you might like...

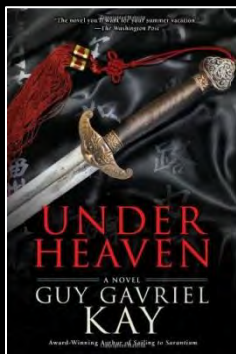


TIGANA by Guy Gavriel Kay

Tigana is the magical story of a beleaguered country struggling to be free. It is the tale of a people so cursed by the dark sorceries of the tyrant king Brandlin that even the very name of their once beautiful home cannot be spoken or remembered.

But years after their homeland's devastation, a handful of men and women set in motion a dangerous crusade - to overthrow their conquerors and bring back to the world the lost brightness of an obliterated name: Tigana.

Against the magnificently realized background of a world both sensuous and brutal, this masterful epic of a passionate people pursuing their dream is breathtaking in its vision, and changes forever the boundaries of fantasy fiction.



UNDER HEAVEN by Guy Gavriel Kay (UNDER HEAVEN #1)

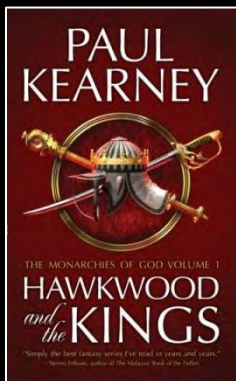
Shen Tai is the son of a general who led the forces of imperial Kitai in that empire's last war against their western enemies from Tagur, twenty years before. Forty thousand men on both sides were slain beside a remote mountain lake. General Shen Gao himself has died recently.

To honour his father's memory, Tai has spent two years of official mourning alone at the battle site among the ghosts of the dead, laying to rest their unburied bones.

One spring morning, he learns that others have taken note of his vigil. The White Jade Princess in Tagur is pleased to present him with two hundred and fifty Sardinian horses, given, she writes, in recognition of his courage, and honour done to the dead.

You gave a man one of the famed Sardians to reward him greatly. You gave him four or five to exalt him above his fellows, and earn him jealousy, possibly mortal. Two hundred and fifty is an unthinkable gift, a gift to overwhelm an emperor.

Tai starts east towards the glittering, dangerous imperial capital and gathers his wits for a return from solitude by a mountain lake to his own forever-altered life...



HAWKWOOD AND THE KINGS by Paul Kearney (THE MONARCHIES OF GOD #1-2)

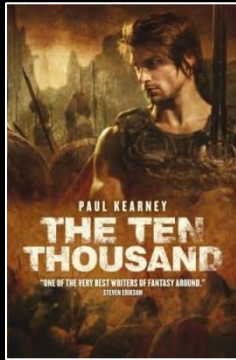
The world is in turmoil. In the east the savage Merduks, followers of the Prophet Ahrimuz, have captured the holy city of Aekir.

The western kingdoms are too distracted by internecine bickering to intervene and the Church seems more obsessed with rooting out heresy.

It is an age where men go to the stake for the taint of magic in their blood, where gunpowder and cannon co-exist with werewolves and sorcerers.

It is the turning point when two great religions will fight to the death and the common folk will struggle to merely survive...

If you like **GAME OF THRONES**, you might like...



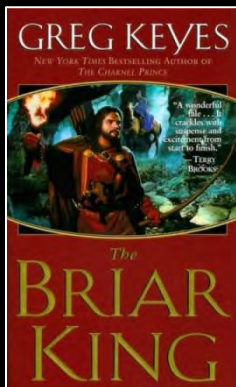
THE TEN THOUSAND

by Paul Kearney
(THE MACHT TRILOGY #1)

Isca is fallen; Antimone draws Her veil over the dead. Rictus, a young soldier of the city, is now ostrakr – homeless, devoid of purpose. He dons the red cloak of the mercenary and sets out to find a road for himself.

On the world of Kuf, the Macht are a mystery, a fierce, barbaric people whose discipline and prowess on the battlefield is the stuff of legend. If they did not war endlessly on themselves, they would conquer the world. Beyond their home in the remote Harukush Mountains, the teeming races and peoples of Kuf are united under the Great King of Asuria, who can call up whole nations to battle, and whose word is law.

But now the Great King's brother means to take the throne by force, and has sought out the Macht. Rictus – and ten thousand more mercenary warriors – will march into the heart of the Empire. They will become legends...



THE BRIAR KING

by Greg Keyes
(THE KINGDOMS OF THORN AND BONE #1)

Two thousand years ago, the Born Queen defeated the Skasloi lords, freeing humans from the bitter yoke of slavery. But now monstrous creatures roam the land - and destinies become inextricably entangled in a drama of power and seduction.

The king's woodsman, a rebellious girl, a young priest, a roguish adventurer, and a young man made suddenly into a knight - all face malevolent forces that shake the foundations of the kingdom, even as the Briar King - legendary harbinger of death - awakens from his slumber.

At the heart of this many-layered tale is Anne Dare, youngest daughter of the royal family - upon whom the fate of her world may depend...



THE EYES OF THE DRAGON

by Stephen King

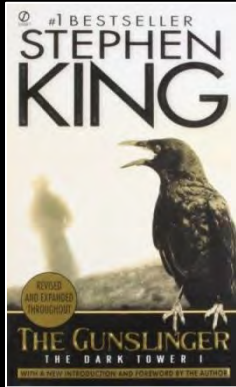
The King is dead, murdered by an unusual poison.

While evidence is gathered, and the land of Delain mourns, Flagg the King's magician, unscrupulous, greedy and powerful, plots.

Soon the King's elder son, Peter, is imprisoned in the needle, the top of a high tower, for his father's murder. And Thomas inherits the throne.

Only Peter knows the truth of his innocence, and the true evil that is Flagg. Only Peter can save Delain from the horror the magician has in store. He has a plan, but it is rife with danger. And if he fails, he won't get a second chance...

If you like **GAME OF THRONES**, you might like...



THE GUNSLINGER

by Stephen King
(THE DARK TOWER #1)

Set in a world of extraordinary circumstances, filled with stunning visual imagery and unforgettable characters, The Dark Tower series is King's most visionary feat of storytelling, a magical mix of science fiction, fantasy, and horror that may well be his crowning achievement.

In *The Gunslinger*, Stephen King introduces readers to one of his most enigmatic heroes, Roland of Gilead, the Last Gunslinger.

He is a haunting figure, a loner, on a spellbinding journey into good and evil, in a desolate world which frighteningly echoes our own.

In his first step towards the powerful and mysterious Dark Tower, Roland encounters an alluring woman named Alice, begins a friendship with Jake, a kid from New York, and faces an agonising choice between damnation and salvation as he pursues the Man in Black...



DERYNI RISING

by Katherine Kurtz
(THE CHRONICLES OF THE DERINYI #1)

In the land of Gwynedd, the Haldanes have long ruled and have long kept a dangerous secret: there are those of their blood who possess the magical powers of the Deryni. To be Deryni in a land ruled by the all-powerful Church is to be branded an outcast.

But now, young Prince Kelson is about to assume the throne after the mysterious death of his father. He must be told of his magical heritage. For his legacy is being challenged by a woman who does not hesitate to lay full claim to her Deryni powers. And to face her in magical combat, Kelson must learn a lifetime's worth of magic in a few short days.

If he loses, he dies as his father did. And if he wins, he is King - but all the world will know that he is also Deryni...



PRINCE OF THORNS

by Mark Lawrence
(THE BROKEN EMPIRE #1)

A tale of blood and treachery, magic and brotherhood that paints a compelling and brutal - and sometimes beautiful - picture of an exceptional boy on his journey toward manhood and the throne.

The thorns taught him a lesson in blood...

From being a privileged royal child, raised by a loving mother, Jorg Ancrath has become the Prince of Thorns, a charming, immoral boy leading a grim band of outlaws in a series of raids and atrocities. The world is in chaos: violence is rife, nightmares everywhere.

Jorg has the ability to master the living and the dead, but there is still one thing that puts a chill in him. Returning to his father's castle Jorg must confront horrors from his childhood and carve himself a future with all hands turned against him...

If you like **GAME OF THRONES**, you might like...



A WIZARD OF EARTHSEA

by Ursula K. Le Guin
(EARTHSEA #1)

The island of Gont is a land famous for wizards. Of these, some say the greatest - and surely the greatest voyager - is the man called Sparrowhawk.

As a reckless, awkward boy, he discovered the great power that was in him - with terrifying consequences.

Tempted by pride to try spells beyond his means, Sparrowhawk lets loose an evil shadow-beast in his land.

Only he can destroy it, and the quest leads him to the farthest corner of Earthsea...



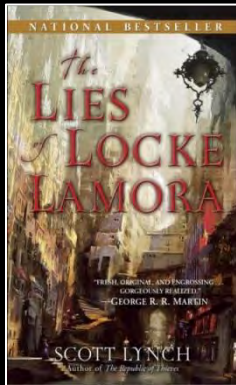
THE GRACE OF KINGS

by Ken Liu
(THE DANDELION DYNASTY #1)

Wily, charming Kuni Garu - a bandit, and stern, fearless Mata Zyndu - the son of a deposed duke, seem like polar opposites. Yet, in the uprising against the emperor, the two quickly become the best of friends after a series of adventures fighting against vast conscripted armies, silk-draped airships, soaring battle kites, conspiring goddesses, underwater boats, magical books, as a streetfighter-cum-general who takes her place as the greatest tactician of the age.

Once the emperor has been overthrown, however, they each find themselves the leader of separate factions - two sides with very different ideas about how the world should be run and the meaning of justice...

If you like **GAME OF THRONES**, you might like...



THE LIES OF LOCKE LAMORA

by Scott Lynch

(GENTLEMEN BASTARD SEQUENCE #1)

“Fresh, original, and engrossing... gorgeously realized.”

- GEORGE R.R. MARTIN

A thrilling tale of an audacious criminal and his band of confidence tricksters - set in a fantastic city pulsing with the lives of decadent nobles and daring thieves.

Here is a story of adventure, loyalty, and survival that is one part “Robin Hood”, one part Ocean’s Eleven, and entirely enthralling...

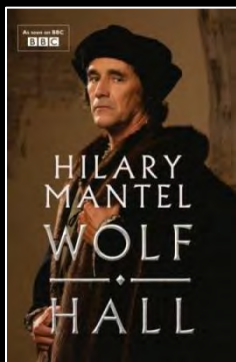
An orphan’s life is harsh - and often short - in the island city of Camorr, built on the ruins of a mysterious alien race. But born with a quick wit and a gift for thieving, Locke Lamora has dodged both death and slavery, only to fall into the hands of an eyeless priest known as Chains - a man who is neither blind nor a priest.

A con artist of extraordinary talent, Chains passes his skills on to his carefully selected “family” of orphans - a group known as the Gentlemen Bastards. Under his tutelage, Locke grows to lead the Bastards, delightedly pulling off one outrageous confidence game after another. Soon he is infamous as the Thorn of Camorr, and no wealthy noble is safe from his sting.

Passing themselves off as petty thieves, the brilliant Locke and his tightly knit band of light-fingered brothers have fooled even the criminal underworld’s most feared ruler, Capa Barsavi. But there is someone in the shadows more powerful - and more ambitious - than Locke has yet imagined.

Known as the Gray King, he is slowly killing Capa Barsavi’s most trusted men - and using Locke as a pawn in his plot to take control of Camorr’s underworld.

With a bloody coup under way threatening to destroy everyone and everything that holds meaning in his mercenary life, Locke vows to beat the Gray King at his own brutal game - or die trying...



WOLF HALL

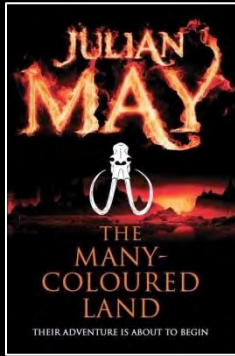
by Hilary Mantel

(THOMAS CROMWELL TRILOGY#1)

England, the 1520s. Henry VIII has been king for almost twenty years, but has no heir. Cardinal Wolsey is unable to deliver the divorce he craves. For a man with the right talents this crisis could be an opportunity...

Wolf Hall brings the opulent, brutal world of the Tudors to bloody, glittering life. It is the backdrop to the rise and rise of Thomas Cromwell: lowborn boy, charmer, bully, master of deadly intrigue, and, finally, most powerful of Henry VIII’s courtiers...

If you like **GAME OF THRONES**, you might like...



THE MANY-COLOURED LAND

by Julian May
(THE PILOCENE EXILE SAGA #1)

“Originally published in the 1980s, (The Pilocene Exile Sage novels) are incredibly imaginative, exciting, dramatic, and as “realistic” and gritty as anything George R.R. Martin dreamed up in the kingdom of Westeros.”

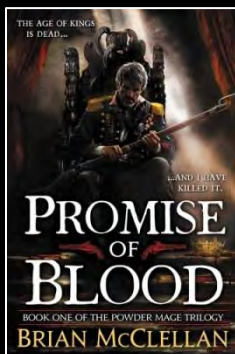
- [BARNES AND NOBLE BLOG](#)

For a troubled band of misfits, the adventure is about to begin.

In the 22nd Century, a group of misfits and mavericks are preparing to leave behind everything they have known. Advanced technology has created a one-way time portal to Earth's Pliocene Era – six million years ago. Those seeking a better life are drawn to the promise of a simple utopia, far from the civilised Galactic Mileu. But no one could have predicted the dangers on the other side.

For the group will enter the battleground of two warring alien races, exiled from a distant planet. And these races not only have potent mind powers, but seek to exploit and enslave humans for their own needs.

The travellers are about to discover that their unspoilt paradise is far from Eden...



PROMISE OF BLOOD

by Brian McClellan
(THE POWDER MAGE TRILOGY #1)

*The Age of Kings is dead...
...and I have killed it.*

It's a bloody business overthrowing a king...

Field Marshal Tamas' coup against his king sent corrupt aristocrats to the guillotine and brought bread to the starving. But it also provoked war with the Nine Nations, internal attacks by royalist fanatics, and the greedy to scramble for money and power by Tamas's supposed allies: the Church, workers unions, and mercenary forces.

Stretched to his limit, Tamas is relying heavily on his few remaining powder mages, including the embittered Taniel, a brilliant marksman who also happens to be his estranged son, and Adamat, a retired police inspector whose loyalty is being tested by blackmail.

But when gods are involved...

Now, as attacks batter them from within and without, the credulous are whispering about omens of death and destruction. Just old peasant legends about the gods waking to walk the earth. No modern educated man believes that sort of thing. But they should...

In a rich, distinctive world that mixes magic with technology, who could stand against mages that control gunpowder and bullets?

If you like **GAME OF THRONES**, you might like...



SEVEN FORGES

by James A. Moore

(SEVEN FORGES #1)

War is coming...

The people of Fellein have live with legends for many centuries. To their far north, the Blasted Lands - a legacy of an ancient time of cataclysm - are vast, desolate and impassable; but that doesn't stop the occasional expedition into their fringes in search of any trace of the ancients who had once lived there - and oft-rumoured riches.

Captain Merros Dulver is the first in many lifetimes to find a path beyond the great mountains known as the Seven Forges and encounter, at last, the half-forgotten race who live there. And it would appear that they were expecting him. As he returns home, bringing an entourage of strangers with him, he starts to wonder whether his discovery has been such a good thing. For the gods of this lost race are the gods of war, and their memories of that far-off cataclysm have not faded...



THE STEEL REMAINS

by Richard K. Morgan

(A LAND FIT FOR HEROES #1)

"A DARK LORD WILL RISE." Such is the prophecy that dogs Ringil Eskiath - Gil, for short - a washed-up mercenary and onetime war hero whose cynicism is surpassed only by the speed of his sword.

Gil is estranged from his aristocratic family, but when his mother enlists his help in freeing a cousin sold into slavery, Gil sets out to track her down. But it soon becomes apparent that more is at stake than the fate of one young woman.

Grim sorceries are awakening in the land. Some speak in whispers of the return of the Aldrain, a race of widely feared, cruel yet beautiful demons.

Now Gil and two old comrades are all that stand in the way of a prophecy whose fulfillment will drown an entire world in blood.

But with heroes like these, the cure is likely to be worse than the disease...

If you like **GAME OF THRONES**, you might like...



THE FIFTH SORCERESS

by Robert Newcomb

(THE CHRONICLES OF BLOOD AND STONE #1)

“We gave them a chance once, long ago... We offered to share power equally, and in peace. But they refused and chose war. With them it was all or nothing. Wizard against Sorceress. Male against female. Light against dark.”

It is more than three centuries since the ravages of a devastating war nearly tore apart the kingdom of Eutracia. In its wake, those who masterminded the bloodshed - a quartet of powerful, conquest-hungry Sorceresses - were sentenced to exile, with return all but impossible and death all but inevitable.

Now a land of peace and plenty, protected and guided by a council of immortal wizards, Eutracia is about to crown a new king. And as the coronation approaches, the spirit of celebration fills every heart.

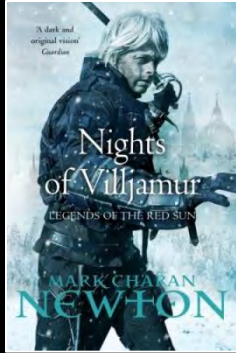
Except one.

Prince Tristan is a reluctant monarch-to-be. Though born with the “endowed” blood that will give him the power to master magic, and destined by tradition to succeed his father as ruler, he is a rebel soul. And when he discovers the ancient, hidden caves where strange red waters flow - possessed of their own mysterious magic - it only makes him yearn all the more to escape his future of duty... and succumb to the stirrings of enchantment within him.

But more than tradition compels Tristan to ascend the throne. The very existence of Eutracia depends upon it. For after these long centuries of peace, dreadful omens have begun to appear, heralding something too unspeakable to ponder. And if indeed the old evil has returned, hungry to wreak vengeance, Tristan’s role in an ages-old prophecy must be fulfilled - or the cost to his kingdom and his people will be beyond imagination.

It will be a battle like none ever known, against an enemy whose thirst for blood and domination is depthless and unyielding. And for Tristan, it will be the ultimate challenge: facing an adversary whose greatest weapon is the person he loves most - transformed into the instrument of his annihilation - and the catalyst that will doom Eutracia forever to darkness...

If you like **GAME OF THRONES**, you might like...



NIGHTS OF VILLJAMUR

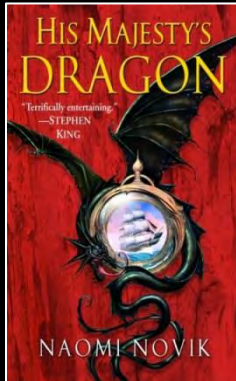
by **Mark Charan Newton**
(**LEGENDS OF THE RED SUN #1**)

The ancient city of Villjamur is threatened by a long-expected ice age, and thousands of refugees from the coming freeze are camped outside its gates, causing alarm and the threat of disease for the existing population.

When the Emperor commits suicide, his elder daughter, Rika, is brought home to inherit the Jamur Empire - but the sinister Chancellor plans to get rid of her and claim the throne for himself.

Meanwhile an officer in the Inquisition, in pursuit of a mysterious killer, also uncovers a conspiracy within the Council to solve the refugee crisis by wholesale slaughter, and a cultist magician is causing a trail of havoc in his search for immortality and his obsessive quest to gain access into another world.

To the far fringes of the Empire is despatched military commander to investigate a mysterious new race of undead that seems intent on genocide of the most gruesome nature...



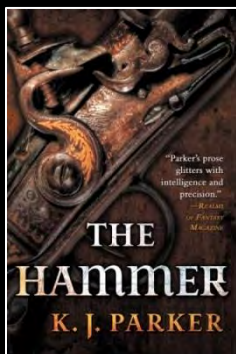
HIS MAJESTY'S DRAGON

by **Naomi Novik**
(**TEMERAIRE #1**)

Aerial combat brings a thrilling new dimension to the Napoleonic Wars as valiant warriors ride mighty fighting dragons, bred for size or speed.

When HMS Reliant captures a French frigate and seizes the precious cargo, an unhatched dragon egg, fate sweeps Captain Will Laurence from his seafaring life into an uncertain future - and an unexpected kinship with a most extraordinary creature.

Thrust into the rarified world of the Aerial Corps as master of the dragon Temeraire, he will face a crash course in the daring tactics of airborne battle. For as France's own dragon-borne forces rally to breach British soil in Bonaparte's boldest gambit, Laurence and Temeraire must soar into their own baptism of fire...



THE HAMMER

by **K.J. Parker**

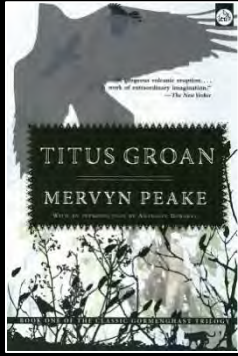
Gignomai is the youngest brother in the current generation of met'Oc, a once-noble family exiled on an island for their role in a vaguely remembered civil war.

On this island, a colony was founded seventy years ago. The plan was originally for the colonists to mine silver, but there turned out not to be any.

Now, an uneasy peace exists on the island, between the colonists and the met'Oc. The met'Oc are tolerated, in spite of occasional cattle stealing raids, since they alone possess the weapons considered necessary protection against the island's savages.

Gignomai is about to discover exactly what it is expected of him, and what it means to defy his family. He is the hammer who will provide the spark that will ignite a brutal and bloody war...

If you like **GAME OF THRONES**, you might like...



TITUS GROAN

by Mervyn Peake
(GORMENGHAST SEQUENCE #1)

A doomed lord, an emergent hero, and a dazzling array of bizarre creatures inhabit the magical world of the Gormenghast novels which, along with Tolkien's *Lord of the Rings*, reign as one of the undisputed fantasy classics of all time.

At the center of it all is the seventy-seventh Earl, Titus Groan, who stands to inherit the miles of rambling stone and mortar that form Gormenghast Castle and its kingdom; unless the conniving Steerpike - who is determined to rise above his menial position and control the House of Groan, has his way...



THE SUNNE IN SPLENDOUR

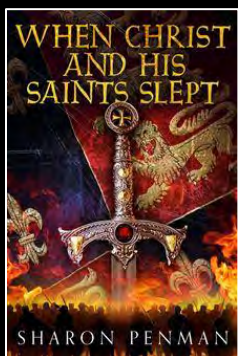
by Sharon Kay Penman

Passion, intrigue, war and deceit.

Richard, last-born son of the Duke of York, was seven months short of his nineteenth birthday when he bloodied himself at the battles of Barnet and Tewkesbury, earning his legendary reputation as a battle commander and ending the Lancastrian line of succession.

But Richard was far more than a warrior schooled in combat. He was also a devoted brother, an ardent suitor, a patron of the arts, an indulgent father, a generous friend. Above all, he was a man of fierce loyalties, great courage and firm principles, who was ill at ease among the intrigues of Edward's court.

The very codes Richard lived by ultimately betrayed him. But he was betrayed by history too. Leaving no heir, his reputation was at the mercy of his successor, and Henry Tudor had too much at stake to risk mercy. Thus was born the myth of the man who would stop at nothing to gain the throne...



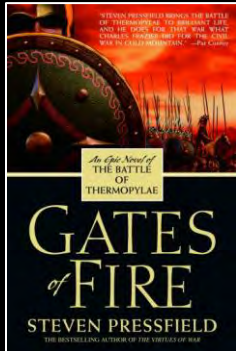
WHEN CHRIST AND HIS SAINTS SLEPT

by Sharon Kay Penman
(HENRY II TRILOGY #1)

Twelfth century England - a land of treachery, high passions and shifting allegiances - is plunged into chaos as the Empress Maude and her cousin Stephen become locked in a bitter struggle for the throne lasting twenty years.

Waiting in the wings of this tumultuous drama are other players, including Maude's charming and devious son, Henry, born of an enforced marriage, and the formidable Eleanor of Aquitaine, each with ambitions of their own...

If you like **GAME OF THRONES**, you might like...



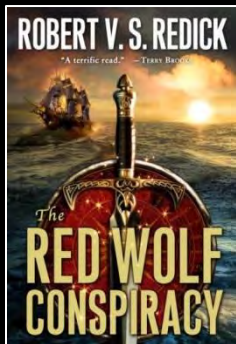
GATES OF FIRE by Steven Pressfield

*Go tell the Spartans, stranger passing by,
That here, obedient to their laws, we lie.*

Nearly 2,500 years ago, in 480BC, at a bleak pass in a far-flung corner of eastern Greece, 300 Spartan warriors faced the army of Xerxes of Persia, a massive force rumoured to be over a million strong. Their orders were simple: to delay the enemy for as long as possible while the main Greek armies mobilized.

For six days the Spartans held the invaders at bay. In the final hours - their shields broken, swords and spears shattered - they fought with their bare hands before being overwhelmed. It was battle that would become synonymous with extraordinary courage, heroism and self-sacrifice: it was Thermopylae.

In *Gates of Fire*, Steven Pressfield tells the epic story of those legendary Spartans: the men and women who helped shaped our history and have themselves become as immortal as their gods.



THE RED WOLF CONSPIRACY by Robert V.S. Redick (THE CHATHRAND VOYAGE #1)

Six hundred years old, the Imperial Merchant Ship Chathrand is a massive floating outpost of the Empire of Arqual. And it is on its most vital mission yet: to deliver a young woman whose marriage will seal the peace between Arqual and its mortal enemy, the Mzithrin Empire. But Thasha, the young noblewoman in question, may be bringing her swords to the altar...

For the ship's true mission is not peace but war - a war that threatens to rekindle an ancient power long thought lost. As the Chathrand navigates treacherous waters, Thasha must seek unlikely allies - including a magic-cursed deckhand, a stowaway tribe of foot-high warriors, and a singularly heroic rat - and enter a treacherous web of intrigue to uncover the secret of the legendary Red Wolf.

The Chathrand is the last of her kind. Now, having survived countless battles and centuries of typhoons, it has gone missing. This is her story...

If you like **GAME OF THRONES**, you might like...



THE NAME OF THE WIND

by Patrick Rothfuss

(THE KINGKILLER CHRONICLE #1)

My name is Kvothe

I have stolen princesses back from sleeping barrow kings. I burned down the town of Trebon. I have spent the night with Felurian and left with both my sanity and my life. I was expelled from the University at a younger age than most people are allowed in. I tread paths by moonlight that others fear to speak of during day. I have talked to Gods, loved women, and written songs that make the minstrels weep.

You may have heard of me.

So begins a tale unequalled in fantasy literature - the story of a hero told in his own voice. It is a tale of sorrow, a tale of survival, a tale of one man's search for meaning in his universe, and how that search, and the indomitable will that drove it, gave birth to a legend...



THE PATH OF ANGER

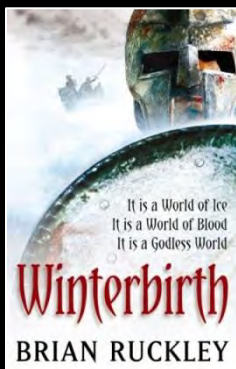
by Antoine Rouaud

(THE BOOK AND THE SWORD #1)

There will be blood. There will be death. This is the path of anger...

Dun-Cadal has been drinking his life away for years. Betrayed by his friends - who turned their back on their ideals in favour of a new republic - and grief stricken at the loss of his apprentice, who saved his life on the battlefield and whom he trained as a knight in exchange, he's done with politics, with adventure, and with people.

But people aren't finished with him - not yet. Viola is a young historian looking for the last Emperor's sword, and her search not only brings her to Dun-Cadal, it's also going to embroil them both in a series of assassinations. Because Dun-Cadal's turncoat friends are being murdered, one by one - by someone who kills in the unmistakable style of an Imperial assassin...



WINTERBIRTH

by Brian Ruckley

(THE GODLESS WORLD #1)

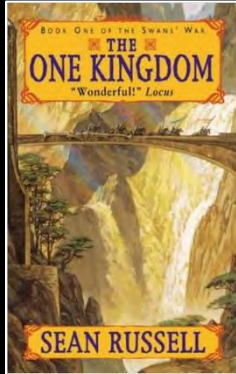
The greatest tales are written in blood...

An uneasy truce exists between the thanes of the True Bloods.

Now, as another winter approaches, the armies of the Black Road march south from their exile beyond the Vale of Stones. For some, war will bring a swift and violent death. Others will not hear the clash of swords or see the corpses strewn over the fields. They instead will see an opportunity to advance their own ambitions. But soon, all will fall under the shadow that is descending.

For, while the storm of battle rages, one man is following a path that will awaken a terrible power in him - and his legacy will be written in blood...

If you like **GAME OF THRONES**, you might like...



THE ONE KINGDOM

by Sean Russell
(THE SWANS' WAR #1)

The cataclysm began more than a century earlier, when the King of Ayr died before naming an heir to the throne, and damned his realm to chaos. The cold-blooded conspiracies of the Renne and the Wills - each family desirous of the prize of rule - would sunder the one kingdom, and spawn generations of hatred and discord.

Now Toren Renne, leader of his great and troubled house, dreams of peace - a valiant desire that has spawned hostility among his kinsmen, and vicious internal plots against his life. In the opposing domain, Elise Wills' desire for freedom is to be crushed, as an unwanted marriage to an ambitious and sinister lord looms large. As always, these machinations of nobles are affecting the everyday lives of the common folk - and feeding a bonfire of animosity that has now trapped an unsuspecting young Valeman Tam and two fortune-hunting friends from the North in its high, killing flames.

But the closer Toren comes to achieving his great goal of uniting two enemy houses, the more treachery flowers. Nobles and mystics alike conspire to keep the realm divided, knowing that only in times of strife can their power grow.

And perhaps the source of an unending misery lies before an old king's passing, beyond the scope of history, somewhere lost in a fog of myth and magic roiling about an ancient enchanter named Wyrr - who bequeathed to his children terrible gifts that would poison their lives... and their deaths. It is a cursed past and malevolent sorcery that truly hold the land, its people, and its would-be rulers bound. And before the already savaged kingdom can become one again, all Ayr will drown in a sea of blood...



BLOOD SONG

by Anthony Ryan
(RAVEN'S SHADOW #1)

The beginning of an epic fantasy saga of blood, honour, and destiny...

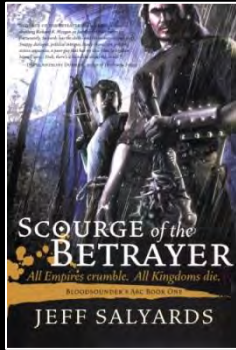
"The Sixth Order wields the sword of justice and smites the enemies of the Faith and the Realm."

Vaelin Al Sorna was only a child of ten when his father left him at the iron gate of the Sixth Order. The Brothers of the Sixth Order are devoted to battle, and Vaelin will be trained and hardened to the austere, celibate, and dangerous life of a Warrior of the Faith. He has no family now save the Order.

Vaelin's father was Battle Lord to King Janus, ruler of the unified realm. Vaelin's rage at being deprived of his birthright and dropped at the doorstep of the Sixth Order like a foundling knows no bounds. He cherishes the memory of his mother, and what he will come to learn of her at the Order will confound him. His father, too, has motives that Vaelin will come to understand.

But one truth overpowers all the rest: Vaelin Al Sorna is destined for a future he has yet to comprehend. A future that will alter not only the realm, but the world...

If you like **GAME OF THRONES**, you might like...



SCOURGE OF THE BETRAYER

by Jeff Salyards
(**BLOODSOUNDER'S ARC #1**)

**All empires crumble.
All kingdoms die.**

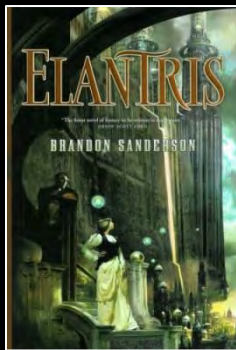
Many tales are told of the Syldoon Empire and its fearsome soldiers, who are known throughout the world for their treachery and atrocities. Some say that the Syldoon eat virgins and babies - or perhaps their own mothers.

Arkamondos, a bookish young scribe, suspects that the Syldoon's dire reputation may have grown in the retelling, but he's about to find out for himself.

Hired to chronicle the exploits of a band of rugged Syldoon warriors, Arki finds himself both frightened and fascinated by the men's enigmatic leader, Captain Braylar Killcoin. A secretive, mercurial figure haunted by the memories of those he's killed with his deadly flail, Braylar has already disposed of at least one impertinent scribe... and Arki might be next.

Archiving the mundane doings of millers and merchants was tedious, but at least it was safe. As Arki heads off on a mysterious mission into parts unknown, in the company of the coarse, bloody-minded Syldoon, he is promised a chance to finally record an historic adventure well worth the telling, but first he must survive the experience!

A gripping military fantasy, *Scourge of the Betrayer* explores the brutal politics of Empire – and the searing impact of violence and dark magic on a man's soul...



ELANTRIS

by Brandon Sanderson
(**ELANTRIS #1**)

Elantris was the capital of Arelon: gigantic, beautiful, literally radiant, filled with benevolent beings who used their powerful magical abilities for the benefit of all. Yet each of these demigods was once an ordinary person until touched by the mysterious transforming power of the Shaod. Ten years ago, without warning, the magic failed. Elantrians became wizened, leper-like, powerless creatures, and Elantris itself dark, filthy, and crumbling.

Arelon's new capital, Kae, crouches in the shadow of Elantris. Princess Sarene of Teod arrives for a marriage of state with Crown Prince Raoden, hoping - based on their correspondence - to also find love. She finds instead that Raoden has died and she is considered his widow. Both Teod and Arelon are under threat as the last remaining holdouts against the imperial ambitions of the ruthless religious fanatics of Fjordell. So Sarene decides to use her new status to counter the machinations of Hrathen, a Fjordell high priest who has come to Kae to convert Arelon and claim it for his emperor and his god.

But neither Sarene nor Hrathen suspect the truth about Prince Raoden. Stricken by the same curse that ruined Elantris, Raoden was secretly exiled by his father to the dark city. His struggle to help the wretches trapped there begins a series of events that will bring hope to Arelon, and perhaps reveal the secret of Elantris itself...

If you like **GAME OF THRONES**, you might like...



MISTBORN: THE FINAL EMPIRE

by Brandon Sanderson
(MISTBORN #1)

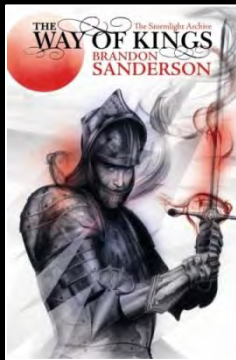
Can an evil that has ruled for one thousand years be defeated?

Once, a hero rose to save the world. He failed.

For a thousand years since, the world has been a wasteland of ash and mist ruled by the immortal emperor known as the Lord Ruler. Every revolt has failed miserably.

Yet somehow, hope survives. Hope that dares to dream of ending the empire and defeating the Lord Ruler. A new kind of uprising is being planned - one that depends on the cunning of a brilliant criminal mastermind and the determination of an unlikely heroine: a teenage street urchin named Vin.

Once, a hero rose to save the world and failed. This time, can a young heroine succeed?



THE WAY OF KINGS

by Brandon Sanderson
(THE STORMLIGHT ARCHIVE #1)

Roshar is a world of stone and storms. Uncanny tempests of incredible power sweep across the rocky terrain so frequently that they have shaped ecology and civilization alike. Animals hide in shells, trees pull in branches, and grass retracts into the soiless ground. Cities are built only where the topography offers shelter.

It has been centuries since the fall of the ten consecrated orders known as the Knights Radiant, but their Shardblades and Shardplate remain: mystical swords and suits of armor that transform ordinary men into near-invincible warriors. Men trade kingdoms for Shardblades. Wars were fought for them, and won by them.

One such war rages on a ruined landscape called the Shattered Plains. There, Kaladin, who traded his medical apprenticeship for a spear to protect his little brother, has been reduced to slavery. In a war that makes no sense, where ten armies fight separately against a single foe, he struggles to save his men and to fathom the leaders who consider them expendable.

Brightlord Dalinar Kholin commands one of those other armies. Like his brother, the late king, he is fascinated by an ancient text called The Way of Kings. Troubled by over-powering visions of ancient times and the Knights Radiant, he has begun to doubt his own sanity.

Across the ocean, an untried young woman named Shallan seeks to train under an eminent scholar and notorious heretic, Dalinar's niece, Jasnah. Though she genuinely loves learning, Shallan's motives are less than pure. As she plans a daring theft, her research for Jasnah hints at secrets of the Knights Radiant and the true cause of the war.

The result of over ten years of planning, writing, and world-building, The Way of Kings is but the opening movement of the Stormlight Archive, a bold masterpiece in the making.

Speak again the ancient oaths, and return to men the Shards they once bore:

LIFE BEFORE DEATH.

STRENGTH BEFORE WEAKNESS.

JOURNEY BEFORE DESTINATION.

The Knights Radiant must stand again...

If you like **GAME OF THRONES**, you might like...



BLOOD OF ELVES

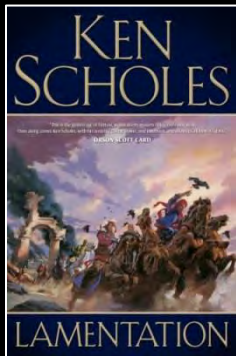
by Andrzej Sapkowski
(THE WITCHER SAGA #1)

Watch for the signs! What signs these shall be, I say unto you: first the earth will flow with the blood of Aen Seidhe, the Blood of Elves...

For over a century, humans, dwarves, gnomes, and elves have lived together in relative peace. But times have changed, the uneasy peace is over, and now the races are fighting once again. The only good elf, it seems, is a dead elf.

Geralt of Rivia, the cunning assassin known as The Witcher, has been waiting for the birth of a prophesied child. This child has the power to change the world - for good, or for evil.

As the threat of war hangs over the land and the child is hunted for her extraordinary powers, it will become Geralt's responsibility to protect them all - and the Witcher never accepts defeat...



LAMENTATION

by Ken Scholes
(THE PSALMS OF ISAIAH #1)

An ancient weapon has completely destroyed the city of Windwir. From many miles away, Rudolfo, Lord of the Nine Forest Houses, sees the horrifying column of smoke rising. He knows that war is coming to the Named Lands.

Nearer to the Devastation, a young apprentice is the only survivor of the city - he sat waiting for his father outside the walls, and was transformed as he watched everyone he knew die in an instant.

Soon all the Kingdoms of the Named Lands will be at each others' throats, as alliances are challenged and hidden plots are uncovered.

This remarkable novel will take readers away to a new world - an Earth so far in the distant future that our time is not even a memory; a world where magick is commonplace and great areas of the planet are impassable wastes. But human nature hasn't changed through the ages: War and faith and love still move princes and nations...



IVANHOE

by Sir Walter Scott

The heroic adventures of Sir Wilfred make *Ivanhoe* perhaps Scott's most unforgettable work: the fiery rescue of Sir Wilfred of Ivanhoe and his fellow captives from Knight Templar's castle by Robin Hood; the wounded Ivanhoe's trial by combat with the powerful Knight to save the lovely Jewess Rebecca from the stake; and King Richard the Lion-Hearted's aid in Ivanhoe's triumph at evil King John's tournament.

To follow Sir Wilfred's spirited exploits is to enter the colorful era of medieval England, a world of romance and chivalry, crusades and tradition.

The stirring drama of *Ivanhoe*, set against a shimmering backdrop of chivalry, Norman-Saxon conflict, and medieval pageantry establish Sir Walter Scott as the originator of the historical novel. A master storyteller, Scott weaves a tale of courtly love and derring-do that has thrilled readers since its first appearance in 1820.

If you like **GAME OF THRONES**, you might like...



THE GRIM COMPANY

by Luke Scull
(GRIM COMPANY #1)

The difference between a hero and a killer lies in the ability to justify dark deeds. But this is the Age of Ruin. And there are no heroes...

The Gods are dead. The Magelord Salazar and his magically enhanced troops, the Augmentors, crush any dissent they find in the minds of the populace. On the other side of the Broken Sea, the White Lady plots the liberation of Dorminia, with her spymistresses, the Pale Women. Demons and abominations plague the Highlands.

The world is desperately in need of heroes. But what they get instead are a ragtag band of old warriors, a crippled Halfmage, two orphans and an oddly capable manservant: the Grim Company.



MYSTIC AND RIDER

by Sharon Shinn
(TWELVE HOUSES #1)

Gillengaria seethes with unrest. In the south, hostility toward magic and its users has risen to a dangerous level, though King Baryn has ordered that such mystics are to be tolerated. It is whispered that he issued the decree because his new wife used her magic powers to ensnare him.

The King knows there are those in the noble Twelve Houses who could use this growing dissent to overthrow him. So he dispatches the mystic Senneth to assess the threat throughout the realm. Accompanying her is a motley band of magic-users and warriors including Tayse, first among the King's Riders - who holds a hard view of mystics in general, and Senneth in particular.

But as the unlikely allies venture farther into the south, they will face death in a land under the sway of a fanatical cult that would purge Gillengaria of all magic users. And they will come to realize that their only hope of survival lies in standing together...



THE BLACK GUARD

by A. J. Smith
(THE LONG WAR #1)

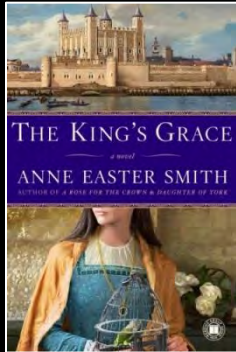
The city of Ro Canarn burns. With their father's blood fresh upon the headsman's sword, Lord Bromvy and Lady Bronwyn, the last scions of the house of Canarn, face fugitive exile or death.

In the court of Ro Tiris, men fear to speak their minds. The Army of the Red marches upon the North. Strange accidents befall those who dare question the King's new advisors. Those foolish enough to speak their names call them the Seven Sisters: witches of the fire god; each as beautiful and as dangerous as a flame.

And, called from the long ages of deep time by war and sacrifice, the children of a dead god are waking with a pitiless cry:

All that was dead will rise. All that now lives will fall...

If you like **GAME OF THRONES**, you might like...

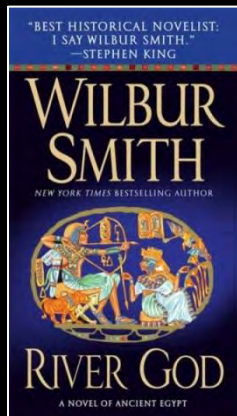


THE KING'S GRACE by Anne Easter Smith

All that history knows of Grace Plantagenet is that she was an illegitimate daughter of Edward IV and one of two attendants aboard the funeral barge of his widowed queen. Thus, she was half-sister of the famous young princes, who - when this story begins in 1485 - had been housed in the Tower by their uncle, Richard III, and are presumed dead.

But in the 1490s, a young man appears at the courts of Europe claiming to be Richard, duke of York, the younger of the boys, and seeking to claim his rightful throne from England's first Tudor king, Henry VII. But is this man who he says he is? Or is he Perkin Warbeck, a puppet of Margaret of York, duchess of Burgundy, who is determined to regain the crown for her York family?

Grace Plantagenet finds herself in the midst of one of English history's greatest mysteries. If she can discover the fate of the princes and the true identity of Perkin Warbeck, perhaps she will find her own place in her family...



RIVER GOD by Wilbur Smith (ANCIENT EGYPT #1)

Ancient Egypt. Land of the Pharaohs.

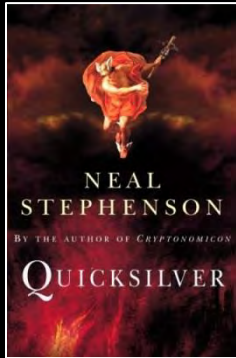
A kingdom built on gold. A legend shattered by greed.

Now the Valley of the Kings lies ravaged by war, drained of its lifeblood as weak men inherit the cherished crown.

In the city of Thebes at the Festival of Osiris, loyal subjects of the Pharaoh gather to pay homage to their leader. But Taita - a wise and formidably gifted eunuch slave, sees him only as a symbol of a kingdom's fading glory.

Beside Taita stand his proteges, Lostris, daughter of Lord Intef, beautiful beyond her fourteen years; and Tanus, proud, young army officer, who has vowed to avenge the death - at Intef's hand - of his father, and seize Lostris as his prize. Together they share a dream - to restore the majesty of the Pharaoh of Pharaohs on the glittering banks of the Nile.

If you like **GAME OF THRONES**, you might like...



QUICKSILVER

by Neal Stephenson
(THE BAROQUE CYCLE #1)

Quicksilver is the story of Daniel Waterhouse, fearless thinker and conflicted Puritan, pursuing knowledge in the company of the greatest minds of Baroque-era Europe, in a chaotic world where reason wars with the bloody ambitions of the mighty, and where catastrophe, natural or otherwise, can alter the political landscape overnight.

It is a chronicle of the breathtaking exploits of "Half-Cocked Jack" Shaftoe - London street urchin turned swashbuckling adventurer and legendary King of the Vagabonds - risking life and limb for fortune and love while slowly maddening from the pox.

And it is the tale of Eliza, rescued by Jack from a Turkish harem to become spy, confidante, and pawn of royals in order to reinvent Europe through the newborn power of finance.

And it's just the beginning...



THE EMPEROR'S BLADES

by Brian Staveley
(CHRONICLE OF THE UNHEWN THRONE #1)

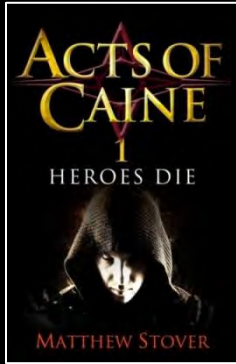
The circle is closing. The stakes are high. And old truths will live again...

The Emperor has been murdered, leaving the Annurian Empire in turmoil. Now his progeny must bury their grief and prepare to unmask a conspiracy.

His son Valyn, training for the empire's deadliest fighting force, hears the news an ocean away. He expected a challenge, but after several 'accidents' and a dying soldier's warning, he realizes his life is also in danger. Yet before Valyn can take action, he must survive the mercenaries' brutal final initiation.

Meanwhile, the Emperor's daughter, Minister Adare, hunts her father's murderer in the capital itself. Court politics can be fatal, but she needs justice. And Kaden, heir to an empire, studies in a remote monastery. Here, the Blank God's disciples teach their harsh ways - which Kaden must master to unlock their ancient powers. When an imperial delegation arrives, he's learnt enough to perceive evil intent. But will this keep him alive, as long-hidden powers make their move?

If you like **GAME OF THRONES**, you might like...



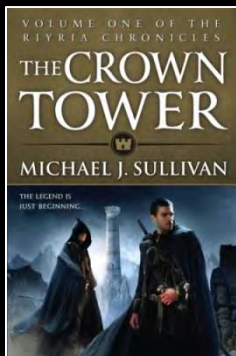
HEROES DIE

by Matthew Woodring Stover
(ACTS OF CAINE #1)

Renowned throughout the land of Ankhana as the Blade of Tyshalle, Caine has killed his share of monarchs and commoners, villains and heroes. He is relentless, unstoppable, simply the best there is at what he does.

At home on Earth, Caine is Hari Michaelson, a superstar whose adventures in Ankhana command an audience of billions. Yet he is shackled by a rigid caste society, bound to ignore the grim fact that he kills men on a far-off world for the entertainment of his own planet - and bound to keep his rage in check.

But now Michaelson has crossed the line. His estranged wife, Pallas Rill, has mysteriously disappeared in the slums of Ankhana. To save her, he must confront the greatest challenge of his life: a lethal game of cat and mouse with the most treacherous rulers of two worlds...



THE CROWN TOWER

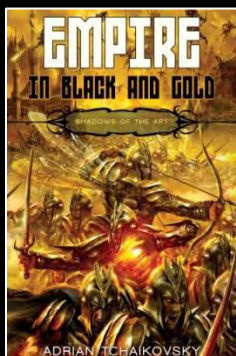
by Michael Sullivan
(THE RIYRIA CHRONICLES #1)

Two men who hate each other.
One impossible mission.
A legend in the making...

A warrior with nothing to fight for is paired with a thieving assassin with nothing to lose. Together they must steal a treasure that no one can reach.

The Crown Tower is the impregnable remains of the grandest fortress ever built and home to the realm's most valuable possessions. But it isn't gold or jewels the old wizard is after, and this prize can only be obtained by the combined talents of two remarkable men.

Now if Arcadius can just keep Hadrian and Royce from killing each other, they just might succeed...



EMPIRE IN BLACK AND GOLD

by Adrian Tchaikovsky
(SHADOWS OF THE APT #1)

The city states of the Lowlands have lived in peace for decades, bastions of civilization, prosperity and sophistication, protected by treaties, trade and a belief in the reasonable nature of their neighbors. But meanwhile, in far-off corners, the Wasp Empire has been devouring city after city with its highly trained armies, its machines, its art of killing - and now its hunger for conquest and war has become insatiable.

Only the aging Stenwold Maker, spymaster, artificer and statesman, can see that the long days of peace are over. It falls upon his shoulders to open the eyes of his people, before a black-and-gold tide sweeps down over the Lowlands and burns away everything in its path.

But first, he must stop himself from becoming the Empire's latest victim...

If you like **GAME OF THRONES**, you might like...



THE FELLOWSHIP OF THE RING **THE TWO TOWERS**

THE RETURN OF THE KING

by J.R.R. Tolkien

(THE LORD OF THE RINGS TRILOGY #1-3)

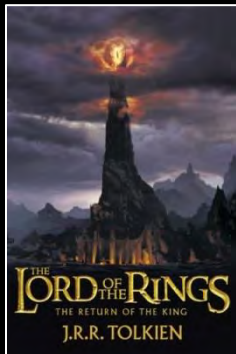
*One Ring to rule them all,
One Ring to find them,
One Ring to bring them all
and in the darkness - bind them.*

In ancient times the Rings of Power were crafted by the Elven-smiths, and Sauron, The Dark Lord, forged the One Ring - filling it with his own power so that he could rule all others. But the One Ring was taken from him, and though he sought it throughout Middle-earth, it remained lost to him.

After many ages it fell, by chance, into the hands of the hobbit, Bilbo Baggins. From his fastness in the Dark Tower of Mordor, Sauron's power spread far and wide. He gathered all the Great Rings to him, but ever he searched far and wide for the One Ring that would complete his dominion.

On his eleventy-first birthday Bilbo disappeared, bequeathing to his young cousin Frodo the Ruling Ring and a perilous quest - to journey across Middle-earth, deep into the shadow of the Dark Lord, and destroy the Ring by casting it into the Cracks of Doom.

The Lord of the Rings tells of the great quest undertaken by Frodo and the Fellowship of the Ring: Gandalf the Wizard, Merry, Pippin, and Sam, Gimli the Dwarf, Legolas the Elf, Boromir of Gondor, and a tall, mysterious stranger called Strider.



THE COMPLETE LYONESSE

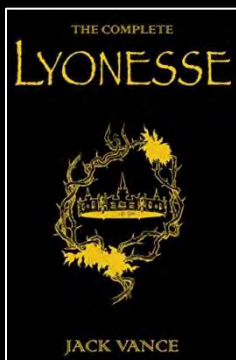
by Jack Vance

(LYONESSE #1-3)

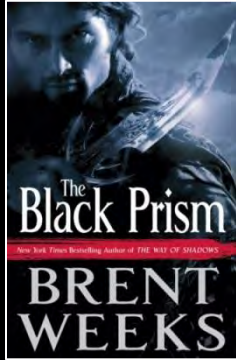
Political intrigue, magic, war, adventure and romance - interwoven in a rich and sweeping tale set in a brilliantly realized fabled land.

The Elder Isles - an ancient land where chivalry and the realm of fairie exist side by side. A land of mystery, strange beauty, high adventure and arcane magic. It contains ten contending kingdoms, all vying with each other for control.

Kings are at war, opposing magicians devise ever more cunning stratagems. It is a land where princesses and changelings both can become embroiled in political rivalries and the quest for the Grail...



If you like **GAME OF THRONES**, you might like...



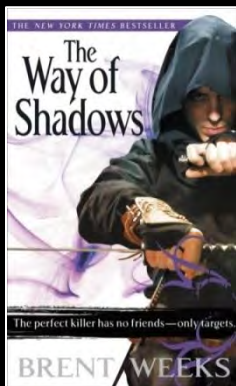
THE BLACK PRISM

by Brent Weeks
(LIGHTBRINGER #1)

Every light casts a shadow...

Gavin Guile is the Prism, the most powerful man in the world. He is high priest and emperor, a man whose power, wit, and charm are all that preserves a tenuous peace. But Prisms never last, and Guile knows exactly how long he has left to live: Five years to achieve five impossible goals.

But when Guile discovers he has a son, born in a far kingdom after the war that put him in power, he must decide how much he's willing to pay to protect a secret that could tear his world apart...



THE WAY OF SHADOWS

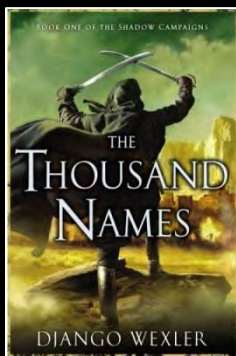
by Brent Weeks
(THE NIGHT ANGEL TRILOGY #1)

The perfect killer has no friends – only targets...

For Durzo Blint, assassination is an art - and he is the city's most accomplished artist.

For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned to judge people quickly - and to take risks. Risks like apprenticing himself to Durzo Blint.

But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics - and cultivate a flair for death...



THE THOUSAND NAMES

by Django Wexler
(THE SHADOW CAMPAIGNS #1)

Enter an epic fantasy world that echoes with the thunder of muskets and the clang of steel - but where the real battle is against a subtle and sinister magic...

Captain Marcus d'Ivoire, commander of one of the Vordanai empire's colonial garrisons, was resigned to serving out his days in a sleepy, remote outpost. But that was before a rebellion upended his life. And once the powder smoke settled, he was left in charge of a demoralized force clinging tenuously to a small fortress at the edge of the desert.

To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a ranker in the Vordanai Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must win the hearts of her men and lead them into battle against impossible odds.

The fates of both these soldiers and all the men they lead depend on the newly arrived Colonel Janus bet Vhalnich, who has been sent by the ailing king to restore order. His military genius seems to know no bounds, and under his command, Marcus and Winter can feel the tide turning. But their allegiance will be tested as they begin to suspect that the enigmatic Janus's ambitions extend beyond the battlefield and into the realm of the supernatural - a realm with the power to ignite a meteoric rise, reshape the known world, and change the lives of everyone in its path...

If you like **GAME OF THRONES**, you might like...



THE ONCE AND FUTURE KING

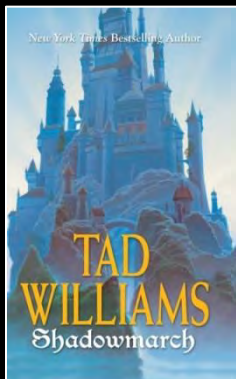
by T.H. White

(THE ONCE AND FUTURE KING #1-5)

Once upon a time, a young boy called “Wart” was tutored by a magician named Merlyn in preparation for a future he couldn’t possibly imagine. A future in which he would ally himself with the greatest knights, love a legendary queen and unite a country dedicated to chivalrous values. A future that would see him crowned and known for all time as Arthur, King of the Britons.

During Arthur’s reign, the kingdom of Camelot was founded to cast enlightenment on the Dark Ages, while the knights of the Round Table embarked on many a noble quest.

But Merlyn foresaw the treachery that awaited his liege: the forbidden love between Queen Guinevere and Lancelot, the wicked plots of Arthur’s half-sister Morgause, and the hatred she fostered in Mordred that would bring an end to the king’s dreams for Britain - and to the king himself...



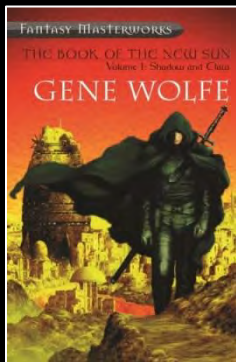
SHADOWMARCH

by Tad Williams

(SHADOWMARCH #1)

At the uppermost edge of the northern kingdoms, its towers shrouded in mist, lies Southmarch Castle. For hundreds of years it has remained hidden from the affairs of empire.

But now, Southmarch Castle is under siege - from outside by both its’ neighbours, and also from the more insidious enemies who would destroy it from within...



SHADOW & CLAW

by Gene Wolfe

(THE BOOK OF THE NEW SUN #1-2)

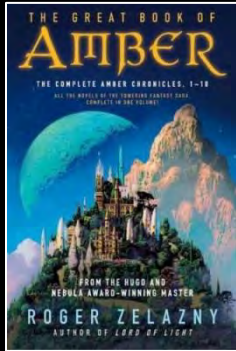
The Book of the New Sun has been hailed as “a masterpiece of science fantasy comparable in importance to the major works of Tolkien and Lewis” by Publishers Weekly, and “one of the most ambitious works of speculative fiction in the twentieth century” by The Magazine of Fantasy and Science Fiction.

Shadow & Claw brings together the first two books of the series in one volume:

The Shadow of the Torturer is the tale of young Severian, an apprentice in the Guild of Torturers on the world called Urth, exiled for committing the ultimate sin of his profession - showing mercy toward his victim.

The Claw of the Conciliator continues the saga of Severian, banished from his home, as he undertakes a mythic quest to discover the awesome power of an ancient relic, and learn the truth about his hidden destiny...

If you like **GAME OF THRONES**, you might like...



THE GREAT BOOK OF AMBER

by Roger Zelazny

(THE CHRONICLES OF AMBER #1-10)

Roger Zelazny's Chronicles of Amber have earned their place as all-time classics of imaginative literature. Witness the titanic battle for supremacy waged on Earth, in the Courts of Chaos, and on a magical world of mystery, adventure, and romance.

The Amber series can be divided into two sets of five books each. The first half is told from the point of view of Corwin, prince of Amber. The second half is told from the viewpoint of Corwin's son Merlin, a prince of Chaos.

In all the universe, Amber is the only true world. All others are Shadows, playthings for Amber's royal family - sibling rivals who vault between worlds using tarot-like Trump cards and walk the labyrinthine Pattern, which confers the power to manipulate reality.

But the royal family is torn apart by jealousies and suspicion; the disappearance of the patriarch Oberon has intensified the internal conflict by leaving the throne apparently for grabs; and amnesia has robbed Corwin, Crown Prince of Amber his memory - even the fact that he is rightful heir to the throne.

Far removed from his native land, Merlin, son of Corwin of Amber and Dara of Chaos, has tried to build himself a normal Earthly life - a life free of the cabals, vendettas and feuds that have torn his family apart. And he's done quite well for himself... except when it comes to April 30th. Because on that day, every year for the past eight years, someone - or something - has tried to kill him. Gunshots. Fires. Gas leaks. Car accidents. This year's attempt comes in the form of a huge, dog-like beast that tears his former girlfriend to bits - and tries to do the same to him.

Somebody must have it in for him, but who?

If you like **GAME OF THRONES**, you might like...

YOU MIGHT LIKE THESE MOVIES AND TV SHOWS...



BATTLESTAR GALACTICA (4 TV SEASONS)

At first glance, *Battlestar Galactica* might not seem like an obvious substitute for Westeros addicts craving their weekly fix: it's futuristic rather than faux-historical, sci-fi rather than fantasy, and it's set in space, following the last human survivors after the race is all but wiped out.

But where the show does recall *Game of Thrones* is in its gritty sense of realism, its emotional complexity, and its refusal to romanticise anything: life is tough, things go wrong, and people die...



BEOWULF

Inspired by the epic Old English poem of the same name, *Beowulf* follows the Scandinavian hero Beowulf as he fights to protect the Danes from a ferocious beast named Grendel - and incurs the hellish wrath of the beast's ruthlessly seductive mother.

Their epic clash forges the timeless legend of Beowulf...



BLACK DEATH

The year is 1348. Europe has fallen under the shadow of the Black Death. As the plague decimates all in its path, fear and superstition are rife.

In this apocalyptic environment, the church is losing its grip on the people. There are rumors of a village, hidden in marshland that the plague cannot reach. There is even talk of a necromancer who leads the village and is able to bring the dead back to life.

Ulric (Sean Bean), a fearsome knight, is charged by the church to investigate these rumors. He enlists the guidance of a novice monk, Osmund (Eddie Redmayne) to lead him and his band of mercenary soldiers to the marshland, but Osmund has other motives for leaving his monastery.

Their journey to the village and events that unfold take them into the heart of darkness and to horrors that will put Osmund's faith in himself and his love for God to the ultimate test.

If you like **GAME OF THRONES**, you might like...

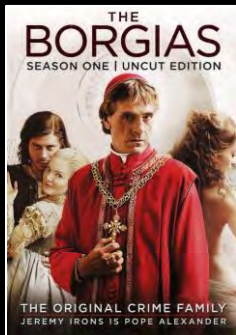


BOARDWALK EMPIRE

(5 TV SEASONS)

Atlantic City at the dawn of Prohibition is a place where the rules don't apply. And the man who runs things - legally and otherwise - is the town's treasurer, Enoch "Nucky" Thompson, who is equal parts politician and gangster.

Side by side with his brother Elias, Atlantic City's sheriff, and a crew of ward bosses and local tough guys, Nucky gains a reputation as the man to see for illegal alcohol. He does business with all the top gangsters - Al Capone, Lucky Luciano, "Big Jim" Colosimo - and he does it well... until a former protégé takes matters into his own hands, setting the Feds on Nucky's tail...



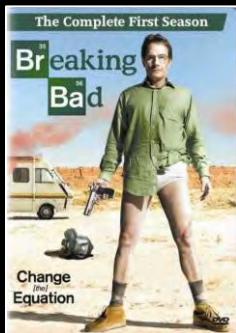
THE BORGIAS

(3 TV SEASONS)

While it's probably not exactly the most accurate historical series out there, *The Borgias* is, at least, one of the most entertaining.

Based on the real-life Borgia family and their climb to power, the show is brimming with medieval murders, corrupt cardinals and a particularly poisonous Pope (Jeremy Irons).

Like *Game of Thrones*, the themes of family, loyalty and power are all important here: imagine the Lannisters transported to 16th century Italy (there's even a brother-sister incest storyline).



BREAKING BAD

(5 TV SEASONS)

"Walter White is a bigger monster than anyone in Westeros. (I need to do something about that)."

- GEORGE R.R. MARTIN

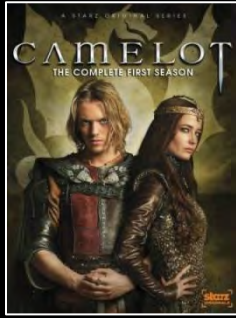
Breaking Bad is a provocative original TV series chronicling the extraordinary lengths to which an ordinary man will go when face-to-face with the unspeakable emptiness of a life not fully lived.

Breaking Bad follows Walter White, a chemistry teacher who lives in New Mexico with his wife and teenage son who has cerebral palsy. White is diagnosed with Stage III cancer and given a prognosis of two years left to live.

With only a few years to live and nothing to lose, Walter uses his training as a chemist to cook and sell crystal meth with one of his former students.

As his status grows, so do his lies, but Walt will stop at nothing to make sure his family is taken care of after he's gone, even if it means putting all their lives on the line...

If you like **GAME OF THRONES**, you might like...



CAMELOT (1 TV SEASON)

From the producers of *The Tudors*, *Camelot* tells the classic, epic Arthurian saga with modern emotions, conflicts and resonance.

In the wake of King Uther's sudden death, the sorcerer Merlin has visions of a dark future and installs the young and impetuous Arthur, Uther's unknown son and heir. But Arthur's half-sister Morgan will fight him to the bitter end to claim the crown.

Faced with the challenge of uniting a kingdom broken by war and steeped in deception, Arthur will be tested beyond imagination.

Forget everything you think you know - this is the story of Camelot as has never been told before...



CENTURION

History is written in blood...

The year is A.D. 117. Despite the growing strength of the Roman Empire, a fierce tribe known as the Picts has prevented Hadrian's armies from conquering northern Britain. The Picts offer a devastating display of their guerilla power when they raid a Roman frontier fort, and Quintus just barely manages to escape with his life.

Thirsting for revenge, Quintus joins General Virilus' Ninth Legion as the squadron begins traveling north on a mission to find and kill Gorlacon, the leader of the Picts. That mission is complicated when the Ninth Legion is ambushed and General Virilus is captured, leaving his men stranded behind enemy lines.

Now, as the Quintus and the surviving members of the Ninth Legion are hunted from the shadows, they prepare to make one last, desperate bid to save General Virilus and reach the Roman frontier before being captured or killed by the Picts...



CONAN THE BARBARIAN

Orphaned boy Conan is enslaved after his village is destroyed by the forces of vicious necromancer Thulsa Doom, and is compelled to push "The Wheel of Pain" for many years.

Once he reaches adulthood, Conan sets off across the prehistoric landscape of the Hyborian Age in search of the man who killed his family and stole his father's sword. With beautiful warrior Valeria and archer Subotai, he faces a supernatural evil...

If you like **GAME OF THRONES**, you might like...



GLADIATOR

A man robbed of his name and his dignity strives to win them back, and gain the freedom of his people, in this epic historical drama from director Ridley Scott.

In the year 180, the death of emperor Marcus Aurelius throws the Roman Empire into chaos. Maximus is one of the Roman army's most capable and trusted generals and a key advisor to the emperor. As Marcus' devious son Commodus ascends to the throne, Maximus is set to be executed. He escapes, but is captured by slave traders.

Renamed Spaniard and forced to become a gladiator, Maximus must battle to the death with other men for the amusement of paying audiences. His battle skills serve him well, and he becomes one of the most famous and admired men to fight in the Colosseum.

Determined to avenge himself against the man who took away his freedom and laid waste to his family, Maximus believes that he can use his fame and skill in the ring to avenge the loss of his family and former glory.

As the gladiator begins to challenge his rule, Commodus decides to put his own fighting mettle to the test by squaring off with Maximus in a battle to the death.



HOUSE OF CARDS (3 TV SEASONS)

“For those of us climbing to the top of the food chain, there can be no mercy. There is but one rule: hunt or be hunted,” says Frank Underwood, the conniving, Littlefinger-like antihero of US political drama *House of Cards*.

The series might be set in Washington's modern-day US government, rather than a medieval fantasy world, but its themes of power - and what people will do to achieve it - are all too familiar...

If you like **GAME OF THRONES**, you might like...



OZ (6 TV SEASONS)

Welcome to Emerald City, an experimental of the Oswald Maximum Security Prison, or “Oz”.

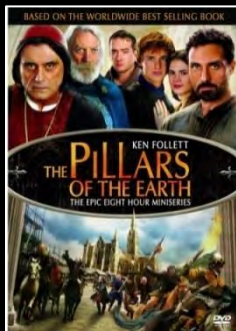
As run by Tim McManus and overseen by Warden Leo Glynn, Em City is about prisoner rehabilitation or public retribution. No matter how hardened a criminal or killer, whether you’re in for a few years or life, you have a role to play.

Once inside, choose your friends carefully. Every group – Muslims, Latinos, Italians, Aryans – stick close to mutual friends and terrorize mutual enemies. Don’t smile. Get yourself a weapon.

Stay on everyone’s good side – if you can find one...

“The way Oz pioneered making sympathetic figures out of those who’d be villains elsewhere can be reflected all the way through to Game Of Thrones.”

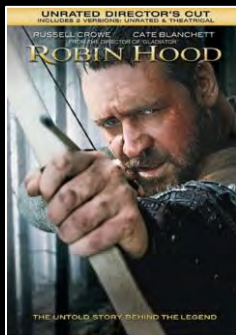
- INDIWIRE.COM



THE PILLARS OF THE EARTH (TV MINISERIES)

Based on the novel by Ken Follett and set in 12th Century England in the fictional town of Kingsbridge, this epic story revolves around the building of a cathedral and follows the lives of three men over 40 years as they each deal with politics, war, romance and personal ambition.

More historical than the *Game of Thrones*, this is a compelling drama with a beautiful historic background and a deftly woven plot.



ROBIN HOOD

The untold story behind the legend...

After the death of Richard the Lion-Hearted, a skilled archer named Robin Longstride travels to Nottingham, where villagers suffer under a despotic sheriff and crippling taxation. He meets and falls in love with a spirited widow, Marion, although she is skeptical of his motives.

Hoping to win her heart and save the village, Robin gathers a band of warriors to fight corruption in Nottingham, little knowing they will soon be fighting to save England itself...

If you like **GAME OF THRONES**, you might like...



ROME
(2 TV SEASONS)

Rome features political intrigue, violence and compelling characters. While *Game of Thrones* has a slant toward fantasy, *Rome* is more historical.

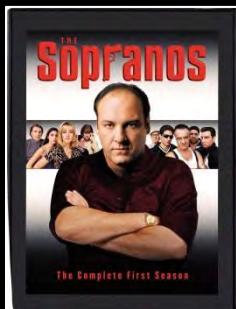
Rome's transition from a republic to an autocratic empire, starting with Julius Caesar's bloody civil war, is told through different viewpoints: including Caesar himself and his political contemporaries, the average viewpoint of Roman soldiers, and their families who get caught up in these political struggles...



SONS OF ANARCHY
(7 TV SEASONS)

Sons of Anarchy, follows a notorious outlaw motorcycle club, the Sons of Anarchy, as they confront drug dealers, corporate developers and law enforcement to protect their livelihoods as well as their town, Charming, CA.

Loosely based on on William Shakespeare's "Hamlet," *Sons of Anarchy* explores what happens when the seduction of money and power comes between family...



THE SOPRANOS
(6 TV SEASONS)

Meet Tony Soprano: your average, middle-aged businessman. Tony's got a dutiful wife. A not-so-dutiful son. A daughter named Meadow. An uncle who's losing his marbles. A hot-headed nephew. A not-too-secret mistress. And a shrink to tell all his secrets, except the one she already knows: Tony's a mob boss whose troubles are wrapped up in his two families.

These days, it's getting tougher and tougher to make a killing in the killing business. Just because you're 'made' doesn't mean you've got it made...

If you like **GAME OF THRONES**, you might like...



SPARTACUS (3 TV SEASONS)

Betrayed by the Romans.
Forced into slavery.
Reborn as a Gladiator.

The classic tale of the Republic's most infamous rebel comes alive in the graphic and visceral television series, *Spartacus*.

Torn from his homeland and the woman he loves, Spartacus is condemned to the brutal world of the arena where blood and death are primetime entertainment. But not all battles are fought upon the sands.

Treachery, corruption, and the allure of sensual pleasures will constantly test Spartacus.

To survive, he must become more than a man. More than a gladiator. He must become a legend...

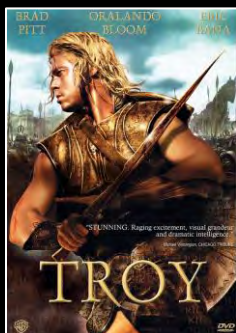


300

In 480 B.C. a state of war exists between Persia, led by King Xerxes, and Greece.

At the Battle of Thermopylae, Leonidas, king of the Greek city state of Sparta, leads his badly outnumbered warriors against the massive Persian army.

Though certain death awaits the Spartans, their sacrifice inspires all of Greece to unite against their common enemy...



TROY

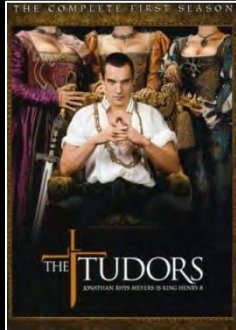
Homer's sprawling tale of love and war in ancient Greece comes to the screen in all its grandeur in this epic-scale adventure.

In 1193 B.C., Paris, Prince of Troy, has fallen in love; however, the beautiful woman who has beguiled him is Helen, Queen of Sparta, who is wed to King Menelaus. While Helen is hardly immune to Paris' charms, this doesn't blunt Menelaus' fury when Paris steals her away from him.

Menelaus' brother Agamemnon, the power-hungry king of the Mycenaeans, is eager to expand his empire through Troy to the lands of the Aegean Sea, and he uses Paris' romantic slight against Menelaus as an excuse to wage an all-out war against the great walled city.

Priam, King of Troy, summons his armies, led by Prince Hector, to meet the onslaught of Agamemnon's forces, but while the great city has yet to yield in a battle, Agamemnon has a formidable ally - Achilles, a mighty and seemingly unstoppable warrior whose presence could tip the scales in Agamemnon's favour...

If you like **GAME OF THRONES**, you might like...



THE TUDORS (4 TV SEASONS)

Fans of *Game of Thrones* will love this gritty historical drama that reveals the early years of Henry VIII.

At eighteen, the throne and the entire world became his.

Young, sexy, and the most powerful man of his time, the king was known for his good looks and athletic prowess. He was so arrogant that he despised dealing with the consequences of his actions.

King Henry executed people with little excuse, and single-handedly tore apart the Roman Catholic Church, the most powerful institution in medieval Europe...



VIKINGS (3 TV SEASONS)

Vikings introduces us to the brutal and mysterious world of Ragnar Lothbrok, a Viking warrior and farmer who yearns to explore - and raid - the distant shores across the ocean. His ambition puts him at odds with local chieftain Earl Haraldson, who insists on sending his raiders to the impoverished east rather than the uncharted west.

When Ragnar teams up with his boat builder friend Floki to craft a new generation of intrepid ships capable of conquering the rough northern seas, the stage is set for conflict.

But for all its warfare and bloodshed, *Vikings* is also a story of family and brotherhood, capturing the love and affection between Ragnar and his wife, Lagertha, a respected warrior in her own right. It is the tale of Ragnar's brother Rollo, a fierce fighter who simmers with jealousy; of Earl Haraldson's wife Siggy, a dutiful beauty who may be less than loyal; and of the monk Athelstan, whose Christian morals clash with the Vikings' pagan society.

As ambition and innovation rattle a civilization, these characters will be put to the test - and their way of life will never be the same again...

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THE WHITE QUEEN **(TV MINISERIES)**

**Men go to battle,
Women wage war...**

Court intrigue, murder, romance and seduction drive this historical drama about the quest of three women and those around them who will stop at nothing in their efforts to become queen of England.

The series begins in 1463, as a secret wedding between widowed commoner Elizabeth Woodville and King Edward IV kicks off a deadly power struggle.

Believing that her son, Henry Tudor, is destined to mount the throne, and determined to see it happen, royal cousin Margaret Beaufort begins to take manipulative steps to see her dream come true, while Anne Neville, the daughter of influential Lord Warwick also known as "The Kingmaker," looks on as her father schemes his way to securing the crown for her...



THE WIRE **(5 TV SEASONS)**

In chronicling a multi-generational family business dealing illegal drugs and the efforts of the Baltimore police to curb their trade, *The Wire* draws parallels between these organizations and the men and women on either side of the battle.

Told from the point of view of both the police and their targets, easy distinctions between good and evil are challenged at every turn...

"There is precious little difference between those people who society designates as respectable and law abiding and those people society castigates as hoodlums and thugs. The world of corporate finance and corporate capital is as criminogenic (likely to produce criminals) - and probably more criminogenic - than any poverty-wracked slum neighbourhood.

The distinctions drawn between business, politics, and organized crime are at best artificial and in reality irrelevant.

Rather than being dysfunctions - corporate crime, white-collar crime, organized crime, and political corruption are mainstays of American political-economic life."

- Professor Gary W. Potter

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