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Nightflyers Nightflyers Nightflyers Nightflyers & Other Stories Nightflyers: The Illustrated Edition NIGHTFLYERS AND OTHER STORIES. The Night Flyers Nightflyers: Illustrated edition Nightflyer Nightflyers: The Illustrated Edition Nightflyers Nightflyers. Life is a Story - story.one Dreamsongs: Volume I Tuf Voyaging The Night Flyers The Night Flyers The Golden Eagle Mystery The Armageddon Rag Houghton Mifflin Invitations to Literature Contents Dying of the Light Fevre Dream The Official A Game of Thrones Coloring Book Legend Nightflyers Sandkings The Book of Magic Star Wars Edge of the Empire RPG The Huntress Dangerous Women The Strange Gift of Gwendolyn Golden Because of Winn-Dixie The End Games A Song of Ice and Fire Night Flyers Demon 4 Night Flyer No Sleep Swallowing Darkness George R. R. Martin Starter Pack 4-Book Bundle

Winner of the Edgar Award: When her homing pigeons disappear while her father is fighting in World War I, a twelve-year-old girl suspects a German spy may be responsible. With her father in France, fighting in the war, Pam Lowder has the responsibility of taking care of the family's prize-winning homing pigeons on their farm. The birds are special because her father trained them to fly at night so they can bring messages to his family when he's not there. And now a stranger with a foreign accent has shown up in Currituck with an offer to buy the whole lot. But Pam isn't interested in selling. She loves the pigeons and would much rather spend time with them than go to school. Then she wakes up one morning to find some pigeons missing. After the disappearance of Caspian, her favorite, the plucky pigeonier sets a plan in motion to catch the thief. She has a pretty good idea who it is. But how is she supposed to rescue her pigeons and outwit a German spy? This ebook includes a historical afterword. In 1918, caring for her family's homing pigeons while her father is away fighting in World War I, twelve-year-old Pam comes to suspect that a mysterious stranger in her small North Carolina town is a German spy. This delightful illustrated book shows how every child has a vivid imagination and revels in one child's midnight adventures. A six-year-old boy finds adventure and escape through his nightly dreams; leaving his home to soar upon a moonbeam while his body remains asleep upon his homebound bed. Our 'nightflyer' sees amazing sights like the Statue of Liberty, the Eiffel Tower, the pyramids, Mt. Fuji, and the Taj Mahal. He must hurry because his time of freedom is limited and soon will awaken. Spying a lovely desert isle, a peg-legged pirate challenges him to a fight and he manages to outwit the pirate and free the enslaved natives. The adventurer swims among the fish and coral, unaware the owl's eyes are beginning to close and the roster is nearly about to crow. Dawn approaches and our hero must return to his own bed and reality. His mother hears about all his marvelous escapades and encourages him to have more wonderful adventures. He can hardly wait for the next night's flight and the freedom his dreams allow. Beautifully illustrated and written in gentle rhyme, this lovely storybook is a must read for any parent, child, or classroom in acquaintance with a genuine 'nightflyer'!

No Sleep is a visual history of the halcyon days of New York City club life as told through flyer art. Spanning the late 80s through the late 90s, when nightlife buzz travelled via flyers and word of mouth, No Sleep features a collection of artwork from the personal archives of NYC DJs, promoters, club kids, nightlife impresarios, and the artists themselves. Club flyers, by design, were ephemeral objects distributed on street corners, outside of nightclubs and concert halls, in barbershops and retail shops, and were not intended to be preserved for posterity. Through the 90s, they became both increasingly prevalent and more sophisticated as printing technology evolved. Overnight, however, with the advent of the internet, the flyer essentially disappeared, despite it being common at one time for promoters to print thousands of flyers for any given event. Recently, these flyers have become sought-after collector's items. Did you know that bats aren't

birds and they don't all drink blood? Teach your students the truth about bats with the text in this packet. The included worksheets will give them a chance to show what they know, create their own story, solve some bat math, and more! Dr. Tess Lockhart doesn't believe in extraterrestrials-until she becomes the latest attraction in an alien zoo. To ensure her safety, she undertakes the role of official zoo doctor as she and Arnie, a friend and fellow detainee, make plans for an escape. Their plans take a complicated turn when Arnie brings her an injured creature. Tess warily nurses the virile, winged humanoid back to health, knowing too well that aliens aren't to be trusted. Too bad she can't convince her heart. As the months pass, Tess finds herself drawn to her charge, Roan. In this world, though, Tess is the alien...and their fragile love may not be able to survive their differences.

A new anthology celebrating the witches and sorcerers of epic fantasy—featuring stories by George R. R. Martin, Scott Lynch, Megan Lindholm, and many others! Hot on the heels of Gardner Dozois's acclaimed anthology *The Book of Swords* comes this companion volume devoted to magic. How could it be otherwise? For every Frodo, there is a Gandalf . . . and a Saruman. For every Dorothy, a Glinda . . . and a Wicked Witch of the West. What would Harry Potter be without Albus Dumbledore . . . and Severus Snape? Figures of wisdom and power, possessing arcane, often forbidden knowledge, wizards and sorcerers are shaped—or misshaped—by the potent magic they seek to wield. Yet though their abilities may be godlike, these men and women remain human—some might say all too human. Such is their curse. And their glory. In these pages, seventeen of today's top fantasy writers—including award-winners Elizabeth Bear, John Crowley, Kate Elliott, K. J. Parker, Tim Powers, and Liz Williams—cast wondrous spells that thrillingly evoke the mysterious, awesome, and at times downright terrifying worlds where magic reigns supreme: worlds as far away as forever, and as near as next door. **FEATURING SIXTEEN ALL-NEW STORIES:** “The Return of the Pig” by K. J. Parker “Community Service” by Megan Lindholm “Flint and Mirror” by John Crowley “The Friends of Masquelayne the Incomparable” by Matthew Hughes “The Biography of a Bouncing Boy Terror: Chapter Two: Jumping Jack in Love” by Ysabeau S. Wilce “Song of Fire” by Rachel Pollack “Loft the Sorcerer” by Eleanor Arnason “The Governor” by Tim Powers “Sungrazer” by Liz Williams “The Staff in the Stone” by Garth Nix “No Work of Mine” by Elizabeth Bear “Widow Maker” by Lavie Tidhar “The Wolf and the Manticore” by Greg Van Eekhout “The Devil’s Whatever” by Andy Duncan “Bloom” by Kate Elliott “The Fall and Rise of the House of the Wizard Malkuril” by Scott Lynch Plus George R. R. Martin’s classic story “A Night at the Tarn House” and an introduction by Gardner Dozois Praise for *The Book of Magic* “In *The Book of Magic*, you get everything you expect and more! Assembling seventeen great authors in one place is a difficult job but this book, with a lot of help from editor Gardner Dozois, does just that. . . . This compilation is a treat for any who love a good fantasy tale.”—*Geeks of Doom* The crew of the starship *Nightflyer* is heading into the outer reaches of known space in search of a legendary alien race known as the volcryn. The mission is led by Karoly d'Branin and the ship captained by the mysterious Royd Eris, who appears only as a hologram who drifts among them, sometimes playing chess with the beautiful and brilliant warrior, Melantha Jhirl. Soon the explorers begin to feel they are being watched. Macabre accidents befall them one by one. There someone else on board? Royd won't say. And there is no turning back: the volcryn are near... **NEW YORK TIMES BESTSELLER** • Perfect for fans of George R. R. Martin's *A Song of Ice and Fire* and HBO's *Game of Thrones*, this one-of-a-kind adult coloring book features forty-five exclusive illustrations! **ALL MEN MUST DRAW** In a world where weddings are red, fire is green, and debts are paid in gold, countless images leap off the page thanks to the eye-popping intricacy of the vivid settings and details. Now, for the first time, fans of this blockbuster saga can fill in the blanks and marvel as this meticulously imagined universe comes to life, one sword, sigil, and castle at a time. With dozens of stunning original black-and-white illustrations from world-renowned illustrators Yvonne Gilbert, John Howe, Tomislav Tomić, Adam Stower, and Levi Pinfold, this unique collector's item expands the reach of an international phenomenon with flying colors. "...compulsively readable historical fiction...[a] powerful

novel about unusual women facing sometimes insurmountable odds with grace, grit, love and tenacity." - Kristin Hannah, *The Washington Post* Named one of best books of the year by Marie Claire and Bookbub "If you enjoyed "The Tattooist of Auschwitz," read "The Huntress," by Kate Quinn." *The Washington Post* From the author of the *New York Times* and *USA Today* bestselling novel, *THE ALICE NETWORK*, comes another fascinating historical novel about a battle-haunted English journalist and a Russian female bomber pilot who join forces to track the Huntress, a Nazi war criminal gone to ground in America. In the aftermath of war, the hunter becomes the hunted... Bold and fearless, Nina Markova always dreamed of flying. When the Nazis attack the Soviet Union, she risks everything to join the legendary Night Witches, an all-female night bomber regiment wreaking havoc on the invading Germans. When she is stranded behind enemy lines, Nina becomes the prey of a lethal Nazi murderess known as the Huntress, and only Nina's bravery and cunning will keep her alive. Transformed by the horrors he witnessed from Omaha Beach to the Nuremberg Trials, British war correspondent Ian Graham has become a Nazi hunter. Yet one target eludes him: a vicious predator known as the Huntress. To find her, the fierce, disciplined investigator joins forces with the only witness to escape the Huntress alive: the brazen, cocksure Nina. But a shared secret could derail their mission unless Ian and Nina force themselves to confront it. Growing up in post-war Boston, seventeen-year-old Jordan McBride is determined to become a photographer. When her long-widowed father unexpectedly comes home with a new fiancée, Jordan is thrilled. But there is something disconcerting about the soft-spoken German widow. Certain that danger is lurking, Jordan begins to delve into her new stepmother's past—only to discover that there are mysteries buried deep in her family . . . secrets that may threaten all Jordan holds dear. In this immersive, heart-wrenching story, Kate Quinn illuminates the consequences of war on individual lives, and the price we pay to seek justice and truth. *The Night Flyers*. A classic tale by Newbery Medalist Kate DiCamillo, America's beloved storyteller. One summer's day, ten-year-old India Opal Buloni goes down to the local supermarket for some groceries - and comes home with a dog. But Winn-Dixie is no ordinary dog. It's because of Winn-Dixie that Opal begins to make friends. And it's because of Winn-Dixie that she finally dares to ask her father about her mother, who left when Opal was three. In fact, as Opal admits, just about everything that happens that summer is because of Winn-Dixie. Featuring a new cover illustration by E. B. Lewis. *I am Meredith*, princess of faerie, wielder of the hands of *Flesh and Blood*, and at long last, *I am with child*-twins, fathered by my royal guard. Though my uncle, Taranis, King of Light and Illusion, claims that he is the true father since he abducted me from my home, betrayed, and defiled me. And now he has branded my guards as a threat to my unborn children. Bearing an heir has placed me halfway to my aunt's throne, that much closer to my reign over the Unseelie Court—and well ahead of her son, my cousin Cel, in this race. Now I must stay alive to see my children born and claim my place as queen. But not all in faerie are pleased with the news, and conspirators from every court in the realm plot against me and mine. They seek to strip my guards, my lovers, from me by poisoned word or cold steel. But I still have supporters, and even friends, among the goblins and the sluagh, who will stand by me. *I am Meredith Nic Essus*, and those who would defy and destroy me are destined to pay a terrible price—for I am truly my father's daughter. To protect what is mine, I will sacrifice anything—even if it means waging a great battle against my darkest enemies and making the most momentous decision ever made as princess of faerie. Long before *A Game of Thrones* became an international phenomenon, #1 *New York Times* bestselling author George R. R. Martin had taken his loyal readers across the cosmos. Now back in print after almost ten years, *Tuf Voyaging* is the story of quirky and endearing Haviland Tuf, an unlikely hero just trying to do right by the galaxy, one planet at a time. Haviland Tuf is an honest space-trader who likes cats. So how is it that, in competition with the worst villains the universe has to offer, he's become the proud owner of a seedship, the last remnant of Earth's legendary Ecological Engineering Corps? Never mind; just be thankful that the most powerful weapon in human space is in good hands—hands which

now have the godlike ability to control the genetic material of thousands of outlandish creatures. Armed with this unique equipment, Tuf is set to tackle the problems that human settlers have created in colonizing far-flung worlds: hosts of hostile monsters, a population hooked on procreation, a dictator who unleashes plagues to get his own way . . . and in every case, the only thing that stands between the colonists and disaster is Tuf's ingenuity—and his reputation as a man of integrity in a universe of rogues. "A rich blend of adventure, humor, compassion and all the other things that make being human worthwhile."—Analog "A new facet of Martin's many-sided talent."—Asimov's Alien meets Psycho in this chilling mystery set on a spaceship, soon to be an original series on Netflix, by the #1 best-selling author of A Game of Thrones George R.R. Martin. Brought to electrifying life with artwork by David Palumbo. Beyond the Rim is the first full-length adventure for the Star Wars: Edge of the Empire Roleplaying Game. When new rumors add credence to old smugglers' tales of a long-lost Separatist treasure ship, it's time for a handgulf of intrepid explorers, scrappy smugglers, and cunning academics to fire up their hyperdrive and embark upon a journey to the farthest regions of the Star Wars galaxy. Fantastic adventures await those who seek to discover what really happened to the Sa Naloor! Simple text presenting an overview of different kinds of bats. Even before A Game of Thrones, George R. R. Martin had already established himself as a giant in the field of fantasy literature. The first of two stunning collections, Dreamsongs: Volume I is a rare treat for readers, offering fascinating insight into his journey from young writer to award-winning master. Gathered here in Dreamsongs: Volume I are the very best of George R. R. Martin's early works, including his Hugo, Nebula, and Bram Stoker award-winning stories, cool fan pieces, and the original novella The Ice Dragon, from which Martin's New York Times bestselling children's book of the same title originated. A dazzling array of subjects and styles that features extensive author commentary, Dreamsongs, Volume I is the perfect collection for both Martin devotees and a new generation of fans. "Fans, genre historians and aspiring writers alike will find this shelf-bending retrospective as impressive as it is intriguing."—Publishers Weekly "Dreamsongs is the ideal way to discover . . . a master of science fiction, fantasy and horror. . . . Martin is a writer like no other."—The Guardian (U.K.) PRAISE FOR GEORGE R. R. MARTIN "Of those who work in the grand epic-fantasy tradition, Martin is by far the best. In fact . . . this is as good a time as any to proclaim him the American Tolkien."—Time "Long live George Martin . . . a literary dervish, enthralled by complicated characters and vivid language, and bursting with the wild vision of the very best tale tellers."—The New York Times "I always expect the best from George R. R. Martin, and he always delivers."—Robert Jordan The epic saga that inspired HBO's Game of Thrones made George R. R. Martin an international phenomenon, but there's much more to this versatile, prolific, and original author. In addition to the book that kicks off A Song of Ice and Fire, this eBook bundle includes Dreamsongs: Volume I, which showcases Martin's early writings; Fevre Dream, the acclaimed author's reinvention of the vampire novel; and The Armageddon Rag, a thrilling story of psychedelic—and apocalyptic—rock. Spanning genres of fantasy, science fiction, horror, and suspense, Martin's virtuosic talents will surprise and delight even his most devoted fans. A GAME OF THRONES "The only fantasy series I'd put on a level with J.R.R. Tolkien's The Lord of the Rings . . . It's a fantasy series for hip, smart people, even those who don't read fantasy."—Chicago Tribune In a land where summers can last decades and winters a lifetime, trouble is brewing. As sinister forces mass beyond the kingdom's protective Wall, the king's powers are failing—his most trusted adviser is dead and his enemies are emerging from the shadows of the throne. At the center of the conflict lie the Starks of Winterfell, a family as harsh and unyielding as the frozen land they were born to. Now Lord Eddard Stark is reluctantly summoned to serve as the king's new Hand, an appointment that threatens to sunder not only his family but the kingdom itself. DREAMSONGS: VOLUME I "The ideal way to discover . . . a master of science fiction, fantasy and horror. . . . Martin is a writer like no other."—The Guardian (U.K.) Gathered here are the very best of Martin's early works, including his Hugo, Nebula, and Bram

Stoker award-winning stories, cool fan pieces, and the original novella The Ice Dragon, from which his New York Times bestselling children's book of the same title originated. With extensive author commentary, Dreamsongs: Volume I is a rare treat, offering fascinating insights into Martin's journey from young writer to award-winning master.

FEVRE DREAM "An adventure into the heart of darkness that transcends even the most inventive vampire novels."—Los Angeles Herald Examiner Abner Marsh, a struggling riverboat captain, suspects that something's amiss when he is approached by a wealthy aristocrat with a lucrative offer. The hauntingly pale, steely-eyed Joshua York doesn't care that the icy winter of 1857 has wiped out all but one of Marsh's dilapidated fleet. Not until the maiden voyage of *Fevre Dream* does Marsh realize that he has joined a mission both more sinister, and perhaps more noble, than his most fantastic nightmare—and humankind's most impossible dream.

THE ARMAGEDDON RAG "The best novel concerning the American pop music culture of the sixties I've ever read."—Stephen King

Onetime underground journalist Sandy Blair has come a long way from his radical roots in the sixties—until he's drawn back by the bizarre and brutal murder of a rock promoter who made millions with a band called the Nazgûl. As Sandy investigates the crime, he finds himself drawn back into his own past. For a new messiah has resurrected the Nazgûl along with a requiem of demonism, mind control, and death, whose apocalyptic tune only Sandy may be able to change.

From the #1 bestselling author of "A Game of Thrones"—a collection containing an epic novella of space exploration and cosmic horror, plus five classic science-fiction tales. A TV series adaptation of "Nightflyers" is currently in production, and will air on the SyFy Channel.

Tall Premium Edition. Original. In this unforgettable space opera, #1 New York Times bestselling author George R. R. Martin presents a chilling vision of eternal night—a volatile world where cultures clash, codes of honor do not exist, and the hunter and the hunted are often interchangeable. A whisperjewel has summoned Dirk t'Larien to Worlorn, and a love he thinks he lost. But Worlorn isn't the world Dirk imagined, and Gwen Delvano is no longer the woman he once knew. She is bound to another man, and to a dying planet that is trapped in twilight. Gwen needs Dirk's protection, and he will do anything to keep her safe, even if it means challenging the barbaric man who has claimed her. But an impenetrable veil of secrecy surrounds them all, and it's becoming impossible for Dirk to distinguish between his allies and his enemies. In this dangerous triangle, one is hurtling toward escape, another toward revenge, and the last toward a brutal, untimely demise.

Praise for Dying of the Light "Dying of the Light blew the doors off of my idea of what fiction could be and could do, what a work of unbridled imagination could make a reader feel and believe."—Michael Chabon "Slick science fiction . . . the Wild West in outer space."—Los Angeles Times "Something special which will keep Worlorn and its people in the reader's mind long after the final page is read."—Galileo magazine "The galactic background is excellent. . . . Martin knows how to hold the reader."—Asimov's "George R. R. Martin has the voice of a poet and a mind like a steel trap."—Algis Budrys

Alien meets Psycho in this chilling mystery set on a spaceship, soon to be an original series on Netflix, by the #1 best-selling author of *A Song of Ice and Fire* George R.R. Martin. Brought to electrifying life with artwork by David Palumbo. "The best novel concerning the American pop music culture of the sixties I've ever read."—Stephen King

From #1 New York Times bestselling author George R. R. Martin comes the ultimate novel of revolution, rock 'n' roll, and apocalyptic murder—a stunning work of fiction that portrays not just the end of an era, but the end of the world as we know it.

Onetime underground journalist Sandy Blair has come a long way from his radical roots in the '60s—until something unexpectedly draws him back: the bizarre and brutal murder of a rock promoter who made millions with a band called the Nazgûl. Now, as Sandy sets out to investigate the crime, he finds himself drawn back into his own past—a magical mystery tour of the pent-up passions of his generation. For a new messiah has resurrected the Nazgûl and the mad new rhythm may be more than anyone bargained for—a requiem of demonism, mind control, and death, whose apocalyptic tune only Sandy may be able to change in time . . . before everyone follows

the beat. "The wilder aspects of the '60s . . . roar back to life in this hallucinatory story by a master of chilling suspense."—Publishers Weekly "What a story, full of nostalgia and endless excitement. . . It's taut, tense, and moves like lightning."—Tony Hillerman "Daring . . . a knowing, wistful appraisal of . . . a crucial American generation."—Chicago Sun-Times "Moving . . . comic . . . eerie . . . really and truly a walk down memory lane."—The Washington Post

Gwendolyn Golden has a bad temper and hates to read. She's a pretty normal teenager until ... one morning she wakes up on the ceiling. Along with her many average teenage qualities, Gwendolyn Golden can also fly. What's happening to her? The survivors of World War III desperately use a machine, which contains a human brain, to defuse a powerful nuclear bomb "Legend doesn't merely survive the hype, it deserves it." From the New York Times bestselling author of The Young Elites What was once the western United States is now home to the Republic, a nation perpetually at war with its neighbors. Born into an elite family in one of the Republic's wealthiest districts, fifteen-year-old June is a prodigy being groomed for success in the Republic's highest military circles. Born into the slums, fifteen-year-old Day is the country's most wanted criminal. But his motives may not be as malicious as they seem. From very different worlds, June and Day have no reason to cross paths - until the day June's brother, Metias, is murdered and Day becomes the prime suspect. Caught in the ultimate game of cat and mouse, Day is in a race for his family's survival, while June seeks to avenge Metias's death. But in a shocking turn of events, the two uncover the truth of what has really brought them together, and the sinister lengths their country will go to keep its secrets. Full of nonstop action, suspense, and romance, this novel is sure to move readers as much as it thrills.

Luke besitzt seit geraumer Zeit die Fähigkeit zu fliegen. Er spürt eine tiefe Verbindung zur Erde, die es ihm erlaubt, Momente wiederzuerleben. Die Ursache davon? Ist ihm nicht bekannt. Doch als er eines Tages ein mysteriöses Mädchen im Wald findet, scheinen sich ihm Antworten aufzutun: Er ist ein Nightflyer. Mitglied eines uralten Stammes, der seine Macht seit Jahrhunderten von den normalen Menschen fernhält. Doch dabei bleibt es nicht. Bald findet er sich als Schlüsselpunkt in einem Kampf, der ihrer aller Zukunft entscheidet, wieder. Wird Luke sein Schicksal erfüllen können?

Alien meets Psycho in this chilling mystery set on a spaceship, soon to be an original series on Netflix, by the #1 best-selling author of A Song of Ice and Fire George R.R. Martin. Brought to electrifying life with artwork by David Palumbo. In a seaside town, Djuna discovers theft, secrets—and murder When Djuna goes to spend the summer with troubled Aunt Patty, he passes the time swimming, eating steamed clams, and catching lobsters out in the bay. But when seemingly worthless trinkets start disappearing from Aunt Patty's house, Djuna's sleuthing instincts spring into action, and he soon discovers something far more frightening than petty theft. Then Aunt Patty's fishing boat disappears from the docks. When she and Djuna discover it set adrift along the rocky coast, Djuna tries to save the ship, but it has been smashed to bits by the waves. Djuna is certain that what happened to the Patagonia was no accident. The old ship was murdered—and he will find out who did it. Ellery Queen is one of the world's finest detectives, but his adventures are nothing compared to the Ellery Queen Jr. Mystery Stories. Join Queen's apprentice, Djuna, and his trusty Scottie, Champ, on adventures filled with danger, suspense, and thrills. The Golden Eagle Mystery is the second book in the Ellery Queen Jr. Mystery Stories, but you may enjoy reading the series in any order. A THRILLING REINVENTION OF THE VAMPIRE NOVEL BY THE MASTER OF MODERN FANTASY, GEORGE R. R. MARTIN

Abner Marsh, a struggling riverboat captain, suspects that something's amiss when he is approached by a wealthy aristocrat with a lucrative offer. The hauntingly pale, steely-eyed Joshua York doesn't care that the icy winter of 1857 has wiped out all but one of Marsh's dilapidated fleet; nor does he care that he won't earn back his investment in a decade. York's reasons for traversing the powerful Mississippi are to be none of Marsh's concern—no matter how bizarre, arbitrary, or capricious York's actions may prove. Not until the maiden voyage of Fevre Dream does Marsh realize that he has joined a mission both more sinister, and perhaps more noble, than his most fantastic nightmare—and humankind's

most impossible dream. JONATHAN IS IN HIS ROOM. BUT HE'S NOT IN HIS BODY. Jonathan Petrie can leave his body and fly. Best of all. nobody knows it—yet. Not his alcoholic, ailing mother, nor his uncaring father. Not the teacher who senses that he's changing, nor the girl who befriends him. And surely not the school kids who torment him mercilessly. None of them knows the force he commands—that he can see without being seen, hear without being heard, and that even now, as the night winds howl, he's plotting his revenge on them all! A gorgeous illustrated edition of a classic novella from the #1 bestselling author of A Game of Thrones—a chilling mystery set on a seemingly haunted spaceship, now an original series on SYFY. Featuring fifteen original illustrations, this is the definitive edition of an electrifying tale that combines the deep-space thrills of Alien, the psychological horror of The Shining, and, of course, the inimitable vision of George R. R. Martin. When a scientific expedition is launched to study a mysterious alien race, the only ship available is the Nightflyer, a fully autonomous vessel manned by a single human. But Captain Royd Eris remains locked away, interacting with his passengers only as a disembodied voice—or a projected hologram no more substantial than a ghost. Yet that's not the only reason the ship seems haunted. The team's telepath, Thale Lasamer, senses another presence aboard the Nightflyer—something dangerous, volatile, and alien. Captain Eris claims to know nothing about the elusive intruder, and when someone, or something, begins killing off the expedition's members, he's unable—or unwilling—to stem the bloody tide. Only Melantha Jhirl, a genetically enhanced outcast with greater strength, stamina, and intelligence than other humans, has a chance of solving the mystery—and stopping the malevolent being that's wiping out her shipmates. But first she has to keep herself alive.

A gorgeous illustrated edition of a classic novella from the #1 bestselling author of A Game of Thrones—a chilling mystery set on a seemingly haunted spaceship, now an original series on SYFY. Featuring fifteen original full-color illustrations, this is the definitive edition of an electrifying tale that combines the deep-space thrills of Alien, the psychological horror of The Shining, and, of course, the inimitable vision of George R. R. Martin. When a scientific expedition is launched to study a mysterious alien race, the only ship available is the Nightflyer, a fully autonomous vessel manned by a single human. But Captain Royd Eris remains locked away, interacting with his passengers only as a disembodied voice—or a projected hologram no more substantial than a ghost. Yet that's not the only reason the ship seems haunted. The team's telepath, Thale Lasamer, senses another presence aboard the Nightflyer—something dangerous, volatile, and alien. Captain Eris claims to know nothing about the elusive intruder, and when someone, or something, begins killing off the expedition's members, he's unable—or unwilling—to stem the bloody tide. Only Melantha Jhirl, a genetically enhanced outcast with greater strength, stamina, and intelligence than other humans, has a chance of solving the mystery—and stopping the malevolent being that's wiping out her shipmates. But first she has to keep herself alive.

All new and original to this volume, the 21 stories in Dangerous Women include work by twelve New York Times bestsellers, and seven stories set in the authors' bestselling continuities—including a new "Outlander" story by Diana Gabaldon, a tale of Harry Dresden's world by Jim Butcher, a story from Lev Grossman set in the world of The Magicians, and a 35,000-word novella by George R. R. Martin about the Dance of the Dragons, the vast civil war that tore Westeros apart nearly two centuries before the events of A Game of Thrones. Also included are original stories of dangerous women--heroines and villains alike--by Brandon Sanderson, Joe Abercrombie, Sherrilyn Kenyon, Lawrence Block, Carrie Vaughn, S. M. Stirling, Sharon Kay Penman, and many others. Writes Gardner Dozois in his Introduction, "Here you'll find no hapless victims who stand by whimpering in dread while the male hero fights the monster or clashes swords with the villain, and if you want to tie these women to the railroad tracks, you'll find you have a real fight on your hands. Instead, you will find sword-wielding women warriors, intrepid women fighter pilots and far-ranging spacewomen, deadly female serial killers, formidable female superheroes, sly and seductive femmes fatale, female wizards, hard-living Bad Girls, female bandits and

rebels, embattled survivors in Post-Apocalyptic futures, female Private Investigators, stern female hanging judges, haughty queens who rule nations and whose jealousies and ambitions send thousands to grisly deaths, daring dragonriders, and many more." At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. As the Seven Kingdoms face a generation-long winter, rival families battle over control of the Iron Throne, while preternatural forces and barbarian hordes threaten the land. John Green meets Stephen King in this original take on the zombie apocalypse by author T. Michael Martin, which ALA Booklist called "the best of the undead bunch" in a starred review. Seventeen-year-old Michael and his five-year-old brother, Patrick, have been battling monsters in the Game for weeks. In the rural mountains of West Virginia—armed with only their rifle and their love for each other—the brothers follow Instructions from the mysterious Game Master. They spend their days searching for survivors, their nights fighting endless hordes of "Bellows"—creatures that roam the dark, roaring for flesh. And at this Game, Michael and Patrick are very good. But the Game is changing. The Bellows are evolving. The Game Master is leading Michael and Patrick to other survivors—survivors who don't play by the rules. And the brothers will never be the same. T. Michael Martin's debut novel is a transcendent thriller filled with electrifying action, searing emotional insight, and unexpected romance.

As recognized, adventure as well as experience virtually lesson, amusement, as capably as understanding can be gotten by just checking out a ebook Nightflyers moreover it is not directly done, you could bow to even more roughly this life, going on for the world.

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