

book 1 game of thrones

book 1 game of thrones is the captivating beginning of George R.R. Martin's epic fantasy series, *A Song of Ice and Fire*. This article explores the depth and complexity of book 1, *Game of Thrones*, covering its intricate plot, compelling characters, major themes, and its lasting impact on fantasy literature and pop culture. Readers will discover a detailed summary of the storyline, analysis of central figures such as Eddard Stark and Daenerys Targaryen, and the rich world-building that sets Westeros apart from other fictional realms. Additionally, we'll examine the political intrigue, family dynamics, and the role of magic and myth. Whether you're new to the series or revisiting its roots, this comprehensive guide provides insights, details, and interesting facts about book 1 *Game of Thrones*, making it an essential resource for fans and newcomers alike.

- Overview of Book 1 Game of Thrones
- Plot Summary and Key Events
- Main Characters and Their Roles
- Major Themes and Motifs
- World-Building and Setting
- Impact and Legacy
- Frequently Asked Questions

Overview of Book 1 Game of Thrones

Book 1 *Game of Thrones* is the first installment in George R.R. Martin's acclaimed *A Song of Ice and Fire* series. Published in 1996, this novel introduces readers to the conflicted realm of Westeros, a land where noble houses vie for power, and the Iron Throne stands as the ultimate prize. Unlike traditional fantasy novels, *Game of Thrones* is renowned for its unpredictable narrative, morally complex characters, and a world that blurs the lines between heroism and villainy. The story unfolds through multiple perspectives, immersing readers in a tapestry of intrigue, betrayal, and ambition.

The narrative is set against the backdrop of a looming winter, the resurgence of ancient magic, and a fractured political landscape. The Stark family, based in the North, becomes entangled in the dangerous politics of King's Landing, while other noble houses plot, scheme, and battle for supremacy. *Game of Thrones* sets the tone for the series with its gritty realism, multifaceted characters, and a relentless sense of uncertainty, making it a milestone in modern fantasy literature.

Plot Summary and Key Events

The Stark Family's Journey

The story begins at Winterfell, home to Eddard "Ned" Stark, his wife Catelyn, and their children. When King Robert Baratheon visits Winterfell and asks Ned to become his Hand (chief advisor), Ned is thrust into the heart of political intrigue at King's Landing. The Stark children face individual challenges: Sansa dreams of courtly life, Arya rejects traditional gender roles, Bran suffers a mysterious fall, and Jon Snow joins the Night's Watch at the Wall.

The Game for the Iron Throne

The death of Jon Arryn, the previous Hand, sets off a chain of events that reveal plots within plots. The Lannisters, led by Queen Cersei and her brother Jaime, harbor secrets that threaten the stability of the realm. The power struggle intensifies as alliances shift, betrayals unfold, and the true nature of leadership is tested. The tension between houses escalates, leading to war and tragedy.

Daenerys Targaryen's Rise

Across the Narrow Sea, Daenerys Targaryen is married off to Khal Drogo, a Dothraki warlord, by her brother Viserys, who seeks to reclaim the throne for House Targaryen. Daenerys's journey from a timid girl to a powerful leader is marked by personal growth and the awakening of ancient magic, as she hatches three dragon eggs and begins her quest for power.

Major Turning Points

- Bran Stark's fall and subsequent disability
- Ned Stark's discovery of royal secrets in King's Landing
- The political machinations of Petyr Baelish and Varys
- The execution of Ned Stark, shocking readers and changing the power structure
- Daenerys's emergence as the Mother of Dragons

Main Characters and Their Roles

Eddard Stark

Eddard Stark serves as the moral center of book 1 Game of Thrones. His sense of honor and duty, while admirable, often clashes with the ruthless politics of King's Landing. Ned's decisions shape much of the narrative, and his fate profoundly impacts the story's direction.

Catelyn Stark

Catelyn Stark is a fiercely protective mother and politically astute figure. Her actions, especially the capture of Tyrion Lannister, ignite conflict between houses and drive critical plot developments.

Daenerys Targaryen

Daenerys's transformation from a pawn to a powerful leader is one of the novel's central arcs. Her connection to dragons and her claim to the Iron Throne introduce mystical elements and foreshadow future upheaval.

Jon Snow

As Ned's illegitimate son, Jon Snow faces prejudice and isolation. His journey at the Wall and the discovery of supernatural threats beyond Westeros play a crucial role in shaping the series' overarching conflict.

The Lannisters

- Cersei Lannister: The ambitious queen, master of manipulation.
- Jaime Lannister: The skilled knight with a controversial past.
- Tyrion Lannister: The witty and intelligent outcast, whose perspective adds depth and humor.

Major Themes and Motifs

Power and Ambition

Book 1 Game of Thrones delves into the pursuit of power and the lengths individuals and families will go to secure it. The Iron Throne represents ultimate authority, but the quest for control is fraught with danger and moral compromise. Characters like Petyr Baelish and Cersei Lannister exemplify cunning ambition, while others, such as Ned Stark, struggle to maintain integrity.

Family and Loyalty

Loyalty to family and house is a driving force for many characters. The bonds between the Stark children, the rivalry between Lannister siblings, and the legacy of House Targaryen create emotional stakes and fuel conflict throughout the novel.

Betrayal and Deception

Deceit and betrayal are common themes, with shifting alliances and hidden agendas defining the political landscape. The unpredictable nature of the narrative keeps readers engaged and challenges traditional expectations of good versus evil.

Role of Magic and Myth

While largely grounded in realism, book 1 Game of Thrones introduces elements of magic through the existence of direwolves, the rising threat beyond the Wall, and the birth of dragons. These mystical aspects become increasingly significant as the series progresses.

World-Building and Setting

The Realm of Westeros

Westeros is a meticulously crafted world, featuring diverse regions, cultures, and social hierarchies. From the icy North to the decadent South, each location is richly described, contributing to the immersive atmosphere of the novel.

The Wall and the North

The Wall serves as both a physical and symbolic barrier, separating the known world from mysterious dangers. The Night's Watch, composed of exiles and volunteers, protects the realm from threats such as the White Walkers, adding a layer of suspense and foreboding to the story.

Essos and the Dothraki

Across the sea, the continent of Essos introduces readers to the nomadic Dothraki culture and the remnants of House Targaryen. Daenerys's journey through this land expands the scope of the narrative and introduces new customs, languages, and beliefs.

Impact and Legacy

Influence on Fantasy Genre

Book 1 Game of Thrones revolutionized fantasy literature by subverting genre conventions and embracing moral ambiguity. Its success paved the way for a darker, more nuanced style of storytelling in fantasy novels.

Adaptation and Cultural Phenomenon

The novel inspired HBO's acclaimed television series, which brought the saga to a global audience. Iconic characters, memorable quotes, and dramatic plot twists have made Game of Thrones a staple of popular culture and a reference point for modern fantasy.

Critical Acclaim and Awards

- Winner of the Locus Award for Best Fantasy Novel
- Nominated for the Nebula Award
- Praised for its complex characters and innovative storytelling

Frequently Asked Questions

Q: What is book 1 Game of Thrones about?

A: Book 1 Game of Thrones follows the political and personal struggles of several noble families in the realm of Westeros, focusing on the fight for the Iron Throne and the emergence of supernatural threats.

Q: Who are the main characters in book 1 Game of Thrones?

A: The main characters include Eddard Stark, Catelyn Stark, Jon Snow, Daenerys Targaryen, Tyrion Lannister, Cersei Lannister, and Jaime Lannister, each with their own unique storyline and challenges.

Q: What themes are explored in book 1 Game of Thrones?

A: Major themes include power, ambition, family loyalty, betrayal, and the influence of magic and myth within a realistic medieval setting.

Q: How does book 1 Game of Thrones differ from other fantasy novels?

A: The novel is known for its unpredictable plot, morally complex characters, and a gritty, realistic portrayal of its world, setting it apart from more traditional, heroic fantasy stories.

Q: What role does magic play in book 1 Game of Thrones?

A: Magic is subtle in the first book, seen through direwolves, dragon eggs, and the mysterious threats beyond the Wall, but becomes more prominent in later installments.

Q: Why is the death of Ned Stark significant in book 1 Game of Thrones?

A: Ned Stark's execution marks a pivotal moment, demonstrating the dangerous stakes of political intrigue and shocking readers by subverting expectations about protagonist survival.

Q: What is the setting of book 1 Game of Thrones?

A: The story is set primarily in Westeros, a fictional continent with diverse regions, and also features Essos, introducing the Dothraki and the Targaryen storyline.

Q: Has book 1 Game of Thrones won any notable awards?

A: Yes, it won the Locus Award for Best Fantasy Novel and received nominations for other prestigious fantasy awards.

Q: How did book 1 Game of Thrones influence television and popular culture?

A: The book's adaptation into an HBO series made Game of Thrones a cultural phenomenon, influencing countless TV shows and sparking global interest in epic fantasy.

Q: What makes book 1 Game of Thrones essential reading for fantasy fans?

A: Its complex plot, memorable characters, and innovative approach to the genre have earned it a lasting legacy and widespread acclaim among fantasy enthusiasts.

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Book 1 Game of Thrones: A Deep Dive into A Game of Thrones

Introduction:

Stepping into the world of George R.R. Martin's A Game of Thrones, the first book in the iconic A Song of Ice and Fire series, is like entering a richly woven tapestry of political intrigue, breathtaking landscapes, and unforgettable characters. This isn't your typical fantasy tale; it's a brutal, realistic portrayal of power struggles, betrayal, and the fight for survival in a land teetering on the brink of chaos. This in-depth guide will explore the key plot points, memorable characters, and thematic

elements that make A Game of Thrones a captivating read and the foundation for the global phenomenon that followed. We'll delve beyond the surface, analyzing the intricate world-building and foreshadowing that makes this first installment so compelling. Prepare to journey to Westeros and discover what makes Book 1 Game of Thrones such a captivating read.

Key Plot Points of A Game of Thrones:

The story unfolds across multiple interwoven narratives, each contributing to the overarching conflict. We're introduced to the Stark family, honorable wardens of the North, whose idyllic life is shattered by the discovery of a direwolf pup and the subsequent game-changing events that follow. Simultaneously, we witness the machinations of the Lannisters, a powerful and ambitious family in King's Landing, whose ruthless pursuit of power threatens to unravel the delicate balance of the Seven Kingdoms.

The Stark Family's Tragedy:

The Stark family's journey forms the emotional core of the narrative. Ned Stark's appointment as Hand of the King throws him into the heart of courtly intrigue, exposing him to the Lannisters' venomous schemes. The brutal murder of Jon Arryn, the previous Hand, casts a long shadow, setting the stage for the devastating events that befall the Starks. Their children, each with their own distinct personalities and paths, are scattered across Westeros, their fates intertwined with the larger conflict.

The Lannisters' Rise to Power:

The Lannisters, led by the cunning Tywin and his children, Cersei, Jaime, and Tyrion, are the driving force behind much of the conflict. Their ambition knows no bounds, their ruthlessness a hallmark of their actions. Their intricate web of lies and betrayals fuels the narrative tension, as they manipulate events to their advantage, often at the expense of others.

The War of the Five Kings:

As the book progresses, the simmering tensions erupt into open war. Robert Baratheon's death triggers a power struggle, leading to a conflict between several claimants to the Iron Throne. This conflict acts as a catalyst, setting the stage for alliances to shift, betrayals to occur, and the fate of Westeros to hang precariously in the balance.

Memorable Characters and Their Impact:

A Game of Thrones is populated by a cast of richly developed characters, each with their own motivations, strengths, and weaknesses.

Ned Stark: The Honorable Lord:

Ned Stark's unwavering sense of honor forms a stark contrast to the moral ambiguity surrounding him. His unwavering commitment to justice and his loyalty to his family ultimately leads to his downfall, illustrating the dangers of idealism in a world ruled by power.

Cersei Lannister: The Queen of Intrigue:

Cersei Lannister is a master manipulator, whose ambition and desire for power drive her actions. Her incestuous relationship with Jaime and her cruelty toward those who oppose her, exemplify the darker aspects of human nature.

Tyrion Lannister: The Imp with a Sharp Wit:

Tyrion Lannister, despite his physical stature, possesses a sharp intellect and a cynical wit. He is a complex character, capable of both great cruelty and unexpected kindness. His journey throughout the book serves as a reminder that appearances can be deceiving.

Daenerys Targaryen: The Mother of Dragons:

Introduced in Essos, Daenerys Targaryen's story unfolds as a separate but equally compelling narrative. Her transformation from a naive girl into a powerful queen is a captivating arc, filled with hardship and eventual triumph.

Thematic Elements and World-Building:

A Game of Thrones excels in its intricate world-building and exploration of complex themes. The

stark contrast between the idealized world of the North and the corrupt court of King's Landing sets the stage for moral dilemmas and underscores the book's exploration of power, justice, and morality.

The Power of Family and Loyalty:

The importance of family and loyalty is a recurring theme, tested throughout the narrative by betrayal and hardship. The unwavering bonds between siblings and the complexities of familial relationships are explored in depth.

The Nature of Power and Corruption:

The book examines the corrupting influence of power, showcasing how ambition can lead to cruelty and how easily morality can be sacrificed for political gain.

The Clash Between Idealism and Pragmatism:

Ned Stark's unwavering adherence to his ideals contrasts with the pragmatic approaches of other characters, demonstrating the often brutal consequences of naiveté in a world defined by political maneuvering.

Conclusion:

A Game of Thrones, Book 1 in the A Song of Ice and Fire series, is not simply a fantasy novel; it's a meticulously crafted exploration of human nature, power dynamics, and the enduring power of storytelling. Its unforgettable characters, intricate plotlines, and rich world-building have captivated millions, establishing it as a cornerstone of modern fantasy literature. The seeds planted in this first book blossom into a sprawling saga, making it a rewarding starting point for any reader eager to experience the magic of Westeros.

FAQs:

1. Is A Game of Thrones suitable for younger readers? No, due to the violence, sexual content, and complex themes, it's best suited for mature readers.
2. How does the book differ from the HBO series? The show adapts many elements, but it also significantly deviates from the source material, particularly in later seasons.
3. What is the significance of the direwolves? They act as symbolic representations of the Stark children's fates and foreshadow certain events in the overarching narrative.

4. Are all the books in the A Song of Ice and Fire series published? No, George R.R. Martin is still working on completing the series.

5. Where can I buy A Game of Thrones? It's widely available at bookstores, online retailers like Amazon, and libraries.

book 1 game of thrones: A Game of Thrones George R. R. Martin, 2003-01-01 NOW THE ACCLAIMED HBO SERIES GAME OF THRONES—THE MASTERPIECE THAT BECAME A CULTURAL PHENOMENON Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

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official guide to the complete costumes of HBO's landmark television series Game of Thrones. Discover how BAFTA and Emmy Award-winning costume designer Michele Clapton dressed the heroes and villains of Westeros and beyond, including Daenerys Targaryen, Cersei Lannister, Jon Snow, and Arya Stark. One of 4 comprehensive and officially licensed Game of Thrones retrospective books from HarperVoyager. * CRITICALLY ACCLAIMED - '...peruse the best of the robes, gowns, coats, and suits of armor that made up the rich fabric of Westeros in Game of Thrones: The Costumes' Vanity Fair * LEARN HOW COSTUMES DEFINED CHARACTERS - 440 pages of in-depth interviews and commentary on how costume design helped convey the evolution of George R.R. Martin's beloved characters such as Tyrion Lannister, Sansa Stark, and Brienne of Tarth. * SEE EXCLUSIVE IMAGES AND DESIGNS - Over 1,000 exclusive and rarely seen images including Michele Clapton's designs and original concept sketches. * HEAR FROM THE SHOW'S CREATORS - Features an exclusive foreword from Game of Thrones showrunners David Benioff and D. B. Weiss. * AN EYECATCHING COFFEE TABLE BOOK - Deluxe 9.75 × 13 inch format. * A PERFECT GIFT FOR GAME OF THRONES FANS - Perfectly timed for the holiday season, this gift will be cherished for a lifetime.

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book 1 game of thrones: Game of Thrones Summary - Book One Gyorgy Martin, George R. R. Martin, 2015-06-05 A Game Of Thrones: A Song of Ice and Fire: Book OneSummary by Gyorgy Martin WARNING: This is not the original book Game of Thrones by George R.R. Martin.Do not buy this summary if you are lookingfor a full copy of this great book, which can be found back on the Amazon search page. Most people who are familiar with the fantasy genre of literature are already fans of the incomparable George Raymond Richard Martin.It's been nearly 2 decades since the release of his novel, A Game of Thrones and it remains one of the most popular high fantasies in recent memory.Winner of the 1997 Locus Award, A Game of Thrones is an epic tale about Eddard Stark, the ruler of a mystical land known as Winterfell. Eddard, who is also known as Ned to his close associates, has to go and execute a deserter and his sons must accompany him on the journey.The plot thickens when a fellow ruler, King Robert, asks Ned to be the hand to the king, a political position with important responsibilities.King Robert's wife, Queen Cersei, is already

suspected of tyranny and when Ned's son, Bran Stark sees her sleeping with her own twin brother, Jaime Lannister, Jaime realizes how dire the consequences would be if the secret relationship is found out. Jaime pushes Ned's son from a tower and the story really gets interesting because Bran survives the fall. With Bran in a coma and a deadly secret in his brain, the struggle to conceal the true level of tyranny and treachery begins. This book has the mile a minute, over the top kind of plot twists that would be expected from a daytime soap opera. This is truly one of the best high fantasy novels in recent memory which is why it has been made into a series for HBO. Any fan of Fantasy should definitely give the eBook of the A Game of Thrones summary some serious consideration because it's one of the best reads in the genre in recent memory. The shorter summary covers the entire story, it costs less than the full book, and it can be read in a fraction of the time. Scroll up and grab a copy today

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book 1 game of thrones: The Mystery Knight: A Graphic Novel George R. R. Martin, 2017-08-08 A graphic novel edition of The Mystery Knight, one of the thrilling Dunk and Egg novellas from George R. R. Martin's A Knight of the Seven Kingdoms and a prequel of sorts to A Game of Thrones "Every wedding needs a singer, and every journey needs a mystery knight." Westeros is eerily peaceful. King Aerys I sits on the Iron Throne. A ravaging plague has abated. Yet beneath the surface, tensions linger sixteen years after a failed rebellion. In these restless times, noble hedge knight Ser Duncan the Tall—Dunk, to his friends—and his precocious boy squire, Egg, travel the Seven Kingdoms performing chivalrous deeds, though Egg's bloodline must be concealed at all costs. After heading north for Winterfell, Dunk and Egg are lured off the kingsroad by a wedding feast—and an unusually lucrative tournament. The champion jousting will claim a rare trophy indeed: a dragon's egg. Dunk, always better in a melee, would be satisfied with a hot meal, a cup of wine, and a purse full of coins. But a treasonous plot is more likely to hatch before another dragon ever stretches its wings. Someone's on to Egg. And a mystery knight with designs on an even bigger prize soon throws the entire affair into chaos.

book 1 game of thrones: Game of Thrones Matthew Reinhart, 2014-06-10 Inspired by the Emmy® Award-winning credits sequence that opens each episode of the hit HBO® series, Game of Thrones: A Pop-Up Guide to Westeros is guaranteed to thrill the show's legions of fans. Featuring

stunning pop-up recreations of several key locations from the series, including the formidable castle of Winterfell, the lavish capital city King's Landing, and the Wall's stark majesty, this book—designed by renowned paper engineer Matthew Reinhart—takes you into the world of the series like never before. *Game of Thrones: A Pop-Up Guide to Westeros* features a total of five stunning spreads, which fold out to create a remarkable pop-up map of Westeros that is perfect for displaying. The book also contains numerous mini-pops that bring to life iconic elements of the show, such as direwolves, White Walkers, giants, and dragons. All the pops are accompanied by insightful text that relays the rich history of the Seven Kingdoms and beyond, forming a dynamic reference guide to the world of *Game of Thrones*. Visually spectacular and enthrallingly interactive, *Game of Thrones: A Pop-Up Guide to Westeros* sets a new standard for pop-up books and perfectly captures the epic scope and imagination of the series.

book 1 game of thrones: *Fire & Blood* George R. R. Martin, 2020-08-04 #1 NEW YORK TIMES BESTSELLER • The thrilling history of the Targaryens comes to life in this masterly work, the inspiration for HBO's *Game of Thrones* prequel series *House of the Dragon* "The thrill of *Fire & Blood* is the thrill of all Martin's fantasy work: familiar myths debunked, the whole trope table flipped."—*Entertainment Weekly* Centuries before the events of *A Game of Thrones*, House Targaryen—the only family of dragonlords to survive the Doom of Valyria—took up residence on Dragonstone. *Fire & Blood* begins their tale with the legendary Aegon the Conqueror, creator of the Iron Throne, and goes on to recount the generations of Targaryens who fought to hold that iconic seat, all the way up to the civil war that nearly tore their dynasty apart. What really happened during the Dance of the Dragons? Why was it so deadly to visit Valyria after the Doom? What were Maegor the Cruel's worst crimes? What was it like in Westeros when dragons ruled the skies? These are but a few of the questions answered in this essential chronicle, as related by a learned maester of the Citadel and featuring more than eighty-five black-and-white illustrations by artist Doug Wheatley—including five illustrations exclusive to the trade paperback edition. Readers have glimpsed small parts of this narrative in such volumes as *The World of Ice & Fire*, but now, for the first time, the full tapestry of Targaryen history is revealed. With all the scope and grandeur of Gibbon's *The History of the Decline and Fall of the Roman Empire*, *Fire & Blood* is the first volume of the definitive two-part history of the Targaryens, giving readers a whole new appreciation for the dynamic, often bloody, and always fascinating history of Westeros. Praise for *Fire & Blood* "A masterpiece of popular historical fiction."—*The Sunday Times* "The saga is a rich and dark one, full of both the title's promised elements. . . . It's hard not to thrill to the descriptions of dragons engaging in airborne combat, or the dilemma of whether defeated rulers should 'bend the knee,' 'take the black' and join the Night's Watch, or simply meet an inventive and horrible end."—*The Guardian*

book 1 game of thrones: *A Dance with Dragons* George R. R. Martin, 2013-10-29 #1 NEW YORK TIMES BESTSELLER • THE BOOK BEHIND THE FIFTH SEASON OF THE ACCLAIMED HBO SERIES *GAME OF THRONES* Don't miss the thrilling sneak peek of George R. R. Martin's *A Song of Ice and Fire: Book Six, The Winds of Winter* Dubbed "the American Tolkien" by *Time* magazine, George R. R. Martin has earned international acclaim for his monumental cycle of epic fantasy. Now the #1 New York Times bestselling author delivers the fifth book in his landmark series—as both familiar faces and surprising new forces vie for a foothold in a fragmented empire. **A DANCE WITH DRAGONS** In the aftermath of a colossal battle, the future of the Seven Kingdoms hangs in the balance—beset by newly emerging threats from every direction. In the east, Daenerys Targaryen, the last scion of House Targaryen, rules with her three dragons as queen of a city built on dust and death. But Daenerys has thousands of enemies, and many have set out to find her. As they gather, one young man embarks upon his own quest for the queen, with an entirely different goal in mind. Fleeing from Westeros with a price on his head, Tyrion Lannister, too, is making his way to Daenerys. But his newest allies in this quest are not the rag-tag band they seem, and at their heart lies one who could undo Daenerys's claim to Westeros forever. Meanwhile, to the north lies the mammoth Wall of ice and stone—a structure only as strong as those guarding it. There, Jon Snow,

998th Lord Commander of the Night's Watch, will face his greatest challenge. For he has powerful foes not only within the Watch but also beyond, in the land of the creatures of ice. From all corners, bitter conflicts reignite, intimate betrayals are perpetrated, and a grand cast of outlaws and priests, soldiers and skinchangers, nobles and slaves, will face seemingly insurmountable obstacles. Some will fail, others will grow in the strength of darkness. But in a time of rising restlessness, the tides of destiny and politics will lead inevitably to the greatest dance of all. Praise for *A Dance with Dragons* "Filled with vividly rendered set pieces, unexpected turnings, assorted cliffhangers and moments of appalling cruelty, *A Dance with Dragons* is epic fantasy as it should be written: passionate, compelling, convincingly detailed and thoroughly imagined."—The Washington Post "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

book 1 game of thrones: *Game of Thrones: The Poster Collection* . HBO, 2013-03-12 Relive the epic drama of HBO's award-winning saga with this stunning poster collection, featuring 40 iconic images from the show. Bringing together incredible stills from *Game of Thrones* depicting unforgettable characters, including Ned Stark, Tyrion Lannister, and Daenerys Targaryen, this collection also showcases HBO's promotional posters for the series. Each poster is easy to remove and perfect for displaying. As it approaches its third season, *Game of Thrones* has become the network's most popular international series. Broadcast in prime time on major channels in more than thirty markets worldwide, the series has a global audience that grows each week. Based on the bestselling book series from George R.R. Martin, *Game of Thrones* features universal themes of power, love, honor, and betrayal, creating an epic story with widespread appeal.

book 1 game of thrones: *Skip Perrin Briar*, 2017-01-17 A Mysterious Clock Controls Time. What Happens When It Breaks?The clock tower is the center of the town of Time. It counts down the hours, minutes and seconds of every passing day. But unbeknownst to the local inhabitants, it is at the center of a great deal more than that. It is the center of the universe and controls time itself. But it is old and beginning to break, sending the world's inhabitants skipping forward and back through time. Seventeen-year-old Jera Wythnos, betrothed to marry a powerful lord, runs to escape her responsibilities and pursue her dream of traveling the world. Hot on her heels is her betrothed, moving heaven and earth to find her before the wedding day. Elian Stump is an outlaw on the run from a bungled heist, but he carries with him a dangerous secret that threatens to either free or ensnare the world. They confront sinister forces at every turn, hell bent on preventing them from achieving their goal, and taking control of the clock tower for themselves. The universe has chosen this unlikely pair to collect all three replacement clock pieces scattered across the world before the clock tower, and time, breaks for good. On their journey they make friends and enemies, encounter strange and wonderful mythical creatures, and face their own internal demons.

book 1 game of thrones: *The Master and Margarita* Mikhail Bulgakov, 2016-03-18 Satan comes to Soviet Moscow in this critically acclaimed translation of one of the most important and best-loved modern classics in world literature. *The Master and Margarita* has been captivating readers around the world ever since its first publication in 1967. Written during Stalin's time in power but suppressed in the Soviet Union for decades, Bulgakov's masterpiece is an ironic parable on power and its corruption, on good and evil, and on human frailty and the strength of love. In *The Master and Margarita*, the Devil himself pays a visit to Soviet Moscow. Accompanied by a retinue that includes the fast-talking, vodka-drinking, giant tomcat Behemoth, he sets about creating a whirlwind of chaos that soon involves the beautiful Margarita and her beloved, a distraught writer known only as the Master, and even Jesus Christ and Pontius Pilate. *The Master and Margarita* combines fable, fantasy, political satire, and slapstick comedy to create a wildly entertaining and unforgettable tale that is commonly considered the greatest novel to come out of the Soviet Union. It appears in this edition in a translation by Mirra Ginsburg that was judged "brilliant" by Publishers Weekly. Praise for *The Master and Margarita* "A wild surrealistic romp. . . . Brilliantly flamboyant and outrageous." —Joyce Carol Oates, *The Detroit News* "Fine, funny, imaginative. . . . *The Master and Margarita* stands squarely in the great Gogol-esque tradition of satiric narrative." —Saul Maloff,

Newsweek "A rich, funny, moving and bitter novel. . . . Vast and boisterous entertainment." —The New York Times "The book is by turns hilarious, mysterious, contemplative and poignant. . . . A great work." —Chicago Tribune "Funny, devilish, brilliant satire. . . . It's literature of the highest order and . . . it will deliver a full measure of enjoyment and enlightenment." —Publishers Weekly

book 1 game of thrones: The Way of Kings Brandon Sanderson, 2010-08-31 From #1 New York Times bestselling author Brandon Sanderson, *The Way of Kings*, Book One of the Stormlight Archive, begins an incredible new saga of epic proportion. 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 soilless 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: Life before death. Strength before weakness. Journey before Destination. and return to men the Shards they once bore. The Knights Radiant must stand again.

Other Tor books by Brandon Sanderson *The Cosmere* *The Stormlight Archive* ● *The Way of Kings* ● *Words of Radiance* ● *Edgedancer* (novella) ● *Oathbringer* ● *Dawnshard* (novella) ● *Rhythm of War* *The Mistborn Saga* *The Original Trilogy* ● *Mistborn* ● *The Well of Ascension* ● *The Hero of Ages* *Wax and Wayne* ● *The Alloy of Law* ● *Shadows of Self* ● *The Bands of Mourning* ● *The Lost Metal* Other Cosmere novels ● *Elantris* ● *Warbreaker* ● *Tress of the Emerald Sea* ● *Yumi and the Nightmare Painter* ● *The Sunlit Man Collection* ● *Arcanum Unbounded: The Cosmere Collection* *The Alcatraz vs. the Evil Librarians series* ● *Alcatraz vs. the Evil Librarians* ● *The Scrivener's Bones* ● *The Knights of Crystallia* ● *The Shattered Lens* ● *The Dark Talent* ● *Bastille vs. the Evil Librarians* (with Janci Patterson) Other novels ● *The Rithmatist* ● *Legion: The Many Lives of Stephen Leeds* ● *The Frugal Wizard's Handbook for Surviving Medieval England* Other books by Brandon Sanderson *The Reckoners* ● *Steelheart* ● *Firefight* ● *Calamity Skyward* ● *Skyward* ● *Starsight* ● *Cytonic* ● *Skyward Flight* (with Janci Patterson) ● *Defiant* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

book 1 game of thrones: Red Rising Pierce Brown, 2014-01-28 NEW YORK TIMES BESTSELLER • Pierce Brown's relentlessly entertaining debut channels the excitement of *The Hunger Games* by Suzanne Collins and *Ender's Game* by Orson Scott Card. "Red Rising ascends above a crowded dystopian field."—USA Today ONE OF THE BEST BOOKS OF THE YEAR—Entertainment Weekly, BuzzFeed, Shelf Awareness "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 Red, a member of the lowest caste in the color-coded society of the future. Like his fellow Reds, he works all day, believing that he and his people are making the surface of Mars livable for future generations. Yet he toils willingly, trusting that his blood and sweat will one day result in a better world for his children. But Darrow and his kind have been betrayed. Soon he discovers that

humanity reached the surface generations ago. Vast cities and lush wilds 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 sacrifices everything to infiltrate the legendary Institute, a proving ground for the dominant Gold caste, where the next generation of humanity's overlords struggle for power. He will be forced to compete for his life and the very future of civilization against the best and most brutal of Society's ruling class. There, he will stop at nothing to bring down his enemies . . . even if it means he has to become one of them to do so. Praise for *Red Rising* "[A] spectacular adventure . . . one heart-pounding ride . . . Pierce Brown's dizzyingly good debut novel evokes *The Hunger Games*, *Lord of the Flies*, and *Ender's Game*. . . . [Red Rising] has everything it needs to become meteoric."—*Entertainment Weekly* "Ender, Katniss, and now Darrow."—Scott Sigler "Red Rising is a sophisticated vision. . . . Brown will find a devoted audience."—*Richmond Times-Dispatch* Don't miss any of Pierce Brown's *Red Rising* Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE • LIGHT BRINGER

book 1 game of thrones: A Game of Thrones: The Graphic Novel George R. R. Martin, 2012-03-27 This graphic novel adaptation contains more than fifty pages of exclusive content not available in the original comic books, including • a new Preface by George R. R. Martin • early renderings of key scenes and favorite characters from the novels • a walk-through of the entire creative process, from auditioning the artists to tweaking the scripts to coloring the final pages • behind-the-scenes commentary from Daniel Abraham, Tommy Patterson, and series editor Anne Groell You've read the books. You've watched the hit series on HBO. Now acclaimed novelist Daniel Abraham and illustrator Tommy Patterson bring George R. R. Martin's epic fantasy masterwork *A Game of Thrones* to majestic new life in the pages of this full-color graphic novel. Comprised of the initial six issues of the graphic series, this is the first volume in what is sure to be one of the most coveted collaborations of the year. 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.

book 1 game of thrones: A Knight of the Seven Kingdoms George R. R. Martin, 2020-02-25 NEW YORK TIMES BESTSELLER • Taking place nearly a century before the events of *A Game of Thrones*, *A Knight of the Seven Kingdoms* compiles the first three official prequel novellas to George R. R. Martin's ongoing masterwork, *A Song of Ice and Fire*. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY LOS ANGELES TIMES AND BUZZFEED These never-before-collected adventures recount an age when the Targaryen line still holds the Iron Throne, and the memory of the last dragon has not yet passed from living consciousness. Before Tyrion Lannister and Podrick Payne, there was Dunk and Egg. A young, naïve but ultimately courageous hedge knight, Ser Duncan the Tall towers above his rivals—in stature if not experience. Tagging along is his diminutive squire, a boy called Egg—whose true name is hidden from all he and Dunk encounter. Though more improbable heroes may not be found in all of Westeros, great destinies lay ahead for these two . . . as do powerful foes, royal intrigue, and outrageous exploits. Featuring more than 160 all-new

illustrations by Gary Gianni, *A Knight of the Seven Kingdoms* is a must-have collection that proves chivalry isn't dead—yet. Praise for *A Knight of the Seven Kingdoms* “Readers who already love Martin and his ability to bring visceral human drama out of any story will be thrilled to find this trilogy brought together and injected with extra life.”—Booklist “The real reason to check out this collection is that it's simply great storytelling. Martin crafts a living, breathing world in a way few authors can. . . . [Gianni's illustrations] really bring the events of the novellas to life in beautiful fashion.”—Tech Times “Stirring . . . As Tolkien has his *Silmarillion*, so [George R. R.] Martin has this trilogy of foundational tales. They succeed on their own, but in addition, they succeed in making fans want more.”—Kirkus Reviews (starred review) “Pure fantasy adventure, with two of the most likable protagonists George R. R. Martin has ever penned.”—Bustle “A must-read for Martin's legion of fans . . . a rousing prelude to [his] bestselling *Song of Ice and Fire* saga . . . rich in human drama and the colorful worldbuilding that distinguishes other books in the series.”—Publishers Weekly

book 1 game of thrones: Outlander Diana Gabaldon, 2004-10-26 #1 NEW YORK TIMES BESTSELLER • NOW A STARZ ORIGINAL SERIES Unrivaled storytelling. Unforgettable characters. Rich historical detail. These are the hallmarks of Diana Gabaldon's work. Her New York Times bestselling *Outlander* novels have earned the praise of critics and captured the hearts of millions of fans. Here is the story that started it all, introducing two remarkable characters, Claire Beauchamp Randall and Jamie Fraser, in a spellbinding novel of passion and history that combines exhilarating adventure with a love story for the ages. One of the top ten best-loved novels in America, as seen on PBS's *The Great American Read!* *Scottish Highlands, 1945*. Claire Randall, a former British combat nurse, is just back from the war and reunited with her husband on a second honeymoon when she walks through a standing stone in one of the ancient circles that dot the British Isles. Suddenly she is a Sassenach—an “outlander”—in a Scotland torn by war and raiding clans in the year of Our Lord . . . 1743. Claire is catapulted into the intrigues of a world that threatens her life, and may shatter her heart. Marooned amid danger, passion, and violence, Claire learns her only chance of safety lies in Jamie Fraser, a gallant young Scots warrior. What begins in compulsion becomes urgent need, and Claire finds herself torn between two very different men, in two irreconcilable lives. This eBook includes the full text of the novel plus the following additional content: • An excerpt from Diana Gabaldon's *Dragonfly in Amber*, the second novel in the *Outlander* series • An interview with Diana Gabaldon • An *Outlander* reader's guide Praise for *Outlander* “Marvelous and fantastic adventures, romance, sex . . . perfect escape reading.”—San Francisco Chronicle “History comes deliciously alive on the page.”—New York Daily News

book 1 game of thrones: The Armageddon Rag George R. R. Martin, 2007-01-30 “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

book 1 game of thrones: Game of Thrones: A Guide to Westeros and Beyond Myles McNutt, 2019-10-31 As Westeros returns to our screens, relive all eight seasons of *Game of Thrones* with the ONLY official tie-in guide to the biggest TV series in the world THE PERFECT GIFT FOR ANYONE

OBSESSED WITH HOUSE OF THE DRAGON _____ Delve deeper into Westeros than ever before . . . Covering all eight seasons of the hit HBO show, this remarkable volume offers a unique and exciting visual exploration into the incredible world of Game of Thrones. In two parts, the book follows the story of the South, where kings and queens battle for the Iron Throne, and of the North, where the White Walkers and their army of the dead gather. Fully illustrated with stunning photography, infographics, timelines and insightful essays, this is the essential guide for any Game of Thrones fan. · Find out more about your favourite characters with in-depth biographies · Read explanations of key relationships from Jon & Daenerys, to Jaime & Brienne · Discover the locations of King's Landing, Oldtown, The Iron Islands and more · Piece together ancestry with family trees of the four Houses · Learn about the creatures of GOT, from Dragons to Direwolves · Get the full story of major battles and events · Discover must-know facts about everything from Heartsbane to Greyscale And so much more . . . _____ 'Everything a fan could want' Woman & Home 'An exciting exploration into the incredible world of Game of Thrones' My Weekly

book 1 game of thrones: I Have No Mouth & I Must Scream Harlan Ellison, 2014-04-29 Seven stunning stories of speculative fiction by the author of A Boy and His Dog. In a post-apocalyptic world, four men and one woman are all that remain of the human race, brought to near extinction by an artificial intelligence. Programmed to wage war on behalf of its creators, the AI became self-aware and turned against humanity. The five survivors are prisoners, kept alive and subjected to brutal torture by the hateful and sadistic machine in an endless cycle of violence. This story and six more groundbreaking and inventive tales that probe the depths of mortal experience prove why Grand Master of Science Fiction Harlan Ellison has earned the many accolades to his credit and remains one of the most original voices in American literature. I Have No Mouth and I Must Scream also includes "Big Sam Was My Friend," "Eyes of Dust," "World of the Myth," "Lonelyache," Hugo Award finalist "Delusion for a Dragon Slayer," and Hugo and Nebula Award finalist "Pretty Maggie Moneyeyes."

book 1 game of thrones: Iron, Fire and Ice Ed West, 2019-04-09 Have you read everything George R.R. Martin has ever written? Do you know what in Game of Thrones is based in real history? A young pretender raises an army to take the throne. Learning of his father's death, the adolescent, dashing and charismatic and descended from the old kings of the North, vows to avenge him. He is supported in this war by his mother, who has spirited away her two younger sons to safety. Against them is the queen, passionate, proud, and strong-willed and with more of the masculine virtues of the time than most men. She too is battling for the inheritance of her young son, not yet fully grown but already a sadist who takes delight in watching executions. Sound familiar? It may read like the plot of Game of Thrones. Yet that was also the story of the bloodiest battle in British history, fought at the culmination of the War of the Roses. George RR Martin's bestselling novels are rife with allusions, inspirations, and flat-out copies of real-life people, events, and places of medieval and Tudor England and Europe. The Red Wedding? Based on actual events in Scottish history. The poisoning of Joffrey Baratheon? Eerily similar to the death of William the Conqueror's grandson. The Dothraki? Also known as Huns, Magyars, Turks, and Mongols. Join Ed West, as he explores all of Martin's influences, from religion to war to powerful women. Discover the real history behind the phenomenon and see for yourself that truth is stranger than fiction.

book 1 game of thrones: Raising Steam Terry Pratchett, 2013-11-07 'The world lives between those who say it cannot be done and those who say that it can . . . it's just a matter of thinking creatively.' Moist von Lipwig is a con man turned civil servant. As head of the Royal Bank and Post Office of Ankh-Morpork, he doesn't really want or need another job. But when the Patrician Lord Vetinari gives you a task, you do it or suffer the consequences. In Moist's case, death. A brand-new invention has come to the city: a steam locomotive named Iron Girder, to be precise. With the railway's introduction and rapid expansion, Vetinari enlists Moist to represent the government and keep things on track. But as with all new technology, some people have objections, and Moist will have to use every trick in his arsenal to keep the trains running . . . 'The most serious of comedies, the most relevant and real of fantasies' Independent Raising Steam is the third and final

book in the Moist von Lipwig series, but the Discworld novels can be read in any order.

book 1 game of thrones: Red Storm Rising Tom Clancy, 1987-07-01 From the author of the Jack Ryan series comes an electrifying #1 New York Times bestseller—a standalone military thriller that envisions World War 3... A chillingly authentic vision of modern war, *Red Storm Rising* is as powerful as it is ambitious. Using the latest advancements in military technology, the world's superpowers battle on land, sea, and air for ultimate global control. It is a story you will never forget. Hard-hitting. Suspenseful. And frighteningly real. “Harrowing...tense...a chilling ring of truth.”—TIME

book 1 game of thrones: A Storm of Swords George R. R. Martin, 2003-03-04 THE BOOK BEHIND THE THIRD SEASON OF GAME OF THRONES, AN ORIGINAL SERIES NOW ON HBO. Here is the third volume in George R. R. Martin’s magnificent cycle of novels that includes *A Game of Thrones* and *A Clash of Kings*. As a whole, this series comprises a genuine masterpiece of modern fantasy, bringing together the best the genre has to offer. Magic, mystery, intrigue, romance, and adventure fill these pages and transport us to a world unlike any we have ever experienced. Already hailed as a classic, George R. R. Martin’s stunning series is destined to stand as one of the great achievements of imaginative fiction. A STORM OF SWORDS Of the five contenders for power, one is dead, another in disfavor, and still the wars rage as violently as ever, as alliances are made and broken. Joffrey, of House Lannister, sits on the Iron Throne, the uneasy ruler of the land of the Seven Kingdoms. His most bitter rival, Lord Stannis, stands defeated and disgraced, the victim of the jealous sorceress who holds him in her evil thrall. But young Robb, of House Stark, still rules the North from the fortress of Riverrun. Robb plots against his despised Lannister enemies, even as they hold his sister hostage at King’s Landing, the seat of the Iron Throne. Meanwhile, making her way across a blood-drenched continent is the exiled queen, Daenerys, mistress of the only three dragons still left in the world. . . . But as opposing forces maneuver for the final titanic showdown, an army of barbaric wildlings arrives from the outermost line of civilization. In their vanguard is a horde of mythical Others—a supernatural army of the living dead whose animated corpses are unstoppable. As the future of the land hangs in the balance, no one will rest until the Seven Kingdoms have exploded in a veritable storm of swords. . . .

book 1 game of thrones: A Game of Thrones George R. R. Martin, 1997-08-04 NOW THE ACCLAIMED HBO SERIES GAME OF THRONES—THE MASTERPIECE THAT BECAME A CULTURAL PHENOMENON Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King’s Landing. There Eddard Stark of Winterfell rules in Robert’s name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen’s brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

book 1 game of thrones: The World of Ice & Fire George R. R. Martin, Elio M. García Jr., Linda Antonsson, 2014-10-28 NEW YORK TIMES BESTSELLER • Perfect for fans of *A Song of Ice and Fire* and HBO’s *Game of Thrones*—an epic history of Westeros and the lands beyond, featuring hundreds of pages of all-new material from George R. R. Martin! If the past is prologue, then George R. R. Martin’s masterwork—the most inventive and entertaining fantasy saga of our time—warrants

one hell of an introduction. At long last, it has arrived with *The World of Ice & Fire*. This lavishly illustrated volume 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, including • artwork and maps, with more than 170 original pieces • full family trees for Houses Stark, Lannister, and Targaryen • in-depth explorations of the history and culture of Westeros • 100% all-new material, more than half of which Martin wrote specifically for this book

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

book 1 game of thrones: *The Photography of Game of Thrones* Helen Sloan, Michael Kogge, 2020-04-14 Enter the world of HBO's global television phenomenon *Game of Thrones* with this limited edition of *The Photography of Game of Thrones*—the definitive photographic collection. This deluxe limited edition of *The Photography of Game of Thrones* contains a beautiful 96-page full-color photography booklet featuring stunning portrait shots of each character, a selection of eight art prints, and is signed by *Game of Thrones* principal stills photographer, Helen Sloan. Contained in a bold and gorgeously crafted clamshell case, *The Photography of Game of Thrones* captures the scope and nuance of the show in striking detail. This deluxe compendium features sumptuous photography from the making of HBO's unparalleled hit show *Game of Thrones*. Offering a rare peek behind the scenes of one of the most popular and revered television shows of all time, *The Photography of Game of Thrones* gives fans an exclusive look at some of their favorite characters and moments from the show in gorgeous detail. The best of Sloan's collection, along with the work of the unit photography team, is featured here.

book 1 game of thrones: *A Storm of Swords: Part 2 Blood and Gold (A Song of Ice and Fire, Book 3)* George R.R. Martin, 2011-06-02 HBO's hit series *A GAME OF THRONES* is based on George R R Martin's internationally bestselling series *A SONG OF ICE AND FIRE*, the greatest fantasy epic of the modern age. *A STORM OF SWORDS: BLOOD AND GOLD* is the *SECOND* part of the third volume in the series. 'Colossal, staggering . . . one of the greats' SFX

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Stormlands, Dorne, and the Reach, and just why it is that the families of Game of Thrones are eager to avenge themselves on one another.

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book 1 game of thrones: Living Language Dothraki David J. Peterson, 2014 Living Language Dothraki brings the world of Game of Thrones to life with a conversational language course teaching Dothraki, the language developed for the HBO series by language and culture consultant David J. Peterson and first seen in George R.R. Martin's A Song of Ice and Fire series. The 128-page coursebook features a step-by-step guide to pronunciation, basic phrases, easy-to-follow grammar explanation and examples, extensive thematic vocabulary lists, dialogue, and exercises for reinforcement. Living Language Dothraki also includes a one-hour audio CD of essential phrases and vocabulary so that learners can speak Dothraki with confidence. Additional notes about the language and the culture of the Dothraki people appear throughout the coursebook to give the language context.

book 1 game of thrones: A Dance With Dragons: Part 1 Dreams and Dust (A Song of Ice and Fire, Book 5) George R.R. Martin, 2012-03-15 HBO's hit series A GAME OF THRONES is based on George R R Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. A DANCE WITH DRAGONS: DREAMS AND DUST is the FIRST part of the fifth volume in the series. 'Richly satisfying and utterly engrossing' Sunday Times

book 1 game of thrones: The Winds of Winter George R.R. Martin, The sixth book in George R. R. Martin's critically acclaimed, world wide best-selling series A SONG OF ICE AND FIRE - the inspiration behind HBO's GAME OF THRONES. 'An absorbing, exciting read ... Martin's style is so vivid that you will be hooked within a few pages' The Times

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book 1 game of thrones: Say What You Will Cammie McGovern, 2014-06-03 "A unique and unforgettable love." —Teen Vogue John Green's The Fault in Our Stars meets Rainbow Rowell's Eleanor & Park in this beautifully written, incredibly honest, and emotionally poignant novel. Cammie McGovern's insightful young adult debut is a heartfelt and heartbreaking story about how we can all feel lost until we find someone who loves us because of our faults, not in spite of them. Born with cerebral palsy, Amy can't walk without a walker, talk without a voice box, or even fully control her facial expressions. Plagued by obsessive-compulsive disorder, Matthew is consumed with repeated thoughts, neurotic rituals, and crippling fear. Both in desperate need of someone to help them reach out to the world, Amy and Matthew are more alike than either ever realized. When Amy decides to hire student aides to help her in her senior year at Coral Hills High School, these two teens are thrust into each other's lives. As they begin to spend time with each other, what started as a blossoming friendship eventually grows into something neither expected.

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