

## A Game Of Thrones: The Story Continues Books 1 5: A Game Of Thrones, A Clash Of Kings, A Storm Of Swords, A Feast For Crows, A Dance With Dragons (A Song Of Ice And Fire)

The perfect read and perfect gift for Game of Thrones fans The official, definitive oral history of the blockbuster show from Entertainment Weekly's James Hibberd, endorsed by George R. R. Martin himself (who calls it "an amazing read"), reveals the one Game of Thrones tale that has yet to be told: the thirteen-year behind-the-scenes struggle to make the show. Fire Cannot Kill a Dragon shares the incredible, thrilling, uncensored story of Game of Thrones, from the creators' first meetings with George R. R. Martin and HBO through the series finale, including all the on-camera battles, off-camera efforts, and the many controversies in between. The book also features more than fifty candid new interviews, rare and stunning photos, and unprecedented access to the producers, cast, and crew who took an impossible idea and made it into the biggest show in the world.

This 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.

"A coloring book based on the Game of thrones." --

The everything-you-missed, wanted-to-know-more-about, and can't-get-enough guide to the Game of Thrones television series—from the first episode to the epic finale. Valar morghulis! Spanning every episode across all eight seasons, INSIDER's entertainment correspondent Kim Renfro goes deep into how the show was made, why it became such a phenomenon and explores every detail you want to know. It's the perfect book to look back at all you may have missed or to jump-start you on a second viewing of the whole series. As an entertainment correspondent, Renfro has covered the show's premieres, broken down key details in scenes, explored characters' histories, and interviewed the cast, directors, and crew. In this book, she sheds new light on the themes, storylines, character development, the meaning of the finale, and what you can expect next. Some of the questions answered here include: What was the Night King's ultimate purpose? How did the show effect George R.R. Martin's ability to finish the book series? Why were the final seasons shorter? Why did the direwolves get shortchanged? How were the fates of Jon Snow and Daenerys Targaryen foretold from the start? Was that really a bittersweet ending? Winter may have come and gone, but there is still plenty to discover and obsess over in this behind-the-scenes fan guide to the Game of Thrones HBO series.

A Game of Thrones; A Clash of Kings; A Storm of Swords; A Feast for Crows

A Game of Thrones

The Science of Game of Thrones

Outlander

A Game of Thrones 4-Book Bundle

A Clash of Kings

THE HIT ORIGINAL SERIES FROM HBO #1 INTERNATIONALLY BESTSELLING AUTHOR GEORGE R. R. MARTIN A SONG OF ICE AND FIRE Includes GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS

Filled with gorgeous illustrations and artwork from HBO's hit series, The Art of Game of Thrones is the definitive collection. Beautifully crafted and presented in a deluxe, large format, these pages present a visual chronicle of the meticulous work done by artists to bring the world of Westeros to life on-screen.

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.

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

Game of Thrones: A Guide to Westeros and Beyond: The Complete Series

Dying of the Light

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

Seasons 1 & 2 (Game of Thrones Book, Book about HBO Series)

Game of Thrones 5-Copy Boxed Set

*The first volume of a definitive two-part history of the Targaryens in Westeros is set centuries before the events of "A Game of Thrones" and answers key questions about the dynasty's origins, conflicts and relationships with dragons.*

*THE BOOK BEHIND THE FOURTH SEASON OF THE ACCLAIMED HBO SERIES GAME OF THRONES* Few books have captivated the imagination and won the devotion and praise of readers and critics everywhere as has George R. R. Martin's monumental epic cycle of high fantasy. Now, in *A Feast for Crows*, Martin delivers the long-awaited fourth book of his landmark series, as a kingdom torn asunder finds itself at last on the brink of peace . . . only to be launched on an even more terrifying course of destruction. *A FEAST FOR CROWS* It seems too good to be true. After centuries of bitter strife and fatal treachery, the seven powers dividing the land have decimated one another into an uneasy truce. Or so it appears. . . . With the death of the monstrous King Joffrey, Cersei is ruling as regent in King's Landing. Robb Stark's demise has broken the back of the Northern rebels, and his siblings are scattered throughout the kingdom like seeds on barren soil. Few legitimate claims to the once desperately sought Iron Throne still exist—or they are held in hands too weak or too distant to wield them effectively. The war, which raged out of control for so long, has burned itself out. But as in the aftermath of any climactic struggle, it is not long before the survivors, outlaws, renegades, and carrion eaters start to gather, picking over the bones of the dead and fighting for the spoils of the soon-to-be dead. Now in the Seven Kingdoms, as the human crows assemble over a banquet of ashes, daring new plots and dangerous new alliances are formed, while surprising faces—some familiar, others only just appearing—are seen emerging from an ominous twilight of past struggles and chaos to take up the challenges ahead. It is a time when the wise and the ambitious, the deceitful and the strong will acquire the skills, the power, and the magic to survive the stark and terrible times that lie before them. It is a time for nobles and commoners, soldiers and sorcerers, assassins and sages to come together and stake their fortunes . . . and their lives. For at a feast for crows, many are the guests—but only a few are the survivors.

*The kingdom of the royal Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons and the arrival of barbarian hordes. Reissue. TV tie-in.*

*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.*

*A Song of Ice and Fire Series: A Game of Thrones, A Clash of Kings, A Storm of Swords, and A Feast for Crows  
Game of Thrones and the Official Untold Story of the Epic Series*

*A Game of Thrones: The Story Continues Books 1-5: A Game of Thrones, A Clash of Kings, A Storm of Swords, A Feast for Crows, A Dance with Dragons (A Song of Ice and Fire)*

*The World of Ice and Fire*

*An Adult Coloring Book*

*Inside HBO's Game of Thrones II*

*The kingdom of the Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons, and the arrival of barbarian hordes.*

*"Originally published in hardcover in the United States by Bantam Books, an imprint of Random House, a division of Penguin Random House LLC, in 2015."--Title page verso.*

Claire Randall is leading a double life. She has a husband in one century, and a lover in another... In 1945, Claire Randall, a former combat nurse, is back from the war and reunited with her husband on a second honeymoon—when she innocently touches a boulder in one of the ancient stone circles that dot the British Isles. Suddenly she is a Sassenach—an "outlander"—in a Scotland torn by war and raiding border clans in the year of our Lord...1743. Hurlled back in time by forces she cannot understand, Claire's destiny is soon inextricably intertwined with Clan MacKenzie and the forbidden Castle Leoch. She is catapulted without warning into the intrigues of lairds and spies that may threaten her life ...and shatter her heart. For here, James Fraser, a gallant young Scots warrior, shows her a passion so fierce and a love so absolute that Claire becomes a woman torn between fidelity and desire...and between two vastly different men in two irreconcilable lives.

Tinderbox tells the exclusive, explosive, uninhibited true story of HBO and how it burst onto the American scene and screen to detonate a revolution and transform our relationship with television forever. The Sopranos, Game of Thrones, Sex and the City, The Wire, Succession...HBO has long been the home of epic shows, as well as the source for brilliant new movies, news-making documentaries, and controversial sports journalism. By thinking big, trashing tired formulas, and killing off cliches long past their primes, HBO shook off the shackles of convention and led the way to a bolder world of content, opening the door to all that was new, original, and worthy of our attention. In *Tinderbox*, award-winning journalist James Andrew Miller uncovers a bottomless trove of secrets and surprises, revealing new conflicts, insights, and analysis. As he did to great acclaim with *SNL in Live from New York*; with *ESPN in Those Guys Have All the Fun*; and with talent agency *CAA in Powerhouse*, Miller continues his record of extraordinary access to the most important voices, this time speaking with talents ranging from Abrams (J. J.) to Zendaya, as well as every single living president of HBO—and hundreds of other major players. Over the course of more than 750 interviews with key sources, Miller reveals how fraught HBO's journey has been, capturing the drama and the comedy off-camera and inside boardrooms as HBO created and mobilized a daring new content universe, and, in doing so, reshaped storytelling and upended our entertainment lives forever.

*A Song of Ice and Fire: Book One*

*The Official a Game of Thrones Coloring Book*

*A Knight of the Seven Kingdoms*

*HBO's Ruthless Pursuit of New Frontiers*

*Inside HBO's Game of Thrones*

*Game of Thrones: The Noble Houses of Westeros*

*A Game of Thrones A Song of Ice and Fire: Book One Bantam*

*A guide to the great families and major houses of the "Game of Thrones" universe details the family trees, history, character profiles, allegiances, and house sigil of each.*

*The three surviving contenders for the throne of the Seven Kingdoms continue to struggle among themselves, Robb defends his kingdom from the Greyjoys, Jon confronts an escalating threat, and Daenerys and her dragon allies continue to grow in power.*

*The kingdom of the royal Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons and the arrival of barbarian hordes. 75,000 first printing.*

*Seasons 1-5*

*A Feast for Crows*

*Masked Gods - Book 1 of Masked Gods*

*From the genetics of royal incest to the chemistry of death by molten gold - sifting fact from fantasy in the Seven Kingdoms*

*A Pop-Up Guide to Westeros*

*The Armageddon Rag*

*The ultimate, definitive companion to the biggest TV series in the world - Game of Thrones \_\_\_\_\_ Delve deeper into Westeros than ever before. Covering all eight seasons, this remarkable volume offers a unique and exciting visual exploration of the 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. Filled with bold infographics, illuminating timelines, stunning photography, and insightful essays, this essential guide celebrates the many complexities of this extraordinary world.*

*New threats emerge to endanger the future of the Seven Kingdoms, as Daenerys Targaryen, ruling in the East, fights off a multitude of enemies, while Jon Snow, Lord Commander of the Night's Watch, faces his foes both in the Watch and beyond the great Wall of ice and stone.*

*One of TIME's 100 Best Fantasy Books of All Time Winner of the L.A. Times Ray Bradbury Prize Finalist for the 2019*

*National Book Award The New York Times Bestseller Named a Best Book of 2019 by The Wall Street Journal, TIME, NPR, GQ, Vogue, and The Washington Post "A fantasy world as well-realized as anything Tolkien made." --Neil*

*Gaiman "Gripping, action-packed....The literary equivalent of a Marvel Comics universe." --Michiko Kakutani, The New York Times The epic novel from the Man Booker Prize-winning author of A Brief History of Seven Killings In the*

*stunning first novel in Marlon James's Dark Star trilogy, myth, fantasy, and history come together to explore what happens when a mercenary is hired to find a missing child. Tracker is known far and wide for his skills as a hunter:*

*"He has a nose," people say. Engaged to track down a mysterious boy who disappeared three years earlier, Tracker breaks his own rule of always working alone when he finds himself part of a group that comes together to search for the boy. The band is a hodgepodge, full of unusual characters with secrets of their own, including a shape-shifting*

*man-animal known as Leopard. As Tracker follows the boy's scent--from one ancient city to another; into dense forests and across deep rivers--he and the band are set upon by creatures intent on destroying them. As he struggles*

*to survive, Tracker starts to wonder: Who, really, is this boy? Why has he been missing for so long? Why do so many people want to keep Tracker from finding him? And perhaps the most important questions of all: Who is telling the*

*truth, and who is lying? Drawing from African history and mythology and his own rich imagination, Marlon James has written a novel unlike anything that's come before it: a saga of breathtaking adventure that's also an ambitious,*

*involving read. Defying categorization and full of unforgettable characters, Black Leopard, Red Wolf is both surprising and profound as it explores the fundamentals of truth, the limits of power, and our need to understand*

*them both.*

*Bestselling writer Daniel Abraham and acclaimed illustrator Tommy Patterson bring their stunning graphic-novel adaptation of George R.R. Martin's classic A GAME OF THRONES to a stunning finish that merits a place on the*

*bookshelf of every fantasy fan alongside the majestic original. The death of King Robert Baratheon and the imprisonment of his Hand, Lord Eddard Stark of Winterfell, has set the great houses of Westeros at one another's*

*throats. In Winterfell, Eddard's eldest son and heir, Robb Stark, has gathered an army and is pushing south, determined to free his father. Along the way, he pledges to marry the daughter of Lord Walder Frey in exchange for*

*a military advantage that allows him to capture Jaime Lannister--a powerful bargaining chip to ensure Lord Eddard's safe release. But it is one thing to capture the Kingslayer and quite another to hold him. Meanwhile, in King's*

*Landing, young King Joffrey has other ideas than an exchange of prisoners. Ignoring the advice of his mother, Queen Cersei, he throws oil on the flames of conflict and ignites a conflagration that seems likely to consume not only the*

*Starks but all of Westeros--unless Tyrion Lannister, the Imp, can bring the mad boy-king to heel. Beyond the Wall, greater dangers are brewing, as a winter as brutal as any in history approaches, bringing with it unnatural creatures*

*out of legend. There, Eddard's bastard, Jon Snow, must decide once and for all where his loyalties lie. And across the Narrow Sea, Daenerys Targaryen will learn the true measure of grief--and emerge from its fiery depths transformed,*

*hardened, and ready to claim what is hers by right: the Iron Throne.*

*A Song of Ice and Fire: Book Four*

*A Game of Thrones, A Clash of Kings, A Storm of Swords, A Feast for Crows, and A Dance with Dragons*

*A Novel*

*Seasons 3 & 4*

*A Game of Thrones, a Clash of Kings, a Storm of Swords, a Feast for Crows, and a Dance with Dragons*

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

*A myth-busting, jaw-dropping, fun-filled tour through the science of your favorite fantastical world. Award-winning comedian and popular-science writer Helen Keen uncovers the astounding science behind the*

*mystical, blood-soaked world of Game of Thrones, answering questions like: Is it possible to crush a person's head with your bare hands? What really happens when royal families interbreed? Does Cersei have*

*Borderline Personality Disorder? What curious medical disorder does Hodor suffer from? And more. Join Keen as she investigates wildfire, ice walls, face transplants, and every wild feature of Westeros and*

*beyond, revealing a magical world that may be closer to our own than we think. The Science of Game of Thrones is the ultimate guide to the epic series as well as the perfect gift for science-lovers and fans. So*

*pour yourself a bowl of brown, climb on your beast of burden, and prepare yourself to see the Seven Kingdoms as you have never seen them before.*

*An official companion to the highly rated cable series offers new insights into its characters and storylines,*

providing hundreds of set photos, designs and insider accounts as well as actor and crew interviews that describe memorable scripted and unscripted moments from the first two seasons. (This book was previously listed in Forecast.) TV tie-in.

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.

An essential guide to Games of Thrones seasons 1-5, profiling the noble houses of Westeros through their history, family tree, character profiles, photos, and much more. Game of Thrones: The Noble Houses of Westeros Seasons 1-5 serves as a guide to the key houses as their constant struggle for power persists and as the hierarchical structure of the kingdom evolves. The book is filled with essential information including each house's sigil, history, home, family tree, character profiles, and is fully illustrated with series photography throughout.

A Dance with Dragons

A Storm of Swords

Game of Thrones

The Graphic Novel. Volume 1

Black Leopard, Red Wolf

A Song of Ice and Fire 1-5

***"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**

***HBO's GAME OF THRONES is one of the most remarkable success stories of recent television. Critically acclaimed, a ratings smash and going from strength to strength, the series will define fantasy for years to come. This second official companion book, following the hugely successful INSIDE HBO'S GAME OF THRONES, gives fans new ways to enter the world of Westeros and discover more about the beloved (and reviled) characters and the electrifying plotlines. Hundreds of set photos, production and costume designs, storyboards and insider stories reveal how the show's creators translate George R.R. Martin's bestselling fantasy series for the screen. Featuring interviews with key actors and crew members that capture the best scripted and unscripted moments from seasons three and four, this special volume offers behind-the-scenes access to this ground-breaking and hugely successful series.***

***The perfect gift for fans of HBO's Game of Thrones—a boxed set featuring the first four novels! George R. R. Martin's A Song of Ice and Fire series has become, in many ways, the gold standard for modern epic fantasy. Martin—dubbed the "American Tolkien" by Time magazine—has created a world that is as rich and vital as any piece of historical fiction, set in an age of knights and chivalry and filled with a plethora of fascinating, multidimensional characters that you love, hate to love, or love to hate as they struggle for control of a divided kingdom. This bundle includes the following novels: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS***

***Depicts the events that take place in Westeros as a number of different families fight to rule the kingdom in a graphic novel adaptation of the "A Song of Ice and Fire" novels.***

***The Winds of Winter***

***A Song of Ice and Fire Boxed Set***

***The Unofficial Guide to Game of Thrones***

***The Official History of Westeros and the World of a Game of Thrones***

***The Graphic Novel***

***Tinderbox***

**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.

**In a land where summers can last decades and winters a lifetime, trouble is brewing. The cold is**

returning, and sinister forces are massing beyond the kingdom's protective Wall.

As the Seven Kingdoms face a generation-long winter, the royal Stark family confronts the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons, the arrival of barbarian hordes, and other threats.

'I am the one who lives in your dreams, the one who travels the ways of your heart, the one who rests in the lap of your thoughts, the one who rides the waves of your anger. I am your weapon in the arena; I am your counter weight in the Balance; I am your alter ego, I am Shadow.'

Fire & Blood

A Game of Thrones: Graphic Novel, Volume Four

Fire Cannot Kill a Dragon

**George R.R. Martin's A SONG OF ICE AND FIRE -- the story so far. The greatest epic work of the modern age is now available in a collectible box set. Now a major Sky Atlantic TV series from HBO, featuring a stellar cast.**

**Six separate factions vie for control of the realm of the late Lord Eddard Stark, while an ancient form of magic, an everlasting winter, and an unearthly army threaten to return.**

**For the first time, all five novels in the epic fantasy series that inspired HBO's Game of Thrones are together in one eBook bundle. An immersive entertainment experience unlike any other, A Song of Ice and Fire has earned George R. R. Martin—dubbed “the American Tolkien” by Time magazine—international acclaim and millions of loyal readers. Now this bundle collects the entire monumental cycle in the most convenient format available: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS “One of the best series in the history of fantasy.”—Los Angeles Times Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys. “Long live George Martin . . . a literary dervish, enthralled by complicated characters and vivid language, and bursting with the wild vision of the very best tale tellers.”—The New York Times The 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**