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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. #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* Thirteen new stories of traditional and urban fantasy. This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. The sixth season of the fantasy drama television series *Game of Thrones* premiered on HBO on April 24, 2016, and concluded on June 26, 2016. It consists of ten episodes, each of approximately 50–60 minutes, largely of original content not found in George R. R. Martin's *A Song of Ice and Fire* series. Some material is adapted from the upcoming sixth novel *The Winds of Winter* and the fourth and fifth novels, *A Feast for Crows* and *A Dance with Dragons*. The series was adapted for television by David Benioff and D. B. Weiss. HBO ordered the season on April 8, 2014, together with the fifth season, which began filming in July 2015 primarily in Northern Ireland, Spain, Croatia, Iceland and Canada. Each episode cost over \$10 million. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 593 related (linked) Wikipedia articles to the title article. This book does not contain illustrations. e-Pedia (an imprint of e-artnow) charges for the convenience service of formatting these e-books for your eReader. We donate a part of our net income after taxes to the Wikimedia Foundation from the sales of all books based on Wikipedia content. The only official and definitive guide to the biggest TV series in the world. 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* The capital has fallen. The Darkling rules Ravka from his shadow throne. Now the nation's fate rests with a broken Sun Summoner, a disgraced tracker, and the shattered remnants of a once-great magical army. Deep in an ancient network of tunnels and caverns, a weakened Alina must submit to the dubious protection of the Apparatus and the zealots who worship her as a Saint. Yet her plans lie elsewhere, with the hunt for the

elusive firebird and the hope that an outlaw prince still survives. Alina will have to forge new alliances and put aside old rivalries as she and Mal race to find the last of Morozova's amplifiers. But as she begins to unravel the Darkling's secrets, she reveals a past that will forever alter her understanding of the bond they share and the power she wields. The firebird is the one thing that stands between Ravka and destruction--and claiming it could cost Alina the very future she's fighting for. *Ruin and Rising* is the thrilling final installment in Leigh Bardugo's *Grisha Trilogy*. *Games of Thrones* has quickly established itself as one of TV's most exciting shows - combining political intrigue and family dysfunction against an epic fantasy backdrop. HBO's lavish adaptation of George R.R. Martin's series of fantasy novels features a stellar cast, including Aidan Gillen, Peter Dinklage and Lena Headey, and chronicles the violent struggles between the kingdom's noble families as they attempt to control the Iron Throne. Hailed by critics and dubbed *Sopranos* meets *The Lord of the Rings*, *Games of Thrones* has cast its spell over audiences thanks to its memorable characters, surprise deaths and violent action - and this exhaustive guide will document the background dramas that have helped make *Games of Thrones* such a huge success. You'll also find biographies of the main actors, episode guides, an overview of how it has already become part of pop culture and an in-depth look into the compelling world that George R.R. Martin created, and much, much, more. Foreword by George Lucas! Find out what made EC among the most influential comic book lines ever in this complete and newly recolored collection! Collects *Weird Science* issues #12-#15 and #5-#6, in glorious full color! * Features celebrated comic artists Al Feldstein, Harvey Kurtzman, Wally Wood, Jack Kamen, and Graham Ingels! 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. *Hamlet*, probably composed between 1599 and 1601, takes place in Denmark and tells how Prince Hamlet carries out his revenge on his uncle Claudius who murdered Hamlet's father, the king, and holds the usurped crown as well as nuptials with Gertrude, the mother of Hamlet. The play is vividly traced around insanity (both real and feigned) and the course from deep pain to inordinate anger. It also explores the themes of betrayal, revenge, incest and moral corruption. Date of publication from Amazon.com (January 5, 2016). Since its publication in 1985, the "MLA Style Manual" has been the standard guide for graduate students, teachers, and scholars in the humanities and for professional writers in many fields. Extensively reorganized and revised, the new edition contains several added sections and updated guidelines on citing electronic works--including materials found on the World Wide Web. 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 GAME OF THRONES* is the first volume in the series. **Collection Editions: A Game of Thrones delves deeper into the world of Westeros, the characters, and the story, allowing the reader to become almost a part of the tale itself. • THE LANDS OF WESTEROS • THE HISTORY OF WESTEROS • AGES • CHARACTER BIOS • THE GREAT HOUSES • INDEPENDENTS AND PEOPLES OF WESTEROS • THE STORIES BEHIND 'THE BROTHERS WITHOUT BANNERS', 'THE KINGSGUARD', AND DOZENS MORE • CUSTOMS & LAWS OF THE SEVEN KINGDOMS • THE SMALL COUNCIL • FAITH OF WESTEROS • DETAILED GUIDES TO EVERY EPISODE • ACTOR BIOGRAPHIES • STORIES OF THE GREAT BATTLES • DIREWOLVES • WEAPONS OF WESTEROS • GREAT SWORDS • COSTUMES • MAPS AND LOCATIONS** With more than 320 individual chapters and guides, *Collection Editions: A Game of Thrones* is by far the largest, most detailed, and comprehensive guide to the show yet, giving the reader unparalleled access and information on every detail of the series. A must have for every fan of the show. 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* This important and overdue book examines illuminated manuscripts and other book arts of the Global Middle Ages. Illuminated manuscripts and illustrated or decorated books—like today's museums—preserve a rich array of information about how premodern peoples conceived of and perceived the world, its many cultures, and everyone's place in it. Often a Eurocentric field of study, manuscripts are prisms through which we can glimpse the interconnected global history of humanity. *Toward a Global Middle Ages* is the first publication to examine decorated books produced across the globe during the period traditionally known as medieval. Through essays and case studies, the volume's multidisciplinary contributors expand the historiography, chronology, and geography of manuscript studies to embrace a diversity of objects, individuals, narratives, and materials from Africa, Asia, Australasia, and the Americas—an approach that both engages with and contributes to the emerging field of scholarly inquiry known as the Global Middle Ages. Featuring more than 160 color illustrations, this wide-ranging and provocative collection is intended for all who are interested in engaging in a dialogue about how books and other textual objects contributed to world-making strategies from about 400 to 1600. #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

Go behind the scenes of HBO's global television phenomenon with *Game of Thrones: The Storyboards* - an official collection featuring striking storyboard art. Go behind the scenes of HBO's global television phenomenon with *Game of Thrones: The Storyboards* - an official collection featuring striking storyboard art. In this exceptional art collection, *Game of Thrones* storyboard artist William Simpson shares the brilliant work that is an integral part of assembling each episode of the award-winning series. This gorgeous book features a unique behind-the-scenes look into pivotal moments and early conceptual art from *Game of Thrones*. Curated from Simpson's extensive archive, this revealing collection represents the exemplary artistic development involved in one of the most visually dynamic shows on television. *Game of Thrones: The Storyboards* is the definitive compendium of storyboards for this hit series and captures the impressive scope of its rich development and artistry. This unique collection is housed in a finely crafted, deluxe slipcase and is a must-have for all fans of this breathtaking show. Finest heroic poem in Old English celebrates the exploits of Beowulf, a young nobleman of southern Sweden. Combines myth, Christian and pagan elements, and history into a powerful narrative. Genealogies. 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 phenomenal account, newly updated, of how twelve innovative television dramas transformed the medium and the culture at large, featuring Sepinwall's take on the finales of *Mad Men* and *Breaking Bad*. In *The Revolution Was Televised*, celebrated TV critic Alan Sepinwall chronicles the remarkable transformation of the small screen over the past fifteen years. Focusing on twelve innovative television dramas that changed the medium and the culture at large forever, including *The Sopranos*, *Oz*, *The Wire*, *Deadwood*, *The Shield*, *Lost*, *Buffy the Vampire Slayer*, *24*, *Battlestar Galactica*, *Friday Night Lights*, *Mad Men*, and *Breaking Bad*, Sepinwall weaves his trademark incisive criticism with highly entertaining reporting about the real-life characters and conflicts behind the scenes. Drawing on interviews with writers David Chase, David Simon, David Milch, Joel Surnow and Howard Gordon, Damon Lindelof and Carlton Cuse, and Vince Gilligan, among others, along with the network executives responsible for green-lighting these groundbreaking shows, *The Revolution Was Televised* is the story of a new golden age in TV, one that's as rich with drama and thrills as the very shows themselves. 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. “Beautiful. . . . Compelling entertainment.” —New York Times

One of the most beloved novels of all time, *The Thorn Birds*, Colleen McCullough's sweeping family saga of dreams, titanic struggles, dark passions, and forbidden love in the Australian Outback, returns to enthrall a new generation. *The Thorn Birds* is a chronicle of three generations of Clearys—an indomitable clan of ranchers carving lives from a beautiful, hard land while contending with the bitterness, frailty, and secrets that penetrate their family. It is a poignant love story, a powerful epic of struggle and sacrifice, a celebration of individuality and spirit. Most of all, it is the story of the Clearys' only daughter, Meggie, and the haunted priest, Father Ralph de

Bricassart—and the intense joining of two hearts and souls over a lifetime, a relationship that dangerously oversteps sacred boundaries of ethics and dogma. “A heart-rending epic...truly marvelous.” —Chicago Tribune The story takes place in a fictional world, primarily upon a continent called Westeros, with one storyline occurring on another continent to the east known as Essos. Like the novel, the season initially focuses on the family of nobleman Eddard Stark, who is asked to become chief advisor to his king and longtime friend, Robert Baratheon. A century before A GAME OF THRONES, two unlikely heroes wandered Westeros... 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. ‘Black Mirror is hands down the most relevant program of our time, if for no other reason than how often it can make you wonder if we’re all living in an episode of it.’ – New York Times What becomes of humanity when it’s fed into the jaws of a hungry new digital machine? Discover the world of Black Mirror in this immersive, illustrated, oral history. This first official book logs the entire Black Mirror journey, from its origins in creator Charlie Brooker’s mind to its current status as one of the biggest cult TV shows to emerge from the UK. Alongside a collection of astonishing behind-the-scenes imagery and ephemera, Brooker and producer Annabel Jones will detail the creative genesis, inspiration and thought process behind each film for the first time, while key actors, directors and other creative talents relive their own involvement. ‘Brooker continues to solidify himself as one of the most creative writers in the medium. Even when the unfair creep of expectations rears up, Black Mirror and Brooker deliver.’ – The Hollywood Reporter ‘Black Mirror: the future is already here, and it’s terrifying’ - Telegraph This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant. These books are intended to make Virgil's Latin accessible even to those with a fairly rudimentary knowledge of the language. There is a departure here from the format of the electronic books, with short sections generally being presented on single, or double, pages and endnotes entirely avoided. A limited number of additional footnotes is included, but only what is felt necessary for a basic understanding of the story and the grammar. Some more detailed footnotes have been taken from Conington's edition of the Aeneid. As the evil of Sauron swarms out to take over Middle-earth, Frodo Baggins and Sam travel deep into Mordor still trying to get the Ring of Power to Mount Doom where it can be destroyed. The Expanse meets Game of Thrones in J. S. Dewes's fast-paced, sci-fi adventure The Last Watch, the first book in the Divide series, where a handful of soldiers stand between humanity and annihilation. Space.com—Best Sci-fi Books 2022 New York Public Library—Best Science Fiction 2021 Business Insider—Best Science Fiction 2021 Polygon—Best Science Fiction and Fantasy 2021 Amazon—Best Science Fiction 2021 FanFiAddict—Lord TBR's Best of 2021 Best SciFi Books—Best of 2021 P. S. Hoffman—Best of 2021 10 Best Books Like Foundation—ScreenRant 20 Must Read Space Fantasy Books for 2021—Bookriot Most Anticipated Book for April 2021: Bookish Nerd Daily Geek Tyrant SFF 180 Amazon Best of the Month April 2021 The Divide. It’s the edge of the universe. Now it’s collapsing—and taking everyone and everything with it. The only ones who can stop it are the Sentinels—the recruits, exiles, and court-martialed dregs of the military. At the Divide, Adequin Rake commands the Argus. She has no resources, no comms—nothing, except for the soldiers that no one wanted. Her ace in the hole could be Cavalon Mercer--genius, asshole, and exiled prince who nuked his grandfather's genetic facility for “reasons.” She knows they’re humanity's last chance. The Divide series The Last Watch The Exiled Fleet At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Go behind the scenes of HBO’s global television phenomenon with Game of Thrones: The Storyboards—an official collection featuring striking storyboard art. The official collection of behind the scenes storyboard art from HBO’s landmark TV show Game of Thrones. Learn how lead storyboard artist William Simpson helped the show creators envision some of Westeros’s most iconic characters, locations, and events, such as the White Walkers, the Three Eyed Raven, and the epic ascent of the Wall. One of 4 comprehensive and officially licensed Game of Thrones retrospective books from Insight Editions. • INTRICATE DETAIL - 320 pages of incredibly detailed storyboards and in-depth commentary on the creation of Game of Thrones most memorable moments. • FILMMAKING REVEALED - Learn how Westeros leapt from sketch to screen, including Daenerys’s emergence from Khal Drogo’s funeral pyre, the death-defying ascent of the Wall, and Jon Snow’s epic encounter with the White Walkers at Hardhome. • HEAR FROM THE SHOW CREATORS - Includes exclusive foreword from Game of Thrones showrunners David Benioff and D. B. Weiss. • A DESIRABLE COFFEE TABLE BOOK - Deluxe 12 × 9.75 inch format including exclusive slipcase. • PERFECT GIFT FOR FANS AND FILMMAKERS ALIKE - Released in time for the holiday season, this is the perfect gift for Game of Thrones fans. The Merry Adventures of Robin Hood of Great Renown in Nottinghamshire is an 1883 novel by the American illustrator and writer Howard Pyle. Consisting of a series of episodes in the story of the English outlaw Robin Hood and his band of Merry Men, the novel compiles traditional material into a coherent narrative in a colorful, invented "old English" idiom that preserves some flavor of the ballads, and adapts it for children. The novel is notable for taking the subject of Robin Hood, which had been increasingly popular through the 19th century, in a new direction that influenced later writers, artists, and filmmakers through the next century. 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 FEAST FOR CROWS is the fourth volume in the series. Come join the adventure in Symbaroum, the acclaimed Swedish

roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken.

Made in Sweden 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. 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 official companion book 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 translated George R. R. Martin's best-selling fantasy series for the screen. Featuring interviews with key actors and crew members that capture the best scripted and unscripted moments from the first two seasons, as well as a preface by George R. R. Martin, this special volume, bound in a lavish debossed padded cover, offers behind-the-scenes access to this ground-breaking and hugely successful series. 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. . . .

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