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# A Game Of Thrones Comic Book Issue 2 Daniel Abraham

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A Game of Thrones: The Graphic Novel Dynamite

Entertainment

The complete American Gods comic series, adapted by comics legend P. Craig Russell from the award-winning novel by Neil Gaiman, in a deluxe, oversized collection with slipcase and ribbon. Shadow

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Moon, fresh out of jail, finds his wife dead, his life in shambles, and nowhere to turn. But a chance meeting with the mysterious Mr. Wednesday thrusts him into the center of a conflict between new and old gods, where the future of human and divine life is at stake. Collects *American Gods: Shadows # 1-9*, *American Gods: My Ainsel # 1-9*, and *American Gods: The Moment of the Storm # 1-9*.

*A Game of Thrones: Comic Book, Issue 9* *A Game of Thrones: Graphic Novel, Volume Four (A Song of Ice and Fire)*

A New York Times bestselling epic. A blockbuster TV series. And now, George R. R. Martin's breathtaking fantasy masterpiece makes its powerful graphic novel debut—with all the majesty, intrigue, full-blooded adventure, and sweeping, mythic vision that have made it a landmark work of

imaginative literature. Beyond the legendary Wall, the vast battlement that stands between the kingdom of Winterfell and the untamed unknown, something sinister and supernatural is stirring in the frozen wastes. For the lifelong soldiers of the Night's Watch, sworn to protect the realm, it is time to prepare for the nearly endless season of cold and snow that—along with something unspeakable—is closing in. For Eddard Stark, Lord of Winterfell and patriarch of a fierce and stoic clan, it is time to greet his king . . . and make ready for whatever destiny holds in store. For an arrogant young prince, it is time to reclaim his lost throne, by bartering his innocent sister to be a savage warlord's bride. And for a princess bound for a strange and brutal realm, it is time to begin a journey of transformation from daughter to wife to queen. All across the Seven Kingdoms, the wheels of tumultuous, life-changing history have begun to turn.

**Grumpy Cat/Garfield  
Collection Bantam Dell**

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George R. R. Martin's fantasy masterpiece continues. . . . With her unborn son proclaimed "the stallion who mounts the world," Daenerys has more cause than ever to rejoice in her marriage to Khal Drogo. But when her brother, the mad Viserys, demands his promised crown, Dany's future takes an unexpected turn. Meanwhile, in King's Landing, Robert Baratheon is mortally wounded while hunting. Robert decrees that Eddard Stark shall be Lord Regent until Prince Joffrey comes of age, but Eddard knows the boy is no son of the dying king's. Yet where in this serpent's nest of intrigue can he turn for help to secure the throne for the rightful heir? And in the frozen north, Jon Snow, newly promoted to the

Night's Watch, suffers a shock to his pride—and takes the next fateful step toward his destiny. *George R. R. Martin's A Clash Of Kings: The Comic Book #4* Bantam Dell  
Daniel Abraham's rousing adaptation of George R. R. Martin's fantasy masterwork continues. In Winterfell, young Brandon Stark, though crippled by his near-fatal fall, is finally able to ride again, with the help of a gift from Tyrion Lannister. As thanks, the Imp has been imprisoned by Catelyn Stark and her sister, Lysa Arryn, in the forbidding sky dungeons of the Eyrie, and charged with Bran's attempted murder. Now, in a desperate bid for

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freedom, Tyrion demands the right of trial by combat. But what chance does a dwarf have against Lysa's chosen champion? Differences in size are not the only reason for an unequal fight, as Eddard Stark learns in King's Landing, where his investigation into the death of Jon Arryn takes an unexpected—and deadly—turn.

A Game of Thrones:  
Comic Book, Issue 6

Bantam Dell

Arya continues to travel north to the Wall, and makes the acquaintance of a most unusual character - Jaqen H'ghar- but when the recruits for the Night's Watch are stopped by the Gold Cloaks, a

confrontation seems inevitable... Meanwhile, Catelyn Stark must come to terms with her son, Robb, is now also the King in the North - and that sometimes family and politics conflict.

*A Game of Thrones:  
Comic Book, Issue 7*  
Image Comics

One of the most beloved fantasies of all time continues, now adapted into a graphic novel worthy of its source. . . . Morning at King's Landing. Today Eddard is to send his daughters, Arya and Sansa, back to the safety of Winterfell. But it is not to be. For the death of King Robert will plunge all of Eddard's plans into turmoil . . . and set

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the stage for civil war as Prince Joffrey, offspring of Queen Cersei and her brother Jaime, is proclaimed the new king. Now Arya, armed only with her sword and the lessons of her "dancing" master Syrio Forel, must escape a castle of cutthroats sworn to take her alive . . . or dead. And Sansa, quickly captured by Cersei, finds herself torn between her love for Joffrey and her love for her father—now imprisoned as a traitor.

**A Game of Thrones:  
The Graphic Novel**

Bantam Dell  
Daniel Abraham's riveting adaptation of the fantasy masterwork by George R. R. Martin continues. When

three lords owing allegiance to Riverrun come to King's Landing to complain of Ser Gregor Clegane, it falls to Eddard Stark, in the absence of the king, to pass judgment. He declares the brutish Clegane, a bannerman of House Lannister, guilty of treason and dispatches men to bring him to justice. Knowing that this will increase the enmity of the powerful Lannisters, Eddard decides that he must send his daughters, Sansa and Arya, home to Winterfell.

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Meanwhile, another Lannister, Tyrion—the Imp—gains savage new allies in his quest for vengeance against Lady Stark. And Eddard, enlightened by the unwitting Arya, moves against Cersei Lannister . . . yet acts with a mercy he may come to regret.

**A Game of Thrones:  
Comic Book, Issue 4**

Dynamite  
Entertainment  
A Game of Thrones:  
Graphic Novel,  
Volume Four (A Song  
of Ice and  
Fire)HarperCollins  
UK

A Game of Thrones:  
Comic Book, Issue 19  
HarperCollins UK

Daniel Abraham's adaptation of George R. R. Martin's acclaimed epic fantasy A Game of Thrones continues to cast its gripping spell. In the savage north, Jon Snow finds new friends—and enemies—among the brothers of the Night's Watch, sworn to defend Westeros against the horrors that lie beyond the Wall. In the more civilized savagery of King's Landing, Eddard Stark learns from Catelyn of the Lannisters' involvement in the attack on Bran . . . and the murder of Jon Arryn, the previous Hand of the King. While across the Narrow Sea, Daenerys—newly wed to

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Khal Drogo—learns what it means to be a khaleesi of the Dothraki.

**George R.R. Martin's A Clash of Kings (Vol. 2) #16** Bantam

George R. R. Martin's epic fantasy masterwork A Game of Thrones is brought to life in the pages of this full-colour graphic novel. This is the fourth volume in what is sure to be one of the most coveted collaborations of the year. (Due to the layout of the book, content is best viewed on a large-screen tablet.)

**A Clash of Kings: The Graphic Novel: Volume One** Bantam  
George R. R. Martin's monumental fantasy epic continues in this dazzlingly wrought

graphic novel adaptation. In the second volume of A Game of Thrones, the irresistible plot thickens and the spellbinding magic of a master storyteller deepens. For Eddard Stark, Lord of Winterfell and Warden of the North, a new role now beckons: Hand of the King—a position of power second only to his majesty himself. But is a life at court, in luxurious King's Landing, any life for a hardened man of action like Eddard? Is the king's invitation an honor he can refuse—or a mandate

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he cannot ignore, when faced with shocking revelations of treachery on high? A Game of Thrones: Comic Book, Issue 1 Bantam Dell Stark choices mark the latest installment of Daniel Abraham's acclaimed adaptation of the fantasy masterwork by George R. R. Martin. . . . In the aftermath of Jaime Lannister's brutal attack upon Eddard Stark and his men, King Robert meets with the wounded Eddard—and presents him with a choice of evils: either Eddard accepts the heavy mantle of the King's Hand once more . . . or Robert will appoint Jaime to the position. Adding to the troubles of House Stark, Tyrion Lannister wins his

freedom from Catelyn Stark; now the Imp returns to his father, intent on revenge for his treatment at the hands of Cat and her mad sister. Meanwhile, far to the north, the bastard Jon Snow becomes a sworn brother of the Night's Watch and must put his loyalty to the Starks aside.

A Game of Thrones: Comic Book, Issue 16 Bantam Dell Civil war explodes as bestselling author Daniel Abraham continues his acclaimed adaptation of George R. R. Martin's fantasy masterpiece. News of Eddard Stark's arrest for treason has spread to Castle Black, where



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Jon Snow, now a member of the Night's Watch, finds that the onus of bastardy is nothing compared to being the son of an accused traitor. But that is the least of his problems. For the frozen corpses of two rangers, brought back for examination, prove lively enough to commit murder. Meanwhile, in Winterfell, Robb Stark calls his bannermen and marches south . . . though the wildling woman Osha argues that the real fight lies to the north, against the mysterious Others.

But with Eddard and Sansa held hostage, Robb knows that only victory on the battlefield can save them. And so, together with his mother, Lady Catelyn, Robb prepares an audacious roll of the dice.

*A Game of Thrones: Graphic Novel, Volume Four (A Song of Ice and Fire)* Bantam Dell  
The second volume in a four-part graphic novel adaptation of the second book in George R. R. Martin's landmark *A Song of Ice and Fire* series, the inspiration for HBO's *Game of Thrones*. As chaos grips Westeros, a flaming red comet continues to burn a crimson path across the sky. Some see this fiery herald as a sign

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of their impending victory. Others see it as a mark of the blood and terror that will soon engulf this divided kingdom. But one thing is certain: None of the six contenders who seek either the Iron Throne, or the lands their ancestors once held as kings, are willing to back down. And as factions scatter or come together, there are many witnesses to the unrest that is to come. Arya Stark finds herself in the heart of enemy territory at Harrenhal, while her mother is trapped between two brothers battling each other for their dead brother's throne. In the heart of King's Landing, Tyrion is busy ferreting out traitors as the Hand of the King, while Jon

is beginning to comprehend the lawlessness of life beyond the Wall. New friends arrive in Winterfell for Bran, a forgotten son finds life in the Iron Islands quite different than he remembered, and the Mother of Dragons at last arrives in the fabled city of Qarth. But even as these would-be kings draw their lines of battle, it is the people of Westeros who will most suffer for their ambitions. For when kings clash, it is the commoners who bear the greatest cost.

A Game of Thrones: Comic Book, Issue 20  
Bantam Dell  
George R. R. Martin's fantasy masterpiece continues to unfold in dark words and

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darker deeds. Tyrion unborn child, Ned Lannister may be Lady must weigh his duty Catelyn Stark's to King Robert prisoner, but the Imp against the claims of is still in his conscience.

possession of his most dangerous weapon: his devious mind. Yet even the sharpest brain is a poor weapon to pit against naked steel, as he is about to discover in the wild mountains below the Eyrie. Far away, in King's Landing, Tyrion's abduction is just one more complication in the life of Lord Eddard Stark, the King's Hand. But that title—and its attendant worries—may not be his much longer, for when a plot is hatched to assassinate Daenerys Targaryen and her

**A Game of Thrones:  
The Graphic Novel**

Bantam

In this medieval fantasy epic, ready to seize their fate, four heroes from different walks of life meet with opportunities to rule, rebel, escape, and change. In the land of Ethera, you either rule or be ruled . . . The Empire of Numa Sera holds sovereignty over the continent. But following the untimely death of their ambitious Emperor, his twelve-year-old daughter Lelia has inherited the throne. With the

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young girl in power, opportunity? Or will the "One True Kingdom" now finds itself vulnerable as other nations seek to overcome its supremacy. Within this kingdom, four individuals will fight to make their own fate. Or fall prey to someone else's. We follow Lelia, the child Empress with the weight of the world on her shoulders. Kelesandra, the Baron's daughter who seeks a life which is forbidden to her. Krill, a stable boy framed for murder. And Sjorsja, a warrior who seeks to change the ways of his people. Will they be prepared for the chances that will come and seize

they bend to fear? In this world, there is no inbetween. You either reign. Or hail. From creators and writers Morgan Rosenblum and Jonny Handler (Treadwater), and artists Eduard Petrovich (X-MEN, Spider-Man, Frozen), Filipe Andrade (The Many Deaths of Laila Starr), Eduardo Mello (Batman Crack the Case), Alessio Moroni (Zombicide: Day One), and Valentina Taddeo (Fantasy Flight Games), comes a grand story in a blockbuster setting!

**A Game of Thrones: The Graphic Novel**  
Bantam Dell  
Daniel Abraham's adaptation of  
George R. R.

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Martin's fantasy classic *A Game of Thrones* reaches its spellbinding conclusion! Driven by the need to avenge his father's murder and clear the name he himself is not permitted to bear, Jon Snow breaks his solemn vow and deserts from the Night's Watch—an action for which there is but a single penalty: death. Meanwhile, Eddard's heir, Robb Stark, seeks to rally his bannermen, not all of whom are eager to follow the young, unproven leader, no matter whose son he may be. And Daenerys, grief-stricken at the death of her husband, Drogo, builds a great funeral pyre to consume the hollow remnants of her life . . . only to find herself present at the fiery birth of a new age.

*A Game of Thrones: Comic Book* Bantam Dell  
In the latest installment of Daniel Abraham's masterly adaptation of George R. R. Martin's fantasy classic, the bonds of family and sanity are tested. At last, Catelyn Stark and her prisoner, Tyrion Lannister, have

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reached the Eyrie, the lofty citadel of Catelyn's sister, Lysa, the grieving widow of Jon Arryn. Because Lysa believes that the Lannisters were responsible for her husband's death, Catelyn had thought to find an ally in this forbidding refuge. Instead the refuge seems more like a prison . . . and the "ally" a fearful and vindictive madwoman. Meanwhile, across the Narrow Sea, Daenerys Targaryen is also faced with a sibling's madness—her brother, Viserys, impatient for the

crown promised him by Khal Drogo, grows increasingly unable to hold his rage in check. *A Game of Thrones: Comic Book, Issue 2* Dark Horse Comics Which is worse: a promise made, a promise kept, or a promise broken? George R. R. Martin's masterwork continues! When Tyrion Lannister, with his savage escort of clan warriors—to whom he is half leader, half hostage—is reunited with his father, Tywin vows to uphold Tyrion's promises to the clans . . . provided they fight for him against the

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army of Robb Stark. The clans agree, but only after securing another promise from the Imp: to fight at their side. Meanwhile, Robb, in need of allies, sends Catelyn to treat with Lord Walder Frey, master of the Twins, the fortified castle that is the sole crossing point over the river Trident, beyond which lies the Lannister host. But Walder will exact a high price in exchange for permitting the passage. And in the north, Jon Snow, newly bound to the brotherhood of the Night's Watch, must

decide once and for all where his loyalties lie.

**A Game of Thrones:  
Comic Book, Issue 21**

Bantam Dell

The second volume in a four-part full-color graphic novel adaptation of the second book in George R. R. Martin's landmark A Song of Ice and Fire series, the inspiration for HBO's Game of Thrones. As chaos grips Westeros, a flaming red comet continues to burn a crimson path across the sky. Some see this fiery herald as a sign of their impending victory. Others see it as a mark of the blood and terror that will soon engulf this divided kingdom. But one thing is certain: None of the six contenders who seek either the Iron

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Throne, or the lands their ancestors once held as kings, are willing to back down. And as factions scatter or come together, there are many witnesses to the unrest that is to come. Arya Stark finds herself in the heart of enemy territory at Harrenhal, while her mother is trapped between two brothers battling each other for their dead brother's throne. In the heart of King's Landing, Tyrion is busy ferreting out traitors as the Hand of the King, while Jon is beginning to comprehend the lawlessness of life beyond the Wall. New friends arrive in Winterfell for Bran, a forgotten son finds life in the Iron Islands quite different than he

remembered, and the Mother of Dragons at last arrives in the fabled city of Qarth. But even as these would-be kings draw their lines of battle, it is the people of Westeros who will most suffer for their ambitions. For when kings clash, it is the commoners who bear the greatest cost.