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A Knight Of The Seven Kingdoms (A Song Of Ice And Fire)

George R. R. Martin

A century before A Game of Thrones, two unlikely heroes wandered Westeros.

Illustrations by Gary Gianni

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NEW YORK TIMES BESTSELLER • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY LOS ANGELES TIMES AND BUZZFEED • 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. 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. Â 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 rivalsâ€”in stature if not experience. Tagging along is his diminutive squire, a boy called Eggâ€”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. Â 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 Â â€œReaders 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.â€œ Booklist Â â€œThe 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.â€œ Tech Times

**Book Information**

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Customer Reviews

Somewhere in the 4-5 range. I really liked this book and can’t wait for the next. If you are expecting something like GAME OF THRONES you can go ahead and kill that expectation or put it on a shelf to languish. This book is delightfully different. In fact, it reminds me of the historical classics like THE BLACK ARROW and IVANHOE. And if it wasn’t for a handful of instances with naughty language the story would be suitable for 6th Graders on up. However, it does use the C-word for lady bits and a few other choice words I can’t recall at the moment, so it’s not a book I’d hand to a youngster. (Editors, come out with a kid’s version! You’ll make more money)

When I first began reading I wasn’t sure what I thought but it wasn’t long until I got caught up in Dunk and Egg’s meanderings through the kingdoms. Dunk is a huge young man that is as close to an honest, chivalrous knight as you can come. Egg is a prince in hiding and then a prince in training as a Dunk’s squire. As Dunk is a ‘Hedge Knight’, which is to say he freelances, they meander from job to job taking in the occasional tourney. They, of course, run across fair maids and evil doers. Adventures spring from politics, jealousy and greed, and the fact that Dunk is still learning his trade and finding his own way in the world.

What makes the story so engrossing is that Martin knows his medieval stuff. He knows about the tournaments of the times, the weaponry, the garments, and even the food. All this serves to bring the story alive. And as I sit here typing this review I find myself wondering what Dunk and Egg are doing today. Which means that Martin has done his job admirable. He’s made me like the setting and characters so much that I not only care about what great adventures they are working up to, but also about what they are doing when absolutely nothing much is going on. Recommend.

One of the signs of a well-developed fantasy world is that the author isn’t confined to the present -- they can spin stories from centuries ago, and it still fits their world perfectly. Such a tale can be found in the adventures of Dunk and Egg, which takes place a century before the events of George R. R. Martin’s epic A Song Of Ice And Fire series. "A Knight of the Seven Kingdoms" brings together all three of those tales -- the story of a struggling hedge knight and his faithful yet snarky squire, both of whom are more than they appear. In "The Hedge Knight," Dunk has spent most of his life as the squire to an aging hedge knight. But his master eventually dies, leaving him a sword, some old armor, a pair of horses and a handful of coins. He is determined to make a name for himself at a tourney, and hopefully be hired by some lord -- despite the annoyingly outspoken boy named Egg who is following him, hoping to become his squire. But when Dunk arrives at the tourney, he finds that he’s outranked by everybody. He only needs to score one win, but without armor he doesn’t have a chance against the knights from powerful, aristocratic families. So he uses his wits to raise
money... only to run afoul of a Targaryen prince when he defends a pretty puppeteer. Given the choice of losing his hand or trial by combat, Dunk chooses the less disfiguring option -- but that means he must find six allies to help him in the combat. And he might still lose his life at the end. "The Sworn Sword" brings Dunk and Egg to Standfast, in service to Ser Eustace Osgrey. The land is in the middle of a horrifying drought, and when Dunk investigates the sudden drying-up of a nearby stream, he discovers that Osgrey’s neighbor Lady Rohanne has built a dam to redirect a nearby river. There’s a feud going on between Eustace and Rohanne, which will soon bloom into a vicious little war and the loss of Rohanne’s lands -- and Duncan may be the only one who can resolve things once and for all. "The Mystery Knight" sees Dunk and Egg entering an area full of political strife -- a rebellion some years ago has caused a lot of hostility towards the Targaryens. When invited to a wedding melee, Dunk decides to go as an unidentified "mystery knight" to avoid any people who might have heard of Ser Duncan the Tall... only to find himself and Egg the center of a conspiracy of murder, the theft of a dragon egg, and a brewing threat against his own squire. Compared to A Song Of Ice And Fire, the three stories of "A Knight of the Seven Kingdoms" are relatively light fare -- sure, they have plenty of gritty medieval atmosphere and a few tragic deaths, but these stories are positively fairy-tale-like compared to the dark stuff Martin usually writes. Don't worry, there's still plenty of political strife, mysteries, battles and the odd speck of the fantastical (a dragon's egg, a knight with precognitive dreams), but the main focus is on a simple hedge knight and his squire. Martin's writing is simple, but rich with descriptions ("Reeds grew thick along its edge, and a tall leafy elm presided over all. The spring grass there was as green as any knight's banner and soft to the touch") and he writes some snappy dialogue between Dunk and Egg. Every story has an escalating story of political strife, with Dunk's seemingly simple existence repeatedly interrupted with the political repercussions of House Blackfyre -- he just wants to wander around and fight for whoever, sleeping under shady trees and eating salt beef, but he keeps being tripped up by the scars of the past. And the approach to Dunk is what makes these stories so gripping. The man is a mass of endearing contradictions -- a gentle teenager who is also a powerful fighter, simple yet wise, intelligent yet straightforward, ambitious yet humble in those ambitions. His clear sight and good heart are what ultimately win people over to him, and even if he's kind of grumpy with Egg during the squire's more spoiled moments, there's not much actual bite to any of his complaints. And what of Egg? I won't reveal too much about this character's life, but he is a perfect counterpoint to Dunk -- a boy torn between the glamorous idea of being a squire, and the actual struggles it involves. He has a nimble intellect and a smart mouth, but sometimes shows a distinct lack of common sense compared to Dunk. "A Knight of the Seven Kingdoms" is a
delightful trio of side-stories for fans of the Song Of Ice And Fire series, and a solid introduction to the land of Westeros for newcomers. And of course, it leaves you wanting to hear about more adventures of Dunk and Egg.

This is a compilation of the first three official prequel novellas to George R. R. Martin's A Song of Ice and Fire, and take place almost one century before Game of Thrones. Note the material is not really new: this compiles the three novellas "The Hedge Knight" (Legends), "The Sworn Sword" (Legends II) and "The Mystery Knight" (Warriors). For those who follow the series, these novellas are set in the time when the Targaryens still hold the Iron Throne. A great collection of all three stories, this compilation also adds over 140 pieces of original artwork which will surely be a hit for fans of Martin's written works. Though not as anticipated as the Song of Ice and Fire next installment, A Knight of the Seven Kingdoms is a nice look into the history of Targaryen rule. The book follow the friendship of "Dunk," Ser Duncan the Tall (future Lord Commander of the Kingsguard), and "Egg," (a pivotal character in the future). The story is similar to the knight-squire relationships found in Song of Ice and Fire (ie Brienne and Podrick) and reads similar to the Song of Ice and Fire series. The fantastic tale gives a deeper insight into the Seven kingdoms and the motivations for the people who are a part of them. Well written and with numerous new original illustrations, it is a great read. Any Martin fan who has not already read the novellas will certainly enjoy it, and the artwork alone is fantastic. It is an in-depth genealogical journey and character study, interwoven in classic Martin style. Other than the illustrations, it is not new, but for those new to this story line and for fans of original artwork related to the overall series, will enjoy A Knight of the Seven Kingdoms.

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