

Juego De Tronos Libro 05 Danza Con Dragones2

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

A co-winner of the 2007 Nobel Peace Prize offers a clear-eyed explanation of the planet's imperiled ice. Much has been written about global warming, but the crucial relationship between people and ice has received little focus—until now. As one of the world's leading experts on climate change, Henry Pollack provides an accessible, comprehensive survey of ice as a force of nature, and the potential consequences as we face the possibility of a world without ice. A World Without Ice traces the effect of mountain glaciers on supplies of drinking water and agricultural irrigation, as well as the current results of melting permafrost and shrinking Arctic sea ice—a situation that has degraded the habitat of numerous animals and sparked an international race for seabed oil and minerals. Catastrophic possibilities loom, including rising sea levels and subsequent flooding of lowlying regions worldwide, and the ultimate displacement of millions of coastal residents. A World Without Ice answers our most urgent questions about this pending crisis, laying out the necessary steps for managing the unavoidable and avoiding the unmanageable.

A kingdom in danger, a great betrayal, a boy seeking to redeem his father's honor. Will he succeed in exonerating him and saving the realm from an enemy in the shadows before it is too late for the whole North? By the age of fifteen, Lasgol has endured a hard childhood and lives, cornered and hated, in a small village in the North. He is the son of the traitor, the man who betrayed the kingdom and tried to kill the King. His only companions are the mountains and the snow, ever-present in the region. Yet he refuses to believe that his father is guilty, in spite of all the evidence that points to the fact, even though the King himself was a witness to the betrayal. Lasgol is determined to clear his father's name, and to do this he has only a single option: the School of Rangers, a secret place where the respected and feared defenders of the lands of the kingdom are trained for four years. Going there is insane, hate and death await him there. But as the son of a Ranger, he is entitled to attend. At the Camp he will find himself involved in political intrigues, disloyalties and murder. He will encounter hatred and fearsome enemies, but also a handful of friends, novices as much out of place as he is himself, determined to do whatever is necessary to pass the first year ... without dying in the attempt. Will Lasgol survive the first year of instruction at the Rangers' Camp? Will he find out what happened to his father? Will he be able to clear his name? Find out while you follow fascinating adventures with a group of characters you will fall in love with. The adventure begins right now!

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

A THRILLING REINVENTION OF THE VAMPIRE NOVEL BY THE MASTER OF MODERN FANTASY, GEORGE R. R. MARTIN Abner Marsh, a struggling riverboat captain, suspects that something's amiss when he is approached by a wealthy aristocrat with a lucrative offer. The hauntingly pale, steely-eyed Joshua York doesn't care that the icy winter of 1857 has wiped out all but one of Marsh's dilapidated fleet; nor does he care that he won't earn back his investment in a decade. York's reasons for traversing the powerful Mississippi are to be none of Marsh's concern—no matter how bizarre, arbitrary, or capricious York's actions may prove. Not until the maiden voyage of Fevre Dream does Marsh realize that he has joined a mission both more sinister, and perhaps more noble, than his most fantastic nightmare—and humankind's most impossible dream.

Una exquisita edición ilustrada de El dragón de hielo, un cuento del maestro del fantasy George R.R. Martin. Todos en la aldea coinciden: Adara es una niña rara, una niña del invierno. Nació durante la peor helada que se recuerda, y el frío se quedó para siempre con ella. Es fácil verla pasear sola por los campos helados o construir imaginarios castillos de arena y hielo. Nadie lo sabe, pero espera, impaciente, la visita del dragón de hielo. Adara no puede entender por qué todos le temen tanto si para ella es su mejor compañero de juegos. Con él se olvida de que el eterno enemigo del norte se acerca peligrosamente a la aldea y que lo mejor sería huir a las tierras cálidas del sur... George R.R. Martin, mundialmente conocido por su saga de literatura fantástica «Canción de hielo y fuego», nos ofrece este conmovedor relato de una amistad que puede con todas las barreras. Reseñas: «Este encantador cuento de Martin está lleno de pasión y poder... una aventura conmovedora con la tensión narrativa que cabría esperar en un autor de esta talla.» January Magazine «Martin va más allá de lo que podríamos esperar al ofrecernos este extraordinario cuento. Imprescindible para los fans de Martin, este es un buen libro para cualquiera... que ame el invierno y los dragones.» SFRevu

Everything you need to start playing the world's greatest roleplaying game. “I recommend [the D&D Starter Set] for anyone who's curious and wants to learn D&D.”—Ed Grabionowski, io9.Gizmodo.com The Dungeons & Dragons Starter Set is your gateway to action-packed stories of the imagination. This box contains the essential rules of the game plus everything you need to play heroic characters on perilous adventures in worlds of fantasy. Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters! • FIVE READY-TO-PLAY CHARACTERS • SIX DICE • ONE ADVENTURE BOOK: LOST MINE OF

PHANDELVER • ONE RULEBOOK • ONE CHARACTER SHEET “D&D acolytes are everywhere. . .Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind ‘Game of Thrones’ have all been Dungeon Masters.”—Neima Jahromi, *The New Yorker* Dungeons & Dragons is the world’s greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. The main Dungeons & Dragons books are the Player’s Handbook, Monster Manual, and Dungeon Master’s Guide.

Immerse yourself in the world of Game of Thrones through this beautifully and intricately illustrated coloring book for adults. Complete portraits of your favorite characters, and experience the dramatic landscapes and cities of the Seven Kingdoms and beyond. This is a coloring book of truly epic proportions. Official HBO Licensed Product © 2016 Home Box Office, Inc. All Rights Reserved. HBO and related trademarks are the property of Home Box Office, Inc.

Magia, aventura, lucha y una historia de amor que trasciende la leyenda. Camelot es la segunda entrega de «Britannia», la saga que te redescubrirá el mito artúrico como nunca te lo habían contado. «El amor... El amor como aventura del alma, como búsqueda misteriosa... Ellos escuchan mis historias y quieren sentirlo. Quieren ser vos, Ginebra. Quieren ser Lancelot. Nunca ha existido una historia de amor como la vuestra. Trágica, sí... ¡pero tan hermosa!» El poder del velo de Britannia se extiende cada día, pero aún son muchos los que desconfían de él. Desde los pictos de las Tierras Altas hasta las damas de Ávalon, nuevas amenazas se ciernen sobre el reino de Arturo. Y el amor, cuando hay tanto en juego, puede convertirse en el mayor peligro... Si te enganchaste a «Juego de Tronos», si te encantó «Los juegos del hambre», si «El señor de los anillos» es tu libro desobremesa... ¡«Britannia» es tu saga! Embárcate en el relato de una histórica épica, mágica y llena de aventuras que te transportará a épocas y lugares únicos, en los que el valor y el ingenio eran fundamentales para salvar la vida y el honor.

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.

Magia, aventura, lucha y una historia de amor que trasciende la leyenda. Excalibur es la primera de las cuatro entregas de «Britannia», la saga que te redescubrirá el mito artúrico como nunca te lo habían contado. Gwen es la hija de la reina Igraine y Lance es un caballero de la corte. La princesa, heredera del trono, está en apuros porque los sajones han entrado en Londres y quieren conquistar el reino. Merlín (el famoso mago) y Uriens han trazado un plan para que la princesa escape sana y salva. Pero en la oscuridad de la ciudad, tras cada esquina, los espías de los sajones están al tanto de una maniobra de salvación que puede que sea más complicada de ejecutar de lo que al mago le parece... Si te enganchaste a «Juego de Tronos», si te encantó «Los juegos del hambre», si «El señor de los anillos» es tu libro de sobremesa... ¡«Britannia» es tu saga! Embárcate en el relato de una histórica épica, mágica y llena de aventuras que te transportará a épocas y lugares únicos, en los que el valor y el ingenio eran fundamentales para salvar la vida y el honor.

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*

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.

The sexy, action-packed first book in the #1 *New York Times* bestselling *Court of Thorns and Roses* series from Sarah J. Maas. When nineteen-year-old huntress Feyre kills a wolf in the woods, a terrifying creature arrives to demand retribution. Dragged to a treacherous magical land she knows about only from legends, Feyre discovers that her captor is not truly a beast, but one of the lethal, immortal faeries who once ruled her world. At least, he's not a beast all the time. As she adapts to her new home, her feelings for the faerie, Tamlin, transform from icy hostility into a fiery passion that burns through every lie she's been told about the beautiful, dangerous world of the Fae. But something is not right in the faerie lands. An ancient, wicked shadow is growing, and Feyre must find a way to stop it, or doom Tamlin—and his world—forever. From bestselling author Sarah J. Maas comes a seductive, breathtaking book that blends romance, adventure, and faerie lore into an unforgettable read.

Magia, aventura, lucha y una historia de amor que trasciende la leyenda. Grial es la tercera entrega de «Britannia», la saga que te redescubrirá el mito artúrico como nunca te lo habían contado. «¿No lo sabéis? ¡Va a hacer un año ya que el rey lanzó su llamada y que todos los miembros de la Tabla Redonda se esfuerzan por encontrar el grial! Nadie quiere renunciar a la esperanza de ser el elegido. Gawain, Erec, Enid, Gawain, Laudine, el propio Lance... ¡Dicen que hasta la reina ha salido en su busca!» El Grial amenaza el frágil equilibrio de Britannia, y el velo se puebla de prodigios que difuminan las fronteras entre la realidad y la ficción: desde el caballero verde hasta la nave de Salomón o la espada del Extraño Tahalí. Arturo, Lance y Gwenn se verán involucrados en la persecución del misterioso objeto, pero el

grial conoce los secretos mejor guardados de la reina... y parece dispuesto a utilizarlos con el fin de conservar su poder. Si te enganchaste a «Juego de Tronos», si te encantó «Los juegos del hambre», si «El señor de los anillos» es tu libro de sobremesa... ¡«Britannia» es tu saga! Embárcate en el relato de una histórica épica, mágica y llena de aventuras que te transportará a épocas y lugares únicos, en los que el valor y el ingenio eran fundamentales para salvar la vida y el honor. Reseñas: «En definitiva, es un libro que se lee con una ligereza sorprendente y que te mantiene en vilo de principio a fin. Las distintas historias están tan bien desarrollada que cuando se mezclan no se nota nada.» Blog Corazón, tinta y papel

"Si no conoces al enemigo ni a ti mismo, sucumbirás en todas las batallas". - Sun Tzu, El arte de la guerra Enredados en su propia política mezquina, los habitantes de la República de Sidua han olvidado quién es su verdadero enemigo. En su lugar, hacen que decir la verdad prohibida sea un delito punible. En el adyacente Reino de Malsia, Yosh y sus hombres reciben el encargo de llevar a cabo una importante misión. Encontrar el Libro de la Verdad y destruirlo. Porque sólo el Libro de la Verdad puede destruirlos. En la capital de Siduan, Hema, a Noora, un joven de diecisiete años, también se le confía una inmensa tarea: emprender un peligroso viaje para encontrar el Libro de la Verdad. Porque sólo el Libro de la Verdad puede salvar a Sidua de sus enemigos. Así, el escenario está preparado para una batalla épica por poseer el Libro de la Verdad. Prepárate para recorrer una montaña rusa de aventuras llena de bolas de cristal y hechizos mágicos y descubrir si pueden vencer al indomable espíritu de la humanidad. Si te gustaron El Señor de los Anillos y Juego de Tronos, también te enamorará La Verdad Prohibida.

A young squire intends to reinvent himself as a hedge knight after his master's death, but the path to knighthood sends him down a dangerous road.

The first volume of a four-part graphic novel adaptation of the second book in George R. R. Martin's landmark Song of Ice and Fire series, the inspiration for HBO's Game of Thrones. The four-part graphic novel adaptation of A Game of Thrones proved that George R. R. Martin's A Song of Ice and Fire has the power to enchant in any medium. Now the story continues as New York Times bestselling author Landry Q. Walker and illustrator Mel Rubi introduce a thrilling new series based on the second book in the landmark saga. Time is out of joint. The summer of peace and plenty, ten years long, is drawing to a close, and the harsh, chill winter approaches like an angry beast. Two great leaders—Lord Eddard Stark and King Robert Baratheon—who held sway over an age of enforced peace are dead, victims of royal treachery. Now, from the ancient citadel of Dragonstone to the forbidding walls of Winterfell, chaos reigns as pretenders to the Iron Throne of the Seven Kingdoms prepare to stake their claims through tempest, turmoil, and war. As a prophecy of doom cuts across the sky—a comet the color of blood and flame—six factions struggle for control of a divided land. Eddard's son Robb has declared himself King in the North. In the south, Joffrey, the heir apparent, rules in name only, victim of the scheming courtiers who teem over King's Landing. Robert Baratheon's two brothers each seek his own dominion, while a disfavored house turns once more to conquest. And a continent away, an exiled queen, the Mother of Dragons, risks everything to lead her precious brood across a hard, hot desert to win back the crown that is rightfully hers. Against a backdrop of incest and fratricide, alchemy and murder, the price of glory may be measured in blood. And the spoils of victory may just go to the men and women possessed of the coldest steel . . . and the coldest hearts. For when rulers clash, all the land feels the tremors. The uneasy peace that exists following the death of Robb Stark is threatened by new plots, intrigues, and alliances that once again will plunge the Seven Kingdoms into all-out war for control of the Iron Throne.

In this self-contained issue, journalist Spider Jerusalem watches TV, alternating between (1.) violent reactions to what's considered entertainment in his City, and (2.) an apathetic state bordering on decomposition.

The complete box set of George R R Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. George R.R. Martin's A Song of Ice and Fire series has set the benchmark for contemporary epic fantasy. Labeled by Time magazine as one of the top 100 most influential people in the world, Martin has conjured a world as complex and vibrant as that of J.R.R. Tolkien's, populated by a huge cast of fascinating, complex characters, and boasting a history that stretches back twelve thousand years. The box set includes: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS, 1: STEEL AND SNOW A STORM OF SWORDS, 2: BLOOD AND GOLD A FEAST FOR CROWS A DANCE WITH DRAGONS The dimension of the box set is 178mm x111mm.

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. Beyond the Wall, Jon Snow's Night's Watch is riven by treachery, enemies both mortal and supernatural are massing, while in the North the combatants at Winterfell are engulfed by the worst winter snows ever seen. In King's Landing Cersei Lannister finds herself abandoned by everyone she trusts. Her brother Tyrion, having fled a death sentence, is making his way ever east towards Meereen, where Daenerys Targaryen struggles to rule a city full of death. The rise of Daenerys is known to many in Westeros now. From the Iron Islands and Dorne, Oldtown and the Free Cities, emissaries are converging to join her cause or to use her, and her dragons, for their own ends. The future of the Seven Kingdoms hangs in the balance. The great dance is beginning...

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.

La influencia de los rodajes cinematográficos o televisivos en el interés turístico de determinados destinos ha ido tomando fuerza en los últimos años. En este libro analizamos el caso del rodaje de una superproducción internacional como es Juego de tronos en localizaciones de Irlanda del Norte o Girona, entre otras, examinando su repercusión en clave turística y los modos en que se entrelazan los atractivos preexistentes con la ficción creada por la productora HBO a partir de los libros de George R. R. Martin. Desde la especificidad del uso turístico de una de las series más exitosas de los últimos años podemos extrapolar diferentes reflexiones relacionadas con fenómenos como la construcción de cánones culturales i de imaginarios, o la noción de autoría en una contemporaneidad en la cual las expectativas del público ganan terreno.

An in-depth look at the philosophical issues behind HBO's Game of Thrones television series and the books that inspired it George R.R. Martin's New York Times bestselling epic fantasy book series, A Song of Ice and Fire, and the HBO television show adapted from it, have earned critical acclaim and inspired fanatic devotion. This book delves into the many philosophical questions that arise in this complex, character-driven series, including: Is it right for a "good" king to usurp the throne of a "bad" one and murder his family? How far should you go to protect your family and its secrets? In a fantasy universe with medieval mores and ethics, can female characters reflect modern feminist ideals? Timed for the premiere of the second season of the HBO Game of Thrones series Gives new perspectives on the characters, storylines, and themes of Game of Thrones Draws on great philosophers from ancient Greece to modern America to explore intriguing topics such as the strange creatures of Westeros, the incestuous relationship of Jaime and Cersei Lannister, and what the kings of Westeros can show us about virtue and honor (or the lack thereof) as they play their game of thrones Essential reading for fans, Game of Thrones and Philosophy will enrich your experience of your favorite medieval fantasy series.

Long before A Game of Thrones became an international phenomenon, #1 New York Times bestselling author George R. R. Martin had taken his loyal readers across the cosmos. Now back in print after almost ten years, Tuf Voyaging is the story of quirky and endearing Haviland Tuf, an unlikely hero just trying to do right by the galaxy, one planet at a time. Haviland Tuf is an honest space-trader who likes cats. So how is it that, in competition with the worst villains the universe has to offer, he's become the proud owner of a seedship, the last remnant of Earth's legendary Ecological Engineering Corps? Never mind; just be thankful that the most powerful weapon in human space is in good hands—hands which now have the godlike ability to control the genetic material of thousands of outlandish creatures. Armed with this unique

equipment, Tuf is set to tackle the problems that human settlers have created in colonizing far-flung worlds: hosts of hostile monsters, a population hooked on procreation, a dictator who unleashes plagues to get his own way . . . and in every case, the only thing that stands between the colonists and disaster is Tuf's ingenuity—and his reputation as a man of integrity in a universe of rogues. "A rich blend of adventure, humor, compassion and all the other things that make being human worthwhile."—Analog "A new facet of Martin's many-sided talent."—Asimov's

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 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.

A peasant lad from the coast of Feydom, said to fulfill an ancient prophecy but really intended to be a sacrificial victim, travels to the mountains where he confronts the Necromancer, the shadow of evil.

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.

Magia, aventura, lucha y una historia de amor que trasciende la leyenda. Ávalon es la cuarta entrega de «Britannia», el cierre de la saga que te redescubrirá el mito artúrico como nunca te lo habían contado. «-¿Por qué estoy atada? -preguntó Gwenn-. ¿Dónde está Arturo? Una cabeza femenina se inclinó sobre la suya. A contraluz distinguió un rostro joven y amable. -¿Quién es Arturo? -preguntó la mujer-. ¿Tu novio? ¿Un familiar? -Arturo es mi marido, y el rey de Britannia -replicó Gwenn con toda la firmeza que pudo reunir. Le extrañó el silencio con que acogió sus palabras. Y más aún los susurros que vinieron a continuación. -¿Qué ocurre? -consiguió articular-. No es aconsejable conspirar abiertamente en presencia de la reina. -Un caso más -dijo la voz masculina, y emitió un suspiro de cansancio-. Habrá que derivarla a Psiquiatría.» Tras la unión con el Grial, la conciencia de Gwenn viaja al origen de Britannia. Allí comprenderá por fin el secreto de las damas de Ávalon... pero ¿le servirán sus descubrimientos para ayudar a Arturo en su lucha contra Mordred cuando llegue la batalla final? Si te enganchaste a «Juego de Tronos», si te encantó «Los juegos del hambre», si «El señor de los anillos» es tu libro de sobremesa... ¡«Britannia» es tu saga! Embárcate en el relato de una histórica épica, mágica y llena de aventuras que te transportará a épocas y lugares únicos, en los que el valor y el ingenio eran fundamentales para salvar la vida y el honor. Reseñas: «La trama es trepidante, en ningún momento decae. Desde el primer momento se va dejando ver la batalla final, no es algo que coja desprevenido, lo que sí lo que ocurre. Es una saga que realmente recomiendo si os gusta la leyenda del rey Arturo y sus caballeros de la Tabla Redonda, pues además de contádnosla, Ana Alonso y Javier Pelegrín meten como novedad la trama del velo.» Blog Corazón, tinta y papel

El uso de las redes sociales y de las nuevas tecnologías en general nos expone a nuevos estímulos y sistemas de valores. La forma en que percibimos a las empresas, instituciones e individuos ha cambiado tangencialmente. Es por esta razón que resulta fundamental educar a los usuarios en competencias mediáticas dentro de este ecosistema que les permitan actuar como prosumidores inteligentes y eficientes en el consumo y producción de información. Asimismo, los contenidos digitales están indisolublemente vinculados a la comunicación mediática, que tradicionalmente se encargaba de la transmisión social de información y la generación de opinión pública. Esta confluencia entre medios de comunicación, audiencia y prosumidores como nuevos agentes informativos requiere el interés del sector académico e investigaciones en esta línea que promuevan una transmisión de información veraz, contextualizada y argumentada a través de las nuevas vías digitales.

This book is a tribute to this wonderful series that, during its eight seasons, has left us holding our breath on more than one occasion as a result of its unforgettable scenes and characters. In this book you will find works of fan art by some of the best international artists, authentic pieces of art, accompanied by phrases and data from the GOT universe!

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.

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