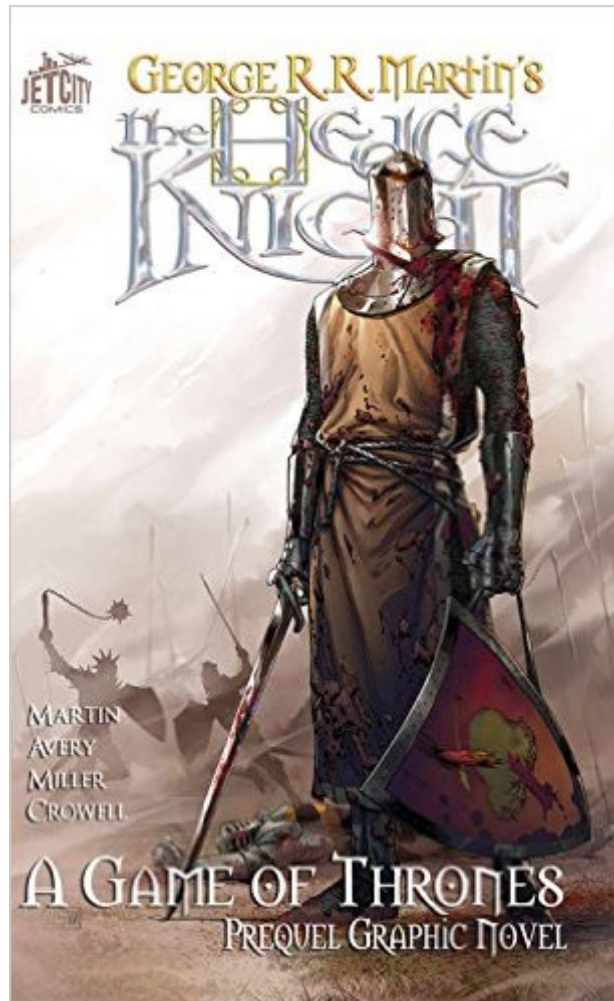


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The Hedge Knight: The Graphic Novel (A Game Of Thrones)



Synopsis

In this comic book/graphic novel adaptation set one hundred years before the events in George R.R. Martin's epic fantasy series, *A Song of Ice and Fire*, *The Hedge Knight* chronicles a young squire as he travels the cruel and complex path to knighthood in the Seven Kingdoms. Shouldering his fallen master's sword and shield, Dunk (or "Dunk") is determined to reinvent himself as a knight in a nearby tournament. But first Dunk needs a sponsor, and that requirement sends him down a road studded with friends, foes, adventure, and hidden agendas. One such friend is Egg, who becomes Dunk's squire, yet even he may hold secret motivations of his own. In this gripping prequel, Dunk and Egg seek glory in a world both familiar and new to *Game of Thrones* fans. What the two fortune seekers encounter, however, is a world of distrust and political machinations. Chivalry is not lost while Dunk holds fast to his dreams of honor. But such outdated virtues make him a target, and they may even lead to his ruin. This vivid and elaborately wrought tale brings new dimension to George R. R. Martin's beloved world. This edition includes fifteen pages of new supplemental material: sketches, character designs, and original pages by Mike S. Miller, plus variant and original covers.

Book Information

Series: A Game of Thrones

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Average Customer Review: 4.1 out of 5 stars See all reviews (469 customer reviews)

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Customer Reviews

For those of you who already own the *Hedge Knight* trade paperback that was originally published by Devil's Due, this is the exact same material you've already seen, re-released by Marvel Comics. It may have different cover art, but if you order the book expecting something new you will be

disappointed. Now, on to the book itself...I was a bit skeptical when I heard that someone was going to adapt George R.R. Martin's Hedge Knight short story into graphic novel format, but I love comics so I gave it a try. The original Hedge Knight story, which appeared in the Legends anthology, was my introduction to Martin and his epic Song of Ice and Fire series. To be blunt, his writing ruined me for just about every other fantasy author. Nearly every other fantasy series pales in comparison. So how did the Hedge Knight, a relatively straightforward tale about a knight who attends a tourney and finds himself entangled in the affairs of princes, translate into comic book form? While Ben Avery's adaptation covers all of the main points of the story, it just doesn't have the same feeling. He does an admirable job, but it's still missing something intangible that the prose story gives the reader. I wish I could explain it better, but the feeling you get after reading this volume is similar to when you see a movie that has been adapted from one of your favorite books. It never quite measures up. Mike Miller's artwork is the book's saving grace. His renderings of Martin's characters matched the pictures I had in my head from reading the story so closely it was downright eerie. From the epic battles to the mundane sequences, Miller's artwork is a major enhancement to the overall storytelling. Seeing his interpretation of Martin's characters is more than worth the price of admission. This paperback collects the entire Hedge Knight limited series, plus a new story that leads into the second Hedge Knight story from Legends II. It may not please all George R.R. Martin fans, but it is a worthy attempt at adapting the story, and is well worth checking out.

To begin with, I have enjoyed the Song of Fire and Ice from the beginning, and I have been itching for the new book for some time. When I heard there was a graphic novel, I was both interested and disappointed. The first because it was another tale in a very interesting setting. The second because A Feast of Crows had been running late and would rather have had the book instead of the graphic novel. Upon reading the graphic novel, I found all of my fears allayed and that the book does more than just add to the setting of the Song of Fire and Ice. I was pleased to find that the novel used figures that had been mentioned in previous book. It allowed me not just to hear about them through other character's accounts and histories, but I was able to 'see' them for myself. The book added further depth to the already expansive world. I also discovered that the novel was based on a short story previously published in an anthology in LEGENDS, edited by Robert Silverburg. The story had been adapted to the comic book format later. Knowledge that the novel was based on a previously published story allayed any frustration I was feeling about Feast. Most importantly though, beyond my obsession with the Song of Fire and Ice, the story was an excellent display of chivalry and character. How the virtues of knighthood of protecting the innocent and poor combat

with the corruption that grows among the nobility who make up this same order. The character is taught as a Hedge Knight he is the truest form of a knight, with no other allegiance than to his vows. I highly recommend this book not just for fantasy enthusiasts, but it is also a good moral tale, which is not necessarily straight forward.

When I first saw this listed I thought Martin had done the same thing Jordan had done with "New Spring", in other words I thought he had taken the awesome short story from "Legends" and expanded it into a longer novel forcing me to spend extra money even though I had already shelled out for "Legends". Thanks to reading a couple of the reviews I learned I was horribly mistaken and had kept myself from enjoying an awesome story in comic form. It is the exact same story from the short story "The Hedge Knight" but as every reader knows the change of mediums from prose to comic gives the reader a new experience. I would never say that one or the other is better, that is up to the reader, but I would definitely say it is a real treat to be able to switch between the two. The artwork is beautiful and true to story, and I didn't feel that anything was left out that had been in the short story. My only disappointment is knowing they can't do the entire series in this form also.

I first discovered "The Hedge Knight" when reading the "Legends" short-stories collection -- it was my first introduction to GRRM's "A Song of Ice and Fire" series and immediately led me to pick up "A Game of Thrones," which I had owned for nearly a year without reading. The great thing about this graphic novel is that it does a great job of bringing a visual aspect to Martin's written words. In many ways, the artists just "got" the feeling of the short story and Martin's series down to a tee. This is a great addition for any collector of Martin's work and a must-read for fans of the series.

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