

game of thrones house sigils

game of thrones house sigils are iconic emblems representing the noble families of the fictional world of Westeros. These sigils serve as powerful symbols of identity, heritage, and allegiance throughout the epic saga of "Game of Thrones." Each house's sigil is deeply intertwined with its history, values, and geographic origins, making them essential elements in understanding the story's complex social and political dynamics. The intricate designs and distinctive imagery of the house sigils not only aid in visual storytelling but also convey the core characteristics and reputations of the families they represent. This article explores the most prominent Game of Thrones house sigils, their meanings, and the significance they hold within the narrative. Readers will gain insight into how these heraldic symbols contribute to the rich tapestry of one of the most celebrated fantasy series.

- Significance of House Sigils in Game of Thrones
- Major Houses and Their Sigils
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Significance of House Sigils in Game of Thrones

House sigils in Game of Thrones serve as more than mere decorative emblems; they are vital to the identity and legacy of each noble family. These heraldic symbols are displayed on banners, armor, and official documents, marking territory and signaling loyalty in battles and political alliances. The sigils encapsulate the essence of a house's spirit, often reflecting their history, values, and the traits they prize most. For instance, a house known for its fierce warriors might choose a predatory animal as its sigil, while another renowned for wisdom may select a symbol of knowledge or mystery. Understanding these sigils provides deeper context to the relationships and conflicts that drive the narrative forward.

Major Houses and Their Sigils

The major houses of Westeros are distinguished not only by their power and influence but also by their instantly recognizable sigils. These sigils often incorporate animals, mythological creatures, or natural elements that symbolize the house's core identity.

House Stark

House Stark's sigil is a grey direwolf on a white field. The direwolf, a larger and more formidable version of a wolf, symbolizes loyalty, family, and resilience. Located in the North, the Starks are

known for their honor and connection to the harsh northern environment, which is aptly represented through their stark and powerful emblem.

House Lannister

The Lannister sigil features a golden lion on a crimson background. The lion represents strength, courage, and nobility, fitting for one of the richest and most influential houses of Westeros. The Lannisters' wealth and ambition are often highlighted alongside their proud and sometimes ruthless nature, all encapsulated in their regal sigil.

House Targaryen

House Targaryen's sigil is a three-headed red dragon on a black field. This emblem reflects the house's Valyrian roots and mastery of dragons. The dragon signifies power, fire, and destruction, traits that define the Targaryen legacy of conquest and their fiery temperament.

House Baratheon

The Baratheon sigil depicts a crowned black stag on a gold field. The stag symbolizes strength, virility, and nobility. The crown represents their royal claim, especially after Robert Baratheon's ascension to the Iron Throne. The sigil conveys both their regal status and their natural prowess.

House Greyjoy

House Greyjoy's sigil is a golden kraken on a black field. The kraken, a mythical sea monster, reflects their maritime culture and dominance over the Iron Islands. The symbol embodies ferocity, independence, and a connection to the sea, which defines the Greyjoy identity.

- House Stark: Grey Direwolf on White
- House Lannister: Golden Lion on Crimson
- House Targaryen: Red Three-Headed Dragon on Black
- House Baratheon: Crowned Black Stag on Gold
- House Greyjoy: Golden Kraken on Black

Minor Houses and Lesser-Known Sigils

Beyond the major houses, Game of Thrones features numerous minor houses whose sigils may be less known but are equally significant within their regions. These smaller houses often serve as

vassals or allies to the great houses and reflect diverse symbols that highlight their unique characteristics.

House Tyrell

House Tyrell's sigil is a golden rose on a green field. The rose symbolizes beauty, growth, and fertility, mirroring the house's wealth and influence in the fertile Reach region. The Tyrells are known for their political savvy and strategic marriages, traits that are subtly reflected in their elegant sigil.

House Martell

The Martell sigil features a red sun pierced by a gold spear on an orange field. This emblem embodies the fiery spirit and warrior culture of Dorne. The spear through the sun symbolizes both the harsh desert environment and the Martells' fierce independence.

House Arryn

House Arryn's sigil is a white falcon and crescent moon on a blue field. The falcon represents nobility, vigilance, and the mountainous region of the Vale they control. The crescent moon adds a mystical element, suggesting watchfulness and protection.

House Tully

House Tully's sigil shows a silver trout leaping on a blue and red striped field. The trout signifies adaptability and resilience, important traits for a house situated along the riverlands. The design reflects the aquatic environment central to their identity.

House Bolton

House Bolton's sigil is a flayed man, red on pink, symbolizing their brutal reputation and history of cruelty. This sigil is one of the most fearsome and unsettling among the houses, reinforcing the Boltons' notoriety in the North.

Symbolism Behind the Sigils

The symbolism in the Game of Thrones house sigils is carefully chosen to reflect the identity, strengths, and values of the families. Animals, colors, and mythical creatures all carry specific meanings that enhance the storytelling and world-building.

Animals as Symbols

Many house sigils use animals to convey particular qualities. For example, the direwolf of House Stark

embodies loyalty and survival, while the lion of House Lannister represents courage and dominance. These animals are not only symbolic but also often tied to the region's fauna or mythology.

Colors and Their Meanings

Colors in the sigils are equally significant. Red often symbolizes passion, war, or danger, as seen in House Targaryen's dragon and House Martell's sun. Gold and yellow denote wealth, royalty, and power, prominent in houses like Lannister and Baratheon. Blue and green suggest loyalty, tranquility, and growth, common in houses like Arryn and Tyrell.

Mythical and Natural Elements

Some sigils incorporate mythical creatures or natural symbols that highlight the uniqueness of the house. The three-headed dragon of House Targaryen reflects their Valyrian heritage and dragon-riding legacy, while the kraken of House Greyjoy emphasizes their seafaring culture. Natural elements like the rose or sun connect houses to their geographic and cultural environments.

Use of Sigils in the Story and Culture

House sigils play a critical role in the social and political landscape of Game of Thrones. They are used extensively to signify allegiance, display power, and identify characters and armies in the sprawling narrative.

Banners and Standards in Battle

During battles and sieges, house sigils are prominently displayed on banners and shields to rally troops and intimidate enemies. The presence of a particular sigil can boost morale or signal the arrival of reinforcements, making them strategic tools in warfare.

Political Alliances and Marriage

Sigils also mark political alliances, often displayed together to symbolize unions between houses. Marriages between noble families frequently involve combining sigils or displaying them jointly, highlighting the importance of heraldry in the power dynamics of Westeros.

Personal Identity and Honor

For individual characters, their house sigil represents personal identity and honor. Characters often wear sigils on their clothing or armor as a badge of pride and loyalty. The sigils remind both allies and enemies of their heritage and the legacy they uphold.

- Banners and standards rally armies and display power

- Sigils symbolize political alliances and marriages
- Personal identity and honor are closely tied to house emblems

Frequently Asked Questions

What is the sigil of House Stark in Game of Thrones?

The sigil of House Stark is a grey direwolf on a white field.

Which house in Game of Thrones has a three-headed dragon as its sigil?

House Targaryen has a three-headed red dragon on a black field as its sigil.

What does the lion represent on House Lannister's sigil?

The lion on House Lannister's sigil represents strength, courage, and nobility.

Which Game of Thrones house features a kraken as its sigil?

House Greyjoy features a golden kraken on a black field as its sigil.

What is the significance of the rose in House Tyrell's sigil?

The rose in House Tyrell's sigil symbolizes beauty, growth, and the fertility of the Reach region.

What animal is depicted on House Baratheon's sigil?

House Baratheon's sigil depicts a crowned black stag on a gold field.

How do the sigils of the major houses in Game of Thrones reflect their characteristics?

The sigils often symbolize traits or values of the houses: Stark's direwolf signifies loyalty and resilience, Lannister's lion reflects power and pride, Targaryen's dragon represents fire and conquest, Greyjoy's kraken stands for dominance of the seas, Tyrell's rose embodies beauty and growth, and Baratheon's stag signifies strength and nobility.

Additional Resources

1. *Wolves of the North: The Stark Legacy*

This book delves into the history and symbolism of House Stark's direwolf sigil, exploring the family's

roots in the harsh northern lands of Westeros. It examines the Stark family's values of honor, loyalty, and resilience, and how these traits are reflected in their emblem. Readers will also discover key Stark figures and their pivotal roles in the Game of Thrones saga.

2. *The Lion's Roar: Power and Pride of House Lannister*

Focused on the golden lion sigil of House Lannister, this book reveals the family's wealth, influence, and political machinations. It highlights the Lannisters' motto, "Hear Me Roar!" and their unofficial saying, "A Lannister always pays his debts." Through detailed character studies, the book sheds light on the complexities behind the lion's fierce image.

3. *Dragons of Fire and Blood: The Targaryen Sigil and Legacy*

Centered on House Targaryen's three-headed dragon emblem, this volume explores the dynasty's Valyrian origins and their conquest of Westeros. The narrative covers the significance of dragons in Targaryen culture and warfare, as well as the family's tumultuous history marked by fire and blood. It also discusses the symbolism of their red and black colors.

4. *The Rose and the Thorn: House Tyrell's Garden of Power*

This book investigates the golden rose sigil of House Tyrell and its representation of beauty, growth, and political cunning. It examines the Tyrells' strategic alliances and their rise to prominence in the Reach. The narrative also touches on the contrast between the house's outward charm and the thorny realities of their ambitions.

5. *The Kraken's Call: Secrets of House Greyjoy*

Exploring the fierce sea creature emblem of House Greyjoy, this book captures the essence of the Ironborn's seafaring culture and "Reaver" lifestyle. It delves into the Greyjoy motto, "We Do Not Sow," emphasizing their independence and raiding traditions. The book also analyzes the house's struggles and rebellions against the mainland.

6. *The Stag and the Hunt: The Story of House Baratheon*

This volume centers on the crowned stag sigil of House Baratheon, symbolizing strength, nobility, and the hunt. It traces the family's ascent from Stormlands rulers to the Iron Throne, highlighting key figures such as Robert Baratheon. The narrative explores the stag's symbolism in relation to leadership and tempestuous ambition.

7. *The Mockingbird's Song: House Baelish and the Art of Intrigue*

Focusing on the mockingbird sigil of House Baelish, this book uncovers the cunning and manipulative nature behind Petyr Baelish's rise to power. It discusses the significance of the bird as a symbol of cleverness and adaptability. Readers gain insights into the house's role in the political games of Westeros.

8. *The Sun and Spear: The Honor of House Martell*

This book examines House Martell's sun-and-spear sigil, emblematic of their fiery spirit and desert homeland of Dorne. It explores the house's unique customs, fierce independence, and commitment to justice and vengeance. The narrative also highlights the Martells' complex relationships with other Westerosi houses.

9. *The Black Fish: House Tully's River Legacy*

Centered on House Tully's leaping trout sigil, this book explores the importance of rivers and family loyalty in their identity. It details the Tullys' role as protectors of the Riverlands and their motto, "Family, Duty, Honor." The book also reflects on the challenges they face amidst the turbulent politics of Westeros.

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game of thrones house sigils: Game of Thrones: House Sigil Foil Note Cards Insight Editions, 2019-05-28 Send a message from Westeros with these classic Game of Thrones note cards featuring the iconic sigils of three of the most powerful families in the Seven Kingdoms: Stark, Lannister, and Targaryen. Showcasing a sophisticated, minimalist design printed on high-quality paper, this embossed foil note card set includes 12 blank cards and 12 envelopes.

game of thrones house sigils: **Game of Thrones: House of the Dragon [Season 2]** Gina McIntyre, 2024-12-03 Return to Westeros with this deluxe book that explores the creation of season two of HBO's hit series House of the Dragon. Following the huge international success of House of the Dragon season one, HBO's acclaimed series returns for a second season. Author Gina McIntyre, who wrote Insight's best-selling book on season one, Game of Thrones: House of the Dragon: Inside the Creation of a Targaryen Dynasty, has returned to the set at Leavesden Studios near London to chronicle the making of season two, receiving unprecedented access to the production. Season two promises even more intrigue and action, with remarkable performances and unforgettable set pieces, all explored in-depth within this must-have volume that makes the perfect companion to McIntyre's original book. Filled with concept art, on-set photography, and other dazzling visuals, this will be the ultimate exploration of a highly anticipated TV event. EXCLUSIVE ACCESS: Go behind the scenes of season two of House of the Dragon and discover exclusive insights and secrets from the show's set. REVEALING INTERVIEWS: Go behind the scenes of House of the Dragon through in-depth interviews with showrunner Ryan Condal and the incredible cast and crew. STUNNING IMAGERY: Explore a treasure trove of never-before-seen images, including concept designs for the show's dragons, locations, and costumes, plus candid on-set photos. OFFICIALLY LICENSED: The only officially licensed making-of book for season two of HBO's House of the Dragon. COMPLETE YOUR COLLECTION: Game of Thrones: House of the Dragon: Inside the Dawn of the Targaryen Civil War is the perfect companion to Game of Thrones: House of the Dragon: Inside the Creation of a Targaryen Dynasty, The Art of Game of Thrones, and Game of Thrones: The Costumes, also published by Insight Editions

game of thrones house sigils: **Fan Phenomena: Game of Thrones** Kavita Mudan Finn, 2017-05-01 Winter is coming. Every Sunday night, millions of fans gather around their televisions to take in the spectacle that is a new episode of Game of Thrones. Much is made of who will be gruesomely murdered each week on the hit show, though sometimes the question really is who won't

die a fiery death. The show, based on the Song of Ice and Fire series written by George R. R. Martin, is a truly global phenomenon. With the seventh season of the HBO series in production, Game of Thrones has been nominated for multiple awards, its cast has been catapulted to celebrity and references to it proliferate throughout popular culture. Often positioned as the grittier antithesis to J. R. R. Tolkien's Lord of the Rings, Martin's narrative focuses on the darker side of chivalry and heroism, stripping away these higher ideals to reveal the greed, amorality and lust for power underpinning them. Fan Phenomena: Game of Thrones is an exciting new addition to the Intellect series, bringing together academics and fans of Martin's universe to consider not just the content of the books and HBO series, but fan responses to both. From trivia nights dedicated to minutiae to forums speculating on plot twists to academics trying to make sense of the bizarre climate of Westeros, everyone is talking about Game of Thrones. Edited by Kavita Mudan Finn, the book focuses on the communities created by the books and television series and how these communities envision themselves as consumers, critics, and even creators of fanworks in a wide variety of media, including fiction, art, fancasting and cosplay.

game of thrones house sigils: Mastering the Game of Thrones Jes Battis, Susan Johnston, 2015-01-24 George R.R. Martin's A Song of Ice and Fire series is a worldwide phenomenon, and the world of Westeros has seen multiple adaptations, from HBO's acclaimed television series to graphic novels, console games and orchestral soundtracks. This collection of new essays investigates what makes this world so popular, and why the novels and television series are being taught in university classrooms as genre-defining works within the American fantasy tradition. This volume represents the first sustained scholarly treatment of George R.R. Martin's groundbreaking work, and includes writing by experts involved in the production of the HBO show. The contributors investigate a number of compelling areas, including the mystery of the shape-shifting wargs, the conflict between religions, the origins of the Dothraki language and the sex lives of knights. The significance of fan cultures and their adaptations is also discussed.

game of thrones house sigils: The Unofficial Guide to Game of Thrones Kim Renfro, 2019-10-08 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.

game of thrones house sigils: Game of Thrones: The Costumes, the Official Book from Season 1 to Season 8 Michele Clapton, Gina McIntyre, 2019-11-05 The official guide to the complete costumes of HBO's landmark television series Game of Thrones. Discover how BAFTA and Emmy Award-winning costume designer Michele Clapton dressed the heroes and villains of Westeros and beyond, including Daenerys Targaryen, Cersei Lannister, Jon Snow, and Arya Stark.

game of thrones house sigils: Women in Game of Thrones Valerie Estelle Frankel, 2014-04-04 Game of Thrones, one of the hottest series on television, leaves hundreds of critics divided on how feminist the show really is. Certainly the female characters, strong and weak, embody a variety of archetypes--widow queens, warrior women, damsels in distress, career women, priestesses, crones, mothers and maidens. However, the problem is that most of them play a single

role without nuance--even the strong women have little to do besides strut about as one-note characters. This book analyzes the women and their portrayals one by one, along with their historical inspirations. Accompanying issues in television studies also appear, from the male gaze to depiction of race. How these characters are treated in the series and how they treat themselves becomes central, as many strip for the pleasure of men or are sacrificed as pawns. Some nude scenes or moments of male violence are fetishized and filmed to tantalize, while others show the women's trauma and attempt to identify with the scene's female perspective. The key is whether the characters break out of their traditional roles and become multidimensional.

game of thrones house sigils: Bend the Knee or Seize the Throne Nathan Tong, Michael J. Urick, 2023-06-12 How is power used and abused? What are the effects of abuse of power? An examination of ethics and motivation, along with concepts of justice and cultural awareness, feed into a comprehensive dive into manifestations of leadership throughout the Seven Kingdoms.

game of thrones house sigils: Medievalism in A Song of Ice and Fire and Game of Thrones Shiloh Carroll, 2018 Game of Thrones is famously inspired by the Middle Ages - but how authentic is the world it presents? This volume offers different angles to the question. One of the biggest attractions of George R.R. Martin's high fantasy series A Song of Ice and Fire, and by extension its HBO television adaptation, Game of Thrones, is its claim to historical realism. The author, the directors and producers of the adaptation, and indeed the fans of the books and show, all lay claim to Westeros, its setting, as representative of an authentic medieval world. But how true are these claims? Is it possible to faithfully represent a time so far removed from our own in time and culture? And what does an authentic medieval fantasy world look like? This book explores Martin's and HBO's approaches to and beliefs about the Middle Ages and how those beliefs fall into traditional medievalist and fantastic literary patterns. Examining both books and programme from a range of critical approaches - medievalism theory, gender theory, queer theory, postcolonial theory, and race theory - Dr Carroll analyzes how the drive for historical realism affects the books' and show's treatment of men, women, people of colour, sexuality, and imperialism, as well as how the author and showrunners discuss these effects outside the texts themselves. SHILOH CARROLL teaches in the writing center at Tennessee State University.

game of thrones house sigils: Quicklet on A Game of Thrones by George R. R. Martin Christopher Leonard, 2011-11-09 Quicklets: Learn More. Read Less. George R. R. Martin is an American science-fiction/fantasy author from New Jersey. He is most well known for his series, A Song of Ice and Fire. A lifelong comic book fan, Martin became interested in writing at a young age. In the 1980s, he began writing for several science-fiction television series. After writing for television, Martin was struggling with a new book in the 1990s. In his story, he developed a scene where a group of children find a dead direwolf and several direwolf pups. This scene would go on to plant the seeds for A Song of Ice and Fire. A Game of Thrones is the first installment in his series, A Song of Ice and Fire. Martin is finishing the seventh and final installment in the series, which was originally intended to be a trilogy. The series has been translated into 27 languages and was recently made into an award-winning television series on HBO. About Game of Thrones In the years following a devastating revolution to unseat an insane tyrant, all is not well in the Seven Kingdoms of Westeros. A top aide of the new king has died under mysterious circumstances, the heirs of the deposed despot seek to raise an army to reclaim the throne, and winter is coming, a cold and harsh winter that threatens to last for years. As a mysterious and horrifying force gathers in the wilderness, edging ever nearer to the unsuspecting people of the Seven Kingdoms, Lord Eddard Stark, a close friend of the king, investigates the death of his aide and uncovers a conspiracy that could tear the kingdoms apart. As families and steel clash amid a web of deception, Stark learns that when playing the game of thrones, there is one rule: you win, or you die.

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game of thrones house sigils: Game of Thrones: A Guide to Westeros and Beyond Myles McNutt, 2019-11-05 "The quintessential guide to the world of the HBO TV series . . . documents the entire history of Westeros throughout the eight seasons." —Screen Rant This remarkable volume celebrates and explores the complex stories, relationships, and world building in HBO's Emmy Award-winning Game of Thrones series, from Season One through Season Eight. The book follows the story of Essos and southern Westeros, with fire-breathing dragons and clashing noble houses, and the story of northern Westeros, where the Night King leads his army of the dead across the icy landscape. Mapping bloodlines and battle lines, its hundreds of pages are filled with stunning photographs, original art, timelines, and charts newly created for this book. This definitive visual guide commemorates this momentous series and offers a must-have companion for every Game of Thrones fan. "Dive deep into the lore and history of Westeros with this illustrated and annotated guide to all of the seven kingdoms and beyond. From character analyses to fun infographics, there's a little something for everyone." —TV Guide ©2019 Home Box Office, Inc. All rights reserved. Game of Thrones and related trademarks are the property of Home Box Office, Inc.

game of thrones house sigils: Theology and Game of Thrones Matthew William Brake, 2022-02-03 This book explores many of the theological and religious themes present in the Game of Thrones HBO television series and George R.R. Martin's A Song of Ice and Fire novels. Written for academics yet accessible for the layperson, the chapters explore themes of power, religion, and sacred institutions in Westeros; Christian ecclesiology in the Night's Watch and the religion of the Iron Islands; Augustinian notions of evil in the Night King and anthropology in the Seven; Orientalism, Hinduism, and the many worldviews in the World of Ice and Fire, and the series more controversial and disturbing themes of rape and death. Theology and Game of Thrones will appeal to theology and religious studies scholars and fans alike as it explores these elements in Martin's complex fantasy epic.

game of thrones house sigils: The Ultimate Game of Thrones and Philosophy Eric J. Silverman, Robert Arp, 2016-12-09 The Ultimate Game of Thrones and Philosophy treats fans to dozens of new essays by experts who examine philosophical questions raised by the Game of Thrones story. This ultimate analysis provides the most comprehensive discussion to date and engages the Game of Thrones universe through the end of Season Six of the HBO series. Ned Stark, Tyrion Lannister, Jon Snow, Joffrey, Cersei, Brienne, Arya, Stannis, and many other characters are used to apply the traditional philosophical questions that everyone faces. How should political leaders be chosen in Westeros and beyond? Is power merely an illusion? Is it immoral to enjoy overly violent and sexual stories like Game of Thrones? How should morally ambiguous individuals such as Jamie Lannister: The Kingslayer and Savior of King's Landing be evaluated? Can anyone be trusted in a society like Westeros? What rules should govern sexual relationships in a world of love, incest, rape, and arranged marriage? How does disability shape identity for individuals like Tyrion, Bran, and others? How would one know whether there is a God in the Game of Thrones universe and what he is like?

game of thrones house sigils: Game of Thrones versus History Brian A. Pavlac, 2017-03-09 Since it first aired in 2011, Game of Thrones galloped up the ratings to become the most watched show in HBO's history. It is no secret that creator George R.R. Martin was inspired by late 15th century Europe when writing A Song of Ice and Fire, the sprawling saga on which the show is based. Aside from the fantastical elements, Game of Thrones really does mirror historic events and bloody battles of medieval times—but how closely? Game of Thrones versus History: Written in Blood is a collection of thought-provoking essays by medieval historians who explore how the enormously popular HBO series and fantasy literature of George R. R. Martin are both informed by and differ significantly from real historical figures, events, beliefs, and practices of the medieval world. From a variety of perspectives, the authors delve into Martin's plots, characterizations, and settings, offering insights into whether his creations are historical possibilities or pure flights of fantasy. Topics include the Wars of the Roses, barbarian colonizers, sieges and the nature of medieval warfare, women and agency, slavery, celibate societies in Westeros, myths and legends of medieval

Europe, and many more. While life was certainly not a game during the Middle Ages, *Game of Thrones versus History: Written in Blood* reveals how a surprising number of otherworldly elements of George R. R. Martin's fantasy are rooted deeply in the all-too-real world of medieval Europe. Find suggested readings, recommended links, and more from editor Brian Pavlac at gameofthronesversushistory.com.

game of thrones house sigils: Literary Onomastics Dorothy Dodge Robbins, 2023-10-03 *Literary Onomastics* surveys different methods of studying names in works of literature and offers representative works of literary onomastic analysis. Included in this volume are qualitative studies that examine select names as well as quantitative studies that examine entire systems of names. These studies of literary names straddle centuries, cross genres, and defy simple categorization. Leading and emerging scholars in this field provide insight into the namecraft of William Shakespeare, Philip Sidney, John Donne, Julia Alvarez, Ursula K. Le Guin, Zadie Smith, George R. R. Martin, and Britain's Rebel Writers. The theories and methods they employ are associated with cultural, linguistic, rhetorical, feminist, and ethnic studies. Collectively, these scholars demonstrate the many approaches available to the study of names and naming practices in literary works. Additionally, they consider how names function in a variety of genres and mediums, including poetry, novels, science fiction, and fantasy.

game of thrones house sigils: *Winter is Coming* Carolyne Larrington, 2017-09-07 *Game of Thrones* is a phenomenon. As Carolyne Larrington reveals in this essential companion to George R R Martin's fantasy novels and the HBO mega-hit series based on them the show is the epitome of water-cooler TV. It is the subject of intense debate in national newspapers; by PhD students asking why Westeros has yet to see an industrial revolution, or whether astronomy explains the continent's climatic problems and unpredictable solstices ('winter is coming'); and by bloggers and cultural commentators contesting the series' startling portrayals of power, sex and gender. Yet no book has divulged how George R R Martin constructed his remarkable universe out of the Middle Ages. Discussing novels and TV series alike, Larrington explores among other topics: sigils, giants, dragons and direwolves in medieval texts; ravens, old gods and the Weirwood in Norse myth; and a gothic, exotic orient in the eastern continent, Essos. From the White Walkers to the Red Woman, from Casterley Rock to the Shivering Sea, this is an indispensable guide to the twenty-first century's most important fantasy creation.

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