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Fierce and proud, the Rigante dwell deep in the green mountain lands, worshiping the gods of air and water, and the spirits of the earth. Among them lives a warrior who bears the mark of fate. Born of the storm that slew his father, he is Connavar, and tales of his courage spread like wildfire. The Seidh--a magical race as old as time--take note of the young warrior and cast a malignant shadow across his life. For soon a merciless army will cross the water, destroying forever the timeless rhythms of life among the Rigante. Swearing to protect his people, Connavar embarks on a quest that will take him into the heart of the enemy. Along the way, he receives a gift: a sword as powerful and deadly as the Seidh who forged it. Thus he receives a name that will strike fear into the hearts of friend and foe alike--a name proclaiming a glorious and bitter destiny . . . Demonblade. 'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie 'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks After the bloody battle of Colden Moor the warlike highlanders had lost their independence. They lived in surly subservience to the Outlanders, and only a teenage girl survived to represent the line of kings: Sigarni. Sigarni the silver-haired. Huntress, princess. All of these she was called. But those who pierce the veil of the future knew that a leader was coming to the North - a leader descended from Ironhand, mightiest of the highland kings. Novels by David Gemmell The Drenai series Legend The King Beyond the Gate Waylander Quest For Lost Heroes Waylander II: In the Realm of the Wolf The First Chronicles of Druss the Legend Jon Shannow series Wolf in Shadow The Last Guardian Bloodstone Stones of Power Ghost King Last Sword of Power Hawk Queen series Ironhand's Daughter The Hawk Eternal Ancient Greece novels Lion of Macedon Dark Prince Other novels Knights of Dark Renown Morningstar A battle - charged and epic heroic fantasy by the Sunday Times bestselling author David Gemmell, perfect for fans of Joe Abercrombie, Duncan M. Hamilton and Conn Iggulden. "In my pantheon of literary greats, David Gemmell stands alone . . . he put me on the path I still walk today" - Conn Iggulden "In the realm of people-driven fantasy fiction, Gemmell sets the standard" -- TIME OUT "Impressive storytelling...Compelling and pacey action...The best fantasy inspires genuine involvement. David Gemmell's novels do just that." -- INTERZONE "I have now read this book at least 10 times and every time I get lost in the intrigue..." -- ***** Reader review "Fast moving and emotionally charged, you just won't be able to put this down..." -- ***** Reader review

***** For centuries the tribes of the Nadir have suffered under the despotic tyranny of their Gothir overlords. Disunited and distrustful of one another they await the coming of a Messianic warlord, who will unite them against the oppressors. Into this swirling, chaotic landscape come three men who will change the fate of the continent: Talisman the Mysterious, enigmatic Nadir warrior, haunted by his past and filled with dreams of finding the Uniter; Sieben the Poet, searching for the mysteries of life and love; and Druss the Axeman, determined to find two mystic gems to heal a mortally wounded friend. Together they will journey across a war-torn land, and descend beyond the gates of Hell, where a long-dead king holds the key to a secret that will

change the world. The Legend of Deathwalker continues the extraordinary tale of Druss among the Nadir started in Legend “[A] sophisticated and intelligent high fantasy epic.”—Publishers Weekly The legendary Briar King has awakened, spreading madness and destruction across a land devastated by a royal family’s fall from power through treachery and dark magic. Half-remembered prophecies may point to the young princess Anne Dare, rightful heir to the throne of Crotheny, as the world’s only hope. But a mysterious assassin stalks her, so skilled that even Anne’s friend and protector Cazio cannot stand against him, nor can her sworn defender, the young knight Neil MeqVren. Though Anne herself is the conduit of fearsome powers beyond her understanding and control, it is time for girl to become woman, princess to become queen. Anne must stop running and instead march at the head of an army to take back her kingdom . . . or die trying. Praise for The Kingdoms of Thorn and Bone “A graceful, artful tale . . . a snare of terse imagery and compelling characters that grips tightly and never lets up.”—Elizabeth Haydon, author of The Assassin King, on The Briar King “There is adventure and intrigue, swordplay and dark sorcery aplenty.”—Realms of Fantasy, on The Charnel Prince ‘In my pantheon of literary greats, David Gemmell stands alone . . . he put me on the path I still walk today’

CONN IGGULDEN Darkness falls on the Great Green, and the Ancient World is fiercely divided. On the killing fields outside the golden city of Troy, forces loyal to the Mykene King mass. Among them is Odysseus, fabled storyteller and reluctant ally to the Mykene, who knows that he must soon face his former friends in deadly combat. Within the city, the Trojan king waits. Ailing and bitter, his hope is pinned on two heroes: his favourite son Hektor, and the dread Helikaon who will wreak terrible vengeance for the death of his wife at Mykene hands. War has been declared. As enemies, who are also kinsmen, are filled with bloodlust, they know that many of them will die, and that some will become heroes: heroes who will live for ever in a story that will echo down the centuries. “Gripping and fast-paced, intelligent and intensely readable...should appeal to anyone who enjoys an action-packed historical epic” (Joanne Harris) He was known as Druss. The Deathwalker. Though the blood of merciless butchers coursed through his veins, he had found a fragile peace through his love for beautiful, mystical Rowena. Then came the day when Druss returned to their village and found everyone dead--massacred by slavers who had stolen the women to sell for gold. Rowena was among the missing. Armed with only his powerful double-bladed ax, Snaga, Druss went after Rowena. His journey would carry him from the highest thrones of power to the deepest dungeons of depravity. Along the way, he would battle savage monsters and descend into terrifying lands of black magic and demons. Yet one thing was certain. Druss would have victory . . . or death. “Gemmell’s great reading—the action never lets up. He’s several rungs above the good—right into the fabulous!”—Anne McCaffrey While the warlike and merciless Aenir wreak havoc upon the territory outside the mountain stronghold of the clans, Sigarni, the Hawk Queen, arrives in a parallel version of her own universe through a gate in space and time. Taliesen, last of the gatekeepers, has no idea why she has come. But he knows that heroes are needed and grants her passage into the ravaged land. Only Caswallon—loner, warrior, and thief—realizes the true extent of the danger and the mayhem that his people will come to face. As Taliesen tries to discover Sigarni’s purpose, Caswallon must attempt to unite the clans to overcome their greatest peril. “For anyone who appreciates super heroic fantasy, David Gemmell’s offerings are mandatory.”—Time Out London When I was a youngster my parents invented a cool contraption. They put one of every kind of animal in it. I accidentally got in before it started. Halfway through the process my mum saw me and took me out. All the animals had simply disappeared and I looked normal, or so it seemed. They trashed the heaping hunk of metal as if it were a failure and went back to the drawing board. That shows you how little they knew. In everything but normal, to be precise, in everything. In Dovera everything is magical. Items in stores float without the need for shelves, fires warm but don’t burn people, and ponds are windows to other worlds. Green trees and bushes are everywhere and vines grow so fast you can see it. In Dovera, castles are carved out of mountains and cliffs of red sand tower above the valleys. In Dovera, trees talk and move and laugh and dance. Welcome to a world where love is stronger than hate and good wins over evil. This breathtaking story is filled with anticipation and accomplishment, and a little hint of love. It is a great

story for all who fantasize about heroic rescues and heroines that are honest, pure and true. Welcome to my world of fantasy, in *The Morning Star*. G. Davidson (Author) First of a new epic fantasy series inspired by an ancient Sanskrit epic and Indian mythology, *Upon a Burning Throne* evokes the expansive world-building and complex twists of George R.R. Martin's *A Song of Ice and Fire*, N.K. Jemisin's *Inheritance* trilogy, and Ken Liu's *The Dandelion Dynasty* series. 2 stories: 1. *Sword in the Storm*-Connavar does a kindness for an old woman and in return she gives him his heart's desire. 2. *Midnight Falcon*-Connavar's son has inherited much from his father. 'Fantasy as it ought to be written'

George R.R. Martin *The Liveship Traders* trilogy returns readers to Robin Hobb's most loved world. The chaos spirit had chosen the child Alexander to be its human host. But Parmenion, most powerful warrior of ancient Greece, had won a small victory over the darkness that sought to rule through Alexander. The boy's soul had not been destroyed by evil, but instead had merged with it -- and now Parmenion aided Alexander in the battle between light and dark that constantly raged within him. But there was another world, where the creatures of Greece's legends still flourished. There, the chaos spirit already ruled, through a demon king. In this Greece, there was a prophecy that a child of great power, the legendary golden child, would come and restore the fading magic of the land to the creatures of myth. The demon king believed also that devouring the heart of this fabled child would give him immortality. He believed Alexander, with the power of the chaos spirit within him, to be that child. And so he called Alexander into his world . . . Only Parmenion, guided by the seeress Derae, his lost love from another life, could hope to save Alexander from the demon king. But who could save the young prince from the chaos spirit that threatened to conquer his soul? "David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy."—R.A. Salvatore, *New York Times* bestselling author

*Chaos and terror stalked the realm. The king had been slain by traitors, and the sword of power had been lost beyond the Circle of Mist. Armies of Saxons, Angles, Jutes, and Brigantes cut a gory swath across the land, led by puppets of the ruthless Witch Queen—whose minions included dark, bloodthirsty creatures and a savage, undead warrior. All hope lay with young Thuro—in whose veins flowed the blood of kings. He would have to defeat the Witch Queen's monsters and travel to the land of the Mist, there to seek a ghostly army. And the only one who could prepare Thuro to achieve his birthright was the mountain warrior Culain, the one man who knew the queen's deadly secret . . . The legend of the mystic Stones of Power begins with a tale of blood and glory, of love and betrayal, as a boy must come of age amidst the seemingly impossible quest to become the High King. "David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy." --R. A. Salvatore, *New York Times* Bestselling author*

The Goths followed a bloodthirsty new leader, one who sought to open the Gates of Hell: Wotan. His immortal power stemmed from human sacrifice and dark sorcery, and no sword could touch him. He rode the winds on a leather-winged steed, while his armies cut a deadly swath across the northern kingdoms. Even death's icy hand could not stop them. Only Uther Pendragon could save Britannia. To do so he must wield his birthright--Cunobelin's blade, the legendary Sword of Power. But Uther was chained in Hell, the sword lost in swirling Chaos. All hope lay with the warrior known as Revelation, with the magic of the Sipstrassi Stones, and with Anduine, a blind girl possessed of arcane powers. Only if these unlikely allies united could they hope to stop the invincible foe before the world plunged into darkness. "For anyone who appreciates superior heroic fantasy, David Gemmell's offerings are mandatory."—Time Out London

The blood-drenched lands of the Drenai are protected by a man who has been hated and feared as much as he has been loved: the living legend known as Druss, Captain of the Ax. But this is also the land of Skilgannon, a man who is armed with the mythic Swords of Night and Day, and perhaps Druss's equal on the field of battle. Brought together by a brutal attack, the two lone warriors form an unlikely alliance. But as Druss and Skilgannon face the supernatural threat of the Joinings—monstrous werebeasts with unholy strength and more than animal savagery—respect and trust will grow. Their alliance will become a friendship destined to change both men—and the lands of the Drenai—forever. "[Gemmell's] fiction has always carried the genuine flair of the classic sword and sorcery pieces of the 1930s and '40s. This installment is no exception."—Starlog "A multitude of good battle scenes! . . . Readers will be carried along by the

nonstop action and heroic characters.”—Booklist From the coauthor of *Chicken Soup for the Prisoner's Soul*—a program that develops positive change for inmates and their loved ones With their books *Chicken Soup for the Prisoner's Soul* and *Chicken Soup for the Volunteer's Soul*, Tom and Laura Lagana have shown readers how to make positive use of their time—whether they are serving others or serving time. In *Serving Productive Time* they go one step further, using powerful stories, poems, and cartoons created by inmates and others to address the realities of penal existence. They build on these voices of experience with essays and advice that show inmates how to truly make their time count, and give meaning to their lives right now, while making amends for their crimes and working toward release. Inspires inmates to use programs and resources, perform positive deeds, and acquire skills Empowers correctional staff, counselors, families, and volunteers to help inmates who want to make positive changes in their lives Living among humans in a post- apocalyptic ice age, neomage Thorn St. Croix is a source of both fear and fascination for the people of Mineral City?and now she faces her ultimate test. Deep under the snow-covered mountains beyond the village, an imprisoned fallen seraph desperately needs her help. There, hidden in the hellhole, the armies of Darkness assemble to ensure this subterranean rescue will be Thorn?s final descent? 'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie 'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks His name is Parmenion. Despised by Spartans and Macedonians alike, he must fight for his place in the world. Yet he will survive. Dark forces have marked out his destiny as the most fearsome warlord Greece has ever known. For he will become the Lion of Macedon - and will reshape the glory of Greece before he faces the wrath of hell . . .

Novels by David Gemmell The Drenai series Legend The King Beyond the Gate Waylander Quest For Lost Heroes Waylander II: In the Realm of the Wolf The First Chronicles of Druss the Legend Jon Shannow series Wolf in Shadow The Last Guardian Bloodstone Stones of Power Ghost King Last Sword of Power Hawk Queen series Ironhand's Daughter The Hawk Eternal Ancient Greece novels Lion of Macedon Dark Prince Other novels Knights of Dark Renown Morningstar S. M. Stirling’s Novels of the Change are a “truly original combination of postapocalyptic sci-fi and military-oriented medieval fantasy”* about a future where mysterious Powers removed advanced technology, and humanity rebuilds society. However, this new world is not always a peaceful one.... The spirit of troubadour Prince John, the brother of Crown Princess Órlaith, has fallen captive to the power of the Yellow Raja and his servant, the Pallid Mask. Prince John’s motley band of friends and followers—headed by Captain Pip of Townsville and Deor Godulfson—must lead a quest through realms of shadow and dreams to rescue Prince John from a threat far worse than death. Meanwhile, across the sea, Japanese Empress Reiko and Órlaith, heir to the High Kingdom of Montival, muster their kingdoms for war, making common cause with the reborn Kingdom of Hawaii. But more than weapons or even the dark magic of the sorcerers of Pyongyang threaten them; Órlaith's lover, Alan Thurston, might be more than he appears. From the tropical waters off Hilo and Pearl Harbor, to the jungles and lost cities of the Ceram Sea, a game will be played where the fate of the world is at stake.

*Kirkus Reviews From a premier fantasist and author of the Riftwar Legacy comes the first installment in an much-anticipated new series. . . . “Feist has a natural talent for keeping the reader turning the pages.”—Chicago Sun-Times From the New York Times bestselling author comes a thrilling new epic of adventure and deceit set in his signature world of Midkemia. In a distant land, high among the snow-capped mountains, a peaceful nation is mercilessly put to the sword . . . yet one will survive. Little more than a boy, Talon of the Silver Hawk must carry on until, someday, he can take vengeance. Leaving the icy fastness of his ancient home, Talon descends into the dangerous land of his adversary. Treading a perilous path, he must survive battlefields, court intrigues, treacherous enemies, backstabbing friends, and beautiful yet deadly women to discover the evil responsible for the annihilation of his people. “Gemmell not only knows how to tell a story, he knows how to tell a story you want to hear. He does high adventure as it ought to be done.”—Greg Keyes, author of *The Briar King* One awesome night, the sadistic, seemingly invincible Daroth vanished from the face of the earth. Gone were their cities, their armies, their reigns of terror. Not a trace of this conquering race

remained. Until a thousand years later. . . . With the rising of a dark moon above the Great Northern Desert, comes a black tidal wave that sweeps across the land. Suddenly, the desert vanishes beneath lush fields and forests and a great city glitters in the morning light. From this city reemerges the blood-hungry Daroth, powerful and immortal, immune to spear and sword. They have only one desire: to rid the world of humankind forever. Now the fate of the human race rests on the talents of three heroes: Karis, warrior-woman and strategist; Tarantio, the deadliest swordsman of the age; and Duvodas the Healer, who will learn a gruesome truth. "Gemmell's great reading; the action never lets up; he's several rungs above the good—right into the fabulous!"—Anne McCaffrey

Winged demons gather, silent and unseen, above the city of Usa, their talons long and sharp. Their purpose is clear, as is the prophesy: Upon the deaths of the three kings, the demon riders of the Krayakin will become flesh, free to slake their thirst with human blood - and the stench of evil will cover the land. Two of the kings are already dead. For the prophesy to be fulfilled, spreading carnage across the world, the Demon Lord must sacrifice the third king: Queen Axiana's unborn child. When Emperor Skanda disbands his army, the pregnant queen takes flight, pursued by the Lords of the Undead. All hope lies with three ancient heroes, though discarded by the emperor, they are still Drenai soldiers: Bison the giant, Kebra the bowman, and the great swordsman Nogusta - the Demon Lord's greatest foe. But will these warriors - once the best in the land - be enough to stem the tide of gruesome horror that threatens to envelop the world? The Raven: six men and an elf, sword for hire in the wars that have torn apart Balaia. For years their loyalty has been only to themselves and their code. But, that time is over. The Wytch Lords have escaped and The Raven find themselves fighting for the Dark College of magic, searching for the location of Dawnthief. It is a spell created to end the world, and it must be cast if any of them are to survive. Dawnthief is a fast paced epic about a band of all-too-human heroes. From the Trade Paperback edition. The Drenai stronghold had fallen. Now blood-hungry Nadir hordes spread desolation and despair across all the lands... ..even tiny Gothir, where slavers seized a young girl while the villagers looked the other way--all but the peasant boy Kiall. His unlikely rescue attempt would lead across the savage steppes and on through the Halls of Hell. The youth would face ferocious beasts, deadly warriors, and demons of the dark; he would emerge a man--or not emerge at all. But Kiall would not face these dangers alone. Heroes out of legend joined his quest: Chareos the Blademaster, Beltzer the Axeman, and the bowmen Finn and Maggrig. And one among their company hid a secret that could free the world of Nadir domination. That one was the Nadir Bane, the hope of the Drenai. That one was the Earl of Bronze. Thus did a search for a stolen slave girl become a quest that would shake the very world. In a near future world marked by apocalyptic religious strife, Thorn St. Croix, a powerful neomage living secretly among humankind, channels her gift of stone-magery into jewelry making, until a handsome police officer, Thaddeus Bartholomew, comes into her life, changing everything. Reprint. Master storyteller J. V. Jones (called "a striking writer" by Robert Jordan) weaves an unforgettable tale of ambition, betrayal, and the indomitable strength of the human spirit. This epic fantasy of enormous scope, set on a world peopled by fascinating, compelling characters, is a sharply observed saga of a cold, splintered world on the brink. A thousand years ago, war shook the land. Now, chaos has erupted. Clans vie for dominance; dangerous, arrogant clan chiefs urge their followers into frenzied battles, killing each other and plotting the defeat of their rivals despite those among them who seek unity. But for all the vicious contention among the clans, a darker threat comes from Spire Vanis, a city with a black heart of evil, whose rulers have long sought to control the clanholds. In the midst of the chaos, a few extraordinary people wrestle with personal demons: A born killer with only love and loyalty in his heart; a young woman whose mystical destiny is shrouded in her unknown past; a young man betrayed by his own brother; and a clanswoman who would do anything to save her folk. Each alone seeks only survival, but together they hold the keys to a world's salvation. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Fierce and proud, the Rigante dwell deep in the green mountain lands, worshiping the gods of air and water, and the spirits of the earth. Among them lives a warrior who bears the mark of fate. Born of the storm that slew his father, he is Connavar, and tales of

his courage spread like wildfire. The Seidh--a magical race as old as time--take note of the young warrior and cast a malignant shadow across his life. For soon a merciless army will cross the water, destroying forever the timeless rhythms of life among the Rigante. Swearing to protect his people, Connavar embarks on a quest that will take him into the heart of the enemy. Along the way, he receives a gift: a sword as powerful and deadly as the Seidh who forged it. Thus he receives a name that will strike fear into the hearts of friend and foe alike--a name proclaiming a glorious and bitter destiny . . . Demonblade. Spellbinding action and breathless adventure--these are the realms of David Gemmell. His mythic characters represent the ultimates in good and evil, and everything in between. Brilliant warriors, they are heartbreakingly human in their ability to love, sacrifice, and summon extraordinary courage when all seems lost. With Stormrider, Gemmell continues his spectacular Rigante saga as the imperiled highland clan faces its deadliest threat . . . and calls for it's greatest hero.

STORMRIDER A Novel of the Rigante Centuries ago, Connavar's triumphant battles against the invading army of Stone gained the Rigante their freedom, yet magic that once flourished has been all but snuffed out. The Varlish king and his barons have stolen Rigante lands and robbed the people of their culture and liberty. From the Rigante's former seat of power the black-hearted Moidart rules; only in the north are the clansmen free. There, in the Druagh mountains, the magic still reigns, strengthened by bold, brilliant victories of the outlaw leader known as Ravenheart. One glorious spark, one moment of Rigante rebellion, has ignited a revolution and forged a legend. The conquered clans set about to rediscover their greatness--yet theirs is not the only call to arms. In the south, civil war has drenched the land in blood, and the armies of destruction have begun creeping north. There the brooding Ravenheart waits, knowing the forces of the hated Moidart will come, led by the brutal ruler's only son, Stormrider. Ravenheart and Stormrider: enemies of uncommon courage, are unaware that the fate of the world lies in their hands. Faced with this inexorable advance, deadly foes will be forced to unite, and a secret lost in the uncharted past will return to haunt these two warriors as they face the vengeance of an ancient evil. Immense armies of darkness advance on the highlanders, and it seems as if nothing will stop them. They crush their enemies with ease, until only a few thousand men stand before them, with no help in sight. But these are not ordinary men they face. They are clansmen, and more than that, they are Rigante. "David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy." --R.A. Salvatore, New York Times Bestselling author

While the Earth quaked, a deadly power burst forth from ancient Atlantis. For the gate of time had been torn open, freeing a cataclysmic evil. Only the last guardian, Jon Shannow, the legendary pistoleer, could shut the deadly portal. But to accomplish this he would have to find the shining Sword of God, said to be floating among the clouds in the perilous lands beyond the wall, where beasts walked like men and worship a dark goddess. As Shannow embarked on his impossible quest, demons gathered in wait. And--somewhere--a golden-haired woman was dreaming of blood . . . Once there were three worlds, each with their own people. Then, fleeing out of the void, on the edge of extinction, came the Charon. And the balance changed for ever. With **A SHADOW ON THE GLASS**, Book One of **A View from the Mirror**, a major new fantasy epic begins. Karan, a sensitive with a troubled past, is forced to steal an ancient relic in payment for a debt. But she is not told that the relic is, in fact, the Mirror of Aachan, a twisted, deceitful thing that remembers everything it has seen. Llian, meanwhile, a brilliant chronicler, is expelled from his college for uncovering a perilous mystery. Thrown together by fate, Karan and Llian are hunted across a world at war, for the Mirror contains a secret of incredible power. More information on this book and others can be found on the Orbit website at www.orbitbooks.co.uk

Bane the Bastard is the illegitimate son of the Rigante king who men called Demonblade. Born of treachery, Bane grew up an outcast in his own land, feared by his fellow highlanders, and denied by the father whose unmistakable mark he bore--the eyes of Connavar, one tawny brown, the other emerald green. Hounded from the country of his birth, Bane found acceptance across the seas--only to have it stripped away in an instant by a cruel and deadly swordsman. Now fighting as a gladiator in the blood-soaked arenas of the Empire, Bane lives for one thing: revenge. And he pursues his goal with the same single-minded determination that won his father a crown. But more is at stake than a young warrior's quest

for vengeance. The armies of the Stone are preparing to march on the lands of the Rigante. The fate of human and Seidh alike will be decided by the clash of swords—and by the bonds of twisted love and bitterness between a father and a son . . . “David Gemmell tells a very real adventure, the stuff of true epic fantasy.”—New York Times bestselling author R. A. Salvatore John Shannow, *The Jerusalem Man*, lived in a world that had toppled on its axis. Civilization had been replaced by ruthlessness and savagery. Relentless in his quest for peace, Shannow followed a path that led only to bloodshed and sorrow. Abaddon, the Lord of the Pit, sought to plunge mankind into a new Satanic era. His Hellborn army spewed forth from the Plague Lands with an unholy force stemming from human sacrifice. For it was the blood of innocents that fueled the corrupted Sipstrassi Stones of Power—the source of Abaddon's might. But the Hellborn made a fatal mistake—they took the woman who had stolen Shannow's heart. He would move Heaven and Earth to save her or he would die trying. “Gemmell . . . keeps the mythic currents crackling.”—Publishers Weekly

Once the legendary knights of the Gabala defended the nine duchies. Their hearts were beautiful; their armor was beyond compare. They were greater than princes, more than men. But they were gone, disappeared through a demon-haunted gateway between worlds. Only one held back -- Manannan, whose every instinct told him to stay. Now he was the coward knight, and in torment. Murder and black magic beset the land. Rumors circulated that the king was enchanted, changed, that his soul was dead . . . and that a reign of terror was about to begin. Now Manannan realized he would have to face his darkest fears: he had no choice but to ride through that dreaded gate and seek out his vanished companions. And the secret he would learn there would tear his soul apart . . . "A sharp, distinctive medieval fantasy. Dramatic, colorful, taut." -- Locus

Eight hundred years have passed since King Connavar of the Rigante and his bastard son, Bane, defeated the invading army of Stone. Now the Rigante have lost the freedom and culture so many gave their lives to preserve. Only one woman remains who follows the ancient ways—the Wyrd of Wishing Tree Wood—and she alone knows the nature of the evil soon to be unleashed. But the Wyrd pins her hope on two men: a giant Rigante fighter, a man haunted by his failure to save his best friend from betrayal; and a youth whose deadly talents will earn him the rancor of the brutal Varlish. One will become the Ravenheart, an outlaw leader whose daring exploits will inspire the Rigante. The other will forge a legend—and light the fires of revolution. . . . Once the mighty fortress had stood strong, defended by the mightiest of all Drenai heroes, Druss, the Legend. But now a tyrannical, mad emperor had seized control of the fortress, and his twisted will was carried throughout the land by the Joinings --- abominations that were half-man, half-beast. Tenaka Khan was a half-breed himself, hated by the Drenai for his Nadir blood and despised by the Nadir for his Drenai ancestry. But he alone had a plan to destroy the emperor. The last heroes of the Drenai joined with him in a desperate gamble to bring down the emperor -- even at the cost of their own destruction. The Great Bear will descend from the skies, and with his paw, lash at the ocean. He will devour all the works of Man. Then he will sleep for ten thousand years, and the breath of his sleep will be death. The prophecy had come true. The world spun. Tidal “David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy.”—R. A. Salvatore

Druss, Captain of the Ax, is the stuff of legends. Tales of his battles are told throughout the land, and the stories expand with each telling. But Druss himself grows older, until finally, the warrior turns his back on glory and retreats to his mountain lair. There he awaits his old enemy: death. But far below, the barbarian Nadir hordes are on the march. All that stands between them and the Drenai people is a mighty six-walled fortress, Dros Delnoch—a great citadel that seems destined to fall. If it does, the Nadir will sweep inexorably across the land, killing all who oppose them. Reluctantly Druss agrees to come down from his mountaintop to lead this last, hopeless fight. Lost causes mean nothing to him—he has fought in such battles a thousand times in a thousand lands. And he is a hero to inspire a new generation of warriors. He is Druss the Legend. Thus begins David Gemmell's most celebrated novel—an unrivaled classic of mythic heroism and magnificent adventure. . . . 'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie 'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks

The Drenai King is dead - murdered by a ruthless assassin. Enemy troops swarm into Drenai lands. Their orders are simple

- kill every man, woman and child. But there is hope. Stalked by men who act like beasts and beasts that walk like men, the warrior Waylander must journey into the shadow-haunted lands of the Nadir to find the legendary Armour of Bronze. With this he can turn the tide. But can he be trusted? For he is Waylander the Slayer. The traitor who killed the King . . . Novels by David Gemmell The Drenai series Legend The King Beyond the Gate Waylander Quest For Lost Heroes Waylander II: In the Realm of the Wolf The First Chronicles of Druss the Legend Jon Shannow series Wolf in Shadow The Last Guardian Bloodstone Stones of Power Ghost King Last Sword of Power Hawk Queen series Ironhand's Daughter The Hawk Eternal Ancient Greece novels Lion of Macedon Dark Prince Other novels Knights of Dark Renown Morningstar The Banished Lands are engulfed in war and chaos. The cunning Queen Rhin has conquered the west and High King Nathair has the cauldron, most powerful of the seven treasures. At his back stands the scheming Calidus and a warband of the Kadoshim, dread demons of the Otherworld. They plan to bring Asroth and his host of the Fallen into the world of flesh, but to do so they need the seven treasures. Nathair has been deceived but now he knows the truth. He has choices to make, choices that will determine the fate of the Banished Lands. Elsewhere the flame of resistance is growing - Queen Edana finds allies in the swamps of Ardan. Maquin is loose in Tenebral, hunted by Lykos and his corsairs. Here he will witness the birth of a rebellion in Nathair's own realm. Corban has been swept along by the tide of war. He has suffered, lost loved ones, sought only safety from the darkness. But he will run no more. He has seen the face of evil and he has set his will to fight it. The question is, how? With a disparate band gathered about him - his family, friends, giants, fanatical warriors, an angel and a talking crow he begins the journey to Drassil, the fabled fortress hidden deep in the heart of Forn Forest. For in Drassil lies the spear of Skald, one of the seven treasures, and here it is prophesied that the Bright Star will stand against the Black Sun. The Legend Druss, Captain of the Axe: the stories of his life were told everywhere. Instead of the wealth and fame he could have claimed, he had chosen a mountain lair, high in the lonely country bordering on the clouds. There the grizzled old warrior kept company with snow leopards and awaited his old enemy death. The Fortress Mighty Dros Delnoch, protected by six outer walls, the only route by which an army could pass through the mountains. It was the stronghold of the Drenai empire. And now it was the last battleground, for all else had fallen before the Nadir hordes. And hope rested on the skills of that one old man...

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