
The City Stella Gemmell

Sword in the Storm

Midnight Falcon

The First Chronicles of Druss the Legend

City at World's End

Stealing Thunder

Dark Prince

Dark Moon

Winter Warriors

Angel-Seeker

The City

Foundryside

The Immortal Throne

Troy: Lord of the Silver Bow

Lion of Macedon

Legend

Breath and Bone

Flesh and Spirit

Lost Souls

The King Beyond the Gate

Rhyming Rings

The Black Guard

Blackheart Knights

Knights of Dark Renown

White Wolf

Roman Mask

Ghost King

Shield of Thunder
The Girls of Slender Means (New Directions Classic)
White Knight/Black Swan
The Immortal Throne
A Crown for Cold Silver
World Without End
Empire in Black and Gold
Ship of Destiny
A Shadow in Summer
Stormrider
Girl Meets Boy
Lady of Avalon
Troy
Gallow: The Last Bastion

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ALVARO CANTRELL

Sword in the Storm Penguin

With this first masterly volume in an epic reimagining of the Trojan War, David Gemmell has written an ageless drama of brave deeds and fierce battles, of honor and treachery, of love won and lost. He is a man of many names. Some call him the Golden One; others, the Lord of the Silver Bow. To the Dardanians, he is Prince Aeneas. But to his friends, he is Helikaon. Strong, fast, quick of mind, he is a bold warrior, hated by his enemies, feared even by his Trojan allies. For there is a darkness at the heart of the Golden One, a savagery that, once awakened, can be appeased only with blood. Argurios the

Mykene is a peerless fighter, a man of unbending principles and unbreakable will. Like all of the Mykene warriors, he lives to conquer and to kill. Dispatched by King Agamemnon to scout the defenses of the golden city of Troy, he is Helikaon's sworn enemy. Andromache is a priestess of Thera betrothed against her will to Hektor, prince of Troy. Scornful of tradition, skilled in the arts of war, and passionate in the ways of her order, Andromache vows to love whom she pleases and to live as she desires. Now fate is about to thrust these three together—and, from the sparks of passionate love and hate, ignite a fire that will engulf the world.

Midnight Falcon Bloomsbury Publishing

The city states of the Lowlands have lived in peace for decades, bastions of civilization, prosperity and sophistication, protected

by treaties, trade and a belief in the reasonable nature of their neighbors. But meanwhile, in far-off corners, the Wasp Empire has been devouring city after city with its highly trained armies, its machines, it killing Art . . . And now its hunger for conquest and war has become insatiable. Only the aging Stenwold Maker, spymaster, artificer and statesman, can see that the long days of peace are over. It falls upon his shoulders to open the eyes of his people, before a black-and-gold tide sweeps down over the Lowlands and burns away everything in its path. But first he must stop himself from becoming the Empire's latest victim.

The First Chronicles of Druss the Legend Open Road Media

From debut author Daniel Abraham comes *A Shadow in Summer*, the first book in the Long Price Quartet fantasy series. The powerful city-state of Saraykeht is a bastion of peace and culture, a major center of commerce and trade. Its economy depends on the power of the captive spirit, Seedless, an andat bound to the poet-sorcerer Heshai for life. Enter the Galts, a juggernaut of an empire committed to laying waste to all lands with their ferocious army. Saraykeht, though, has always been too strong for the Galts to attack, but now they see an opportunity. If they can dispose of Heshai, Seedless's bonded poet-sorcerer, Seedless will perish and the entire city will fall. With secret forces inside the city, the Galts prepare to enact their terrible plan. In the middle is Otah, a simple laborer with a complex past. Recruited to act as a bodyguard for his girlfriend's boss at a secret meeting, he inadvertently learns of the Galtish plot. Otah finds himself as the sole hope of Saraykeht, either he stops the Galts, or the whole city and everyone in it perishes forever. At the Publisher's request, this title is being sold without Digital Rights Management

Software (DRM) applied.

City at World's End Ballantine Books

Chronicling the epic fantasy adventures of naturalist Tristram Flattery as he voyages to discover the lost history of magic in a world where reason and science reign The Age of the Mages is over, and all the secrets of their magical arts are thought to be lost to the world. There are even those who suspect that the last of the great Mages spent their final years scrupulously eradicating all traces of their craft from the pages of history—insuring that their art will never be practiced again. It is the dawn of a new era: an age of reason, science, and exploration, and Tristram Flattery is one of its most promising young naturalists. But when Tristram is summoned to the royal court of Farrland to try to revitalize a failing species of plant which seems to have mysterious, almost magical, medicinal properties—a plant without which, he is told, the aging king will surely die—he soon realizes that he has been drawn into the heart of a political struggle which spans generations, a conflict which threatens the very foundations of his civilization. And before long, Tristram is caught in the grip of a destiny which will lead him to the ends of the known world—on a voyage of discovery that has more to do with magic than with science....

Stealing Thunder Del Rey

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.

Dark Prince Penguin

The award-winning author returns to Samaria in this richly romantic tale that begins where Archangel left off. In that time, the women who craved the attention of angels were known as angel-seekers, a term used with awe by some--and scorn by others.

Dark Moon Hachette UK

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie 'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks Legend is the classic Drenai novel from the British master of heroic fantasy, a powerful tale of courage and sacrifice in the face of overwhelming odds. His name is Druss The stories of his life are told everywhere. But the grizzled Drenai veteran has spurned a life of fame and fortune and retreated to the solitude of his mountain lair. The fortress is Dros Delnoch And it is the only route through the mountains for the invading army of the Nadir. The fortress was once the Drenai's greatest stronghold - now it will be their final battleground. And Druss their last hope. 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

Winter Warriors Penguin

"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 *Angel-Seeker* Del Rey

The pleasant little American city of Middletown is the first target in an atomic war - but instead of blowing Middletown to smithereens, the super-hydrogen bomb blows it right off the map - to somewhere else! First there is the new thin coldness of the air, the blazing corona and dullness of the sun, the visibility of the

stars in high daylight. Then comes the inhabitant's terrifying discovery that Middletown is a twentieth-century oasis of paved streets and houses in a desolate brown world without trees, without water, apparently without life, in the unimaginably far-distant future.

The City Del Rey

Cold Cobalt, the Banshee with a Blade, First Among Villains . . . Queen Zosia When there were no more titles to win and no more worlds to conquer, the warrior queen Zosia faked her demise and gave up her legend to history. But when violence finds its way to her door years later, she must round up her adventuring companions - each surprised to see her alive - and set out for revenge. Time has not been kind to her old comrades, and some have only their own goals in mind. Not only that, but there's a young, beautiful and skilled general out there, gathering soldiers to her banner for a war against the deadliest of enemies. The girl is using a legend she did not earn, and calling herself by a name that was never hers - that of Zosia herself.

Foundryside Gollancz

No one is safe, and no one is to be trusted as the bloody war that began in Stella Gemmell's *The City* continues... The dreaded emperor is dead. The successor to the throne is his nemesis, Archange. Many hope her reign will usher in a new era of freedom and stability. Soon however, word arises of a massive army gathering in the shadows of the north. They are eager to lay waste to the City and annihilate anyone—man, woman, or child—within it. Yet just as the swords clang in fields wet with the blood of warriors, family feuds, ancient rivalries, and political battles rage on within the cold stone walls of the City. A hero

must rise up and restore the peace before anything left to fight for is consumed by the madness.

The Immortal Throne Penguin

The city of Ro Canarn burns. The armies of the Red march upon the northern lords. And the children of a dead god are waking from their long slumber... The Duke of Canarn is dead, executed by the King's decree. The city lies in chaos, its people starving, sickening, and tyrannized by the ongoing presence of the King's mercenary army. But still hope remains: the Duke's children, the Lord Bromvy and Lady Bronwyn, have escaped their father's fate. Separated by enemy territory, hunted by the warrior clerics of the One God, Bromvy undertakes to win back the city with the help of the secretive outcasts of the Darkwald forest, the Dokkalfar. The Lady Bronwyn makes for the sanctuary of the Grass Sea and the warriors of Ranen with the mass of the King's forces at her heels. And in the mountainous region of Fjorlan, the High Thain Algenon Teardrop launches his Dragon Fleet against the Red Army. Brother wars against brother in this, the epic first volume of the long war. Please note: Great care has been taken to make sure this ebook is both beautiful and highly functional.

Troy: Lord of the Silver Bow Del Rey

The third book in a seafaring fantasy trilogy that George R. R. Martin has described as “even better than the *Farseer Trilogy*—I didn't think that was possible.” As Bingtown slides toward disaster, clan matriarch Ronica Vestrit, branded a traitor, searches for a way to bring the city's inhabitants together against a momentous threat. Meanwhile, Althea Vestrit, unaware of what has befallen Bingtown and her family, continues her perilous quest to track down and recover her liveship, the *Vivacia*, from

the ruthless pirate Kennit. Bold though it is, Althea's scheme may be in vain. For her beloved Vivacia will face the most terrible confrontation of all as the secret of the liveships is revealed. It is a truth so shattering, it may destroy the Vivacia and all who love her, including Althea's nephew, whose life already hangs in the balance. Don't miss the magic of the Liveship Traders Trilogy: SHIP OF MAGIC • MAD SHIP • SHIP OF DESTINY

Lion of Macedon Spectra

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

Legend Vintage Canada

"The exciting beginning of a promising new epic fantasy series. Prepare for ancient mysteries, innovative magic, and heart-pounding heists."—Brandon Sanderson "Complex characters, magic that is tech and vice versa, a world bound by warring trade dynasties: Bennett will leave you in awe once you remember to breathe!"—Tamora Pierce In a city that runs on industrialized

magic, a secret war will be fought to overwrite reality itself—the first in a dazzling new series from City of Stairs author Robert Jackson Bennett. Sancia Grado is a thief, and a damn good one. And her latest target, a heavily guarded warehouse on Tevanne's docks, is nothing her unique abilities can't handle. But unbeknownst to her, Sancia's been sent to steal an artifact of unimaginable power, an object that could revolutionize the magical technology known as scrying. The Merchant Houses who control this magic—the art of using coded commands to imbue everyday objects with sentience—have already used it to transform Tevanne into a vast, remorseless capitalist machine. But if they can unlock the artifact's secrets, they will rewrite the world itself to suit their aims. Now someone in those Houses wants Sancia dead, and the artifact for themselves. And in the city of Tevanne, there's nobody with the power to stop them. To have a chance at surviving—and at stopping the deadly transformation that's under way—Sancia will have to marshal unlikely allies, learn to harness the artifact's power for herself, and undergo her own transformation, one that will turn her into something she could never have imagined.

Breath and Bone Random House

The second novel in David Gemmell's bestselling Troy trilogy. Interlacing myth and history, and high adventure, this is epic storytelling at its very best. The war of Troy is looming, and all the kings of the Great Green are gathering, friends and enemies, each with their own dark plans of conquest and plunder. Into this maelstrom of treachery and deceit come three travellers; Piria, a runaway priestess nursing a terrible secret, Kalliades, a warrior with a legendary sword, and Banokles who will carve his own

legend in the battles to come. Shiled of thunder takes the reader back into the glories and tragedies of Bronze Age Greece, reuniting the characters from Lord of the silver bow; the dread Helikaon and his great love, the fiery Andromache, the mighty Hektor and the fabled storyteller, Odysseus.

Flesh and Spirit Del Rey

David Gemmell was the UK's number one fantasy and historical novelist until his death in 2006. A regular Sunday Times bestseller, and international sensation, his legacy lives on through his novels, his influence on the genre, and through the David Gemmell Legend awards. Rhyming Rings is a never-before-seen Gemmell novel. An ambidextrous killer is raping and murdering women, leaving virtually no evidence behind, and struggling journalist Jeremy Miller wishes he was covering the case. Instead, he's stuck with heart-warming local stories about paraplegic teenagers and elderly psychic ladies. So when his stories and the murder case start to converge no one is more surprised than Jeremy. Or, it turns out, more at risk.

Lost Souls Penguin

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 King Beyond the Gate Del Rey

A rebellious sorcerer risks it all to save his protégé, deliver justice, and protect his kingdom in this finale of the epic fantasy adventure duology. As civil war and winter lay waste to Navronne, Valen finds himself in high demand. The young monk is currently bound in service to a prince who steals dead soldiers' eyes and souls. There's also a fanatical Harrower priestess hellbent on destroying the world. The fairylike Danae guardians are after him as well. And he must also worry about the Pureblood Registry, always eager to maintain their control of every pureblood sorcerer. Torn between evil forces and fighting his addiction, Valen must risk body and soul to rescue one child, seek justice for another, and restore the rightful king to the dying land. With few he can trust, Valen ventures from monasteries to dungeons to the very heart of the world. In the twilight of a legend, he discovers some hard truths about his world . . . and about his past. The two books of the Lighthouse Duet—Flesh and Spirit and Breath and Bone—jointly received the 2009 Mythopoeic Fantasy Award “The narrative crackles with intensity against a vivid backdrop of real depth and conviction, with characters to match. Altogether superior.” —Kirkus Reviews (starred review) “The sequel to Flesh and Spirit builds upon the first book’s events and illuminates the complex intrigues that mark the land of Navronne. Berg’s lush, evocative storytelling and fully developed

characters add up to a first-rate purchase for most fantasy collections.” —Library Journal “Berg has once again given us a fantasy that is full of wonder, intrigue and marvelous characters. Valen is a beautifully flawed hero.” —SFRevu

Rhyming Rings Jo Fletcher Books

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 . . .