

David Gemmell

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The City Stella Gemmell 2013-06-04 The City is ancient, layers upon layers. Once a thriving metropolis, it sprawled beyond its bounds, inciting endless wars and creating a barren wasteland of what was once green and productive. In the center of the City lives the emperor, a man in his prime though he should be very old. Some grimly speculate that he is no longer human, if he ever was. A small number have come to the desperate conclusion that the only way to stop the war is to end the emperor's unnaturally long life. From the mazelike sewers below the City to the blood-soaked fields of battle, the rebels pin their hopes on one man—Shuskara. The emperor's former general, he was betrayed long ago and is believed to be dead. But he has survived, hiding from his immortal foe. The time has come for him to engage in one final battle to free the City from the creature who dwells at its heart, pulling the strings that keep the land drenched in gore.

Quest for Lost Heroes David Gemmell 2011-06-08 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.

Last Sword of Power David Gemmell 2011-06-08 "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.

Rhyming Rings David Gemmell 2017-05-16 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, discovered in his papers by his widow, Stella Gemmell. Merging autobiographical details of Gemmell's life as a journalist in South London with a serial killer and a tinge of the supernatural, this is perfect for fans of David's work, as well as readers of gritty crime novels. Set against the backdrop of a London simmering with poverty, change and racial tension, this taut thriller is a fitting legacy for the great writer. This book includes a brand new introduction from massive Gemmell fan Conn Iggulden, and an afterword by Gemmell's friend Stan Nicholls. An ambidextrous killer is 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.

The Winter Warriors David Gemmell 2009-10-06 Perfect for fans of Joe Abercrombie, Duncan M. Hamilton and Conn Iggulden, this heroic fantasy by the Sunday Times bestselling author David Gemmell is packed with old world magic, battles, ancient heroes and the terrifying forces of evil... "Gemmell is a master at what he does." -- SFX "Gemmell's great reading - the action never lets up. He's several rungs above the good - right into the fabulous!" -- ANNE MCCAFFREY "Gemmell is top of the tree in the fantasy field." -- STARLOG "Multilayered, moving, poignant, action packed, surprising, humourous and totally unique" -- ***** Reader review "Powerful heroic fantasy full of unforgettable characters" -- ***** Reader review "Cracking read!" -- ***** Reader review *****

The prophecy was clear: upon the death of three kings, the world will be plunged into chaos, and all the cast-out demons of history will return to bring blood and horror to the world. Two of the kings are dead. The third, about to be born, is hunted by the Demon Riders of the Krayakin, Lords of the Undead. All the terrifying forces of evil range against a pregnant queen at bay in a haunted forest. But she is not alone. Three warriors stand with her, the last remnants of the once proud Drenai army. Three old men, ancient heroes, discarded by the king; Nogusta the Swordsman, Kebra the Bowman, and the hulking fighter, Bison. The fate of empires rests on their fading skills as they journey through a tormented world on a perilous quest to save the unborn king.

Sword in the Storm David Gemmell 2011-06-08 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.

Hero In The Shadows David Gemmell 2010-05-27 A heroic fantasy by the Sunday Times bestselling author David Gemmell in which the forces of good and evil and the living and the dead face each other in battle...Perfect for fans of Joe Abercrombie, Duncan M. Hamilton and Conn Iggulden. "Probably the finest living writer of heroic fantasy." -- TIME OUT "When it comes to heroic fantasy, nobody does it better than David Gemmell." -- THE DARK SIDE "Hero in the Shadows has everything a fan of heroic fantasy could desire..." - Stephen Donaldson "Another powerful page-turning adventure from Gemmell" -- ***** Reader review "The characters are wonderfully brought to life... you will simply fall into the world the Gemmell creates for you." -- **** Reader review

***** Thousands of years ago the evil city of Kuan Hador was defeated by a vast army of mystic warriors, the Enemy banished beyond the Gateway between Worlds. Spells of enormous power sealed the Gateway. Now icy mists begin to form around the ruins of Kuan Hador. Awesome beasts stalk the hills and forests. The spells are fading. Beyond the Gateway the vengeful armies of Kuan Hador await. And where years before a host stood against the Enemy, now only a handful of warriors prepare to face it once more: Kysumu the Swordsman, last of a dying breed, Yu Yu Liang, the ditch digger, Ustarte, the Beast-Priestess, and the mysterious Waylander. Together they must solve an ancient mystery, which will bring the dead to life for a final battle outside Time. But first Waylander must find a way to kill a man who cannot die...

The First Chronicles of Druss the Legend David Gemmell 2011-06-08 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.

Wolf in Shadow David Gemmell 2011-06-01 "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

The King Beyond the Gate David Gemmell 2011-06-01 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 Legend of the Deathwalker David Gemmell 2011-06-08 Enter a powerful realm of legend, dark sorcery, and conquest, where the mighty Drenai warrior Druss faces his most deadly opponent . . . Druss the Legend, the dark axman known as the Deathwalker, must join the warrior Talisman on a mission of blood and glory. Only the stolen Eyes of Alchazzar--mystic jewels of power--will save Druss's dying friend, then unite the Nadir tribes against the evil of the Gothir. Druss agrees to help look for the twin gems--hidden for centuries in the shrine of Oshikai, the Demon-bane, the Nadir's greatest hero. It has been prophesied that with the recovery of the stones, there will come the Uniter, a magnificent fighter who will free the Nadir from brutal oppression. But Garen-Tsen, the sadistic power behind the Gothir throne, also seeks the gems. To control them, he will send five thousand men against a handful of savages, Talisman, and the one Drenai warrior.

Stormrider David Gemmell 2002-02-26 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 its 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.

Lord of the Silver Bow David Gemmell 2006 Three lives will change the destiny of nations. Helikaon, the young prince of Dardania, haunted by a scarred and traumatic childhood. The priestess Andromache, whose fiery spirit and fierce independence threatens the might of kings.

Knights of Dark Renown David Gemmell 2014-07-17 The Knights of the Gabala were legendary protectors of the Nine Duchies - until they disappeared through a demon-haunted gateway between worlds. Manannan, the Coward Knight, held back. Now he lives in torment. Yet war is coming to the Duchies - and with it Manannan's chance for redemption. But to regain his honour and save his land, he will have to confront his deepest fear. He must ride through the gateway and seek out his lost companions in the unknown world beyond. And the secret he will learn there will tear his soul apart.

Dark Prince David Gemmell 2011-06-08 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?

Troy David Gemmell 2009-03 In the conclusion of the trilogy retelling the story of Homer's "Iliad," the allies of the Mykene king Agamemnon, including a reluctant Odysseus, ruler of Ithaca, and the fierce warrior Achilles, gather to prepare a final onslaught against the Golden City of Troy. Reprint.

Wolf in Shadow David Gemmell 2011-06-01 "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

White Wolf David Gemmell 2003-04-01 "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

Sword in the Storm David Gemmell 2011-06-08 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.

Morningstar David Gemmell 2011-06-01 There was nothing Jarek Mace wouldn't do for the right price—including becoming a hero. The Angostin hordes raged over the Southern Borders. Evil sorcery ruled, and the vampyre kings lived once more. The Highland people were in much need of a great hero. Jarek Mace needed nothing and no one—not even that bard Owen Odell, with whom he now traveled. But when Mace harassed the Angostins for his own purposes, he inadvertently aided the Highland people. And now he was being hailed as a hero, a legend, the great Morningstar returned. But Owen Odell knew the real man behind the people's tales. Mace was an outlaw, a bandit, a heartless thief. He was no savior of the people. He was no legend. Or was he? “It seems that every time I read a new David Gemmell novel it is better than the last—and Morningstar is no exception. . . . The main difference between the book and the myths it draws upon is that Gemmell includes some of the less savory characters who we suspect may have been at the basis of both Robin and Arthur.”—Starburst

Last Guardian David Gemmell 2011-06-08 "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 . . .

Ghost King David Gemmell 2011-06-08 “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.

Knights of Dark Renown David Gemmell 2011-06-08 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

Lion Of Macedon David Gemmell 2011-12-01 '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

Waylander David Gemmell 2011-12-01 '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

Midnight Falcon David Gemmell 2001 Banished from his native country, Bane the Bastard, the illegitimate son of the Rigante king Demonblade, makes his living as a gladiator in the blood-drenched Empire arenas, thirsting for revenge against those who have wronged him, while the armies of the Stone prepare to destroy the Rigante. Original.

Dark Moon David Gemmell 2003-12-02 "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

Drenai Tales David Gemmell 2002-01 This omnibus edition contains three classic Drenai novels - Quest for Lost Heroes, Waylander II and The First Chronicles of Druss the Legend.

In the Realm of the Wolf David Gemmell 2011-06-08 Enter the extraordinary, action-filled world that became Legend-- as the exciting Drenai adventure continues to unfold . . . A mighty warrior and a feared assassin among the Drenai, Waylander the Slayer is now a man hunted by his own people--with a fortune in gold offered as grim reward for his murder. But this is only one of many evils closing in on Waylander and his daughter, Miriel, the beautiful and deadly Battle Queen of Kar-Barzac. For, once separated, father and daughter face certain death as the sorcerers and demons, soldiers and shamans of three empires summon their blackest, most destructive powers in an effort to annihilate these two most gifted Drenai warriors.

Legends 2, Stories in Honour of David Gemmell Mark Lawrence 2015-08-21

Bloodstone David Gemmell 2011-06-29 "David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy."—R. A. Salvatore, New York Times bestselling author Twenty years have passed since Jon Shannow, the legendary Jerusalem Man, cracked open the gate of time and brought the Deacon and his followers into the world. Twenty years during which Shannow was missing and the Deacon ruled from Unity, intent on building a new promised land . . . in his own image. But the Deacon's Jerusalem Riders spread their own wave of terror, unleashing bigotry and death, massacring unbelievers and mutants in the name of peace. Until a lone reader appeared, bent on avenging the dead. Wounded, his memory shattered, Shannow combated evil and injustice the only way he knew—head-on, both guns blazing. But would that be enough to stop the mysterious Deacon and his mad crusade? Even if Shannow succeeded, he'd still face the satanic hordes of the Hellborn and their bloodthirsty lord, Sarento, the living embodiment of the stone of power known as the Bloodstone!

The Swords of Night and Day David Gemmell 2004-03-30 With mythic sweep and epic scope, David Gemmell's bestselling novels of magic and adventure feature

brooding heroes who fight to preserve all that is good and honorable in themselves and in the worlds through which they stride like lonely giants. In times of terror and despair, theirs are the swords that carve a shining path, inspiring others to follow. Even after their deaths, their names live on. . . . A thousand years after they fell in battle, two heroes—Druss and Skilgannon—are revered throughout the war-torn lands of the Drenai. Yet men and women live in abject fear of the Joinings, abominable meldings of man and beast, and of their mistress, the dark sorceress known as the Eternal. None can stave off these ruthless foes. But what if the soul of one such hero could be called back from the void, his bones housed again in flesh? An ancient prophecy foretold that Skilgannon would return in his people's darkest hour. To most, this is a foolish hope. But not so to Landis Kan. For years, as the power of the Eternal grew, Kan searched for the tomb of Skilgannon the Damned. And at last, he found it, gathering up the bones and performing the mystic ritual. But the reborn hero is an enigma: a young man whose warrior skills are blunted and whose memories are fragmented. This Skilgannon is a man out of time, marooned in a world as strange to him as a dream, remote from all he knew and loved. Or nearly all. Before bringing Skilgannon back, Landis Kan experimented upon other bone fragments found in the hero's tomb. That ritual resulted in a surly giant who possessed astounding strength, but no memories. To Kan, he was a dangerous failure. But to Skilgannon, this giant represented their last hope. For as the ageless evil of the Eternal threatens to drown the Drenai lands in blood, two legendary heroes will once again lead the way to freedom.

Troy David Gemmell 2007 In the second volume in a trilogy set during the Trojan war, Agamemnon tightens his control of the lands around Troy, Achilles prepares to test his godlike strength in battle, and Odysseus is confronted with a terrible choice between friendship and honor.

Echoes of the Great Song David Gemmell 2011-06-08 "A HUMDINGER . . . A MASTERLY TALE TOLD WITH CLARITY AND VERVE." —The Times (London) The Avatars are immortal and live like kings—even though the empire is dying. Their immortality is guaranteed by magic crystals whose influence is now waning, overwhelmed by the sheer power of a great flood and a sudden ice age. But when two moons appear in the sky, and the ruthless armies of the Crystal Queen swarm across the land bringing devastation and terror, the Avatars unite with their subjects to protect their universe. As the cities face imminent destruction, three heroes emerge. Talaban, a warrior haunted by tragedy; Touchstone, the mystic tribesman seeking his lost love; and Anu, the Holy One, the Builder of Time. And when all seems lost, two others enter the fray: Sofarita, the peasant girl who will inspire a legend, and the madman, Viruk, who will become a god. . . .

Legend David Gemmell 2011-12-01 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...

Ironhand's Daughter David Gemmell 2011-12-01 '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

Morningstar David Gemmell 2011-06-01 There was nothing Jarek Mace wouldn't do for the right price—including becoming a hero. The Angostin hordes raged over the Southern Borders. Evil sorcery ruled, and the vampyre kings lived once more. The Highland people were in much need of a great hero. Jarek Mace needed nothing and no one—not even that bard Owen Odell, with whom he now traveled. But when Mace harassed the Angostins for his own purposes, he inadvertently aided the Highland people. And now he was being hailed as a hero, a legend, the great Morningstar returned. But Owen Odell knew the real man behind the people's tales. Mace was an outlaw, a bandit, a heartless thief. He was no savior of the people. He was no legend. Or was he? “It seems that every time I read a new David Gemmell novel it is better than the last—and Morningstar is no exception. . . . The main difference between the book and the myths it draws upon is that Gemmell includes some of the less savory characters who we suspect may have been at the basis of both Robin and Arthur.”—Starburst

Ravenheart David Gemmell 2011-06-01 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. . . .

Winter Warriors David Gemmell 2011-06-08 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?

Legend David Gemmell 2011-06-08 "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. . . .