

# Drenaa A Waylander

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*The White Rose* Glen Cook 1990-04-15 She is the last hope of good in the war against the evil sorceress known as the Lady. From a secret base on the Plains of Fear, where even the Lady hesitates to go, the Black Company, once in service to the Lady, now fights to bring victory to the White Rose. But now an even greater evil threatens the world. All the great battles that have gone before will seem a skirmishes when the Dominator rises from the grave. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Echoes of the Great Song David Gemmell 1998 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

**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

*Waylander II* David Gemmell 2011-12-01 High in the wooded, peaked mountains of Skeln, the woodsman, Dakeyras, and his beautiful daughter Miriel, live a life of harmonious solitude. Unbeknown to them, a group of grim-eyed, bloodthirsty

warriors stalk the mountains. Men who have never known defeat, to whom revenge and torture are meat and drink. For ten thousand in gold they are eager to kill the woodsman. Battle-hardened warriors all, they have no fear of this task - they should have. For Miriel is a woman of fire and iron, skilled with bow and blade and taught her skills by one of the deadliest killers of all time . . . Her father, Dakeyras, better known as Waylander the Slayer.

*Gardens of the Moon* Steven Erikson 2004-06-01 Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand... Conceived and written on a panoramic scale, *Gardens of the Moon* is epic fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Waylander** David Gemmell 2011-06-08 All of Waylander's instincts had screamed at him to spurn the contract from Kaem the cruel, the killer of nations. But he had ignored them. He had made his kill. And even as he went to collect his gold, he knew that he had been betrayed. Now the Dark Brotherhood and the hounds of chaos were hunting him, even as Kaem's armies waged war on the Drenai lands, intent on killing every man, woman, and child. The Drenai soldiers were doomed to ultimate defeat, and chaos would soon reign. Then a strange old man told Waylander that the only way to turn the tide of battle would be for Waylander himself to retrieve the legendary Armor of Bronze from its hiding place deep within a shadow-haunted land. He would be hunted. He was certain to fail. But he must try, the old man commanded--commanded in the name of his son, the king, who had been slain by an assassin... Waylander was the most unlikely of heroes--for he was a traitor, the Slayer who had killed the king...

*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?

*Death of an Honest Man* M. C. Beaton 2018-02-20 Sergeant Hamish Macbeth-- Scotland's most quick-witted but unambitious policeman--returns in M.C. Beaton's new mystery in her New York Times bestselling series. Nobody loves an honest man, or that was what police sergeant Hamish Macbeth tried to tell newcomer Paul English. Paul had moved to a house in Cnothan, a sour village on Hamish's beat. He attended church in Lochdubh. He told the minister, Mr. Wellington, that his sermons were boring. He told tweedy Mrs. Wellington that she was too fat and in these days of increasing obesity it was her duty to show a good example. Angela Brody was told her detective stories were pap for the masses and it was time she wrote literature instead. He accused Hamish of having dyed his fiery red hair. He told Jessie Currie--who repeated all the last words of her twin sister--that she needed psychiatric help. "I speak as I find," he bragged. Voices saying, "I could kill that man," could be heard from Lochdubh to Cnothan. And someone did. Now Hamish is faced with a bewildering array of suspects. And he's lost the services of his clumsy policeman, Charlie, who has resigned from the force after Chief Inspector Blair berated Charlie one too many times, and the policeman threw Blair into the loch. Can Hamish find the killer on his own?

**Hero in the Shadows** David Gemmell 2000 Thousands of years ago the city of Kuan Hador, a place steeped in evil, 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, in the Duchy of Kydor, two tho

**The Morning Star** G. Davidson 2010-01-07 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. Im everything but normal, to be precise, Im everything. In Dovera everything is magical. Items in stores float without the need for shelves, fires warm but dont 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)

**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

**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.

*Way of the Warrior* Michael Else 2011

**Hawk Queen** David Gemmell 2014-07-03 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.

The Gryphon Generation Alexander Bizzell 2018-03-20 Gryphons are a new and budding race in the world. They suffered their share of strife and oppression when they first appeared but overtime humans have become more accepting, especially as the new sport of Gryphball became popular. Thyra and Johnathen are the first interspecies married couple in America's southern states. They have had their own struggles fitting in, dealing with racist citizens and a religious cult that sees them as abominations that should be eradicated. Can a human and a gryphon live freely in a world that seems set against them?

The Legend of Deathwalker David Gemmell 2010-05-27 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

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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 story-telling...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

**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 . . .

Black Crown Sarah Dalton 2015-06-30 I will survive. I will become stronger. I will reach my destiny. Weakened, but not broken, Mae must face her destiny in this thrilling conclusion to the White Hart trilogy. Heroic Mae Waylander travels across the desert in search of a way to defeat the tyrannical king and stop him finding immortality. With dangerous beasts and a war in her way, can Mae achieve her goal and set the kingdom of Aegunlund free?

**Myth and Magic in Heavy Metal Music** Robert McParland 2018-05-29 Myth pervades heavy metal. With visual elements drawn from medieval and horror cinema, the genre's themes of chaos, dissidence and alienation transmit an image of Promethean rebellion against the conventional. In dialogue with the modern world, heavy metal draws imaginatively on myth and folklore to construct an aesthetic and worldview embraced by a vast global audience. The author explores the music of Black Sabbath, Iron Maiden, Judas Priest, Metallica and many others from a mythological and literary perspective.

Dawnthief James Barclay 2010-08-05 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.

Science Fiction and Fantasy Literature, 1975-1991 R. Reginald 1992 Science fiction constitutes one of the largest and most widely read genres in literature, and this reference provides bibliographical data on some 20,000 science fiction, fantasy, and horror fiction books, as well as nonfiction monographs about the literature. A companion to Reginald's Science Fiction and Fantasy Literature, 1700-1974 (Gale, 1979), the present volume is alphabetically arranged by approximately 10,000 author names. The entry for each individual work includes title, publisher, date and place published, number of pages, hardbound or paperback format, and type of book (novel, anthology, etc.). Where appropriate, entries also provide translation notes, series information, pseudonyms, and remarks on special features (such as celebrity introductions). Includes indexes of titles, series, awards, and "doubles" (for locating volumes containing two novels). Annotation copyright by Book News, Inc., Portland, OR.

*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

*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. . . .

**Quest For Lost Heroes** 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 fortress of Dros Delnoch has fallen and blood hungry Nadir hordes sweep across the land, bringing desolation and despair. But, with the Nadir triumphant, slavers seize a young girl in the tiny realm of Gothir and a peasant boy sets off on a quest that will shake the world. To rescue her, Kiall must cross the savage steppes and journey through the Halls of Hell, facing ferocious beasts, deadly warriors and demons of the dark. But the boy is not alone. With him are the legendary heroes of Bel-Azar: Chareos the Blademaster, Beltzer the Axeman and the bowmen Finn and Maggrig. And one among them hides a secret that could free the world of Nadir domination. For he is the Nadir Bane, the hope of the Drennai. He is the Earl of Bronze. 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

**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.

*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

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death.

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.

**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.

The Barrow Mark Smylie 2014-03-04 Action, horror, politics, and sensuality combine in this DEBUT EPIC FANTASY novel for fans of George R. R. Martin and Michael J. Sullivan, set in the world of the Eisner Award-nominated Artesia comic books. To find the Sword, unearth the Barrow. To unearth the Barrow, follow the Map. When a small crew of scoundrels, would-be heroes, deviants, and ruffians discover a map that they believe will lead them to a fabled sword buried in the barrow of a long-dead wizard, they think they've struck it rich. But their hopes are dashed when the map turns out to be cursed and then is destroyed in a magical ritual. The loss of the map leaves them dreaming of what might have been, until they rediscover the map in a most unusual and unexpected place. Stjepan Black-Heart, suspected murderer and renegade royal cartographer; Erim, a young woman masquerading as a man; Gilgwyr, brothel owner extraordinaire; Leigh, an exiled magus under an ignominious cloud; Godewyn Red-Hand, mercenary and troublemaker; Arduin Orwain, scion of a noble family brought low by scandal; and Arduin's sister Annwyn, the beautiful cause of that scandal: together they form a cross section of the Middle Kingdoms of the Known World, united by accident and dark design, on a quest that will either get them all in the history books...or get them all killed. From the Trade Paperback

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edition.

**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.

**It's Like This, Cat** Emily Neville 2017-02-22 "Superb. The best junior novel I've ever read about big-city life." – The New York Times. After another fight with Pop, 14-year-old Dave storms out of their apartment and nearly gets hit by a car. Kate, the local cat lady, comes to the rescue, and Dave returns home with an ally: Cat, the stray tom that becomes Dave's confidante and his key to new friendships and experiences. Cat inadvertently leads Dave to Tom, a troubled 19-year-old who needs help, and Mary, a shy girl who opens Dave's eyes and ears to music and theater. Even the Cat-related confrontations with Pop take on a new spirit, with less shouting and more understanding. *It's Like This, Cat* offers a vivid tour of New York City in the 1960s. From the genteel environs of Gramercy Park to a bohemian corner of Coney Island, the atmospheric journey is punctuated by stickball games, pastrami sandwiches, and a ride on the Staten Island Ferry. Recounted with humor, a remarkably realistic teenage voice, and Emil Weiss's pitch-perfect illustrations, this 1964 Newbery Award-winning tale recaptures the excitement and challenges of growing up in the big city.

**Andrzej Sapkowski's The Witcher: A Grain of Truth** Andrzej Sapkowski 2022-06-21 Geralt's encounter with a beast reveals the truth behind fairy tales in this graphic novel adaptation of Andrzej Sapkowski's original short story. Geralt takes a short cut down a beaten path, where he makes a grim discovery of two corpses. Backtracking their trail, he's led to a derelict mansion secured with elevated walls and a gate—mysterious and ramshackle, yet adorned with a rare elegance Geralt could not ignore. He is met with the mansion's owner—not quite human, but a beast with the faculties of a man. With Geralt unfazed by his monstrous appearance and displays of aggression, the beast invites him inside. A kind but wary host, he shares stories of his family, his life . . . and his curse. If the weight of his misdeeds could condemn him to the body of a beast—a retribution spoken of only in fairy tales, could there be another grain of truth in these tales of fantasy—one that could help him elude his fate and lead him to salvation? This graphic novel is the first in a series of adaptations from Sapkowski's acclaimed short story collection *The Last Wish!* Script adaptation by Jacek Rembiś (Frostpunk) with art by Jonas Scharf (Bone Parish, War for the Planet of the Apes).

Hero in the Shadows David Gemmell 2011-06-08 The ruined city of Kuan Hador reeks of dark mystery. Shunned by brigands and merchants alike, it is home to fearsome wild things and legends that freeze the blood--tales that speak of slaving white beasts, locked behind a powerful wall of spells, who possess an insatiable appetite for death. Millennia have passed since they were bound, and the spell of imprisonment has begun to fade. Soon the foul minions will be free to wreak a horrible vengeance against all that lives. But no army waits to oppose them, only a ragtag group of unlikely heroes. Leading them is the mysterious Gray Man, an enigmatic figure with a blood-drenched past who has killed for principle and for payment--a man of destiny known throughout the lands of the Drenai as Waylander the Slayer . . .

*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!

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.

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 Hawk Eternal** David Gemmell 2005-08-30 "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

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