

The City Stella Gemmell

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Stella Bain

Shale is the lowest of the low-an outcast from a poor village in the heart of the desert. In the desert water is life, and currency, and Shale has none. But he has a secret. It's the one thing that keeps him alive and may save all the cities of the Quartern in the days to come. If it doesn't get him killed first Terelle is a slave fleeing a life as a courtesan. She finds shelter in the home of an elderly painter but as she learns the strange and powerful secrets of his art she fears she may have traded a life of servitude for something far more perilous The Stormlord is dying in his tower and there is no one, by accident or design, to take his place. He brings the rain from the distant seas to his people. Without a Stormlord, the cities of the

Quartern will wither and die. Their civilization is at the brink of disaster. If Shale and Terelle can find a way to save themselves, they may just save them all. Water is life and the wells are running dry

Legend

An epic story, set against the backdrop of World War I, from bestselling author Anita Shreve. When an American woman, Stella Bain, is found suffering from severe shell shock in an exclusive garden in London, surgeon August Bridge and his wife selflessly agree to take her in. A gesture of goodwill turns into something more as Bridge quickly develops a clinical interest in his houseguest. Stella had been working as a nurse's aide near the front, but she can't remember anything prior to four months earlier when she was found wounded on a French battlefield. In a narrative that takes us from London to America and back again, Shreve has created an engrossing and wrenching tale about love and the meaning of memory, set against the haunting backdrop of a war that destroyed an entire generation.

Dark Moon

Fierce and proud, the Rigante dwell deep in the green mountain lands, worshipping 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. From the Paperback edition.

The City

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.

Echoes of the Great Song

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.

The Last Stormlord

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.

Lord of the Silver Bow

Finalist for the 2014 Man Booker Prize “J is a snarling, effervescent, and ambitious philosophical work of fiction that poses unsettling questions about our sense of history, and our self-satisfied orthodoxies. Jacobson’s triumph is to craft a novel that is poignant as well as troubling from the debris.” —Independent (UK) Man Booker Prize-winner Howard Jacobson’s brilliant and profound new novel, J, “invites comparison with George Orwell’s 1984 and Aldous Huxley’s Brave New World” (Sunday Times, London). Set in a world where collective memory has vanished and the past is a dangerous country, not to be talked about or visited, J is a boldly inventive love story, both tender and terrifying. Kevern Cohen doesn’t know why his father always drew two fingers across his lips when he said a word starting with a J. It wasn’t then, and isn’t now, the time or place to be asking questions. When the extravagantly beautiful Ailinn Solomons arrives in his village by a sea that laps no other shore, Kevern is instantly drawn to her. Although mistrustful by nature, the two become linked as if they were meant for each other. Together, they form a refuge from the commonplace brutality that is the legacy of a historic catastrophe shrouded in suspicion, denial, and apology, simply referred to

as WHAT HAPPENED, IF IT HAPPENED. To Ailinn's guardian, Esme Nussbaum, Ailinn and Kevern are fragile shoots of hopefulness. As this unusual pair's actions draw them into ever-increasing danger, Esme is determined to keep them together—whatever the cost. In this stunning, evocative, and terribly heartbreaking work, where one couple's love affair could have shattering consequences for the human race, Howard Jacobson gathers his prodigious gifts for the crowning achievement of a remarkable career.

Sword in the Storm

"Wonderful . . . J. V. Jones is a striking writer." So says Robert Jordan, the author of The Wheel of Time epic fantasy series. And Jones lives up to that praise in the highly charged epic adventure of Ash March and Raif Sevrance, two outcasts whose fate are entwined by ancient prophecies and need, in the cold, dark world that threatens to be torn asunder by a war to end all wars. Isolated by their birthrights, they are but two who fight the dreaded Endlords, and their strength and courage will be needed if the world is to be saved from darkness." Raif, wrongly accused and cut off from his clan by the treachery of their new headman, has a talent for killing that is part of his curse and his burden. But he bears another burden of greater weight. Ash is a sacred warrior to the Sull, an ancient race whose numbers have declined. Raised as a foundling, never knowing her true history, she must learn to accept the terrible gifts of her heritage. But as Ash learns more of her greater fate, Raif's task looms dark and desperate, for he must journey

through the nightmare realm of the Want, a place where even the Sull now fear to tread. For deep within the Want is the Fortress of Grey Ice, and there he must heal the breach in the Blindwall that already threatens the world. Should he fail, not even Ash's powers can save them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Rhyming Rings

The first book in Tanya Huff's action-packed military sci-fi adventure Confederation series Staff Sergeant Torin Kerr was a battle-hardened professional. So when she and her platoon were yanked from a well-deserved leave for what was supposed to be "easy" duty as the honor guard for a diplomatic mission to the non-Confederation world of the Silsviss, she was ready for anything. Sure, there'd been rumors of the Others—the sworn enemies of the Confederation—being spotted in this sector of space. But there were always rumors. The key thing was to recruit the Silsviss into the Confederation before the Others attacked or claimed these lizardlike warriors for their side. And everything seemed to be going perfectly. Maybe too perfectly.

Stormrider

It is Rome AD 9 and Augustus Caesar rules Imperial Rome at the height of its power, as the Roman Empire stretches across the known world. Cassius, son of one of her most powerful families, is the personification of

Rome's imperial strength: wealthy, popular, a war hero with a decorated military career - none of Rome's fashionable parties are complete without him - except, he hides a secret. After his nerve is broken in Germany, the thought of genuine armed combat is enough to send him into a cold sweat of fear and shame. But this doesn't dissuade him from living off a false reputation so he can continue a life of casual affairs, wine, and parties, as he is seduced by the many vices of Rome. However his scandalous life is soon upset by a summons from the Emperor's wife. It ends his happy decadent life and returns him to Germany to assist the Roman legions in their greatest ever trial, and the events that will resound down in history, in the dark forests of the Teutoburg "The classical world is brought vividly to life" Daily Mail - UK National Newspaper

Dawnthief

“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

Fortune's Fool

Return to the stunning world of IMPOSTORS in this new book by global bestselling author Scott Westerfeld. When the world sees Frey, they think they see her twin sister Rafi. Frey was raised to be Rafi's double, and now she's taken on the role . . . without anyone else knowing. Her goal? To destroy the forces that created her. But with the world watching and a rebellion rising, Frey is forced into a detour. Suddenly she is stranded on her own in Paz, a city where many of the citizens attempt to regulate their emotions through an interface on their arms. Paz is an easy place to get lost . . . and also an easy place to lose yourself. As the city comes under a catastrophic attack, Frey must leave the shadows and enter the chaos of warfare - because there is no other way for her to find her missing sister and have her revenge against her murderous father.

Shatter City

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.

Touch of Iron

“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 Black Guard

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.

The Legend of the Deathwalker

Over and again, the aged seeress Tamis scried all the possible tomorrows. In every one, dark forces threatened Greece; terrible evil was poised to reenter the world. The future held only one hope: a half-caste Spartan boy, Parmenion. So Tamis made it her mission to see that Parmenion would be before the deadliest warrior in the world -- no matter what the cost. Raised to manhood in Sparta, bullied and forced to fight for his life every day, Parmenion had no notion of the unseen dimensions of magic and mystery that shaped his fate. He grew in strength and cunning. His military genius earned him the title Strategos in Sparta. His triumphs for the city of Thebes made him a hero. And finally his fate led him to the service of Philip of Macedon. As Tamis had

foreseen, Parmenion's destiny was tied to the Dark God, to Philip, and to the yet-unborn Alexander. All too soon the future was upon them. Parmenion stood poised to defeat evil -- or to open the gate for the Dark God to reenter the world.

Beijing Welcomes You

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? From the Paperback edition.

Winter Warriors

Shuskara engages in a final battle with the seemingly eternal emperor of The City in an effort to stop the endless wars with local tribes in this new novel from

the co-author of Troy: Fall of Kings.

Waylander

He signed up to fight with visions of honour and glory, of fighting for king and country, of making his family proud at long last. But on a battlefield during the Great War, Robert Jones is shot, and wonders how it all went so very wrong, and how things could possibly get any worse. He'll soon find out. When the attacking enemy starts to shapeshift into a nightmarish demonic force, Jones finds himself fighting an impossible war against an enemy that shouldn't exist. Andy Remic's *A Song for No Man's Land* is the first in an ongoing series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Darien

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 City on the Other Side

The city of Ro Canarn burns. With their father's blood fresh upon the headsman's sword, Lord Bromvy and Lady Bronwyn, the last scions of the house of Canarn, face fugitive exile or death. In the court of Ro Tiris, men fear to speak their minds. The Army of the Red marches upon the North. Strange accidents befall those who dare question the King's new advisors. Those foolish enough to speak their names call them the Seven Sisters: witches of the fire god; each as beautiful and as dangerous as a flame. And, called from the long ages of deep time by war and sacrifice, the children of a dead god are waking with a pitiless cry. All that was dead will rise. All that now lives will fall."

Quest for Lost Heroes

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.

The First Chronicles of Druss the Legend

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.

Ironhand's Daughter

The Swords of Night and Day

Dawn breaks over Vancouver and no one in the world has slept the night before, or almost no one. A few people, perhaps one in ten thousand, can still sleep, and they've all shared the same golden dream. After six days of absolute sleep deprivation, psychosis will set in. After four weeks, the body will die. In the interim, panic ensues and a bizarre new world arises in which those previously on the fringes of society take the lead. Paul, a writer, continues to sleep while his partner Tanya disintegrates before his eyes, and the new world swallows the old one whole.

The City

A definitive, and highly entertaining, account of contemporary Beijing, the undisputed capital of the twenty-first century. Within the past decade, Beijing has debuted as the defining city of the now and

foreseeable future, and China as the ascendant global power. Beijing is the ultimate representation of China's political and cultural capital, of its might-and threat. For so long, the city was closed off to the world, literally built around the Forbidden City, the icon of all that was ominous about China. But now, the country is eager to show off its new openness, its glory and magnanimity, and Beijing is its star. When Tom Scocca arrived in 2004-an American eager to see another culture-Beijing was looking toward welcoming the world to its Olympics four years later, and preparations were in full swing to create a renewed city. Scocca talked to the scientists tasked with changing the weather; interviewed designers and architects churning out projects; checked out the campaign to stop public spitting; documented the planting of trees, the rerouting of traffic, the demolition of the old city, and the construction of the new metropolis. *Beijing Welcomes You* is a glimpse into the future and an encounter with an urban place we do not yet fully comprehend, and the superpower it is essential we get to know better.

The Immortal Throne

Is the Living Blade real or just a legend? With it Prince Bashan could win back his kingdom. Master Telen Diaz can free himself of the burden from his past. Owen Smith sees a once-in-a-lifetime chance to gain untold knowledge. but for Noraya Smith, the Living Blade will bring nothing but suffering and sorrow. "Realistic, character-driven fantasy that manages to both sever limbs and warm the heart." - Kirkus

Reviews

Legends 2, Stories in Honour of David Gemmell

In *The City on the Other Side*, a young girl stumbles into a pitched war between two fairy kingdoms, and the fate of San Francisco itself hangs in the balance! Sheltered within her high-society world, Isabel plays the part of a perfectly proper little girl—she’s quiet, well-behaved, and she keeps her dresses spotlessly clean. She’s certainly not the kind of girl who goes on adventures. But that all changes when Isabel breaches an invisible barrier and steps into another world. She discovers a city not unlike her own, but magical and dangerous. Here, war rages between the fairies of the Seelie and Unseelie Courts. Only Isabel, with the help of a magical necklace and a few new friends, stands a chance of ending the war before it destroys the fairy world, and her own. From Mairghread Scott and Robin Robinson comes a colorful fantasy graphic novel set in early twentieth century San Francisco.

Valor's Choice

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. From the Paperback edition.

A Fortress of Grey Ice

Twelve Families. One Throne. An epic new fantasy series of spellbinding imagination. Welcome to the Empire of Salt. A hunter tasked with murdering a king . . . An old man compelled to protect him . . . A young woman's whose true potential has yet to be revealed . . . As these three strangers make their way towards the very heart of Darien, a creature from the old world appears whose abilities may be the undoing of them all.

Wolf in Shadow

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. From the Paperback edition.

The Mysteries

Award-winning author Lisa Tuttle delivers a riveting novel combining one man's search for a missing woman with history's most enduring legends of the disappeared. "A thriller, detective story, and fantasy all in one . . . Unique, a winner!"—Dean Koontz What happens when someone vanishes without a trace? Ian Kennedy always had a penchant for stories about missing people—and a knack for finding them. Now a sought-after private investigator, Ian faces a case he fears he cannot solve . . . and one he knows he must. Laura Lensky's stunning twenty-one-year-old daughter, Peri, has been missing for over two years. But when Ian learns the details of her disappearance, he discovers eerie parallels to an obscure Celtic myth and the haunting case that launched his career—a success he's never fully been able to explain. Though Ian suspects that Peri chose to vanish, he takes on the search. What follows leads him and those who care for Peri into the Highlands of Scotland, as the unknowns of the past and present merge in the case—and in their lives. Praise for *The Mysteries* "Lisa Tuttle never disappoints. . . . Richly imagined and

beautifully written, *The Mysteries* lingers in the mind long after the last page is turned.”—George R. R. Martin “A remarkable piece of work . . . Successfully balancing the miraculous and the mundane, *The Mysteries* offers a variety of unexpected pleasures and marks the overdue return of a stylish, distinctive storyteller.”—Washington Post Book World “Superlative dark fantasy . . . Tuttle has total command of setting, style and her folklore sources.”—Publishers Weekly (starred review)

The King Beyond the Gate

A secret affair. A disfiguring punishment. A burning need for revenge. Kyrra d'Aliente has a bad reputation and an arm made of metal. Cast out of the safe and luxurious world of silk to which she was born, played as a pawn in a game of feuding Houses, Kyrra navigates a dangerous world of mercenaries, spies, and smugglers while disguising herself as a man. War destroyed her family and the man she loved. Vengeance is within her grasp. But is she willing to pay its price?

A Song for No Man's Land

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.

Lion of Macedon

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

Troy

“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. . . .

Roman Mask

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.

Troy: Fall of Kings

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 — a war filled with bloodlust, and peopled by heroes who will live forever in a story that will echo down the centuries. From the Paperback edition.

Nod

The armies of the Outlanders crushed the highlanders at the battle of Colden Moor—killing their finest warriors and breaking their freeborn spirit. The highlanders are now a conquered people, ruled by the brutal Baron Gottasson. Prophecies speak of the coming of a new leader, a descendent of Ironhand, mightiest of the highland kings. A leader who will throw off the Outlander yoke. But only one highlander carries the blood of Ironhand: Sigarni, a wild and willful teenage girl who cares for nothing save her own concerns. Until a fateful encounter thrusts her

onto a path of rebellion. Now, hunted by the baron's soldiers and stalked by an evil sorcerer, Sigarni will be forced to fulfill her destiny . . . or perish. From the Paperback edition.

J

“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

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