

David Gemmell Waylander

Ironhand's Daughter
Drenai Tales
The Legend of the Deathwalker
The City
Ravenheart
Waylander II
Troy: Fall of Kings
The Morning Star
The First Chronicles of Druss
the Legend
Deadhouse Landing
Winter Warriors
Ghost King
Stormrider
Waylander
White Wolf
Echoes of the Great Song
The Last Guardian
The Legends of King Arthur and His Knights
The King Beyond The Gate
Troy
Blackdog
Rhyming Rings
In the Realm of the Wolf
Sword in the Storm
The Question of Evil in David Andrew Gemmell's Waylander Series
Bloodstone
Die Drenai-Saga
Lion Of Macedon
Trial of Intentions
The Unremembered
Quest For Lost Heroes
Dark Prince
Wolf In Shadow
Dark Moon
The Swords of Night and Day
Midnight Falcon
Hero in the Shadows
Last Sword Of Power
The Hawk
Eternal
Legend

Ironhand's Daughter

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.

Drenai Tales

Winged demons gather, silent and unseen, above the city of Usa, their talons long and sharp. Their purpose is clear, as is the prophecy: 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 prophecy 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.

The Legend of the Deathwalker

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie
'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks
A century has passed since the heroic defence of Dros Delnoch. But the people of the Drenai face a new terror: a mad emperor kept in power by two forces of unsurpassed evil. The Joinings are werebeasts of awesome power. The Dark Templars are warrior-priests whose fighting skills are without equal. Against them, the Drenai face certain defeat. One man, an outsider hated by the Drenai for his Nadir blood, and despised by the Nadir for his Drenai ancestry, sets out to bring down the emperor. He is one man against the armies of chaos. He is Tenaka Khan - the Prince of Shadows. 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 City

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.

Ravenheart

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.

Waylander II

'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

Troy: Fall of Kings

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie
'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks
It is three hundred years since the world toppled on its axis and civilisation was destroyed. In this savagely reshaped world ruled by brigands and war-makers, a rider seeks a lost city. Pursuing a dream to calm the violence in his soul, Jon Shannow, the brigand slayer, desires only peace. But from the Plague Lands emerges a fresh terror. The Lord of the Pit and his hellborn army seek to plunge mankind into a new demonic era. Seemingly invincible, they make a fatal mistake: they take Shannow's woman for blood sacrifice. And find themselves facing the deadliest warrior of the new age. Jon Shannow - the Jerusalem Man. 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 Morning Star

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 First Chronicles of Druss the Legend

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.

Deadhouse Landing

“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. . . .

Winter Warriors

'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

Ghost King

Bane the Bastard is the illegitimate son of the Rigante king who men called Demonblade. Born of treachery, Bane grew up an outcast in his own land, feared by his fellow highlanders, and denied by the father whose unmistakable mark he bore—the eyes of Connavar, one tawny brown, the other emerald green. Hounded from the country of his birth, Bane found acceptance across the seas—only to have it stripped away in an instant by a cruel and deadly swordsman. Now fighting as a gladiator in the blood-soaked arenas of the Empire, Bane lives for one thing: revenge. And he pursues his goal with the same single-minded determination that won his father a crown. But more is at stake than a young warrior's quest for vengeance. The armies of the Stone are preparing to march on the lands of the Rigante. The fate of human and Seidh alike will be decided by the clash of swords—and by the bonds of twisted love and bitterness between a father and a son . . . From the Paperback edition.

Stormrider

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie

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

The City is ancient and vast and has been waging almost constant war for centuries. At its heart resides the emperor. Few have ever seen him. Those who have remember a man in his prime - and yet he should be very old. Some speculate that he is no longer human, others wonder if indeed he ever truly was. And a few have come to a desperate conclusion: that the only way to halt the

emperor's unslakeable thirst for war is to end his unnaturally long life. From the crumbling catacombs beneath the City where the poor struggle to stay alive to the blood-soaked fields of battle where so few heroes survive, these rebels emerge. Their hopes rest on one man. A man who was once the emperor's foremost general - a revered soldier who could lead an uprising and liberate a city, a man who was betrayed, imprisoned, tortured and is now believed to be dead

White Wolf

'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

Echoes of the Great Song

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie
'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks
While the warlike and heartless Aenir ravage the territory outside the mountain fastness of the clans, Sigarni, the Hawk Queen, arrives in this alternate version of her own universe through a gate in space and time. Taliesen, last of the gatekeepers, has no idea why she has arrived but knows that heroes are needed . . . Only Caswallon, loner, warrior and thief, realises the true extent of danger and horrors that his people are about to face. As Taliesen tries to discover Sigarni's purpose, Caswallon must unite the clans to overcome their greatest peril. 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 Last Guardian

Millennia after a god is condemned to live among the hateful creatures he has

created, the magical veil entrapping the god and his monsters weakens, compelling bow hunter Than Junell and his companions to undertake a dangerous and secret journey to protect their people.

The Legends of King Arthur and His Knights

"It is eight hundred years since the legendary King Connavar defeated the army of Stone. The Rigante are now a conquered people, living under the iron rule of the Varlish, their customs despised, their culture all but destroyed. A world that once knew magic is choked with the black smoke of furnaces creating engines of destruction, and the secrets of the ancient gods are about to be learned, with terrible consequences. One woman knows that the fate of mankind hangs in the balance; one mystic who follows the ancient paths. She is the Wyrd of Wishing Tree Wood. To save all that lives she must find a way to bring two enemies together; two young men from different cultures. One is a Varlish nobleman, cultured and skilled, the other a Rigante outlaw, as savage and tough as the land that birthed him. They have nothing in common, save a secret that neither shares. In both runs the blood of Connavar the King."

The King Beyond The Gate

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.

Troy

Esslemont's new prequel trilogy takes readers deeper into the politics and intrigue of the New York Times bestselling Malazan Empire. *Dancer's Lament* focuses on the genesis of the empire, and features Dancer, the skilled assassin, who, alongside the mage Kellanved, would found the Malazan empire.

Blackdog

The gods who created this world have abandoned it. In their mercy, however, they chained the rogue god--and the monstrous creatures he created to plague mortalkind--in the vast and inhospitable wasteland of the Bourne. The magical Veil that contains them has protected humankind for millennia and the monsters are little more than tales told to frighten children. But the Veil has become weak and

creatures of Nightmare have come through. To fight them, the races of men must form a great alliance to try and stop the creatures. But there is dissent. One king won't answer the call, his pride blinding him even to the poison in his own court. Another would see Convocation fail for his own political advantage. And still others believe Convocation is not enough. Some turn to the talents of the Sheason, who can shape the very essence of the world to their will. But their order is divided, on the brink of collapse. Tahn Junell remembers friends who despaired in a place left barren by war. One of the few who have actually faced the unspeakable horde in battle, Tahn sees something else at work and wonders about the nature of the creatures on the other side of the Veil. He chooses to go to a place of his youth, a place of science, daring to think he can find a way to prevent slaughter, prevent war. And his choices may reshape a world The second title in the Vault of Heaven series, Peter Orullian's *Trial of Intentions* is a mesmerizing fantasy epic that turns the conventions of the genre on its head

Rhyming Rings

Beyond *WOLF IN SHADOW* to an earlier layer in David Gemmell's fantasy of the Sipstrassi Stones: rebellion and invasion plunge Britannia into the Dark Ages. Chaos and terror stalk the land, the King slain by traitors, the great Sword of Power vanished beyond the Circle of Mist. Saxons, Angles, Jutes and Brigante tribesman mass together to destroy the realm, aided by the powers of the Witch Queen and

the Lord of the Undead. Against them stands a weakling boy, and an old mountain warrior. But the boy has the blood of kings, and the warrior is Culain, the legendary Lord of the Lance. And he alone knows the dread secret of the Witch Queen.

In the Realm of the Wolf

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie
'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks
High in the wooded mountains of Skeln, the woodsman, Dakeyras, and his daughter Miriel, live a life of solitude. Unbeknown to them, a group of 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 - but 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. 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

Sword in the Storm

In a land where gods walk on the hills and goddesses rise from river, lake, and spring, the caravan-guard Holla-Sayan, escaping the bloody conquest of a lakeside town, stops to help an abandoned child and a dying dog. The girl, though, is the incarnation of Attalissa, goddess of Lissavakail, and the dog a shape-changing guardian spirit whose origins have been forgotten. Possessed and nearly driven mad by the Blackdog, Holla-Sayan flees to the desert road, taking the powerless avatar with him. Necromancy, treachery, massacres, rebellions, and gods dead or lost or mad, follow hard on the their heels. But it is Attalissa herself who may be the Blackdog's—and Holla-Sayan's—doom.

The Question of Evil in David Andrew Gemmell's Waylander Series

Spellbinding action and breathless adventure—these are the realms of David Gemmell. His mythic characters represent the ultimates in good and evil, and everything in between. Brilliant warriors, they are heartbreakingly human in their ability to love, sacrifice, and summon extraordinary courage when all seems lost. With Stormrider, Gemmell continues his spectacular Rigante saga as the imperiled highland clan faces its deadliest threat . . . and calls for it's greatest hero.

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

Bloodstone

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.

Die Drenai-Saga

Gathered together for the first time in one mega volume: THE LEGEND OF DEATHWALKER, WINTER WARRIORS and the Sunday Times bestseller HERO IN THE SHADOWS, with new introductions by the author of each novel.

Lion Of Macedon

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie

'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks The gateway between past and present has opened, and evil forces of enormous power are unleashed. To close the gateway, the Sword of God must be found, and all that is known is that it shines in the clouds above the City of Beasts - a city ruled by the Dark Queen. Only one man can stand at the gateway of time - Jon Shannow, the Last Guardian. The hunters from his past who seek his death are but the first obstacle. For what Shannow doesn't know is that his actions could warp time itself - and herald the doom of worlds. 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

Trial of Intentions

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. From the Paperback edition.

The Unremembered

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?

Quest For Lost Heroes

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. I'm everything but normal, to be precise, I'm everything. In Dovera everything is magical. Items in stores float without the need for shelves, fires warm but don't burn people, and ponds are windows to other worlds. Green trees and bushes are everywhere and vines grow so fast you can see it. In Dovera, castles are carved out of mountains and cliffs of red sand tower above the valleys. In Dovera, trees talk and move and laugh and dance. Welcome to a world where love is stronger than hate and good wins over evil. This breathtaking story is filled with anticipation and accomplishment, and a little hint of love. It is a great story for all who fantasize about heroic rescues and heroines that are honest, pure and true. Welcome to my world of fantasy, in *The Morning Star*. -G. Davidson (Author)

Dark Prince

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.

Wolf In Shadow

What starts as a rags to riches story transforms into an adventure as this collection of legends explores the triumphs and failures of a young king and his accomplices. When Arthur, a young boy mistreated by his family, is put up to the challenge to remove a sword stuck in a stone, his moral character and embodiment of hope allows him to pass the test and win the sword, Excalibur. Artur is then named the king, and becomes the standard of leadership and the founder of Camelot. Wielding his prized sword, Excalibur, Arthur goes on to encounter enchantresses, assemble noble knights, and lead Britain's defense against the Saxon invasion.

King Arthur will join his notable allies, Lancelot, Merlin, and the Lady of the Lake, to solve mysteries, achieve quests, and fight battles. The Legends of King Arthur and His Knights by Sir James Knowles has inspired modern film and literary adaptations, joining the vast collection of poetry, prose and art dedicated to King Arthur and his knights. These fantastical stories provide an escape into adventure, and bring lessons of overcoming adversity into the 21st century, while treating readers to experience the comradery of the round table and the magical adventures of Camelot. Sir James Knowles' The Legends of King Arthur and His Knights is vitalized with this artistic edition. This new, modern design and readable manuscript will allow readers to be immersed in the action, witnessing Merlin's prophecies, aiding Lancelot's quest for the Holy Grail, and fighting alongside Arthur in battle.

Dark Moon

In this diploma thesis, I tackle the ancient question of what evil is in general and how it is portrayed in the Waylander fantasy book series by David Gemmell. In the first part of the diploma thesis, I introduce David Gemmell and describe how he fits into the genre of literary fantasy. Then I present the genre of fantasy and the sub-genres of fantasy that Gemmell belongs to. In the second part of the diploma thesis, I describe historic and contemporary approaches of philosophy, sociology, and religion to evil. I conclude the second part with the formulation of the analysis

criteria. In the third part, I present the methodology for analysing nine prominent series characters. After combining the covered theory with the results of the analysis, I conclude this diploma thesis by providing a definitive answer to both main questions of what evil is and how David Gemmell portrays it.

The Swords of Night and Day

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 . . .

Midnight Falcon

“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

Hero in the Shadows

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie
'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks
The soul of Uther Pendragon is chained in hell. The sword of power is lost in swirling chaos. The realm is under threat from barbarian hordes - led by an Undead god from the vaults of pre-history. And a new Dark Age is dawning over Roman Britain. Then comes a man called Revelation, seeking a child born of a demon . . .

Seeking the legendary Lord of the Lance . . . Seeking the sword to save the realm.
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

Last Sword Of Power

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie
'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent
Weeks The tyrannical rule of the Deacon and his Jerusalem Riders has unleashed
upon the world a sea of bigotry and hatred, where Unbelievers and Mutants are
massacred in the name of God and Peace. And the long-vanished Jerusalem Man is
now considered a saint of the new order. To speak ill of his memory is heresy. But
when the church in Pilgrim's Valley is burnt to the ground and its congregation is
slaughtered, a rider appears and hunts down the killers. And word spreads - the
Jerusalem Man is back! Hunted and alone, Jon Shannow must battle the forces of
the Deacon - and face a terrible enemy from another universe, a dark god who
feeds on the souls of worlds. 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 Hawk Eternal

Legend

“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

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)