

# Get Free Dark Moon David Gemmell Pdf For Free

Dark Moon Dark Moon Throne of the Crescent Moon Knights of Dark Renown Echoes of the Great Song Last Guardian Dark Prince The Briar King The Hawk Eternal Legend Lord of the Silver Bow The King Beyond the Gate The First Chronicles of Druss the Legend Gateway to the Moon Bloodstone The Girl and the Moon Waylander Quest for Lost Heroes Last Sword of Power The Morning Star In the Realm of the Wolf Sword in the Storm The Legend of Deathwalker Troy: Fall of Kings Ghost King Rhyming Rings The City Ironhand's Daughter Winter Warriors Fool Moon Lion Of Macedon Starborn Where Gods Fear to Go Red Sister Legend The Immortal Throne Wolf in Shadow The Empress of Bright Moon Oath of Fealty The Girl and the Moon

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) "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 . . . "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 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 '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 In the third exhilarating novel in this dazzling epic fantasy series, a young outcast will fight against staggering odds to save her world. On the planet Abeth, a narrow Corridor of green land is surrounded on all sides by ice plains where only the strong survive. Ice triber Yaz has completed a perilous journey and arrived at the Corridor, and it exceeds and overwhelms all of her expectations. Everything seems different but some constants remain: her old enemies are still two steps ahead, bent on her destruction. She makes her way to the Convent of Sweet Mercy, where nuns train young girls who show the old gifts, but like the Corridor itself the convent is packed with peril and opportunity. Yaz has much to learn from the nuns—if they don't decide to execute her. The fate of everyone squeezed between the Corridor's vast walls, and ultimately the fate of those laboring to survive out on ice itself, hangs from the moon, and the battle to save the moon centers on the Ark of the Missing, buried beneath the emperor's palace. Everyone wants Yaz to be the key that will open the Ark – the one the wise have sought for generations. But sometimes wanting isn't enough. '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 "The author's talent for dramatic, well-timed dialogue, and portrayal of women's friendships and emotions—especially dislikes, jealousy, and fear—intensifies the reader's understanding of palace intrigue."—Booklist, STARRED Review The time for taking hold of her destiny is now At the moment of the Emperor's death, everything changes in the palace. Mei, his former concubine, is free, and Pheasant, the heir and Mei's lover, is proclaimed as the new Emperor, heralding a new era in China. But just when Mei believes she's closer to her dream, Pheasant's chief wife, Lady Wang, powerful and unpredictable, turns against Mei and takes unthinkable measures to stop her. The power struggle that ensues will determine Mei's fate—and that of China. Surrounded by enemies within the palace that she calls home, Mei continues her journey to the throne in *The Empress of Bright Moon*, the second book in Weina Dai Randel's acclaimed duology. Only by fighting back against those who wish her harm will Mei be able to realize her destiny as the most powerful woman in China. 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. 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. "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 "David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy." --R. A. Salvatore, New York Times Bestselling author *The Goths* followed a bloodthirsty new leader, one who sought to open the Gates of Hell: Wotan. His immortal power stemmed from human sacrifice and dark sorcery, and no sword could touch him. He rode the winds on a leather-winged steed, while his armies cut a deadly swath across the northern kingdoms. Even death's icy hand could not stop them. Only Uther Pendragon could save Britannia. To do so he must wield his birthright--Cunobelin's blade, the legendary Sword of Power. But Uther was chained in Hell, the sword lost in swirling Chaos. All hope lay with the warrior known as Revelation, with the magic of the Sipstrassi Stones, and with Anduine, a blind girl possessed of arcane powers. Only if these unlikely allies united could they hope to stop the invincible foe before the world plunged into darkness. "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. "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 Once the mighty fortress had stood strong, defended by the mightiest of all Drenai heroes, Druss, the Legend. But now a tyrannical, mad emperor had seized control of the fortress, and his twisted will was carried throughout the land by the Joinings --- abominations that were half-man, half-beast. Tenaka Khan was a half-breed himself, hated by the Drenai for his Nadir blood and despised by the Nadir for his Drenai ancestry. But he alone had a plan to destroy the emperor. The last heroes of the Drenai joined with him in a desperate gamble to bring down the emperor -- even at the cost of their own destruction. The 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. 'In my pantheon of literary greats, David Gemmell stands alone . . . he put me on the path I still walk today' CONN IGGULDEN 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. As enemies, who are also kinsmen, are filled with bloodlust, they know that many of them will die, and that some will become heroes: heroes who will live for ever in a story that will echo down the centuries. "Gripping and fast-paced, intelligent and intensely readable...should appeal to anyone who enjoys an action-packed historical epic" (Joanne Harris) 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. 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 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 BONUS: This edition contains an excerpt from Elizabeth Moon's Kings of the North. For the first time in nearly twenty years, Elizabeth Moon returns to the thrilling realm of her superb Deed of Paksenarrion trilogy. Thanks to Paks's courage, the long-vanished heir to the half-elven kingdom of Lyonya has been revealed as Kieri Phelan, a formidable mercenary who earned a title—and enemies—in the neighboring kingdom of Tsaia, where Prince Mikeli suddenly faces the threat of a coup. Acting swiftly, Mikeli strikes at the powerful family behind the attack: the Verrakaien, magelords steeped in death and evil. Mikeli's survival—and that of Tsaia—depend on the only Verrakai whose magery is not tainted with innocent blood. Two kings stand at a pivotal point in the history of their worlds. For dark forces are gathering against them, knit in a secret conspiracy more sinister and far more ancient than they can imagine. "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 "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 Legend Druss, Captain of the Axe: the stories of his life were told everywhere. Instead of the wealth and fame he could have claimed, he had chosen a mountain lair, high in the lonely country bordering on the clouds. There the grizzled old warrior kept company with snow leopards and awaited his old enemy death. The Fortress Mighty Dros Delnoch, protected by six outer walls, the only route by which an army could pass through the mountains. It was the stronghold of the Drenai empire. And now it was the last battleground, for all else had fallen before the Nadir hordes. And hope rested on the skills of that one old man... "David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy."—R. A. Salvatore, New York Times bestselling author Twenty years have passed since Jon Shannow, the legendary Jerusalem Man, cracked open the gate of time and brought the Deacon and his followers into the world. Twenty years during which Shannow was missing and the Deacon ruled from Unity, intent on building a new promised land . . . in his own image. But the Deacon's Jerusalem Riders spread their own wave of terror, unleashing bigotry and death, massacring unbelievers and mutants in the name of peace. Until a lone reader appeared, bent on avenging the dead. Wounded, his memory shattered, Shannow combated evil and injustice the only way he knew—head-on, both guns blazing. But would that be enough to stop the mysterious Deacon and his mad crusade? Even if Shannow succeeded, he'd still face the satanic hordes of the Hellborn and their bloodthirsty lord, Sarento, the living embodiment of the stone of power known as the Bloodstone! The 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? '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 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. The David Gemmell Award-shortlisted author of Age of Iron returns with the final book in his West of West trilogy, in which a mismatched group of refugees must battle monsters, an unforgiving land and each other as they cross a continent to fulfil a prophecy Battling across the Shining Mountains, the questers discover a land more terrifying and filled with more dangerous creatures than they could ever have imagined. The tentatively allied Wootah and Calnians must survive monster attacks, flash floods and tornadoes to uncover the secret of The Meadows. And then comes the hard part. To save themselves and everybody else they will travel west of west, deeper into danger, and do all that they can to defeat a goddess who has already killed all the other gods. Praise for Angus Watson: 'Unflinchingly bloodthirsty and outrageously entertaining' Chris Brookmyre 'It simply grabbed me by the throat and wouldn't let go' Biblosanctum 'Watson's tale is gore-soaked and profanity-laden - full of visceral combat and earthy humour' Publishers Weekly 'Would I read the next one? Yes, absolutely. Bring me my hammer, bring my beer, bring it on!' SF Crowsnest 'Fun and addictive' Fantasy Faction 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; and the legendary warrior Argurios, cloaked in loneliness and driven only by thoughts of revenge. In Troy they find a city torn apart by destructive rivalries - a maelstrom of jealousy, deceit and murderous treachery. And beyond its fabled walls blood-hungry enemies eye its riches and plot its downfall. It is a time of bravery and betrayal; a time of bloodshed and fear; a time for heroes. In TROY: Lord of the Silver Bow, the first in an epic trilogy, David Gemmell combines vivid characterisation with a wealth of historical detail in a compelling, unputdownable novel of love and hatred, ambition and rivalry, peace and war. Great reviews for TROY from other authors: 'This is how the oldest tales should be read and known. This is the grand style of storytelling. Gemmell is a master of plot, but his triumph is creating men and women so real that their trials are agony and their triumph is glorious.' - Conn Iggulden 'I can say of David Gemmell that he's the only writer of historical fiction or heroic fantasy whose prose I actually study, line by line, trying to decode how he produces the effects that he does. Hail to Lord of the Silver Bow! Bravo, Mr Gemmell!' - Steven Pressfield In 1492, two history-altering events occurred: the Jews and Muslims of Spain were expelled, and Columbus set sail for the New World. Many Spanish Jews chose not to flee and instead became Christian in name only, maintaining their religious traditions in secret. Among them was Luis de Torres, who accompanied Columbus as an interpreter. Over the centuries, de Torres' descendants traveled across North America, finally settling in the hills of New Mexico. Now, some five hundred years later, it is in these same hills that Miguel Torres, a young amateur astronomer, finds himself trying to understand the mystery that surrounds him and the town he grew up in: Entrada de la Luna, or Gateway to the Moon. Poor health and poverty are the norm in Entrada, and luck is rare. So when Miguel sees an ad for a babysitting job in Santa Fe, he jumps at the opportunity. The family for whom he works, the Rothsteins, are Jewish, and Miguel is surprised to find many of their customs similar to those his own family kept but never understood. Braided throughout the present-day narrative are the powerful stories of the ancestors of Entrada's residents, portraying both the horrors of the Inquisition and the resilience of families. Moving and unforgettable, Gateway to the Moon beautifully weaves the journeys of the converso Jews into the larger American story. Shortlisted for the 2016 David Gemmell Morningstar Award for Best Debut Death and destruction will bar her way. . . Kyndra's fate holds betrayal and salvation, but the journey starts in her small village. On the day she comes of age, she accidentally disrupts an ancient ceremony, ending centuries of tradition. So when an unnatural storm targets her superstitious community, Kyndra is blamed. She fears for her life until two strangers save her, by wielding powers not seen for an age - powers fuelled by the sun and the moon. Together, they flee to the hidden citadel of Naris. And here, Kyndra experiences disturbing visions of the past, showing war and one man's terrifying response. She'll learn more in the city's subterranean chambers, amongst fanatics and rebels. But first Kyndra will be brutally tested in a bid to unlock her own magic. If she survives the ordeal, she'll discover a force greater than she could ever have imagined. But could it create as well as destroy? And can she control it, to right an ancient wrong? With George R. R. Martin's Game of Thrones now a huge TV success, fantasy fiction has never been more popular. And these books are traditional fantasy at its very best. "A wonderful tale . . . It crackles with suspense and excitement from start to finish."—Terry Brooks Two thousand years ago, the Born Queen defeated the Skasloi lords, freeing humans from the bitter yoke of slavery. But now monstrous creatures roam the land—and destinies become inextricably entangled in a drama of power and seduction. The king's woodsman, a rebellious girl, a young priest, a roguish adventurer, and a young man made suddenly into a knight—all face malevolent forces that shake the foundations of the kingdom, even as the Briar King, legendary harbinger of death, awakens from his slumber. At the heart of this many-layered tale is Anne Dare, youngest daughter of the royal family . . . upon whom the fate of her world may depend. Praise for The Briar King "Starts off with a bang, spinning a snare of terse imagery and compelling characters that grips tightly and never lets up. . . . A graceful, artful tale from a master storyteller."—Elizabeth Haydon, bestselling



author of Prophecy: Child of Earth “The characters in The Briar King absolutely brim with life. . . . Keyes hooked me from the first page, and I’ll now be eagerly anticipating sitting down with each future volume of the Kingdoms of Thorn and Bone series.”—Charles de Lint, award-winning author of Forests of the Heart and The Onion Girl “A thrill ride to the end, with plenty of treachery, revelation, and even a few bombshell surprises.”—Monroe News-Star (LA) 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? In the third exhilarating novel in this dazzling epic fantasy series, a young outcast will fight against staggering odds to save her world. On the planet Abeth, a narrow Corridor of green land is surrounded on all sides by ice plains where only the strong survive. Ice triber Yaz has completed a perilous journey and arrived at the Corridor, and it exceeds and overwhelms all of her expectations. Everything seems different but some constants remain: her old enemies are still two steps ahead, bent on her destruction. She makes her way to the Convent of Sweet Mercy, where nuns train young girls who show the old gifts, but like the Corridor itself the convent is packed with peril and opportunity. Yaz has much to learn from the nuns—if they don't decide to execute her. The fate of everyone squeezed between the Corridor's vast walls, and ultimately the fate of those laboring to survive out on ice itself, hangs from the moon, and the battle to save the moon centers on the Ark of the Missing, buried beneath the emperor's palace. Everyone wants Yaz to be the key that will open the Ark – the one the wise have sought for generations. But sometimes wanting isn't enough. Locus Award for Best First Novel winner Hugo Award for Best Novel finalist Nebula Award for Best Novel finalist David Gemmell Morningstar Award finalist "Ahmed is a master storyteller in the grand epic tradition." —N. K. Jemisin The Crescent Moon Kingdoms, home to djenn and ghuls, holy warriors and heretics, are at the boiling point of a power struggle between the iron-fisted Khalif and the mysterious master thief known as the Falcon Prince. In the midst of this brewing rebellion a series of brutal supernatural murders strikes at the heart of the Kingdoms. It is up to a handful of heroes to learn the truth behind these killings. Doctor Adoulla Makhslood, "the last real ghul hunter in the great city of Dhamsawaat," just wants a quiet cup of tea. Three score and more years old, he has grown weary of hunting monsters and saving lives, and is more than ready to retire from his dangerous and demanding vocation. But when an old flame's family is murdered, Adoulla is drawn back to the hunter's path. Raseed bas Raseed, Adoulla's young assistant, is a hidebound holy warrior whose prowess is matched only by his piety. But even as Raseed's sword is tested by ghuls and manjackals, his soul is tested when he and Adoulla cross paths with the tribeswoman Zamia. Zamia Badawi, Protector of the Band, has been gifted with the near-mythical power of the lion-shape, but shunned by her people for daring to take up a man's title. She lives only to avenge her father's death. Until she learns that Adoulla and his allies also hunt her father's killer. Until she meets Raseed. When they learn that the murders and the Falcon Prince's brewing revolution are connected, the companions must race against time and struggle against their own misgivings to save the life of a vicious despot. In so doing they discover a plot for the Throne of the Crescent Moon that threatens to turn Dhamsawaat, and the world itself, into a blood-soaked ruin. 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. “One of the most enjoyable marriages of the fantasy and mystery genres on the shelves,”(Cinescape) the Dresden Files have become synonymous with action-packed urban fantasy and nonstop fun. Fool Moon continues the adventures of Jim Butcher's most famous—and infamous—reluctant hero... You'd think there'd be a little more action for the only professional wizard listed in the Chicago phone book. But lately, Harry Dresden hasn't been able to dredge up any kind of work: magical, mundane, or menial. Just when it looks like he can't afford his next meal, a murder comes along that requires his particular brand of supernatural expertise. There's a brutally mutilated corpse, and monstrous animal markings at the scene. Not to mention that the killing took place on the night of a full moon. Harry knows exactly where this case is headed. Take three guesses—and the first two don't count... The international bestselling author of the Broken Empire and the Red Queen's War trilogies begins a stunning epic fantasy series about a secretive order of holy warriors... At the Convent of Sweet Mercy, young girls are raised to be killers. In some few children the old bloods show, gifting rare talents that can be honed to deadly or mystic effect. But even the mistresses of sword and shadow don't truly understand what they have purchased when Nona Grey is brought to their halls. A bloodstained child of nine falsely accused of murder, guilty of worse, Nona is stolen from the shadow of the noose. It takes ten years to educate a Red Sister in the ways of blade and fist, but under Abbess Glass's care there is much more to learn than the arts of death. Among her class Nona finds a new family—and new enemies. Despite the security and isolation of the convent, Nona's secret and violent past finds her out, drawing with it the tangled politics of a crumbling empire. Her arrival sparks old feuds to life, igniting vicious struggles within the church and even drawing the eye of the emperor himself. Beneath a dying sun, Nona Grey must master her inner demons, then loose them on those who stand in her way. No one is safe, and no one is to be trusted as the bloody war that began in Stella Gemmell's The City continues... The dreaded emperor is dead. The successor to the throne is his nemesis, Archange. Many hope her reign will usher in a new era of freedom and stability. Soon however, word arises of a massive army gathering in the shadows of the north. They are eager to lay waste to the City and annihilate anyone—man, woman, or child—within it. Yet just as the swords clang in fields wet with the blood of warriors, family feuds, ancient rivalries, and political battles rage on within the cold stone walls of the City. A hero must rise up and restore the peace before anything left to fight for is consumed by the madness. The 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