
Legende David Gemmell

Sword in the Storm

Echoes of the Great Song

Waylander

Last Sword of Power

Stones of Power: the Omnibus Edition

The King Beyond the Gate

Legend

Legend

Troy: Lord of the Silver Bow

Legend

Knights of Dark Renown

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MCKENZIE COLLIER

Sword in the Storm Del
Rey

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.

Echoes of the Great Song
Orbit Books

There was nothing Jarek Mace wouldn't do for the right price—including becoming a hero. The Angostin hordes raged over the Southern Borders. Evil sorcery ruled, and the vampyre kings lived once more. The Highland people were

in much need of a great hero. Jarek Mace needed nothing and no one—not even that bard Owen Odell, with whom he now traveled. But when Mace harassed the Angostins for his own purposes, he inadvertently aided the Highland people. And now he was being hailed as a hero, a legend, the great Morningstar returned. But Owen Odell knew the real man behind the people's tales. Mace was an outlaw, a bandit, a heartless thief. He was no savior of the people. He was no legend. Or was

he? “It seems that every time I read a new David Gemmell novel it is better than the last—and Morningstar is no exception. . . . The main difference between the book and the myths it draws upon is that Gemmell includes some of the less savory characters who we suspect may have been at the basis of both Robin and Arthur.”—Starburst **Waylander** Del Rey "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.

Last Sword of Power Del Rey
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...

Stones of Power: the Omnibus Edition Del Rey Druss, Captain of the Axe, was the stuff of legends. But even as the stories grew in the telling, Druss himself grew older. He turned his back on his own legend and retreated to a mountain lair to await his old enemy, death. Meanwhile, barbarian hordes were on the march. Nothing could stand in their way. Druss reluctantly agreed to come out of retirement. But could even Druss live up to his own legends? The King Beyond the Gate

Del Rey
The Nadir dominate the world. They have swept across the land bringing desolation and despair. There is one boy who sets off on a quest that will shake the world, and with him are three legendary heroes of Bel-Azar. Among them is one who hides a secret that could free the world of the Nadir, for he is the Nadir Bane, and the only hope for the Drenai. *Legend* Del Rey
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 Legend Del Rey
The second novel in David Gemmell's bestselling Troy trilogy. Interlacing myth and history, and high adventure, this is epic storytelling at its very best. The war of Troy is looming, and all the kings of the Great Green are gathering, friends and enemies, each with their own dark plans of

conquest and plunder. Into this maelstrom of treachery and deceit come three travellers; Piriá, a runaway priestess nursing a terrible secret, Kalliades, a warrior with a legendary sword, and Banokles who will carve his own legend in the battles to come. Shiled of thunder takes the reader back into the glories and tragedies of Bronze Age Greece, reuniting the characters from *Lord of the silver bow*; the dread Helikaon and his great love, the fiery Andromache, the mighty

Hektor and the fabled storyteller, Odysseus. *Troy: Lord of the Silver Bow* Orbit Books
“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

Legend Del Rey

The mysterious man known as Waylander is venturing into hostile territory on a quest to save the kingdom of the Drenai. He is the only

man who could possibly succeed, and so he is entrusted with the responsibility--despite the fact that he was the person who killed the King.

Knights of Dark

Renown Random House
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.

Bloodstone Del Rey 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 dreaded secret of the Witch Queen.

Légende Del Rey
"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 . . .

The First Chronicles of Druss the Legend Orbit Books

They called him Bane the Bastard - though none said it to his face. Born of treachery, his name a curse, he grew up among the warriors of the Rigante. They valued his skills in war, but they feared the violence in his heart. And when, as a Wolfshead and *Morningstar* Del Rey

'THE HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie 'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks 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. 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. 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
White Wolf Del Rey
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.

Sword in the Storm

Random House
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.

Quest for Lost Heroes Del Rey

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.

Wolf in Shadow Ballantine Books

A heroic fantasy by the Sunday Times bestselling author David Gemmell in which the forces of good and evil and the living and the dead face each other in battle...Perfect for fans of Joe Abercrombie, Duncan M. Hamilton and Conn Iggulden. "Probably

the finest living writer of heroic fantasy." -- TIME OUT "When it comes to heroic fantasy, nobody does it better than David Gemmell." -- THE DARK SIDE "Hero in the Shadows has everything a fan of heroic fantasy could desire..." - Stephen Donaldson "Another powerful page-turning adventure from Gemmell" -- ***** Reader review "The characters are wonderfully brought to life... you will simply fall into the world the Gemmell creates for you." -- **** Reader review

 ***** Thousands of years ago the evil city of Kuan Hador was defeated by a vast army of mystic warriors, the Enemy banished beyond the Gateway between Worlds. Spells of enormous power sealed the Gateway. Now icy mists begin to form around the ruins of Kuan Hador. Awesome beasts stalk the hills and forests. The spells are fading. Beyond the Gateway the vengeful armies of Kuan Hador await. And where years before a host stood against the Enemy, now

only a handful of warriors prepare to face it once more: Kysumu the Swordsman, last of a dying breed, Yu Yu Liang, the ditch digger, Ustarte, the Beast-Priestess, and the mysterious Waylander. Together they must solve an ancient mystery, which will bring the dead to life for a final battle outside Time. But first Waylander must find a way to kill a man who cannot die...
Ghost King Orbit Books
 Druss est une légende. Ses exploits sont connus de tous. Mais il a choisi de

vivre retiré loin des hommes, au sommet d'une montagne. Là, il attend son ennemi de toujours : la mort. Dros Delnoch est une forteresse. C'est le seul endroit par lequel une

armée peut traverser les montagnes. Protégée par six remparts, elle était la place forte de l'Empire drenäi. C'est maintenant le dernier bastion, car tous les autres sont tombés devant l'envahisseur nadir. Et le

vieux guerrier est son seul espoir. Un demi-million d'envahisseurs face à quelques milliers de guerriers retranchés dans une forteresse. Druss et sa hache feront-ils la différence ?