

Troy Lord Of The Silver Bow

PART ONE OF THE TROY QUARTET Bringing ancient myth to life with passion, humour, and humanity, Lindsay Clarke vividly retells the story of Troy and of the heroes who fought there.

Quintus was a poet who lived at Smyrna some four hundred years after Christ. His work, in fourteen books, is a bold and generally underrated attempt in Homer's style to complete the story of Troy from the point at which the Iliad closes. Quintus tells us the stories of Penthesilea, the Amazonian queen; Memnon, leader of the Ethiopians; the death of Achilles; the contest for Achilles' arms between Ajax and Odysseus; the arrival of Philoctetes; and the making of the Wooden Horse. The poem ends with the departure of the Greeks and the great storm which by the wrath of heaven shattered their fleet.

The first in David Gemmell's trilogy encompassing the Trojan War, 'Lord of the Silver Bow' finds Helikaon, prince of Dardania, about to set sail for Troy where he will face a great many challenges.

A retelling of the legend of the Trojan War chronicles the exploits of Aeneas, the Lord of the Silver Bow, a powerful warrior known as Helikaon to his friends, including Odysseus, as he engages Argurios, a warrior of Agamemnon, in a battle to the death and falls in love with Andromache, the betrothed of Hektor. Reprint. 20,000 first printing.

Quest for Lost Heroes

Wolf in Shadow

Stormrider

Lord of the Silver Bow

White Wolf

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.

*Stormrider concludes the tale of the Rigante. War and other-worldly magic combine in this heroic fantasy by the Sunday Times bestselling author David Gemmell, perfect for fans of Joe Abercrombie, Duncan M. Hamilton and Conn Iggulden. "When it comes to heroic fantasy, nobody does it better than David Gemmell." -- THE DARK SIDE "Gemmell is a fireside mythmonger; his characters and plots have the authentic feel of legends handed down through the ages." -- SFX "As usual another Gemmell masterpiece.." - ***** Reader review "Fantastic read from start to finish.." - ***** Reader review*

****** Both Ravenheart and Stormrider are destined to be heroes, but one of them is doomed. Centuries after Connavar's triumphant battles against the invading army of Stone gained the Rigante their freedom, the clan finds itself oppressed once again. 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 Draugh mountains, the magic still reigns, strengthened by bold, brilliant victories of the outlaw leader known as Ravenheart. In the south, civil war has drenched the land in blood, and the armies of destruction are slowly creeping north where Ravenheart waits, believing the armies of hated Moidart will come, led by the brutal ruler's only son, Stormrider. But these are not ordinary men. They are clansmen, and more than that, they are Rigante. Have you read Storm in the Sword, Midnight Falcon and Ravenheart – the first three novels of the Rigante?*

From ancient Greece they came, remnants of the glorious Trojans. Led by Brutus, Kingman, holder of the bands of gold that wield the very magic of the Gods, these travelers are bowed but not broken, and they have come to Albion to begin anew. A vision of beauty called them to create a new Troy, and when they landed on the shores of the land that became Britain, they found an old magic that was fading.

And so they began to construct a new Labyrinth, a place of magic that will bring unimaginable power to those who can control it. The temptress who brought Brutus to this land seeks to use him for her own purposes, but in that she fails, for it is the bride of Brutus who dooms the completion of the labyrinth. . . . and sends all the players in this drama—handsome Brutus, his beautiful wife, Cornelia, and the sensuous and deadly Genvissa—into a hell of death and rebirth, until the Labyrinth is completed and the ancient magic is set free. A thousand years pass. Cathedrals rise in place of mud and wattle huts, hymns to saints replace odes to Celtic and Greek gods. But the magic from the dawn of time waits, and the players are not yet done with their destinies. They have new faces and new bodies, but old souls—and not all who have come back remember their parts in this drama. There are kings and princes, deadly court intrigues, and ancient powers awoken. And a warrior across the sea who only waits for his opportunity to finish what was started centuries before. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"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 King Beyond the Gate

A Novel of Druss the Legend

The Story of the Iliad

Fall of Kings

Dark Prince

He is a man of many names. Some call him the Golden One; others, the Lord of the Silver Bow. To the Dardanians, he is Prince Aeneas. But to his friends, he is Helikaon. Strong, fast, quick of mind, he is a bold warrior, hated by his enemies, feared even by his Trojan allies. For there is a darkness at the heart of the Golden One, a savagery that, once awakened, can be appeased only with blood. Argurios the Mykene is a peerless fighter, a man of unbending principles and unbreakable will. Like all of the Mykene warriors, he lives to conquer and to kill. Dispatched by King Agamemnon to scout the defenses of the golden city of Troy, he is Helikaon's sworn enemy. Andromache is a priestess of Thera betrothed against her will to Hektor, prince of Troy. Scornful of tradition, skilled in the arts of war, and passionate in the ways of her order, Andromache vows to love whom she pleases and to live as she desires. Now fate is about to thrust these three together—and, from the sparks of passionate love and hate, ignite a fire that will engulf the world. Readers who know the works of David Gemmell expect nothing less than excellence from this author, whose taut prose, driving plots, and full-bodied characters have won him legions of fans the world over. Now, with this first masterly volume in an epic reimagining of the Trojan War, Gemmell has written an ageless drama of brave deeds and fierce battles, of honor and treachery, of love won and lost. "From the Hardcover edition."

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

"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.

Retells the story of the Trojan War, from the quarrel for the golden apple, and the flight of Helen with Paris, to the destruction of Troy.

A Prince of Troy (The Troy Quartet, Book 1)

The Iliad of Homer

In Search of Troy

Tome of the Undergates

Troy: Shield Of Thunder

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.

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.

Discusses the efforts of Heinrich Schliemann to uncover the ancient city of Troy and what his archeological finds revealed about life in this legendary location.

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.

One Man's Quest for Homer's Fabled City

Legend

The First Chronicles of Druss the Legend

Morningstar

Waylander

The Sunday Times bestselling author David Gemmell brings the myth and legend of Troy to life in this epic story filled with triumph and tragedy. Perfect for fans of Simon Scarrow, Bernard Cornwell and Conn Iggulden. "This is how the oldest tales should be read and known. 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 " [A] vivid, inspirational re-creation of the Troy myth." -- MANDA SCOTT "The best book that I have ever read" -- ***** Reader review "The characters are rich, engaging and easy to visualize...perfect historical fiction writing." -- ***** Reader review ***** 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: Piria, a runaway priestess nursing a terrible secret, Kallides, a warrior with a legendary sword, and Banokles who will carve his own legend in the battles to come. Troy: Shield of Thunder takes the reader back into the glories and tragedies of Bronze Age Greece, reuniting the characters from Troy: Lord of the Silver Bow; the dread Helikaon and his great love, the fiery Andromache, the mighty Hektor and the fabled storyteller, Odysseus. The story concludes in Troy: The Fall of Kings. Have you read the previous title Troy: Lord of the Silver Bow?

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.

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?

"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

Last Sword of Power

Lion Of Macedon

Troy

Sword in the Storm

(Troy: 2): Epic storytelling at its very best, interlacing myth, history, and high adventure

'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. Huntruss, 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
"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. . . .

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...

'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
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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 Lord of the Silver

Ironhand's Daughter

The Siege of Troy

Book XXIV

A Novel

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, 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 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 it. 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. The young prince from the chaos spirit that threatened to conquer his soul?

When a Roman ship is wrecked off the coast of Britain, an infant, Beric, is the only survivor. He is rescued by a British tribe who raise him as their own until they can no longer ignore his Roman ancestry. "How Beric survived...is not only incredible but gripping fiction." --"The Horn Book"

In the conclusion of the trilogy retelling the story of Homer's "Iliad," the allies of the Mykene king Agamemnon, including a reluctant Odysseus, ruler of Ithaca, and the fierce warrior Achilles, gather to prepare a final onslaught against the Golden City of Troy. **'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 Arm 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 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 novels Knights of Dark Renown Morningstar

Whom the Gods Would Destroy
Black Halo
In the Realm of the Wolf
Last Guardian
Echoes of the Great Song

“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

Eight hundred years have passed since King Connavar of the Rigante and his bastard son, Bane, defeated the invading army of Stone. Now the Rigante have lost the freedom and culture so many gave their lives to preserve. Only one woman remains who follows the ancient ways—the Wyrd of Wishing Tree Wood—and she alone knows the nature of the evil soon to be unleashed. But the Wyrd pins her hope on two men: a giant Rigante fighter, a man haunted by his failure to save his best friend from betrayal; and a youth whose deadly talents will earn him the rancor of the brutal Varlish. One will become the Ravenheart, an outlaw leader whose daring exploits will inspire the Rigante. The other will forge a legend—and light the fires of revolution. . . .

“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

Sam Sykes' epic quest is full of razor-sharp wit and characters who leap off the page and into trouble. It will plunge you into a vivid new world of adventure. ADVENTURERS. Long loathed for their knowledge of nothing but murder and thievery, they are savages, zealots, heathens, monsters, thugs. And Lenk, a young man with a sword in his hand and a voice in his head, counts five of them as his sole and most hated companions. Lenk's otherwise trivial employment under an esteemed clergyman is interrupted when bloodthirsty pirates, led by an ageless demon risen from the depths of the ocean, pilfer the object they have been charged with protecting: the Tome of the Undergates, the key to a door that guards the mouths of hell. A hell full of demons who want out. Against titanic horrors from the deep, psychotic warrior women, and creatues forgotten by mankind, Lenk has only two weapons: a piece of steel an five companions who are as eager to kill each other as they are to retrieve the book that will save them.

Ghost King
The Fall of Troy
Book Two of The Troy Game
Dark Moon
Ravenheart

“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.

The Tome of the Undergates has been recovered . . . and the gates of hell remain closed. Lenk and his five companions set sail to bring the accursed relic away from the demonic reach of Ulbecetonth, the Kraken Queen. But after weeks at sea, tensions amid the adventurers are rising. Their troubles are only beginning when their ship crashes upon an island made of the bones left behind from a war long dead. And it appears that bloodthirsty alien warrior women, fanatical beasts from the deep, and heretic-hunting wizards are the least of their concerns. Haunted by their pasts, plagued by their gods, tormented by their own people, and gripped by madnesses personal and peculiar, their greatest foes may yet be themselves. The reach of Ulbecetonth is longer than hell can hold.

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.

It was the Age of Heroes Valiant warriors like Hector, Ajax, wily Odysseus, and brave Achilles, their exploits in battle, their secret passions and hidden strengths, their friendships and rivalries -these are what legends are made of. It began with a stolen kiss and the abduction of the beautiful Helen, wife of a king. Diplomacy gave way to insults, and soon it fell to Agamemnon to restore the honor of his brother, Menelaus of Sparta, by leading an army of heroes to the gates of the enemy fortress. Combat raged for nine years, neither side able to dominate the other. Until a brave Spartan dreamed up a desperate and daring gambit that just might turn the tide of battle in Sparta's favor. Intrigue, deception, betrayal, and the love of a woman whose face launched a thousand ships brought two great armies to war. The place was Troy . . . and this is the epic story known as The Iliad. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Aeons' Gate: Book One
The Legend of the Deathwalker
Winter Warriors
Outcast

The Rigante Book 4: A high-octane and enthralling page-turner from the master of heroic fantasy