

Sword In The Storm Rigante 1 David Gemmell | 45f0b60eefd14ced3d7f9bf70dcd02c3

Last Sword of PowerEchoes of the Great SongIn the Realm of the WolfA Sword from Red IceWhite WolfSword in the StormThe King Beyond the GateThe First Chronicles of Druss the LegendVillains by NecessitySword in the StormTroy: Fall of KingsQuest for Lost HeroesThe Legend of the DeathwalkerKnights of Dark RenownThe CityWolf in ShadowTales of the RigantsWaylanderHero In The ShadowsMidnight FalconA Shadow on the GlassLegendMidnight FalconGhost KingSword in the StormRavenheartDark MoonLion of MacedonWinter WarriorsStormriderTroyStormriderBloodstoneThe Way of KingsLast GuardianIronhand's DaughterThe Swords of Night and DayLord of the Silver BowSword In The StormLegend

Last Sword of Power

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

Echoes of the Great Song

"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 Civilization had been replaced by ruthlessness and savagery.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

In the Realm of the Wolf

Master storyteller J. V. Jones (called "a striking writer" by Robert Jordan) weaves an unforgettable tale of ambition, betrayal, and the indomitable strength of the human spirit. This epic fantasy of enormous scope, set on a world peopled by fascinating, compelling characters, is a sharply observed saga of a cold, splintered world on the brink. A thousand years ago, war shook the land. Now, chaos has erupted. Clans vie for dominance; dangerous, arrogant clan chiefs urge their followers into frenzied battles, killing each other and plotting the defeat of their rivals despite those among them who seek unity. But for all the vicious contention among the clans, a darker threat comes from Spire Vanis, a city with a black heart of evil, whose rulers have long sought to control the clanholds. In the midst of the chaos, a few extraordinary people wrestle with personal demons: A born killer with only love and loyalty in his heart; a young woman whose mystical destiny is shrouded in her unknown past; a young man betrayed by his own brother; and a clanswoman who would do anything to save her folk. Each alone seeks only survival, but together they hold the keys to a world's salvation. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Sword from Red Ice

"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. . . .

White Wolf

Online Library Sword In The Storm Rigante 1 David Gemmell

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.

Sword in the Storm

The war is over, the good guys have triumphed, and, everything is Happily Ever After. and boring as hell. An assassin, a thief, a sorceress, a dark knight and a druid set forth to ruin everything, in this tongue-in-cheek twist on the traditional fantasy tale.

The King Beyond the Gate

With mythic sweep and epic scope, David Gemmell's bestselling novels of magic and adventure feature brooding heroes who fight to preserve all that is good and honorable in themselves and in the worlds through which they stride like lonely giants. In times of terror and despair, theirs are the swords that carve a shining path, inspiring others to follow. Even after their deaths, their names live on. . . . A thousand years after they fell in battle, two heroes—Druss and Skilgannon—are revered throughout the war-torn lands of the Drenai. Yet men and women live in abject fear of the Joinings, abominable meldings of man and beast, and of their mistress, the dark sorceress known as the Eternal. None can stave off these ruthless foes. But what if the soul of one such hero could be called back from the void, his bones housed again in flesh? An ancient prophecy foretold that Skilgannon would return in his people's darkest hour. To most, this is a foolish hope. But not so to Landis Kan. For years, as the power of the Eternal grew, Kan searched for the tomb of Skilgannon the Damned. And at last, he found it, gathering up the bones and performing the mystic ritual. But the reborn hero is an enigma: a young man whose warrior skills are blunted and whose memories are fragmented. This Skilgannon is a man out of time, marooned in a world as strange to him as a dream, remote from all he knew and loved. Or nearly all. Before bringing Skilgannon back, Landis Kan experimented upon other bone fragments found in the hero's tomb. That ritual resulted in a surly giant who possessed astounding strength, but no memories. To Kan, he was a dangerous failure. But to Skilgannon, this giant represented their last hope. For as the ageless evil of the Eternal threatens to drown the Drenai lands in blood, two legendary heroes will once again lead the way to freedom.

The First Chronicles of Druss the Legend

Book One in The Rigante Series.

Villains by Necessity

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?

Sword in the Storm

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.

Online Library Sword In The Storm Rigante 1 David Gemmell

Troy: Fall of Kings

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.

Quest for Lost Heroes

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

The Legend of the Deathwalker

"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!

Knights of Dark Renown

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.

The City

The armies of the Outlanders crushed the highlanders at the battle of Colden Moor--killing their finest warriors and breaking their freeborn spirit. The highlanders are now a conquered people, ruled by the brutal Baron Gottasson. Prophecies speak of the coming of a new leader, a descendent of Ironhand, mightiest of the highland kings. A leader who will throw off the Outlander yoke. But only one highlander carries the blood of Ironhand: Sigarni, a wild and willful teenage girl who cares for nothing save her own concerns. Until a fateful encounter thrusts her onto a path of rebellion. Now, hunted by the baron's soldiers and stalked by an evil sorcerer, Sigarni will be forced to fulfill her destiny . . . or perish.

Wolf in Shadow

2 stories: 1. Sword in the Storm-Connavar does a kindness for an old woman and in return she gives him his heart's desire. 2. Midnight Falcon-Connavar's son has inherited much from his

Online Library Sword In The Storm Rigante 1 David Gemmell

father.

Tales of the Rigants

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.

Waylander

Midnight Falcon continues the tale of the Rigante, which began in Sword in the Storm. Love, honour, blood and betrayal all play out in this heroic fantasy by the Sunday Times bestselling author David Gemmell - perfect for fans of Joe Abercrombie, Duncan M. Hamilton and Conn Iggulden. "For anyone who appreciates good heroic fantasy, David Gemmell's offerings are mandatory." -- Time Out "Gemmell is a master at what he does." -- SFX "I have never read a bad David Gemmell book, but these are quite exceptional." - ***** Reader review "This is a cracking read, great heroes and villains, magic, lots of action." - ***** Reader review "So much happens I this book, couldn't put it down, brilliantly written" - ***** Reader review ***** 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 Outlaw, he left Rigante lands, they breathed sighs of relief. But Bane would return, the destiny of the Rigante in his hands, the fate of the world resting on his skills with a blade. The story of the Rigante continues in Ravenheart.

Hero In The Shadows

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 . . .

Midnight Falcon

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 Druagh 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?

A Shadow on the Glass

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

Online Library Sword In The Storm Rigante 1 David Gemmell

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.

Legend

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.

Midnight Falcon

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

Ghost King

"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.

Sword in the Storm

"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. . . .

Ravenheart

With this stunning and original debut, Ian Irvine begins the saga of The View from the Mirror, a brilliant epic fantasy that rivals the works of Robert Jordan and J. V. Jones. "Once there were three worlds, each with its own human race. Then, fleeing from out of the void came a fourth race, the Charon. Desperate, on the edge of extinction, they changed the balance between the worlds forever" The Tale of the Forbidding In ancient times the Way Between the Worlds was shattered, leaving bands of Achim, Faellem, and Charon trapped with the old humans of Santhenar. Now Llian, a Chronicler of the Great Tales, uncovers a 3,000-year-old secret too deadly to be revealed-while Karan, a young sensitive, is compelled by honor to undertake a perilous mission. Neither can imagine they will soon meet as hunted fugitives, snared in the machinations of immortals, the vengeance of warlords, and the magics of powerful mancers. For the swelling deluge of a millennial war is rising, terrible as a tsunami, ready to cast torrents of sorcery and devastation across the land

Dark Moon

Online Library Sword In The Storm Rigante 1 David Gemmell

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

Lion of Macedon

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

Winter Warriors

High adventure and epic storytelling combine in the final novel in Sunday Times bestselling author David Gemmell's bestselling Troy trilogy. Perfect for fans of Simon Scarrow, Bernard Cornwell 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 " [A] vivid, inspirational re-creation of the Troy myth." -- MANDA SCOTT "Gripping and fast-paced, intelligent and intensely readable should appeal to anyone who enjoys an action-packed historical epic." -- JOANNE HARRIS "A splendid piece of work that traverses from hero fantasy into legendary and classic writing." -- ***** Reader review "Truly captivating" -- ***** Reader review ***** 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. Have you read the previous two books in the series Troy: Lord of the Silver Bow and Troy: Shield of Thunder?

Stormrider

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

Troy

Online Library Sword In The Storm Rigante 1 David Gemmell

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.

Stormrider

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. . . .

Bloodstone

"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

The Way of Kings

"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 Guardian

"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

Ironhand's Daughter

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

Online Library Sword In The Storm Rigante 1 David Gemmell

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

The Swords of Night and Day

The first in a four book series introducing the Rigante tribe, filled to the brim with epic and heroic battles, and mixing the intriguing worlds of Celtic Myth and ancient Earth Magic from the Sunday Times bestselling author David Gemmell. You will be gripped from page one! Perfect for fans of Joe Abercrombie, Duncan M. Hamilton and Conn Iggulden. "Gemmell is several rungs above the good - right into the fabulous" -- Anne McCaffrey "When it comes to heroic fantasy, few do it better than David Gemmell." - Time Out "I was hooked from the first line" - ***** Reader review "Compelling from start to finish" - ***** Reader review ***** Born in the storm that kills his father, Connavar grows up among the mountains of Caer Druagh, where the Rigante tribe dwell in harmony with the land and its gods. But beyond the border, across the water, an evil force is gathering strength - an unstoppable force that will change the world beyond all recognition. Haunted by malevolent spirits and hunted by evil men, Connavar sets out on a spectacular mission to defeat this new enemy But he is a troubled soul, dogged by fate - will he be able to defend his tribe and save his people? The story of the Rigante continues in Midnight Falcon.

Lord of the Silver Bow

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

Sword In The Storm

Legend

"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 . . .

Copyright code : [45f0b60eefd14ced3d7f9bf70dcd02c3](#)