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The City The Immortal Throne Troy: Fall of Kings Ghost King Legend Lord of the Silver Bow Dawnthief A Study in Silks The Immortal Throne Rhyming Rings Blackheart Knights Lion of Macedon Dark Moon Echoes of the Great Song Low Town The Swords of Night and Day The Never King Fair Rebel A Crown for Cold Silver Knights of Dark Renown Stormrider The Sea Peoples City at World's End Firethorn Winter Warriors Roman Mask Steelhands Viper's Kiss The Black Guard Girl Meets Boy Eight Skilled Gentlemen White Wolf The First Chronicles of Druss the Legend Lord Tophet Under Heaven Sword in the Storm Memnon Killer of Men Wolf in Shadow Troy: Fall of Kings

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Outside the golden city of Troy, Prince Hektor leads the Trojan cavalry in daring raids against the forces led by his young rival, the peerless warrior Achilles. Meanwhile, burning for vengeance after the brutal murder of his wife, Helikaon commands the Trojan fleet, sowing misery and death among the Mykene navy and supply ships. But even these mighty efforts are of scant avail against the hordes of

battle-hardened Mykene infantry, the Myrmidon soldiers of Achilles, and the cunning strategies of Odysseus, compelled against his heart's urgings to aid the cause of Agamemnon. Now, before the gates of Troy, Hektor and Achilles will find themselves inexorably drawn into a battle of champions that will decide the fate of the innocents trapped within the city walls. There, as King Priam slips into madness, Andromache—wife of Hektor, lover of Helikaon, mother, warrior, and priestess—must navigate a maze of treachery and danger to save her children and her city from the massacre about to unfold. Leading a life of crime in a back-alley region of the Thirteen Lands's finest city, the Warden discovers a murdered child and is catapulted back to his former life as a secret police agent before embarking on a dangerous game of deception between his former supervisor and dangerous underworld bosses. A first novel. 40,000 first printing. 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. S. M. Stirling's Novels of the Change are a "truly original combination of postapocalyptic sci-fi and military-oriented medieval fantasy"\* about a future where mysterious Powers removed advanced technology, and humanity rebuilds society. However, this new world is not always a peaceful one.... The spirit of troubadour Prince John, the brother of Crown Princess Órlaith, has fallen captive to the power of the Yellow Raja and his servant, the Pallid Mask. Prince John's motley band of friends and followers—headed by Captain Pip of Townsville and Deor Godulfson—must lead a quest through

realms of shadow and dreams to rescue Prince John from a threat far worse than death. Meanwhile, across the sea, Japanese Empress Reiko and Órlaith, heir to the High Kingdom of Montival, muster their kingdoms for war, making common cause with the reborn Kingdom of Hawaii. But more than weapons or even the dark magic of the sorcerers of Pyongyang threaten them; Órlaith's lover, Alan Thurston, might be more than he appears. From the tropical waters off Hilo and Pearl Harbor, to the jungles and lost cities of the Ceram Sea, a game will be played where the fate of the world is at stake. \*Kirkus Reviews 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? In the land of Volstov, Owen Adamo, the hard-as-nails ex-Chief Sergeant of the Dragon Corps, learns that Volstov's ruler, the Esar, is secretly pursuing plans to resurrect magically powered sentient robot dragons—even at the risk of igniting another war. Though Adamo is not without friends—the magician Royston and former corpsman Balfour—there is only so much he and his allies can do. Adamo has been put out to pasture, given a professorship at the University. Royston, already exiled once, dares not risk the Esar's wrath again. And Balfour, who lost both his hands in the war, is now a diplomat—and still trying to master the metal replacements that have earned him various nicknames . . . of which "Steelhands" is the least offensive. But sometimes help comes where it's least expected. In this case, from two students: Laurence, a feisty young woman raised by her father to be the son he never had, and Toverre, her brilliant if neurotic fiancé. When a mysterious illness strikes the university, Laurence takes her suspicions to Adamo—and unwittingly sets in motion events that will change Volstov forever. A thousand years after they fell in battle, two heroes - Druss and Skilgannon - are revered throughout the war-torn lands of the Dernai, where men and women live in abject fear of the dark sorceress known as the Eternal...But what if the soul of one such Award-winning author Guy Gavriel Kay evokes the dazzling Tang Dynasty of 8th-century China in an masterful story of honor and power. It begins simply. Shen Tai, son of an illustrious general serving the Emperor of Kitai, has spent two years honoring the memory of his late father by burying the bones of the dead from both armies at the site of one of his father's last great battles. In recognition of his labors and his filial piety, an unlikely source has sent him a dangerous gift: 250 Sardinian horses. You give a man one of the famed Sardinian horses to reward him greatly. You give him four or five to exalt him above his fellows, propel him towards rank, and earn him jealousy, possibly mortal jealousy. Two hundred and fifty is an unthinkable gift, a gift to overwhelm an emperor. Wisely, the gift

comes with the stipulation that Tai must claim the horses in person. Otherwise he would probably be dead already... The city of Ro Canarn burns. With their father's blood fresh upon the headsman's sword, Lord Bromvy and Lady Bronwyn, the last scions of the house of Canarn, face fugitive exile or death. In the court of Ro Tiris, men fear to speak their minds. The Army of the Red marches upon the North. Strange accidents befall those who dare question the King's new advisors. Those foolish enough to speak their names call them the Seven Sisters: witches of the fire god; each as beautiful and as dangerous as a flame. And, called from the long ages of deep time by war and sacrifice, the children of a dead god are waking with a pitiless cry. All that was dead will rise. All that now lives will fall...

"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. . . . "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 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. "It was all going so nicely, right up until the massacre."

Twenty years ago, feared general Cobalt Zosia led her five villainous captains and mercenary army into battle, wrestling monsters and toppling an empire. When there were no more titles to win and no more worlds to conquer, she retired and gave up her legend to history. Now the peace she carved for herself has been shattered by the unprovoked slaughter of her village. Seeking bloody vengeance, Zosia heads for battle once more, but to find justice she must confront grudge-bearing enemies, once-loyal allies, and an unknown army that marches under a familiar banner. Five villains. One Legendary General. A final quest for vengeance. In the epic clash of Greece and Persia, a hero is forged -

a monumental novel from the author of the Tyrant series. Arimnestos is a farm boy when war breaks out between the citizens of his native Plataea and their overbearing neighbours, Thebes. Standing in the battle line for the first time, alongside his father and brother, he shares in a famous and unlikely victory. But after being knocked unconscious in the melee, he awakes not a hero, but a slave. Betrayed by his jealous and cowardly cousin, the freedom he fought for has now vanished, and he becomes the property of a rich citizen. So begins an epic journey out of slavery that takes the young Arimnestos through a world poised on the brink of an epic confrontation, as the emerging civilization of the Greeks starts to flex its muscles against the established empire of the Persians. As he tries to make his fortune and revenge himself on the man who disinherited him, Arimnestos discovers that he has a talent that pays well in this new, violent world - for like his hero, Achilles, he is 'a killer of men'. 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 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. Power always wins. Imagine Camelot but in



Gotham: a city where Arthurian knights are the celebrities of the day, riding on motorbikes instead of horses and competing in televised fights for fame and money.

'Arthurian legend meets urban fantasy in a brilliant, bloody wild ride' Jay Kristoff, Sunday Times bestselling author of *Aurora Burning* Imagine a city where a young, magic-touched bastard astonishes everyone by becoming king - albeit with extreme reluctance - and a girl with a secret past trains to become a knight for the sole purpose of vengeance. The boldest, smartest, most adventurous fantasy I've read in ages' Krystal Sutherland, author of *Our Chemical Hearts* Imagine a city where magic is illegal but everywhere, in its underground bars, its back-alley soothsayers - and in the people who have to hide what they are for fear of being tattooed and persecuted. Imagine a city where electricity is money, power the only game worth playing, and violence the most fervently worshipped religion. 'King Arthur as you've never seen him before. The coolest thing you'll read this year' Samantha Shannon, author of *The Bone Season* and *The Priory of the Orange Tree* In this dark, chaotic, alluring place, any dream can come true if you want it hard enough - and if you are prepared to do some very, very bad things to get it . . .

Coming of age in the shadow of her legendary father, Leodora, a gifted storyteller and master puppeteer, travels the spans between worlds to collect the stories, legends, and myths of diverse cultures, all the while pursued by agents from her family's troubled past, in the sequel to *Shadowbridge*. Original. 25,000 first printing. David Gemmell was the UK's number one fantasy and historical novelist until his death in 2006. A regular Sunday Times bestseller, and international sensation, his legacy lives on through his novels, his influence on the genre, and through the David Gemmell Legend awards. *Rhyming Rings* is a never-before-seen Gemmell novel. 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. "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

The emperor is dead...long live the emperor! The fervent hope of the victorious rebels and the survivors of the uprising that liberated the City from tyranny is that the accession of Archange to the imperial throne will usher in a new era of freedom, peace and stability. If only that were so... As the the City struggles to return to something resembling normal life after the devastation brought on by the rebellion, word arises of a massive army gathering to the north. No one knows where it has come from or who leads it, but it soon becomes apparent that its sole purpose is to destroy the City and annihilate all - man, woman and child - who live within its battered walls. And while warriors go forth to fight and die on the battlefield in defence of their homeland and all that they believe in, bitter family feuds and ancient rivalries, political and personal betrayals, and mindless murder surface within the palaces

and corridors of power- it seems the City is under siege - from both without and within . . . With this new novel, Stella Gemell brings the astonishing story of the City to a spectacular climax and confirms her place as a master of the genre. The Raven: six men and an elf, sword for hire in the wars that have torn apart Balaia. For years their loyalty has been only to themselves and their code. But, that time is over. The Wytch Lords have escaped and The Raven find themselves fighting for the Dark College of magic, searching for the location of Dawnthief. It is a spell created to end the world, and it must be cast if any of them are to survive. Dawnthief is a fast paced epic about a band of all-too-human heroes. From the Trade Paperback edition. It is Rome AD 9 and Augustus Caesar rules Imperial Rome at the height of its power, as the Roman Empire stretches across the known world. Cassius, son of one of her most powerful families, is the personification of Rome's imperial strength: wealthy, popular, a war hero with a decorated military career - none of Rome's fashionable parties are complete without him - except, he hides a secret. After his nerve is broken in Germany, the thought of genuine armed combat is enough to send him into a cold sweat of fear and shame. But this doesn't dissuade him from living off a false reputation so he can continue a life of casual affairs, wine, and parties, as he is seduced by the many vices of Rome. However his scandalous life is soon upset by a summons from the Emperor's wife. It ends his happy decadent life and returns him to Germany to assist the Roman legions in their greatest ever trial, and the events that will resound down in history, in the dark forests of the Teutoburg... "The classical world is brought vividly to life" Daily Mail - UK National Newspaper 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 fifth book in the Castle series, Steph Swainston returns to her uniquely imagined fantasy world. Fifteen years after the last devastating Insect attack, the immortal Circle is finally ready to launch an offensive against their implacable enemies. This time they have a new weapon - gunpowder. Hopes are high. But the Circle's plans are threatened when the vital barrels of gunpowder go missing. Jant, the Circle's winged messenger, is tasked to investigate. Soon it becomes clear that the theft is part of a deadly conspiracy . . . and Jant and his friends are among the targets. As tensions rise, Jant races to foil the conspirators. Can he expose them in time - or will the crisis blow the Fourlands apart? The pleasant little American city of Middletown is the first target in an atomic war - but instead of blowing Middletown to smithereens, the super-hydrogen bomb blows it right off the map - to somewhere else! First there is the new thin coldness of the air, the blazing corona and dullness of the sun, the visibility of the stars in high daylight. Then comes the inhabitant's terrifying discovery that Middletown is a twentieth-century oasis of paved streets and houses in a desolate brown world without trees, without water, apparently without life, in the unimaginably far-distant future. The third book in the Chronicles of Master Li and Number Ten Ox series When a respected mandarin is murdered in the heart of the Forbidden City, Master Li and his sidekick, Number Ten Ox, are called in to investigate. Thus begins a Sherlockian adventure that takes Master Li and Number Ten Ox--accompanied by a scarred puppeteer and his

shamanka daughter--on a wild chase across China. With murder, mayhem, and magic aplenty, and Chinese folklore and literary references thrown into the mix, *Eight Skilled Gentlemen* is a hilarious romp through Ancient China. *Firethorn*, the first volume in an epic trilogy, is a stunning debut. Sarah Micklem has introduced an unforgettable heroine into the fantasy pantheon. Loving, reckless, and indomitable, *Firethorn* travels through an imaginary world as real as history and as marvelous as legend. *Firethorn* flees a life of drudgery to live alone in the forest, relying on her knowledge of herb lore to survive. She returns transformed, indebted to the god who saved her life, and blessed -- or cursed -- with uncanny abilities and a nagging sense of destiny. After a few nights of dalliance with Sire Galan, a high-caste warrior on his way to join the king's army, *Firethorn* seizes the chance to go with him, only to find she has exchanged one form of servitude for another. The army readies for war in the vast encampment of the Marchfield, where men prey on each other and women dare go nowhere alone. Among the lowborn harlots and the highborn dames of the camp, *Firethorn* learns to use her gifts as a healer, venturing into realms of dream and shadow. Desire drew *Firethorn* and Sire Galan together, but love binds them -- a love that has no place in the arrangement between a warrior and his sheath. When Galan makes a wager with disastrous consequences, *Firethorn* uses her gifts to intervene in his fate and learns just how hard it can be to tell honor from dishonor, justice from vengeance. Sarah Micklem has written an extraordinary tale -- at once magical and earthbound, beautiful and violent. She immerses readers in a remarkably imagined world where gods are meddling, the highborn uphold their privileges with casual brutality, and a woman's only recourse may be the strength she finds within. From the astonishingly talented writer of *The Accidental* and *Hotel World* comes Ali Smith's brilliant retelling of Ovid's gender-bending myth of Iphis and Ianthe, as seen through the eyes of two Scottish sisters. *Girl Meets Boy* is about girls and boys, girls and girls, love and

transformation, and the absurdity of consumerism, as well as a story of reversals and revelations that is as sharply witty as it is lyrical. Funny, fresh, poetic, and political, *Girl Meets Boy* is a myth of metamorphosis for a world made in Madison Avenues image, and the funniest addition to the *Myths* series from Canongate since Margaret Atwoods *The Penelopiad*. 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 be 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. A new legend begins in *The Never King*, a thrilling fantasy adventure by James Abbott. Xavir Argentum is rotting in gaol. Sentenced to life in the squalor of Hell's Keep, punishment for an atrocity he didn't commit, the once legendary commander is all but forgotten. His elite band of warriors are dead -- and the kingdom he was poised to inherit is oppressed by the tyrant who framed him. For half a decade now, Xavir has ruled nothing but a prison gang. Yet vengeance comes to those who wait. When a former spymaster infiltrates the Keep, bearing news of his old enemy's treachery, plans are forged. A few are compelled to restore peace -- an exiled queen, an outcast witch, and an unlikely alliance of rogues and heroes. But peace and vengeance make poor companions. And first, Xavir must make his escape . . . 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 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. Evelina Cooper, the niece of the great Sherlock Holmes, is poised to enjoy her first Season in London Society. But there's a murderer to deal with—not to mention missing automatons, a sorcerer, and a talking mouse. In a Victorian era ruled by a council of ruthless steam barons, mechanical power is the real monarch and sorcery the demon enemy of the Empire. Nevertheless, the most coveted weapon is magic that can run machines—something Evelina has secretly mastered. But rather than making her fortune, her special talents could mean death or an eternity as a guest of Her Majesty's secret laboratories. What's a polite young lady to do but mind her manners and pray she's never found out? But then there's that murder. As Sherlock Holmes's niece, Evelina should be able to find the answers, but she has a lot to learn. And the first decision she has to make is whether to trust the handsome, clever rake who makes her breath come faster, or the dashing trick rider who would dare anything for her if she would only just ask. Praise for *A Study in Silks* "This book has just about everything: magic, machines, mystery, mayhem, and all the danger one expects when people's loves and fears collide. I can't wait to return to the world of Evelina Cooper!"—Kevin Hearne, *New York Times* bestselling author of *The Iron Druid Chronicles* "As Sherlock Holmes's niece, investigating murder while navigating the complicated shoals of Society—and romance—in an alternate Victorian England, Evelina Cooper is a charming addition to the



canon.”—Jacqueline Carey, New York Times bestselling author of the Kushiel’s Legacy series “Holloway takes us for quite a ride, as her plot snakes through an alternate Victorian England full of intrigue, romance, murder, and tiny sandwiches. Full of both thrills and frills.”—Nicole Peeler, author of the Jane True series “A Study in Silks is a charming, adventurous ride with a heroine who is both clever and talented. The brushes with the Sherlock Holmes mythos only add to the fun of this tale, and readers are bound to fall in love with Evelina and the London she inhabits.”—Philippa Ballantine, author of Geist “In A Study in Silks, Emma Jane Holloway has created a wonderful reimagining of the Sherlock Holmes mythos set in a late-Victorian Britain ruled by nefarious industrial titans called steam barons. Holloway’s clever writing, attention to detail, and sublime characters forge a fascinating world that combines brass-plated steampunk technology with magic. By turns a coming-of-age story, a gas-lamp thriller, and a whimsical magical fantasy, A Study in Silks is the premiere novel of an author to watch.”—Susan Griffith, author of the Vampire Empire series “Holloway stuffs her adventure with an abundance of characters and ideas and fills her heroine with talents and graces, all within a fun, brisk narrative.”—Publishers Weekly “Splendid . . . The characters are thoroughly charming and the worldbuilding is first-rate.”—RT Book Reviews (four stars) “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. He lived in the shadow of kings. One trusted him with his empire; the other feared his every move...Memnon of Rhodes (375-333 BCE) walked in the footsteps of giants. As a soldier, sailor, statesman, and general, he was, in the words of Diodorus of Sicily, "outstanding in courage and strategic grasp." A contemporary of Demosthenes and Aristotle, Memnon rose from humble origins to command the whole of western Asia in a time of strife and slaughter. To his own people, he was a traitor, to his rivals, a mercenary. But, to the King of Kings, his majesty Darius III of Persia, Memnon was one man capable of defending Asia Minor from the rising power of the barbaric Macedonians. In a war pitting Greek against Greek, Memnon proved his quality beyond measure. His enemies fought for glory and gold; Memnon fought for something more, for loyalty, for honor, and for duty. He fought for the love of Barsine, a woman of remarkable beauty and grace. Most of all, he fought for the promise of peace. Through the deathbed recollections of a mysterious woman, the life of Memnon unfolds with brilliant clarity. It is a record of his triumphs and tragedies, his loves and losses, and of the determination that drove him to stand against the most renowned figure of the ancient world—the ambitious young conqueror called Alexander the Great. "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

The second in a gripping trilogy from R.A. Salvatore's War of the Spider Queen author Lisa Smedman. Viper's Kiss is the second title in a new trilogy exploring the political intrigues of the yuan-ti race, the details of which have been little explored in previous Forgotten Realms products. Lisa Smedman will pen the entire trilogy, which will affect many other storylines in the Forgotten Realms setting.

**AUTHOR BIO:** Formerly a magazine editor, Lisa Smedman splits her week between working as a reporter/editor at a weekly newspaper and writing fiction. She is a frequent contributor to various science fiction and fantasy magazines, and her most recent credits include authoring Extinction: R.A. Salvatore's War of the Spider Queen, Book IV, Heirs of Prophecy, and Venom's Taste, and contributing a short story to The Halls of Stormweather.

From the Paperback edition. "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."--BOOK JACKET.

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.

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