

# David Gemmell Waylander

"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 HARD-BITTEN CHAMPION OF BRITISH HEROIC FANTASY' - Joe Abercrombie 'HEROISM AND HEARTBREAK . . . GEMMELL IS ADRENALINE WITH SOUL' - Brent Weeks  
The Drenai King is dead - murdered by a ruthless assassin. Enemy troops swarm into Drenai lands. Their orders are simple - kill every man, woman and child. But there is hope. Stalked by men who act like beasts and beasts that walk like men, the warrior Waylander must journey into the shadow-haunted lands of the Nadir to find the legendary Armour of Bronze. With this he can turn the tide. But can he be trusted? For he is Waylander the Slayer. The traitor who killed the King . . .  
Novels by David Gemmell  
The Drenai series  
Legend  
The King  
Beyond the Gate  
Waylander  
Quest  
For Lost Heroes  
Waylander II: In the Realm of the Wolf  
The First Chronicles of Druss  
the Legend  
Jon Shannow series  
Wolf in Shadow  
The Last Guardian  
Bloodstone  
Stones of Power  
Ghost King  
Last Sword of Power  
Hawk Queen series  
Ironhand's Daughter  
The Hawk  
Eternal  
Ancient Greece

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novels Lion of Macedon Dark Prince Other novels Knights of Dark Renown Morningstar

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 before 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. 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.

“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

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king had been slain by traitors, and the sword of power had been lost beyond the Circle of Mist. Armies of Saxons, Angles, Jutes, and Brigantes cut a gory swath across the land, led by puppets of the ruthless Witch Queen—whose minions included dark, bloodthirsty creatures and a savage, undead warrior. All hope lay with young Thuro—in whose veins flowed the blood of kings. He would have to defeat the Witch Queen’s monsters and travel to the land of the Mist, there to seek a ghostly army. And the only one who could prepare Thuro to achieve his birthright was the mountain warrior Culain, the one man who knew the queen’s deadly secret . . . The legend of the mystic Stones of Power begins with a tale of blood and glory, of love and betrayal, as a boy must come of age amidst the seemingly impossible quest to become the High King.

“David Gemmell tells a 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!  
“For anyone who appreciates superior heroic fantasy, David

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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

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

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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. "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

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adventure. . . .

When I was a youngster my parents invented a cool contraption. They put one of every kind of animal in it. I accidentally got in before it started. Halfway through the process my mum saw me and took me out. All the animals had simply disappeared and I looked normal, or so it seemed. They trashed the heaping hunk of metal as if it were a failure and went back to the drawing board. That shows you how little they knew. I'm everything but normal, to be precise, I'm everything. In Dovera everything is magical. Items in stores float without the need for shelves, fires warm but don't burn people, and ponds are windows to other worlds. Green trees and bushes are everywhere and vines grow so fast you can see it. In Dovera, castles are carved out of mountains and cliffs of red sand tower above the valleys. In Dovera, trees talk and move and laugh and dance. Welcome to a world where love is stronger than hate and good wins over evil. This breathtaking story is filled with anticipation and accomplishment, and a little hint of love. It is a great story for all who fantasize about heroic rescues and heroines that are honest, pure and true. Welcome to my world of fantasy, in *The Morning Star*. –G. Davidson (Author)

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.

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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...

“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

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

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spirit and fierce independence threatens the might of kings. 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. . . .

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 . . .

High in the wooded, peaked mountains of Skeln, the woodsman, Dakeyras, and his beautiful daughter Miriel, live a life of harmonious solitude. Unbeknown to them, a group of

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grim-eyed, bloodthirsty warriors stalk the mountains. Men who have never known defeat, to whom revenge and torture are meat and drink. For ten thousand in gold they are eager to kill the woodsman. Battle-hardened warriors all, they have no fear of this task - they should have. For Miriel is a woman of fire and iron, skilled with bow and blade and taught her skills by one of the deadliest killers of all time . . . Her father, Dakeyras, better known as Waylander the Slayer.

"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.

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 it's greatest hero. **STORMRIDER** A Novel of the Rigante Centuries ago, Connavar's triumphant battles against the invading army of

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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. 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

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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? 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

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previous two books in the series Troy: Lord of the Silver Bow and Troy: Shield of Thunder?

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. 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

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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...

All of Waylander's instincts had screamed at him to spurn the contract from Kaem the cruel, the killer of nations. But he had ignored them. He had made his kill. And even as he went to collect his gold, he knew that he had been betrayed. Now the Dark Brotherhood and the hounds of chaos were hunting him, even as Kaem's armies waged war on the Drenai lands, intent on killing every man, woman, and child. The Drenai soldiers were doomed to ultimate defeat, and chaos would soon reign. Then a strange old man told Waylander that the only way to turn the tide of battle would be for Waylander himself to retrieve the legendary Armor of Bronze from its hiding place deep within a shadow-haunted land. He would be hunted. He was certain to fail. But he must try, the old man commanded--commanded in the name of his son, the king, who had been slain by an assassin... Waylander was the most unlikely of heroes--for he was a traitor, the Slayer who had killed the king...

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,

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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.

“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

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

## Where To Download David Gemmell Waylander

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

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

Gathered together for the first time in one mega volume: THE LEGEND OF DEATHWALKER, WINTER WARRIORS and the Sunday Times bestseller HERO IN THE SHADOWS, with new introductions by the author of each novel.

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.

In this diploma thesis, I tackle the ancient question of what evil is in general and how it is portrayed in the Waylander

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fantasy book series by David Gemmell. In the first part of the diploma thesis, I introduce David Gemmell and describe how he fits into the genre of literary fantasy. Then I present the genre of fantasy and the sub-genres of fantasy that Gemmell belongs to. In the second part of the diploma thesis, I describe historic and contemporary approaches of philosophy, sociology, and religion to evil. I conclude the second part with the formulation of the analysis criteria. In the third part, I present the methodology for analysing nine prominent series characters. After combining the covered theory with the results of the analysis, I conclude this diploma thesis by providing a definitive answer to both main questions of what evil is and how David Gemmell portrays it.

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.

“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

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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 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.

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.

Once the mighty fortress had stood strong, defended by the

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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.

Waylander the Slayer confronts the forces of ultimate evil as it sweeps out from the ruins of the Lost City to engulf the land's villages and cities.

The chaos spirit had chosen the child Alexander to be its human host. But Parmenion, most powerful warrior of ancient Greece, had won a small victory over the darkness that sought to rule through Alexander. The boy's soul had not been destroyed by evil, but instead had merged with it -- and now Parmenion aided Alexander in the battle between light and dark that constantly raged within him. But there was another world, where the creatures of Greece's legends still flourished. There, the chaos spirit already ruled, through a demon king. In this Greece, there was a prophecy that a child of great power, the legendary golden child, would come and restore the fading magic of the land to the creatures of myth. The demon king believed also that devouring the heart of this fabled child would give him immortality. He believed Alexander, with the power of the chaos spirit within him, to be that child. And so he called Alexander into his world . . . Only Parmenion, guided by the seeress Derae, his lost love from another life, could hope to save Alexander from the demon king. But who could save the young prince from the chaos spirit that threatened to conquer his soul?

The ruined city of Kuan Hador reeks of dark mystery.

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Shunned by brigands and merchants alike, it is home to fearsome wild things and legends that freeze the blood--tales that speak of slaving white beasts, locked behind a powerful wall of spells, who possess an insatiable appetite for death. Millennia have passed since they were bound, and the spell of imprisonment has begun to fade. Soon the foul minions will be free to wreak a horrible vengeance against all that lives. But no army waits to oppose them, only a ragtag group of unlikely heroes. Leading them is the mysterious Gray Man, an enigmatic figure with a blood-drenched past who has killed for principle and for payment--a man of destiny known throughout the lands of the Drenai as Waylander the Slayer . . .

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