

Forging Darksword The Trilogy Volume

Henry is generally well-behaved, but he is occasionally arrogant and vain. Henry is at heart a hard worker, but his frequent bouts of illness hinder his work.

Born without magic, Joram was one of the Dead, denied the throne of Merilon. For years, he lived among outlaws, surviving by wit and sleight-of-hand. Now, wielding the powerful, magic absorbing Darksword, Joram returns to the enchanted Kingdom that once was his home to win revenge and claim his birthright. Here he will test Bishop Vanya and his fierce army of Duuk-tsarith in a battle unlike any their world has known. Joined by the scholarly catalyst Saryon, the young mage Mosiah, and the trickster Simkin, Jorma confronts the shattering secret of his past and discovers the ancient prophecy that puts the fate of the world in his hands--the hands that forged the Darksword.

Wolf Haas' Detective Brenner series has become wildly popular around the world for a reason: They're timely, edgy stories told in a wry, quirky voice that's often hilarious, and with a protagonist it's hard not to love. In this episode, Brenner-forced out of the police force-tries to get away from detective work by taking a job as the personal chauffeur for two-year-old Helena, the daughter of a Munich construction giant and a Viennese abortion doctor. One day, while Brenner's attention is turned to picking out a chocolate bar for Helena at a gas station, Helena gets snatched from the car. Abruptly out of a job, Brenner decides to investigate her disappearance on his own. With both parents in the public eye, there's no scarcity of leads-the father's latest development project has spurred public protest, and the mother's clinic has been targeted by the zealous leader of an anti-abortion group. Brenner and God is told with a dark humor that leaves no character, including Brenner, unscathed. Haas tells the story of a fallible hero who can be indecisive and world-weary, baffled and disillusioned by what he finds, but who presses forward nonetheless out of a stubborn sense of decency-a two-year-old is kidnapped, so you find her, because that's just what you do.

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.

Sometimes the price of destiny is higher than anyone imagined.... Dark Magic, Hidden Destiny For three centuries a divine prophecy and a line of warrior queens protected Skala. But the people grew complacent and Erius, a usurper king, claimed his young half sister's throne. Now plague and drought stalk the land, war with Skala's ancient rival Plenimar drains the country's lifeblood, and to be born female into the royal line has become a death sentence as the king fights to ensure the succession of his only heir, a son. For King Erius the greatest threat comes from his own line — and from Illior's faithful, who spread the Oracle's words to a doubting populace. As noblewomen young and old perish mysteriously, the king's nephew — his sister's only child — grows toward manhood. But unbeknownst to the king or the boy, strange, haunted Tobin is the princess's daughter, given male form by a dark magic to protect her until she can claim her rightful destiny. Only Tobin's noble father, two wizards of Illior, and an outlawed forest witch know the truth. Only they can protect young Tobin from a king's wrath, a mother's madness, and the terrifying rage of her brother's demon spirit, determined to avenge his brutal murder....

Chaos is everywhere as the Lord of the Nexus orders his servant Haplo and the human child known as Bane to further their master's work on Arianus, the realm of air. But their one time companion Alfred has been cast into the deadly Labyrinth. And somehow the assassin Hugh the Hand has been resurrected to complete his dark mission. More important, the evil force that Haplo and Alfred discovered on Arianus has escaped. As Haplo's doubts about his master grow deeper, he must decide whether to obey the Lord of the Nexus or betray the powerful Patryn...and endeavor to bring peace to the universe.

Filled with heroes and heroines and spanning locales of exotic adventure in a magic-forged world, the Dragonships of Vindras series fully illustrates the mastery of world-building and storytelling that has made Weis and Hickman into the bestselling fantasy co-authors of all time. In *Bones of the Dragon*, Skylan Ivorson is a sea-raider of the Vindras and eventually becomes the Chief of Chiefs of all Vindras clans, an honor he truly feels he deserves as one who has been blessed by Skoval, the god of war. But sometimes a blessing is a curse in disguise. Skoval and the other ancient gods are under siege from a new generation of gods who are challenging them for the powers of creation... and the only way to stop these brash interlopers lies within the mysterious and hidden Five Bones of the Vektan Dragons. It will be up to the Vindras people, as the dragon-goddess's champions, to undertake the quest to recover all Five. The fate of the Old Gods and the Vindras rests on their recovery--for this is not only a quest to save the world. It is also a quest for redemption. Welcome to the World of Dragonships! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In a world of blood and magic, a powerful epic fantasy begins... AN EMPEROR'S DAUGHTER WHO WILL NOT BE DENIED Just before her sixteenth birthday, Princess Katerina is refused her rightful place as heir to the Empire of the Ice-Bear—solely because of her sex. Determined to regain her inheritance, she murders the foreign lord she's been ordered to marry and embarks on a perilous voyage to the lush, tropical islands of the Laut Besar in search of the vast wealth and power she needs to claim the Empire for herself. A PRINCE FORCED TO TAKE A STAND On a small island kingdom, Prince Arjun's idyllic life is shattered when a malignant sorcerer invades, slaughters his people and steals the sacred sword of Jun's ancestors. With his royal father dead and his palace in ruins, Jun reluctantly tracks the sorcerer and the magical blade far across the pirate-infested waters of the Laut Besar. A SORCERER SEEKING TO DESTROY THE WORLD Long ago the powerful relics known as the Seven Keys were used to safely lock away the terrifying evils of the Seven Hells. With Jun's ancient sword in his grasp, the sorcerer Mangku has claimed the first Key, and begun his mission to unleash catastrophe upon the land. As the destinies of these three entwine in the lawless islands of the Laut Besar, the fate of humanity hangs in the balance. For if the sorcerer cannot be stopped, the world itself will be unmade...

The Art of the Motor includes analyses of such recent developments as nanotechnology and virtual reality. It conjures a world in which information is speed and duration is no more.

Information as speed? This, Paul Virilio tells us, is the third dimension of matter-the speed of the transmission of information has collapsed the extension of the dimension of space and the duration of the dimension of time.

Charissa, a full-blooded Deryni trained in the disciplines of sorcery and necromancy, threatens the rulership of Kelson and the life of his chief advisor Morgan, in a special revised edition of the classic fantasy novel, which includes a special introduction by the author. Reprint.

Ben Holiday purchases the magical kingdom of Landover for a million dollars only to learn that Iron Mark, lord of the demons, expects him to fight a duel to the death

Since time began, twenty Gods have ruled the universe. Though each god possessed different abilities, each was all-powerful within his realm. Now one of the Gods has upset the balance of power, leaving the others scrambling for control in the new order... Here is the epic tale of the Great War of the Gods - and the proud people upon whom the fate of the world depends. When the God of the desert, Akhran the Wanderer, declares that two clans must band together despite their centuries-old rivalry, their first response is outrage. But they are a devout people and so reluctantly bow to his bidding. Enemies from birth, the headstrong Prince Khardan and impetuous Princess Zohra must unite in marriage to stop Quar, the God of Reality, Greed, and Law, from enslaving their people. But can Khardan and Zohra keep from betraying each other? Can their two peoples maintain their fragile alliance until the long-awaited flowering of the legendary Rose of the Prophet? Against the powerful legions of the evil Amir, Khardan and Zohra fight to save the desert people - a fight unexpectedly joined by an exiled wizard named Matthew and the mysterious powers of his alien land.

Dragons from the distant past gather to engulf the world of Krynn in war.

Science fiction.

"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 pistolier, 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 . . .

Triumph of the DarkswordSpectra

Queen Corinn masters spells found in the ancient Book of Elenet, while her younger brother embarks on a perilous mission to the Other Lands, and her sister travels north to confront an invasion by the fearsome Auldek.

Ages ago, sorcerers of unmatched power sundered a world into four realms—sky, stone, fire, and water—then vanished. Over time, magicians learned to work spells only in their own realms and forgot the others. Now only the few who have survived the Labyrinth and crossed the Death Gate know of the presence of all four realms—and even they have yet to unravel the mysteries of their severed world. . . . In Arianus, Realm of Sky, humans, elves, and dwarves battle for control of precious water—traversing a world of airborne islands on currents of elven magic and the backs of mammoth dragons. But soon great magical forces will begin to rend the fabric of this delicate land. An assassin will be hired to kill a royal prince—by the king himself. A dwarf will challenge the beliefs of his people—and lead them in rebellion. And a sinister wizard will enact his plan to rule Arianus—a plan that may be felt far beyond the Realm of Sky and into the Death Gate itself.

Book two in the magnificent Empire Trilogy by bestselling authors Raymond E. Feist and Janny Wurts, now available in ebook

Aoth and the Brotherhood of the Griffon have succeeded in rescuing Tchazzar, the lost king of Chessenta and a formidable red dragon, and are rewarded with a contract to aid in his war with a powerful dracolich. But the more Aoth sees of the war, the more suspicious he becomes that the Brotherhood may be just a pawn in a cutthroat draconic game that puts whole kingdoms at risk--a game played for stakes of gold and blood. And the more he sees the game play out, the more he realizes that he will have to become a player in this most dangerous of games if he wants the Realms to remain free.

In Mistress of Dragons we were introduced to a world where political deception, greed, and avarice have lead to a violation of the "hands off" policy of the Parliament of Dragons concerning the affairs of men. Indeed that violation threatens more than policy and order it threatens the peaceful existence of the human race. Man's only hope and his greatest threat is The Dragon's Son Twins born out of violence and raised apart. Ven (short for Vengeance) is raised in seclusion under the watchful eye of his deceased mother's Amazonian lover. He is a child whose appearance belies his heritage - half-man/ half-dragon. Marcus is raised in a court, and given all of the protections and breeding that would entail. He appears to be completely human, yet his psychic link with the brother he has never known betrays the dragon magic that lies within him. It is up to the dragon emissary who passes himself off as a man, Draconas, to protect them both before the internecine struggle destroys the Parliament of Dragons and brings an oppressive reign of fire down upon all mortal men. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

London, 1881 Once the flames are ignited . . . Miranda Ellis is a woman tormented. Plagued since birth by a strange and powerful gift, she has spent her entire life struggling to control her exceptional abilities. Yet one innocent but irreversible mistake has left her family's fortune decimated and forced her to wed London's most nefarious nobleman. They will burn for eternity . . . Lord Benjamin Archer is no ordinary man. Doomed to hide his disfigured face behind masks, Archer knows it's selfish to take Miranda as his bride. Yet he can't help being drawn to the flame-haired beauty whose touch sparks a passion he hasn't felt in a lifetime. When Archer is accused of a series of gruesome murders, he gives in to the beastly nature he has fought so hard to hide from the world. But the curse that haunts him cannot be denied. Now, to save his soul, Miranda will enter a world of dark magic and darker intrigue. For only she can see the man hiding behind the mask.

Offers comprehensive information on the world of Darksword, revealing the never-before-told history of Thimhallan, the secret texts of its priestly caste, and expanded character

backgrounds

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.

After the overwhelming defeat of their tribes, Khardan and Zohra find themselves prisoners of an evil god's disciples - and in danger of losing their honor, their lives and their souls!

For two centuries the portion of the great Sovereign Stone belonging to the humans of Loerem was lost from sight and memory. But there are those who dare never forget ... A magical relic has been miraculously recovered -- and the battle for the future of Loerem begins. It is a nightmare conflict that will ensnare dwarf, human, elf, and orken beings, as the immortal dark lord Dagnarus launches terrible war from the blackest depths of the Void. And now heroes must emerge from the most unlikely corners of the world to deny Dagnarus the awesome power of the Stone -- or suffer the hideous damnation of his hellish reign.

The book every George R.R. Martin fan has been waiting for: a magnificent collection of the best-selling author's most evocative short fiction *GRRM: A RETROSPECTIVE* is a massive collection of the best of George R.R. Martin's short fiction, containing 32 short stories and novellas, including the Hugo-winning 'A Song for Lya', the Bram Stoker-winning 'The Pear-Shaped Man' and 'The Skin Trade', which won the World Fantasy Award and is generally acclaimed as the finest werewolf story of our time. As well as the stories themselves, which span Martin's multi-faceted career, there are two television scripts, voluminous author commentary, an introduction by award-winning editor and writer Gardner Dozois and a comprehensive bibliography. This must-have volume by one of the brightest stars in the field of imaginative fiction.

Even as a young girl, Jill was a favourite of the magical and mysterious Wildfolk, who appeared to her from their invisible realm. Little did she know that her extraordinary friends represented but a glimpse of a forgotten past and a fateful future. In a world outside reality, the flickering spirit of a young girl hovers between incarnations, knowing neither her past nor her future. But there is one who knows, and he waits: Nevyn, the wandering sorcerer. One bloody day long ago he relinquished a maiden's hand in marriage and so forged a terrible warp of destiny. Now he is doomed never to rest until he atones for the tragic wrongs of his youth, trapping himself and others in a spiral of time and betrayal. Can it be broken?

The multiple award-winning fantasy author of *The Fionavar Tapestry* brings his extraordinary imagination to a tale of mythic figures in contemporary times... Ned Marriner is in France with his father, a celebrated photographer shooting the Saint-Sauveur Cathedral of Aix-en-Provence. While exploring the cathedral, Ned meets Kate, an American exchange student with a deep knowledge of the area's history. But even Kate is at a loss when she and Ned surprise a scar-faced stranger, wearing a leather jacket and carrying a knife. "I think you ought to go now," he tells them. "You have blundered into a corner of a very old story..." In this ancient place, where the borders between the living and the long-dead are thin, Ned and his family are about to be drawn into a haunted story, as mythic figures from conflicts of long ago erupt into the present, changing—and claiming—lives.

Once humans had magic and an alliance with dragons. Now they and the other races have been enslaved by the Rhonas Empire-the elves-and can't even remember the world the way it used to be. But thanks to the intervention of one determined dwarf and the human slave warrior known as Drakis, all of that is about to change.

Blending science fiction and fantasy, the second book of the Coldfire Trilogy continues a dark tale of an alien world where nightmares are made manifest. Two men, absolute enemies, must unite to conquer an evil greater than anything their world has ever known. One is a warrior priest ready to sacrifice anything and everything for the cause of humanity's progress; the other, a sorcerer who has survived for countless centuries by a total submission to evil. In their joint quest, both will be irrevocably changed. When *True Night Falls* is the sequel to C. S. Friedman's acclaimed *Black Sun Rising*.

After the four worlds Alfred has at last found his people on Chelstra, the realm of sea. But his travels have taught him to be cautious... and Alfred soon realizes his caution is justified, even among his own kind. The one person Alfred can trust is, strangely, Haplo the Patryn. But Haplo's lord has decreed all Sartan to be the enemy, and Haplo dares not go against his lord. Now the companions have arrived in a land where humans, elves, and dwarves have learned to live in peace. Unaware of an even greater threat to all the realms, it is Sartan and Patryn who will disrupt this alliance of the lesser races in their struggle to gain control of all four worlds. Only Alfred and Haplo realize that they have a much older -- and more powerful -- enemy than each other...

A galactic revolution has toppled the Starfire dynasty, and swept into power the harsh Democratic Republic. To support the murdered king is now punishable by death. But on distant worlds, the few surviving Guardians carry a dangerous secret: Somewhere in the galaxy, they shield the rightful heir to the throne. Stalking the hidden king is the Warlord, a ruthless Republican general who wields the bloodsword. Only a few brave rebels dare to oppose him: young Dion, who fights to find his destiny; the mercenary Tusk; the outlaw

commander Dixter; and the beautiful Lady Maigrey, the only person alive who can match the Warlord's cunning. Theirs is the ultimate battle against a star-spanning corruption—the ultimate sacrifice for the glory of the lost king's throne.

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. On steamy Pryan, never-ending sunlight and plentiful rain have created a jungle so vast that humans and elves dwell high in the trees and only dwarves live anywhere near the ground. From the treetops the aristocratic elves sell weapons to the other races, whose incessant warfare sends a steady steam of profits and essential resources skyward. Now, generations of dissent and race hatred will not heal -- not even under the threat of annihilation at the hands of legendary Titans. Armed with little more than their wits and prophecy, an elf, a human, and a dwarf must unite to try to save the world from destruction.

The rise of an evil alien race empowered by a new form of magic forces the remnants of humanity to search for a newly forged Darksword

James Gunn's masterpiece about a human fountain of youth collects the author's classic short stories that ran in elite science-fiction magazines throughout the 1950s. New material accompanies this updated edition, including an introduction from renowned science-fiction writer Greg Bear, a preface from Gunn himself, and "Elixer," Gunn's short story that introduced Dr. Pearce to another Immortal. What is the price for immortality? For nomad Marshall Cartwright, the price is knowing that he will never grow old. That he will never contract a disease, an infection, or even a cold. That because he will never die, he must surrender the right to live. For Dr. Russell Pearce, the price is eternal suspicion. He appreciates what synthesizing the elixir vitae from the Immortal's genetic makeup could mean for humankind. He also fears what will happen should Cartwright's miraculous blood fall into the wrong hands. For the wealthy and powerful, no price is too great. Immortality is now a fact rather than a dream. But the only way to achieve it is to own it exclusively. And that means hunting down and caging the elusive Cartwright, or one of his offspring.

Second in line for succession to the throne, Prince Dagnar will have his crown...and his queen -- though his heart's prize is a married elfin beauty. Let his hated half-brother Prince Helmos and the Dominion Lords dare to oppose him. For Dagnar's most loyal servant has ventured into the terrible darkness, where lies the most potent talisman in the realm. And once it is in the dark prince's hand, no power will deter his Destiny.

The spellbinding conclusion to the star-spanning saga of adventure and intrigue. At the end of King's Test, Sagan--the man who overthrew Dion's father--pledged his allegiance to Dion as the new king. Now, Dion battles alien and human enemies, and must give up both his lover and one of his men as he learns what it truly means to be king.

David and Leigh Eddings were mythmakers and world builders of the first order. With *The Redemption of Althalus*, the authors of the Belgariad and Malloreon sagas created a thrilling stand-alone epic—boldly written and brilliantly imagined. It would be sheer folly to try to conceal the true nature of Althalus, for his flaws are the stuff of legend. He is, as all men know, a thief, a liar, an occasional murderer, an outrageous braggart, and a man devoid of even the slightest hint of honor. Yet of all the men in the world, it is Althalus, unrepentant rogue and scoundrel, who will become the champion of humanity in its desperate struggle against the forces of an ancient god determined to return the universe to nothingness. On his way to steal *The Book* from the House at the End of the World, Althalus is confronted by a cat--a cat with eyes like emeralds, the voice of a woman, and the powers of a goddess. She is Dweia, sister to The Gods and a greater thief even than Althalus. She must be: for in no time at all, she has stolen his heart. And more. She has stolen time itself. For when Althalus leaves the House at the End of the World, much wiser but not a day older than when he'd first entered it, thousands of years have gone by. But Dweia is not the only one able to manipulate time. Her evil brother shares the power, and while Dweia has been teaching Althalus the secrets of *The Book*, the ancient God has been using the dark magic of his own *Book* to rewrite history. Yet all is not lost. But only if Althalus, still a thief at heart, can bring together a ragtag group of men, women, and children with no reason to trust him or each other. Praise for *The Redemption of Althalus* "Highly recommended . . . Featuring a cast of engaging characters, some fanciful plot twists, and a light-hearted atmosphere that should appeal strongly to fans and first-time readers alike."—Library Journal "The story takes off. The interactions between characters, straightforward plotting, and doses of wry humor keep the tale humming."—Booklist "An engaging young reprobate hero . . . [A] magical realm of good-natured

fun.”—Publishers Weekly “A compelling, involving story.”—Science Fiction Chronicle

[Copyright: 36beddda7b258b751fb9d81e543744c](#)