

## Swords

HBO's hit series A GAME OF THRONES is based on George R R Martin's internationally bestselling series A SONG OF ICE AND FIRE, the greatest fantasy epic of the modern age. A STORM OF SWORDS: BLOOD AND GOLD is the SECOND part of the third volume in the series. 'Colossal, staggering . . . one of the greats' SFX

Rome is in peril. The old order is changing. Centurion Aurelius Castus has been summoned back from Britain to find himself caught up in a treasonous conspiracy threatening to bring down the Emperor Constantine. Rewarded for saving the emperor's life, Castus is promoted to the elite imperial bodyguard: the swords around the throne. But he soon discovers the court to be as dangerous as the battlefield. Behind the gilded facade of empire lurks a nest of traitors and one relentless enemy.

Most available works on the double hook sword are of the dance variety. This is the first text which provides access to the actual martial arts usage. This version explains the use of the swords vs. focus on acrobatics and impractical movements. This author has received many requests to provide such information and hopes that all true martial artists will enjoy this form for many years to come.

The Book of SwordsBantam

New epic fantasy in the grand tradition—including a never-before-published Song of Ice and Fire story by George R. R. Martin! Fantasy fiction has produced some of the most unforgettable heroes ever conjured onto the page: Robert E. Howard's Conan the Barbarian, Michael Moorcock's Elric of Melniboné, Fritz Leiber's Fafhrd and the Gray Mouser. Classic characters like these made sword and sorcery a storytelling sensation, a cornerstone of fantasy fiction—and an inspiration for a new generation of writers, spinning their own outsize tales of magic and swashbuckling adventure. Now, in The Book of Swords, acclaimed editor and bestselling author Gardner Dozois presents an all-new anthology of original epic tales by a stellar cast of award-winning modern masters—many of them set in their authors' best-loved worlds. Join today's finest tellers of fantastic tales, including George R. R. Martin, K. J. Parker, Robin Hobb, Scott Lynch, Ken Liu, C. J. Cherryh, Daniel Abraham, Lavie Tidhar, Ellen Kushner, and more on action-packed journeys into the outer realms of dark enchantment and intrepid derring-do, featuring a stunning assortment of fearless swordsmen and warrior women who face down danger and death at every turn with courage, cunning, and cold steel. FEATURING SIXTEEN ALL-NEW STORIES: "The Best Man Wins" by K. J. Parker "Her Father's Sword" by Robin Hobb "The Hidden Girl" by Ken Liu "The Sword of Destiny" by Matthew Hughes "'I Am a Handsome Man,' Said Apollo Crow" by Kate Elliott "The Triumph of Virtue" by Walter Jon Williams "The Mocking Tower" by Daniel Abraham "Hrunting" by C. J. Cherryh "A Long, Cold Trail" by Garth Nix "When I Was a Highwayman" by Ellen Kushner "The Smoke of Gold Is Glory" by Scott Lynch "The Colgrid Conundrum" by Rich Larson "The King's Evil" by Elizabeth Bear "Waterfalling" by Lavie Tidhar "The Sword Tyraste" by Cecelia Holland "The Sons of the Dragon" by George R. R. Martin And an introduction by Gardner Dozois "When fine writer and expert editor [Gardner] Dozois beckons, authors deliver—and this surely will be one of the year's essential anthologies."—Kirkus Reviews (starred review)

Continues the epic story of the war between humankind and the elves--and of ordinary people becoming legendary heroes. It introduces a set of new characters: the dwarves, whose magical weaponcraft could decide the war. It's up to our heroes to win over the dwarves to the side of humankind or else lose the war forever"--

The third and final novel in 'The Book of Swords' trilogy. More stories of the twelve Swords continue with The Lost Swords series. The gods, the creators of the twelve Swords, realize their error in giving powerful Swords to humans. The humans, both good and evil, are ready to fight to the death to acquire and retain the Swords. With the Swords, new ideas and new dreams have entered the world. A change is taking place that threatens the gods' very existence.

When the Vikings attack, a novice monk's life is changed forever in Matthew Harffy's new historical adventure. Lindisfarne, AD793. There had been portents – famine, whirlwinds, lightning from clear skies, serpents seen flying through the air. But when the raiders came, no one was prepared. They came from the North, their dragon-prowed longships gliding out of the dawn mist as they descended on the kingdom's most sacred site. It is 8th June AD793, and with the pillage of the monastery on Lindisfarne, the Viking Age has begun. While his fellow monks flee before the Norse onslaught, one young novice stands his ground. He has been taught to turn the other cheek, but faced with the slaughter of his brothers and the pagan desecration of his church, forgiveness is impossible. Hunlaf soon learns that there is a time for faith and prayer... and there is a time for swords. Praise for Matthew Harffy: 'A breathtaking novel that sweeps the reader into a dark and dangerous world' Paul Fraser Collard 'Nothing less than superb ... The tale is fast paced and violence lurks on every page' Historical Novel Society 'Harffy's writing just gets better and better ... He is really proving himself the rightful heir to Gemmell's crown' Jemahl Evans 'Historical fiction doesn't get much better than this' Angus Donald 'I was gripped from the very first sentence ... I thoroughly recommend it for all historical fiction readers' Martin Lake 'A tale that rings like sword song in the reader's mind' Giles Kristian 'A terrific novel. It illuminates the Dark Ages like a bolt of lightning' Toby Clements 'Battles, treachery, revenge and a healthy dose of Dark Age adventure' Simon Turney 'Matthew Harffy tells a great story' Joanna Hickson Swords of Eveningstar is the first title in an exciting new series by author Ed Greenwood, the creator of the Forgotten Realms campaign setting. This series explores the youthful adventures of the much-loved heroes, Florin, Islif, and Jhessail, as they battle to win a name for themselves and then to defend it against the machinations of a more insidious and devious evil than they ever thought to face.

It doesn't take a legendary sword to make a legendary swordsman, but it certainly helps.Keras Selyrian is already well on the way to cutting his name into the annals of legend. He's fought false divinities, thieving sorcerers, and corrupt demigods - and left them defeated in his wake. But he's a long way from home, and Kaldwyn offers a different brand of danger than he's used to.He's already got a sword of unfathomable power, but it's damaged and leaking world-annihilating mana, so he's in the market for a new one.Possibly six. The more the better, really.The Six Sacred Swords are Kaldwyn's most famous artifacts, forged as the only means to defeat the god beasts. Each sword must be earned by a worthy champion, and no single person has ever managed to collect them all.Not yet, at least.Keras is just getting started.Additional Info: Six Sacred Swords is a light-hearted fantasy adventure inspired by Japanese game series like The Legend of Zelda, Final Fantasy, and Fire Emblem. It takes place in the same universe as the Arcane Ascension novels, but years earlier and with a different protagonist. While the books are

interconnected, they can be read on their own in any order

Mark manages to enter the treasure trove of the Blue Temple in search of the 12 swords of power to aid Sir Andrew in his battle against magical foes. This is the sequel to *The First Book of Swords* (1983), and is followed by *The Third Book of Swords* (1984). The *Lost Swords* series (1986-1994) is a companion series.

For 700 years Japanese civilization was dominated by a single warrior caste. This project looks at the weaponry of Samurai men and women over the centuries with specifically commissioned photography of reenactors wearing and museum-quality clothing and weaponry.

Imagine if the medieval times had police officers. Now they do, the BLUE SWORDS. The year is 1411; Jep, a wandering peasant, has journeyed to the south in hope to break free from poverty. On arriving at the vibrant town of Stanford, Jep witnesses what he perceives to be a brutal crime and bravely intervenes. Coming into difficulty, he is aided by a Blue Sword, a prestigious warrior, sworn to uphold the law. Inspired by the Sword's abilities and social status, Jep goes to try-out and successfully passes to become a Blue Sword. His first investigation unites him with the Baroness, Lady Ivy, who is desperate to learn the true fate of her missing father, Isaak. Jep reignites the stale case, and the relationship between the Baroness and Jep begins to fall on dangerous ground. As the death toll rises, the clues dwindle. Jep will need to battle his self-doubt to discover the truth behind the corruption that plagues the town, and his fellow Blue Swords.

After finding the mark of Aegis-fang branded on the back of an outlaw, dark elf Drizzt Do'Urden fears that his long-missing friend Wulfgar is in danger and sets out with Cattie-brie and Bruenor to find Wulfgar and ensure his safety. Reprint.

New Authors and collections. Following the great success of 2015's *Gothic Fantasy*, deluxe edition short story compilations, *Ghosts*, *Horror* and *Science Fiction*, this latest in the series is packed with swashbuckling and steam-punking up to your eyeballs. Adventures and alt-historical tales from classic authors are cast with previously unpublished stories by exciting budding contemporary writers. Classic authors: John Buchan, Robert W. Chambers, L. Maria Child, Arthur Conan Doyle, Friedrich de la Motte Fouqué, George Griffith, Edward Everett Hale, Nathaniel Hawthorne, E.T.A. Hoffman, Robert E. Howard, Washington Irving, Percival Leigh, A. Merritt, Edward Page Mitchell, Edgar Allan Poe, Howard Pyle, Walter Scott, Mary Shelley, Robert Louis Stevenson, Jules Verne.

One of fantasy's finest next-generation storytellers continues to break new ground. Michael J. Sullivan's trailblazing career began with the breakout success of his *Riyria* series: full-bodied, spellbinding fantasy adventures whose imaginative scope and sympathetic characters won a devoted readership and comparisons to fantasy masters Brandon Sanderson, Scott Lynch, and J.R.R. Tolkien himself. Now *Age of Myth* inaugurates an original five-book series. Since time immemorial, humans have worshipped the gods they call Fhrey, truly a race apart: invincible in battle, masters of magic, and seemingly immortal. But when a god falls to a human blade, the balance of power between humans and those they thought were gods changes forever. Now only a few stand between humankind and annihilation: Raithe, reluctant to embrace his destiny as the God Killer; Suri, a young seer burdened by signs of impending doom; and Persephone, who must overcome personal tragedy to lead her people. The *Age of Myth* is over. The time of rebellion has begun. Magic, fantasy, and mythology collide in Michael J. Sullivan's *Legends of the First Empire* series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR

The gods have been proven mortal and new heroes will arise as the battle continues in the sequel to *Age of Myth*—from the author of the *Riyria Revelations* and *Riyria Chronicles* series. In *Age of Myth*, fantasy master Michael J. Sullivan launched readers on an epic journey of magic and adventure, heroism and betrayal, love and loss. Now the thrilling saga continues as the human uprising is threatened by powerful enemies from without—and bitter rivalries from within. Raithe, the God Killer, may have started the rebellion by killing a Fhrey, but long-standing enmities dividing the Rhunes make it all but impossible to unite against the common foe. And even if the clans can join forces, how will they defeat an enemy whose magical prowess renders them indistinguishable from gods? The answer lies across the sea in a faraway land populated by a reclusive and dour race who feel nothing but disdain for both Fhrey and mankind. With time running out, Persephone leads the gifted young seer Suri, the Fhrey sorceress Arion, and a small band of misfits in a desperate search for aid—a quest that will take them into the darkest depths of Elan. There, an ancient adversary waits, as fearsome as it is deadly. Magic, fantasy, and mythology collide in Michael J. Sullivan's *Legends of the First Empire* series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR

*Swords and Swordsmen* chronicles the major developments in the sword's design, manufacture and use from Ancient Egypt to the American Civil War. Author Mike Loades traces the history of the sword in war and the evolution of the private duel. The book takes certain surviving swords as landmarks on this journey of discovery. Each can be linked to a specific individual, allowing each sword to be discussed in the social and military context of its time and forming the starting point for detours through other types of sword and contemporary developments in their design, manufacture and use. From Tutankhamun to General Custer, and including a chapter on the legendary samurai Uesugi Kenshin, this book charts the lives of warriors from many ages and cultures; men whose lives often depended on their skill with the sword. Illustrated with line drawings (many derived from old fight manuals) and dozens of photographs of surviving swords, *Swords and Swordsmen* celebrates these weapons as iconic works of art and powerful cultural symbols as well as examining the lethal practicality of their use.

Jump into a new adventure by fan-favorite Ed Greenwood! Florin and his friends have finally made a name for themselves--only to find themselves the pawns of both dark and noble forces in a battle for power. Together, the Swords of Eveningstar must untangle the webs of lies that surround them before the threat to the kingdom eclipses their abilities to defend it. *Swords of Dragonfire* is the second title in an exciting new trilogy by best-selling author Ed Greenwood, the creator of the *Forgotten Realms* setting. This novel is a fast-paced sword and sorcery adventure worthy of a place on your shelves next to *Conan* and *Fafherd and the Gray Mouser*. From the Paperback edition.

This completely new encyclopedic reference for the Japanese sword contains about 2,500 terms, many of them illustrated by photos and drawings. The *Encyclopedia of Japanese Swords* is an A-Z general encyclopedia covering each and every part of the sword: the blade, the mountings, the fittings, and all their different interpretations. Further, this encyclopedia also explains the literal or etymological meaning of each Japanese term and provides an even deeper insight into the subject.

The Helveti nation has endured a siege of dragons for fifteen bloody years. The ravenous beasts can only be taken down by teams of elite fighters, led by Sword Bearers wielding ancient weapons. Even with all they can do, the cost of human life has driven the Helveti to the brink of annihilation. As the people contemplate the possibility of ultimate defeat, tragedy strikes again. Artair, one of their greatest Sword Bearers, is taken in the night by new and powerful enemies. Carried to a foreign land, his battle for his life and his homeland reaches new levels of ferocity. With his true enemies revealed, he must fight men, dragons, and worse to gain a chance for his people... ...a chance to survive.

1870. Maude Stapleton, late of Golgotha, Nevada, is a respectable widow raising a daughter on her own. Few know that Maude belongs to an ancient order of assassins, the Daughters of Lilith, and is as well the great-great-great-great-granddaughter of Anne Bonney, the legendary female pirate. Leaving Golgotha in search of her daughter Constance, who has been taken from her, Maude travels to Charleston, South Carolina, only to find herself caught in the middle of a secret war between the Daughters of Lilith and their ancestral enemies, the monstrous Sons of Typhon. To save Constance, whose prophetic gifts are sought by both cults, Maude must follow in the footsteps of Anne Bonney as she embarks on a perilous voyage that will ultimately lead her to a lost city of bones in the heart of Africa—and the Father of All Monsters. One of the most popular characters from *The Six-Gun Tarot* and *The Shotgun Arcana* ventures beyond Golgotha on a boldly imaginative, globe-spanning adventure of her own!

Kai Hiro is an ambitious swordsman-in-training with the confidence to take on the world. All he has to do is strike his Sensei once to pass his final test. But then, everything changes when an abnormal, eccentric creature named HIM blasts through their wall, and demands the map to the Legendary Sword of Spirit, the Breaker Blade. Now, Kai must battle an evil army bent on conquest and journey across the land of Kayano for his destined blade, and use its power to prevent the Dark Legion's plan for total control.

The battles and sieges of the Classical world have been a rich source of inspiration to film makers since the beginning of cinema and the 60s and 70s saw the golden age of the 'swords and sandals' epic, with films such as *Spartacus*. Ridley Scott's *Gladiator* led a modern revival that has continued with the release of films like *300*, *The Eagle* and *Centurion* and HBO's mini-series *Rome*. While Hollywood interpretations of Classical battle continue to spark interest in ancient warfare, to casual viewers and serious enthusiasts alike they also spark a host of questions about authenticity. What does Hollywood get right and wrong about weapons, organization, tactics and the experience of combat? Did the Spartans really fight clad only in their underpants and did the Persians have mysterious, silver-masked assassins in their armies? This original book discusses the merits of battle scenes in selected movies and along the way gives the reader an interesting overview of ancient battle. It should appeal to the serious student of ancient warfare, movie buffs and everyone in between.

Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles—until they are hired to pilfer a famed sword. What appears to be just a simple job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J. Sullivan self-published the first books of his *Riyria Revelations*, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores everywhere. Theft of Swords was originally published as: *The Crown Conspiracy* and *Avempartha*. BOOKS IN THE RIYRIA REVELATIONS *Theft of Swords* (*The Crown Conspiracy & Avempartha*) *Rise of Empire* (*Nyphron Rising & The Emerald Storm*) *Heir of Novron* (*Wintertide & Percepliquis*)

Desperately unhappy, Laura has resorted to secretly self-harming. But Laura is a Stravagante, somebody who can travel in time and space. When she finds her talisman, a small silver dagger, she stragavates with it to sixteenth-century Fortezza, a town similar to Lucca in Italy, where she meets her Stravagante, who is a swordsmith. But Laura also meets the charming and attractive Ludo, and falls for him. Their love for each other is tested when Ludo lays claim to the crown of Fortezza, and Laura finds herself fighting on the side of the Stravaganti opposing him . . . A thrilling tale filled with battles on the field and battles of the heart.

Investigates some historically important political and social issues raised by the Genpei War (1180-1185). This epic civil conflict, which ushered in Japan's age of the warriors, is famously articulated in the monumental narrative *Heike monogatari* (*The Tale of the Heike*).

Argues that Christian women must arm themselves with the word and power of God in order to protect themselves from secular and spiritual enemies seeking to disarm them.

Sir Quinlan, newly commissioned as a Knight of the Prince, is brought into an elite unit known as the Swords of Valor, but when things go wrong he is tempted to return to his former life until a new enemy threatens and suddenly he holds many lives in his hands.

Twelve swords are created as the playing pieces in a whimsical game of the gods.

Bahzell Bahnakson, one of the Hradani, a race that is despised for their rages, thirst for blood, and generally uncivilized behavior, runs afoul of the War God and ends up in trouble involving sorcery, demons, and a great deal more. Reprint.

Coinspinner, Farslayer, Mindsword, and nine more...The gods gave the Swords of Power to humankind for a game—but the swords can kill gods as well as mortals. And as the gods begin to die, the mortals find that life is not what it seemed...

Showcases photographs of more than three hundred swords, knives, and daggers from history—from the finely crafted swords of the Japanese samurai to the brutal but functional bayonet of World War I infantrymen.

Krakoa must choose it's champions to raise their swords and battle for the fate of the world! *X of Swords: Creation* (2020) 1, *X of Swords: Stasis* (2020) 1, *X of Swords: Destruction* (2020) 1, *X-Men* (2019) 12-14, *Excalibur* (2019) 12-14, *Marauders* (2019) 13, *X-Force* (2019) 13, *New Mutants* (2019) 13, *Wolverine* (2020) 6, *Cable* (2020) 5, *Hellions* (2020) 5, *X-Factor* (2020) 4, *X of Swords: Storm* (2020) 1

First published in 1958 Montgomery's memoirs cover the full span of his career first as a regimental officer in the Royal Warwickshire Regiment and then as a Staff Officer. His choice of the Warwickshires was due to his lack of money. He saw service in India before impressing with his courage, tactical skill and staff ability in the Great War. Despite his tactless uncompromising manner his career flourished between the wars but it was during the retreat to Dunkirk that his true brilliance as a commander revealed itself. The rest is history but in this autobiography we can hear Monty telling his side of the story of the great North African Campaign followed by the even more momentous battles against the enemy and, sadly, the Allies as he strove for victory in North West Europe. His interpretation of the great campaign is of huge importance and reveals the deep differences that existed between him and Eisenhower and other leading figures. His career ended in disappointment and frustration being temperamentally unsuited to Whitehall and the political machinations of NATO.

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