

Online Library The City Stella Gemmell Pdf For Free

The City The Immortal Throne Troy: Fall of Kings The Immortal Throne Ghost King A Crown for Cold Silver Rhyming Rings Dark Moon Lion of Macedon The Never King City of Jasmine Lord of the Silver Bow Echoes of the Great Song Shield of Thunder Blackheart Knights Prototype City at World's End Winter Warriors The Sea Peoples The Last Town on Earth Knights of Dark Renown The Goblin Corps Viper's Kiss Lord Tophet Stormrider Sword in the Storm The Glass Harmonica Roman Mask Lady of the Eternal City Memnon Killer of Men Lost Souls Time Dancers Minesweeper (Special Forces, Book 2) Darien The Book of Heaven White Wolf Girl Meets Boy The Promise of the Child Frank Miller's Sin City Volume 3: The Big Fat Kill (Fourth Edition)

The second novel in David Gemmell's bestselling Troy trilogy. Interlacing myth and history, and high adventure, this is epic storytelling at its very best. The war of Troy is looming, and all the kings of the Great Green are gathering, friends and enemies, each with their own dark plans of conquest and plunder. Into this maelstrom of treachery and deceit come three travellers; Piria, a runaway priestess nursing a terrible secret, Kalliades, a warrior with a legendary sword, and Banokles who will carve his own legend in the battles to come. Shiled of thunder takes the reader back into the glories and tragedies of Bronze Age Greece, reuniting the characters from Lord of the silver bow; the dread Helikaon and his great love, the fiery Andromache, the mighty Hektor and the fabled storyteller, Odysseus. 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 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. The first in David Gemmell's trilogy encompassing the Trojan War, 'Lord of the Silver Bow' finds Helikaon, prince of Dardania, about to set sail for Troy where he will face a great many challenges. 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 Gemmell brings the astonishing story of the City to a spectacular climax and confirms her place as a master of the genre. "All the sizzle, chaos, noise and scariness of war is clay in the hands of ace storyteller Lynch." -- Kirkus Reviews for the World War II series Discover the secret missions behind America's greatest conflicts.Fergus Frew thought he knew what to expect when he signed up with the Navy's demolitions team. But as the Korean War rages on, Fergus and his fellow divers -- AKA "frogmen" -- are tasked with more than just scouting mudflats. Soon they're planting mines. And sabotaging tunnels, bridges... and even fishing nets. Strangest of all, it falls to Fergus to transport a spy into the country -- and that means traveling far from Navy-controlled waters.But frogmen are amphibious. And Fergus may not realize it, but he's in a position to change the way the whole world thinks about combat.National Book Award finalist Chris Lynch continues his explosive fiction series based on the real-life, top-secret history of US black ops and today's heroic Navy SEALs. 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? 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, discovered in his papers by his widow, Stella Gemmell. Merging autobiographical details of Gemmell's life as a journalist in South London with a serial killer and a tinge of the supernatural, this is perfect for fans of David's work, as well as readers of gritty crime novels. Set against the backdrop of a London simmering with poverty, change and racial tension, this taut thriller is a fitting legacy for the great writer.This book includes a brand new introduction from massive Gemmell fan Conn Iggulden, and an afterword by Gemmell's friend Stan Nicholls.An ambidextrous killer is 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. 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 "Among the most significant works of science fiction released in recent years." —Tor.com It is the 147th century. In the radically advanced post-human worlds of the Amaranthine Firmament, there is a contender to the Immortal throne: Aaron the Long-Life, the Pretender, a man who is not quite a man. In the barbarous hominid kingdoms of the Prism Investiture, where life is short, cheap, and dangerous, an invention is born that will become the Firmament's most closely kept secret. Lycaste, a lovesick reclusive outcast for an unspeakable crime, must journey through the Provinces, braving the grotesques of an ancient, decadent world to find his salvation. Sotiris, grieving the loss of his sister and awaiting the madness of old age, must relive his twelve thousand years of life to stop the man determined to become Emperor. Ghaldezuel, knight of the stars, must

plunder the rarest treasure in the Firmament—the object the Pretender will stop at nothing to obtain. From medieval Prague to a lonely Mediterranean cove, and eventually far into the strange vastness of distant worlds, *The Promise of the Child* is a debut novel of gripping action and astounding ambition unfolding over hundreds of thousands of years, marking the arrival of a brilliant new talent in science fiction. Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors. New York Times bestselling author Deanna Raybourn delivers the story of one woman who embarks upon a journey to see the world—and ends up finding intrigue, danger and a love beyond all reason. Famed aviatrix Evangeline Starke never expected to see her husband, adventurer Gabriel Starke, ever again. They had been a golden couple, enjoying a whirlwind courtship amid the backdrop of a glittering social set in prewar London until his sudden death with the sinking of the *Lusitania*. Five years later, beginning to embrace life again, Evie embarks upon a flight around the world. In the midst of her triumphant tour, she is shocked to receive a mysterious—and recent—photograph of Gabriel, which brings her ambitious stunt to a screeching halt. With her eccentric aunt Dove in tow, Evie tracks the source of the photo to the ancient City of Jasmine, Damascus. There she discovers that danger lurks at every turn, and at stake is a priceless relic, an artifact so valuable that criminals will stop at nothing to acquire it. Evie sets off across the desert to unearth the truth of Gabriel's disappearance and retrieve a relic straight from the pages of history. Along the way, Evie must come to terms with the deception that parted her from Gabriel and the passion that will change her destiny forever... Previously Published.

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. 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. 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

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. *Vampires . . . they ache, they love, they thirst for the forbidden. They are your friends and lovers, and your worst fears. "A major new voice in horror fiction . . . an electric style and no shortage of nerve."*—Booklist

At a club in *Missing Mile, N.C.*, the children of the night gather, dressed in black, look for acceptance. Among them are Ghost, who sees what others do not; Ann, longing for love; and Jason, whose real name is Nothing, newly awakened to an ancient, deathless truth about his father, and himself. Others are coming to *Missing Mile* tonight. Three beautiful, hip vagabonds—Molochai, Twig, and the seductive Zillah, whose eyes are as green as limes—are on their own lost journey, slaking their ancient thirst for blood, looking for supple young flesh. They find it in Nothing and Ann, leading them on a mad, illicit road trip south to New Orleans. Over miles of dark highway, Ghost pursues, his powers guiding him on a journey to reach his destiny, to save Ann from her new companions, to save Nothing from himself. . . . "An important and original work . . . a gritty, highly literate blend of brutality and sentiment, hope and despair."—*Science Fiction Chronicle*

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*. "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

From the New York Times and USA Today bestselling author of *The Alice Network* and *The Rose Code* comes a historical saga about obsession, betrayal, and destiny. Sabina may be Empress of Rome, but she still stands poised on a knife's edge. She must keep the peace between two deadly enemies: her husband Hadrian, Rome's brilliant and sinister Emperor; and battered warrior Vix, her first love. But Sabina is guardian of a deadly secret: Vix's beautiful son Antinous has become the Emperor's latest obsession. Empress and Emperor, father and son will spin in a deadly dance of passion, betrayal, conspiracy, and war. As tragedy sends Hadrian spiraling into madness, Vix and Sabina form a last desperate pact to save the Empire. But ultimately, the fate of Rome lies with an untried girl, a spirited redhead who may just be the next Lady of the Eternal City.... From the author of the acclaimed *Dinner with Persephone* comes a radically original novel about four women who invite us to imagine the divine anew: what if "a woman's point of view" were also God's? Patricia Storace's *Eve* begins by telling us her version of what happened in Eden, and by revealing that our familiar constellations conceal other heavens we have never allowed ourselves to see. Each of the four subsequent chapters is the story of one of these new zodiacs, featuring images central to women: a knife, a cauldron, a garden, a pair of embracing lovers. The four

women whose stories they tell are Job's daughter, the Queen of Sheba, a polytheistic cook, and a transformed Sarah, wife of Abraham. Storace brilliantly reimagines the worlds of these women, freeing them from the old tales in which they were trapped and putting them in the foreground of their stories and of the Old Testament itself. A town under quarantine during the 1918 flu epidemic must reckon with forces beyond their control in a powerful, sweeping novel of morality in a time of upheaval "An American variation on Albert Camus' *The Plague*."—Chicago Tribune NAMED ONE OF THE BEST BOOKS OF THE YEAR BY USA TODAY AND CHICAGO TRIBUNE • WINNER OF THE JAMES FENIMORE COOPER PRIZE FOR HISTORICAL FICTION

Deep in the mist-shrouded forests of the Pacific Northwest is a small mill town called Commonwealth, conceived as a haven for workers weary of exploitation. For Philip Worthy, the adopted son of the town's founder, it is a haven in another sense—as the first place in his life he's had a loving family to call his own. And yet, the ideals that define this outpost are being threatened from all sides. A world war is raging, and with the fear of spies rampant, the loyalty of all Americans is coming under scrutiny. Meanwhile, another shadow has fallen across the region in the form of a deadly virus striking down vast swaths of surrounding communities. When Commonwealth votes to quarantine itself against contagion, guards are posted at the single road leading in and out of town, and Philip Worthy is among them. He will be unlucky enough to be on duty when a cold, hungry, tired—and apparently ill—soldier presents himself at the town's doorstep begging for sanctuary. The encounter that ensues, and the shots that are fired, will have deafening reverberations throughout Commonwealth, escalating until every human value—love, patriotism, community, family, friendship—not to mention the town's very survival, is imperiled. Inspired by a little-known historical footnote regarding towns that quarantined themselves during the 1918 epidemic, *The Last Town on Earth* is a remarkably moving and accomplished debut. Two young women of two different times are bound by a passion for the ethereal music of a glass harmonica in this compelling novel that mixes science fiction, mystery, and romance. Eilish Eam is an orphan, living in 1761, London. She stands on an icy corner and plays her instrument: water-filled glasses. Fingers raw from the cold, her only comfort is the place her music takes her...to visions of a young girl, much her own age, but with odd short hair. Eilish survives on pennies and applause, and nothing more. Until the night Benjamin Franklin stops to listen, awe-struck by her gift—and with plans for her future... Erin Rushton is a musical prodigy, living in Seattle, 2018. She stands in the orchestra, consumed by the music of her own instrument: the glass harmonica. Like a current of electricity, the music moves from her fingers to her lips and hands. And the only thing that alters the rhythm are the visions that haunt her...of an odd old-fashioned girl, much her own age, who needs her help... "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

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 "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. "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. 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? From a writer to whom "comparisons to Margaret Atwood's *The Handmaid's Tale* and S.J. Watson's *Before I Go To Sleep* are justified" (Library Journal), in *Prototype*, a woman's dual pasts lock onto a collision course Emma looks forward to the day when she can stop running from her past—both of them. But when Declan Burke decides he wants his wife back, there's nowhere on the planet she can hide. One man could help her, but he's the person Emma most dreads confronting: Noah Tucker. When she finally returns to face him, Emma discovers that Noah has moved on and another woman is raising their daughter. Emma will stop at nothing to reveal the truth and prove she isn't the woman they thought she was. Even if it means she winds up dead. Or worse, reborn. Steve Cash created "an absorbing [and] intriguing saga" (The San Diego Union-Tribune) in his debut novel, *The Meq*. Outwardly indistinguishable from human beings, but with abilities no human can claim, the Meq search for their lost history and face a mysterious prophesied reckoning. . . . It has been thirty-eight years since Zianno—known as Z—turned twelve. In appearance, he has not aged a day. Like all Meq, Z has become accustomed to a near immortal existence, possessing an uncanny ability to recuperate from injury and resist disease. Like only four others of his kind, he holds one of the fabled Stones, the Stone of Dreams. These bearers believe it is their destiny to guide the Meq toward and through the Remembering, where it is said that they will recall their long-forgotten origins and purpose. But the rogue Meq assassin called the Fleur-du-Mal threatens their efforts and their lives. Pursuing rumors of a lost Sixth Stone, he is intent on finding the legendary talisman and eliminating anyone, Meq or human, who stands in the way. Z and his allies—Opari, Sailor, Geaxi, Nova, Ray, Mowsel, Carolina, Jack, and others—embark on a desperate quest spanning decades and continents to track down the stone before their lethal adversary gets to it first. Along the way, every belief they have about themselves will be challenged and shaken—and a new, even deadlier enemy will arise. 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 Discover your new favourite fantasy series . . . _____ The city of Darien lies at the heart of a dying empire. Twelve families spoil for a throne soon to be made vacant - by murder or civil war. Into this fevered, hungry city come six strangers: An orphan and an old swordsman. A hunter and a pitiless killer. A young thief and a cynical chancer. As the sun sinks the city will know no slumber. For long dormant passions have awoken. Fortunes will be won and lost. Lives will be staked and claimed. And a story long waiting to be told will catch fire in the telling . . . _____ What readers think . . . 'One of the best fantasy novels I've read' ***** 'I'm a huge fan of Iggulden, but this takes it to another level' ***** 'A must-read and a very welcome addition to the genre' ***** 'Enough machinations, conspiracies and controversies to rival Game of Thrones' ***** 'If you love David Gemmel, you will love this' *****

_____ Darien is the first book in the Empire of Salt, THE epic fantasy series of spellbinding imagination . . . The peaceful village of Middletown began its days as it always did. The children went to school, the postman delivered the mail with typical timing and loyalty. Kenniston went to work his daily ritual without fail. In a millisecond life changed for the people of Middletown and the World. Cities burned one by one in the Nuclear Flames of World War Three. A small band of survivors vow to rebuild civilization once again No one is safe, and no one is to be trusted as the bloody war that began in Stella Gemmel'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. The fascinatingly conflicted Dwight McCarthy returns in this blood-soaked chapter of the signature series, presented with new cover art by Frank Miller. Dwight owes a debt to the girls of Old Town. These dangerous women who walk the night have saved him more times than he can count, and finding friends like that isn't easy. Tonight, these friends are being threatened in more ways than one . . . Dwight is going to do whatever it takes to bring them peace and keep the status quo—even if it means killing a whole lot of people. The fourth editions of Frank Miller's graphic novel series continue with Volume 3 The Big Fat Kill. This edition does still include the ten-page pinup gallery from previous editions, featuring art from Arthur Adams, Mike Allred, Sergio Aragonés, Paul Chadwick, Joe Kubert, Mike Mignola, John Romita, Jim Silke, Walter Simonson, and Sergio Toppi. Also included is a slightly expanded eight-page cover gallery featuring art from previous editions. Devoted fans and new readers can again experience the groundbreaking and unparalleled noir masterpiece that has engrossed readers for nearly three decades! FOR MATURE READERS 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'. Over and over 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. Dreaded Charnel King was foiled by the bumbling efforts of a laughable band of so-called heroes. King Dororam, accompanied by that same group of delusional upstart heroes is fielding an army unlike any seen before. "The Few, the Proud, the Obscene" "A sparkling gem of mythic invention and wonder . . . Frost draws richly detailed human characters and embellishes his multilayered stories with intriguing creatures-benevolent sea dragons, trickster foxes, death-eating snakes and capricious gods." -Publishers Weekly, on Shadowbridge Daughter of the legendary shadow-puppeteer Bardsham, Leodora has inherited her father's skills . . . and his enemies. Together with her manager-Soter, keeper of her father's darkest secrets, and a gifted young musician named Diverus, Leodora has traveled from span to span, her masked performances given under the stage name Jax, winning fame and fortune. But Jax's success may be Leodora's undoing. Years ago, following a performance by Bardsham, the vengeful god known as Lord Tophet visited a horrific punishment upon the span of Colemaigne and its citizens, a reprisal inflicted without warning or explanation. And as the genius of Jax gives rise to rumors that Bardsham has returned, Lord Tophet takes notice and dispatches a quintet of deadly killers to learn the truth behind the mask. Now, upon the cursed span of Colemaigne, where her father achieved his greatest triumph and suffered his bitterest tragedy, Leodora is about to perform the most shocking story of all. "Stunning . . . Frost could be on his way toward a masterpiece." -Locus, on Shadowbridge "Beautifully written and realized." -Jeffrey Ford, author of The Empire of Ice Cream, on Shadowbridge Lord Tophet is the completion of a two-book adventure. 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 . . . 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.

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