

The First Book Of Swords Books 1 Fred Saberhagen

Oath of SwordsThe Second Book of SwordsThe Book of the SwordThe Third Book of SwordsTheft of SwordsAge of SwordsTome of BattleThe Orchard Book of Swords Sorcerers & SuperheroesThe First Book of Lost SwordsThe Knight and Knave of SwordsSeason of StormsQueen of SwordsRing of SwordsEmpire of the EastThe Second Book of Lost SwordsThe Three of SwordsThree of SwordsThe Book of SwordsAge of MythThe Last Book of SwordsThe Field of SwordsIn the Shadow of SwordsA Pilgrimage of SwordsAwakeningsThe Rose and the SwordThe First SwordsThe Last Book of SwordsThe Queen of SwordsTurtle IslandThe Lilean Chronicles: Book One ~ RedemptionClarissa's Book of Short StoriesTime LostWoundhealer's StoryTerminal VelocityThe Complete Book of SwordsThe First Book of SwordsThe Third Book of SwordsDragons PlightInnuendo Bonanza!The Second Book of Swords

Oath of Swords

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.

The Second Book of Swords

Imprisoned in the French Antilles for endangering the Crown, Jennet Hunter awaits rescue by her kinsman, Luke Bonner, and together they set out to find their child, surrendered to a virtual stranger at the time of her imprisonment, taking on local custom and power brokers in their quest. Reprint.

The Book of the Sword

"A strategic blueprint for successful new product development and implementation. Brand New provides a clear road map to creating successful new products using a revolutionary innovation process. Author Mike Maddock has used his firm's innovation process to create and launch what is now CBS Sports Online, patent a new billing experience for AT&T, create the McDonald's Snack Wrap, and launch Precision Farming for Case New Holland, among others. Innovative and truly visionary, this book teaches other companies how they can maximize performance and revenue. Presents an overarching strategy for creating and introducing new products effectively. Written by innovation thought leaders, with clients including SC Johnson, Allstate, Philips, Johnson & Johnson, McDonald's, Kellogg's, Sears, and

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many more. Reveals a step-by-step blueprint for a disciplined, replicable process that employs a mix of creativity and science to successfully introduce new products. Creative and intelligent, Brand New equips today's businesses to develop a well-defined process for introducing new products efficiently?make that process a reality."--Provided by publisher.

The Third Book of Swords

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

Theft of Swords

Ben's 13th year was when his family fell apart, but his 14th year is when his whole world, or more precisely, the whole world, collapses. He had thought 13 was his unlucky number, the year that Time turned its back on him, but he was wrong; that year, it was he who had turned his back on Time. The following year, the fury of the sun turns back Time for everyone in the world. On PF (Power Failure) Day, a huge electromagnetic surge from the sun destroys the power grids and civilization as we know it. Living in the middle of downtown Kansas City makes survival nearly impossible. Starvation, dehydration, disease, freezing temperatures, and out-of-control fires imperil the desperate population. After facing unimaginable losses,

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Ben finds hope for the future when he meets Sara, who has endured her own share of agonizing loss. But when a murderous gang threatens to take away everything Ben has left, they flee to a wilderness area of a large city park where they learn to live off the land for survival.

Age of Swords

Cursed. Callobus Swordstar only wants a normal life, but a curse that threatens to consume him has assured the rest of his days will be filled with chaos. Although a powerful weapon, does he dare use the curse to help those around him, or does he fight for control as his family and friends are destroyed? When things go from bad to worse, Callobus must turn to

Tome of Battle

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

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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

The Orchard Book of Swords Sorcerers & Superheroes

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Vilkata, the Dark King, returns from exile seeking revenge. His goal: the Tasavalta vault where Prince Mark has stored the remaining Swords. With possession of Shieldbreaker, Vilkata aims to destroy all other Swords and to rule the world and perhaps beyond. Only Mark's young son Stephen is on hand to oppose the Dark King. He must get word to his father and grandfather. Swords clash and are destroyed. Only one Sword will survive.

The First Book of Lost Swords

Retells ten classic adventure stories from the world of mythology that follow the exploits of such characters as Jason, King Arthur, Hercules, Ali Baba, and Theseus.

The Knight and Knave of Swords

Swords of Power, treacherous dealings, a search for healing, a menacing giant worm, a mermaid, an infatuated young boy, a desperate father, an extraordinary young child, a way of wonder and magic — Once the gods forged twelve Swords of Power, but they forged too well: The Swords could kill the gods themselves. Now, the gods gone, the Swords scattered across the land and Mark, Prince Consort of Tasavalta, must find Woundhealer, the Sword of Healing, to help his young son Adrian. But the evil wizard Burslam has joined with Mark's enemy, Baron Amintor,

stealing Woundhealer and luring Mark's nephew Zoltan away — only to have Zoltan begin his own dangerous quest.

Season of Storms

A single baby, born to save a world. Two ancient prophecies, both foretelling the extinction of a race. Two sides racing to their appointment with destiny. A leader of men, determined to outwit the foretelling of his doom, leads his people in a sickening massacre to secure the continuation of his race. A single man, troubled with nightmares and voices in dreams, worries for his sanity as his life crumbles around him. Alone and friendless, Vincent escapes to isolated freedom, the loneliness forcing him to succumb to the terrifying nightmares and finally, to listen to the voices in the dreams. Many worlds away across the aching void, Farra listens to the voices in her own dreams, and embarks upon a perilous journey to bring truth and justice to one troubled soul struggling to find a purpose. The child that is now a man must face his nemesis and end the tide of evil that laid waste his world as he took his first breath. The voices in the dreams lead them on a journey through space and time, from world to world in a desperate struggle for truth, justice, life.

Queen of Swords

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Mark and Ben travel deep into the Blue Temple's hidden horde in an attempt to recover whatever gold and Swords they can for the forces of Sir Andrew. Gods, demons and human traitors have other plans for the Swords and for the adventurers. In the game of the gods, no one's survival is secure, even a god's.

Ring of Swords

Sixteen-year-old Max and 10-year-old Tessa were fully prepared for another horrible summer vacation. While they always hoped to go somewhere fun like Disney World or Universal Studios, they usually went somewhere weird and cheap that their father, former boy bander Don Masters, found in an ad in a truck stop coupon magazine. But this year was different. Where they went couldn't be found on any map or in any truck stop coupon book. They passed through a portal to a place called Turtle Island, an alternate version of America that diverged from our history before the pilgrims landed at Plymouth Rock. It was there where they met world famous action movie star Jordie Paine -- star of such films as I Plan to Kill You Now and the sequel, I Plan to Kill You Now, Too, the ninja film, Chuck Butcher: Sword Wielding Jackal, as well as the light-hearted romp, Harry Hinklehoffer and the Giant Dancing Toad of East Nebraska -- who would be their guide in this strange new world. Jordie, they later learned, brought the Masters family to Turtle Island for a very specific reason. Because they look just like the ruthless first family of Turtle Island, the Masters are pawns in a coup to overthrow the dictator. But

things don't go as planned and the Masters wind up in the Survival Games, Turtle Island's national pastime/system of justice where criminals competitors, or crimpetitors, compete for their freedom. In this scifi comedy, the stakes are very simple -- if they win, they rule, if they lose, they must suffer the consequences.

Empire of the East

Torn between power and virtue, duty and happiness, loyalty and love. Some heroes must choose. With one fateful decision, the Empire of Twelve Kingdoms is cast from an era of tenuous peace to an age of limitless conflict. Emperor Eberhart's unexpected abdication creates an absence of power just as the land most needs strong leadership. Kinship, unity, and hope give way to ambition, conspiracy, and tragedy. Royal families, once allied, now fight for the throne, heedless of a rising threat from abroad. All the while, an ancient, sinister presence looms in forgotten corners, awaiting an opportunity to reclaim a world it once enslaved. Yet some stars shine brightest on the darkest nights. An unheralded prince places honor and conviction above privilege and prestige. A humble soldier's unwitnessed heroism has the potential to save a kingdom. A common servant boldly confronts the face of evil. And the unlikeliest of love blossoms in the midst of hatred and violence. *Three of Swords* is the irresistible first act of the Empire Asunder medieval fantasy saga, featuring political intrigue, turbulent warfare, and star-crossed romance.

The Second Book of Lost Swords

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. Don't miss any of Michael J. Sullivan's Legends of the First Empire novels: AGE OF MYTH | AGE OF SWORDS (Coming soon!) Praise for Michael J. Sullivan "If you enjoy epic fantasy, and are perhaps hungering for something with timeless appeal, then I highly recommend picking up Age of Myth."—The BiblioSanctum, on Age of Myth "Hair-raising escapes, flashy sword fights, and faithful friendship

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complete the formula for good old-fashioned escapist fun.”—Publishers Weekly, on Theft of Swords “Filled with adventure and clever dialog and featuring a pair of not-quite-heroes whose loyalties to each other provide them with their greatest strength, this epic fantasy showcases the arrival of a master storyteller.”—Library Journal, on Theft of Swords “With less gore and a smaller cast of characters than George R. R. Martin’s Song of Ice and Fire but equally satisfying, Sullivan’s epic fantasy will be gaining fans at exponential rates.”—Library Journal, on The Rose and the Thorn

The Three of Swords

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.

Three of Swords

Garry starting collecting TV bloopers more than 20 years ago, when his Bushell on

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the Box column was first published in The Sun. "To err is human", writes Garry, "but to really cock things up, you need a TV presenter!" Garry's Goofs are rooted in the traditional English love of the innuendo, in particular the unintentional double meaning. Whether it's the host of Antiques Roadshow telling the busty owner of two glass decanters "that's the nicest pair I've seen in ages!" or whether it's the witless presenter of Who Do You Think You Are asking a guest "did your great-grandfather have any children?" you'll love 'em all! INNUENDO BONANZA contains more than 1,000 classic goofs, guaranteed to have you in stitches. Childish, maybe. Puerile, certainly. But very funny!

The Book of Swords

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

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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)

Age of Myth

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.

The Last Book of Swords

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!

The Field of Swords

In the Shadow of Swords

"It is two hundred years since the deity known as the Absolved went mad and destroyed the Kingdom of Alnachim, transforming it into the Execration, a blasted wasteland filled with nameless terrors. For decades, desperate souls have made pilgrimage to the centre of this cursed land to seek the Mad God's favour, their fate always unknown. Now a veteran warrior known only as Pilgrim, armed with a fabled blade inhabited by the soul of a taunting demon, must join with six others to make the last journey to the heart of the Execration. Allied with a youthful priest, a beast-charmer, a duplicitous scholar, an effete actor and two exiled lovers, Pilgrim

must survive madness, malevolent spirits, unnatural monsters and the ever-present risk of treachery, all so that the Mad God might hear his prayer and, perhaps, grant redemption. But can sins such as his ever be forgiven?"--Provided by publisher.

A Pilgrimage of Swords

Vilkata, the Dark King, returns from exile seeking revenge. His goal: the Tasavalta vault where Prince Mark has stored the remaining Swords. With possession of Shieldbreaker, Vilkata aims to destroy all other Swords and to rule the world and perhaps beyond. Only Mark's young son Stephen is on hand to oppose the Dark King. He must get word to his father and grandfather. Swords clash and are destroyed. Only one Sword will survive.

Awakenings

In the distant future, society has crumbled. Dark forces now rule the land, keeping all humans under their oppressive thumbs. In the darkness of the shadows and whispered on the winds, there is talk of a rebellion. In the swamps, a small band has formed. Determined to regain their freedom, the rebellion, heavily outnumbered, plans to overthrow an army of thousands . . . with the help of one

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incredible weapon. It is only a legend, a story left over from the Old World before magic and the wizards came to the land. A weapon of technology. It is the mystical Elephant, and whoever masters it holds the key to freedom, or defeat. One young man, determined to avenge the death of his family, sets out to join the rebellion and find Elephant. What he discovers will change everything. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Rose and the Sword

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.

The First Swords

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

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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 Last Book of Swords

Vulcan the god has a hard task to perform for his bored and restless colleagues — forge 12 magic Swords, quenched with human blood, and scatter them across the world. Each Sword possesses a different power. With them the gods will play a new, grand, and glorious Game. Mere humans foolishly striving for dominion, wealth and glory, are invited to risk their puny lives by joining in. (Later, the gods realize with horror that something has gone wrong in the forging, and with the

Game. The Swords are much too powerful, controlling chance, enhancing fortune, changing destiny. And lethal even to their divine creators.) Jord the Smith, drafted to help Vulcan in his task, loses his right arm in the process (receiving the Sword Townsaver as pay). He is too weak to claim Mala, his bride-to-be, who joins a traditional fertility rite, where her partner might be the enigmatic Emperor, his face hidden by a leather mask. Nine months later, she gives birth to Mark. Thirteen years pass, then Townsaver wipes out a raiding party on orange-furred warbeasts, sent to Mark's village. It falls to Mark to carry the blade away to hide or destroy it.

The Queen of Swords

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

Turtle Island

Can a rose survive in winter? Rebecca Veritas is eager to pursue her dreams as a clinical psychologist. After receiving a full scholarship for an internship, she leaves the quiet suburban town of Cedar Heights for the big city of Los Angeles. As she

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adjusts to her new surroundings, she finds solace in a mysterious antique bookstore. Yet, as her thoughts still linger on someone from her past, she is unaware that the present has the potential to haunt her the most. As time passes, a growing sense of unease quickly transitions into more disturbing events that make her question if all is as it seems. When circumstances take an eerie turn, Rebecca will find herself a player on a larger scale than she had ever anticipated, a scale that could cause one to pay the ultimate price. In this riveting sequel to *I Thirst*, the adventures of Rebecca Veritas, the young, introspective dreamer with an inclination toward random insanity, continue.

The Lilean Chronicles: Book One ~ Redemption

When sixteen-year old Jacey Adison's parents tell her they must move again, she has never questioned their life style. Until now When Jacey was two, her parents fled the protection of their birthplace, the mystical dimension of Nemele. Leaving was the only solution her parents believed might allow them to keep their family together and alive. The Adisons have been running from a sect of iniquitous beings from Nemele who covet Jacey. Her parents have repressed their adversaries' relentless tracking efforts by not utilizing their own mystical powers. They have chosen to conceal themselves within the only realm they knew they'd be able to survive. They are living under their self-imposed powerless sanctions on Earth, which constitutes the nineteenth nation of Nemele. Her parents have never

revealed their true identities to Jacey, consequently keeping her true lineage and unique birthright from her. Jacey's family has pretended to be non-magical humans as a ploy to prevent an ancient omnipotent entity from killing more innocent beings in its relentless quest to possess Jacey. Nemele's inhabitants have been the elemental architectural guides of a number of nations throughout the cosmos. As Elemental Governors, they've influenced the evolution of eighteen other realms throughout the galaxy. Air, earth, wind, fire and water are gifted to each member within the Nemelite Society. It is during their Awakening, or adolescent stage of development, that their talents emerge. Every legend, myth and folklore human beings have believed in and have worshiped since the beginning of time originate within Nemele. Representatives from each of the nineteen nations form the Guild of Elders, a federation to oversee and rule Nemele. From Greek Gods to shape-shifting dragons, all exist. Born as an anomaly, Jacey possesses rare abilities that both virtuous and corrupt entities seek to use as their own. Should either side prevail, Jacey may be the saviour or downfall of every world within Nemele's domains. Blindly thrust into life and death situations, Jacey learns of her true powers within her dreaming and conscious states.

Clarissa's Book of Short Stories

Prince Mark of Tasavolta embarks on a perilous journey to find the Sword Woundhealer to cure his son of a terminal disease but an evil wizard has other

plans.

Time Lost

The third volume in the acclaimed Emperor series, in which Conn Iggulden brilliantly interweaves history and adventure to recreate the astonishing life of Julius Caesar -- an epic tale of ambition and rivalry, bravery and betrayal, from an outstanding new voice in historical fiction.

Woundhealer's Story

The imaginary world is just as Josiah Jones left it, but it's all about to change. Events surrounding the death of an agent have compelled Josiah and Tom to find the RED Agency's new headquarters, but things are more than they seem. A mysterious third party interferes, and no one knows whose side they could be on. The second installment of the Adventures of Josiah Jones is more exciting, more action-packed, and even more intriguing than the first.

Terminal Velocity

This book is specially designed for a child named Clarissa. It is made to encourage

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children to have fun writing creatively. There are 50 exciting and thought-provoking titles that challenge children to write a one-page short story. For children who love to draw, there is a "Draw a picture!" area provided for each day. Children can have fun expressing themselves artistically! Ages: 5 - 13 SEE THE LIST OF NAMES CURRENTLY AVAILABLE: BOYS: Aaron Adam Adrian Aidan Alan Alex Allen Andre Andrew Andy Anthony Antonio Arthur Barry Bart Beau Ben Billy Blaine Blake Bob Bradley Brett Brian Brody Bryan Cameron Carlos Chad Chandler Charles Charlie Chris Christian Clark Cody Colin Connor Dale Damian Daniel Darcy Dario Darryl Dave David Dean Dennis Derek Diego Dion Dominic Duncan Dwayne Dylan Eddy Edward Elijah Elliot Elton Eric Ethan Eugene Evan Fernando Floyd Francis Franco Frank Garcia Gareth Gavin George Gerard Giovanni Glen Gordon Graeme Graham Grant Greg Hank Hansel Harry Heath Henry Howard Hugh Ian Isaac Ivan Jack Jackie Jacob Jake Jamal James Jamie Jason Jay Jeremy Jerome Jerry Jimmy Joe Joel John Jonathan Jordon Joseph Joshua Justin Kai Kasey Keiran Keith Kelvin Ken Ken Kevin Khalil Koby Kurt Kyle Lachlan Lance Lawrence Lee Leigh Leo Leslie Leyton Liam Lindsey Lionel Logan Luke Marco Marcus Mario Mark Martin Matthew Matthias Max Michael Miles Morgan Nathan Nathaniel Neil Nick Nigel Noah Norman Oliver Omar Otto Owen Paris Patrick Paul Percy Perry Peter Philip Phillip Phillippe Pierce Quincy Quinn Rafael Ralf Raul Ray Reece Rex Richard Rick Riley River Robbie Robert Roger Rolf Ronald Ross Roy Rudolf Russel Russell Ryan Sam Samuel Santiago Scott Sean Sebastian Sergio Seth Seymour Shane Shaun Simon Stan Stefan Stephen Steven Stewart Sven Taylor Ted Theo Thomas Toby Tom Tony

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10 days for it to be available on Amazon.com

The Complete Book of Swords

Searching for a worthy foe to conquer, a warlike alien race encounters humankind, leading to years of skirmishing that might be solved by diplomacy, except that there is a human traitor among the aliens

The First Book of Swords

Contains three stories and a novella that conclude the adventures of friends Fafhrd and the Gray Mouser as they battle angry gods and ruthless assassins on their journey through the wilds of Nehwon.

The Third Book of Swords

A trilogy of classic fantasy tales--the first three volumes of the Book of Swords--collected for the first time in one volume, begins the saga of the twelve Swords of Power that the gods have given to the world, leading to power struggles between men and gods. Original. 15,000 first printing.

Dragons Plight

Long ago, the gods forged Twelve Swords of Power and threw them on the gameboard of life to watch men scramble. But they had forged too well: the Swords could kill the gods themselves. Now, the gods gone, the Swords are scattered across the land, some held by those of good heart, and some by evildoers. One is held by Arnfinn, a country boy who knows nothing of Sightblinder's power: to make the viewer see that which he most desires—or most fears. Sightblinder must be used, if Ben of Purkinje is to rescue Prince Mark from the hell in which he lies captive, prisoner of the horrifying ageless Ancient One.

Innuendo Bonanza!

The Second Book of Swords

Swords and devilry: In the ancient city of Lankhmar, two men forge a friendship in battle. The red-haired barbarian Fafhrd left the snowy reaches of Nehwon looking for a new life while the Grey Mouser, an apprentice magician, fled after finding his master murdered. These bawdy brothers-in-arms cement a friendship that leads them through the wilds of Nehwon facing thieves, wizards, princesses, and the

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depths of their desires and fears -- Swords against death: Their hearts altered by the loss of first true love, Fafhrd and the Gray Mouser embark on a long and winding path of drunken debauchery and womanizing until crossing paths with two cross wizards, Sheelba of the Eyeless Face and Nigauble of the Seven Eyes. The most violent -- and historic -- of clashes ensues -- Swords in the mist: Fafhrd and Gray Mouser visit the Witch's Tent to consult a sorceress who holds the secret to their escape-but when would they ever need to escape? Their luck has been good so far; one way out should work. Their luck continues as thieves. They are the best thieves in Lankhmar -- until better positions arise: The Lords of Quarmall. Gray Mouser and Fafhrd steal a kingdom within a hill and declare themselves Lords

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