

Ironroot Tales Of The Empire Book 2

From barbarian slavery to conquest and treachery For centuries, the Khmar have eked out a nomadic existence on the fringes of civilisation. Tenzhin is only a boy when his tribe strikes deep into the Jin Empire and faces the might of the Jade Emperor. After his father is killed before his eyes, he is plunged into a new world: ancient, courtly - and brutal. Adopted by the Emperor, the boy must forget his old life and learn to survive the challenges of life as a prince. Tenzhin must perfect his mind, his soul and finally his body, in order to prepare for what lies ahead. Allies are few and far between, and eventually he must face the biggest trial of them all... Emperor's Bane is a novella set in the Tales of the Empire universe. A gritty tale based on the Mongolian invasions of imperial China, it will engross readers of Guy Gavriel Kay and Conn Iggulden. Tales of the Empire 1. Interregnum 2. Ironroot 3. Dark Empress 4. Insurgency (coming August 2017) For the glory of Empire! At the Empire's northern edge lies Alba: strange, savage, unconquerable. Twenty years ago this rain-

sodden island defeated a huge Imperial army. Now the Empire returns. Disgraced generals are looking for vengeance. Their forces are accompanied by three promising Tribunes: warlike Bellacon, intelligent Convocus and the joker in the pack, Cantex. As the armies journey into the interior, it becomes clear all is not as it seems. Beyond the realms of the Emperor, treachery is never far away. The invasion will be harder than anyone could have imagined. Can the Tribunes triumph against the odds? Or is this the very limit of Empire? Explosive and unputdownable, *Invasion* is perfect for fans of Simon Scarrow, Conn Iggulden and George R.R. Martin.

NEW YORK TIMES BESTSELLER • 80 recipes inspired by the magical world of *Dungeons & Dragons* “Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest!”—Tom Morello, *Rage Against the Machine* From the D&D experts behind *Dungeons & Dragons Art & Arcana* comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan

or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. Heroes' Feast includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommler Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik's famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

The wolves of Odin have been unleashed: the hunt has begun. Anno Domini 1040. Christianity has swept unstoppably across Scandinavia, leaving few enclaves of the old ways clinging on to their fading world as King Olof of Sweden works to convert his people. A young warrior, Halfdan, has witnessed the 'mercy' of the Christian lords, watched his people attacked, his village burned and the Odin stone toppled as heretical. Watched his father cut down

by an ambitious Christian jarl and his zealous priest. Among the ashes of his world he vowed an oath of vengeance before all the gods. That oath will bring together an unlikely band of allies and carry them to the very edge of the world, fighting giants, dragons and wraiths, in pursuit of his father's killer: Yngvar. The jarl is powerful, and the weaving of Fate difficult, but the blood price must be paid. A compelling and explosive novel of revenge, this is a major new series from S.J.A. Turney. Perfect for fans of Bernard Cornwell, Giles Kristian and Angus Donald. Praise for Blood Feud 'Si Turney is a natural born storyteller, gifted, brilliant and utterly enthralling. Blood Feud tells the story of a young Norse warrior, Halfdan, who swears to avenge the murder of his father. The reader is almost immediately immersed into the action, swept away into the dragon-ship beside Halfdan and his tough, salty and occasionally hilarious crew of Vikings... An intelligent, fast-paced but finely crafted novel of battle, comradeship and bloody revenge - with some surprising twists along the way. Highly recommended to all those who enjoy a superior Viking adventure yarn!' Angus Donald, author of The Last Berserker 'SJA Turney's new

Viking epic is a bone-crunching good time! A resourceful young warrior on a quest for vengeance takes to the sea with a dragon long-ship and a motley band of new friends, fighting old enemies, foreign wars and the mysterious workings of fate at every new turn of the tide. Blood Feud is sure to thrill those mourning the end of Bernard Cornwell's Saxon Stories' Kate Quinn, author of The Rose Code 'A rich combination of saga and quest, religion and violence, with a satisfying conclusion that paves the way for further adventures' Ruth Downie, author of the Medicus series Marius' Mules X

Insurgency

The Invasion of Gaul

The Official D&D Cookbook

Blood Feud

Marius' Mules

When stranded on the fringe of a crumbling Empire, how do you defend what really matters? A time of trials, war and terror is coming to the desert city of MāDahz, the Empire's southernmost outpost. As Imperial power falters, then withdraws, the population lives in constant fear of invasion by vicious Pelasian satraps. Meanwhile, brothers Samir and Ghassan, and their childhood friend Asima, are about to discover that while people can change the world, the world can also change people. They must follow separate paths — as courtesan, naval officer, and pirate — yet their destinies are forever intertwined. A world of unexpected alliances, dangerous jealousies and betrayals awaits them... Dark

Empress is a heart-stopping journey by land and sea through a world of deception, scheming, and surprising valour. Reminiscent of C. S. Forester, Simon Scarrow, and Conn Iggulden, this is historical fantasy at its enthralling best. The wolves of Odin sail to the centre of the world: Constantinople. AD 1041. After successfully avenging the death of his father, Halfdan and the crew of the Sea Wolf seek adventure in strange new lands, far from their Scandinavian home. They join the fleet of Harald Hardrada, the legendary Viking commander, sailing back to Constantinople from the battlefields of Georgia. There they join the Varangians, the personal bodyguard of the Byzantine Emperors populated almost exclusively by Viking warriors. But Constantinople has changed during Hardrada's long absence. The Emperor, Michael IV, is ailing visibly, and powerful factions in his court are setting their plans in motion ahead of his inevitable demise. While courtiers scheme, elements even within the Varangian Guard are picking sides. Gunnhild, the seer among the Sea Wolf crew, has struck out on her own in the big city. Unable to join the all-male Guard alongside her friends, she establishes herself in a small side-street near the port as a healer and soothsayer, offering cures to the sick and glimpses of the future to the desperate, or the conspiratorial. But in all her visions she sees a wolf, a boar and a golden bear fighting together to support the Byzantine throne. The Norns aren't finished with them yet... The epic second instalment in the Wolves of Odin series, taking us to the heart of power in Constantinople and the desperate machinations of the Byzantine emperors. Perfect for fans of Bernard Cornwell, Giles Kristian and Angus Donald. Senna, a native Briton married to a Roman auxiliary, accidentally uncovers a dreadful plan by the rebellious northern Maeatae tribe. Her husband Brigius, a Briton who now serves Rome, is torn when the imperial prince Caracalla

arrives in northern Britannia with his unit of vicious, dangerous Numidian cavalry, causing trouble and endangering the couple's once peaceful life. Heedless of the danger to both them and their world, the pair see only one way to ensure the continuation of peace in the north, and it carries a horrifying risk. From two acclaimed authors of Historical Fiction set in the world of Rome, *The Bear and the Wolf* is a tale for all ages sure to enthrall. Originally penned for the Alderney Literary Festival, this short story is available at this time only in eBook form.

Suitable for any Dungeons & Dragons(game, this indispensable resource contains information about new monsters, each one illustrated and accompanied by a new stat block.

Domitian

Hades' Gate

Pax Gallica

Prelude to War

Emperor's Bane

Monster Manual III

The unforgettable finale to S.J.A. Turney ' s epic Knights Templar series. As Arnau and his battle-weary Templars head home from battle, they face a new, insidious challenge: one seemingly from within the Order of the Temple itself. Word reaches them that the stronghold of Rourell is under the command of a new preceptor, but why? Surrounded by old friends, Arnau must now face enemies of his past, and present. This time the rot goes deep – and high. From gilded palace libraries to blood-soaked sieges, this is a fight that will test him like never before... A thrilling story of revenge, this is the blistering conclusion to Turney ' s masterful Knights Templar

series, perfect for readers of Bernard Cornwell and Ben Kane.

IronrootCanelo

A forbidden love. A daring escape. A gathering storm. Forty years have passed since the Empire was restored. Emperor Kiva the Golden, his wife Jala Parishid, and his brother Marshal Quintillian have together overseen decades of peace and prosperity, a time when the horrors of the civil war could begin to fade from memory. But nothing can last forever. A forbidden love drives Quintillian from the capital far into the eastern deserts, where he discovers an unprecedented threat to the Empire ' s very survival. And when Jala is kidnapped by a sinister and ruthless group of warriors, it will take all of Kiva ' s strength to defend her, his people, and their destiny... Set in a world inspired by Roman history, *Insurgency* is a sweeping tale of deception, cunning, and military valour, ideal for readers of Matthew Harffy, Simon Scarrow, and K. M. Ashman.

54BC. As tensions build in Gaul and the druids manoeuvre the tribes towards general rebellion, Priscus and the diminishing senior staff of Caesar's army prepare to return to Britannia, this time with a vast army and a will to crush the tribes of that mysterious island.

Meanwhile in Rome and with his ties to the general severed, Fronto contemplates a non-military future as he settles into the life of a married nobleman, socialising with Rome's elite and coming to terms with the decline in his fitness in recent months. In this year of rising troubles,

Priscus will miss his former commander's presence more than ever, while Fronto will learn more than he wishes to of the great Pompey. With rebellious Gauls, defiant Britons, vengeful giants, veteran gladiators and dangerous criminals, Fronto is pushed to the limits, driving him to a decision he dreads and a battle for his very life at the steaming, hellish land of Hades' Gate.

Fields of Mars

Marius' Mules XII

Civil War

Interregnum

The Earth's Blanket

Marius' Mules XIII

in 55 BC Caesar's army gathers in the north of Gaul, preparing to drive invading Germanic peoples from Gaul and traverse the dangerous northern sea to punish the tribes of Britannia for assisting Gaulish rebels.

The bestselling historical fantasy series, now collected in a special omnibus edition. Epic military campaigns, the strong bonds of brothers in arms and the struggle for justice in a world where emperors are overthrown, destinies challenged and war is constant... All six novels in this explosive and unputdownable series are included. Readers of Simon Scarrow,

Conn Iggulden and George R.R. Martin will love The Tales of the Empire. A remote, snow-bound fort high in the mountains of northern Britannia. A criminal, a caretaker garrison, a collection of misfit civilians. A revenge of colossal proportions. A bad day for Aelius Valens. Vengeance: A novella of Roman Britain. All proceeds from the sale of this work go to Myeloma UK charity. Please help support this worthy charity and make this form of cancer a thing of the past.

This is a thought-provoking look at Native American stories, cultural institutions, and ways of knowing, and what they can teach us about living sustainably.

Pathfinder Tales: Liar's Island

Marius' Mules IX

The Thief's Tale

Traditional Teachings for Sustainable Living

The Bear of Byzantium

The Pasha's Tale

An Imperial captain must confront an ancient treachery. Lucius Varro, a captain in the Fourth Army, is about to have the worst day of his life. Wounded, poisoned in battle and fearing for his life,

he stumbles upon a plot that reaches deep into the past and the roots of everything in which he believes. Accompanied by a young engineer from his unit and the daughter of his commander in chief, he begins to unpeel layers of treachery and murder that threaten not only himself, but the people that he loves. Varro is determined to find his betrayer, but the poison is incurable, and there isn't much time left... Ironroot is set twenty years after the events of the first Tales of the Empire novel, Interregnum. Inspired by Roman history, this is an evocative and action-packed tale of treason and revenge, sure to delight fans of Conn Iggulden, Bernard Cornwell and Simon Scarrow. In the first of an extraordinary series from bestseller S.J.A. Turney, the fate of Empire hangs in the balance... Istanbul, 1481: The once great city of Constantine, a strange mix of Christians, Turks and Jews, now forms the heart of the Ottoman empire. The conquest, still a recent memory, means emotions run high; danger is never far away. Skiouros and Lykaion, sons of a Greek farmer, are conscripted into the infamous Janissary guards and taken to Istanbul. As Skiouros escapes into the Greek quarter, Lykaion remains with the slave chain, becomes an Islamic convert and guards the Imperial palace. But one fateful day Skiouros picks the wrong pocket and begins to unravel a plot reaching to the highest peaks of Imperial power. He and his brother are left with the most difficult decision faced by a conquered Greek: is the rule of the Ottoman Sultan worth saving? The epic and unputdownable first book in S.J.A. Turney's Ottoman Cycle, The Thief's Tale is perfect for readers of Simon Scarrow, Conn Iggulden and Bernard Cornwell.

It is 48 BC and Caesar is master of Rome, but Pompey is at large in the huge recruiting grounds of the east with a core of powerful officers, nominally representing the senate in absentia. As the general deals with matters in the city his army gathers at the coast, waiting to cross the sea and fight that worst of all conflicts: civil war. This will be no easy campaign for Caesar and his officers. Fronto and Galronus, both preparing to join the campaign, know that they will face appalling odds right from the outset, for Pompey's immense navy controls the seas, and the force he has gathered in the east will dwarf that of Caesar, commanded by shrewd officers like the great Scipio and the turncoat Labienus. From the bitter Adriatic Sea to the mountains and valleys of the Balkans, Fronto and his men strive to stop Pompey and bring the war to an end, heading for a conflict the likes of which none have ever seen. Hades awaits the legions of Rome on the plains of Pharsalus.

The war in Africa is over and the rebel cause hangs by a thread. With opposition to Caesar now led by Labienus and by Pompey's sons in Hispania, Caesar is one step from ending the civil war that has plagued Rome for years. Before the war can be pursued, though, Caesar has matters to attend to in Rome. And against a backdrop of glorious triumphs and civil friction, the general's old warhorse Marcus Falerius Fronto begins to uncover a series of events that may have a cause in common. Investigation, however, is sidelined as necessity finally draws everyone across the sea to the crucible of war once again. In Hispania the clouds gather, for though the rebels may have been pushed into a corner, they are far from beaten. With the great name of Pompey and the tactical

genius of Labienus on their side, Caesar must fight hard to win the day. Fronto and his friends must give all they have now, for the prize for this campaign is the ultimate one: the republic itself.

Monster Manual IV

Marius' Mules V: Hades' Gate

The Winter Knight

Sands of Egypt

Sons of Taranis

Tales of the Empire Omnibus

The pieces are in place. After many months of clandestine organisation, Vercingetorix, backed by the druids and leading an army of rebellious tribes, is ready to make his first moves towards independence for his people and the annihilation of Rome's presence in Gaul. Meanwhile, Caesar tends to business in Aquileia, unaware that he is cut off from the bulk of his army in the north by the rebellion. A desperate message brought to Fronto at Massilia spurs the forces of Rome into movement and Caesar is compelled to act in cunning and unexpected ways in order to recover the initiative. Fronto and his friends are heading for a clash of armies the likes of which the north has never seen, and the Tenth's legate is about to face his most trying year yet facing his opposite number - a chieftain of the Arverni - across the fields and hills of Gaul towards the greatest siege he's

ever experienced: Alesia.

A murder in a far off castle. A deadly struggle to survive... An intense and gripping Medieval thriller. In the depths of winter at an ancient German castle, high up in the mountains, a noble is found dead under mysterious circumstances. Back at Rourell, Arnau is taking on the responsibilities of a full Templar Knight. But when he is tasked with returning Brother Lütolf's papers to settle a legal dispute between his family and the Order, Arnau is unexpectedly drawn into the killing at the castle. Here he enters a dark game of knives and double-crosses. Trapped in the ice-bound fortress, mastery of the sword is no longer enough. This is a different kind of war: one of shadows and whispered threats. Arnau must use all the guile he possesses, or risk succumbing to an icy tomb. The latest instalment of S.J.A. Turney's unputdownable and bestselling Knights Templar series, The Winter Knight is perfect for fans of Bernard Cornwell, Ben Kane and Christian Cameron.

It is 58 BC and the mighty Tenth Legion, camped in Northern Italy, prepare for the arrival of the most notorious general in Roman history: Julius Caesar. Marcus Falerius Fronto, commander of the Tenth is a career

soldier and long-time companion of Caesar's. Despite his desire for the simplicity of the military life, he cannot help but be drawn into intrigue and politics as Caesar engineers a motive to invade the lands of Gaul. Fronto is about to discover that politics can be as dangerous as battle, that old enemies can be trusted more than new friends as Caesar, even the most ethical of men risk being burned.

An epic battle of the Reconquista; a personal struggle to survive; a fight for glory. War is brewing, and the Pope has summoned a crusade. The nations of Christendom are rallying to fight the Almohad caliphate, but they are a formidable foe. Meanwhile, behind Moorish lines, a fortress held by Castile is under siege. As the siege falls, a knight is lost. Arnau leaves on a dangerous, near-suicidal quest to save him, a new squire in tow. In the heat of the sierras though, things are not as they seem. War is coming to Iberia and all will be tested. Arnau's sword arm will need practice, as will his mind. A riveting and brutal historical adventure, the latest instalment of S.J.A Turney's Knights Templar series, perfect for fans of Bernard Cornwell and Conn Iggulden.

Ironroot

A Novel

Marius' Mules VIII

Caesar's Vow

Marius' Mules VII

Conspiracy of Eagles

Rodrick is a con man as charming as he is cunning. Hrym is a talking sword of magical ice, with the soul and spells of an ancient dragon. Together, the two travel the world, parting the gullible from their gold and freezing their enemies in their tracks. But when the two get summoned to the mysterious island of Jalmeray by a king with genies and elementals at his command, they'll need all their wits and charm if they're going to escape with the greatest prize of all-their lives. From Hugo Award winner Tim Pratt comes a tale of magic, assassination, monsters, and cheerful larceny, in Pathfinder Tales: Liar's Island, set in the award-winning world of the Pathfinder Roleplaying Game. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

46 BC. Pompey is dead, Egypt is settled, and Rome is controlled by the

loyal Marcus Antonius. As the new year looms, Rome's greatest general and dictator Julius Caesar moves precipitously to take on the last stronghold of the rebel faction: Africa. Crossing against all advice in the middle of winter, with minimal forces and little forward planning, the campaign almost dies before it begins, legions scattered across the sea by vicious storms, the general putting ashore with just a single legion and his most trusted veteran commander: Marcus Falerius Fronto. But the war in Africa is no easy task. Scipio, Cato and Caesar's one-time lieutenant Labienus have gathered an enormous force to counter him, and are prepared to fight to the death. With few troops, no supplies, little foreknowledge, and all the problems of a winter campaign, Fronto and Caesar face a monumental struggle, yet they know they must win for the prize in this campaign is nothing less than control of the republic itself. Rome hangs in the balance.

The Myth. The Magic. Dominarian legends speak of a mighty conflict, obscured by

the mists of history. Of a conflict between the brothers Urza and Mishra for supremacy on the continent of Terisiare. Of titantic engines that scarred and twisted the very planet. Of a final battle that sank continents and shook the skies. The saga of the Brothers' War.

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

Gallia Invicta

Marius' Mules III

A short story of love and danger on the empire's most hostile frontier.

Bear and the Wolf

Jade Empire

Marius' Mules XIV

You die when you die . . . You can't change your fate -- so throw yourself into battle, because you'll either win or wake up drinking mead in the halls of your ancestors. That's what Finn's people believe. But Finn wants to live. When his settlement is massacred by a hostile nation, Finn plus several friends and rivals must make their escape across a brutal, unfamiliar landscape, and to survive, Finn will fight harder than he's ever fought before. The

David Gemmell Award-nominated author of Age of Iron returns with You Die When You Die -- an epic fantasy adventure in which a mismatched group of refugees battle animals and monsters, determined assassins, an unforgiving land and each other as they cross a continent to fulfil a prophecy. "I loved every second of it . . . More please, as soon as is humanly possible!" -- The Eloquent Page "Hugely entertaining." -- SFX "A rip-roaring, swiftly paced adventure set in a sprawling and beautifully detailed world . . . sure to win the devotion of plenty of fans." -- RT Book Reviews "The first book in Watson's new fantasy trilogy is raw, violent, and gritty . . . You Die When You Die blurs the lines between hero and villain into who lives and who dies. He who survives another day wins for the moment; tomorrow might be another story." -- Booklist

The war in Gaul is over, but the fight for Rome is only just beginning. Denied his consulship by the senate and nearing the end of his term as governor, Caesar waits at Ravenna with one legion, making a last attempt at reconciliation. Threatened with prosecution if he returns to Rome, just one path is becoming clear: war against the senate. Fronto and Galronus are bound to the service of the Proconsul, facing a war against other Romans, and able neither to prevent nor avoid it. Caesar's path to safety will take them the length of Italy, and to

familiar old lands in southern Gaul and Spain, where their friends and family now wait, believing themselves safe from hostilities. With a new officer stirring up trouble, Pompey and the senate defying them, a father-in-law busily incriminating himself and powerful Roman generals consolidating positions against them, Fronto and his friend are bound for that worst of all conflicts: Civil War. Aristocratic Pathfinder Varian Jeggare and his hellspawn bodyguard Radovan (Pathfinder's answer to Holmes and Watson) return for their fifth standalone novel. When Varian is bequeathed a dangerous magical book by an old colleague, he and Radovan are pulled into a mystery and set on the path of a powerful necromancer seeking to become the new avatar of an ancient and sinister demigod-one of the legendary Runelords. But in saving the world, will Varian and Radovan lose their souls?Paizo Publishing is the award-winning publisher of fantasy roleplaying games, accessories, board games, and novels. It is the eve of destruction. Gaul seethes and bucks more than ever in revolt against the Roman invader, with even Caesar's allies beginning to question their loyalty. A conspiracy of Druids and Kings move the pieces into position in their great game of independence, all led by the powerful Arverni exile Vercingetorix. The lands of the Belgae burn in the vengeful aftermath of a winter that saw

countless Romans butchered by the rebel Eburone King: Ambiorix. As Rome similarly begins to show its cracks and the triumvirate of powerful men that have held together the crumbling Republic move ever further apart, so Fronto returns to the army, once more seeking his command under the great general. But Caesar has made a vow to men and Gods alike to end the life of Ambiorix, and naught will stand in the way of that vow's completion - not Gaul, nor Roman, nor reason itself. As the world climbs towards the impending cataclysm, Fronto finds himself thrust with a small group of companions into the gloomy and dangerous sacred forest of his enemy in a hunt for the one man who can halt the general's wrath and fulfill Caesar's vow.

The Last Crusade

Marius' Mules I

Vengeance

You Die When You Die

The Great Revolt

Invasion

It is the winter of 53/52BC and while Caesar struggles with the chaos of a failing republic and recruits troops in Aquileia, Gaul's freedom fighters emerge, with a desire for Roman blood. This collection of three tales presents a sequence of events that takes place in the

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winter between Marius' Mules books six and seven... events that, while peripheral to the saga itself, will shape events to come, shake the republic, and herald the one thing Caesar's army have feared most: a full-scale revolt. Cenabum: The fire arrow - Caesar's chief quartermaster, Cita, encounters trouble with supply lines. Bovillae: The fallen eagle - Former prefect Paetus leaves Rome with revenge on his mind. Gergovia: Rise of kings - Priscus and his companions witness tumultuous events firsthand.

Winter, 48 BC. Caesar and his small force are trapped in the Egyptian city of Alexandria. Caught up in the dynastic struggles of the House of Ptolemy, the consul has sided with the clever and ruthless Queen Cleopatra. Her brother and fellow monarch Ptolemy XIII languishes in the palace, a hostage of Caesar's, while a huge army under the command of the Egyptian general Achillas closes on the city to free him. With both the future of this ancient land and the safety of Caesar and his men at stake, Fronto and his friends face the terrible task of holding an unfamiliar city under siege, in the desperate hope that reinforcements will reach them before the enemy break in. But Egyptian reinforcements gather too, and

with the interference of the youngest princess, Arsinoë, the future is far from written. Trapped, besieged and outnumbered, time is running out for the Romans, as shadows loom across the sands of Egypt

51 BC. In the aftermath of the dreadful siege of Alesia the tribes of Gaul lie broken and sparse, and yet the fires of rebellion still burn in the hearts of a few. As Caesar and his army continue to pacify the land wherever revolt can be found, a new conspiracy is rising.

Lucterius of the Cadurci, survivor of Alesia, seeks to raise a new great revolt, building an army in his homeland while a small group of dangerous warriors embark upon a secret and dangerous mission to rebuild all that was lost in that great siege. Meanwhile, Marcus Falerius Fronto tries to adjust to life as a wine merchant in Massilia, little suspecting that old friends and new will soon be fighting alongside him as the last great threat from Gaul is brought right to his door. The final battle for Gaul is about to begin.

Raised in chaos. Forced to rule. Abandoned by the gods. Rome, AD 52. The Julio-Claudian dynasty is in its death throes. Over the next twenty years, chaos descends

as Claudius then Nero are killed. The whole empire bucks and heaves with conspiracy, rebellion and civil war. Out of the ashes and discord, a new imperial family emerges: the Flavians. Vespasian is crowned emperor, with his sons, Titus and Domitian, next in line. Domitian, still only a teenager, has known only fear, death and treachery for as long as he has been alive. Suspicious of the senate as a breeding ground for treachery, and fiercely protective of his surviving family members, he uses a network of spies to stay one step ahead of any would-be conspirators. When Titus unexpectedly falls gravely ill, the throne beckons for Domitian, something he never wanted or prepared for. As in all his darkest moments, Domitian's childhood guardian, Nerva, is the man he turns to with his fears, and his secrets... An insightful and arresting novel, packed with intrigue and betrayal, perfect for fans of Harry Sidebottom and Conn Iggulden.

The Crescent and the Cross

Heroes' Feast (Dungeons & Dragons)

Dark Empress

Tides of War

Pathfinder Tales: Lord of Runes

Marius' Mules XI

It is 56BC. As Fronto and his friends winter in Rome

and Caesar in Illyricum, trouble is brewing in the north. The tribes of Armorica, driven to desperate action by the harsh rule of Crassus, raise their standards in defiance of the Roman eagle, causing a chain reaction that threatens everything the legions of Caesar have achieved. Can the general's commanders stamp out the fires of rebellion before the whole of Gaul is ablaze? Meanwhile, in Rome, the conspiracies against Caesar take an unexpected turn, plunging Fronto and his friends into a world of crime, violence and intrigue that threaten everything the legate cares about. The city is in turmoil and the republic is teetering on the brink of disaster. In a year that takes the legions and their commanders to the heaving Atlantic Ocean, the treacherous valleys of the Pyrenees, and the seething underbelly of the greatest city in the world, everything is about to change for Marcus Falerius Fronto.

The Empire has fallen. The Empire must rise. For twenty years civil war has torn the Empire apart; the Imperial line extinguished after the mad Emperor Quintus was burned in his palace, betrayed by his greatest general and oldest friend, Kiva Caerdin. Against a background of war, decay and violence, men who once served in the proud Imperial army now fight as hands for hire, fodder for greedy lords fighting over the remnants of more glorious times. Kiva's memories of the Empire are

reignited when fighting alongside a fearsome mercenary unit, the Grey Company. Forced to face a dark and shameful past, he struggles to achieve redemption, and defeat an ancient, cunning and bitter rival. Only then can the Empire be unified... and reborn. A historical fantasy of valour, honour, and determination against all odds, Interregnum is the first novel in S.J.A. Turney's epic Tales of the Empire series, perfect for readers of Conn Iggulden, Bernard Cornwell and Simon Scarrow.

Plots, murder and a return to Istanbul form an epic conclusion to S.J.A. Turney's Ottoman Cycle. Five years since Skiouros left the city of Constantine, he has come to understand the dreadful price exacted by vengeance. Saved from the French authorities by Dragi - the Romani crewman of a Turkish galley - he and his friend Parmenio are once again bound for the east. But Dragi's aid comes with a price... In the Ottoman capital, the populace prepares for a great festival; for the first time in years the Sultan's three sons are all to be present. But a sect of disenfranchised Romani are plotting a deadly coup. Can Skiouros thwart the mysterious Kingbreaker and save the Sultan's sons? The sequence of events that shattered Skiouros' life is finally coming to an end... This is the brilliant and unputdownable conclusion to bestseller S.J.A. Turney's Ottoman Cycle, and is perfect for readers of Ben Kane, Peter Darman and Matt Harffy.

Can the Empire survive its most awesome challenge yet? Aram of the Inda, a scattered people, has seen his lands pillaged, his sons taken and his empire crushed by the all-powerful Jade Empire. Its numberless armies have crushed the disunited Inda, swarming in from the East. But to the West lies another power, the Empire, ruled by mad Emperor Bassianus. And something powerful is stirring in the wild mountains... Power abhors a vacuum, and the Inda lands are now fair game. The stage is set for a showdown of cataclysmic proportions. Aram and his sons will find themselves at the heart of events that will shake empires to their very foundations. This clash of titans is the blood-curdling conclusion to S.J.A Turney's Tales of the Empire, perfect for fans of Simon Scarrow, Ben Kane and Gordon Doherty.

Marius' Mules IV

Marius' Mules VI

The Brothers' War