
The Dwarves 1

Markus Heitz

The Revenge of the Dwarves
The Triumph of the Dwarves
The Return of the Dwarves Book 2
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GOODMAN AVILA

The Revenge of the
Dwarves Picador
It's dwarves vs dragons
in this origin story for
Enge's signature
character, Morlock
Ambrosius! Before
history began, the
dwarves of
Thrymhaia fought
against the dragons as
the Longest War raged
in the deep roads

beneath the Northhold.
Now the dragons have
returned, allied with
the dead kings of Cor
and backed by the
masked gods of Fate
and Chaos. The
dwarves are cut off
from the Graith of
Guardians in the south.
Their defenders are
taken prisoner or
corrupted by
dragonspells. The
weight of guarding the
Northhold now rests on
the crooked shoulders
of a traitor's son,

Morlock syr Theorn (also called Ambrosius). But his wounded mind has learned a dark secret in the hidden ways under the mountains. Regin and Fafnir were brothers, and the Longest War can never be over... From the Trade Paperback edition.

The Triumph of the Dwarves Orbit

The dwarves are going to battle for the last time. There has been no word from the courageous warrior Tungdil since the bitter struggle at the Black Abyss. Dragons, magicians, and the cruel élfar have advanced far into the kingdom Girdlegard, ruthlessly seizing vast areas of land. It seems that the dwarves are facing their next battle with very little hope of

survival. But then the inexplicable happens; a dwarf warrior dressed in black armor returns from the abyss -- with a formidable army in tow. This warrior calls himself Tungdil, and for his most loyal friend Ireheart and his allies, this means a new hope. But soon doubts begin arise . . . Could this really be Tungdil the dwarf, or is this warrior following his own dark agenda? It is a question of the future of Girdlegard -- and the future of all the dwarves. In the final installment of this spectacular fantasy epic, the greatest of the dwarves' adventures begins . . .

The Return of the Dwarves Book 2

Hachette UK
Action, horror, politics, and sensuality combine in this DEBUT

EPIC FANTASY novel for fans of George R. R. Martin and Michael J. Sullivan, set in the world of the Eisner Award-nominated Artesia comic books. To find the Sword, unearth the Barrow. To unearth the Barrow, follow the Map. When a small crew of scoundrels, would-be heroes, deviants, and ruffians discover a map that they believe will lead them to a fabled sword buried in the barrow of a long-dead wizard, they think they've struck it rich. But their hopes are dashed when the map turns out to be cursed and then is destroyed in a magical ritual. The loss of the map leaves them dreaming of what might have been, until they rediscover the map in a most unusual and unexpected place.

Stjepan Black-Heart, suspected murderer and renegade royal cartographer; Erim, a young woman masquerading as a man; Gilgwyr, brothel owner extraordinaire; Leigh, an exiled magus under an ignominious cloud; Godewyn Red-Hand, mercenary and troublemaker; Arduin Orwain, scion of a noble family brought low by scandal; and Arduin's sister Annwyn, the beautiful cause of that scandal: together they form a cross section of the Middle Kingdoms of the Known World, united by accident and dark design, on a quest that will either get them all in the history books...or get them all killed. From the Trade Paperback edition. *The Forgetting Moon* Arcadia

Part 1 in the fast-paced and thrilling new episodic novella series from award-winning Markus Heitz.

NOVEMBER, 2019 I've never believed in any kind of god. But that's a problem when they start manifesting. It was a problem for everyone else too, especially those whose gods did not appear. We are divided, a fractured globe, because you'd question everything you'd believed, wouldn't you? Or would you fight? Because I don't think these really are the gods we've worshipped - Zeus, The Mórrígan, Thor, they can go to hell. We're in the middle of an invasion, and I'm the only one who believes in that reality. My name is Malleus Bourreau, I'm an atheist, an

investigator, and I will find the answers. The first instalment in the ten-part novella serialisation 'The Return of the Ancient Gods' by award-winning author Markus Heitz.

Dungeoneers

hockebooks

Complete at Last in a Single Hardcover Volume $\frac{3}{4}$ the Finest Trilogy of Epic Fantasy in a Decade

Paksenarrion, a simple sheepfarmer's daughter, yearns for a life of adventure and glory, such as was known to heroes in songs and story. At age seventeen she runs away from home to join a mercenary company and begins her epic life . . . Book One: Paks is trained as a mercenary, blooded, and introduced to the life of a soldier . . . and

to the followers of Gird, the soldier's god. Book Two: Paks leaves the Duke's company to follow the path of Gird alone and on her lonely quests encounters the other sentient races of her world. Book Three: Paks the warrior must learn to live with Paks the human. She undertakes a holy quest for a lost elven prince that brings the gods' wrath down on her and tests her very limits. At the publisher's request, this title is sold without DRM (Digital Rights Management).

"Engrossing . . ."

¾Anne McCaffrey "A tour de force . . ."

¾Jack McDevitt "Worldbuilding in the grand tradition, background thought out to the last detail."

¾Judith Tarr

"Superlative . . ."

¾Booklist "Brilliant . . . the excitement of high heroic adventure . . . will enchant the reader." ¾Bookwatch

The Barrow Jo

Fletcher Books

The Dwarfs are a stoic and long lived race. Their unbending will and pride serve them as fearsome warriors on the battlefield and the greatest craftsmen across the Old World. But cross them at your peril, as a dwarf grude is never forgotten, a quest for revenge handed down from generation to generation until debt is settled in blood.

The Fate of the Dwarves Orbit

A djinn lamp being moved is an event that causes armies to maneuver and gods to stay up late. But when one is stolen? That's an

act of war. Unfortunately, no one knows just who stole it. In the nearby city of Khomen-Te there's a new type of dungeon. A pyramid that sells tickets and has an advertising campaign. Agent Mungo of Gnome Intelligence believes there's a connection between it and the stolen lamp. Fortunately, he knows just the team to handle a dungeon and a missing artifact. Master and Fool Orbit Starvation and corruption have pushed the citizens of the New Sarrisant to the brink of rebellion. It will take only a spark to tip the scales towards violence, but as the Great Barrier weakens and rare arcane powers return to the land, war seems a foregone conclusion

in David Mealing's cinematic debut epic fantasy. The Great Barrier has kept the colonies of the new world safe for hundreds of years. But the colony is a powder keg. Food shortages stir the citizens to riots against the crown. Dissidents whisper of revolution. And worse, the strength of the Great Barrier seems to be slipping. Sarine is a street artist, selling her sketches for coin to feed her family. With the help of her magic powers, she's so far been able to escape the notice of the city police. But a strange man with powers more terrifying than her own threatens to expose her secrets. And she's not the only one whose life threatens the strange figure threatens to upend.

Start reading this incredible addition to the epic fantasy canon. For fans of Brandon Sanderson, Brent Weeks, and Brian McClellan.

Heroika 1 Jo Fletcher Books

In Leipzig an undertaker named Konstantin Korff harbours a cruel secret. In Minsk an unscrupulous scientist performs questionable experiments. And in Paris a plane that is about to take off crashes into an airport terminal with deadly consequences for its passengers. An investigation into the accident begins immediately, but the results are puzzling: all occupants were dead before the plane hit the building. What the police do not know is that there was one

survivor. But even as they blunder into the investigation, Konstantin Korff and the mysterious scientist are already on his trail, all three bound together by the same curse. A curse that makes them a danger to everyone around them.

Soul of the World

Games Workshop(uk)

Though hailed a hero by his people, the course of life has not run smooth for the battle-weary Tungdil the dwarf. But there is no rest for this warrior yet -- as he must now find the strength to face the most formidable enemy the kingdom has ever encountered . . . A new evil has risen from the depths of the earth to terrorize the land of Girdlegard. Monstrous creatures -- half-orc,

half-élfar -- are roaming the kingdom, leaving a trail of death and destruction in their wake. These merciless hybrids are on a mission to obtain the most powerful weapon known to the dwarf race -- and whoever holds this weapon will control the world. Then when the fossilized Magus Lot-Ionan is stolen, Tungdil spies total disaster on the horizon. With the very existence of the dwarves under threat, he will have to resort to his trusty double ax and risk everything he knows to save his country from annihilation . . . Hold your breath for *The Revenge of the Dwarves*, the next thrilling installment in this spectacular fantasy epic from international

bestselling author Markus Heitz *Dark Paths* Wildside Press LLC In a thrilling race against time, Empire archaeologist Alaric and his no-nonsense sidekick Dietrich must find and destroy four Chaos icons before their evil power can be awakened and used to summon a powerful daemon that will destroy the Empire. *The War Of The Dwarves* Pyr An adventuress, dark forces, gunpowder, steel, and magic: AENLIN KANE is looking for the heritage of her father, SOLOMON KANE in *THE DARK LANDS!* 1629. The Thirty Years' War with its conflicts shakes Europe and rages particularly mercilessly in Germany. The young adventuress Aenlin

Kane travels to the neutral city of Hamburg to explore the legacy of her famous father, Solomon Kane. Together with her friend Tahmina, a Persian mystic, she is drawn into the turmoil of the war. They accept a momentous mission from the West Indian Company: A motley crew is supposed to fight its way behind enemy lines to the Southern German town of Bamberg, where the stakes are already burning for most cruel witch trials – however, things take an unexpected turn. That cannot be a coincidence! Aenlin and Tahmina know about the evil and the demons that walk the earth and use the turmoil of war to their advantage. Soon, it will

be more than just another mission from the Company. For Nicolas, the leader of the troupe, has a dark secret - more about that in LEGACY OF THE DARK LANDS!

The Dark Lands

Gower Publishing Company, Limited
When Oberon the Irish wolfhound discovers that a prizewinning poodle has been abducted in Eugene, Oregon, he learns that its part of a rash of hound abductions all over the Pacific Northwest. Since the police aren't too worried about dogs they assume have run away, Oberon knows its up to him to track down those hounds and reunite them with their humans. For justice! And gravy!
Doors: Field of Blood
Canelo

A royal family in chaos, a country under attack, a prophecy of lies. Magic, betrayal and epic battles War has come to the Five Isles. A merciless host driven by the Angel Prince, Aeros, has its sights on the unconquered kingdom of Gul Kana. Its ruling family are fractured. The newly crowned king reigns in paranoid isolation, and his two sisters have troubles of their own. Jondralyn wants to prove her worth as a warrior, while Tala has uncovered a secret that may destroy the entire kingdom. Hidden at the edge of Gul Kana, however, is Nail. An orphan taken by the enigmatic Shawcroft to a remote whaling village, he is now a young man who may be the salvation of the entire Five Isles... A

dark and epic fantasy perfect for fans of Mark Lawrence, Brent Weeks and George R.R. Martin. 'This is an epic, EPIC fantasy' Rob Bedford, SFFWorld.com 'Durfee writes with genuine passion, bringing his world fully to life with abounding detail and brisk, gutsy action... an outstanding debut' John Marco, bestselling author of The Forever Knight and the Tyrants and Kings trilogy 'This is high fantasy in the vein of Stephen R. Donaldson or David Eddings, with generous helpings from George R. R. Martin. Durfee's world building is exceptional' Booklist 'Plenty of well-crafted spectacle, thrills, suspense, blood, thunder and general sense of wonder' Locus magazine 'The battle

scenes were, to say the least, epic and so immersive.' Reader reviewer *Nagash the Unbroken Gateway*

The dwarves have gone to battle and they have been victorious. But outside the realm, dark forces are working . . . A secret army of Orcs, made immortal by the hidden powers of the Black Water, now marches towards Girdlegard, set to unleash its fury upon the kingdom. Sooner than they realise, Tungdil and his comrades will need to summon all their courage to do battle against this bloodthirsty horde. The Orcs are not the only threat. An unspeakable new power is growing and threatens the very existence of the dwarves. But both

enemies have forgotten one very important truth: a dwarf is never more dangerous than when total obliteration seems inevitable . . .

The international bestselling fantasy epic continues. Other books by Markus Heitz: *The Dwarves The Revenge of the Dwarves The Fate of the Dwarves The Triumph of the Dwarves Righteous Fury Devastating Hate Dark Paths Raging Storm* Aera book's one to ten

Dwarfs Tor Books

The Known Lands are teetering on the brink of war. Desperate to avert worldwide catastrophe, Jack, the baker's boy, must learn to harness the full strength of his magic to face his ultimate destiny--a final confrontation with the

murderously evil
Kylock.
Human Croquet
Hachette UK
From the author of the
bestselling fantasy
series *The Dwarves*--
which has sold over
one million copies--
come the dynamic new
series *The Legends of
the Alfar*. In *Righteous
Fury*, the elves,
dwarves and humans
all know the alfar to be
dark, relentless
warriors. In *Dson
Faimon*, the realm of
the alfar, the warriors
are planning a military
campaign. *Caphalor*
and *Sinthoras* are
looking to enlist a
powerful demon to
strengthen their army -
but the two alfar have
very different goals.
While *Caphalor* is
determined to defend
the borders of their
empire and no more,
the ambitious

Sinthoras is intent on
invasion: and he has
the kingdoms of
dwarves, elves, and me
firmly in his sights.
The Lost Magic
Hachette UK
The art of dragon
killing: Dragons have
been eating humans
for centuries. Now
heroes throughout
history stalk their
legendary foe. Learn
how to hunt, kill, and
eat the wild dragon.
Never before has
revenge tasted so
good. A literary feast
for the bloody-minded.
In *Janet Morris'*
anthology on the art of
dragon killing,
seventeen writers
bring you so close to
dragons you can smell
their fetid breath. Tales
for the bold among
you. *HEROIKA 1 --
DRAGON EATERS*, an
anthology of heroic
fiction edited by Janet

Morris, features original stories by Janet Morris and Chris Morris, S.E. Lindberg, Jack William Finley, Travis Ludvigson, Tom Barczak, JP Wilder, Joe Bonadonna, Milton Davis, A.L. Butcher, William Hiles, M Harold Page, Walter Rhein, Cas Peace, Beth W. Patterson, Bruce Durham, Mark Finn.

At Death's Door Jo Fletcher Books
 THE THRILLING SEQUEL TO THE TRIUMPH OF THE DWARVES The Hidden Land lies broken. In the terrible battle to save the home of the dwarves, elves and humans, many sacrifices were made by great heroes, and at the last the älfar were defeated. Aiphatòn, the son of the indelible and erstwhile Emperor of the Älfar, has sworn

that his race will never again pose such a dire threat to the world; he is determined to seek out and destroy the last of his own people. But there may be a greater enemy to face: an enigmatic mage with powerful magic at her fingertips is threatening the entire country. Suddenly the Hidden Land's greatest enemy has become its only hope . . . The action never lets up in this next exciting story in the saga of the dwarves and the älfar! 'Tolkien with a dash of Gemmell and a sprinkling of George R.R. Martin' Malazan Empire
The Grey Bastards
 Gollancz
 A New York Times Book Review Notable Book of the Year Part fairy tale, part mystery, part coming-of-age novel,

this novel tells the story of Isobel Fairfax, a girl growing up in Lythe, a typical 1960s British suburb. But Lythe was once the heart of an Elizabethan feudal estate and home to a young English tutor named William Shakespeare, and as Isobel investigates the strange history of her family, her neighbors, and her village, she occasionally gets

caught in Shakespearean time warps. Meanwhile, she gets closer to the shocking truths about her missing mother, her war-hero father, and the hidden lives of her close friends and classmates. A stunning feat of imagination and storytelling from Kate Atkinson, *Human Croquet* is rich with the disappointments and possibilities every family shares.

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