

## The Dwarves 1 Markus Heitz

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Dwarfs Hachette UK

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 M ó rr í gan, 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.

The Doom of Kings Tor 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 Dwarves](#) 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.

**Silver Wolf, Black Falcon** Jo Fletcher Books

"[A] fantasy masterwork . . . a dirty, blood-soaked gem of a novel [that reads] like Mad Max set in Tolkien's Middle-earth."—Kirkus Reviews (starred review) Jackal and his fellow half-orcs patrol the barren wastes of the Lot Lands, spilling their own damned blood to keep civilized folk safe. A rabble of hard-talking, hog-riding, whore-mongering brawlers they may be, but the Grey Bastards are Jackal's sworn brothers, fighting at his side in a land where there's no room for softness. And once Jackal's in charge—as soon as he can unseat the Bastards' tyrannical, seemingly unkillable founder—there's a few things they'll do different. Better. Or at least, that's the plan. Until the fallout from a deadly showdown makes Jackal start investigating the Lot Lands for himself. Soon, he's wondering if his feelings have blinded him to ugly truths about this world, and the Bastards' place in it. In a quest for answers that takes him from decaying dungeons to the frontlines of an ancient feud, Jackal finds himself battling invading orcs, rampaging centaurs, and grubby human conspiracies alike—along with a host of dark magics so terrifying they'd give even the heartiest Bastard pause. Finally, Jackal must ride to confront a threat that's lain in wait for generations, even as he wonders whether the Bastards can—or should--survive. Delivered with a generous wink to Sons of Anarchy, featuring sneaky-smart worldbuilding and gobs of fearsomely foul-mouthed charm, The Grey Bastards is a grimy, pulpy, masterpiece—and a raunchy, swaggering, cunningly clever adventure that's like nothing you've read before. Praise for The Grey Bastards "Saddle up the war boar and set off on a wild, gory thrill-ride that ends in an awesome climax and begs for a sequel."—Daily Mail (UK) "Non-stop action, though not for faint hearts . . . the Grey Bastards live up to their name in all respects."—The Wall Street Journal

**The Demon Awakens** Gateway

The Dwarves are back! International bestselling fantasy author Markus Heitz returns to his best-loved series. After decades of occupation by the élfar, the dark elves have been defeated and peace has finally been declared. But the nations still distrust each other, and when a child is found in the Grey Mountains who speaks the language of the élfar, the dwarves believe this little girl heralds a new threat. And they will be right -- just not in the way they thought. Under the orders of Ireheart, now High King of the dwarves, a small delegation is sent to search for Tungdil Goldhand, the true High King, who many believe dead. Against all odds, Tungdil has survived his mission to the terrifying realm of Phondrasén. But is he truly the legendary hero of the dwarves, or an impostor at the heart of a deeper conspiracy? And does he realise that the fiends from Phondrasén themselves aren't far behind . . . ? The action never lets up in this next exciting story in the saga of the dwarves!

**The Fate of the Dwarves** Createspace Independent Publishing Platform

#1 New York Times bestselling author R. A. Salvatore brings an astonishing world to life and the intrepid hero, Elbryan Wynden, leads the way as he confronts the dark tides of destiny in his epic search for justice and peace. A great evil has awakened in the land of Corona, a terrible demon determined to spread death and misery. His goblin armies and fearsome giants ravage the settlements of the frontier, and in the small village of Dundallis, their merciless attack leaves behind two shattered orphans: Pony and her lifelong friend, the youth Elbryan. Taken in by elves, Elryan is raised to become a formidable ranger—a fateful role that will lead him into harrowing confrontations. Meanwhile on a far-off island, a shower of gemstones will fall onto the black-sand shores. These heaven-sent stones carry within them an incredible

power—the key to all that is good in the world and all that is evil, and it is up to one young monk to liberate them from the corrupt monastery that harvests them. Pray they don't fall into the wrong clawed hands.

[The Demon Apostle](#) Sourcebooks, Inc.

They are the enemies of the dwarves and control the darkest magics, but even then power of the Älfar has its limits. To save their own people, they must enter into an unwinnable war. Sinthoras and Caphalor, two very different Älfar, watch as their plans come to fruition: the hidden land-the home of the dwarves-has fallen to their army of trolls, barbarians and Älfar, and now the lands of the hated elves are within their grasp. But the alliance is beginning to crumble as greed triumphs over obedience. And Sinthoras and Caphalor face another threat: an enemy from the empire of the Älfar, thought to be defeated, has resurfaced, and while their best warriors fight in the hidden land, the Älfar homeland lies almost defenseless.

*The War of the Dwarves* Pyr

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

[Grunts](#) Penguin

The dwarves have gone to battle and they have been victorious. But outside the realm, dark forces are at work. . . 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 realize, 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 . . .

*At Death's Door* Orbit

From the national bestselling and award-winning author of the Vampire Earth saga comes the first in a fantastic new series.

*The Blood Mirror* Astra Publishing House

Abandoned as a child, Tungdil the blacksmith labors contentedly in the land of Ionandar, the only dwarf in a kingdom of men. Although he does not want for friends, Tungdil is very much aware that he is alone - indeed, he has not so much as set eyes on another dwarf. But all that is about to change. Sent out into the world to deliver a message and reacquaint himself with his people, the young foundling finds himself thrust into a battle for which he has not been trained. Not only his own safety, but the life of every man, woman and child in Girdlegard depends upon his ability to embrace his heritage. Although he has many unanswered questions, Tungdil is certain of one thing: no matter where he was raised, he is a true dwarf. And no one has ever questioned the courage of the Dwarves.

[Return of the Dwarves Book 2](#) The Rosen Publishing Group, Inc

What is an orc? An orc is an 18 stone fighting machine, made of muscle, hide, talon and tusk, with a villainous disposition and a mean sense of humour. And, of course, an orc is a poor dumb grunt - the much abused foot soldier of the Evil Horde of Darkness. The usual last battle of Good against Evil is about to begin. Orc Captain Ashnak and his war-band know exactly what they can expect. The forces of Light are outnumbered, full of headstrong heroes devoid of tactics - but the Light's still going to win. Orcs - the sword fodder in the front line - will die by the thousands. Life's a bitch.

**The Dark Lands** Simon and Schuster

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 Forgetting Moon** Orbit

Gavin Guile is missing, leaving Kip and his allies to face the White King's horde in the fourth novel of the NYT bestselling Lightbringer series by Brent Week's. When does an empire fall? The Seven Satrapies have collapsed into four-and those are falling before the White King's armies. Gavin Guile, ex-emperor, ex-Prism, ex-galley slave, formerly the one man who might have averted war, is now lost, broken, and trapped in a prison crafted by his own hands to hold a great magical genius. But Gavin has no magic at all. Worse, in this prison, Gavin may not be alone. Kip Guile will make a last, desperate attempt to stop the White King's growing horde. Karris White attempts to knit together an empire falling apart, helped only by her murderous and possibly treasonous father-in-law Andross Guile. Meanwhile, Teia's new talents will find a darker use-and the cost might be too much to bear. Together, they will fight to prevent a tainted empire from becoming something even worse. Devour this blockbuster epic fantasy series that had Peter V. Brett saying, "Brent Weeks is so good, it's starting to tick me off!"

[Dragon Champion](#) Canelo

In this new series, set in the bestselling world of Valdemar, Heralds Mags and Amily must continue to protect the realm of Valdemar while raising their children and preparing them to follow in their footsteps. Mags, Herald Spy of Valdemar, and his wife, Amily, the King's Own Herald, are happily married with three kids. The oldest, Peregrine, has the Gift of Animal Mindspeech—he can talk to animals and persuade them to act as he wishes. Perry's dream is to follow in his father's footsteps as a Herald Spy, but he has yet to be Chosen by a Companion. Mags is more than happy to teach Perry all he knows. He regularly trains his children, including Perry, with tests and exercises, preparing them for the complicated and dangerous lives they will likely lead. Perry has already held positions in the Royal Palace as a runner and in the kitchen, useful places where he can learn to listen and collect information. But there is growing rural unrest in a community on the border of Valdemar. A report filled with tales of strange disappearances and

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missing peddlers is sent to Haven by a Herald from the Pelagirs. To let Perry experience life away from home and out in the world, Mags proposes that his son accompany him on an expedition to discover what is really going on. During their travels, Perry's Animal Mindspeech allows him to communicate with the local wildlife of the Pelagirs, whose connection to the land aids in their investigation. But the details he gleans from the creatures only deepen the mystery. As Perry, Mags, and their animal companions draw closer to the heart of the danger, they must discover the truth behind the disappearances at the border—before those disappearances turn deadly.

#### **The Triumph of the Dwarves** hockebooks

Years have passed since the great miracle atop Mount Aida, and Corona is a different place—yet a threat looms, one Kilseponie could never have anticipated in this next installment in the DemonWars series from bestselling author R. A. Salvatore. Much to the seething dismay of his long-time mistress, King Danube has asked Julsepnie Wyndon to become his queen. But she is torn. How can she love any man as completely as she did the Ranger Elbryan, the father of the child she lost? But unknown to Jilseponie, that child never died. Aydrian was stolen away by the queen of the elves. A headstrong boy secretly raised to be a weapon, Aydrian shows great promise in the arts of combat, and he is as powerful with the gemstone as his mother. Now, De'Unnero, the weretiger and mortal enemy of Jilseponie, will join forces with Aydrian, who is hungry for power and on a collision course with destiny. Building upon the events in Mortalis, #1 New York Times bestselling author R.A. Salvatore continues the fresh second trilogy within the DemonWars saga with his fifth book in the series.

#### *Oneiros* Orbit

In book three of the DemonWars Saga, the war-weary citizens of the kingdom of Honce-the-Bear only wish to rebuild their broken lives after the demon dactyl and its foul minions are defeated yet the specter of civil war haunts the ravages land—and a specter more fearsome still. The elf-trained ranger Elbryan Wynden presses north to reclaim the savage Timberlands from retreating goblin hordes. His companion Pony, mistress of gemstone magic, turns south to the civilized—but no less perilous—streets of Palmaris. Suddenly they find themselves caught up in a ruthless power struggle to decide the fate of all Corona—a struggle that will push their courage and love to the breaking point...and beyond. For the demon, though defeated, was not destroyed. And now its vengeful spirit has found an unholy sanctuary. In book three of the DemonWars Saga, #1 New York Times bestselling author R. A. Salvatore concludes the first trilogy of the saga in what Publishers Weekly calls “Salvatore’s strongest fantasy to date...[His] potent mixture of detailed historical context, well-rounded characters, brisk pacing, and exciting battle scenes make for a consuming read.”

#### *The Barrow* Hachette UK

For countless millennia, the dwarves of the have defended the stone gateway into Girdlegard. Many and varied foes have hurled themselves against the portal and died attempting to breach it. No man or beast has ever succeeded. Until now. . . Abandoned as a child, Tungdil the blacksmith labors contentedly in the land of Ionandar, the only dwarf in a kingdom of men. Although he does not want for friends, Tungdil is very much aware that he is alone -- indeed, he has not so much as set eyes on another dwarf. But all that is about to change. Sent out into the world to deliver a message and reacquaint himself with his people, the young foundling finds himself thrust into a battle for which he has not been trained. Not only his own safety, but the life of every man, woman and child in Girdlegard depends upon his ability to embrace his heritage. Although he has many unanswered questions, Tungdil is certain of one thing: no matter where he was raised, he is a true dwarf. And no one has ever questioned the courage of the Dwarves.

#### The Return of the Dwarves Book 1 Baen Publishing Enterprises

#1 New York Times bestseller Sherrilyn Kenyon brings us the latest adventure in the Deadman's Cross saga with At Death's Door, an epic pirate fantasy perfect for her millions of Dark-Hunter fans Welcome to the latest Deadmen's Quest... Valynda Moore was born cursed. So when she dies as the result of a spell gone wrong and is trapped in the body of a voodoo doll, she expects nothing else from her messed up life. Until Thorn, leader of the Hellchasers, offers her a chance at redemption and a new life. But nothing has ever gone her way, for the Malachai, the very beast she and her crew of Deadmen have sworn to keep locked away, has risen. And this time he's taken prisoners. Valynda must keep her wits about her or be denied her salvation and forced to watch as the entire world falls into the hands of absolute evil. It's a demon-eat-demon world where the stakes have never been higher and either redemption or the ultimate betrayal waits for her at Death's Door. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

#### Raging Storm Jo Fletcher Books

The dwarves have gone! Thousands have been slaughtered in the blood-drenched streets of their ravine city by a demonic axe in the hands of one of their own. The survivors have fled beyond the mountains, heading into a realm haunted by the nightmares of a twisted god. When Nils Fargin, son of an underworld boss, is hired to find them, he travels with his client to seek the advice of a lowlife mage. With what he learns, he should have asked for more money. The trail leads them to the domain of the terrifying Ant-Man, who is rumored to eat the flesh of anyone refusing to pay his toll. And as if that wasn't enough, it turns out Nils's client is none other than the Nameless Dwarf, better known to his kind as the Ravine Butcher. The Nameless Dwarf is an epic tale of remorse and redemption that pits a whiskerless thief, a guilt-driven assassin, a consumptive wizard, and an amnesiac dwarf against the worst imaginings of a craven mind. But the companions bring troubles of their own, not least of which is an ancient grimoire that leads them inexorably towards a forest of tar and an evil that threatens the existence of an entire race. The last hope of the dwarves comes from the unlikeliest of sources: a mythical city beneath the waves, an axe from the age of heroes, and the Nameless Dwarf, in whose veins flows the blood of legends. The Nameless Dwarf: The Complete Chronicles contains all five books of the Chronicles of the Nameless Dwarf: The Ant-Man of Malfen The Axe of the Dwarf Lords The Scout and the Serpent The Ebon Staff Bane of the Liche Lord