

# The Dwarves 1 Markus Heitz

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## The Dwarves Hachette UK

The third in the fast-and-furious fantasy adventure The Legends of the Älfar: the worlds of the dark elves and the dwarves collide in what Malazan Empire calls 'Tolkien with a dash of Gemmell and a sprinkling of George R.R. Martin'. There are four races: the Elves, the Dwarves and the Humans and the Älfar. The other three all know the Älfar to be dark, relentless warriors, set on conquest; they have been deadly enemies since time immemorial. But are things about to change? The young Älfar triplets Sisaroth, Tirigon and Fir ü sha have been banished to the deadly underground realm of Phondras ô n, two of them exiled for a murder they did not commit, the third determined to stay with them, to help them survive this terrifying place full of monsters. Then Sisaroth meets a dwarf, Tungdil, who has been locked up in the Dark Abyss (Tungdil will be well-known to readers of the Dwarves series!) - and their unexpected relationship will change the fate of the Älfar and the dwarves - for ever. Dark Paths is the third book in bestselling author Markus Heitz's Legends of the Älfar series.

## The Silver Sorceress Penguin

International bestselling fantasy author Markus Heitz returns with this thrilling sequel to The Triumph of the Dwarves. The Hidden Land lies broken. In the terrible battle to save the home of the dwarfs, elves and humans, many sacrifices were made

by great heroes, and at the last the älfar were defeated. Aiphatôn, 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! For more from Markus Heitz, check out: The DwarvesThe War of the DwarvesThe Revenge of the DwarvesThe Fate of the DwarvesThe Triumph of the Dwarves

## Devastating Hate Pyr

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 Älfar. In Righteous Fury, the elves, dwarves and humans all know the älfar to be dark, relentless warriors. In Dson Faimon, the realm of the älfar, the warriors are planning a military campaign. Caphalor and Sinthoras are looking to enlist a powerful demon to strengthen their army - but the two älfar 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.

## Raging Storm Orbit

For countless millennia, the dwarves of the Fifthling Kingdom 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 War of the Dwarves Orbit

Following the deadly assault on the Scholia by the kith'ketan, Keilan and Nel pursue the paladin Senacus south, hoping to catch him before he vanishes into the Gilded Cities. Nel desires vengeance for the death of her lover, while Keilan hopes to find answers about the immortal sorcerers who sought to challenge the Crimson Queen . . . In the Empire of Swords and Flowers a young woman is called upon to avenge her father's death and return honor to her family . . . And after a millennia-long imprisonment, the monstrous Chosen are again free to work their dark will upon the world of man . . .

## Righteous Fury Orbit

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 . . .

## Kings of the Wyld Jo Fletcher Books

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 Little Shop of Found Things** St. Martin's Press

The gripping sequel to New York Times bestselling fantasy epic The Black Prism from Brent Weeks. Gavin Guile is dying. He'd thought he had five years left--now he has less than one. With fifty thousand refugees, a bastard son, and an ex-fiancée who may have learned his darkest secret, Gavin has problems on every side. All magic in the world is running wild and threatens to destroy the Seven Satrapies. Worst of all, the old gods are being reborn, and their army of color wights is unstoppable. The only salvation may be the brother whose freedom and life Gavin stole sixteen years ago. Read the second book in Brent Weeks's blockbuster epic fantasy series that had Peter V. Brett saying, "Brent Weeks is so good, it's starting to tick me off!"

Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror For more from Brent Weeks, check out: Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Night Angel: The Complete Trilogy (omnibus) Perfect Shadow: A Night Angel Novella (e-only) The Way of Shadows: The Graphic Novel

Dark Paths Del Rey

The Witcher meets D&D in the first book of this epic fantasy adventure where a warrior priest must suddenly protect his world from monsters that were once only legend from USA Today bestselling author David Dalglish. Devin Eveson is a Soulkeeper, traveling through remote villages as a preacher and healer. But when a mysterious black water washes over the world, the veil is torn, flooding the land with ancient magic and forgotten races: fire that dances as if alive, corpses that walk, and creatures that can manipulate time itself. And not all the

creatures that have re-awakened remember humanity fondly. As the land grows more dangerous and more chaotic, Soulkeepers are turning up dead, their bodies transformed into macabre works of art. Devin must set aside his words of peace and accept his new role: slayer of monsters and protector of the human race. *Goblins Vs Dwarves* Hachette UK

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 älfar 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 . . .

**Hall of Smoke** Lindsay Buroker

THE END OF THE HERO! ?Ruti never wanted to be the Hero, forced into a life of constant battle. When at last it seems she's found a way to escape this terrible fate and spend her days happily with her big brother, Ares arrives to drag the young woman back. Red isn't about to let his little sister be taken without a fight, though! The resulting deadly conflict among former allies reveals strange, new secrets about the nature of Divine Blessings and the Hero's purpose in the world. Is it truly possible to defy destiny and live a quiet life?

*Skyborn* Orbit

The reawakening of ancient sorcery is bringing new creatures to the world of Clovenstone. A network of tunnels is sneaking into the heart of goblin territory. Skarper and his friends try to halt this underground invasion, but the dwarves - ruthless, cunning and covered in mole-droppings - are a dangerous enemy. The hapless heroes of GOBLINS must defend their magical castle in a fabulously action-packed sequel from one of the master storytellers of children's fantasy fiction.

*The Blinding Knife* Orbit

A retired group of legendary mercenaries get the band back together for one last impossible mission in this award-winning debut epic fantasy. "Fantastic, funny, ferocious." - Sam Sykes Clay Cooper and his band were once the best of the best, the most feared and renowned crew of mercenaries this side of the Heartwyld. Their glory days long past, the mercs have grown apart and grown old, fat, drunk, or a combination of the three. Then an ex-bandmate turns up at Clay's door with a plea for help--the kind of mission that only the

very brave or the very stupid would sign up for. It's time to get the band back together. WINNER OF THE DAVID GEMMELL MORNINGSTAR AWARD FOR BEST FANTASY DEBUT.WINNER OF THE REDDIT/FANTASY AWARD FOR BEST DEBUT FANTASY NOVEL. For more from Nicholas Eames, check out: Bloody Rose

**The War of the Dwarves** Yen Press LLC

New York Times bestselling author of The Witch's Daughter Paula Brackston returns to her trademark blend of magic and romance guaranteed to enchant in The Little Shop of Found Things, the first book in a new continuing series. An antique shop haunted by a ghost. A silver treasure with an injustice in its story. An adventure to the past she'll never forget. Xanthe and her mother Flora leave London behind for a fresh start, taking over an antique shop in the historic town of Marlborough. Xanthe has always had an affinity with some of the antiques she finds. When she touches them, she can sense something of the past they come from and the stories they hold. When she has an intense connection to a beautiful silver chatelaine she has to know more. It is while she's examining the chatelaine that she's transported back to the seventeenth century where it has its origins. She discovers there is an injustice in its history. The spirit that inhabits her new home confronts her and charges her with saving her daughter's life, threatening to take Flora's if she fails. While Xanthe fights to save the girl amid the turbulent days of 1605, she meets architect Samuel Appleby. He may be the person who can help her succeed. He may also be the reason she can't bring herself to leave. The story continues in October 2019 with book two in the Found Things series, Secrets of the Chocolate House.

*Banished from the Hero's Party, I Decided to Live a Quiet Life in the Countryside, Vol. 4 (light novel)* Del Rey

Born with a secret power he must hide... Telryn “Trip” Yert has always been a little odd, with hunches that are too accurate to explain. Magic is feared and forbidden in Iskandia, so he's struggled his whole life to hide his eccentricities. As a boy, he was forced to watch his mother's execution. Her crime? Witchcraft. Understandably, Trip wants nothing to do with the power that lurks within him, always threatening to reveal itself. Instead, he dedicates himself to serving as an officer in the king's army, to battling pirates and imperial conquerors. He longs to become a soldier as respected and renowned as the legendary General Zirkander. But his country is in need of more than a soldier. After disappearing for over a thousand years, dragons have returned to the world. A few of them are willing to be allies to mankind, as they were millennia before, but far more want to destroy or enslave humans and claim the world for themselves. There are few people left with the power to fight

dragons. For reasons he doesn’t understand, Trip may be one of those people. But if he chooses to learn more about his heritage and the power he can wield, he risks losing everyone he loves and everything he longs to be.

**Aera Book 1** Hachette UK

The first in an all new fantasy series from USA TODAY Bestseller, David Dalglish Six islands float high above the Endless Ocean, where humanity's final remnants are locked in brutal civil war. Their parents slain in battle, twins Kael and Brenna Skyborn are training to be Seraphim, elite soldiers of aerial combat who wield elements of ice, fire, stone and lightning. When the invasion comes, they will take to the skies, and claim their vengeance. Seraphim Skyborn Fireborn Shadowborn For more from David Dalglish, check out: Shadowdance A Dance of Cloaks A Dance of Blades A Dance of Mirrors A Dance of Shadows A Dance of Ghosts A Dance of Chaos *The Dwarves* The Dwarves

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

**Righteous Fury** Baen Publishing Enterprises

NEW YORK TIMES BESTSELLER • In the eighth book in The Iron Druid Chronicles, two-thousand-year-old Druid Atticus O’Sullivan faces the clan of vampires who have been bent on destroying him—including Leif, his former best friend turned enemy. When a Druid lives as long as Atticus does, he’s bound to run afoul of a few vampires—make that legions of them. Even his former friend and legal counsel turned out to be a bloodsucking backstabber. Now

the toothy troublemakers—led by power-mad pain-in-the-neck Theophilus—are no longer content to live undead and let live. Atticus needs to make a point—and drive it into a vampire’s heart. As always, Atticus wouldn’t mind a little backup. But his allies have problems of their own. Ornery archdruid Owen Kennedy is having a wee bit of troll trouble: Turns out when you stiff a troll, it’s not water under the bridge. Meanwhile, Granuaile is desperate to free herself of the Norse god Loki’s mark and elude his powers of divination—a quest that will bring her face-to-face with several Slavic nightmares. As Atticus globe-trots to stop his vampire nemesis, the journey leads to Rome. What better place to end an immortal than the Eternal City? But poetic justice won’t come without a price: In order to defeat Theophilus, Atticus may have to lose an old friend. Don’t miss any of The Iron Druid Chronicles: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED | SCOURGED | BESIEGED

*Dragon Champion* Simon and Schuster

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.

*At Death's Door* Jo Fletcher Books

For countless millennia, no man or beast has ever succeeded in breaching the stone gateway into Girdlegard. Until now . . . Abandoned as a child, Tungdil the blacksmith is the only dwarf in a kingdom of men. But when he is 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.