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# The Dwarves 1 Markus Heitz

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*Righteous Fury* Jo Fletcher Books  
#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.  
Dwarfs Bloomsbury Publishing  
When his beloved only daughter goes missing, millionaire entrepreneur Walter van Dam calls in a team of experts - including free-climbers, a geologist, a parapsychologist, even a medium - to find her . . . for Anna-Lena has disappeared somewhere within a mysterious cave system under the old house the family abandoned years ago. But the rescuers are not the only people on her trail - and there are dangers in the underground labyrinth that no one could ever have foreseen. In a gigantic cavern the team come across a number of strange doors, three of them marked with enigmatic symbols. Anna-Lena must be behind one of them - but time is running out and they need to choose,

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quickly. Anna-Lena is no longer the only person at risk. The team knew their mission would be perilous - but how do you defeat your own demons?

Trapped in their own nightmares, their only hope of escape is DOOR X, which leads to a threatening vision of the future . . . DOORS: THREE DOORS, THREE DIFFERENT ADVENTURES. WHICH DOOR WILL YOU CHOOSE?

The Barrow Orbit

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.

Devastating Hate Hachette UK

'We have all caught fleeting glimpses of them: the monster under the bed, the dark shadow just out of sight, the knot of unexpected terror in the pit of your stomach' – Kahlan Amnell. The world has been forged anew. Tyranny vanquished, the breach between the living and the dead healed, the stars themselves realigned. It is the triumph Richard Rahl and his wife Kahlan Amnell fought so hard, over so many years, for. Ruling a vast realm encompassing lands and peoples unknown, they have vowed to bring a golden age

of peace to a world shattered by terror and war.

What Richard does not expect is a demand for his immediate, unconditional surrender. Not of D'Hara, but of the entire world... The Scribbly Man is the first episode in Terry Goodkind's new serial novel, The Children of D'Hara. Told in irresistibly intense instalments, this is the story of a world confronted by an apocalyptic nightmare. If you've read Terry Goodkind before, welcome back. If you haven't, there's no better place to start than here. 'I want to introduce everyone to THE CHILDREN OF D'HARA, a new series that continues the story of the lives of Richard and Kahlan. This is a journey that began 25 years ago with the 1994 release of WIZARD'S FIRST RULE, when Richard first met Kahlan that fateful day in the Hartland woods. After the Sword of Truth series ended, I knew there was more to Richard and Kahlan's story. Much more. A whole world more. For years, readers have asked me about Richard and Kahlan's lives after the Sword of Truth series... and importantly, about their children. While my masterwork, Sword of Truth, concluded with WARHEART – 20 languages and 26 million books sold – I was burning to tell readers more about Richard and Kahlan. For that reason, this new series starts immediately after the 'Sword of Truth' books ended. Without skipping a beat, readers will plunge back into Richard and Kahlan's lives, with new episodes releasing every three months. So it is that I want to welcome you all back into the Sword of Truth world with many of the characters besides Richard and Kahlan, such as the Mord-Sith, that we have come to love. Learn what the star shift has done to their world and what monsters now lurk in shadows. I promise an arresting, beautiful, and sometimes tragic adventure that will keep you glued to this irresistible story.' – Terry Goodkind.

**The Revenge Of The Dwarves**

Hachette UK

Moth of Calio is obsessed with airships and dreams of taking to the air one day like his heroes, the Skyknights. But not

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everyone is happy to see humans reach the skies, in this new fantasy series from the author of "The Sword of Angels."

**Return of the Dwarves Book 1** Jo Fletcher Books

When his beloved only daughter goes missing, millionaire entrepreneur Walter van Dam calls in a team of experts - including free-climbers, a geologist, a parapsychologist, even a medium - to find her . . . for Anna-Lena has disappeared somewhere within a mysterious cave system under the old house the family abandoned years ago. But the rescuers are not the only people on her trail - and there are dangers in the underground labyrinth that no one could ever have foreseen. In a gigantic cavern the team come across a number of strange doors, three of them marked with enigmatic symbols. Anna-Lena must be behind one of them - but time is running out and they need to choose, quickly. Anna-Lena is no longer the only person at risk. Who could have imagined that the portal marked with ! would take the rescuers into a different time completely: it is now the early Middle Ages - and they are about to find themselves in the middle of a world-changing battle . . . DOORS: THREE DOORS, THREE DIFFERENT ADVENTURES. WHICH DOOR WILL YOU CHOOSE?

At Death's Door 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 Sword Of Angels* Hachette UK

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

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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

A Dance of Cloaks Jo Fletcher Books

The first novel in the New York Times bestselling Iron Druid Chronicles—the hilarious, action-packed tales of a two-thousand-year-old Druid pursued by ancient gods in the modern world "A page-turning and often laugh-out-loud-funny caper through a mix of the modern and the mythic."—Ari Marmell, author of The Warlord's Legacy Atticus O'Sullivan is the last of the ancient druids. He has been on the run for more than

two thousand years and he's tired of it. The Irish gods who want to kill him are after an enchanted sword he stole in a first-century battle, and when they find him managing an occult bookshop in Tempe, Arizona, Atticus doesn't want to uproot his life again. He just wants everything to end one way or another, but preferably the way in which he can continue to enjoy fish and chips. He does have some small hope of survival: The Morrigan, the Irish Chooser of the Slain, is on his side, and so is Brighid, First Among the Fae. His lawyer is literally a bloodsucking vampire, and he has a loyal Irish wolfhound with opinions about poodles. But he's facing down some mighty enemies: Aenghus Óg, a vengeful Irish god, plus a coven of witches and even the local police. On top of all that, Aenghus has a direct line to the firepower of hell. Atticus will need all the luck of the Irish and more if he's going to stay alive. Don't miss any of The Iron Druid

Chronicles: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED | SCOURGED | BESIEGED

**The Fate of the Dwarves** Jo Fletcher Books

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

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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.

*Doors: Field of Blood* Hachette UK

Complete at Last in a Single Hardcover Volume ¾the 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 alone¾and 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 Orcs Jo Fletcher Books Life has not been easy for battle-weary Tungdil the dwarf. But this heroic warrior can't rest yet, as he must now face the most formidable enemy the kingdom has ever encountered. A new evil is terrorising the land of Girdlegard. Monstrous hybrid creatures are on the rampage, leaving a trail of destruction in their wake. They are out to steal an artefact which is vital for the kingdom's defence, and whoever holds it could control the world. With the existence of the dwarves under threat, Tungdil must resort to his trusty double axe and risk everything he knows to save his country from annihilation . . . Hold your breath for THE REVENGE OF THE DWARVES, the next thrilling instalment in this spectacular epic from

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international bestselling author Markus Heitz. Other books by Markus Heitz: *The Dwarves The War 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

*Battle Mage* Orbit

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.

**The War of the Dwarves** Orbit

The Dwarves are back!

Germany's Number One bestselling author returns to his best-loved series. After decades of occupation by the älfar, 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 älfar, 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 Phondrasôn. 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 Phondrasôn themselves aren't far behind . . . ? The action never lets up in this next exciting story in the saga of the dwarves and the älfar!

'The Dwarves is a well-constructed classic fantasy story that I greatly enjoyed'

- Speculative Book Review  
*Return of the Dwarves Book 2*  
Orbit

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

**The Dwarves** Createspace  
Independent Publishing Platform  
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,

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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

**The Scribbly Man** Del Rey

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 . . .

*Doors: Twilight Crown*  
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

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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 War of the Dwarves Pyr

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 Dark Lands* Canelo

The hero Tungdil Goldhand vanished years ago. Until the gem-carver Goïmron discovers Tungdil's diary . . . and finds that the last entries are terrifyingly recent. Goïmron gathers a small band of trusted companions, and they set off to find Tungdil and save Girdlegard from the mysterious Albae. But the story's only half-over. Brabandor's on the trail of something extraordinary; Rodana is trying to change her fate, and Klaey remains an unknown quantity: his lust for power is unparalleled, and he'll do anything to get it. And the most worrying question of all . . . will their quest, change Goïmron himself? The epic conclusion to the story begun in *The Return of the Dwarves Book 1*, filled with action, adventure, and a discovery that might change life in Girdlegard for everyone . . . forever.