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ULISES LILLIANNA

The Dark Lands Pyr

Hundreds of cycles have passed in Girdlegard since Tungdil Goldhand vanished. The dwarf Goimron works as a gem carver in the city of Mallenias Watch. He is particularly fascinated by the old times, the great times of the five dwarf tribes, and so spends his spare time searching the markets for records and artefacts for clues about their proud history. And then Goimron comes across an extraordinary book. The wealth of detail it contains leaves no doubt that the book must have been written by the heroic Tungdil Goldhand himself. But, impossibly, the last entry seems to be recent. . . . When Goimron sets out in search of the legendary dwarf, he and his troop of companions soon find themselves in the middle of ancient intrigues and brutal power struggles between ruthless humans, mysterious albae - and dragons. Once again, the land of Girdlegard needs the wisdom, humour, fighting spirit and stubbornness of the dwarves. Heroes old and new will accept the challenge . . . but will the dwarves rise again?

Dark Paths Wizards of the Coast

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.

Aera Book 1 The Rosen Publishing Group, Inc
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

Doors: Fields of Blood

Baen Publishing
Enterprises

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.

The Barrow Jo Fletcher
Books

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.
Elliot and the Goblin War
Orbit

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.
Silver Wolf, Black Falcon
 Jo Fletcher Books
 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 War of the Dwarves Gateway
 Despite their short stature, dwarves are among the fiercest and most feared fighters of all the races. From an initial examination of the fighting methods of the individual dwarf soldier, this volume expands its focus to look at how they do battle in small companies and vast armies. It covers all of their troop types from the axemen that form the front lines of battle to their deadly accurate crossbowmen. Also examined are their tactics in specific situations such as underground fighting and combat in mountainous terrain. Finally, the book examines a few specific battles in great detail in order to fully demonstrate the dwarven way of war.
The Demon Apostle
 Createspace Independent Publishing Platform
 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.
Dwarf Warfare Hachette UK
 Fierce and proud, the Rigante dwell deep in the green mountain lands, worshiping the gods of air and water, and the spirits of the earth. Among them lives a warrior who bears the mark of fate. Born of the storm that slew his father, he is Connavar, and tales of his courage spread like wildfire. The Seidh--a magical race as old as time--take note of the young warrior and cast a malignant shadow across his life. For soon a merciless army will cross the water, destroying forever the timeless rhythms of life among the Rigante. Swearing to protect his people, Connavar embarks on a

quest that will take him into the heart of the enemy. Along the way, he receives a gift: a sword as powerful and deadly as the Seidh who forged it. Thus he receives a name that will strike fear into the hearts of friend and foe alike--a name proclaiming a glorious and bitter destiny . . . Demonblade.

Dwarfs Crown

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 Del Rey
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 Dwarves Tor Books
Bair, the progeny of an Elf and a shape-changing Baeran, is cursed with a destiny that he is the Hope of the World-- perhaps the long-foretold Rider of the Planes. Unaware of the peril around him, Bair accompanies his friend Aravan on a quest to find the yellow-eyed demon Ydral. But the oracle warns them to be prepared for a time of chaos.

The Triumph of the Dwarves Hachette UK
FROZEN HELL is the original version of John W. Campbell's classic novella, *Who Goes There?* (filmed as *The Thing*). Recently discovered among Campbell's papers, this version adds another 45 pages to the story. Includes a Preface by Alec Nevala-Lee and an Introduction by Robert Silverberg.

Ascendance Roc
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 Doom of Kings

Orbit

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

Sword in the Storm

Wildside Press LLC

"David Gemmell tells a very real adventure, the stuff of true epic fantasy."—New York Times bestselling author R. A. Salvatore John Shannow, *The Jerusalem Man*, lived in a world that had toppled on its axis. Civilization had been replaced by ruthlessness and savagery. Relentless in his quest for peace, Shannow followed a path that led only to bloodshed

and sorrow. Abaddon, the Lord of the Pit, sought to plunge mankind into a new Satanic era. His Hellborn army spewed forth from the Plague Lands with an unholy force stemming from human sacrifice. For it was the blood of innocents that fueled the corrupted Sipstrassi Stones of Power—the source of Abaddon's might. But the Hellborn made a fatal mistake—they took the woman who had stolen Shannow's heart. He would move Heaven and Earth to save her or he would die trying.

"Gemmell . . . keeps the mythic currents crackling."—Publishers Weekly

The War of the Dwarves Sourcebooks, Inc.

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 grudge is never forgotten, a quest for revenge handed down from generation to generation until debt is settled in blood.

The Deed of Paksenarrion
Orbit

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. Ornerly 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 Fate of the Dwarves
Orbit

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

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