

## The Dwarves 1 Markus Heitz

**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 believe, wouldn't you? Or would you fight? Because I don't think these really are the gods we were worshipped - Zeus, The Morrigan, 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 DwarvesOrbit Books

The third in the fast-and-furious fantasy adventure 'The Legends of the Álfar: 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 Álfar. The other three all know the Álfar to be dark, relentless warriors, set on conquest; they have been deadly enemies since time immemorial. But are things about to change? The young álfar triplets Sisaroth, Trigon and Firúsha have been banished to the deadly underground realm of Phondrasón, 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 álfar and the dwarves - for ever. Dark Paths is the third book in bestselling author Markus Heitz's Legends of the Álfar series.

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Fantasy's bad guys finally get their due in this fast moving, action-packed tale of Orc valor and human treachery.Orbit

The Dwarves

The Blinding Knife

Devastating Hate

Dawn of Swords

The Deed of Paksenarrion

*Longing for adventure, Foskin, the heir to throne of a peaceful dwarven kingdom, goes in search of fortune and glory, only to find a land torn apart by warring humans and orcs. Betrayed, captured and enslaved, Roskin's only hope for escape is a disgraced warrior whose best days are behind him.*

*They are the enemies of the dwarves and control the darkest magics, but even then power of the Álfar has its limits. To save their own people, they must enter into an unwinnable war. Sínthoras and Caphalor, two very different Álfar, watch as their plans come to fruition: the hidden land-the home of the dwarves-has fallen to their army of trolls, barbarians and Álfar, 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 Sínthoras and Caphalor face another threat: an enemy from the empire of the Álfar, thought to be defeated, has resurfaced, and while their best warriors fight in the hidden land, the Álfar homeland lies almost defenseless.*

*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*

*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 founding 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.*

*Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book- Digital Art Masters Volume 5 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breath taking images is a breakdown of the techniques, challenges and tricks the artists employed while creating stunning imagery. This volume, much like the previous volumes is not your standard coffee table book nor is it our usual how-to-book. New to this volume will be 5 artist video tutorials. Five artists will specifically detail an aspect of their gallery image from start to finish, offering further technique driven insight and expertise offering 2 1/2 hours of additional inspiration. With a click of a mouse, artists will be able to apply the leading techniques to their own work with access to additional video tutorials, source files, textures and digital brushes at the companion website: http://www.localpress.com/digital-art-masters/index.html.*

The Fate of the Dwarves

Kings of the Wyld

The Iron Druid Chronicles, Book Eight

Goblins Vs Dwarves

Sketching from the Imagination: Sci-Fi

The third volume of Stan Nicholls' critically acclaimed fantasy War is drowning Maras Dantia. Stryke and his warband have recovered the five instrumentalities but now they must work out how to use them while there is still a world to save. And in the meantime they are being hunted from every corner and the three sisters are close to forming an unholy alliance that will overturn history. Full of action, with a pace that never lets up and a tongue firmly placed in cheek, Stan Nicholls' epic trilogy nevertheless manages to hit home hard about religion, the way we treat the natural world, how we see those who are different from us. Praised by all the reviewers and by writers as diverse as David Gemmell and Tad Williams, it is a major achievement in the genre.

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, Aerós, 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. Jordriah 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, SFWorld.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

The long-awaited war has come in the sweeping conclusion to the Lot Lands trilogy—another irresistibly swashbuckling, swaggering, foul-mouthed fantasy from the author of The Grey Bastards. “[A] rip-roaring, shelf-bending conclusion . . . nothing short of an adventure fantasy masterpiece.”—Kirkus Reviews (Best Books of the Year) War has come to the Lot Lands—and Oats stands upon the frontline. The Hisparthan armies on the horizon are mighty, bolstered by divine champions, dread sorcerers, and gunpowder. It's almost more than the half-orc rebellion can hope to repel. But Oats has won impossible fights before. He's a thriecblood, after all, more orc than man. And he hasn't forgotten how to kill. He'll stack the bodies high for his chief and his brethren, if that's the price of freeing the Lots from human tyranny. Besides, the invading forces are getting a damned sight more than they bargained for. They're not facing a handful of half-orc hoofs, but a true army—one forged from all the peoples of the Lots. At its head are Fetching, in full command of the ruinous power that runs through her veins, and Jackal, armed with the blessings of a dead god. Yet Oats can't help but find his faith wavering. Once the strongest Bastard, he soon realizes that in this battle, even the strength of a thriecblood is easily conquered. And after a grievous loss strikes, he begins to fear that this war will lead the Lots not to freedom but to ruin. So when another path to peace beckons, he has no choice but to walk it. Even if it means betting the Lots' fate, and his own, on the promises of the Bastards' wiliest adversary—and making a perilous journey into the heart of Hispartha itself. Brimming with all the epic battles, surprising sorcery, and fiendish twists a Bastards fan could wish for, alongside unforgettable moments for characters old and new, The Free Bastards builds a new future for the Lots—even as it gives our beloved trio of Jackal, Fetching, and Oats the rousing, blood-soaked sendoff they deserve.

#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... Valyndra 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. Valyndra 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.

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 Álfar. In Righteous Fury, the elves, dwarves and humans all know the álfar to be dark, relentless warriors. In Dson Faimon, the realm of the álfar, the warriors are planning a military campaign.

Caphalor and Sínthoras are looking to enlist a powerful demon to strengthen their army - but the two álfar have very different goals. While Caphalor is determined to defend the borders of their empire and no more, the ambitious Sínthoras is intent on invasion: and he has the kingdoms of dwarves, elves, and me firmly in his sights.

Righteous Fury

Aera Book 1

Dark Paths

The Grey Bastards

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 Ireahort, 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 Phondrasín. 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!

"[A] fantasy masterpiece . . . 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 the truth about 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 fearfully 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 boat 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 Wall Street Journal

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 Heartywild. 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 is 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 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 unsuspeable 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 . . .

A book-length poem evokes the horror, anguish, and brutality of 20th century history.

The Book of Nightmares

Raging Storm

The Gift of Swords

A Guide to Dragons

The Revenge of the Dwarves

*A masterful tale of ambition, jealousy, desire, and superpowers. Victor and Eli started out as college roommates—brilliant, arrogant, lonely boys who recognized the same sharpness and ambition in each other. In their senior year, a shared research interest in adrenaline, near-death experiences, and seemingly supernatural events reveals an intriguing possibility: that under the right conditions, someone could develop extraordinary abilities. But when their thesis moves from the academic to the experimental, things go horribly wrong. Ten years later, Victor breaks out of prison, determined to catch up to his old friend (now foe), aided by a young girl whose reserved nature obscures a stunning ability. Meanwhile, Eli is on a mission to eradicate every other super-powered person that he can find—aside from his sidekick, an enigmatic woman with an unbreakable will. Armed with terrible power on both sides, driven by the memory of betrayal and loss, the archenemies have set a course for revenge—but who will be left alive at the end? In Vicious, V. E. Schwab brings to life a gritty comic-book-style world in vivid prose: a world where gaining superpowers doesn't automatically lead to heroism, and a time when allegiances are called into question. "A dynamic and original twist on what it means to be a hero and a villain. A killer from page one...highly recommended!"—Jonathan Mabery, New York Times bestselling author of Marvel Universe vs. The Avengers and Patient Zero One of Publishers Weekly's Best Fantasy Books of 2013 At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

*Empires rise, civilisations fall and one culture comes to subsume another. It's the way of the world . . . sometimes ways of life are improved, sometimes they are not. But the progression of change is huge and - usually - unstoppable. In this story, the Ossian way of life is fading and the Dachen way is taking its place and Aren is comfortable with that. Even when his parents are accused of treason he supports the establishment and maintains there's been some mistake . . . which is all it takes to get himself and his best friend arrested . . . Thrown into a prison mine they plan their escape - only to be overtaken by events when they're rescued, and promptly find themselves in the middle of an ambush. By the time they've escaped, they're unavoidably linked to Garric - their unwelcome saviour - and his quest to overturn to Dachen way of life. If they leave Garric now, they'll be arrested or killed by their pursuers. If they turn him in, Garric will kill them. If they stay with him, they'll be abetting a murderous quest they don't believe in. There are no good options - but Aren will still have to choose a path. . . . Designed to return to classic fantasy adventures and values, from a modern perspective, this is a fast-moving coming-of-age trilogy featuring a strong cast of diverse characters, brilliant set-pieces and a strong character and plot driven story.*

*It's dwarves vs dragons in this origin story for Engé's signature character, Morlock Ambrosius! Before history began, the dwarves of Thymthaim 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 dragons' magic. The weight of guarding the Northhold now rests on the crooked shoulders of a traitor's son, Morlock sylv Theon (also called Ambrosius). But his wounded mind has learned a dark secret in the hidden ways under the mountains. Regn and Falnir were brothers, and the Longest War can never be over... From the Trade Paperback edition.*

*An intriguing collection of drawings and articles exploring the sketchbooks and artistic practices of 50 talented sci-fi concept artists.*

*The resawakening 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.*

*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 lies 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 YAKTOR. 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. Ormery archdruid Owen Kennedy is having a wee bit of roll trouble: Turns out when you stiff a troll, it' s not water under the bridge. Meanwhile, Granuule 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 | TRAPPED | SHATTERED | STAKED | SCOURGED | BESIEGED

Staked

The Return of the Ancient Gods

Videos

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

Dragon Champion

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-álfar – 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

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 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 álfar were defeated. Alphaton, the son of the indelible and erstwhile Emperor of the Álfar, 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 álfar! "Tolkien with a dash of Gemmell and a sprinkling of George R.R. Martin" Malazan Empire

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 founding 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.

Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles—until they are hired to pilfer a famed sword. What appears to be just a simple job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J. Sullivan self-published the first books of his Riyria Revelations, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores everywhere. Theft of Swords was originally published as: The Crown Conspiracy and Avempartha. BOOKS IN THE RIYRIA REVELATIONS Theft of Swords (The Crown Conspiracy & Avempartha) Rise of Empire (Nyphron Rising & The Emerald Storm) Heir of Novron (Wintertide & Percepilquis)

A Novel

The Ember Blade

Skyborn

A Compendium of Classic Oddities

The Dark Lands

A young stacker decides to live her life according to Robert Louis Stevenson's classic adventure: "A rollicking tale, shameless, funny and intelligent" (The New York Times). When a college graduate with a history of hapless jobs (ice cream scooper, gift wrapper, laziest ever part-time clerk at The Pet Library) reads Robert Louis Stevenson's novel Treasure Island, she is dumbstruck by the limid design of her life. When had she ever dreamed a scheme? When had she ever done a foolish, overbold act? When had she ever. Like Jim Hawkins, broken from her friends, raced for the beach, stolen a boat, killed a man, and eliminated an obstacle that stood in the way of her getting a hunk of gold? Convinced that Stevenson's book is comically intended for her, she rediscovers her life according to its Core Values: boldness, resolution, independence, and horn-blowing. Accompanied by her mother, her sister, and a hostile Amazon parrot that refuses to follow the script, our heroine embarks on a domestic adventure more frightening than anything she'd originally planned. Treasure Island!!! is the story of a ferocious obsession, told by an original voice—insane, hilarious, and irrelevant" (Alice Sebold). "Highly original . . . will keep you entertained in spite of (or more accurately, because of) its toxic narrator."—Library Journal "A hoot."—Kirkus Reviews

THE END OF THE HERO! ?Rui 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?

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 álfar 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 Ireahort 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 . . .

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 dwarves, elves and humans, many sacrifices were made by great heroes, and at the last the álfar were defeated. Alphaton, the son of the indelible and erstwhile Emperor of the Álfar, 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 álfar! 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

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

The War of the Dwarves

Warriors Of The Tempest

Oneiros

The Legends of the Álfar Book III

A Deadman's Cross Novel

Complete at Last in a Single Hardcover Volume ¾the Finest Trilogy of Epic Fantasy in a Decade Paksenarrion, a simple shepherder'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." ¾Bookwacht

The Legends of the Álfar Book IV

The Legends of the Álfar

Digital Art Masters:

The Triumph of the Dwarves

The Forgetting Moon