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## BENTON PITTS

### The Barrow Orbit

The only thing keeping the Nameless Dwarf from once more becoming the Ravine Butcher is a helm made from the sorcerous ore, ocra, which he can never remove. Without the helm, he would succumb to the power of the black axe that caused the slaughter at Arx Gravis. After a year of fighting in other people's wars, Nameless receives a visit from one of the underworld tricksters—a faen—who tells him the day he has long waited for has arrived: The philosopher Aristodeus has come up with a plan to destroy the black axe and free Nameless from the ocra's helm. With the aid of new companions and an old friend, the assassin Shadrak the Unseen, Nameless must retrieve three artifacts that, combined, will bring an end to his suffering: The gauntlets of the fire giant, Sartis, whose lair lies in the roots of a volcano; The invulnerable armor of the Lich Lord of Verusia—an undead tyrant with a penchant for impaling and the drinking of souls; And the Shield of Warding, beneath which cowers a paranoid god on the fringe of the Abyss. But things are never that simple. Each of the companions has their own reasons for joining the quests, even Shadrak, who has been bound by an irrevocable contract—to kill the Nameless Dwarf.

*Aera Book 1* Jo Fletcher Books

Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series from Steven Erikson. The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand... Conceived and written on a panoramic scale, *Gardens of the Moon* is epic fantasy of the highest order—an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*Windhaven* Orbit

#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.

*The Triumph of the Dwarves* Crown

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 Dwarves* Jo Fletcher Books

For most kids, accidentally starting an interspecies war on Halloween would be the biggest event of their lives. For Elliot Penster, it was only the beginning. Now, three years later, the Brownies, who are hopelessly losing the war against the Goblins, make 11-year-old Elliot their king.

*Raging Storm* Createspace Independent Publishing Platform

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 to 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 . . .

*Oneiros* Homunculus

The return of the shifter Geth! In the wake of the Last War, a new king has risen and seeks to unite the newly formed goblin kingdom of Darguun under his rule. He seeks an ancient scepter, a symbol under which to unite his people and hire Geth, a shifter who owns one of the trio of artifacts to which the scepter once belonged, to find it. But will the artifact do what the Darguul king needs it to?

*The Fate of the Dwarves* Orbit

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.

*The Grey Bastards* Orbit

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** Penguin

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 Firüsha 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 älfar and the dwarves - for ever.

*Theft of Swords* hockebooks

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

#### **The Return of the Dwarves Book 1** Crown

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 acquaint 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* Pyr

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

#### **The Nameless Dwarf** Jo Fletcher Books

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 . . .

*A Guile of Dragons* Canelo

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*Ex-Communication* Sourcebooks, Inc.

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

*Valor Gateway*

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 Phondrasón. 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 Phondrasón 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

#### **Dark Paths** Macmillan

The dwarves are going to battle for the last time. There has been no word from the courageous warrior Tungdil since the bitter struggle at the Black Abyss. Dragons, magicians, and the cruel élfar have advanced far into the kingdom Girdlegard, ruthlessly seizing vast areas of land. It seems that the dwarves are facing their next battle with very little hope of survival. But then the inexplicable happens; a dwarf warrior dressed in black armor returns from the abyss -- with a formidable army in tow. This warrior calls himself Tungdil, and for his most loyal friend Ireheart and his allies, this means a new hope. But soon doubts begin arise . . . Could this really be Tungdil the dwarf, or is this warrior following his own dark agenda? It is a question of the future of Girdlegard -- and the future of all the dwarves. In the final installment of this spectacular fantasy epic, the greatest of the dwarves' adventures begins . . .

*The Forgetting Moon* Orbit

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.

*The Doom of Kings* Penguin

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.

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