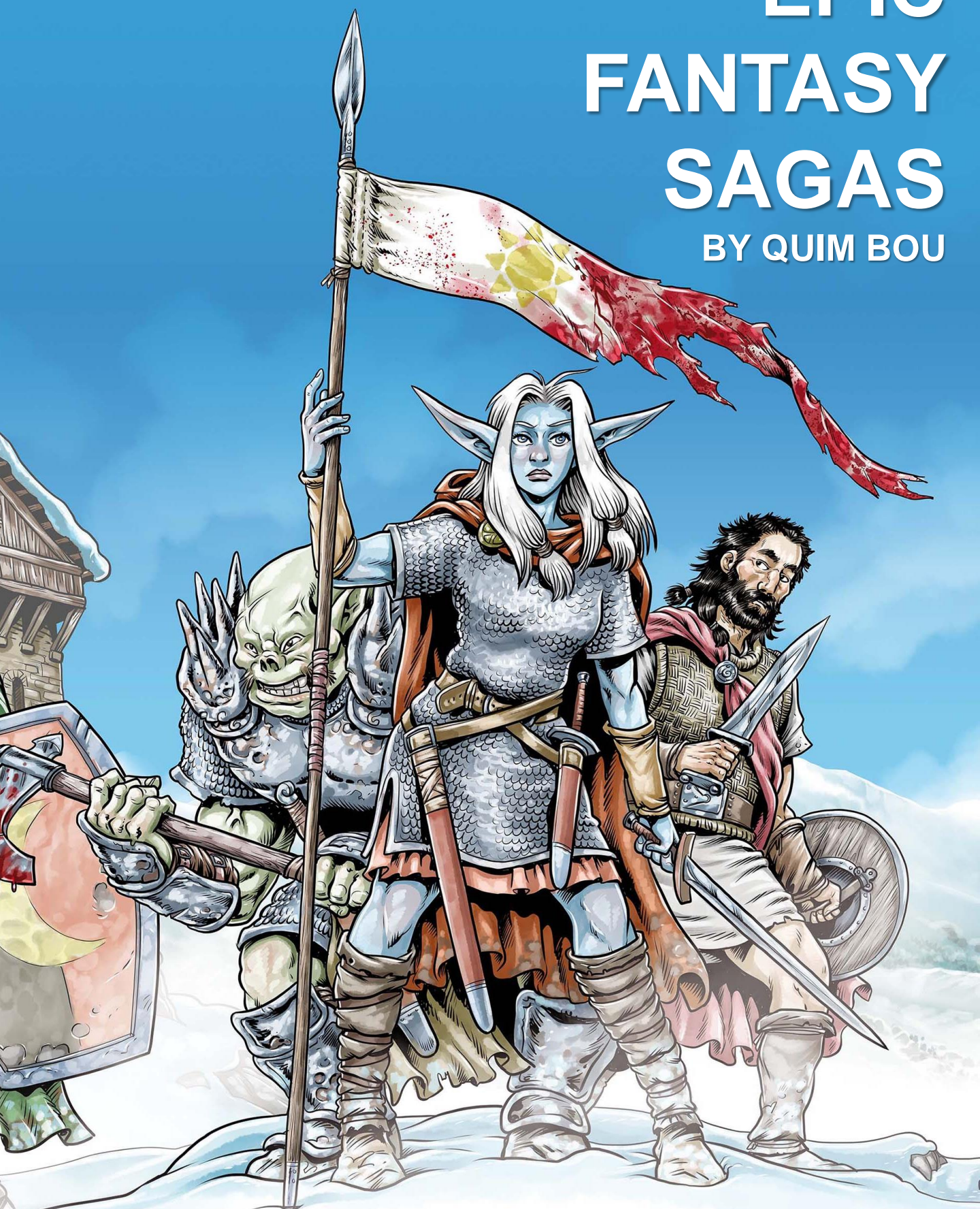


# EPIC FANTASY SAGAS

BY QUIM BOU

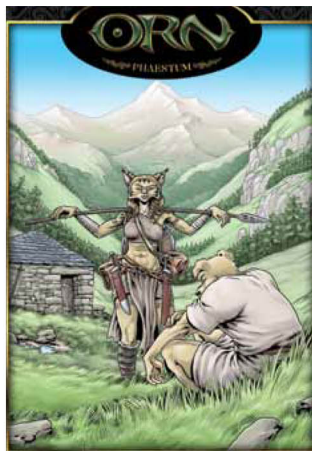
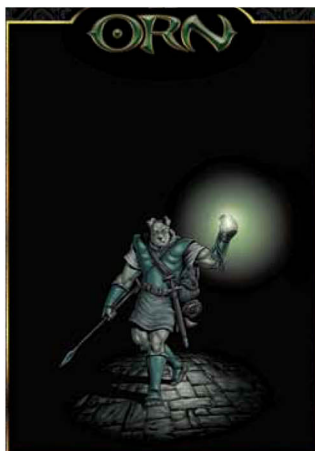
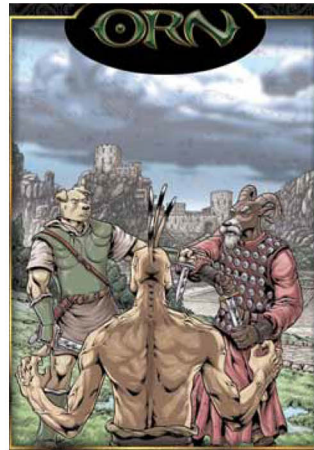
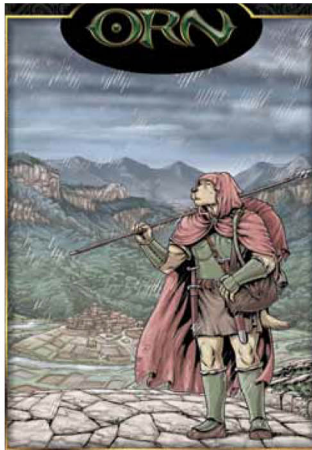
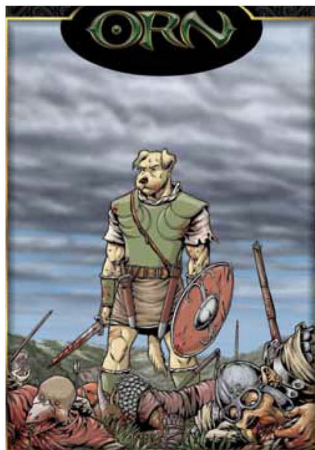
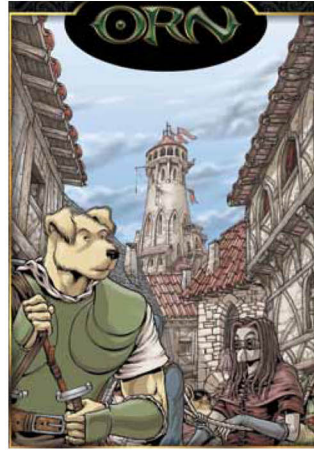


# ORN

ORN, IS A WANDERING WARRIOR WHO WORKS AS ACONIS' BODYGUARD. A PARALITIC WOMEN WHO TRAVELS SEARCHING FOR HISTORIC TEXTS FROM MANY REGIONS IN THIS JOURNEY THEY WILL LIVE ENDLESS ADVENTURES

FANTASY

ADVENTURE



The protagonist of this saga, Orn is a classic adventurer although he has some qualities that make him special.

In an attempt to break with his dark past, Orn is trying to live a more peaceful life. But for a warrior like him it turns out to be more difficult than expected.

This saga embarks us on a journey across places and characters that will share with us their stories, myths and legends.

● **Heroic fantasy. 12 series saga.**

● **An emotional bond is built with Orn as the saga evolves.**

● **The author avoids stereotypes. He builds character with a solid background: depth thoughts, contradictions and actions.**

**READ THE FIRST PAGES**



**Quim Bou**

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Colour. 21x29,5 Hardcover. 15'00€



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# ORN:

## STORY OF A JOURNEY #1

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FANTASY

ADVENTURE



Orn is a quiet but brave warrior. Having no fixed abode, he travels throughout the Orentania country offering his services as a bodyguard or guardian for travelling caravans.

After his previous adventures, he sets out on a sea voyage. But the sea is not a safe place, and he soon encounters pirates, giant squids...

The voyage becomes perilous and he meets two important characters: Aconis, a disabled female owl who is a historian, highly intelligent and possesses great knowledge, and Herdez, a veteran warrior who is bitter about his past.

● **Heroic fantasy.**  
**12 series saga.**

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# ORN:

## STORY OF A JOURNEY #2

FANTASY

ADVENTURE

ORN, IS A WANDERING WARRIOR WHO WORKS AS ACONIS' BODYGUARD. A PARALITIC WOMEN WHO TRAVELS SEARCHING FOR HISTORIC TEXTS FROM MANY REGIONS IN THIS JOURNEY THEY WILL LIVE ENDLESS ADVENTURES



Orn, Aconis, Herdez and the sailors are marooned on a desert island.

They prepare to settle down for the night, but recent events have made them restless. In the tranquilly of the night, they gather round the fire with wine to tell three stories.

Three stories that delve into Orn's fantasy world and its curiosities.

● **Heroic fantasy.**  
**12 series saga.**

● **An emotional bond is built with Orn as the saga evolves.**

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# ORN:

## STORY OF A JOURNEY #3

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FANTASY

ADVENTURE



Orn, who is now Aconis' bodyguard, arrives with Aconis and the rest of the group at the port. Here, Aconis must exchange important historical documents with a wizard.

Entering a wizard's tower is always a risk, as wizards have absolute power over everything inside their towers. Since the wizard is expecting Aconis, this exchange is a mere formality.

But who knows what will happen in this wizard's tower?...

● **Heroic fantasy.**  
12 series saga.

● **An emotional bond is built with Orn as the saga evolves.**

● **The author avoids stereotypes. He builds character with a solid background: depth thoughts, contradictions and actions.**



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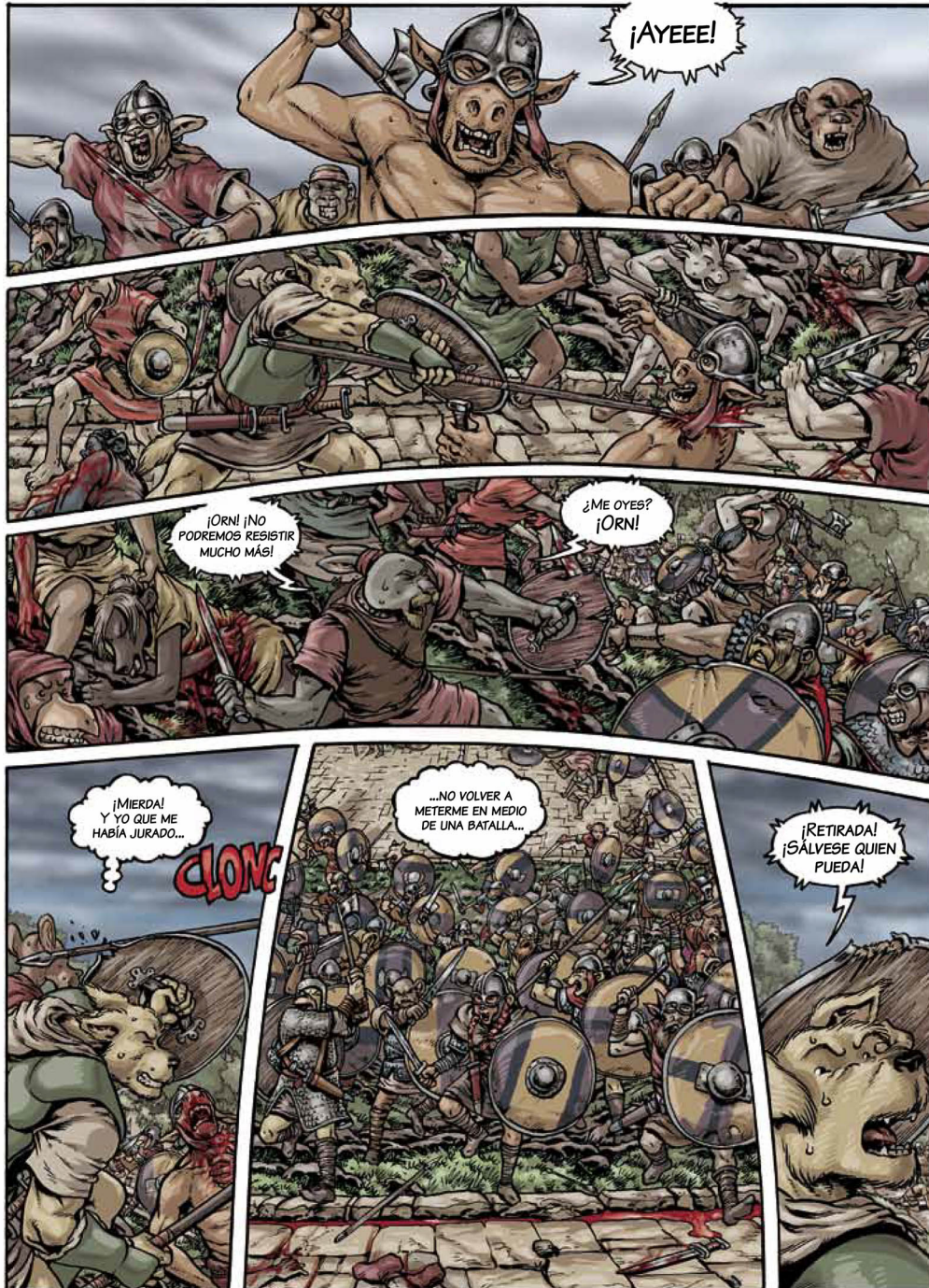
# ORN:

## STORY OF A JOURNEY #4

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FANTASY

ADVENTURE



Orn, Aconis Irga and Uillem's voyage is disrupted by a group of pillagers from the North.

They will stop at nothing and destroy everything in their path.

The local feudal lord only protects his own interests by staying on guard. The local militia bears no chance of resisting the pillagers from the sea.

However, when Orn arrives, the situation may change.

● **Heroic fantasy.**  
**12 series saga.**

● **An emotional bond is built with Orn as the saga evolves.**

● **The author avoids stereotypes. He builds character with a solid background: depth thoughts, contradictions and actions.**



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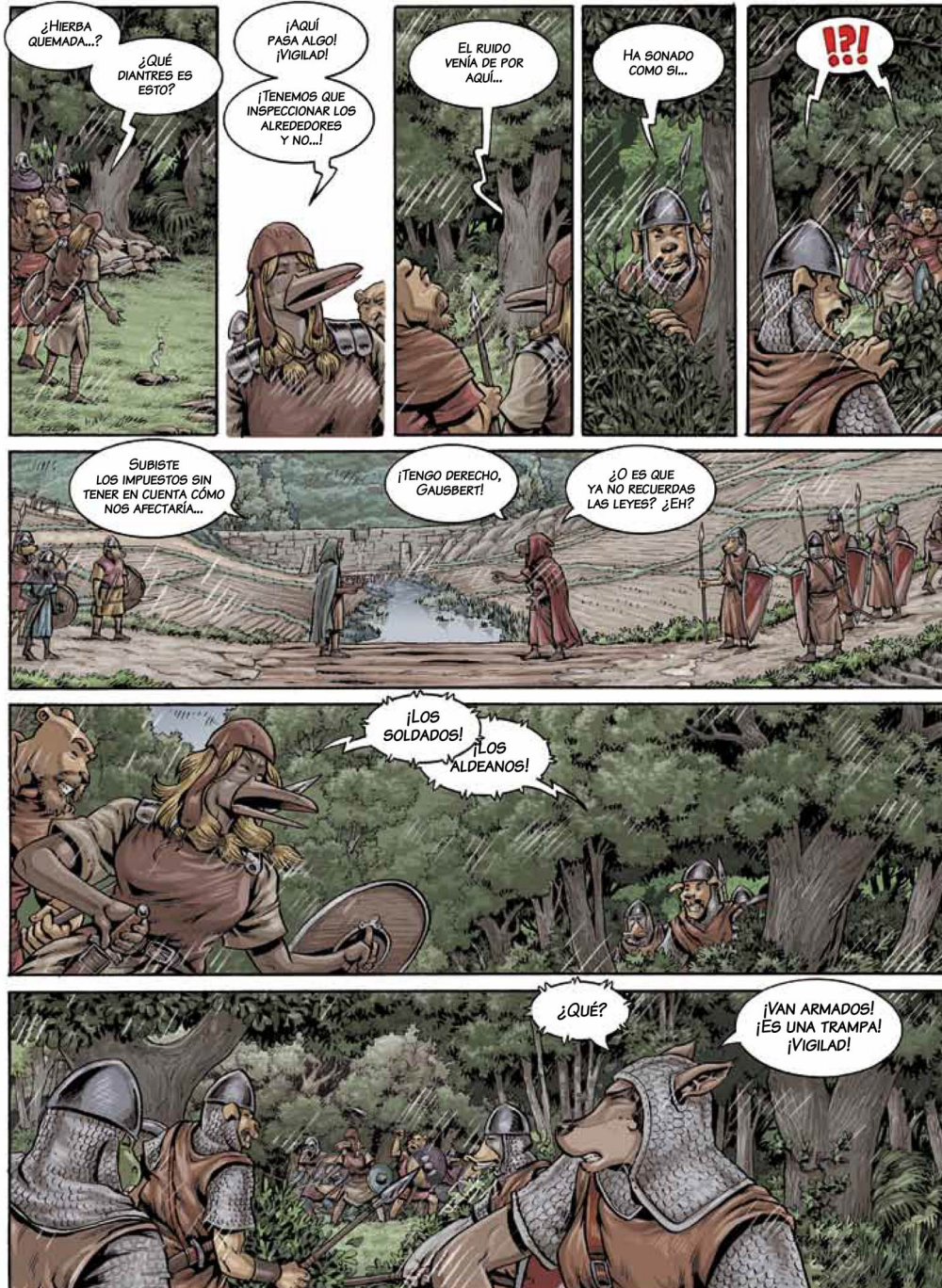
# ORN:

## STORY OF A JOURNEY #5

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FANTASY

ADVENTURE



Orn, Aconis, Irga and Uillem continue their journey towards the Fortified Passage.

Approaching the village of Villanova, our companions consider that here would be a good place to rest and regain their strength after their last battle. But the road ahead is blocked, and the Fortified Passage has shut its doors to all travelers.

Social unrest escalates and our travelers become embroiled in the conflict between feudal lords and serfs. Despite trying to avoid becoming involved, it is impossible for Orn, Aconis, Irga and Uillem to escape the tension which is mounting with the arrival of two monotheists. And the situation will not improve with the arrival of new travelers.

• **Heroic fantasy.**  
12 series saga.

• **An emotional bond is built with Orn as the saga evolves.**

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# ORN:

## STORY OF A JOURNEY #6

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FANTASY

ADVENTURE



Tension between the squire and the villagers escalates. Instead of the situation improving, aggression comes to a head and leads to violence.

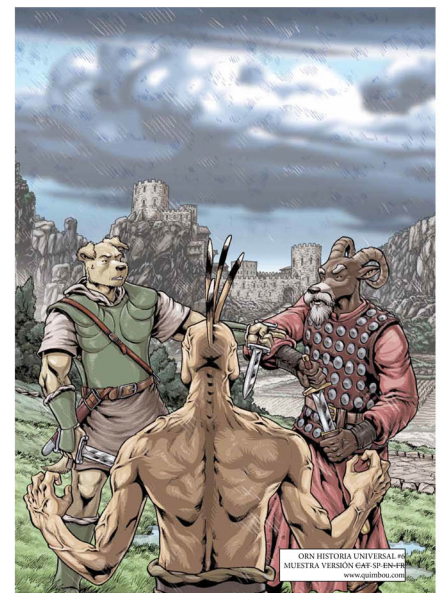
In the isolated house where our travelers await the Fortified Passage to open the doors, Herdez's arrival aggravates the situation. Herdez challenges Orn, who is left with no choice. Aconis is helpless, and fears that she will be victim to Herdez or, worse, fall into the hands of the monotheists who absolutely despise nocturnal creatures.

Tension mounts between the two camps and conflict breaks out in an unexpected manner.

• **Heroic fantasy.**  
**12 series saga.**

• **An emotional bond is built with Orn as the saga evolves.**

• **The author avoids stereotypes. He builds character with a solid background: depth thoughts, contradictions and actions.**



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# ORN:

## STORY OF A JOURNEY #7

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FANTASY

ADVENTURE



Trapped between the Fortified Pass and the wizard's tower, Orn, Irga and Aconis flee across the fields. It isn't long before they come across some other fugitives, the survivors of Vilavella.

Together, they embark on a desperate escape. Where can they flee to?

Where can they hide? The only possible answer is to seek asylum in the village of the Aques, an underground clan. But even when they arrive there, they are not free from new dangers. A group of thieves surprise them halfway there and steal their most valuable possessions... among which is a certain leather bag full of scrolls.

● **Heroic fantasy.**  
**12 series saga.**

● **An emotional bond is built with Orn as the saga evolves.**

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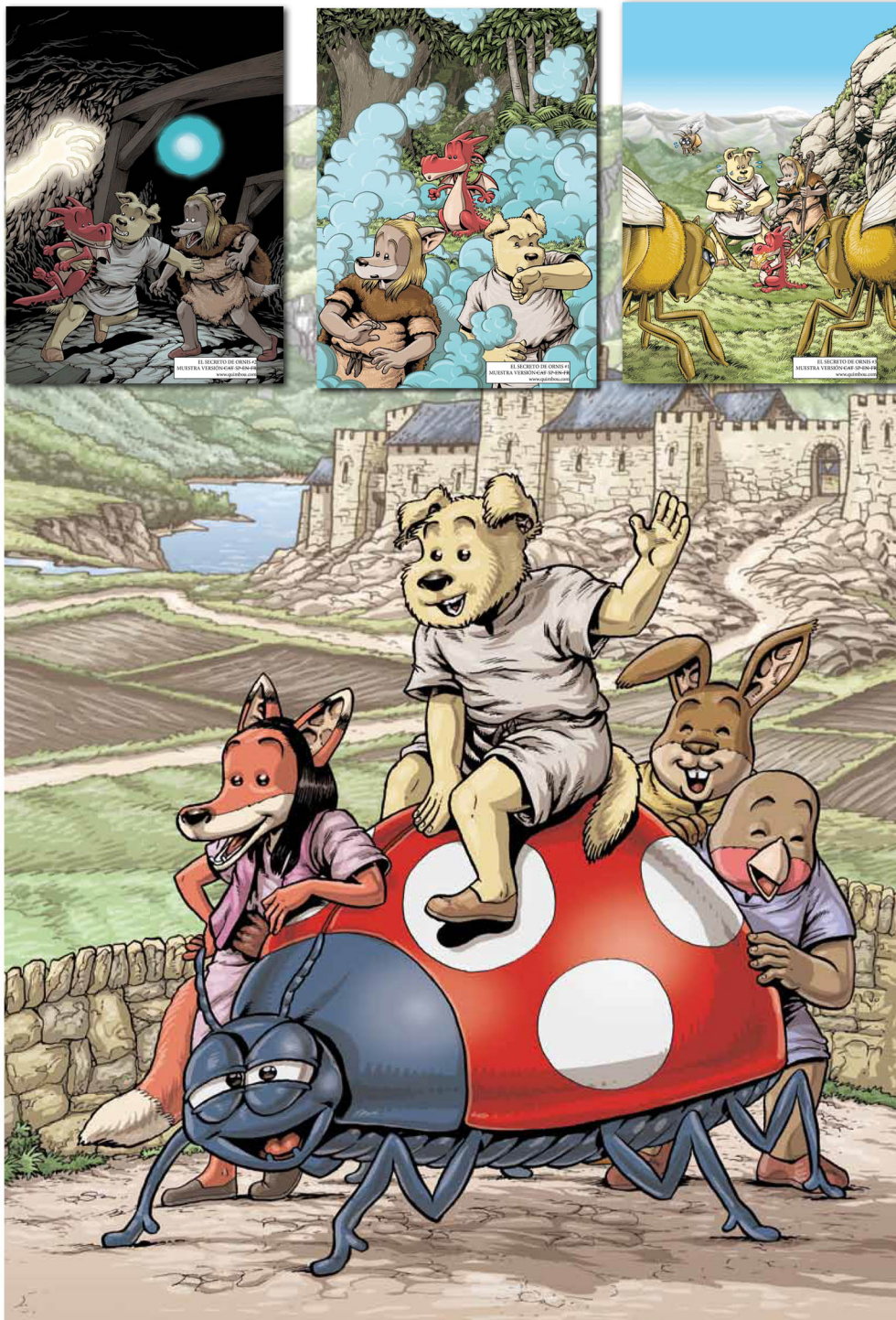
# ORNIS' SECRET

JUVENILE

FANTASY

ADVENTURE

SET IN "ORN: STORY OF A JOURNEY" SAGA, "ORNIS' SECRET" TAKES US TO THE CHILDHOOD OF OUR FUTURE WARRIOR, ORN. A NAUGHTY CHILD WITH WHOM WE'LL ENJOY AMAZING ADVENTURES.



What happens when Ornis is punished and must tend to the ladybird in the pastures outside the village?

What seemed at first a monotonous punishment becomes a new adventure in which Ornis will meet the druids and Heurona, the young apprentice druid.

He discovers that they aren't as odd as he thought. And yes, together they can get into some trouble!

- Juvenile and for all ages
- Heroic fantasy. 3 albums series
- The reader develops empathy with the character
- The characters are not stereotyped, they are endowed with interests, contradictions, actions and reflections, which give them a solid background

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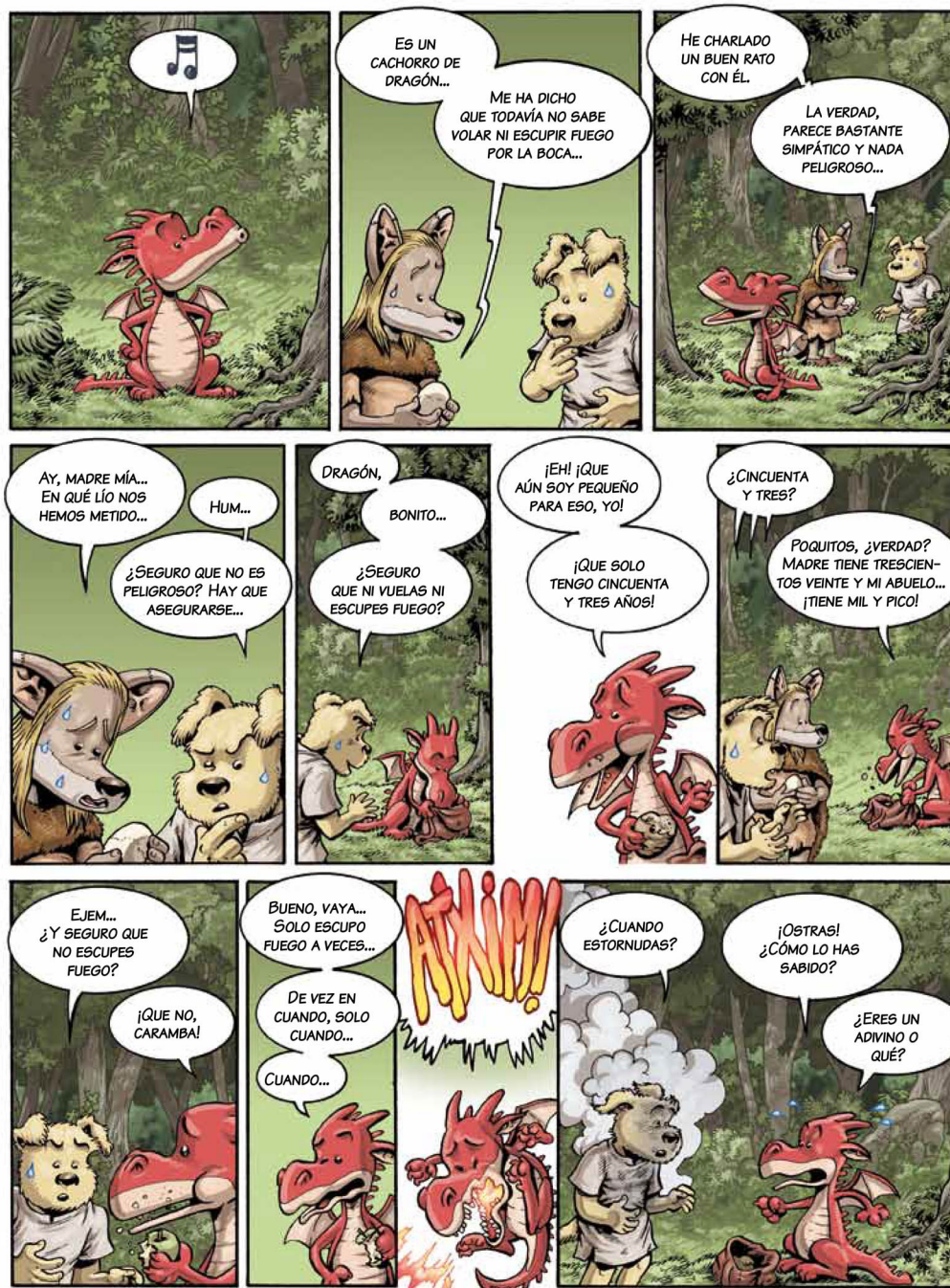
JUVENILE

FANTASY

ADVENTURE

# ORNIS' SECRET 1

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# ORNIS' SECRET 2

JUVENILE

FANTASY

ADVENTURE

SET IN "ORN: STORY OF A JOURNEY" SAGA, "ORNIS' SECRET" TAKES US TO THE CHILDHOOD OF OUR FUTURE WARRIOR, ORN. A NAUGHTY CHILD WITH WHOM WE'LL ENJOY AMAZING ADVENTURES.



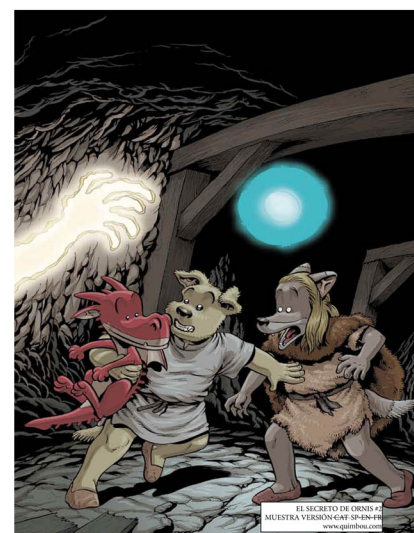
Ornis, Heurona and the little dragon discover a mysterious cave.

Is it a tomb?  
Is it a storehouse?  
A mine?

What a great adventure exploring this abandoned cave.

But soon they realise that they are not alone.

- Juvenile and for all ages
- Heroic fantasy.  
3 albums series
- The reader develops empathy with the character
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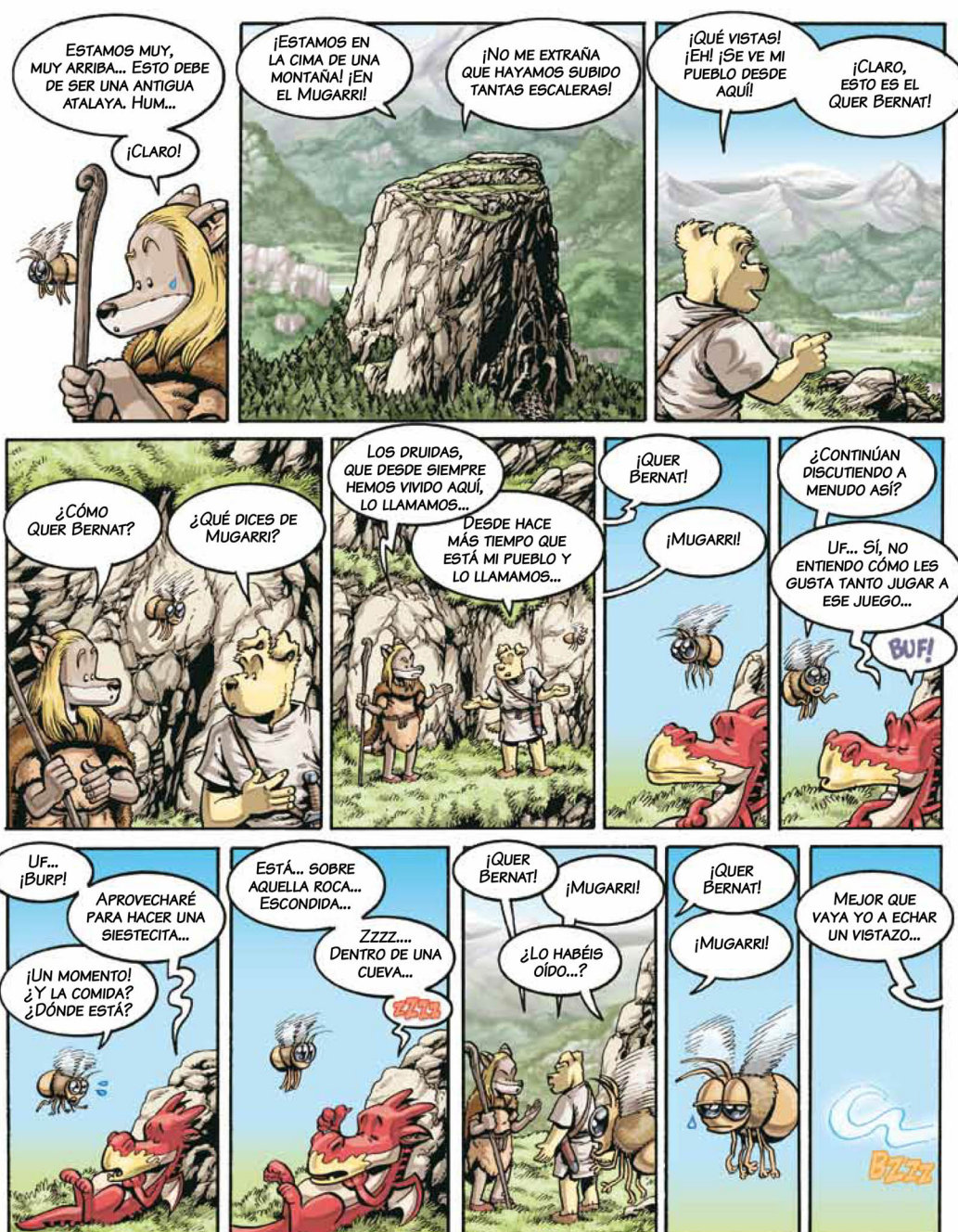
JUVENILE

FANTASY

ADVENTURE

# ORNIS' SECRET 3

SET IN "ORN: STORY OF A JOURNEY" SAGA, "ORNIS' SECRET" TAKES US TO THE CHILDHOOD OF OUR FUTURE WARRIOR, ORN. A NAUGHTY CHILD WITH WHOM WE'LL ENJOY AMAZING ADVENTURES.

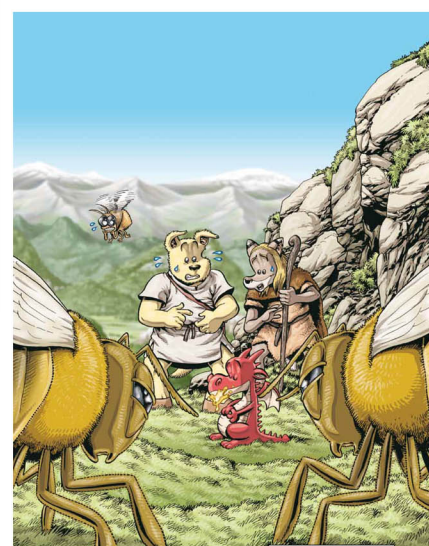


Unable to send the little dragon back, Ornis and Herona visit him every day, in order to find a solution.

But today they don't have much time to think about it...

Is it possible to find fresh honey in a cave that has been abandoned for years? Who brought it here? A mysterious thief?

- Juvenile and for all ages
- Heroic fantasy. 3 albums series
- The reader develops empathy with the character
- The characters are not stereotyped, they are endowed with interests, contradictions, actions and reflections, which give them a solid background



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# THE ISLAND OF HAND

FANTASY

ADVENTURE

IN THE FANTASTIC UNIVERSE OF THE MÔM CONTINENT, THE LIVES OF A DRAGON, A RESENTFUL GNOME AND GORNE, OUR HERO, WILL CROSS IN AN UNEXPECTED ADVENTURE, TO THEIR REGRET



This is the story of a forgotten race living in a lonely island, turning their backs to the rest of the world. Self-exiled, the inhabitants await the return of their people. But the quiet lives of the locals will change with the arrival of a dragon with unknown intentions.

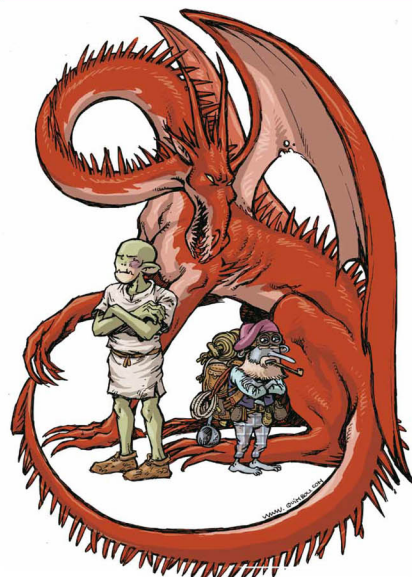
To investigate, they will send Gorne, as he is about to be executed by a husband that accuses him of having slept with his wife. Would Gorne find out what brings the dragon to the island? Will he have the fortune to come back alive?

In "The island of hand" Quim Bou immerses us into a story of profound feelings. Thanks to his amazing and elaborate drawings and his ability to give life to his characters.

- Heroic fantasy

- Interesting characters that share normal experiences in an unusual scenario - Dragons with nasty temper

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Quim Bou

One shot. 48 pags.

Color. 21x29,5. Hardcover. 14'00€



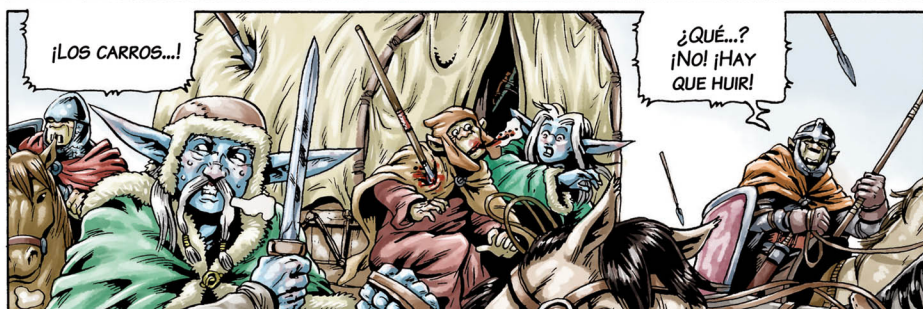
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# RED GOLD

EPIC FANTASY

ADVENTURE

A TROLL, 2 ELVES, A DWARF AND A HUMAN LOOKING FOR A TREASURE WITH ONE COMMON GOAL: TO EXPELL THE HUMAN RAIDERS WHO DEVASTATE THEIR LANDS. VENGEANCE WILL LEAD THEM TO UNSUSPECTED HEIGHTS.



Throngs of human raiders are invading Môm lands. A motley crew made up of an old monk dwarf, an ex-mercenary orc-troll, a blind eye elf, a female elf who saw her family being murdered on her wedding day.

Together with a human raider as prisoner search for a treasure that will free them from the invaders. Join them in their quest and find out the adventures and dangers that await them.

- It takes place in the fantastic universe created by Quim Bou: the Môm Continent

- Epic fantasy and heroic adventure

- A darker plot will be unrevealed

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# ALBA DRAGA

FANTASÍA

ÉPICA

AVENTURA



Acompáñanos en esta historia que transcurre en una sociedad orca en plena edad de bronce.

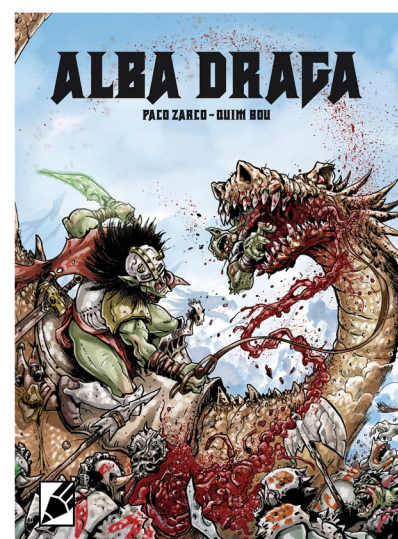
El Imperio Orco está en plena expansión y los Jinetes Dragón del Rey Ekram II se preparan para anexionarse las tierras cercanas de los Orcotrolls a sangre y fuego. El Rey se juega mucho en esta batalla. Los reinos rivales están atentos a todos sus movimientos y Ekram sabe que la política puede ser más peligrosa que la espada. Necesita resultados y pronto.

Y más ahora, cuando un par de Monjes-Guerreros recorren su corte investigando los rumores que afirman que las mujeres de su reino practican magia prohibida...

• **Una historia llena de batallas luchas y sangre con Guerreros y Jinetes Dragón.**

• **Estrategia, ambiciones, sucias conspiraciones políticas y religiosas. Y dentro de ese agitado cocktail, viviremos una épica historia de amor.**

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