

## The Chronicles Of Malus Darkblade Volume One Mike Lee

Book 15 in the hugely popular Gaunt's Ghosts series. The Victory arc concludes as beloved characters are put in more danger than you'll be able to bear. Fair warning: they're not all going to get out alive. Men of Tanith... do you want to live forever?' On the forge world of Urdesh, the massed forces of the Imperial Crusade engage in a final bloody battle with the Archenemy commander known as the Anarch, and his elite warriors - the barbaric Sons of Sek. A victory for either side will decide more than just the fate of Urdesh... it will determine the outcome of the entire Sabbat Worlds Crusade. Ibram Gaunt – now serving at the right hand of Warmaster Macaroth – finds himself at the very heart of the struggle. His regiment, the Tanith First “Ghosts”, holds the vital key to ultimate success. But as the forces of the Imperium and Chaos square up for the final, large-scale confrontation, Gaunt discovers that the greatest threat of all may come from inside rather than out.

This omnibus edition collects the first three Darkblade novels The Daemon's Curse, Bloodstorm and Reaper of Souls, by Dan Abnett and Mike Lee. This series has a strong sales history and is the second most popular seiries for Warhammer.

The much anticipated follow up to "Pariah" is here! In the mysterious city of Queen Mab, the forces of light and darkness are locked in a murderous struggle for truth. The dedicated agents of the Holy Inquisition battle with their shadowy counterparts, the infamous Cognitae, to discover the encrypted identity of the enigmatic, all-powerful King in Yellow. Caught at the heart of this struggle is the pariah Alizebeth Bequin. Will she stand with the Inquisition, or with the Cognitae that raised her? And if she chooses the Inquisition, will it be the wise but ruthless Ravenor, or his rival, the denounced heretic Eisenhorn? Bequin must withstand an onslaught of angels and demons, and even the monstrous warriors of the Traitor Legions, to unpick the greatest riddle of her life. The beloved characters of Eisenhorn and Ravenor return, as implacable adversaries in a novel of esoteric mystery, macabre intrigue and vivid action, where the revelation of true identity could mean death... or might shake the Imperium to its very foundations.

Omnibus edition of all three Ravenor novels - Ravenor, Ravenor Returned and Ravenor Rogue - by Black Library's best-selling Warhammer 40,000 author, Dan Abnett.

Ex-general-turned-ambassador Kaspar von Velten confronts new perils, power struggles, and intrigues at the court of Tsarina Katarin of Kislev as war threatens in The Ambassador, and becomes caught up in a desperate race against time to find the evil agents of Chaos hidden within the city, before the dark Lord Archaon and the forces of Chaos annihilate the city, in Ursun's Teeth. Original.

As the forces of evil gather around the ancient mountain fortress of Middenheim, City of the White Wolf, only the Templar Knights of Ulric, led by Wolf Company Commander Ganz, stand between the city and ultimate annihilation. Original.

After fleeing the authorities in the Imperial city of Altdorf, Felix Jaeger swears a drunken oath to dour dwarf Gotrek Gurnisson to record his death saga. In the cold light of day, Felix's worst fears are confirmed as he learns that Gotrek is a Trollslayer - a dwarf doomed to seek out a heroic death in battle to atone for an unknown personal disgrace. Their travels throw them into a string of extraordinary adventures as Felix tries to survive his companion's destiny.

A massive collection of fantastic short stories from New York Bestselling author Dan Abnett, collated together for the first time. A must read for all Abnett fans! From the bloody battlefields of the Sabbat Crusade to the clandestine world of the Inquisition, and the grand stage of the galaxy-defining Horus Heresy, this anthology brings together for the first time all of the Warhammer 40,000 and Horus Heresy short stories by esteemed science fiction and New York Times bestselling author Dan Abnett. Featured in these pages are both classic tales such as 'Thorn Wishes Talon' and 'A Ghost Return' and lesser known gems like 'Midnight Rotation' and 'Eternal' that add depth and nuance to some of the author's most celebrated characters including Gaunt's Ghosts, Gregor Eisenhorn, Horus Aximand, Shadrak Meduson and many more. Containing well over thirty stories and charting a legacy over twenty years in the making, Lord of the Dark Millennium is the definitive Black Library short fiction collection of Dan Abnett.

Book 4 in the Global best selling The Horus Heresy: Siege of Terra series. The Traitor Host of Horus Lupercal tightens its iron grip on the Palace of Terra, and one by one the walls and bastions begin to crumple and collapse. Rogal Dorn, Praetorian of Terra, redoubles his efforts to keep the relentless enemy at bay, but his forces are vastly outnumbered and hopelessly outgunned. Dorn simply cannot defend everything. Any chance of survival now requires sacrifice, but what battles dare he lose so that others can be won? Is there one tactical stroke, one crucial combat, that could turn the tide forever and win the war outright?

The vastly outnumbered Phantine Fighter Corps, flying missions out of airstrips on key offshore islands, launch one final desperate battle to prevent the evil Chaos legions of the dread-lord Anakwanar Sek from overrunning the war-torn world of Enothis. Reprint.

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Darkblade must decide where his loyalties lie – will he follow Malekith to the death, or will he finally rise up and try to claim the throne of Naggaroth for himself? And either way, will he survive? It has taken decades, but Malus Darkblade has finally plotted, schemed and murdered his way to power, as the ruler of the city of Hag Graef and general of the Witch King Malekith's armies. But his position is imperilled when Malekith orders an all-out assault on Ulthuan – with Darkblade in the vanguard. As he wages war on the high elves, Darkblade must decide where his loyalties lie – will he follow Malekith to the death, or will he finally rise up and try to claim the throne of Naggaroth for himself? And either way, will he survive?

New fantasy title, continuing the story of High Elf Gilead Lothain Gilead Lothain returns! From the warrens of the skaven to the streets of Nuln, the shadowfast warrior and his

faithful retainer Fithrael find themselves surrounded by evil. Beneath the earth, the dangerous and insane Rat King, its powers amplified by evil magic, plots Gilead's downfall, while a bloodthirsty vampire count becomes an unlikely ally... and Gilead's deadliest foe.

Murderer, betrayer, warrior beyond compare. Explore the story of Malus Darkblade in this great value omnibus! The dark elves are feared throughout the Old World for their evil ways, yet one member of this despicable race stands out for his treachery and cunning - Malus Darkblade. Having been possessed by an ancient daemon, the dark elf is faced with a stark choice - recover five items of unimaginable power or forfeit his soul forever!

Bumper omnibus of classic Warhammer Elves stories. From the Gemmell award-winning writer Graham McNeill comes a grand saga of magic, treachery and elves... The elves are a mysterious and magical race, best on all sides by war. Blessed with exceptionally long life, but cursed by the mistakes of their ancestors, high elves and wood elves alike must defend their realms from those who would seek to destroy them. In Defenders of Ulthuran and Sons of Ellyrion, Ulthuran comes under attack from an alliance of the traitorous dark elves and Chaos-corrupted Norscans. As the great heroes of the high elves – Tyrion, Teclis and Eltharion among them - rally their armies, the fate of the land lies in the hands of Eldain and Caelir, brothers separated by fate and treachery. In Guardians of the Forest, the noble Bretonnian knight Leofric is thrown into an uneasy alliance with the wood elves as they battle a plot by monstrous beastmen to corrupt the sacred groves of Athel Loren that threatens not only the forest, but all of Bretonnia. This Omnibus edition also contains three short stories.

New to Black Library fiction? This is a great way to get to grips with the great characters from the worlds! In the grim darkness of the far future, and in the vastness of the Mortal Realms, there are those characters who stand out amongst all others. Within these pages and collected for the first time are stories of some of Black Library's best-loved and well-known heroes and villains. On deadly battlefields, Commissar Ibram Gaunt leads his regiment, the Tanith 'Ghosts', in a desperate battle for survival; on Ultramar, Ultramarines Captain Uriel Ventris stands as a bulwark against the forces of Chaos; in the shadowy underbelly of the Imperium, Inquisitors Cowl and Covenant ply their clandestine trade. Throughout embattled lands, the realm of gods and monsters, Vampire Queen Neferata seeds dark plots to secure her power, whilst Lord-Celestant Gardus Steelsoul is a paragon of virtue and honour, and drives back the pestilent hordes of the Plague God. These are just some of the legends, the light and the darkness – the icons of the Warhammer worlds. The Hammer and the Eagle is an anthology of short stories by authors such as Dan Abnett, Graham McNeill, Chris Wraight, Sandy Mitchell, Rachel Harrison, Aaron Dembski-Bowden, Guy Haley, Gav Thorpe, David Annandale and more.

Book 6 in the Warped Galaxies Series. Fantastic Sci-Fi books for children aged 9-12. Guided by the vision of a mysterious psyker, Zelia finally finds her mother on a distant world, far from Terra. But even now, are the friends really safe while they carry the ancient relic that led to the destruction of Talen's home planet? A family is reunited, but a world will be ripped apart as the unstoppable Necrons close in on their prize. Warped Galaxies reaches its exciting conclusion as loyalties are tested, destinies are set and the Space Marines arrive in force!

When the necrons rise, a mining planet descends into a cauldron of war and the remorseless foes decimate the human defenders. Salvation comes in an unlikely form – the Death Korps of Krieg, a force as unfeeling as the Necrons themselves. When the two powers go to war, casualties are high and the magnitude of the destruction is unimaginable.

Inquisitor Gideon Ravenor returns to action to hunt the most dangerous enemy he has ever encountered, a disgraced inquisitor, driven by obsession to bind daemons to his will and consort with heretics. For Ravenor, this is more than just a manhunt, it is personal.

Classic Black Library graphic novel, colourised for the first time! Shadrac - an isolated Imperium world at the mercy of the insidious tyrannid menace. All resistance has fallen, all hope has been extinguished. Only one last of survivors remains and their time is quickly running out as more and more of the tyrannid host closes in on them. As the alien horde makes its final advance, all that can save them is a miracle. And then it arrives.

From the author who “wraps mystery, action, myth, and deceit into one page turner of a book” (Nerd Reactor) comes *Battle for Rome*. War is on the horizon for the Roman Empire, and only Maxentius, tyrant of Rome, stands between the emperor Constantine and supreme power in the west. Aurelius Castus is now a tribune in Constantine's army. But this great honor brings new challenges, and Castus is tormented by suspicions that his young wife has been unfaithful. As Constantine becomes increasingly devoted to Christianity, he is forced to ask himself whether he is following the wrong man. The approaching war will decide the fate of the empire, but Castus's own battle will carry him much further—into the shadowy realms of treachery at the heart of Rome itself.

New omnibus edition of Mike Lee's classic Warhammer fantasy trilogy *The Rise of Nagash*. In the fantasy world of Warhammer, magic suffuses the land to such an extent that even the dead can 'live' again, and whole empires of undead creatures hold sway in the dark places of the Old World. The vampires in the forests, the ghouls in their tunnels, the tomb kings of the southern deserts - all can trace their dark lineage back to Nagash, the first necromancer and supreme lord of undeath. For it was Nagash, two millennia before the time of Sigmar, who wrested the secrets of life and death from the dark elves, embarking upon a quest for immortality that would spark a war, destroy an empire and unleash a plague of undeath that would blight the Old World until the End Times and beyond.

Trapped behind enemy lines during the invasion of Rynn's World, Sergeant Galleas and his squad must rally the human survivors of the greenskin attack and teach them to fight back, if any of them are to survive. Veteran Sergeant Sandor Galleas is the epitome of a Crimson Fists Space Marine: proud, courageous, and unyielding, even in the face of impossible odds. But when disaster befalls the Chapter during the ork invasion of Rynn's World, Galleas's convictions are put to the ultimate test. Trapped deep in enemy territory, Galleas, his squad, and a band of human survivors, must fight the greenskins by any means necessary if they – and the Crimson Fists Chapter – are to survive.

A fantastic collection of classic stories about the righteous armies of the Empire set in the Warhammer Fantasy universe. The Empire is besieged. Countless enemies batter the border of

Sigmar's mighty nation, seeking to tear down its cities and murder its inhabitants. Standing against them are an array of brave men and women, united in their defiance and led by true heroes. In the wilderness of Averland, Kurt Helborg, Marshal of the Reiksguard, holds the province together in his iron grip. On the frontiers, Ludwig Schwarzhelm, Emperor's Champion, must halt the unstoppable onslaught of the Greenskins, while in the Drakwald Forest, Luthor Huss, warrior priest of Sigmar, fights a tide of undead that threatens to sweep away all before it. But, more insidious enemies lurk within the shadows. Witch hunters and spies are the only remedy to such poisons, and none are more accomplished than Lukas Eichmann and Pieter Verstohlen, whose individual quests find them on the trail of ruthless murders and labyrinthine conspiracies that threaten to tear the nation asunder. Will these heroes triumph, or will the myriad evils of the Old World bring ruin to the hope of humanity? This omnibus contains the novels *Sword of Justice*, *Sword of Vengeance* and *Luthor Huss* and the short stories 'Feast of Horrors', 'Duty and Honour' and 'The March of Doom', by Chris Wraight.

It has taken decades, but Malus Darkblade has finally plotted, schemed and murdered his way to power, as the ruler of the city of Hag Graef and general of the Witch King Malekith's armies. But his position is imperilled when Malekith orders an all-out assault on Ulthuan - with Darkblade in the vanguard. As he wages war on the high elves, Darkblade must decide where his loyalties lie - will he follow Malekith to the death, or will he finally rise up and try to claim the throne of Naggaroth for himself? And either way, will he survive? Previous Titles: - *Gotrek & Felix: Kinslayer* (9781849707299) - HB £17.99 - *Bane of Malekith* (9781849707664) - B Fmt PB £8.99

In the tunnels of Nagashizzar, a new threat to the realm of the undead is rising. Nagash must call upon all his reserves of power to defeat the skaven assault and continue his unholy reign. Original.

A quartet of fantasy graphic novel adventures come together in an omnibus edition that chronicles the adventures of dark elf Malus Darkblade, as his soul is seized by the daemon Tz'Arkan and he embarks on a perilous quest to find objects of mystical power. Young Adult.

The First Chronicle of Malus Darkblade Games Workshop

To regain his soul from the ancient daemon Tz'arkan, Darkblade must find the legendary Warpsword of Khaine - will he succeed or is the ruthless warrior fated to be forever damned?

The dark elves are feared throughout the Old World for their evil ways, yet one member of this despicable race stands out for his treachery and cunning - Malus Darkblade. Having been possessed by an ancient daemon, the dark elf is faced with a stark choice - recover five items of unimaginable power or forfeit his soul forever

Inquisitor Eisenhorn returns in a stunning new novel that pits him against his oldest foe, forcing him to finally confront the growing darkness within his own soul. Inquisitor Gregor Eisenhorn has spent his life stalking the darkest and most dangerous corners of the galaxy in pursuit of heresy and Chaos, but how long can a man walk that path without succumbing to the lure of the warp? Pursuing heretics in the remote worlds of the Imperium, Eisenhorn must confront the truth about himself. Is he still a champion of the Throne? Or has he been seduced by the very evil that he hunts? *The Magos* is the brand new, full-length fourth novel in the hugely popular Eisenhorn series. This paperback edition also includes the definitive casebook of Gregor Eisenhorn, collecting together all twelve of Dan Abnett's Inquisition short stories, several of which have never been in print before. These additional stories have been compiled by the author to act as an essential prologue to this long-awaited new novel, while also serving as an indispensable companion to the original Eisenhorn trilogy.

Having been possessed by the ancient daemon Tz'arkan, dark elf anti-hero Darkblade has been tasked with retrieving five missing artefacts. With four of those objects already in his grasp, will the dark elf be able to claim the legendary Warpsword of Khaine and return it to the daemon, or will his unholy quest be thwarted at its final stages?

A cruel and ruthless opportunist, dark elf aristocrat Malus Darkblade makes his way through the perilous Warhammer world, from the treacherous courts of the dark elves to the horrors of the Chaos Wastes, in the first of five novels chronicling the adventures of the anti-hero. Original.

Two books and short stories complete the first Darkblade story arc *The Chronicles of Malus Darkblade: Volume Two* provides epic fantasy action from two of the Black Library's leading authors, Dan Abnett and Mike Lee. Includes the books *Warpsword* and *Lord of Ruin*. In addition it contains two short stories never published before on Malus Darkblade.

Exciting release from the Warhammer Chronicles imprint. Bretonnia is a land shrouded in myth and magic, under siege from the strange creatures of its shadowy forests and those fallen to the lure of the Dark Gods. Against these fearsome foes stand the Knights of Bretonnia, calling upon their faith in the Lady and their guile with the sword to repel their legions of enemies. When young noble Calard starts upon the path to knighthood, he soon discovers the darkness hidden within his homeland and the price that must be paid by those seeking the holiest of honours – the title of Grail Knight. Accompanied by his faithful manservant Chlod, he must face vampires, wyverns, Chaos warriors and goblins, but each battle brings him one step closer to becoming the legend he seeks. *Knights of Bretonnia* collects the novels *Knight Errant* and *Knight of the Realm*, plus the novellas *Questing Knight* and *Grail Knight*, completing the saga of Calard from his knightly training to his most epic of victories.

Explore the shadows with this great vampire omnibus from the Warhammer Old World. TBC

Braving untold perils and impossible odds to retrieve the five objects of power, Malus Darkblade must now return them to the ancient daemon Tz'arkan, but he is beginning to wonder if the evil creature can be trusted to honor its commitment to return his soul. Original.

A member of the dark elf race, Malus Darkblade's reputation as a warrior is beyond compare and his cruelty is legendary - even by the standards of the dark elves. Having been possessed by the foul daemon Tz'arkan, Malus undertakes a perilous quest to regain five magical artefacts that will free his soul or damn him forever.

Malus Darkblade is forced to seek a number of magic artifacts when he is possessed by the daemon Tz'arkan or his soul will be forfeit, in this second novel in the Darkblade series. Original.

An ancient evil returns to the Warhammer World The End Times are coming. As the forces of Chaos threaten to drown the world in madness, Mannfred von Carstein and Arkhan the Black put aside their difference and plot to resurrect the one being with the power to stand against the servants of the Ruinous Powers and restore order to the world - the Great Necromancer himself. As they set about gathering

artefacts to use in their dark ritual, armies converge on Sylvania, intent on stopping them. But Arkhan and Mannfred are determined to complete their task. No matter the cost, Nagash must rise again.  
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