

Vampire Wars Von Carstein 1 3 Steven Savile

The Red Duke was once a valorous and honourable knight. Betrayed and struck down in battle, he rose again as a bloodthirsty vampire lord. After a campaign of butchery the undead fiend was defeated and entombed. After half a century of interment, the Red Duke is resurrected by the vampiric witch Jacquetta.

High medieval gothic horror, featuring vampire Genevieve, from an undisputed master of macabre fiction. Detlef Sierck, the self-proclaimed greatest playwright in the world, has declared that his next production will be a recreation of the end of the Great Enchanter, Constant Drachenfels – to be staged at the very site of his death, the fortress of Drachenfels itself. But the castle's dark walls still hide a terrible and deadly secret which may make the first night of Detlef's masterpiece the last of his life.

Latest installment in the Warhammer Chronicles series. Focusing on the forces of Chaos in the old world. The Chaos Wastes is an unspeakable region of magic and madness. In this hellish tundra, the Dark Gods wrestle for supremacy and champions war in their name. Death comes for any who traverse these plains in swift and savage form. Yet there are those who dare brave the wastelands, burdened by their own dark purposes. Wulfrik the Wanderer, cursed by the Ruinous Powers, seeks a prize to appease the forces of Chaos; the Skulltaker, champion of Khorne, hungers for fresh blood; and the last warrior of a Norse tribe sets out to steal the treasure of a god. But in this monstrous arena, there are no winners. Dark forces plot, daemons feed, and even the landscape itself takes sides. This omnibus contains three novels by one of Black Library's popular authors, C L Werner: Wulfrik, Blood for the Blood God and Palace of the Plague Lord.

This omnibus of epic Dwarf themed novels contains the following: The Doom of Dragonback (novel) Grudgebearer (novel) Oathkeeper (novel) Honourkeeper (novel) 'Ancestral Honour', 'City of Dead Jewels' (short story) 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 the debt is settled in blood - In this action-packed omnibus, the bravery and resilience of the dwarfs is brought to life as they wage war against the twisted powers of Chaos, vile skaven ratmen, brutal orcs, cunning goblins and their oldest adversaries, the mysterious and powerful elves. From the ancient dwarf holds, in the wake of the War of Vengeance to the killing fields of the Empire, battle will be fought in the name of Grungni, Grimnir and Valaya, and no foe shall forget the day they met these unbreakable warriors in battle. Contains the novels Grudgebearer, Oathbreaker, Honourkeeper and The Doom of Dragonback.

Returning to Nuln after her adventures in Praag, Ulrika finds the Lahmian vampires preparing for war. Across the Old World, their rivals, the von Carsteins,

attack their strongholds and lead the witch hunters to their hidden lairs.

In the unceasing war against Chaos, the doom-seeking dwarf, Gotrek and his human companion, Felix are beset by a new, terrible foe--an evil which threatens to reach out from darkest Sylvania. Reissue.

A powerful daemon, banished millennia ago by the twins' ancestor, Aenarion the Defender, has returned to wrack bloody revenge. Plucked from thier home in the wilds of Chrace, Tyrion and Teclis must learn the arts of war and the mystery of magic, as well as the secrets survial in the Phoenix King's court. Hunted by daemonic assissins and beset by treachery, they must fight to survive and claim thier destiny as the greatest heroes of the age.

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?

The definitive origin story of the God-King Sigmar in a collected omnibus edition. Before he became the God-King of Azyr and saviour of the Mortal Realms, before the Old World perished in the fires of the End Times, before even the rise of the Empire, Sigmar was a mortal man. As the young chieftain of the Unberogen tribe, he saved the high king of the dwarfs, earning the eternal friendship of the mountain folk. When a mighty horde of orcs threatened his lands, he united the tribes of men to stand against them at Black Fire Pass. He broke the siege of Middenheim and pushed back the forces of Chaos. And in defeating the great necromancer Nagash, he saved mankind, securing the future of the Empire and taking his first steps on the road to godhood. His deeds are legend. This is his story.

In the cursed land of Sylvania, Vlad von Carstein, the sinister leader of a cruel, undead clan of vampires, rises to power, threatening the vast human Empire with a growing plague of evil. Original.

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.

All three novels in C L Werner's classic Mathias Thulmann trilogy - Witch Hunter, Witch Finder and Witch Killer - collected together in one complete volume. In the Old World, the dreaded witch hunters are feared above all others. Tyrannical individuals tasked with hunting out evil throughout the towns and villages, they use whatever means they deem necessary to root out corruption and destroy those foolish enough to ally themselves with the Dark Powers. Counted amongst the most zealous of the witch hunters is Mathias Thulmann, a ruthless individual whose exploits are legend,

recounted across the Empire to terrify all recidivists, heretics and the servants of Chaos. This omnibus edition contains C L Werner's complete Mathias Thulmann trilogy, comprising the novels Witch Hunter, Witch Finder and Witch Killer and additional short stories.

A blood-drenched omnibus telling the story of the Von Carstein vampire counts, cruel undead rulers of the cursed land of Sylvania. The Von Carsteins were the most infamous bloodline of vampires to ever stalk the Warhammer Old World. Their very names – Vlad, Konrad and Manfred – were whispered in fear by the people of the Empire, conjuring up images of doom, death and destruction. Charting the vampire family's rise to power in the shadow-haunted lands of Sylvania and their century-spanning wars with the Empire, this omnibus edition collects all three of Steven Savile's classic Von Carstein novels – Inheritance, Dominion and Retribution – into one gore-drenched volume.

'Dominion' tells of the epic rise of the infamous vampire Konrad von Carstein and his battles throughout the Old World. As mighty armies are raised and swept away, the legions of the undead continue to grow.

The launch title novel in the Empire Army series focuses on on the Reiksguard knights. Thrust onto the field of battle is Delmar von Reitendorf, a young man who must prove his courage in the face of war to restore his family's honor. Original.

Back by popular demand! The omnibus edition of Jack Yeovil's four classic Vampire Genevieve novels: Drachenfels, Genevieve Undead, Beasts in Velvet and Silver Nails. Explore the shadows with this great vampire omnibus from the Warhammer Old World. TBC

From a universally respected combat journalist, a gripping history based on five years of front-line reporting about how the war was turned around--and the choice now facing America. In the course of 14 extended trips over five years, West embedded with more than 60 front-line units, discussing strategy with generals and tactics with corporals. He provides an expert's account of counterinsurgency, disposing of myths. By describing the characters and combat in city after city, West gives the reader an in-depth understanding that will inform the debate about the war. This is the definitive study of how American soldiers actually fought--a gripping and visceral book that changes the way we think about the war, and essential reading for understanding the next critical steps to be taken.

Three champions of Chaos face hellish trials to become one of Archaon's chosen Knights of Ruin. Of the many champions of Chaos, none are as great or as feared as mighty Archaon. He is the Everchosen, Exalted Grand Marshal of the Apocalypse and Ender of Worlds, and it is a worthy warrior indeed who can fight by his side. Such Knights of Ruin are known as the Varanguard. Only by answering the call of Archaon can a warrior of Chaos ascend to their ranks, and acceptance is never guaranteed, for their mettle must first be proven. In this dark tale, three fell champions of the Chaos Gods all heed the call of the Everchosen. Each desires the ultimate prize: to become part of the Varanguard. But where one is chosen, others will fail, for Archaon's will is cruel and his trials exacting...

Emissaries of the God-King Sigmar are sent to the Realm of Death to seek the allegiance of the Great Necromancer Nagash. Long ago, Sigmar numbered Nagash among his allies, but the Master of Death betrayed the God-King, causing the great pantheon of gods to crumble as the Age of Chaos began. Now, Sigmar seeks to reform his ancient allegiances - Tarsus Bull-Heart, Lord-Celestant of the Hallowed Knights, has been sent to the Vales of Sorrows with his Warrior Chamber to treat with the Great Necromancer. The Stormcast Eternals soon discover that Shyish is an unforgiving realm, and they are forced to accept aid from a vampire of dubious provenance, one whose name resonates throughout history: Manfred von Carstein. Tarsus and his Lord-Relictor Ramus both fear that there is more to their new guide than meets the eye, for it is well known that the dead cannot be trusted...

Fantasy-roman.

Tir-Nan-Og - a land of savage beauty where fierce warrior tribes fight for land, cattle and honour. Fate can be seen in every aspect of life in this kingdom, but none more so than in Slaine Mac Roth, son of the Sessair. Struggling to come to terms with his warrior's gift, the warp spasm, he gets his first taste of bloody battle."

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.

2000 years before the time of Sigmar, the mighty kingdom of Nehekhara flourished in the hot desert lands far to the south of the Old World. Mike Lee tells the bitter story of the rise of Nagash, a priest king whose quest for immortality would unleash a plague of death and evil that damned Nehekhara and its people forever.

Gotrek the dwarf trollslayer and his companion Felix are Black Library's most popular fantasy duo. This omnibus edition gives readers a unique opportunity to enjoy their first three adventures through the haunted forests, mountains and castles of the grim Warhammer world.

The vampire queen Neferata plots to create a new empire. Neferata is a queen without a kingdom. Lahmia has fallen, her vampire children have scattered and she is reduced to draining blood from the beasts of the mountains. After a chance encounter with a party of dwarfs, she sets her sights on a capital for her new empire - the stronghold of Silver Pinnacle. She calls her allies to battle - but can she truly trust Ushoran, Lord of Masks, and his bestial Strigoi vampires?

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.

This gripping collection contains all three novels in The Black Plague trilogy by one of Black Library's most accomplished authors, C.L. Werner, including, Dead Winter, Blighted Empire, and Wolf of Sigmar. Contains the following novels by C L Werner: Dead Winter Blighted Empire Wolf of Sigmar One thousand years have passed since Sigmar united the tribes of man and gave birth to an Empire. Now, the Emperor Boris Goldgather claims ascendancy and it is a bitter reign. Under his corrupt rule, the Empire is already at risk of annihilation when a deadly plague sweeps across the lands, decimating entire populations. In its wake, a second mortal threat seizes their advantage: the skaven. Whilst the Emperor escapes to safety, his people struggle to defend their cities with diminished forces. Only one man dares brave the wilds and lead an assault upon the mutant ratmen. Graf Gunthar and his army battle to liberate towns and villages of their verminous infestation. But as glorious victories herald the promise of a new leader for the Empire – for Graf, the trials have only just begun. This gripping collection contains all three novels in The Black Plague trilogy by one of Black Library's most accomplished authors, C.L. Werner, including, Dead Winter, Blighted Empire, and Wolf of Sigmar.

Provides information on vampires, including bloodlines, adversaries, and vampire hunters, to create adventures for the fantasy roleplaying game Warhammer.

Seminal fantasy author William King continues his Tyrion & Teclis high elf saga Tyrion – unparalleled swordsman and tactician. Teclis – greatest natural sorcerer of the age, his power rivalling that of fabled Caledor. Together these twins are the greatest high elf heroes to still walk the earth. Tyrion and Teclis venture into the deadly jungles of Lustria on a desperate hunt for the lost sword of Caledor Dragontamer, the fabled Sunfang. While they search for this ancient artefact, the dark elves continue their assault on Ulthuan, sending the deadly assassin Urian Poisonblade to kill the Everqueen. And in the Realm of Chaos, the Witch King Malekith makes a pact with another enemy of Tyrion and Teclis – the sinister daemon N'Kari.

For millennia, the elves of Ulthuan and the dwarfs of the mountain realm have been friends and allies. Now that time is over and the War of Vengeance has begun. Prince Imladrik, master of dragons and Ulthuan's finest warrior, is ordered to leave his beloved homeland and lead his host in a war he does not believe in. Facing the fury of the dwarfs, the jealousy of his brother and the ever-present threat of Malekith's dark elves, Imladrik must balance his love for his wife and home with the thrill of battle.

The rise of the goblin king The goblin chieftain Skarsnik's name is known and feared throughout the Old World. When a greenskin horde threatens the borders of the Empire, the greatest military minds in Altdorf seek assistance from a most unlikely source – the disgraced poet Jeremiah Bickenstadt. Though long since consumed by madness, he claims to have spent a great deal of time in the company of the feared Warlord of the Eight Peaks, and can offer a unique insight into what it is that drives and motivates him. From humble beginnings, a monstrous legend is born.

During the Golden Age of the dwarfs, Karak Eight Peaks was a beacon of prosperity. Now it is beset by foes – skaven, goblins and more. The tales in this omnibus chart the desperate defence against these brutal enemies. Once, during the great Golden Age of the dwarfs, Karak Eight Peaks was a beacon of prosperity and unbridled wealth. Many a dwarf king looked on with envious eyes at this sprawling mountain fastness. But the

history of the dwarfs is riddled with tragedy and none more so than the lords of Eight Peaks whose holds were devastated by earthquakes and ravaged by the predations of goblins, ratmen and even darker horrors. This omnibus edition charts three bleak episodes in the history of the doomed Eight Peaks and its fall to annihilation and infamy. From warlords like the cunning goblin king Skarsnik and the murderous skaven chieftain Headtaker to the noble dwarfs seeking to save or reclaim these war-torn halls for their kin like Thorgrim Grudgebearer, all have a stake in the fate of the notorious Karak Eight Peaks. Includes the novels Skarsnik and Headtaker, the novella Thorgrim and several short stories.

An action-packed omnibus revealing the dark majesty of three infamous Champions of Chaos: Sigvald, Valkia the Bloody and Egrimm van Horstmann. In the cold wastes of the North, the followers of Chaos gather in their thousands, eager to lay waste to the soft lands of the south. These bloodthirsty, undisciplined warriors can only be controlled by the fiercest of leaders – champions who have risen through the ranks by dint of their infamous deeds to become the favoured of the Dark Gods. This omnibus collects together the stories of three such mighty leaders – Prince Sigvald the Magnificent, the Gorequeen of Khorne Valkia the Bloody, and the rogue wizard Egrimm van Horstmann. And be warned: though the journey to greatness is long and hard, the battle to maintain such a position of power amid the servants of Chaos is never-ending... This omnibus contains the novels Valkia the Bloody by Sarah Cawkwell, Sigvald by Darius Hinks and Van Horstmann by Ben Counter, along with additional bonus short stories.

InheritanceGames Workshop Limited

Ronan Frost's White Peak is a fast-paced action thriller full of death-defying adventure. Greg Rask, a dying tech billionaire, has invested millions chasing miracle cures. None of them are worth a damn, but he refuses to give up. Now, he's gathering a team willing to go to the ends of the earth chasing life. Each of Rask's crew has beaten incredible odds to rise from the ashes of their old lives to where they are now. Together, their next task is to retrieve a painting that is believed to hide a map which, if genuine, marks it as a treasure of the Ahnenerbe, the occult wing of the SS, who had devoted dozens of expeditions in search of the three cintamani stones for their combined properties, and the lost city where they were rumored to lay hidden: Shambhala. But a mystical brotherhood sworn to protect the secrets of the ancients—the same secrets that allow its members to defy death—will stop at nothing to ensure that Rask's crew fail. In an adrenalin-pumping quest through some of the most savage terrains known to man, the crew will be pushed to the limits of endurance and beyond.

Orion is the king of the forest, the lord of Athel Loren and the guardian spirit of all that is dear to the Asrai, the mysterious Wood Elves. In three novels, he confronts old enemies and new dangers, and must appeal to all his powers and allies to ensure the safety of his ancient forest, and his own. Every year, after winter, King Orion wakes up and reigns over the forest kingdom of Athel Loren. This time though, as he slowly comes out of his torpor, he realizes that a terrible evil has taken hold of him, and that his eternal mind has been cursed. Taken of an uncontrollable rage, he leads his Asrai to the war in order to discover who is there the origin of this plot. But as corruption spreads and his powers diminish, he will have to put his fate in the hands of his most loyal subjects, and entrust them with the mission of unmasking the traitors hiding among their ranks.

This omnibus tells the story of Tyrion and Teclis, saviours of high elf race and the heroes of Ulthuan. Tyrion and Teclis: the most legendary high elf heroes to roam the earth. Destined for greatness from birth, the twin brothers are as different as darkness and light. While Tyrion, a calculating tactician and unrivalled swordsman, inspires valour and fidelity in those around him, Teclis is the most powerful natural sorcerer of the age, harnessing a power that rivals even the mythic Caledor. Relive the twins' most gripping adventures – from their quest through the deadly jungles of Lustria in search of the fabled lost sword of Caledor, through to the blood-thirsty battle to save their homeland from the malevolent Witch King, Malekith. This collection of William King's Blood of Aenarion, Sword of Caledor and Bane of Malekith brims with rip-roaring adventure.

With the Vampire Wars burning hotter and bloodier with each new day, Reporter Yuki Nitobe is abducted and brought into the vampire underground. When Yuki is shown the world of these new species of vampires, she realizes no one has been telling the truth! Does she risk everything by exposing both sides or file the report that she knows gives her the biggest ratings?

“For anyone who appreciates superior heroic fantasy, David Gemmell’s offerings are mandatory.”—Time Out London The blood-drenched lands of the Drenai are protected by a man who has been hated and feared as much as he has been loved: the living legend known as Druss, Captain of the Ax. But this is also the land of Skilgannon, a man who is armed with the mythic Swords of Night and Day, and perhaps Druss’s equal on the field of battle. Brought together by a brutal attack, the two lone warriors form an unlikely alliance. But as Druss and Skilgannon face the supernatural threat of the Joinings—monstrous werebeasts with unholy strength and more than animal savagery—respect and trust will grow. Their alliance will become a friendship destined to change both men—and the lands of the Drenai—forever. “[Gemmell’s] fiction has always carried the genuine flair of the classic sword and sorcery pieces of the 1930s and ’40s. This installment is no exception.”—Starlog “A multitude of good battle scenes! . . . Readers will be carried along by the nonstop action and heroic characters.”—Booklist

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