

Warhammer Tomb Kings

An ancient follower of the Great Necromancer seeks power over death itself. W'soran, one of the first vampires and former pupil of the Great Necromancer Nagash, plots to unravel the secrets of life and death. But his hunt for power is interrupted by a civil war in Mourkain, the mountain nation ruled by his former ally, Ushoran. Now W'soran must battle old friends and new enemies as he weaves a complex web of treachery and deceit in order to anoint himself the Master of Death...

This book details an epic Warhammer Fantasy Roleplay campaign that spans the length and breath of the Empire and beyond! 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.

Mix one shot of George R. R. Martin with one shot of Robert A. Heinlein for a potent cocktail of epic battles, thrilling adventures, non-stop action, and astonishing marvels! When a young woman is whisked away to a planet populated by kidnapped humans and strange extraterrestrials, she faces perilous swordfights, flying battleships, mind-controlling alien lifeforms, crocodiles with wings, snakes that devour horses, an extinct race that communicates through its singing sculptures, an "uncertainty sink" that warps time, an interplanetary translocator guided by disembodied human brains, a gloomy castle seething with secrets, and labyrinthine catacombs filled with deadly assassins.

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?

Sigmar, the first emperor, is a god amongst men, a peerless leader and an unbreakable warrior. Having triumphed over the orcs at Black Fire Pass and defeated the Chaos invasion of Middenheim, the Empire knows a measure of peace. But in the vast deserts of Nehekhara, another empire is rising born of madness and destruction.

Warhammer Tomb Kings Neferata Black Library

A twisted adventure set deep in the heart of the ever changing kingdoms of the Border Princes. Players must negotiate both the undead horrors of a long forgotten tomb, and the grasping ambitions of the petty princes who have sent them to recover an item of unsurpassed power. Will they play the factions off against each other or simply opt to take the artefact for themselves? Will they survive the traps and

tribulations of the adventure? Will they succumb to plague, terror and the guardians of the tomb? And how will they cope with the final twist in the tale- when they discover the issue is not what they have been sent to return from the grave...but who. Not only does Lure of the Lich Lord contain a thrilling adventure, but also extensive appendices on tombs, traps, treasure and monsters that might all be found when plundering a tomb.

A dungeon quest and a dangerous treasure hunt... The reader must take on the role of an adventurer, travelling to find the treasure chest belonging to a powerful Warlock, deep within Firetop Mountain. This chest is guarded by a succession of terrifying monsters...

Featuring over 300 pieces of artwork spanning decades of Ian's work, this collection is a treat for all lovers of great fantasy art - from Lovecraft novel covers to Tolkien bestiaries to Warhammer 40,000 concept art, through a veritable trove of gothic humour, fantasy battles, dragons, beasts and a world of nightmarish visions.

Throughout the Realmgate Wars, Sigmar's centuries long crusade against Chaos in the Mortal Realms, there has never been a hero like Hamilcar Bear-Eater, famed Lord Castellant of the Astral Templars. But when an ancient skaven warlock with a thirst for godhood turns his attention towards Hamilcar's divine soul, the Bear-Eater knows he will have to call upon his martial prowess and uncanny wits just to survive. Because his next death could be his last. Throughout the Realmgate Wars, Sigmar's centuries long crusade against Chaos in the Mortal Realms, there has never been a hero like Hamilcar Bear-Eater, famed Lord Castellant of the Astral Templars. Would Gardus have charged headlong into the stronghold of Uxor Untamed with a mere handful of warrior at his back? Would Vandus have had the foresight or magnetism to drink himself euphoric, start a war with the Skarabrak lodge, and then wake come morning to a sore head and fifty thousand moonclan berserkers avowed to Sigmar's cause? No. Only Hamilcar. But when an ancient skaven warlock with a thirst for godhood turns his attention towards Hamilcar's divine soul, the Bear-Eater knows he will have to call upon his martial prowess and uncanny wits just to survive. Because his next death could be his last.

Nagash revives an ancient grudge with the God-King Sigmar as a ferocious new war between the living and the dead shakes the Mortal Realms. The Mortal Realms tremble with unending war. In Shyish, the Realm of Death, an ancient evil stirs, sensing opportunity. Nagash, the Undying King and God of Death, sets his gaze upon the citadels of the living and the servants of Sigmar, the God-King of Azyr. Allies once, joined together against the machinations of the Ruinous Powers, the two gods now find themselves enemies. Nagash, burning with the need to avenge an ancient slight, calls forth his soulless legions to sweep across the realm he claims as his own and reassert death's dominion over all things, as the War of Heaven and Death begins anew.

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 mightily 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.

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, Manfred 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.

Wulfrik the Wanderer brings destruction and death everywhere he treads. Cursed by the Ruinous Powers, the champion must travel across the Old World and seek prizes to appease the forces of Chaos. But now dark forces plot against Wulfrik, and he must discover the enemy within or else his soul will be lost to the Dark Gods.

Hank was a dying breed on the space station Belvaille. The criminal gangs that had once made their homes there were forced out by the corporations that had taken over since the facility became an Independent Protectorate. Instead of the gentlemanly gang wars that had once dominated the scene, and made Hank's services prized as a negotiator, the city was now plagued by the clash of corporate armies using heavy weapons. Even tanks roamed the streets regularly. Most everyone from the olden days had either fled the station or was killed due to the organizational changes. Changes that Hank personally brought about when he had negotiated Belvaille's status with the Navy. As Hank contemplates whether he can survive in this increasingly hostile environment, he realizes that things aren't as bad as they seem--they are quite a bit worse. The constant power plays among corporations might have further reach than just the alleys of a backwater space station at the edge of the galaxy.

The forces of Death serve one master alone, Nagash, the Great Necromancer. Openly opposed to the warriors of Sigmar since the devastating Necroquake unleashed untamed magic throughout the realms. Yet, even united under Nagash, endless scheming remains among the Lords of Death. None embody this more than Nagash's Mortarch of Blood, Neferata, Queen of the Vampires. The forces of Death serve one master alone, Nagash, the Great Necromancer. Openly opposed to the warriors of Sigmar since the devastating Necroquake unleashed untamed magic throughout the realms, Nagash's most powerful servants command legions of undead soldiers that can erode civilisations through centuries of war, turning the deceased against their descendants. Yet, even united under Nagash, endless scheming remains among the Lords of Death. None embody this more than Nagash's Mortarch of Blood, Neferata, Queen of the Vampires. The Realm of Death is an inhospitable place, but even here humanity ekes out an existence. Many turn to Nagash to survive, but in the Undying King, convinced he's abandoned them, Tamra, ruler of the Rictus clans and her tribe fight a desperate battle for survival against the relentless minions of the Plague God. In the shadows of Nuhlamia, through guile and terror, Neferata rules absolutely. However, faced with a betrayal that spans generations of the Mortal Realms, Neferata is determined to emerge triumphant using any means at her disposal. This omnibus contains two novels: Nagash: The Undying King and Neferata: Mortarch of Blood.

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.

Marijan von Staufer explores the grim and grisly subject of the undead in detail. Packed with background information on zombies, skeletons, ghouls and worse, this is the perfect companion for all fans of Warhammer.

Londinium is burning. Gaius Suetonius Paulinus, newly appointed governor of Roman Britain, is charged by an increasingly unstable Emperor Nero with a difficult task—the untamed island on the fringes of the empire must earn a profit. To do so, Suetonius pursues the last of the Druids into Wales and, along the way, subdues the fractious Celtic chieftains who sit atop a fortune in gold and rare metals. Meanwhile, in the provincial capital of Londinium, war is brewing. As Nero's corrupt tax officials strip the British tribes of their wealth and dignity, an unlikely

leader arises—Queen Boudicca, chieftain of the Iceni, who unites the tribes of Britain and leads them on a furious and bloody quest for vengeance and liberty. A novel told in the form of a memoir, *Imperial Governor* is a compelling and impeccably researched portrait of Gaius Suetonius Paulinus, Roman general and first-century Governor of Britannia, who unexpectedly found himself facing one of the bloodiest rebellions against Roman rule. Shipway's masterful military adventure has long been considered one of the most accomplished works of historical fiction set in the Roman Era, providing fascinating detail of life in Roman Britain and within the Roman Legions—and a riveting saga of uprisings, war, and conquest in the ancient world.

In his debut novel, YouTube personality and author of *We Should Hang Out Sometime* Josh Sundquist explores the nature of love, trust, and romantic attraction. On his first day at a new school, blind sixteen-year-old Will Porter accidentally groped a girl on the stairs, sat on another student in the cafeteria, and somehow drove a classmate to tears. High school can only go up from here, right? As Will starts to find his footing, he develops a crush on a charming, quiet girl named Cecily. Then an unprecedented opportunity arises: an experimental surgery that could give Will eyesight for the first time in his life. But learning to see is more difficult than Will ever imagined, and he soon discovers that the sighted world has been keeping secrets. It turns out Cecily doesn't meet traditional definitions of beauty--in fact, everything he'd heard about her appearance was a lie engineered by their so-called friends to get the two of them together. Does it matter what Cecily looks like? No, not really. But then why does Will feel so betrayed? Told with humor and breathtaking poignancy, *Love and First Sight* is a story about how we relate to each other and the world around us.

A restless woman upends her world, abandoning her domestic inertia to seek refuge in a foreign hemisphere. Purposefully unsettled on the labyrinthine streets of London, she assembles a new routine amid the afterglow of a story from a century earlier. A traumatised widow, doubly bereaved, threw herself into the icy Thames. A shell-shocked soldier, heading home from war, gave himself to the depths to save her. Now disoriented by slippages in time as well as place, the woman begins imagining her own presence in the lives of these two strangers entwined by fate. But as her days blur together, as her intrigue becomes obsession, and as her sympathies grow to encompass all manner of souls lost to water-drowned, shipwrecked, cast adrift, or driven to the poles of the planet-she feels her restlessness returning with all the power of a tide in flood. In this mesmerising debut novel, Anna MacDonald finds a language of perpetual motion for an almost static experience of interior life. Lyrical, lilting, and melodious, her gentle words rise into rhythms that surge forth, then break and recede, leaving treasures in their wake. Hers is the poetry of alienation embodied: corporeal and sensory, spatial and recursive, making magic from a tilt of the head, a turn of the gaze, a stride, a halt, an interplay of gesture and orientation. In her dizzying proliferation of spirals and orbits, trajectories and bearings, her every sentence is a search for traction on a world that bewilders anew with every daily revolution.

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.

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.

The End Times have come. Archaon Everchosen marches on the city of Middenheim, and if he captures it, the key to the Chaos gods' ultimate victory will be his. The last heroes of men, elves and dwarfs gather to stop him, but to stand against the hordes of the Ruinous Powers, they must turn to darker allies. Against all reason, the last hope for the world may be the Undying King, Nagash himself - if he and the mortal races can find common cause and work together. If they cannot, Archaon's plan will come to fruition and the world will be consumed by Chaos.

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Jerry Pardoe and Jamila Patel hunt down a ritualistic cult inspired by Neolithic cannibals in the new horror from Graham Masterton.

Emperor's Champion Ludwig Schwarzhelm battles orc invaders whilst trying to get to the bottom of a chaos conspiracy in the province of Averland.

Forty thousand years into the future, the human Imperium struggles for survival against its relentless enemies. Ruthless Inquisitor Jaq Draco uncovers a plot that threatens the very future of mankind - can he unravel the trail of conspiracy before he himself is destroyed by its deadly clutches?

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.

The bestselling Gotrek & Felix series continues Gotrek and Felix: unsung heroes of the Empire, or nothing more than common thieves and murderers? The truth perhaps lies somewhere in between, and depends entirely upon whom you ask... Travelling to the mysterious south in search of a mighty death, the Slayer Gotrek Gurnisson and his human companion, Felix Jaeger, find themselves caught up in a battle between warring kingdoms. Captured by the sinister Queen Khalida and forced to do her bidding, the adventurers must brave the horrors of the sun-soaked Land of the Dead, where the dead do not rest easy.

A premium-quality chess set that features dragons of the D&D world! Exquisitely crafted to hold a place of prestige on any table or display case, this premium-quality chessboard depicts the eternal struggle between the good and evil dragons of the Dungeons & Dragons game. Arrayed on the White side of the board are Bahamut, the King of the Good Dragons, and his children—the gold, silver, bronze, brass, and copper dragons. The Black side of the board serves as the lair of Tiamat, Queen of Evil Dragons, and her spawn—the red, blue, black, green, and white dragons. This limited-edition chess set includes variant rules specifically designed to incorporate elements drawn from the D&D game.

The Gotrek and Felix novels are the Black Library's longest-running and most popular fantasy series. Contains an author

introduction by Nathan Long and the novella Redhand's Daughter, by William King. The first two Gotrek and Felix omnibuses are also available, and form part of our core stock line. Book 11 in the series, Shamanslayer, will be out in Fall 2009. Omnibus edition of books seven to nine in the best-selling Gotrek and Felix series - Giantslayer, Orcslayer and Manslayer - by William King and Nathan Long.

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