

## Malekith Gav Thorpe

The Casus Belli, an Imperator Titan that has defended the Imperium for ten millennia, marches to war at the head of an army of Adeptus Mechanicus – but will treachery end the god-machine's long legacy of glory? Holy warbringer of the Legio Metalica, the Imperator Titan Casus Belli has routed armies and levelled cities over ten thousand years of service in the name of the Machine-God. As war engulfs the Dark Imperium this mechanical god of battle arrives to destroy the renegade armies and tech-priests of Nicomedua. At the head of a battlegroup of Titans, Imperial Knights and skitarii, Casus Belli must defeat tainted war engines, Traitor Legionaries and armies of cultists. While apocalyptic battles rage across the planet, a no less deadly battle unfolds within the Titan itself, as Magos Exasus, leader of the Casus Belli's Tech-guard, must find and defeat the enemy within before their insidious plans come to fruition. The high elves must strive to protect the magical vortex of Ulthuan when it comes under attack by dark elves led by the Witch King or risk unleashing the forces of chaos on the Warhammer World. The gripping conclusion to the Legacy of Caliban series The Legacy of Caliban echoes down through the ages, and the secretive mission of the Dark Angels continues: to atone for the sins of their forefathers and capture all of the renegades and heretics known as the Fallen. With the most famous of these Fallen Dark Angels – the elusive Cypher – now firmly in their grasp after his unexpected surrender, the Dark Angels are given fresh

hope that they can redeem themselves in the eyes of the Emperor. But what game is Cypher playing? What plans does he have? And can the Dark Angels ever really atone, or will they always remain the Unforgiven?

Delve in to the dark past of the Dark Angels legion with this fantastic novel. Knight of the Angelicasta. Saviour of the Lion. Grand Master of the Order. Lord of the Dark Angels. Protector of Caliban. Chaos Heretic. Destroyer of Caliban. Sorcerer of the Abyss. Arch-traitor. Dark Oracle. First of the Fallen. Can one man be all of these things? Kept alive and imprisoned for ten thousand years, Luther is the curse and the salvation of the Dark Angels made manifest. None are so close to the heart and history of the Chapter as the man that embodies all that was great about the First Legion and all that is shameful about the Dark Angels. In his story is writ the tale of the Horus Heresy in a single, long life. Glory, honour, pride, shame and betrayal weave a tapestry of truth and lies that the Supreme Grand Masters of the Dark Angels have sought to understand and unravel across ten bloody millennia. Luther claims repentance for his past deeds, but was it his sins that condemned the Chapter to its secretive fate, or should warnings from history have been more closely heeded?

With Naggaroth besieged by the hordes of Chaos, the Witch King Malekith makes the decision to abandon the Land of Chill and make one final attempt to seize the throne of Ulthuan. Omnibus containing two novels in the End Times series: *The Curse of Khaine* and *Deathblade*. *The Curse of Khaine* With Naggaroth besieged by the hordes of Chaos, the Witch King Malekith makes the

decision to abandon the Land of Chill and make one final attempt to seize the throne of Ulthuan. As the druchii march upon the soil of their ancestral home once again, long-laid plans come to fruition and treachery blooms, bringing Malekith closer than ever to his goal. All that stands in the Witch King's way is the Regent of Ulthuan, Prince Tyrion, and the darkness within Malekith's own soul, the call of the Curse of Khaine. Deathblade 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?

The Dark Angels' eternal hunt for the Fallen embroils them in a dangerous conspiracy to change the past and destroy the future, bringing the entire Imperium under the dominion of Chaos. Master strategists, renowned duelists and one of the mightiest Space Marine Chapters of the Imperium, the Dark Angels have a long and storied history. Many of the Adeptus Astartes extol the ideals of courage and honour, yet, the sons of the Lion walk a different path. Ensnaring themselves in shadow and secrets, they seek no praise as they pursue their inscrutable agenda. The descendants of the First Legion bring grim fury to the enemies of mankind. On the world of Piscina IV the Dark Angels' war host brings swift

retribution to a horde of greenskins that threatens to destroy Kadillus harbour. On the indomitable mobile fortress monastery known as the Rock, Chaplain Boreas brings tortuous iron and his scalpel like intellect to a suspected traitor. Of all the secrets that the Dark Angels possess, the Fallen are the greatest, but few know as much as Supreme Grand Master Azrael, true exemplar of the Calibanite creed and the most worthy son of the Lion. In this omnibus are the novels: The Purging of Kadillus, Angels of Darkness and Azrael.

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The second book in the Phoenix Lords series, focusing on the fast and deadly female warrior, Jain Zar, first exarch of the Howling Banshees. The enigmatic eldar are one of the many intelligent races that battle humankind for control of the stars. Though few in number, they are an ancient race, and their mode of war blends spirituality with a unique mastery of technology. In

times of need, the entire eldar race will rouse to war led by terrifying, almost mythological figures – the phoenix lords. Each different in his or her own way, these immortal beings embody the warrior nature of the eldar. Jain Zar – the Storm of Silence – was the first phoenix lord to be recruited by Asurmen, and would prove a swift and deadly fighter, able to harness the rage of her scream to slaughter any who dare oppose her.

The End Times are coming. In the warrens of Skavenblight, a new power is rising. The verminlords walk the earth and they plan to lead the skaven to their destiny as rulers of the world. The End Times are coming. In the warrens of Skavenblight, a new power is rising. The verminlords walk the earth and they plan to lead the skaven to their destiny as rulers of the world. But for Queek Headtaker, the only destiny that matters is his own, as he plans his final assault on Karak Eight Peaks. In the depths of that ancient city, two rival kings - the goblin Skarsnik and the dwarf Belegar - prepare to meet the onslaught. And in Karaz-a-Karak, High King Thorgrim Grudgebearer presides over what he knows, in his heart, is the end of the dwarf empire. The Horned Rat rises and nothing will ever be the same...

When his family is betrayed and slain, Alith Anar, ill-fated prince of the Nagarythe, is forced to walk a dark path. With the island of Ulthuan in the grip of a civil war against their evil counterparts the druchii, Alith Anar follows his destiny to become the Shadow King.

This background book provides fans with everything they ever wanted to know about dwarfs, one of Warhammer's most popular races, detailing their battles, culture, holds, enemies and history.

Gifted with incredible power and beauty, Prince Sigvald the Magnificent, the champion of Chaos, is tricked into an

impossible war with the promise of a powerful artefact that will satisfy his dark cravings. Original.

In the sequel to *The Claws of Chaos*, Kurt Leitzig is uncomfortable with his new role as a chosen warrior of the gods and embarks on quest for treasure to the lands of Araby, finding instead a mysterious city of pyramids and forgotten tombs, inhabited by the dreaded King Nephthys, his lich priest, and an army of the undead. Original.

Information on Monsters of the Warhammer world that expands on the very basic information contained in the Core Rulebook. Warhammer Fantasy Roleplay (WFRP or WHFRP) is a roleplaying system created by Games Workshop. It is set in the Old World, which bears some resemblance to late medieval / renaissance Europe. The world is threatened by the forces of Chaos. The major power in the Old World is the Empire, in which most of the adventures are located. The Empire itself is a country full of intrigue, conspiracies, and dark plots. BL Publishing is the publishing wing of the world famous Games Workshop group of companies. As well as its new Black Industries imprint, the division is also home to the Black Library, which has been producing best-selling and award-winning novels, comics and artbooks set in the worlds of Warhammer since 1997. It also includes the Black Flame fiction imprint for non-Warhammer titles, and Warhammer Historical Wargames. Warhammer Fantasy Battle was originally published in 1986 and subsequently licensed to Hogshead Publishing. This is the second edition of Warhammer Fantasy Roleplay.

War with the elves has ended in bloody stalemate, great quakes have broken the peaks, and the enemies of the dwarfs are rising in vast numbers. Far removed from this grief, however, are the dwarfs of Ekrund, great underground city of the Dragonback Mountains, convinced that no foe will ever breach their walls. Amongst them, the Angbok clan

continues to mine their gold, until war threatens Dragonback and decisions must be made that could change their way of life forever. Whether by exile or extinction, a great doom is coming.

The third book in the Time of Legends series begins the epic tale of the Sundering. Malekith triggers a tragic sequence of events that plunges the realm of the elves into a civil war from which they will never recover.

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.

Upon steeds of adamantium and steel, the Ravenwing of the Dark Angels bring death to the foes of the Imperium in the first book in a new trilogy from acclaimed author Gav Thorpe. The Ravenwing

stand apart from the rest of the Dark Angels Chapter – these dynamic Space Marines take to the battlefield upon steeds of adamantium and steel, and swoop from the skies in lightning-fast speeders to bring death to the foes of the Imperium. Led by the heroic Master Sammael, they prosecute war where their battle-brothers cannot, and are ever at the forefront of the Dark Angels' campaigns.

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?

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.

The rise of the druchii has driven the land of Ulthuan into a brutal civil war. As conflict rages through the cities and forests, sides must be chosen and old allegiances and friendships will be torn apart forever. In this second installment in the trilogy, Thirianna embarks upon the mysterious Path of the Seer, which leads her to the otherrealm of the warp where daemons are made flesh and nightmares manifest – and where she is free to unleash her psychic powers. Original.

The ancient eldar are a mysterious race, each devoting their life to a chosen path which will guide their actions and decide their fate. Korlandril

abandons peace for the Path of the Warrior. He becomes a Striking Scorpion, a deadly fighter skilled in the art of close-quarter combat. But the further Korlandril travels down this path, the closer he gets to losing his identity and becoming an avatar of war. When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences. The Dark Angels Space Marines are amongst the most devout of the God-Emperor's servants. Their loyalty is seemingly beyond question and their faith almost fanatical. Yet the Chapter harbours a dark and horrific secret that stretches back over ten thousand years to the time of the Horus Heresy. When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences.

Fantasy roman.

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.

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.

After his father dies a coward's death on the battlefield, the new dwarf king is forced to fight to restore the honor of his family, in a *Warhammer* novel. Original.

On the Flamescar Plateau, a time of peace and prosperity is threatened by a distant sorcerous power. Can Athol Khul bring the tribes together to keep the peace, or will war claim them all – and destroy their future? The coming of the God-King Sigmar has brought relative peace and prosperity to the Great Parch. Yet across the sun-drenched plains of the Flamescar Plateau the passions of the tribes are intemperate and generations of loyalty to the Hammergod cannot wholly erase their warlike past and bloodthirsty traditions. Among them live the Khul, outsiders allied to the mighty Aridians through shared blades. Athol Khul is the spear-carrier, the bridge between these peoples, and to him falls a near-impossible task when a distant sorcerous power threatens the alliance. With the lives of his family and people hanging in the balance, Athol must secure whatever companions and powers he can to aid in the coming war. In doing so, he starts upon a path that will lead to glory and ruin in equal measure.

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.

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 third book in Gav Thorpe's Eldar series *The third of the Eldar Path* series, which shows Aradryan as he lives as a Ranger. Alaitoc is attacked by the Sons of Orar Space Marines and he must do what he can to help save the craftworld

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.

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The ancient history of the elves is revealed in one incredible, century-spanning omnibus edition. Malekith, betrayer and usurper, architect of the great war that will forever divide the race of elves. Alith Anar, wrathful avenger whose spirit will forever haunt the traitorous druchii. Caledor, reluctant leader, the one elf who can hold back the darkness and restore peace to Ulthuan. Witch King, Shadow King and Phoenix King. Their deeds are legend. This is their story... This mighty omnibus collects together the full account of the war that divided a race and changed the Warhammer World forever, and contains the novels Malekith, Shadow King and Caledor, along with several bonus short stories.

In the third and final novel of the Last Chancers series, Lieutenant Kage is tasked with recruiting a new team of Last Chancers for a final desperate mission as he hunts a lone traitor across the galaxy. Original.

Book 3 in the Global best selling Horus Heresy Siege of Terra series The war for the fate of mankind blazes on. Though the outer defences have fallen, the walls of the Palace itself remain inviolate as Rogal Dorn, the Praetorian of Terra himself, uses every known stratagem and ploy to keep Horus's vast armies at bay. In Perturabo, the Traitor siegebreaker, Dorn faces an adversary worthy of his skill. A terrible, grinding attrition ensues. The crucial battle for the Lion's Gate spaceport is at the heart of this conflict. With it in their possession, the Traitors can land their most devastating weapons on Terran soil. Dorn knows it must not fall. But with enemies attacking from within as well as without and the stirrings of the neverborn drawn to the slaughter, can the Imperial defenders possibly prevail?

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.

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