

Malekith Gav Thorpe

After by the betrayal by Malekith and the murder of his court, Prince Imrik adopts the name of his grandfather, the mighty Caledor, and the bloodshed escalates. No elf can escape the fighting, and the mighty dragons are awakened to the call of battle once more in this epic conclusion to The Sundering trilogy.

Ambitious dark elf warrior Malus Darkblade learns the location of a powerful relic and decides he wants it for himself.

Book III in the award-winning series The Silvan. A child becomes a novice, a novice becomes a warrior - the warrior becomes a legend. To the enemy, Fel'ann á r is just a half-blood bastard, but to the Silvan people, he is their crown-less warrior prince. Returning from battle in the mountains, he grieves for one who was lost, a death that triggers a mystery Fel'ann á r and his company of chosen brothers must unravel. But why do the trees speak of a beautiful monster? Fel'ann á r will learn the ways of the Kah Warrior from a legendary commander while facing the disdain of another who struggles to accept this 'ignoble son' for who he is, not for what he represents. Meanwhile, Fel'ann á r's royal half-brother reveals a plan to restore the Great Forest to its past splendour of multi-cultural harmony. But the Forest is falling apart under the final onslaught of a ruthless traitor and the Silvan people are turning away from their ruler. Can Fel'ann á r come to understand what role he must play in this plan before it is too late? Can the brothers put aside their resentment towards each other for tearing their families apart and learn to trust one another? Can love prosper in the midst of battle and hardship as dark enemies converge on the Motherland? Danger lies in wait for an elf who is slowly coming to terms with his heritage, learning to wield a natural ability and accepting the nature of his unfolding destiny. The greatest warriors of their time will come together once more--in the name of justice. In the name of love. The Silvan Series #1 Path of a Novice #2 Road of a Warrior #3 Dawn of a Legend - launching April 27, 2019 #4 Rise of a Warlord - 2020 #5 #6

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.

Warpsword

Grudge Bearer

Angels of Darkness

Grudgelore

The Curse of Khaine

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.

When the long-lost craftworld Ziasuthra reappears, Iyanna Arienal and Yvraine of the Ynnari lead an expedition to it in hope of retrieving the last cronesword. Still reeling from the advent of the Great Rift and the ravages of the tyrannids, the aeldari inhabitants of Iyanden are shocked when they receive a message from a long-lost craftworld. Missing for millennia, the craftworld of Ziasuthra has suddenly reappeared from its sanctuary in the warp, and its denizens wish to make contact. Led by the Spiritseer Iyanna and Yvraine, the Emissary of Ynnead, a small force of craftworld aeldari head to Ziasuthra to

open negotiations with their brethren. Behind their surface desire to help, however, Iyanna and Yvraine have a stronger motive: they are seeking the final cronesword, which could lie hidden behind ancient web portal on this craftworld. But how co-operative will the mysterious Ziasuthrans prove to be, or do they too have their own agenda?

An anthology of original short stories based on the heroes of the Warhammer Fantasy Time of Legends Original short stories from some of the best fantasy writers in the Black Library. Themed on the early history of the Warhammer fantasy world, The Time of Legends is when heroes roamed the old world - both good and bad.

The Dark Angels fight to free one of their recruiting worlds from the grip of the orks. A classic Warhammer 40,000 story told anew, including the infamous tale of Sergeant Namaan's final battle. Faced with an ork invasion of Piscina IV, the 3rd Company of the Dark Angels believes the threat to be minimal. As enemy numbers continue to increase, their commander, Captain Belial, insists that his Company are strong enough to resist. But Scout-Sergeant Naaman knows just how dangerous this foe can be, and when a renewed greenskin offensive takes the Dark Angels by surprise, the orks swarm towards Kadillus Harbour. Little do the Dark Angels know of the technological power available to the xenos, and the true scale of the threat they face. Belial, Naaman and their fellow Astartes fight a desperate siege at Kadillus, knowing that they must hold out until Imperial reinforcements arrive or the planet will be lost.

Dawn of a Legend

Age of Legends

The Legend of the Gods

The Curse of Khaine / Deathblade

A Tale of the Sunderling

King Barundin, the new dwarf lord of Zhufbar, must fulfill an oath of vengeance for his father, betrayed and killed on the field of battle. 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.

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.

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.

The End Times
Sword of Caledor
Caledor
Blood of Aenarion
The Sundering

In the world of Warhammer, no race is as cruel and treacherous as the dark elves, and no member of this race is more infamous than Malus Darkblade. His soul taken forfeit by a daemon, Darkblade must now seek the legendary Warpsword of Khaine or be forever damned. 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.

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

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?

Defenders of Ulthuan
Time of Legends
The Return of Nagash
Ghost Warrior
Deathblade

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.

Fantasy-roman.

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.

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.

Sigvald

The Daemon's Curse

Path of the Outcast

The Chronicles of Malus Darkblade, Volume 1

Malekith

The story of Asurmen, the Hand of Asuryan, the first and greatest of the eldar Phoenix Lords. The Phoenix Lords are demigods of battle, warriors whose legends span the stars. They are embodiments of the warrior nature of the eldar, and each walks his own path. The first, and greatest, is Asurmen, the Hand of Asuryan. Since he led his people from destruction at the time of the Fall, he has guided his children, the Dire Avengers, in defending the remnants of the eldar as they plan their rise back to galactic dominance. A superlative warrior and peerless leader, Asurmen is one of the greatest hopes of the eldar race.

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.

The next Warhammer Heroes book about a champion of chaos Prince Sigvald the Magnificent has struck a pact with his Slaaneshi masters that bestows incredible power and beauty, but drives him to ever greater acts of hedonism. Despite his pre-eminence, the champion of Chaos is tricked into an impossible war with the promise of a powerful artefact to slake his dark desires. After centuries of debauchery, Sigvald rouses his army and leads them to battle against the legions of the Blood God Khorne. Obsessed with the Brass Skull, the object of his misguided yearnings, Sigvald is unaware his enemies are closing in around him. In a hellish quest that drives him across the twisted landscape of the Chaos Wastes and culminates in an epic confrontation, he realises godhood and that the lures of Slaanesh can never be sated.

ULLSAARD HAS CONQUERED THE KNOWN WORLD. All have fallen before his armies. Now it's time to take the long journey home, back to the revered heart of the great Empire he had helped

create for his distant masters. But when he returns to the capital, life there is so very different from what he had believed. Could it be that everything he has fought for, has conquered and killed for, has been a lie? File Under: Epic Fantasy [Conquering Armies | A Vast Empire | Temple Of Shadows | Rebellion And War]

Path of the Seer

Blood Money

Legacy of Caliban: The Omnibus

Oathbreaker

Tyrion & Teclis

With the hordes of Chaos marshalling in the north and the Emperor lost, it falls to Reiksmarshal Kurt Helborg to prepare to meet the forces of the Ruinous Powers. The End Times are coming. With the hordes of Chaos marshalling in the north, Emperor Karl Franz leads his armies in defence of his realm. But when the worst happens and the Emperor is lost, it falls to Reiksmarshal Kurt Helborg to return to Altdorf, capital of the Empire, and prepare to meet the forces of the Ruinous Powers in a final battle for that ancient city. As plague spreads and the defences weaken, all seems lost, until help arrives from a most unexpected source... if Helborg can bring himself to accept it.

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...

A century since the departure of the Gods, the Three Nations are now united beneath the Tsar. Magic has been outlawed, its power too dangerous to remain unchecked. All Magickers must surrender themselves to the crown, or face imprisonment and death. Alana's mundane life has just been torn apart by the emergence of her brother's magic. Now they must leave behind everything they've ever known and flee - before the Tsar's Stalkers pick up their trail. Tasked with hunting down renegade Magickers, the merciless hunters will stop at nothing to bring them before the Tsar's judgement. As the noose closes around Alana and her brother, disgraced hero Devon finds himself at odds with the law when he picks a fight with the wrong man. The former warrior has set aside his weapons, but now, caught between the renegades and the Stalkers, he is forced to pick a side - the empire, or the innocent.

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way is the Regent of Ulthuan, Prince Tyrion, and the darkness within Malekith ' s own soul, the call of the Curse of Khaine.

Hand of Asuryan

The Purging of Kadillus

A Tale of the Sundering

The Silvan

The Crown of the Blood

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 Hammer-God cannot wholly erase their warlike past and bloodthirsty traditions. Among them live the Khul, outsiders allied to the mighty Aradians 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.

Science fiction-roman.

The conclusion of the story arc on Nagash, the undead and the origins of vampires 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. But when Nagash realises he can use his enemy for his own nefarious needs, an uneasy alliance is struck and a vast, nightmarish army is formed. The necromancer launches his final attack on the lands of Nehekara, sweeping all before him. Only one man dare stand in his way - Alcadizzar, a peerless warrior and the leader of a defiant force. Their confrontation will not just decide the fate of Nehekara, but of all the Old World.

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 Fall of Altdorf

Doom of the Elves

The Red Feast

Asurmen

Path of the Warrior

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. Omnibus edition of the Legacy of Caliban trilogy, featuring the mysterious Dark Angels Space Marines. Descendents of the First Legion, the Dark Angels are peerless warriors with a knightly heritage from their sundered home world of Caliban. Amongst their hallowed ranks are the lightning fast Ravenwing and the stalwart Deathwing. But the Legacy of Caliban is dark, and the need for atonement is great and echoes through the ages. Ever do the Dark Angels hunt the mysterious Fallen, their greatest shame and their darkest secret. This omnibus edition contains the novels Ravenwing, Master of Sanctity and The Unforgiven, along with the short story collection Lords of Caliban.

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.

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 Warsword of Khaine and return it to the daemon, or will his unholy quest be thwarted at its final stages?

Nagash Immortal

A History of Grudges and the Great Realm of the Dwarfs

Elves

Shadow King

The Rise of Nagash

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 daemoniac assissins and beset by treachery, they must fight to survive and claim thier destiny as the greatest heroes of the age.

The third book in Gav Thorpe's Eldar seriesThe 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