

## Brunner The Bounty Hunter Cl Werner

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### Deathblade: A Tale of Malus Darkblade Games Workshop(uk)

The Black Plague has done its work, and the ravaged Empire is ripe for the picking. As the dread armies of the skaven sweep across Sigmar's realm, each of the great cities looks to its own defence - except Middenheim. As he gathers warriors to his banner and liberates towns and villages from the verminous menace, Graf Mandred begins to embrace his destiny as the future leader of a united Empire - if he can survive the trials to come.

#### *Warlords of Karak Eight Peaks* Games Workshop

Second novel in the Time of Legends: The Black Plague series The Black Plague spreads across the Empire, followed by a tide of monsters from legend: the skaven. In Altdorf, Emperor Boris's troops valiantly hold off the ratmen while the corrupt Emperor escapes to safety. In Middenheim, Graf Gunthar and his son Mandred defend their city against a horde of the vile invaders. And in Sylvania, the skaven find more than they had expected in the form of the necromancer Vanhal and his army of the dead... an army that gets larger as the plague worsens.

### Witch Killer Games Workshop

Two towns being haunted by malice, can they stand against the might of the Lady of Sorrows? In the deathly realm of Shyish, the Twinned Towns of Westreach and Eastdale exist on the edge of annihilation. Once in each generation, the hosts of Lady Olynder rise from their tombs to slaughter the towns' inhabitants, and for centuries the nighthaunts have been turned back, but only after the fiercest of battles. Now, the wizards in the ancient Belvegrod lighthouse have deciphered a prophetic vision that offers a chance to break the curse placed upon the city. The hero Jahangir is fated to lead a desperate mission against the Mortarch of Grief and free his people from this menace once and for all. But is Jahangir equal to the ordeal before him? Can the courage of mortals stand against the undying malice of the Lady of Sorrows?

### The Legend of - Hellbrandt Grimm Games Workshop(uk)

When rogue wizard Grendl flees the Empire, a disgraced wizard and a fanatical team of witch hunters are sent to

track him down. But as hunters and hunted stray into the Northern Wastes, all bets are off as the corrupting touch of Chaos starts to affect them all. Original.

### The End Times Black Library

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.

### Brunner the Bounty Hunter Games Workshop

Follow the tale of Thanquol and Boneripper, heroes of the Skaven, as the End Times draw closer. Expect plenty of duplicity and scheming as we explore their story. Grey Seer Thanquol is without a doubt (in his mind) the greatest nemesis of the Slayer, Gotrek Gurnisson and his companion Felix Jaeger. He, and his stalwart Rat Ogre bodyguard, Boneripper, have engaged in innumerable nefarious schemes and adventures across the World-That-Was, including... Claiming the deadly artefact known only as Wormstone to poison the city of Altdorf; the assassination of the Prophet of Sotek in a foreign land of giant lizards and endless jungle; leading an army against the dwarfs of Karak Angkul; and unintentionally finding themselves body-swapped. Will Thanquol find victory at long last, or will the incompetence of his underlings hold him back yet again? This omnibus contains three novels: Grey Seer, Temple of the Serpent and Thanquol's Doom, and two short stories: 'Mind-Stealer' and 'Thanquol Triumphant'.

### Dead Winter Games Workshop

The Warhammer world is filled with great heroes, and defined by honour and survival against the odds. But sometimes these values are overridden, and death and dishonour prevail. This collection contains

nine new stories featuring some of Warhammer's most legendary heroes. Temple of the Serpent Games Workshop  
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.

Lady of Sorrows Games Workshop Limited

Threatened with losing their ship to pay their investors, Brokrin Ullissonn and the crew of the Iron Dragon embark on a perilous voyage: to seek out the fabled sky-island of Profit's Ruin. Glory and riches await them if they can discover the secrets of the infamous legend, but it is a voyage undertaken by only the brave and the desperate. Beset by enemies old and new, Brokrin's journey is fraught with danger and overshadowed by a terrible truth: no Kharadron vessel has ever escaped from the grip of this floating sea of weeds and vines. Will the Iron Dragon be the first?

Deathblade Games Workshop(uk)

The Sisters of Battle clash with inhuman monsters in a desperate defence of a vital Imperial shrine world. In a galaxy teeming with alien aggressors, nothing unites the Imperium more than the worship of the immortal God-Emperor. Without the shining light of his divinity, travel through the stars would not be possible, and humanity would be swallowed by darkness. The shrine world of Vadok attracts billions of pilgrims who visit to reaffirm their faith and catch a glimpse of the sacred relic held in its great cathedral. But the reach of man's enemies is long, and when civil unrest breaks out and rumours of four-armed monsters abound, the Adeptus Sororitas tasked with defending the world must face the fight of their lives. For the Sisters of Battle are few, but their enemies are numberless.

**Children of the Horned Rat** Games Workshop

Featured in the Warhammer Monthly comic, bounty hunter Hellbrandt Grimm is on his own in the fight against Orks, Ghouls, and the evil-doers who inhabit the fringes of the Empire. An expert swordsman and quick with the crossbow, Grimm won't stop until he's hunted down the village outlaws...every last one of them!

Sacrosanct & Other Stories Games Workshop

Follow the story of witch hunter Matthias Thulmann as he ruthlessly tracks down witches, heretics and mutants.

Brunner the Bounty Hunter: Omnibus Games Workshop(uk)

Grey Seer Thanquol has returned to the Old World and is coerced into leading an army against the dwarfs of Karak Angkul. Renowned for its engineer clans, attacking these noble sons of Grungni will not be

easy. Clockwork sentry guns guard the caverns and entry ways to their hold.

Cult of the Warmason Gower Publishing Company, Limited

Fantasy-roman.

**Grey Seer** Games Workshop

The only person brave enough to attempt a recovery of a stolen artifact that possesses a dangerous power, Grey Seer Thanquol sets out to stop a band of determined smugglers only to have his efforts further complicated by the machinations of a mysterious wizard. By the author of Witch Hunter. Original.

Reiksguard Games Workshop

On the battleground at Tor Elyr, the druchii army, led by Morathi and Issyk Kul, attacks the high elves, forcing them to fight to overcome their dark cousins or face the end of their race as Morathi plunges Ulthuan into Chaos.

Death and Dishonour Games Workshop

Omnibus edition collecting all three novels in the Brunner the Bounty Hunter series. Dark and savage tales set in the world of Warhammer, by author C.L. Werner.

Blighted Empire Games Workshop

Do you dream of possessing a magical rose garden or a thriving flower farm? Whether you long to fill your own acreage with roses or consider yourself more of a weekend gardener, Menagerie Farm & Flower's Felicia Alvarez can help make your love affair with roses a joyous and rewarding experience. With her engaging and encouraging advice, Alvarez assures readers that they can grow beautiful roses successfully. Whatever your level of passion, with her twenty years of farming experience Felicia will guide you with sound advice and detailed horticultural knowledge.

**The Vampire Genevieve** Games Workshop(uk)

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 Thorgim and several short stories.

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*The Siege of Castellax Black Flame*

After a series of failures, Grey Seer Thanquol is offered a chance to redeem himself by going to the island of Lustria to kill the Prophet of Sotek. Dogged by assassins & stranded in a foreign land of giant lizards, temple cities & endless jungle, Thanquol must use all of his cunning and magic if he is to come out alive.