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## Ravenor The Omnibus Dan Abnett

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Ravenor Returned Games Workshop

This omnibus edition includes all three Ravenor novels by bestselling author Abnett--"Ravenor, Ravenor Returned," and "Ravenor Rogue."

Fear the Alien Games Workshop(uk)  
Across the Sabbat Worlds, a bitter conflict is fought, a conflict that can only end in victory or annihilation. This anthology opens the gateway to the Sabbat Worlds like never before.

The Carrion Throne Games Workshop

Book 1 in the Bequin Sage. In the city of Queen Mab, nothing is quite as it seems. Pariah, spy, and Inquisitorial agent, Alizebeth Bequin is all of these things and yet none of them. An enigma, even to herself, she is caught between Inquisitors Gregor Eisenhorn and Gideon Ravenor, former allies now enemies who are playing a shadow game against a

mysterious and deadly foe. Coveted by the Archenemy, pursued by the Inquisition, Bequin becomes embroiled in a dark plot of which she knows not her role or purpose. Helped by a disparate group of allies, she must unravel the secrets of her life and past if she is to survive a coming battle in which the line between friends and foes is fatally blurred.

Fire Caste Games Workshop

This omnibus edition of the first three Gaunt's Ghosts novels follows the story of the Tanith First-and-Only regiment (nicknamed the Ghosts) and their charismatic commissar, Ibram Gaunt. As they travel from warzone to warzone in the Chaos-infested Sabbat Worlds system, the Ghosts must not only carry out the most dangerous of missions but also survive the deadly politics of the Imperial Guard.

The Lost Tuan Kiad ó

First Black Library novel starring the mysterious alien race the tau In the jungles of the Dolorosa Coil, a coalition of alien tau and human deserters have waged war upon the Imperium for countless years. Fresh Imperial Guard forces from the Arkhan Confederates are sent in to break the

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stalemate and annihilate the xenos. But greater forces are at work, and the Confederates soon find themselves broken and scattered. As they fight a desperate guerrilla war, their only hope may lie in the hands of a disgraced commissar, hell-bent on revenge.

#### Traitor General Games Workshop

The Tanith First-And-Only face their sternest battles yet in the third Gaunt's Ghosts omnibus, containing the novels *Traitor General*, *His Last Command*, *The Armour of Contempt* and *Only in Death*. For a thousand years, the Sabbat Worlds have been lost to the Imperium, claimed by the dread powers of Chaos. Now, a mighty crusade seeks to return the sector to Imperial rule, but the innumerable forces of the Archenemy attack without mercy, and planet after planet burns with the flames of war.

Amidst this nightmare, the armies of the *Astra Militarum* stand stoic against their foes. The Tanith First-And-Only are among the most legendary of these regiments of Imperial Guard, and at their head stands Commissar Ibram Gaunt, unflinching in duty and unrelenting in combat. But now the very future of the regiment is in jeopardy as Gaunt's Ghosts battle the forces of Chaos across the Sabbat Worlds. From daring rescue missions to the grim horrors of the battlefield, the Tanith First-And-Only must survive extreme danger and the ghosts of the past if they are to avoid becoming forever lost.

*The Beast Arises: Volume 1* Games Workshop  
Containing the novels *Nightbringer*, *Warriors of Ultramar* and *Dead Sky*, *Black Sun*, plus a connected short story, the series follows the adventures of Space Marine Captain Uriel Ventris and the Ultramarines as they battle against the enemies of mankind. From their home world of Macragge, into the dreaded Eye of Terror and beyond, Graham McNeill's prose rattles like gunfire and brings the Space Marines to life like never before.

#### *Vaults of Terra: The Hollow Mountain* Black Library

In the thirty-second millennium, the Horus Heresy is ancient history. After centuries of

peace, the Imperium is thrown into peril as a new threat menaces the galaxy, the rise of the ork empire. Epic omnibus including the first four novels of *The Beast Arises* series: *I Am Slaughter*; *Predator*, *Prey*; *The Emperor Expects*; and *The Last Wall* ' *The Beast Arises* ' is an epic Warhammer 40,000 series from Black Library. Spanning twelve volumes, the story covers a galaxy-wide conflict between humanity and a massive ork invasion. It is the thirty-second millennium, and the Heresy is but a distant memory. After centuries of peace, the Imperium is thrown into panic as worlds everywhere are menaced by orks. In a relentless tide of slaughter, ork attack moons destroy planet after planet with gravity weapons of unstoppable power. On Terra, the High Lords are paralysed by the scale of the threat, and fail to take any effective action. With entire Space Marine Chapters missing or destroyed, does anyone have the will and the power to rise to the Imperium ' s defence?

#### *Ravenor Rogue* Games Workshop

Ravenor and his retinue become fugitives from the Inquisition in order to hunt down the arch-heretic Zygmunt Molotch. Inquisitor Ravenor continues his persecution of the arch-heretic Zygmunt Molotch – a hunt that has, for him, now become an obsession. In direct contravention of Inquisition orders, Ravenor and his team go rogue, in relentless pursuit of their quarry. Thrown through time and space, pitted against enemies of limitless power and cunning, just how much will Ravenor and his team have to sacrifice in order to thwart Molotch's schemes and bring the heretic to justice?

*The Ultramarines Omnibus* Games Workshop  
Book 53 in the bestselling series, *The Horus Heresy*. Horus ' s armada gathers, and he has defeated all enemies sent against him, even the Emperor ' s own executioner. One barrier remains before he can strike for Terra and lay waste to the Emperor ' s dream. The Beta Garmon system occupies the most direct and

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only viable route to the Solar System and Terra. To break it, Horus assembles a war host of incredible proportions and Titans in untold numbers. To lose here is to lose the war and Horus has no intention of turning back. But the Imperium understands the importance of Beta Garmon too. A massive army is arrayed, comprised of near numberless Army cohorts and a mustering of Titans to challenge even the martial might of the Warmaster. Titans fight against Titans as the God Machines of Loyalists and Traitors alike go to war. This conflict will be like no other before it, a worldending battle that will determine the next phase of the war.

#### Pariah: Ravenor vs Eisenhorn Games Workshop

A massive collection of fantastic short stories from New York Bestselling author Dan Abnett, collated together for the first time. A must read for all Abnett fans! From the bloody battlefields of the Sabbat Crusade to the clandestine world of the Inquisition, and the grand stage of the galaxy-defining Horus Heresy, this anthology brings together for the first time all of the Warhammer 40,000 and Horus Heresy short stories by esteemed science fiction and New York Times bestselling author Dan Abnett. Featured in these pages are both classic tales such as 'Thorn Wishes Talon' and 'A Ghost Return' and lesser known gems like 'Midnight Rotation' and 'Eternal' that add depth and nuance to some of the author's most celebrated characters including Gaunt's Ghosts, Gregor Eisenhorn, Horus Aximand, Shadrak Meduson and many more. Containing well over thirty stories and charting a legacy over twenty years in the making, Lord of the Dark Millennium is the definitive Black Library short fiction collection of Dan Abnett.

#### Double Eagle Games Workshop

Book 2 in the Vaults of Terra mini-series. Discover what happens when Chaos comes to the Throneworld itself for the first time in ten millennia..... Inquisitor Erasmus Crowl has discovered a terrible plot, its roots firmly

planted in the very highest levels of Terra. Pursuing it is fraught with risk, but Crowl's sense of duty compels him to persevere. He and his acolyte Spinoza run down their leads in secret, knowing that their every move invites danger, but even as they begin to reveal the truth, a greater peril is unfolding in the skies – the Great Rift is becoming manifest. During the madness that threatens to tear Terra asunder, Crowl's Inquisitorial base of operations comes under attack and is badly ravaged. As his world begins to unravel and a new, bloody age dawns, can Crowl stay true to his course and expose the horror that lies at the heart of the Hollow Mountain?

#### Ravenor Games Workshop

The Inquisition moves amongst mankind like an avenging shadow, striking down the enemies of humanity with uncompromising ruthlessness. When he finally corners an old foe, Inquisitor Gregor Eisenhorn is drawn into a sinister conspiracy. As events unfold and he gathers allies - and enemies - Eisenhorn faces a vast interstellar cabal and the dark power of demons, all racing to recover an arcane text of abominable power: an ancient tome known as the Necroteuch.

#### Lord of the Dark Millennium: The Dan Abnett Collection Games Workshop

Discover one of the most well known Black Library characters, Gregor Eisenhorn, in this great value omnibus. In the grim far future, the Inquisition moves amongst mankind like an avenging shadow, striking down daemons, aliens and heretics with uncompromising ruthlessness. Written by Gaunt's Ghosts creator, Dan Abnett, this volume charts the career of Inquisitor Gregor Eisenhorn as he changes from being a zealous upholder of the truth to collaborating with the very powers he once swore to destroy. Part detective story, part interplanetary Epic, this omnibus brings together the novels Xenos, Malleus, Hereticus and The Magos, as well as four short stories.

#### Spear of the Emperor Games Workshop

An omnibus of Dan Abnett fantasy novels, also including unpublished short stories and a new

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introduction for the author. Across the Old World, the powers of Chaos seek to bring corruption and death, poisoning the minds of men and filling them with hatred and fury. Only the bravest dare stand against them – two Empire soldiers, marching into the cold wastes of Kislev to face the barbaric Northern hordes, where one will lose his soul to the Ruinous Powers. The high elf Gilead Lothain, who seeks to strike at the servants of the Dark Gods in a quest for vengeance that can never end. The ranks of the noble White Wolves, who stand to defend the majestic city of Middenheim until the last man, never backing down in the face of their enemies. Thunder and Steel is an epic collection of Dan Abnett's Warhammer fantasy, including the novels Riders of the Dead, Gilead's Blood and Hammers of Ulric, plus short stories and the full graphic novel of The Warhammer.

#### The Macharian Crusade Omnibus Games Workshop

First novel about the Salamanders Chapter of Space Marines, superhuman warriors of the far future.

#### The Saint Games Workshop

Gaunt and a hand-picked team of Ghosts go deep into enemy territory on a secret mission to hunt down an enemy general. Gothic science fiction meets gritty wartime drama in this far-future thriller. Original.

#### The Inquisition War Games Workshop

Book 15 in the hugely popular Gaunt's Ghosts series. The Victory arc concludes as beloved characters are put in more danger than you'll be able to bear. Fair warning: they're not all going to get out alive. Men of Tanith... do you want to live forever? ' On the forge world of Urdesh, the massed forces of the Imperial Crusade engage in a final bloody battle with the Archenemy commander known as the Anarch, and his elite warriors - the barbaric Sons of Sek. A victory for either side will decide more than just the fate of Urdesh... it will determine the outcome of the entire Sabbat Worlds Crusade. Ibram Gaunt – now serving at the right hand of Warmaster Macaroth – finds himself at

the very heart of the struggle. His regiment, the Tanith First " Ghosts ", holds the vital key to ultimate success. But as the forces of the Imperium and Chaos square up for the final, large-scale confrontation, Gaunt discovers that the greatest threat of all may come from inside rather than out. Xenos Games Workshop

Inquisitor Ravenor and his followers investigate a daemonic conspiracy that stretches across space and time in three classic novels by Dan Abnett. In the war-torn future of the 41st Millennium, the Inquisition fights a secret war against the darkest enemies of mankind – the alien, the heretic, the mutant and the daemon. This omnibus tells the tale of Gideon Ravenor and his lethal band of operatives, whose investigations take them from the heart of the Scarus Sector to the widest reaches of space beyond – and even through time itself. Wherever they go, and whatever dangers they might face, they will not give up until their mission succeeds. This omnibus contains the novels Ravenor, Ravenor Returned, and Ravenor Rogue, along with a selection of short stories, all by Dan Abnett.

The Founding Games Workshop Inquisitor Erasmus Crowl and his acolyte Spinoza follow the trail of a shadowy conspiracy on Holy Terra itself, the capital world of the Imperium. In the hellish sprawl of Imperial Terra, Ordo Hereticus Inquisitor Erasmus Crowl serves as a stalwart and vigilant protector, for even the Throneworld is not immune to the predations of its enemies. In the course of his Emperor-sworn duty, Crowl becomes embroiled in a dark conspiracy, one that leads all the way to the halls of the Imperial Palace. As he plunges deeper into the shadowy underbelly of the many palace districts, his investigation attracts the attention of hidden forces, and soon he and his acolyte Spinoza are being hunted – by heretics, xenos, servants of the Dark Powers,

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or perhaps even rival elements of the  
Inquisition itself. Soon they discover a  
terrible truth, one that if allowed to get out  
could undermine the very fabric of the  
Imperium itself.