

## The Chronicles Of Malus Darkblade Volume One Mike Lee

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### **The Plague Stones** Games Workshop

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? 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 Chronicles of Malus Darkblade** Games Workshop

Exciting release from the Warhammer Chronicles imprint. Bretonnia is a land shrouded in myth and magic, under siege from the strange creatures of its shadowy forests and those fallen to the lure of the Dark Gods. Against these fearsome foes stand the Knights of Bretonnia, calling upon their faith in the Lady and their guile with the sword to repel their legions of enemies. When young noble Calard starts upon the path to knighthood, he soon discovers the darkness hidden within his homeland and the price that must be paid by those seeking the holiest of honours – the title of Grail Knight. Accompanied by his faithful manservant Chlod, he must face vampires, wyverns, Chaos warriors and goblins, but each battle brings him one step closer to becoming the legend he seeks. Knights of Bretonnia collects the novels Knight Errant and Knight of the Realm, plus the novellas Questing Knight and Grail Knight, completing the saga of Calard from his knightly training to his most epic of victories.

### **Gotrek and Felix: The Sixth Omnibus** Black Library

Gotrek the dwarf trollsayer and his companion Felix are Black Library's most popular fantasy duo. This omnibus edition gives readers a unique opportunity to enjoy their first three adventures through the haunted forests, mountains and castles of the grim Warhammer world.

### **Tyrion & Teclis** Games Workshop

When the necrons rise, a mining planet descends into a cauldron of war and the remorseless foes decimate the human defenders. Salvation comes in an unlikely form – the Death Korps of Kreig, a force as unfeeling as the Necrons themselves. When the two powers go to war, casualties are high and the magnitude of the destruction is unimaginable.

### **The Rise of Nagash** Games Workshop Limited

The vastly outnumbered Phantine Fighter Corps, flying missions out of airstrips on key offshore islands, launch one final desperate battle to prevent the evil Chaos legions of the dread-lord Anakwanar Sek from overrunning the war-torn world of Enothis. Reprint.

### **Riders of the Dead** Games Workshop

Dwarf Trollsayer Gotrek and his human companion Felix Jaeger, Warhammer 's most famous pair of heroes, head off to a new adventure facing the terrifying dark elves in the latest novel of this best-selling fantasy series.

### **Knights of the Empire** Games Workshop

Fantastic Portmanteau novel featuring the Daughters of Khaine. Rising from the gloom-shrouded cults of Ulgu, the empire of the Daughters of Khaine now dominates the Realm of Shadow. These matriarchal witch-aelves are graceful masters of death who revel in spilling blood, and whose opposition to Chaos borders on mania. Proud governors of their own ruthless agendas, it is their devotion to Khaine, the ancient aelven god of murder, the Daughters seek to prove above all, and alongside it, the favour of his High Priestess, Morathi. To this end, a Khainite would bleed the realms dry in dedication to her cause. This portmanteau novel weaves together three brutal tales, each telling of a witch-aelf burdened by an impossible task: Trisethni of the Khailebron sect, Nepenora of the Kharumathi, and Vahis of the Draichi Ganeth. Whether by poisoned chalice, enchanted blade or razored whip-lash, these murderesses honour Khaine with gifts of slaughter to rival even their hag queens ' . But faced with their most arduous trials yet, will remarkable skill in the art of war be enough to save them?

### **Knights of Bretonnia** Games Workshop Limited

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, the clandestine world of the Inquisition and the grand stage of the galaxy-defining Horus Heresy, this anthology brings together the entire collection of Warhammer 40,000 and Horus Heresy short stories by esteemed science fiction and New York Times bestselling author Dan Abnett for the first time. Featured in these pages are classic tales such as ' Thorn Wishes Talon ' and ' A Ghost Return ' alongside lesser known gems such as ' Midnight Rotation ' and ' Eternal ' . Each story adds depth and nuance to the author 's most celebrated characters, including Ibram Gaunt, 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.

### **Swords of the Emperor** Black Library

From the savage, hammer-wielding White Wolves of Middenheim to the disciplined and loyal Reiksguard and fiercely religious Knights of the Blazing Sun, thrill to classic stories about the templars of the Empire With their shining armour, mighty steeds and religious fervour, knights are the very embodiment of warfare in the Old World. Yet no two orders of these holy warriors are the same – the savage, hammer-wielding White Wolves of Middenheim could not be more different from the disciplined and loyal Reiksguard, whose duty it is to protect the Emperor himself. In contrast, the Knights of the Blazing Sun are dedicated to the Tilean warrior-goddess Myrmidia, and their goal is to achieve perfection in the art of war through battle.

### **Eisenhorn Omnibus** Games Workshop Limited

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.

### **The Return of Nagash** Games Workshop

Confronted by perilous obstacles and pursued by the Witchguard, sworn to stop him no matter the cost, Darkblade has only the dark Orb of Malkin and its twisted prophecies to guide him on a journey that leads him deep into the unearthly realms of Chaos. Original.

### **Blood of the Chosen** Games Workshop

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?

### **The Legend of Sigmar** Games Workshop

In the second book of Django Wexler's epic fantasy trilogy about two siblings divided by magic and revolution, Gyre must travel across the Splinter Kingdoms to rally the rebels to his side, while his sister Maya uncovers the secrets of a powerful artifact that could change everything. Gyre finally sees a way to overthrow the all-powerful Twilight Order. But he'll have to gain the alliance of both the ghouls and the human rebels to the south in order to even stand have a chance. And uniting them won't be so simple. His sister Maya is still a soldier of the Order. But after clashing with her brother, she isn't so certain where her loyalties lie. Chasing the origins of a mysterious artifact to a long-lost library, she just might find the answers she's looking for. Burning Blade & Silver Eye Ashes of the Sun Blood of the Chosen "Fantasy at its finest." —Nicholas Eames, on Ashes of the Sun

### **The First Chronicle of Malus Darkblade** Games Workshop

Book 4 in the Global best selling The Horus Heresy: Siege of Terra series. The Traitor Host of Horus Lupercal tightens its iron grip on the Palace of Terra, and one by one the walls and bastions begin to crumple and collapse. Rogal Dorn, Praetorian of Terra, redoubles his efforts to keep the relentless enemy at bay, but his forces are vastly outnumbered and hopelessly outgunned. Dorn simply cannot defend everything. Any chance of survival now requires sacrifice, but what battles dare he lose so that others can be won? Is there one tactical stroke, one crucial combat, that could turn the tide forever and win the war outright?

### **The Chronicles of Malus Darkblade** Games Workshop Limited

After fleeing the authorities in the Imperial city of Altdorf, Felix Jaeger swears a drunken oath to dour dwarf Gotrek Gurnisson to record his death saga. In the cold light of day, Felix's worst fears are confirmed as he learns that Gotrek is a Trollsayer - a dwarf doomed to seek out a heroic death in battle to atone for an unknown personal disgrace. Their travels throw them into a string of extraordinary adventures as Felix tries to survive his companion's destiny.

### **Pariah** Games Workshop

Explore the shadows with this great vampire omnibus from the Warhammer Old World. TBC

### **The Chronicles of Malus Darkblade, Volume 1** Games Workshop

The Dwarfs are a stoic and long lived race. Their unbending will and pride serve them as fearsome warriors on the battlefield and the greatest craftsmen across the Old World. But cross them at your peril, as a dwarf grude is never forgotten, a quest for revenge handed down from generation to generation until debt is settled in blood.

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

A quartet of fantasy graphic novel adventures come together in an omnibus edition that chronicles the adventures of dark elf Malus Darkblade, as his soul is seized by the daemon Tz'Arkan and he embarks on a perilous quest to find objects of mystical power. Young Adult.

### **Undeath Ascendant: A Vampire Omnibus** Games Workshop

Braving untold perils and impossible odds to retrieve the five objects of power, Malus Darkblade must now return them to the ancient daemon Tz'arkan, but he is beginning to wonder if the evil creature can be trusted to honor its commitment to return his soul. Original.

### **Bloodstorm Orbit**

To regain his soul from the ancient daemon Tz'arkan, Darkblade must find the legendary Warsword of Khaine - will he succeed or is the ruthless warrior fated to be forever damned?