
The Chronicles Of Malus Darkblade Volume One Mike Lee

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Anarch Games Workshop

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

The Rise of Nagash 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 Krieg, 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.

Bloodstorm Games Workshop Limited

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

Double Eagle The First Chronicle of Malus Darkblade

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 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.

Reign of Blood 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.

Darkblade Titan Books (US, CA)

Murderer, betrayer, warrior beyond compare. Explore the story of Malus Darkblade in this great value omnibus! Having been possessed by the ancient daemon Tz'arkan, 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 Warpsword of Khaine and return it to the daemon, or will his unholy quest be thwarted at its final stages?

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 Trollslayer - 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.

A Tale of Malus Darkblade Black Library

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 grudge is never forgotten, a quest for revenge handed down from generation to generation until debt is settled in blood.

Pariah Games Workshop

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.

Deathblade: A Tale of Malus Darkblade Black Library

The definitive origin story of the God-King Sigmar in a

collected omnibus edition. Before he became the God-King of Azyr and saviour of the Mortal Realms, before the Old World perished in the fires of the End Times, before even the rise of the Empire, Sigmar was a mortal man. As the young chieftain of the Unberogen tribe, he saved the high king of the dwarfs, earning the eternal friendship of the mountain folk. When a mighty horde of orcs threatened his lands, he united the tribes of men to stand against them at Black Fire Pass. He broke the siege of Middenheim and pushed back the forces of Chaos. And in defeating the great necromancer Nagash, he saved mankind, securing the future of the Empire and taking his first steps on the road to godhood. His deeds are legend. This is his story.

The Daemon's Curse 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 Plague Stones Games Workshop

Dwarf Trollslayer 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.

World of Blood Games Workshop

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.

The First Chronicle of Malus Darkblade Black Library

Murderer, betrayer, warrior beyond compare. Explore the story of Malus Darkblade in this great value omnibus! The dark elves are feared throughout the Old World for their evil ways, yet one member of this despicable race stands out for his treachery and cunning - Malus Darkblade. Having been possessed by an ancient daemon, the dark elf is faced with a stark choice - recover five items of unimaginable power or forfeit his soul forever!

The chronicles of Malus Darkblade Orbit

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.

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.

The Chronicles of Malus Darkblade Games Workshop

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

Warpsword Games Workshop

Having been possessed by the ancient daemon Tz'arkan, 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 Warpsword of Khaine and return it to the daemon, or will his unholy quest be thwarted at its final stages?

Dwarfs Games Workshop

Fantastic Portmanteu 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?