

Warhammer Tomb Kings

The bestselling Gotrek & Felix series continues Gotrek and Felix: unsung heroes of the Empire, or nothing more than common thieves and murderers? The truth perhaps lies somewhere in between, and depends entirely upon whom you ask... Travelling to the mysterious south in search of a mighty death, the Slayer Gotrek Gurnisson and his human companion, Felix Jaeger, find themselves caught up in a battle between warring kingdoms. Captured by the sinister Queen Khalida and forced to do her bidding, the adventurers must brave the horrors of the sun-soaked Land of the Dead, where the dead do not rest easy. This anthology unites classic short stories with brand-new tales from th Old World. It features work from established and popular authors such as Graham McNeill and Nathan Long.

"Warrior-maiden and consort of the blood god Khorne, the name Valkia the Bloody is feared among all the tribes of the north -- friend and foe alike. From her earliest days as a shield bearer for her father King Merroc, she has known nothing but unending warfare and the brutal politics of the tribal leaders, and soon reaches out to seize power for herself. Though her feral beauty might attract unlikely suitors and her enemies may plot against her in secret, Valkia holds the patronage of the Ruinous Powers, and Khorne will not allow his chosen queen to fall."--Publisher.

Throughout the Realmgate Wars, Sigmar’s centuries long crusade against Chaos in the Mortal Realms, there has never been a hero like Hamilcar Bear-Eater, famed Lord Castellant of the Astral Templars But when an ancient skaven warlock with a thirst for godhood turns his attention towards Hamilcar’s divine soul, the Bear-Eater knows he will have to call upon his martial prowess and uncanny wits just to survive. Because his next death could be his last. Throughout the Realmgate Wars, Sigmar’s centuries long crusade against Chaos in the Mortal Realms, there has never been a hero like Hamilcar Bear-Eater, famed Lord Castellant of the Astral Templars. Would Gardus have charged headlong into the stronghold of Uxor Untamed with a mere handful of warrior at his back? Would Vandus have had the foresight or magnetism to drink himself euphoric, start a war with the Skarabrak lodge, and then wake come morning to a sore head and fifty thousand moonclan berserkers avowed to Sigmar’s cause? No. Only Hamilcar. But when an ancient skaven warlock with a thirst for godhood turns his attention towards Hamilcar’s divine soul, the Bear-Eater knows he will have to call upon his martial prowess and uncanny wits just to survive. Because his next death could be his last.

Nagash Immortal
Storm King's Thunder
Secrets from the Realm of Chaos
The Return of Nagash
The Legend of Sigmar

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.

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. Original.

In the unceasing war against Chaos, the doom-seeking dwarf, Gotrek and his human companion, Felix are beset by a new, terrible foe--an evil which threatens to reach out from darkest Sylvania. Reissue.

Gotrek the dwarf trollslayer 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.

An Adventure in the Border Princes

Tome of Corruption

Nagash the Sorcerer

Vampireslayer

The Rise of Nagash

Marijan von Staufer explores the grim and grisly subject of the undead in detail. Packed with background information on zombies, skeletons, ghouls and worse, this is the perfect companion for all fans of Warhammer.

Peer into the into the bizarre culture and motivations of the Necrons in this great novel from Nate Crowley. Exiled to the miserable world of Sedh, the disgraced necron lord Oltyx is consumed with bitterness. Once heir to the throne of a dynasty, he now commands nothing but a dwindling garrison of warriors, in a never-ending struggle against ork invaders. Oltyx can think of nothing but the prospect of vengeance against his betrayers, and the reclamation of his birthright. But the orks are merely the harbingers of a truly unstoppable force. Unless Oltyx acts to save his dynasty, revenge will win him only ashes. And so he must return to the crownworld, and to the heart of the very court which cast him out. But what awaits there is a horror more profound than any invader, whose roots are tangled with the dark origins of the necrons themselves.

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.

The Emperor's Spears are a Chapter on the edge of destruction, last watchmen over the Elara's Veil nebula. Now, the decisions of one man, Amadeus Kaias Incarius of the Mentor Legion, will determine the Chapter's fate.. The scattered worlds of the Elara's Veil nebula were once protected by the oath of unity sworn by three mighty Chapters of the Adeptus Astartes. The Star Scorpions were undone by flaws in their genetic coding. The Celestial Lions were ravaged by the Inquisition for sins they did not commit. Now, after hundreds of years, only the Emperor's Spears still keep their vigil. They are barbarian watchmen against the Outer Dark; bloodied but unbroken in their long duty. Amadeus Kaias Incarius, a brother of the Mentor Legion, is commanded to cross the Great Rift and assess the Spears' war-readiness, only to be drawn into the chaotic plight of a depleted crusade on the Imperium's benighted frontier. The decisions he makes, far from the God-Emperor's light, will decide the fate of the war-torn Chapter.

Total War: Warhammer - The Art of the Games

Lure of the Lich Lord

Gotrek & Felix: The First Omnibus

Chaos Battletome

Tomb of Annihilation

An ancient follower of the Great Necromancer seeks power over death itself. W'soran, one of the first vampires and former pupil of the Great Necromancer Nagash, plots to unravel the secrets of life and death. But his hunt for power is interrupted by a civil war in Mourkain, the mountain nation ruled by his former ally, Ushoran. Now W'soran must battle old friends and new enemies as he weaves a complex web of treachery and deceit in order to anoint himself the Master of Death...

Londonium is burning. Gaius Suetonius Paulinus, newly appointed governor of Roman Britain, is charged by an increasingly unstable Emperor Nero with a difficult task—the untamed island on the fringes of the empire must earn a profit. To do so, Suetonius pursues the last of the Druids into Wales and, along the way, subdues the fractious Celtic chieftains who sit atop a fortune in gold and rare metals. Meanwhile, in the provincial capital of Londinium, war is brewing. As Nero's corrupt tax officials strip the British tribes of their wealth and dignity, an unlikely leader arises—Queen Boudicca, chieftain of the Iceni, who unites the tribes of Britain and leads them on a furious and bloody quest for vengeance and liberty. A novel told in the form of a memoir, Imperial Governor is a compelling and impeccably researched portrait of Gaius Suetonius Paulinus, Roman general and first-century Governor of Britannia, who unexpectedly found himself facing one of the bloodiest rebellions against Roman rule. Shipway's masterful military adventure has long been considered one of the most accomplished works of historical fiction set in the Roman Era, providing fascinating detail of life in Roman Britain and within the Roman Legions—and a riveting saga of uprisings, war, and conquest in the ancient world.

Forty thousand years into the future, the human Imperium struggles for survival against its relentless enemies. Ruthless Inquisitor Jaq Draco uncovers a plot that threatens the very future of mankind - can he unravel the trail of conspiracy before he himself is destroyed by its deadly clutches?

Take a stand against the giants in this adventure for the world's greatest roleplaying game Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

Ossiarch Bonecreepers

Imperial Governor

Hedonites of Slaanesh

Neferata

God King

Archaon faces unimaginable perils and devastating betrayals in his quest to assume the mantle of Lord of Chaos, the harbinger of the End Times.

The Red Duke was once a valorous and honourable knight. Betrayed and struck down in battle, he rose again as a bloodthirsty vampire lord. After a campaign of butchery the undead fiend was defeated and entombed. After half a century of interment, the Red Duke is resurrected by the vampiric witch Jacquetta.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online.
Pages: 49. Chapters: High Elves, Lizardmen, Vampire Counts, Skaven, Ogre Kingdoms, Dark Elves, Bretonnia, Chaos Dwarfs, Undead, Wood Elves, Hordes of Chaos, Orcs and Goblins, Tomb Kings, Armies of Warhammer, Kislev.
Excerpt: In the fictional Warhammer Fantasy setting by Games Workshop there are a number of different races and nations. The most important of these feature as individual armies in the Vwarhammer Fantasy Battle table top game. All of the featured human nations are based in the Old World. A throwback feudal nation that relies on its haughty knights, heraldry, and their mysterious patron for military strength. It is similar to the French armies before the Hundred Years' War, combined with a heavy dose of Arthurian Myth. Bretonnian armies rely on powerful charges from their many heavily armed and armoured knights in order to achieve victory. Bretonnian knights are arguably the best heavy cavalry in the game, along with being the most varied. Bretonnian armies can also contain cheap and expendable units of unskilled peasants to serve as fodder. The Elves were the third civilised race to walk the world. Brought from creation by the Old Ones, the Elves showed an adeptness at magic. Torn asunder many thousands of years ago by a great civil war, there are three major nations of Elves. In the first edition of the game, there were two other Elven armies noted: the "Sea Elves" and the "Night Elves." Sea Elves were essentially the Elves of the more practical and worldly Outer Kingdoms of Ulthuan, and the Night Elves are now considered part of the Dark Elves. The Dwarfs live in city fortresses dug into the mountains of the Old World. Their Chaos brethren occupy one huge towering city in the lands to the south east of the Old World. The tribes of Orcs, Goblins and other Greenskins are spread across the Old World and into the east. They...

The Space Marines are humanity’s champions, their loyalty to the Emperor beyond question. When a Chapter falls from grace, the Imperium will stop at nothing to hunt them down and exterminate them.

Call of Archaon

The End Times

Gotrek & Felix: The Serpent Queen

Warhammer Armies

Knights of Bretonnia

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 launch title novel in the Empire Army series focuses on on the Reiksguard knights. Thrust onto the field of battle is Delmar von Reitendorf, a young man who must prove his courage in the face of war to restore his family’s honor. Original.

Black Library presents the Masterworks – a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. When the world of Armageddon is attacked by orks, the Black Templars Space Marine Chapter are amongst those sent to liberate it. Chaplain Grimaldus and a band of Black Templars are charged with the defence of Hive Helsreach from the xenos invaders in one of the many battlezones. But as the orks numbers grow and the Space Marines dwindle, Grimaldus faces a desperate last stand in an Imperial temple. Determined to sell their lives dearly, will the Black Templars hold on long enough to be reinforced, or will their sacrifice ultimately be in vain?

Sigmar, the first emperor, is a god amongst men, a peerless leader and an unbreakable warrior. Having triumphed over the orcs at Black Fire Pass and defeated the Chaos invasion of Middenheim, the Empire knows a measure of peace. But in the vast deserts of Nehekhara,

another empire is rising born of madness and destruction.

Spear of the Emperor

Hellforged

The Book of Death in the Old World

High Elves, Lizardmen, Vampire Counts, Skaven, Ogre Kingdoms, Dark Elves, Bretonnia, Chaos Dwarfs, Undead, Wood Elves, Horde

Lord of Chaos

2000 years before the time of Sigmar, the mighty kingdom of Nehekhara flourished in the hot desert lands far to the south of the Old World. Mike Lee tells the bitter story of the rise of Nagash, a priest king whose quest for immortality would unleash a plague of death and evil that damned Nehekhara and its people forever.

The vampire queen Neferata plots to create a new empire. Neferata is a queen without a kingdom. Lahmia has fallen, her vampire children have scattered and she is reduced to draining blood from the beasts of the mountains. After a chance encounter with a party of dwarfs, she sets her sights on a capital for her new empire – the stronghold of Silver Pinnacle. She calls her allies to battle – but can she truly trust Ushoran, Lord of Masks, and his bestial Strigoi vampires?

Three champions of Chaos face hellish trials to become one of Archaon's chosen Knights of Ruin. Of the many champions of Chaos, none are as great or as feared as mighty Archaon. He is the Everchosen, Exalted Grand Marshal of the Apocalypse and Ender of Worlds, and it is a worthy warrior indeed who can fight by his side. Such Knights of Ruin are known as the Varanguard. Only by answering the call of Archaon can a warrior of Chaos ascend to their ranks, and acceptance is never guaranteed, for their mettle must first be proven. In this dark tale, three fell champions of the Chaos Gods all heed the call of the Everchosen. Each desires the ultimate prize: to become part of the Varanguard. But where one is chosen, others will fail, for Archaon’s will is cruel and his trials exacting...

A twisted adventure set deep in the heart of the ever changing kingdoms of the Border Princes. Players must negotiate both the undead horrors of a long forgotten tomb, and the grasping ambitions of the petty princes who have sent them to recover an item of unsuspassed power. Will they play the factions off against each other or simply opt to take the artefact for themselves? Will they survive the traps and tribulations of the adventure? Will they succumb to plague, terror and the guardians of the tomb? And how will they cope with the final twist in the tale- when they discover the issue is not what they have been sent to return from the grave...but who. Not only does Lure of the Lich Lord contain a thrilling adventure, but also extensive appendicies on tombs, traps, treasure and monsters that might all be found when plundering a tomb.

Valkia the Bloody

Orcs & Goblins
Ratspike
Tomb Kings
Master of Death

Dare to defy death in this adventure for the world's greatest roleplaying game The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised-and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests. • An adventure for characters of levels 1 - 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience. • Expands on the Forgotten Realms setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region. • Fans of the DUNGEONS & DRAGONS® Roleplaying Game can expand and enhance their experience by participating in the D&D Adventurers League™ organized play program while playing this adventure. • Adventure design by Christopher Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee. • Story consulting by the award-winning creator of Adventure Time, Pendleton Ward. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

This in-depth guide to the four Chaos Powers - Khorne, Slaanesh, Nurgle and Tzeentch - allows players to experience the full horror of the Dark Gods. Packed full of information for players and games masters, this tome includes mutation tables, Chaos creatures, maps, artwork, and a whole lot more.

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.

Nagash revives an ancient grudge with the God-King Sigmar as a ferocious new war between the living and the dead shakes the Mortal Realms. The Mortal Realms tremble with unending war. In Shyish, the Realm of Death, an ancient evil stirs, sensing opportunity. Nagash, the Undying King and God of Death, sets his gaze upon the citadels of the living and the servants of Sigmar, the God-King of Azyr. Allies once, joined together against the machinations of the Ruinous Powers, the two gods now find themselves enemies. Nagash, burning with the need to avenge an ancient slight, calls forth his soulless legions to sweep across the realm he claims as his own and reassert death's dominion over all things, as the War of Heaven and Death begins anew.

Warhammer Fantasy Armies
The Twice-Dead King: Ruin
Liber Necris
The Red Duke
Death Battletome

Explore the world of all three Total War: WARHAMMER games in this stunning compendium, packed with concept art, final designs, storyboards, and artist commentary. Total War: WARHAMMER is the award-winning PC strategy game trilogy from Creative Assembly. Set in the world of Warhammer Fantasy Battles, it combines grand campaigns of epic empire-building with battles of breathtaking scale, brimming with the warriors, wizards, and monsters that fans know and love. Delve into the rich lore of Games Workshop's world of Warhammer Fantasy Battles, as viewed through the Total War lens. Total War: WARHAMMER - The Art of the Games offers Creative Assembly's insights into the development of the series. Pore over concept sketches, texture studies, character art, and fully rendered paintings, accompanied by commentary from the artists themselves. Featuring artwork of iconic characters and scenes from parts I and II, as well as never-before-seen art from the trilogy's thundering grand finale, this coffee-table tome is an essential collector's item for any Warhammer or Total War fan.

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 Skarnik 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...

**Reiksguard
The Inquisition War
Soul Wars
Hamilcar: Champion of the Gods
Tales of the Old World**