
Realmslayer Warhammer Age Of Sigmar

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*Realmslayer
Warhammer Age Of
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MAHONEY ALEX

Dragonslayer Games Workshop
A collection of action-packed novellas from Warhammer's longest running series 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... A collection of timeless tales featuring the Slayer Gotrek Gurnisson and his human companion Felix Jaeger. From the undead-ridden marshes of Hel Fenn, where an ancient evil lurks, to the court of a skaven lord in the depths of a dwarf hold, the duo face excitement, danger and intrigue at every turn.

The Last Son of Dorn Games Workshop

Warlord Queek Headtaker is unlike other skaven, a fearless warrior, a general who leads from the front and the grim victor of many great battles. When King Kazador begins to gather an army at Karak Azul it falls to Queek to lead a surprise attack on the hold, but even one as cunning as he cannot resist the chance to face such a renowned hero of the dwarfs in single combat.

The Voice of Mars Black Flame
Storm clouds gather around the icy city of Praag as the hordes of Chaos lay siege to the northern lands of Kislev. Only Gotrek Gurnisson, a dwarf Slayer, and his human companion, Felix Jaeger, stand between the ancient city and the forces of darkness. Reissue.

The Eye of Medusa Games Workshop
In the north of the world the forces of Chaos gather, awaiting their moment to strike. At their head is the Everchosen, the warrior who will lead the final,

cataclysmic assault that will usher in the End Times and the reign of the Ruinous Powers. But he was not always thus - he was once a man, a devout servant of the warrior-god Sigmar. What could cause such a soul to fall to the worship of the Dark Gods? What dark events could have put a knight of the Empire on the path to becoming the harbinger of the world's end? And just who was the man who will become known to all as Archaon?

Previous Titles: - *Gotrix & Felix: Kinslayer* (978184707299) - HB £17.99 - *Bane of Melakith* (9781849707664) - B Fmt PB £8.99

Giantslayer Black Library

Gotrek and Felix return in another action packed adventure where evil looms over the storm-wracked isle of Albion.

Transported onto the island through an ancient portal, Gotrek and Felix must fight the malignant evil that terrorizes the populace before it takes over the whole world. Original.

Slayer 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-elf 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?

Warcry Games Workshop

Nagash is rising. As his legions march forth from Shyish to bring death to all the realms, the Anvils of the Heldenhammer stand firm in Glymmsforge, a city of Order in the heart of Nagash's domain... It is said that all who live belong ultimately to the Undying King. In the shadowy lands of Shyish, Nagash, God of Death, calls forth his soulless legions to reassert his dominion. His dread advance begins with the free city of Glymmsforge, bastion of Azyr in the Realm of Death. Standing between Nagash and his prize are the brooding Anvils of the Heldenhammer, an ancient host of Stormcast Eternals, and Lord-Castellant Pharus Thaum, guardian of the Ten Thousand Tombs. As battles between the living and the dead rage throughout the Mortal Realms, the War of Heaven and Death begins anew. But even Sigmar's chosen may not be enough to cease the onslaught. For how does one destroy what is already dead.

Archaon Games Workshop

Koorland, the last son of Dorn, finally confronts the Beast in battle. The first attempt to attack the orks' home world has failed, but the Imperium is not defeated yet. New, more flexible fighting teams of Adeptus Astartes have been assembled - the Death Watch. Allies from the Imperium's past have also pledged their support - the legendary Sisters of Silence, female warriors with anti-psyker powers. With new troops, and revised tactics, Koorland leads a

second attack against the orks' home world. This time, the attack goes better, and Koorland is able to confront the Beast in battle. But the creature is truly a monster, more than a match for even a primarch. How can the last son of Dorn possibly prevail?

Orcslayer Black Library

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.

The Court of the Blind King 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.

Daemonslayer Games Workshop

Giant action packed battles in the Mortal Realm! An ancient labyrinth of eerie subterranean ruins and creeping shadow, the dead city of Mordavia has long concealed a secret of unimaginable power. Now, as vast armies gather and war drums thunder, the perilous treasures of this cursed city are about to be unleashed. Lord-Celestant Kalyani Thunderblade leads her Celestial Vindicators into battle, determined to ensure that the city's secrets remain

forever under lock and key. Yet the odds are stacked steeply against her: plague-ridden legions of maggotkin, swarming tides of skaven, brutal greenskin hordes and mercenary Kharadron Overlords are all racing for the prize, shattering the sepulchral silence as they transform Mordavia's ruins into a blood-drenched battleground. Worse still, something monstrous stirs ever-closer to wakefulness deep beneath the city's buried streets. At the head of a desperate alliance, Thunderblade must battle twisted warlords, rising storms of dark sorcery and her own inner demons to achieve victory in Mordavia, lest she pay the ultimate price...

Elfslayer Games Workshop

Egrimm van Horstmann is the most promising wizard the College of Light has ever seen. Surpassing his mentors and reaching new heights of magical power, he seems destined to lead the college into a bright new future. As enemies close in on him, van Horstmann's true motives are clear - he plans to unleash an ancient dragon imprisoned beneath the college and bring ruin to the Empire, in the name of Chaos.

The Return of Nagash Black Flame

Gotrek returns to fight the forces of the Gloomspite Gitz! Hell-bent on ridding himself of the Fyreslayer rune buried in his chest, Gotrek Gurnisson, the greatest Slayer to ever live, travels deep into the strange, alchemical realm of Chamon. Using their mysterious aether-science, the Kharadron Overlords of Barak-Urbaz offer an end to Gotrek's quest. But, as the Bad Moon rises and murderous Gloomspite Gitz threaten to destroy the sky-port, Gotrek pits himself against the most ancient enemy of his people - the greenskins. While his aelven travelling companion, Maleneth Witchblade, struggles to keep him alive, Gotrek

throws himself headlong into a bloody battle for survival that will take him into the dank, fungal heart of Skragrott's Asylum.

The End of Enlightenment Games Workshop

Gotrek and Felix arrive at Castle Reikguard, where they must hold out against the zombie hordes.

Trollslayer Games Workshop

Idoneth Deepkins vs Chaos - let battle commence. Deep beneath the oceans of Ghyran, in kingdoms forgotten by gods and time and overlooked by the ravages of Chaos, the Idoneth Deepkin endure in bitter solitude. However, the Jade Throne of Briomdar sits empty, its long isolation threatened as never before in its history. The Everqueen's warsong awakens the forests of both land and sea and everywhere the diseased knights of Nurgle fight to the last foetid breath for the verdant Realm they claim as theirs. But, for Prince Lurien this time of peril is one ripe with opportunity. It will take every drop of wit, guile, and treachery the prince has to overcome not only the myriad foes of the Idoneth, but his fellow Deepkin as well.

Beastslayer Games Workshop(uk)

"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 ... Legend tells of the City of the Damned ? a dark and forbidding place destroyed in a previous age by the wrath of Sigmar. Long have its fallen towers remained undisturbed by the people of Ostermark, but now an ancient evil stirs in the depths, gathering its strength once more. Gotrek and Felix are swept up in the crusade of Baron G?tz von Kiel to cleanse the city, and as the ruins are torn from the passage of time itself, the

Slayer's doom appears to be approaching more quickly than either of them would like" --Amazon.com.

Covens of Blood Games Workshop(uk)

There are few heroes so mighty as Hamilcar Bear-Eater - but when an ancient skaven warlock with a thirst for godhood seeks Hamilcar's immortal soul, will his martial prowess and uncanny skill be enough to ensure survival?

Throughout 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? No. 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, no and 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.

Gotrek & Felix: The Serpent Queen

Games Workshop

Latest instalment in the Gotrek & Felix series. Dwarf Trollslayer Gotrek and his human companion Felix Jaeger, Warhammer's most famous pair of heroes, head off to a new adventure in the latest novel of this best-selling fantasy series against a horde of beastmen who threaten the safety of the Empire.

Ferrus Manus Games Workshop

Explore notions of destiny and divinity through the lens of the Lumineth Realm-

lords Long have the Lumineth Realm-lords held themselves aloof from the troubles of the Mortal Realms. But now, as Nagash asserts his dominion over the living and the dead, the Lumineth must strike back. For Carreth Y'gethin, a legendary warrior and powerful Stonemage, the war against Nagash is merely a distraction from the Lumineth's true purpose - to hone their spiritual equilibrium and prevent their realm falling back into the madness that once plagued it. But when Carreth's sister is horrifically killed fighting the undead, he finds himself inexorably drawn back into the struggle. As the Ossiarch

Bonereapers invade Hysh, Carreth is charged by Teclis himself to defeat one of Nagash's most dangerous generals, who is destined to destroy the Light of Eltharion, the Lumineth's greatest champion. The Stonemage must conquer the warring emotions within and slay this champion of Death, lest the light of Hysh fade from the Mortal Realms forever...

Vampireslayer Black Library

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.