

## Malekith Black Library

WarpswordBlood of AenarionThe End TimesTyrion & TeclisPath of the SeerThe Great BetrayalDoom of the ElvesThe Purging of KadillusCaledorThe Great BetrayalEmpireThe Best of Hammer and BolterShadow KingImperator: Wrath of the OmnissiahDeathblade: A Tale of Malus DarkbladeAsurmen - Hand of AsuryanThe UnforgivenNagash ImmortalThe Rise of NagashPath of the WarriorGhost WarriorWarbeastTime of LegendsDrachenfelsDefenders of UlthuanThe Daemon's CurseThe Red FeastSword of CaledorSkarsnikAge of LegendsGiantslayerTrollslayerDeathbladeSons of EllyrionThe End TimesThe SunderingWolfbladeBane of MalekithAngels of DarknessLord of Ruin

### Warpsword

With Naggaroth besieged by the hordes of Chaos, the Witch King Malekith makes the decision to abandon the Land of Chill and make one final attempt to seize the throne of Ulthuan. Omnibus containing two novels in the End Times series: The Curse of Khaine and Deathblade. The Curse of Khaine With Naggaroth besieged by the hordes of Chaos, the Witch King Malekith makes the decision to abandon the Land of Chill and make one final attempt to seize the throne of Ulthuan. As the druchii march upon the soil of their ancestral home once again, long-laid plans come to fruition and treachery blooms, bringing Malekith closer than ever to his goal. All that stands in the Witch King's way is the Regent of Ulthuan, Prince Tyrion, and the darkness within Malekith's own soul, the call of the Curse of Khaine. Deathblade 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?

### Blood of Aenarion

The End Times have come. Archaon Everchosen marches on the city of Middenheim, and if he captures it, the key to the Chaos gods' ultimate victory will be his. The last heroes of men, elves and dwarfs gather to stop him, but to stand against the hordes of the Ruinous Powers, they must turn to darker allies. Against all reason, the last hope for the world may be the Undying King, Nagash himself - if he and the mortal races can find common cause and work together. If they cannot, Archaon's plan will come to fruition and the world will be consumed by Chaos.

## **The End Times**

The Dark Angels fight to free one of their recruiting worlds from the grip of the orks. A classic Warhammer 40,000 story told anew, including the infamous tale of Sergeant Namaan's final battle. Faced with an ork invasion of Piscina IV, the 3rd Company of the Dark Angels believes the threat to be minimal. As enemy numbers continue to increase, their commander, Captain Belial, insists that his Company are strong enough to resist. But Scout-Sergeant Naaman knows just how dangerous this foe can be, and when a renewed greenskin offensive takes the Dark Angels by surprise, the orks swarm towards Kadillus Harbour. Little do the Dark Angels know of the technological power available to the xenos, and the true scale of the threat they face. Belial, Naaman and their fellow Astartes fight a desperate siege at Kadillus, knowing that they must hold out until Imperial reinforcements arrive or the planet will be lost.

## **Tyrion & Teclis**

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.

## **Path of the Seer**

A powerful daemon, banished millennia ago by the twins' ancestor, Aenarion the Defender, has returned to wrack bloody revenge. Plucked from thier home in the wilds of Chrace, Tyrion and Teclis must learn the arts of war and the mystery of magic, as well as the secrets survial in the Phoenix King's court. Hunted by daemoniac assassins and beset by treachery, they must fight to survive and claim thier destiny as the greatest heroes of the age.

## **The Great Betrayal**

Malekith, betrayer and usurper, architect of the great war that will forever divide the race of elves. Alith Anar, wrathful avenger whose spirit will forever haunt the traitorous druchii. Caledor, reluctant leader, the one elf who can hold back the darkness and restore peace to Ulthuan. Witch King, Shadow King and Phoenix King. Their deeds are legend. This is their

story.

## **Doom of the Elves**

The ancient eldar are a mysterious race, each devoting their life to a chosen path which will guide their actions and decide their fate. Korlandril abandons peace for the Path of the Warrior. He becomes a Striking Scorpion, a deadly fighter skilled in the art of close-quarter combat. But the further Korlandril travels down this path, the closer he gets to losing his identity and becoming an avatar of war.

## **The Purging of Kadillus**

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

## **Caledor**

In 2010, Black Library launched its monthly digital magazine 'Hammer & Bolter', bringing you the best in Warhammer and Warhammer 40,000 short fiction, serialised novels, author interviews and exclusive previews of upcoming books. This title presents the best stories from the second year of issues.

## **The Great Betrayal**

In this second installment in the trilogy, Thirianna embarks upon the mysterious Path of the Seer, which leads her to the otherrealm of the warp where daemons are made flesh and nightmares manifest - and where she is free to unleash her psychic powers. Original.

## **Empire**

## **The Best of Hammer and Bolter**

Tyrion - unparalleled swordsman and tactician. Teclis - greatest natural sorcerer of the age. Together these twins are the greatest high elf to walk the earth. As the dark elves of Naggaroth and their daemoniac allies sweep across Ulthuan, it falls to

Tyrion and Teclis to protect their homeland. In the forests of Avelorn, Tyrion and the Everqueen are on the run, desperately trying to evade their druchii pursuers. Teclis rushes to his brother's aid, and both twins prepare to embrace their destiny as the forces of the high elves face their foes on Finuval Plain.

## **Shadow King**

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.

## **Imperator: Wrath of the Omnissiah**

The epic saga of Ragnar Blackmane continues with this tale set on the holy planet of Terra where Ragnar uncovers a plot that reaches into the very depths of the Imperium and perhaps even to the God-Emperor himself. Original.

## **Deathblade: A Tale of Malus Darkblade**

This exciting conclusion to the Sundering trilogy finds Prince Imrik adopting the name of his grandfather, the great Caledor, which fuels the violent civil war that is raging through the cities and forests, and only a confrontation between Malekith and Caledor can decide the future of Ulthuan. Original.

## **Asurmen - Hand of Asuryan**

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

## **The Unforgiven**

The gripping conclusion to the Legacy of Caliban series The Legacy of Caliban echoes down through the ages, and the

secretive mission of the Dark Angels continues: to atone for the sins of their forefathers and capture all of the renegades and heretics known as the Fallen. With the most famous of these Fallen Dark Angels – the elusive Cypher – now firmly in their grasp after his unexpected surrender, the Dark Angels are given fresh hope that they can redeem themselves in the eyes of the Emperor. But what game is Cypher playing? What plans does he have? And can the Dark Angels ever really atone, or will they always remain the Unforgiven?

## **Nagash Immortal**

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.

## **The Rise of Nagash**

When the long-lost craftworld Ziasuthra reappears, Iyanna Ariental and Yvraine of the Ynnari lead an expedition to it in hope of retrieving the last cronesword. Still reeling from the advent of the Great Rift and the ravages of the tyranids, the aeldari inhabitants of Iyanden are shocked when they receive a message from a long-lost craftworld. Missing for millennia, the craftworld of Ziasuthra has suddenly reappeared from its sanctuary in the warp, and its denizens wish to make contact. Led by the Spiritseer Iyanna and Yvraine, the Emissary of Ynnead, a small force of craftworld aeldari head to Ziasuthra to open negotiations with their brethren. Behind their surface desire to help, however, Iyanna and Yvraine have a stronger motive: they are seeking the final cronesword, which could lie hidden behind ancient web portal on this craftworld. But how cooperative will the mysterious Ziasuthrans prove to be, or do they too have their own agenda?

## **Path of the Warrior**

A cruel and ruthless opportunist, dark elf aristocrat Malus Darkblade makes his way through the perilous Warhammer world, from the treacherous courts of the dark elves to the horrors of the Chaos Wastes, in the first of five novels chronicling the adventures of the anti-hero. Original.

## **Ghost Warrior**

High medieval gothic horror, featuring vampire Genevieve, from an undisputed master of macabre fiction. Detlef Sierck, the

self-proclaimed greatest playwright in the world, has declared that his next production will be a recreation of the end of the Great Enchanter, Constant Drachenfels - to be staged at the very site of his death, the fortress of Drachenfels itself. But the castle's dark walls still hide a terrible and deadly secret which may make the first night of Detlef's masterpiece the last of his life.

### **Warbeast**

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 Skarsnik 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

### **Time of Legends**

Ian Smith, former president of Rhodesia, spares few of his opponents as he gives a forthright account of one of Africa's most controversial political careers.; Smith details his boyhood in Southern Rhodesia, his enlistment into the Royal Air Force and his active service during World War II. After the war, he joined the United Federal Party and initiated moves with various British governments under Macmillan and Douglas-Home. This resulted in the unilateral Declaration of Independence, and then Britain led the world in adopting sanctions against Rhodesia.; He also tells how the British government's poor handling of the Rhodesian situation led to unrest in therea which Henry Kissinger tried unsuccessfully to quell. Eventually their first majority elections were held, the results of which Margaret Thatcher refused to recognise, leading to the Marxist-orientated rule of President Mugabe.; This autobiography deals with many political events that have been conveniently glossed over. It presents a fascinating portrait of one of the 20th century's most distinguished political figures.

### **Drachenfels**

The high elves must strive to protect the magical vortex of Ulthuan when it comes under attack by dark elves led by the Witch King or risk unleashing the forces of chaos on the Warhammer World.

### **Defenders of Ulthuan**

An anthology of original short stories based on the heroes of the Warhammer Fantasy Time of Legends Original short stories from some of the best fantasy writers in the Black Library. Themed on the early history of the Warhammer fantasy world, The Time of Legends is when heroes roamed the old world - both good and bad.

### **The Daemon's Curse**

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.

### **The Red Feast**

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?

### **Sword of Caledor**

When his family is betrayed and slain, Alith Anar, ill-fated prince of the Nagarythe, is forced to walk a dark path. With the island of Ulthuan in the grip of a civil war against their evil counterparts the druchii, Alith Anar follows his destiny to become the Shadow King.

### **Skarsnik**

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.

## **Age of Legends**

On the Flamescar Plateau, a time of peace and prosperity is threatened by a distant sorcerous power. Can Athol Khul bring the tribes together to keep the peace, or will war claim them all – and destroy their future? The coming of the God-King Sigmar has brought relative peace and prosperity to the Great Parch. Yet across the sun-drenched plains of the Flamescar Plateau the passions of the tribes are intemperate and generations of loyalty to the Hammergod cannot wholly erase their warlike past and bloodthirsty traditions. Among them live the Khul, outsiders allied to the mighty Aridians through shared blades. Athol Khul is the spear-carrier, the bridge between these peoples, and to him falls a near-impossible task when a distant sorcerous power threatens the alliance. With the lives of his family and people hanging in the balance, Athol must secure whatever companions and powers he can to aid in the coming war. In doing so, he starts upon a path that will lead to glory and ruin in equal measure.

## **Giantslayer**

The 2nd book in the Tyrion and Teclis series by William King Tyrion – Unparalleled swordsman and tactician. Teclis – Greatest natural sorcerer of the age, his power rivalling that of fabled Caledor. Together these twins are the greatest high elf heroes to still walk the earth. Tyrion and Teclis venture into the deadly jungles of Lustria on a desperate hunt for the lost sword of Caledor Dragontamer, the fabled Sunfang. While they search for this ancient artefact, the Witch King Malekith continues his assault on Ulthuan, sending the deadly assassin Urian Poisonblade to kill the Everqueen. And in the Realm of Chaos, the sorceress Morathi makes a pact with another enemy of Tyrion and Teclis – the sinister daemon N’Kari.

## **Trollslayer**

"Thousands of years before the rise of men, the dwarfs and elves are stalwart allies and enjoy an era of unrivalled peace and prosperity. But when dwarf trading caravans are attacked and their merchants slain, the elves are accused of betrayal. Quick to condemn the people of Ulthuan as traitors, the mountain lords nevertheless try to prevent conflict, but the elves' arrogance undoes any chance of reconciliation and war is inevitable. Snorri Halfhand, son of the High King and no particular friend of the elves, is at the vanguard of the war. At the city of Tor Alessi a vast army stands against the dwarfs. Here Snorri will meet his destiny against the elven King Caledor as the first blow is struck in a conflict that could bring about the fall of two great civilisations."--P. [4] of cover.

## **Deathblade**

## **Sons of Ellyrion**

The rise of the goblin king The goblin chieftain Skarsnik's name is known and feared throughout the Old World. When a greenskin horde threatens the borders of the Empire, the greatest military minds in Altdorf seek assistance from a most unlikely source - the disgraced poet Jeremiah Bickenstadt. Though long since consumed by madness, he claims to have spent a great deal of time in the company of the feared Warlord of the Eight Peaks, and can offer a unique insight into what it is that drives and motivates him. From humble beginnings, a monstrous legend is born.

## **The End Times**

On the battleground at Tor Elyr, the druchii army, led by Morathi and Issyk Kul, attacks the high elves, forcing them to fight to overcome their dark cousins or face the end of their race as Morathi plunges Ulthuan into Chaos.

## **The Sundering**

Time of Legends is Black Library's premiere fantasy series, which brings the history and legends of the Warhammer world alive. Empire follows up Heldenhammer, by Graham McNeill, with the story of the creation of the Empire in the Old World.

## **Wolfblade**

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.

## **Bane of Malekith**

The Casus Belli, an Imperator Titan that has defended the Imperium for ten millennia, marches to war at the head of an army of Adeptus Mechanicus - but will treachery end the god-machine's long legacy of glory? Holy warbringer of the Legio Metalica, the Imperator Titan Casus Belli has routed armies and levelled cities over ten thousand years of service in the name of the Machine-God. As war engulfs the Dark Imperium this mechanical god of battle arrives to destroy the renegade armies and tech-priests of Nicomedua. At the head of a battlegroup of Titans, Imperial Knights and skitarii, Casus Belli must defeat tainted war engines, Traitor Legionaries and armies of cultists. While apocalyptic battles rage across the planet, a no less deadly battle unfolds within the Titan itself, as Magos Exasus, leader of the Casus Belli's Tech-guard, must find and

defeat the enemy within before their insidious plans come to fruition.

## **Angels of Darkness**

When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences. The Dark Angels Space Marines are amongst the most devout of the God-Emperor's servants. Their loyalty is seemingly beyond question and their faith almost fanatical. Yet the Chapter harbours a dark and horrific secret that stretches back over ten thousand years to the time of the Horus Heresy. When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences.

## **Lord of Ruin**

Lord-Celestant Arkas Warbeast of the Celestial Vindicators returns to restore order to the lands that he ruled in his mortal life, lands now befouled by the verminous hordes of the skaven Clans Pestilens. The once noble tribes of Ursungorod in Ghur have almost entirely fallen to Chaos, and an infestation of Clans Pestilens skaven has amassed in the caverns beneath the snowy tundra. There, Poxmaster Felk is on the brink of opening a vital realmgate - but Sigmar intends to seize this portal for himself. Arkas Warbeast, Lord-Celestant of the Celestial Vindicators, was once a mortal ruler of these lands. Now, with the aid of the Knights Excelsior, he has returned to free his kingdom from the clutches of Chaos and claim the realmgate in his God-King's name. But first he must vanquish the ghosts of his past and overcome his own conflicted nature, in order to unleash the beast within.

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