

Eisenhorn

Xenos

Part one of the epic Eisenhorn trilogy returns. The Inquisition moves amongst mankind like an avenging shadow, striking down the enemies of humanity with uncompromising ruthlessness. When he finally corners an old foe, Inquisitor Gregor Eisenhorn is drawn into a sinister conspiracy. As events unfold and he gathers allies – and enemies – Eisenhorn faces a vast interstellar cabal and the dark power of daemons, all racing to recover an arcane text of abominable power: an ancient tome known as the Necroteuch.

Hereticus

Miközben egy az Inkvizíció által halottnak hitt veszedelmes eretneket, a rettenetes Quixost veszi ?z?be, Gregor Eisenhorn maga is gyanúba keveredik. Az egykori szövetségesei, mint radikális eretnekekre, az Impérium ellenségére vadásznak rá. Ahogy egyre inkább elveszíti a lába alól a talajt, Eisenhorn egyre sötétebb eszközökhöz nyúl céljainak elérése érdekében. Vajon meddig mehet el? Meddig használhatja az ellenség fegyvereit, amíg maga is azzá nem válik, aminek az elpusztítására felelős volt?

Pariah: Ravenor vs Eisenhorn

Eisenhorn and Ravenor are back and this time they face-off against each other. Inquisitor Gideon Ravenor returns to action to hunt the most dangerous enemy he has ever encountered, a disgraced inquisitor, driven by obsession to bind daemons to his will and consort with heretics. For Ravenor, this is more than just a manhunt; it is personal. This foe was once his greatest ally and most trusted friend: his old mentor, Gregor Eisenhorn.

Eisenhorn

Inquisitor Eisenhorn is one of the most senior members of the Imperial Inquisition. With his warband he scourges the galaxy in order to root out heresy. When that heresy is found to infiltrate the hierarchy of the Imperium and the Inquisition itself, he must rely on himself alone to deal with it - even if it means making deals with the enemy. All three books of the Eisenhorn trilogy along with two short stories and Eisenhorn's case book and compendium are included in one big volume.

Ravenor: The Omnibus

Inquisitor Ravenor and his followers investigate a daemoniac conspiracy that stretches across space and time in three classic novels by Dan Abnett. In the war-torn future of the 41st Millennium, the Inquisition fights a secret war against the darkest enemies of mankind – the alien, the heretic, the mutant and the daemon. This omnibus tells the tale of Gideon Ravenor and his lethal band of operatives, whose investigations take them from the heart of the Scarus Sector to the widest reaches of space beyond – and even through time itself. Wherever they go, and whatever dangers they might face, they will not give up until their mission succeeds. This omnibus contains the novels *Ravenor*, *Ravenor Returned*, and *Ravenor Rogue*, along with a selection of short stories, all by Dan Abnett.

Penitent

Book 2 in the Bequinn Saga. In the mysterious city of Queen Mab, the forces of light and darkness are locked

in a murderous struggle for truth. The dedicated agents of the Holy Inquisition battle with their shadowy counterparts, the infamous Cognitae, to discover the encrypted identity of the enigmatic, all-powerful King in Yellow. Caught at the heart of this struggle is the pariah Alizebeth Bequin. Will she stand with the Inquisition or with the Cognitae that raised her? And if she chooses the Inquisition, will it be the wise but ruthless Ravenor or his rival, the denounced heretic Eisenhorn? Bequin must withstand an onslaught of angels, daemons, and even the monstrous warriors of the Traitor Legions, to unpick the greatest riddle of her life. The beloved characters of Eisenhorn and Ravenor return, as implacable adversaries in a novel of esoteric mystery, macabre intrigue, and vivid action, where the revelation of true identity could mean death... or might shake the Imperium to its very foundations.

Ravenor Rogue

Ravenor and his retinue become fugitives from the Inquisition in order to hunt down the arch-heretic Zygmunt Molotch. Inquisitor Ravenor continues his persecution of the arch-heretic Zygmunt Molotch – a hunt that has, for him, now become an obsession. In direct contravention of Inquisition orders, Ravenor and his team go rogue, in relentless pursuit of their quarry. Thrown through time and space, pitted against enemies of limitless power and cunning, just how much will Ravenor and his team have to sacrifice in order to thwart Molotch's schemes and bring the heretic to justice?

Pariah

Book 1 in the Bequin Sage. In the city of Queen Mab, nothing is quite as it seems. Pariah, spy, and Inquisitorial agent, Alizebeth Bequin is all of these things and yet none of them. An enigma, even to herself, she is caught between Inquisitors Gregor Eisenhorn and Gideon Ravenor, former allies now enemies who are playing a shadow game against a mysterious and deadly foe. Coveted by the Archenemy, pursued by the Inquisition, Bequin becomes embroiled in a dark plot of which she knows not her role or purpose. Helped by a disparate group of allies, she must unravel the secrets of her life and past if she is to survive a coming battle in which the line between friends and foes is fatally blurred.

The Inquisition War

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?

Ravenor Returned

Ravenor and his loyal retinue go undercover, investigating a conspiracy to move heretical arcane technology within the Imperium. Inquisitor Gideon Ravenor and his retinue are believed dead and, with shadowy forces moving against them, they'd like to keep it that way. Returning back to the planet Eustis Majoris, they go undercover, investigating a brutal ring of smugglers moving stolen arcane technology within the Imperium. As they descend deeper into the organisation, it becomes clear that a terrible plot is unravelling. The ancient machines contain the unthinkable, and Ravenor must summon all of his wits to thwart the conspirators before the ultimate secrets of Chaos itself are laid bare.

What Price Victory

In the grim darkness of the far future, mankind teeters on the very brink of destruction. Brimming with action packed tales of bloodshed, heroism and courage, \"What Price Victory\" throws readers headlong onto the desperate battlefields of the 41st millennium. Original.

Double Eagle

After several hard-fought weeks, the war-torn world of Enothis hangs in the balance. Only the day and night efforts of the valiant flyers of the Phantine Fighter Corps can keep the enemy host at bay long enough for the Imperial ground forces to regroup for a last battle. Original.

Anarch

Book 15 in the hugely popular Gaunt's Ghosts series. The Victory arc concludes as beloved characters are put in more danger than you'll be able to bear. Fair warning: they're not all going to get out alive. Men of Tanith... do you want to live forever?' On the forge world of Urdesh, the massed forces of the Imperial Crusade engage in a final bloody battle with the Archenemy commander known as the Anarch, and his elite warriors - the barbaric Sons of Sek. A victory for either side will decide more than just the fate of Urdesh... it will determine the outcome of the entire Sabbat Worlds Crusade. Ibram Gaunt – now serving at the right hand of Warmaster Macaroth – finds himself at the very heart of the struggle. His regiment, the Tanith First “Ghosts”, holds the vital key to ultimate success. But as the forces of the Imperium and Chaos square up for the final, large-scale confrontation, Gaunt discovers that the greatest threat of all may come from inside rather than out.

Malleus

In the aftermath of a century-long campaign, Inquisitor Eisenhorn finds his beliefs pushed to their limits. The trail of an escaped enemy leads him face to face with those within his very organization who believe their greatest enemy is the only means of mankind's salvation.

Night's Master

Rediscover the classic fantasy series where demons and gods grant wonders and wreak havoc.

The Carrion Throne

Inquisitor Erasmus Crawl and his acolyte Spinoza follow the trail of a shadowy conspiracy on Holy Terra itself, the capital world of the Imperium. In the hellish sprawl of Imperial Terra, Ordo Hereticus Inquisitor Erasmus Crawl serves as a stalwart and vigilant protector, for even the Throneworld is not immune to the predations of its enemies. In the course of his Emperor-sworn duty, Crawl becomes embroiled in a dark conspiracy, one that leads all the way to the halls of the Imperial Palace. As he plunges deeper into the shadowy underbelly of the many palace districts, his investigation attracts the attention of hidden forces, and soon he and his acolyte Spinoza are being hunted – by heretics, xenos, servants of the Dark Powers, or perhaps even rival elements of the Inquisition itself. Soon they discover a terrible truth, one that if allowed to get out could undermine the very fabric of the Imperium itself.

The Founding

New edition of the first Gaunt's Ghosts omnibus, containing the opening story arc in the series, comprising the novels First and Only, Ghostmaker and Necropolis. In the Chaos-infested Sabbat System, the massed ranks of the Astra Militarum - more commonly known as the Imperial Guard - stand shoulder to shoulder as they counter an invasion by heretical forces. Amongst the defenders of the Imperium are the troops of the Tanith First-and-Only, a displaced regiment forced to flee their home planet before it succumbed to the unrelenting assault of Chaos. Nicknamed 'the Ghosts', their specialist scouting role sees them thrown into the thickest of the fighting. Led by Colonel-Commissar Ibram Gaunt, they must evade the treacherous scheming of rival regiments and the lethal firepower of the enemy if they are to have any hope of achieving victory over the forces of Chaos.

Pandorax

The latest novel in the Space Marine Battles series In the Pandorax System, on the death world of Pythos, an ancient secret that has laid buried for millennia has been unearthed.... Ignorant of this terror, troopers of the Catachan 183rd, stranded on Pythos and under the command of Colonel 'Death' Strike, find themselves under attack by the forces of Chaos. Daemons in their thousands flock the sky, and none other than Warmaster Abaddon leads the attack. With the Death Guard and Black Legion arrayed against them, the Catachans appear to be doomed, until salvation arrives in the form of the entire Dark Angels Chapter, led by Master Azrael and a host of heroes. But what is the so-called 'Damnation Cache'? What secrets does it harbour and why has it also attracted the attention of the daemon-hunting Grey Knights?

Eisenhorn: The Omnibus

Discover one of the most well known Black Library characters, Gregor Eisenhorn, in this great value omnibus. In the grim far future, the Inquisition moves amongst mankind like an avenging shadow, striking down daemons, aliens and heretics with uncompromising ruthlessness. Written by Gaunt's Ghosts creator, Dan Abnett, this volume charts the career of Inquisitor Gregor Eisenhorn as he changes from being a zealous upholder of the truth to collaborating with the very powers he once swore to destroy. Part detective story, part interplanetary Epic, this omnibus brings together the novels Xenos, Malleus, Hereticus and The Magos, as well as four short stories.

Brothers of the Snake

The Iron Snakes Chapter has sworn a pledge to protect the Reef Stars from ruin, whatever the cost. Sergeant Priad and the Damocles Squad battle to preserve humanity against the myriad foes that threaten to destroy it.

Heroes of the Space Marines

An ideal introduction to the Warhammer 40,000 universe, this anthology is the first collection of stories to feature only Space Marines, the series' most popular faction. Original.

Dragonsteel

Commissar Gaunt and his men undertake a seemingly suicidal mission in the blood-soaked trenches of the 41st Millennium. On the battlefields of Aexe Cardinal, the struggling forces of the Imperial Guard are locked in a deadly stalemate with the dark armies of Chaos. Commissar Ibram Gaunt and his regiment, the Tanith First and Only, are thrown headlong into this living hell of trench warfare, where death from lethal artillery is always just a moment away. The only chance for Gaunt and his lightly armed scouts to survive is to volunteer for a mission so dangerous that no one else dares accept it.

Straight Silver

Science fiction-roman.

Faith and Fire

A short story collection about Chaos Space Marines Even among the superhuman warriors of the Adeptus Astartes, there are those who turn their backs on their brothers. An all-new collection of short stories from the 41st Millennium.

Treacheries of the Space Marines

The first novel in the bestselling Horus Heresy series, re-issued in a deluxe trade paperback format It is the 31st millennium. Under the benevolent leadership of the Immortal Emperor, the Imperium of Man has stretched out across the galaxy. It is a golden age of discovery and conquest. But now, on the eve of victory, the Emperor leaves the front lines, entrusting the great crusade to his favourite son, Horus. Promoted to Warmaster, can the idealistic Horus carry out the Emperor's grand plan, or will this promotion sow the seeds of heresy amongst his brothers? Horus Rising is the first chapter in the epic, ongoing tale of the Horus Heresy.

Horus Rising

As the greatest Ork Waaagh! ever seen threatens to engulf the galaxy, the Imperial Fists make their last stand It is the thirty-second millennium and the Imperium is at peace. The Traitor Legions of Chaos are but a distant memory and the many alien races that have long plagued mankind are held in check by the Space Marines. When a mission to exterminate one such xenos breed on the world of Ardamantua draws in more of their forces, the Imperial Fists abandon the walls of Terra for the first time in more than a thousand years. And when another, greater, foe strikes, even the heroic sons of Rogal Dorn may be powerless against it. The Beast Arises... and it is mighty.

I Am Slaughter

While on a covert mission into the space hulk debris belts of Salvation's Reach, Gaunt, haunted by secrets from the past, and the suspected taint of Chaos itself, wonders if he can trust everyone around him.

Salvation's Reach

A crowdfunded civil war is Azerbaijan's only hope against its murderous dictatorship. The war is Edane Estian's only chance to find out if he's more than what he was designed to be. He's a clone soldier, gengineered from a dog's DNA and hardened by a brutal training regime. He'd be perfect for the job if an outraged society hadn't intervened, freed him at age seven, and placed him in an adopted family. Is he Edane? Cathy and Beth's son, Janine's boyfriend, valued member of his MilSim sports team? Or is he still White-Six, serial number CNR5-4853-W6, the untroubled killing machine? By joining a war to protect the powerless, he hopes to become more than the sum of his parts. Without White-Six, he'll never survive this war. If that's all he can be, he'll never leave it.

Dog Country

When an Inquisitorial conclave is attacked, Inquisitor Covenant's pursuit of the heretic responsible draws him into an even greater conspiracy. War rages in the Caradryad Sector. Worlds are falling to madness and rebellion, and the great war machine of the Imperium is moving to counter the threat. Amongst its agents is Inquisitor Covenant. Puritan, psyker, expert swordsman, he reserves an especial hatred for those of his order who would seek to harness the power of Ruin as a weapon. Summoned to an inquisitorial conclave, Covenant believes he has uncovered such a misguided agent and prepares to denounce the heretic Talicto before his fellows. But when the gathering is attacked and many left dead in its wake, Covenant vows to hunt down Talicto and discover the truth behind the mysterious cult apparently at the heart of the massacre: the Unseen. In the murky plot into which he is drawn, Covenant knows only one thing for certain: trust no one.

Resurrection

When a massive force of Space Marine Iron Warriors invades the planet Hydra Cordatus and lays siege to the Imperial citadel, how long can the defenders possibly hold out, and what do their enemies truly seek?

Reissue.

Storm of Iron

Still attached to the Valhallans, Commissar Ciaphas Cain fights orcs and necrons on the ice world of Frigidia.

Caves of Ice

Gaunt and a hand-picked team of Ghosts go deep into enemy territory on a secret mission to hunt down an enemy general. Gothic science fiction meets gritty wartime drama in this far-future thriller. Original.

Traitor General

Originally published: Nottingham: Black Library, 2008.

Titanicus

Warhammer 40,000: La guía visual definitiva se adentra en el vasto universo del 41.º Milenio para que puedas explorarlo con milimétrico detalle a través sus modelos y miniaturas. Observa las miniaturas de cada facción y conoce a fondo a los personajes más importantes a través de la evolución de sus modelos. Escrito por los autores más vendidos del NYT, Gav Thorpe y Guy Haley, este libro repleto de información es un viaje visual imprescindible para cualquier fan de Warhammer. © Copyright Games Workshop Limited 2024
----- Warhammer 40,000: The Ultimate Guide dives into the vast universe of the 41st Millennium with hundreds of beautiful photographs showcasing miniatures from every faction, following key characters through the evolution of their models and exploring Warhammer 40,000 in pinpoint detail through the lens of its incredible miniatures. This essential visual journey through the history of Warhammer 40,000 is written by NYT bestselling authors Gav Thorpe and Guy Haley, and is packed with insight into the game's defining miniatures. © Copyright Games Workshop Limited 2024

The Twice-dead King

Fantasirollespil.

Alpharius

Descubre la aclamada trilogía de Eisenhorn en formato ómnibus. Todos los mundos del Imperio temen a la Inquisición. Son la fuerza justiciera del Emperador y aniquilan la herejía y la corrupción en todas sus formas. Gregor Eisenhorn es uno de ellos, elegido por su fe inquebrantable, su voluntad de hierro y su increíble tenacidad. A pesar de ser un puritano entregado a la causa de la destrucción del Caos y de todos sus oscuros seguidores, incluso él se ve tentado a usar el gran poder del Caos. Cuando cruza la frontera, da el primer paso en el peligroso camino que podría llevarlo a convertirse en aquello que ha jurado destruir.

Warhammer 40,000

Inquisitor

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