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KASSANDRA AYERS

The Corrupted CreateSpace

“The King of High Adventure.” Starlog. In a world of magic and gunpowder, the half-breed Rik must rise from simple soldier to the deadliest assassin the world has ever known. In Death's Angels, Rik and his fellow soldiers of the Seventh Infantry uncover a sinister conspiracy to waken an ancient slumbering evil. They encounter the lovely and terrible Lady Asea, immortal sorceress and ultimate manipulator of men and nations. Their deadly quest will eventually take them to the haunted city of the cannibalistic Spider God to face the hidden peril lurking there. Death's Angels is a thrilling tale of muskets and magic blending Lovecraftian horror with adventure in the tradition of Sharpe by the bestselling creator of Gotrek and Felix. ABOUT THE SERIES A thousand years ago the world of Gaeaia fell to the Terrarchs, cruel and beautiful alien invaders with a deadly secret. Masters of sorcery and intrigue they have ruled humanity with a fist of steel inside a glove of velvet. For a

thousand years, ancient demons have slept, waiting for the moment of their return. Now the stars are right. Old and evil gods are waking. New revolutions are being born. A genocidal war that will destroy civilization sweeps ever closer. Born a Shadowblood, one of a clan of genetically engineered super-assassins created to serve a long dead Dark Lord, the outcast Rik must master his deadly birthright before his own lost kinfolk can kill him. BOOKS IN THE TERRARCH SERIES
 Death's Angels The Serpent Tower The Queen's Assassin Shadowblood

Faith and Fire Games Workshop(uk)

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 Witch Hunter's](#) Games Workshop

Science fiction-roman.

[Cursed City](#) Games Workshop

Amidst a deadly blight that has engulfed the Realm of Metal, witch hunters Talocarn and Esselt pursue a cultist whose bloody trail leads them into danger – and a possible solution, if they can survive... Chamon wails in anguish. An untraceable blight has engulfed the realm, and oases scattered across its deserts recoil and fester at the dread touch of Nurgle. Lands once brimming with life now suffocate beneath a leprous undergrowth. The stink of rotting souls, wracked by the pestilence that compels them, spreads throughout the metallic dunes, and the tendrils of decay ever broaden their reach. Resisting the epidemic are witch hunters of the Order of Azyr, Talorcan and Esselt. A renowned tracker amongst the Brotherhood, Talorcan's brooding severity is matched only by the ruthlessness of his lover's sword. Together they pursue a cultist whose bloody trail

leads them to the site of a massacre, whereupon the witch hunters stop at nothing to purge the realm of its loathsome affliction – until they’re confronted with their greatest challenge yet. Faced with the unthinkable, the battle against corruption swiftly escalates into the ultimate test of faith, and Talorcan and Esselt turn to the only certainty they have: each other.

The Enemy Within Games Workshop(uk)

The Sisters of Battle clash with inhuman monsters in a desperate defence of a vital Imperial shrine world. In a galaxy teeming with alien aggressors, nothing unites the Imperium more than the worship of the immortal God-Emperor. Without the shining light of his divinity, travel through the stars would not be possible, and humanity would be swallowed by darkness. The shrine world of Vadok attracts billions of pilgrims who visit to reaffirm their faith and catch a glimpse of the sacred relic held in its great cathedral. But the reach of man’s enemies is long, and when civil unrest breaks out and rumours of four-armed monsters abound, the Adeptus Sororitas tasked with defending the world must face the fight of their lives. For the Sisters of Battle are few, but their enemies are numberless.

Runefang Games Workshop(uk)

When rogue wizard Grendl flees the Empire, a disgraced wizard and a fanatical team of witch hunters are sent to track him down. But as hunters and hunted stray into the Northern Wastes, all bets are off as the corrupting touch of Chaos starts to affect them all. Original.

The Rise of Nagash Games Workshop

This collection of short stories include a brand new Storm of Chaos novella by the award-winning author Dan Abnett. Original.

City of Secrets Games Workshop

Fantasy-roman.

Tyrion & Teclis Games Workshop

In a fantasy realm shattered by the zombie apocalypse, a bold Knight must enlist unlikely allies while discovering the source of undead corruption, in this darkly humorous adventure from the bestselling game range, Zombicide: Black Plague. When Knight Alaric von Mertz loses his family to a ravenous zombie horde, he swears revenge on the necromancer responsible. But a quest for vengeance is no easy matter in a world overrun by the walking dead. Joined by a sharp-tongued rogue, a witch hunter with secret knowledge, a novice wizard, and a dwarf demolition master, Alaric’s journey leads him from magical fire moats to the zombie-ridden catacombs of the witch hunters to uncover a spell book of insurmountable power. As zombies claw and bite, Alaric fears he will never avenge his family. For in this age of the undead, betrayal and magic lurk around every corner, spelling either doom or salvation for them all.

Age of the Undead 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.

Witch Finder Typhon Press

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.

Witch Killer Games Workshop(uk)

Back by popular demand! The omnibus edition of Jack Yeovil’s four classic Vampire Genevieve novels: Drachenfels, Genevieve Undead, Beasts in Velvet and Silver Nails.

Witch Hunter Simon and Schuster

The Chaos forces of the Ravenhost battle the Empire, harnessing the power of Chaos.

Callis and Toll: The Silver Shard Games Workshop(uk)

The Skulltaker is a feared champion of Khorne, a lone warrior of hideous strength and power who kills all who lie in his path. Blood for the Blood God tells the tale of this terror of the north, as he stalks his prey with an iron determination and a dark purpose.

Witch Hunter Games Workshop

In the Empirical capital of Altdorf, the squalid back-streets and dingy hidden rooms thrive with intrigues, plots, conspiracies, and heresy. None are above the notice of Zavant Konniger, gentleman sage and ex-priest. Here, his casebook chronicles some of his greatest investigations, finest triumphs, and darkest hours.

Swords of the Empire Games Workshop(uk)

All three novels in C L Werner’s classic Mathias Thulmann trilogy - Witch Hunter, Witch Finder and Witch Killer - collected together in one complete volume. In the Old World, the dreaded witch hunters are feared above all others. Tyrannical individuals tasked with hunting out evil throughout the towns and villages, they use whatever means they deem necessary to root out corruption and destroy those foolish enough to ally themselves with the Dark Powers. Counted amongst the most zealous of the witch hunters is Mathias Thulmann, a ruthless individual whose exploits are legend, recounted across the Empire to terrify all recidivists, heretics and the servants of Chaos. This

omnibus edition contains C L Werner’s complete Mathias Thulmann trilogy, comprising the novels Witch Hunter, Witch Finder and Witch Killer and additional short stories.

Witch Hunter Games Workshop(uk)

In the city of Excelsis, Corporal Armand Callis of the city watch stumbles upon a dark secret and finds himself hunted, with only a witch hunter for companionship. Excelsis is the city of secrets, a grand and imposing bastion of civilisation in the savage Realm of Beasts. Within its winding streets and shadowy back alleys, merchants deal in raw prophecy mined from an ancient fragment of the World That Was, and even the poorest man may earn a glimpse of the future. Yet not all such prophecies can be trusted. When Corporal Armand Callis of the city guard stumbles upon a dark secret, he finds himself on the run from his former comrades, framed for a crime he did not commit. Only the witch hunter Hanniver Toll knows the truth of his innocence. Together the pair must race against time to save Excelsis from a cataclysm that would drown the city in madness and fear.

Luthor Huss Games Workshop

Science fiction-roman.

Wolf of Sigmar Games Workshop

It’s an exploration of the people and dark places of the Mortal Realms, far from the front lines of war. Witch Hunter Hanniver Toll and his companion, former Freeguild soldier Armand Callis, brave the deadly seas and jungles of the Taloncoast as they try to prevent their nemesis, Ortam Vermyre, from seizing an artefact that can reshape reality. A malevolent threat looms over the once great city of Excelsis. For as long as the treacherous Ortam Vermyre lives, civilisation is no longer safe within the Realm of Beasts. Witch Hunter Hanniver Toll must brave the deadly seas and jungles of the Taloncoast to stop Vermyre before he can reach the legendary lost city of Xoantica. For within this forgotten ruin lies an artefact of darkest sorcery that possesses the power to reshape reality itself. The Silver Shard. Can Toll and his companion, a former Freeguild soldier known as Armand Callis, capture their nemesis in time? Or will Vermyre evade the Order of Azyr’s justice and tear the Mortal Realms asunder?

Blood Money Games Workshop

Latest installment in the Warhammer Chronicles series. Focusing on the forces of Chaos in the old world. The Chaos Wastes is an unspeakable region of magic and madness. In this hellish tundra, the Dark Gods wrestle for supremacy and champions war in their name. Death comes for any who traverse these plains in swift and savage form. Yet there are those who dare brave the wastelands, burdened by their own dark purposes. Wulfrik the Wanderer, cursed by the Ruinous Powers, seeks a prize to appease the forces of Chaos; the Skulltaker, champion of Khorne, hungers for fresh blood; and the last warrior of a Norse tribe sets out to steal the treasure of a god. But in this monstrous arena, there are no winners. Dark forces plot, daemons feed, and even the landscape itself takes sides. This omnibus contains three novels by one of Black Library’s popular authors, C L Werner: Wulfrik, Blood for the Blood God and Palace of the Plague Lord.

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