

## The Magos (Eisenhorn)

Part two of the epic Eisenhorn trilogy returns A century after his recovery of the alien Necroteuch, Gregor Eisenhorn is one of the Imperial Inquisition’s most celebrated agents. But when a face from his past returns to haunt him, and he is implicated in a great tragedy that devastates the world of Thracian Primaris, Eisenhorn’s universe crumbles around him. The daemon Cherubael is back, and seeks to bring the inquisitor to ruin – either by his death, or by turning him to the service of the Dark Gods.

The first novel in the Ravenor trilogy, the follow-up to Dan Abnett’s immensely popular Eisenhorn trilogy. When his body is hideously damaged in an enemy attack, it looks as though Inquisitor Gideon Ravenor’s promising career would be abruptly brought short. Now, encased in a life support sytem that keeps him alive but forever cuts him off from the physical world, Ravenor utilises his formidable mental powers to continue his investigations and thwart the machinations of Chaos. Along with his retinue of warriors and assassins, Gideon Ravenor fights to protect an Imperium he can no longer see, hear or feel.

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.

Altered Carbon and The Wind-Up Girl meet Apocalypse Now in this fast-paced, intelligent, action-driven cyberpunk, probing questions of memory, identity and the power of narratives. Lin ‘The Silent One’ Vu is a gangster in Chinese-occupied Hanoi, living in the steaming, paranoid alleyways of the 36 Streets. Born in Vietnam, raised in Australia, everywhere she is an outsider. Through grit and courage, Lin has carved a place for herself in the Hanoi underworld under the tutelage of Bao Nguyen, who is training her to fight and survive. Because on the streets there are no second chances. Meanwhile the people of Hanoi are succumbing to Fat Victory, an addictive immersive simulation of the US-Vietnam war. When an Englishman – one of the game’s developers – comes to Hanoi on the trail of his friend’s murderer, Lin is drawn into the grand conspiracies of the neon gods: the mega-corporations backed by powerful regimes that seek to control her city. Lin must confront the immutable moral calculus of unjust wars. She must choose: family, country, or gang. Blood, truth, or redemption. No choice is easy on the 36 Streets.

Brothers of the Snake

I Am Slaughter

36 Streets

Ravenor: The Omnibus

Salvation’s Reach

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.

Inquisitor Gregor Eisenhorn has spent his life stalking the darkest and most dangerous limits of the Imperium in pursuit of heresy and Chaos. But how long can a man walk that path without succumbing to the lure of the Warp? Is Eisenhorn still a champion of the Throne, or has he been seduced by the very evil that he hunts? Warhammer 40,000’s most beloved anti-hero finally returns in a stunning new novel that pits him against his oldest and most constant foe, and forces him to confront the true darkness of his own self. For the first time ever, the Black Library presents the definitive casebook of Gregor Eisenhorn, collecting all of Dan Abnett’s celebrated Inquisitor short stories into a single epic volume. The stories, some of which have never been in print before, have been compiled and introduced by the author to serve as an indispensable companion to the acclaimed Eisenhorn trilogy, and to act as an essential prologue to The Magos, a brand new, full-length Eisenhorn novel.

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Inquisitor Eisenhorn is one on 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

Malleus

Ravenor Returned

Xenos

Hereticus

*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 Taniith... 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.*

*This celebration of Chinese Science Fiction — thirteen stories, all translated for the first time into English — represents a unique exploration of the nation’s speculative fiction from the late 20th Century onwards, curated and translated by critically acclaimed writer and essayist Xueting Christine Ni. From the renowned Jiang Bo’s ‘Starship: Library’ to Regina Kanyu Wang’s ‘The Tide of Moon City, and Anna Wu’s ‘Meisje met de Parel’, this is a collection for all fans of great fiction. Award winners, bestsellers, screenwriters, playwrights, philosophers, university lecturers and computer programmers, these thirteen writers represent the breadth of Chinese SF, from new to old: Gu Shi, Han Song, Hao Jingfang, Nian Yu, Wang Jinkang, Zhao Haihong, Tang Fei, Ma Boyong, Anna Wu, A Que, Bao Shu, Regina Kanyu Wang and Jiang Bo.*

*Book 2 in the Vaults of Terra mini-series. Discover what happens when Chaos comes to the Throneworld itself for the first time in ten millennia..... Inquisitor Erasmus Crowl has discovered a terrible plot, its roots firmly planted in the very highest levels of Terra. Pursuing it is fraught with risk, but Crowl’s sense of duty compels him to persevere. He and his acolyte Spinoza run down their leads in secret, knowing that their every move invites danger, but even as they begin to reveal the truth, a greater peril is unfolding in the skies – the Great Rift is becoming manifest. During the madness that threatens to tear Terra asunder, Crowl’s Inquisitorial base of operations comes under attack and is badly ravaged. As his world begins to unravel and a new, bloody age dawns, can Crowl stay true to his course and expose the horror that lies at the heart of the Hollow Mountain?*

*The unthinkable has happened Terra has fallen to the traitor forces of Warmaster Horus! Nothing else could explain the sudden disappearance of the Astronomican’s guiding light at the heart of the Imperium, or so Robute Guilliman would believe. Ever the pragmatist, he has drawn all his forces to Ultramar and begun construction of the new empire known as Imperium Secundus. Even with many of his primarch brothers at his side, he still faces war from without and intrigue from within with the best of intentions, were the full truth to be known it would likely damn them all as traitors for all eternity.*

*Double Eagle*

*Pariah*

*The Infinite and The Divine*

*Eisenhorn: The Omnibus*

*A Gaunt’s Ghosts Omnibus*

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.

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.

In the second installment of this richly imagined fantasy adventure series, a new threat from within the Library could destroy those who depend upon it the most. The Library of the Unwritten in Hell was saved from total devastation, but hundreds of potential books were destroyed. Former librarian Claire and Brevity the muse feel the loss of those stories, and are trying to adjust to their new roles within the Arcane Wing and Library, respectively. But when the remains of those books begin to leak a strange ink, Claire realizes that the Library has kept secrets from Hell--and from its own librarians. Claire and Brevity are immediately at odds in their approach to the ink, and the potential power that it represents has not gone unnoticed. When a representative from the Muses Corps arrives at the Library to advise Brevity, the angel Rami and the erstwhile Hero hunt for answers in other realms. The true nature of the ink could fundamentally alter the afterlife for good or ill, but it entirely depends on who is left to hold the pen.

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?

The Magos & The Definitive Casebook of Gregor Eisenhorn

Straight Silver

Ravenor Rogue

The Archive of the Forgotten

Warhammer 40,000: Eisenhorn Series, Book 4

First and Only

A Celebration of Chinese Science Fiction

Vaults of Terra: The Hollow Mountain

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.

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.

The MagosGames Workshop

The vastly outnumbered Phantine Fighter Corps, flying missions out of airstrips on key offshore islands, launch one final desperate battle to prevent the evil Chaos legions of the dread-lord Anakwanar Sek from overrunning the war-torn world of Enothis. Reprint.

Horus Heresy: Know No Fear

Horus Rising

The Unremembered Empire

The Carrion Throne

Macragge’s Honour

Mustering for war against the orks, the Ultramarines Legion is attacked by the Word Bearers on the planet of Calth, and the forces of Chaos openly reveal their part in the Heresy. Unaware of the wider Heresy and following the Warmaster’s increasingly cryptic orders, Roboute Guilliman returns to Ultramar to muster his Legion for war against the orks massing in the Veridian system. Without warning, their supposed allies in the Word Bearers Legion launch a devastating invasion of Calth, scattering the Ultramarines’ fleet and slaughtering all who stand in their way. This confirms the worst scenario Guilliman can imagine – Lorgar means to settle their bitter rivalry once and for all. As the traitors summon foul daemonic hosts and all the forces of Chaos, the Ultramarines are drawn into a grim and deadly struggle in which neither side can prevail.

A collection of three novels - ‘Xenos’, ‘Malleus’ and ‘Hereticus’ - which chart the Inquisitor, Gregor Eisenhorn’s, career from zealous upholder of the truth to possible collaborator with the very powers he once swore to destroy.

Reprint of 9781784960698. New Format. In the aftermath of the Word Bearers’ attack on Calth, the wounded Kor Phaeron flees aboard his battle-barge Infidus Imperator, intent on returning to the war that now rages across the entire galaxy. But the Ultramarines First Chapter Master Marius Gage – under orders from Roboute Guilliman himself – has taken the mighty flagship Macragge’s Honour in pursuit, and the battle to come will surely be remembered for all eternity. Cut off from their Legions and with no hope of reinforcement, the crews of the two vessels stalk one another to the very edge of reality... and beyond.

A massive collection of fantastic short stories from New York Bestselling author Dan Abnett, collated together for the first time. A must read for all Abnett fans! From the bloody battlefields of the Sabbat Crusade, the clandestine world of the Inquisition and the grand stage of the galaxy-defining Horus Heresy, this anthology brings together the entire collection of Warhammer 40,000 and Horus Heresy short stories by esteemed science fiction and New York Times bestselling author Dan Abnett for the first time. Featured in these pages are classic tales such as ‘Thorn Wishes Talon’ and ‘A Ghost Return’ alongside lesser known gems such as ‘Midnight Rotation’ and ‘Eternal’. Each story adds depth and nuance to the author’s most celebrated characters, including Ibram Gaunt, Gregor Eisenhorn, Horus Aximand, Shadrak Meduson and many more. Containing well over thirty stories and charting a legacy over twenty years in the making, Lord of the Dark Millennium is the definitive Black Library short fiction collection of Dan Abnett.

Eisenhorn Omnibus

Warhammer 40,000: Eisenhorn Series, Book 4

First and Only

A Celebration of Chinese Science Fiction

Vaults of Terra: The Hollow Mountain

***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. Inquisitor Eisenhorn returns in a stunning new novel that pits him against his oldest foe, forcing him to finally confront the growing darkness within his own soul. Inquisitor Gregor Eisenhorn has spent his life stalking the darkest and most dangerous corners of the galaxy in pursuit of heresy and Chaos, but how long can a man walk that path without succumbing to the lure of the warp? Pursuing heretics in the remote worlds of the Imperium, Eisenhorn must confront the truth about himself. Is he still a champion of the Throne? Or has he been seduced by the very evil that he hunts? The Magos is the brand new, full-length fourth novel in the hugely popular Eisenhorn series. This paperback edition also includes the definitive casebook of Gregor Eisenhorn, collecting together all twelve of Dan Abnett’s Inquisition short stories, several of which have never been in print before. These additional stories have been compiled by the author to act as an essential prologue to this long-awaited new novel, while also serving as an indispensable companion to the original Eisenhorn trilogy.***

*Toward the end of the year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop’s administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country’s seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaube’s forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a coaling station. The country was in a superb state of defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of*

*cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plaything in 1893. Everywhere good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the new independent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.*

*Part three of the epic Eisenhorn trilogy returns Hunted by his former allies as a radical and enemy of the Imperium, Inquisitor Gregor Eisenhorn must fight to prove that he remains loyal as he tracks down a dangerous heretic whom the Inquisition believes dead – the dread former Inquisitor Quixos. As he grows more desperate for victory, Eisenhorn uses ever darker means to achieve his goals – but how far can he go using the weapons of the enemy until he becomes that very enemy – and no different to the traitor he hunts?*

**Penitent**

**Anarch**

**The Twice-Dead King: Ruin**

**Xenos, Malleus, Hereticus**

**Warhammer 40.000 - Magos**

Inquisitors Ravenor and Eisenhorn return in the first in a new trilogy. In the city of Queen Mab, nothing is quite as it seems. Pariah, spy and Inquisitorial agent, Alizabeth 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.

Inquisitor Erasmus Crowl 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 Crowl 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, Crowl 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.

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. The latest Gaunt's Ghost now in paperback The Tanith First-And-Only embark on a desperate mission that could decide the fate of the Sabbat Worlds Crusade in the thirteenth book of this popular Imperial Guard series. The Ghosts of the Tanith First-and-Only have been away from the front line for too long. Listless, and hungry for action, they are offered a mission that perfectly suits their talents. The objective: the mysterious Salvation's Reach, a remote and impenetrable stronghold concealing secrets that could change the course of the Sabbat Worlds campaign. But the proposed raid is so hazardous, it's regarded as a suicide mission, and the Ghosts may have been in reserve for so long they've lost their edge. Haunted by spectres from the past and stalked by the Archenemy, Colonel-Commissar Gaunt and his Ghosts embark upon what could be their finest hour... or their final mission.

The Founding

Lord of the Dark Millennium: The Dan Abnett Collection

Prospero Burns

Ravenor vs Eisenhorn

Sinopticon

Book fifteen in the New York Times bestselling series The Emperor is enraged. Primarch Magnus the Red, of the Thousand Sons Legion, has made a catastrophic mistake and endangered the safety of Terra. With no other choice, the Emperor charges Leman Russ, Primarch of the Space Wolves, with the apprehension of his brother from the Thousand Sons' home world of Prospero. This planet of sorcerers will not be easy to overcome, but Russ and his Space Wolves are not easily deterred. With wrath in his heart, Russ is determined to bring Magnus to justice and the events that decide the fate of Prospero are set in motion.

The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his " Ghosts ", the brave men of the Tanith First-and-Only The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his " Ghosts ", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade ' s warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a way to expose the conspiracy and save his men from a needless death.

Book 2 in the Bequin 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 Alizabeth 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.

Re-release of the mass market edition of the first novel in the best selling Horus Heresy series Under the benevolent leadership of the Immortal Emperor the Imperium of Man has stretched out across the galaxy. On the eve of victory, the Emperor leaves the front lines, entrusting the great crusade to his favorite son, Horus. Promoted to Warmaster, the idealistic Horus tries to carry out the Emperor'sgrand design, all the while the seeds of heresy and rebellion have been sowed amongst his brothers.

The King in Yellow

Eisenhorn

The Magos

Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari, before the necrontyr traded their flesh for immortal metal, the world was born in violence.Even when they inhabited bodies of flesh, Trazyn the Infinite and Orikan the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts – and people – of the galactic past. Orikan, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons' next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it?

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.

Omnibus edition of all three Ravenor novels - Ravenor, Ravenor Returned and Ravenor Rogue - by Black Library's best-selling Warhammer 40,000 author, Dan Abnett.

Stunning re-release of the first book in the Bequin series! In the city of Queen Mab, nothing is quite as it seems. Pariah, spy and Inquisitorial agent, Alizabeth 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.