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# Praetorian Of Dorn Epub

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Betrayer

The Solar War

Corax

The Silent War

The Path of Heaven

Ahriman: The Omnibus

Lord of the Night

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Wolf King

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## **MAYA PETTY**

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*Betrayer* Games Workshop

The Space Marines of the Black Templars are valiant warrior-knights who fall upon their foes in a storm of bolts and blades. They are the pious champions of the Emperor and the fanatical devotion of their battle-brothers has driven them to deliver righteous retribution against every traitor, alien and daemonic abomination to have been foolish enough to face them. This book gathers together seven stories about this most

zealous of Space Marine Chapters, telling the tales of many mighty heroes of the Black Templars and their famous victories against a multitude of enemies. The Solar War Games Workshop Book 4 in the Global best selling The Horus Heresy: Siege of Terra series. The Traitor Host of Horus Lupercal tightens its iron grip on the Palace of Terra, and one by one the walls and bastions begin to crumple and collapse. Rogal Dorn, Praetorian of Terra, redoubles his efforts to keep the relentless enemy at bay, but his forces are vastly outnumbered and hopelessly outgunned. Dorn simply cannot defend everything. Any chance of

survival now requires sacrifice, but what battles dare he lose so that others can be won? Is there one tactical stroke, one crucial combat, that could turn the tide forever and win the war outright?

**Corax** Games Workshop

? Book 52 of the much loved and hugely popular Horus Heresy series. An awesome collection of sixteen short stories, including several set just before the Siege of Terra begins... A galaxy burns and brother turns on brother as the conflict brought about by a beloved son's betrayal reaches its fateful end. The Warmaster Horus has triumphed. His massive fleet at last nears Terra and the patriarchal Throne of his hated father. Many have fallen to bring this moment about, their tales are the ashes upon which the Heresy was born and

prospered. Others have played their own small parts, drops in an ocean of war and blood. None of it matters. Terra looks to the skies as it raises its defences. Armies muster, heroes raise their swords, citizens cower. The war is coming. And nothing can stop it. This anthology includes sixteen stories set during the Horus Heresy, some of which are in print for the first time or were originally released as audio dramas, by authors Gav Thorpe, Chris Wraight, John French, James Swallow, Guy Haley, Nick Kyme, Rob Sanders and Anthony Reynolds. CONTENTS Dark Compliance & Now Peals Midnight by John French The Painted Count & Duty Waits by Guy Haley Dreams of Unity by Nick Kyme Children of Sicarius by Anthony Reynolds Myriad & The Ember Wolves by Rob

Sanders Exocytosis by James Swallow  
The Grey Raven, Valerius & The Board is  
Set by Gav Thorpe Blackshield, The Last  
Son of Prospero, The Soul, Severed &  
Magisterium by Chris Wraight  
The Silent War Games Workshop  
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.

**The Path of Heaven** Games Workshop  
"Recalled from the Great Crusade after  
Ullanor, Rogal Dorn and the VIth Legion  
were appointed as the Emperor's  
praetorians-- but only after the  
Warmaster's treachery was revealed did  
the full extent of that sacred duty  
become apparent. Now, the Solar  
System comes under attack for the first  
time since the war began, and many of  
the seemingly impregnable defenses

wrought by the Imperial Fists prove inadequate. With all eyes fixed firmly upon this new threat beyond the gates of Terra, who in turn will protect Dorm for the enemy within?"--Back cover.

Ahriman: The Omnibus Games Workshop  
Abandoned by their kinsmen and hounded into the Alaxxes Nebula, Leman Russ and his Space Wolves face the Alpha Legion fleet for one last, glorious battle. The Space Wolves were set upon by the forces of the Alpha Legion before they had even recovered from the Razing of Prospero. Hounded to the edge of the Alaxxes Nebula, in desperation Leman Russ called out to his primarch brothers and their Legions for aid. None came. Now, with their fleet stranded and supplies dwindling, the warriors of the Rout face almost certain death amidst

the rust-red clouds of the nebula. But what a glorious end it shall be, worthy of the sagas of old, for Alpharius's sons will soon learn that a cornered wolf is always the most deadly.

Lord of the Night Games Workshop  
The full powers of Chaos are revealed as the Horus Heresy blazes towards Terra. For too long the Vth Legion had ranged out beyond the sight of the wider Imperium, remaining ignorant of the Warmaster's rebellion and the war that inevitably followed. Only once their primarch, Jaghatai Khan, had satisfied himself that the path before them was just and true did the White Scars choose a side, taking the fight to the traitors on every front. But, four years later, the Legion's unfettered spirit has been broken by relentless attritional warfare

against the Death Guard and the Emperor's Children. The Khan's Stormseers must find a clear route to Terra if they are to take part in the final, apocalyptic battle.

Ahriman: Exile Games Workshop  
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 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.

**Wolf King** Games Workshop  
Book 49 in the global best selling Horus Heresy series. Can the ferocious forces of Lemman Russ' Space Wolves legion end the traitors onslaught... The time has come for Lemman Russ, primarch of the

Space Wolves, to fulfil his vow and attempt to stop Warmaster Horus before he breaks through to the Segmentum Solar. In the face of opposition from three of his brother primarchs, Russ withdraws the Space Wolves legion from Terra and makes all haste for Horus's position. Reports from Malcador the Sigillite's agents suggest that Horus is utterly changed, and infused with a diabolical power so great that no man can stand against him. A warrior of Fenris would never willingly abandon his oaths, but with Horus beyond the touch of mortal blades, the Lord of Winter and War may have doomed himself for the sake of honour...

**Scars** Games Workshop

The secretive minions of Malcador the Sigillite take centre stage in an

anthology of thrilling tales of subterfuge and treachery. While loyalist and traitor forces clash on a thousand battlefields across the galaxy, a very different kind of war is being fought in the shadows - a war of subtlety and subterfuge, unknown to many, but one that surely holds the key to victory for either side. As Rogal Dorn and his Legion prepare to defend the Solar System against the armies of the Warmaster Horus, Malcador the Sigillite charges his many agents and spies with missions of the utmost secrecy. The future of the Imperium is being shaped by unseen hands... This Horus Heresy anthology contains thirteen short stories by various authors including James Swallow, John French, Chris Wraight and many more. It also contains Anthony Reynolds' return to the



hallowed halls of the Imperial Palace in his novella *The Purge*.

*Pharos Games Workshop*

Reborn in the fires of Nocturne, Vulkan prepares for his final journey. With the choice between vengeance and duty, what will the primarch's destiny be? Reborn in body and spirit beneath Mount Deathfire, the primarch Vulkan gathers his most trusted sons and prepares for the final part of his journey. The Legions shattered at Isstvan V have stalled the Warmaster's advance across the galaxy, but fresh cracks are spreading through the alliance between the Iron Hands, Salamanders and Raven Guard, along with mysterious rumours of the return of Ferrus Manus. Haunted by a sense of destiny unfulfilled, Vulkan must choose between joining their war of vengeance

against the traitors, or following his own barely understood path all the way to the Throneworld itself.

*Know No Fear Games Workshop*

The vicious Night Lords Legion attempt to destroy any hope for the future of humanity. With the noble Emperor Sanguinius ruling from Macragge, Imperium Secundus stands as a lone beacon of hope even as the Warmaster's forces continue to ravage the rest of the galaxy. Roboute Guilliman, still Master of Ultramar, has convinced his brother that Terra has fallen and that the mysterious Mount Pharos on Sotha now holds the key to mankind's future. But the Night Lords, those cruel and pitiless sons of Konrad Curze, have been watching from the shadows, and make ready to launch their long-planned attack on the Pharos

itself...

**Praetorian of Dorn** Games Workshop  
Terra comes under attack from an enemy within as the Imperial Fists and Rogal Dorn prepare for the coming of Horus. Recalled from the Great Crusade after Ullanor, Rogal Dorn and the VII Legion were appointed as the Emperor's praetorians, but only after the Warmaster Horus' treachery was revealed did the full extent of that sacred duty become apparent. Now, the Solar System comes under attack for the first time since the war began, and many of the seemingly impregnable defences wrought by Dorn and his Imperial Fists Legion prove inadequate. With all eyes fixed firmly upon this new threat beyond the gates of Terra, who in turn will protect Dorn from the enemy within?

*Treacheries of the Space Marines* Games Workshop

A massive collection of stories by some of Black Library's most popular authors. The Emperor's vision of mankind ascendant lies in tatters. But with Horus's rebellion spreading to every corner of the Imperium and war engulfing new worlds and systems almost daily, there are some who now ask: were the signs there to be seen all along? In these dark times, only one thing is certain - the galaxy will never know peace again, not in this lifetime or a thousand others... This Horus Heresy anthology contains twenty-one short stories by the cream of Black Library's authors, including David Annandale, Aaron Dembski-Bowden, John French, Guy Haley, Nick Kyme, Graham McNeill,

Rob Sanders, Andy Smillie, James Swallow, Gav Thorpe and Chris Wraight. **The First Wall** Games Workshop Book 54 in the New York Times Bestselling series The Horus Heresy. Discover the last battles leading to the Siege of Terra... The skies darken over Terra as the final battle for the Throne looms ever closer... As the Traitor primarchs muster to the Warmaster's banner, it is Mortarion who is sent ahead as the vanguard of the Traitor forces. But as he and his warriors make way, they become lost in the warp and stricken by a terrible plague. Once thought of as unbreakable, the legendary Death Guard are brought to their knees. To save his Legion, Mortarion must strike a most terrible bargain that will damn his sons for

eternity. Meanwhile, in the cloisters of Holy Terra, a plot is afoot to create sedition and carnage in advance of the Horus's armies. Taking matters into his own hands, Malcador the Sigillite seeks to put a stop to any insurrection but discovers a plot that he will need all of his cunning and battle-craft to overcome.

Tallarn: Ironclad Games Workshop Jaghatai Khan and his White Scars Legion must choose - the Emperor or Horus? Fresh from their conquest of Chondax and the discovery of Horus's rebellion, Jaghatai Khan's warriors stand divided. Long considered one of the less trustworthy Legions, many of the White Scars claim to owe their loyalty exclusively to Terra, and others still to the Warmaster and his warrior lodges.

But when a distress call from Leman Russ of the Space Wolves brings the wrath of the Alpha Legion to Chondax, the Khan's hand is forced and the decision must be made – in the great war for the Imperium, will he side with the Emperor or Horus?

Penitent Games Workshop

Omnibus containing all three novels in the Ahriman trilogy - Ahriman: Exile, Ahriman: Sorcerer and Ahriman: Unchanged - as well as eight additional short stories. The name Ahriman has lived in infamy ever since the galactic war of the Horus Heresy. The greatest sorcerer of the Thousand Sons, and protege to the primarch Magnus the Red, Ahriman's deepest flaw is hubris. His mistaken belief in casting the Rubric to cure his Legion of their curse has seen

him exiled. Though spurned by his kin, Ahriman has not given up on his quest to restore his brothers from the fleshless husks they have become, and he will brave the worst horrors of the galaxy, and the Eye of Terror itself, to obtain the knowledge to achieve it. For to bring about salvation, Ahriman must risk his own further damnation and the wrath of his primarch.

Shadows of Treachery Games Workshop

The Iron Warriors came from nowhere, falling upon the world of Tallarn in a flash and devastating it with deadly virus weapons. A verdant world was transformed in a heartbeat into a radioactive wasteland... but that was only the beginning. It's a collection of all John French's tales from Tallarn... do you really need any more convincing? Okay

then. Millions of tanks clashing in desperate battle on a dying world. As the Warmaster's campaign of galactic domination continues, his generals seek out fresh battlefields to conquer. After leaving the Crone World of Iydris behind, Perturabo strikes for Tallarn. A bitter, vengeful primarch, the lord of the Iron Warriors unleashes a deadly bombardment against the world, killing millions but entrenching the survivors. A brutal, all-consuming armoured conflict ensues, the greatest of the war, and one that grinds down all combatants over more than a year of relentless battles. But Perturabo's reasons for the attack are about more than unleashing punitive destruction against the Imperium - he has an entirely darker purpose in mind.

**Sons of the Hydra** Games Workshop

The Battle of Tallarn grinds on to its climactic end, but what secret purpose drives the Iron Warriors to commit such mindless atrocities? The answer lies buried deep beneath the planet's surface... As one of the many staging grounds for the forces serving in the Great Crusade, the verdant world of Tallarn has long served as a transfer point for the personnel and war machines of the Imperial Army. Now, destroyed by a deadly virus-bomb attack launched by the fleet of the vengeful primarch Perturabo, the entire world is reduced to a toxic wasteland where the survivors must fight to defend what little remains of their home. As the battle for Tallarn rages between the traitor Iron Warriors Legion and the Imperial Army, a carpet of armour covers the surface of

the toxic planet: Dreadnoughts versus tanks versus Titans. But what secret purpose drives the Iron Warriors onwards to war?

Crusaders of Dorn Games Workshop  
The most brutal of Space Marines, the Carcharodons Astra, battle the Night Lords for control of the prison world of Zartak. On the prison world of Zartak, darkness has fallen on arbitrators and inmates alike. The Night Lords have come, and with them the shadow of fear and pain. But they are not the only ones

with an interest in Zartak. From the void, running on silent, another fleet emerges. Its warriors are grey-clad and white-faced, and their eyes are as black as the Outer Dark - the savage Carcharodon Astra. As these two packs of ancient, merciless predators stalk the shadows of the prison colony, both seeking a single young inmate with unnatural talents, the corridors run red with blood, and both factions will have to fight tooth and claw to leave Zartak alive.

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