

Pulp Fiction

Media-related & Humour Catalogue November 2023

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Doctor Who: Origin Stories collection

An anthology of short stories telling tales of *Doctor Who* characters from when they were young; including stories about Ace and Jo Grant, written by the actors, themselves – Sophie Aldred and Katy Manning!

We all change, when you think about it. We're all different people all through our lives... Amy Pond looks for her Raggedy Man; Jo Grant remembers her childhood; the Master hunts the past... a young girl discovers a love for explosives. Eleven incredible stories from the world of *Doctor Who* – the early lives of friends and foes that have never been told before. The characters and their writers include: Ace by Sophie Aldred; Sarah-Jane Smith by Mark Griffiths; the Master, Kate Lethbridge-Stewart, and Madame Vastra by Dave Rudden; Ryan Sinclair and Yaz Khan by Emma Norry; Clara Oswald by Jasbinder Bilan; Amy Pond by Nikita Gill; Davros by Temi Oh; Martha Jones by Faridah Abiké-Íyimidé; and Jo Grant by Katy Manning.

Doctor Who TP \$29.99

Unofficial Wednesday Crochet

Create Your Own Gothic Amigurumi Doll Wednesday Addams is one of television's most iconic characters. Fans of the *Addams' Family* have fallen in love with Jenna Ortega's latest incarnation of the morose teen in Netflix's series *Wednesday*. Now, you can make your own Wednesday! This kit includes all the materials and instructions needed to make an *amigurumi* Wednesday. This mini-Wednesday is styled in her signature black dress with peter pan collar and braided hair. The instruction book explains all the crochet techniques needed to complete the project so even fans who are new to crochet can enjoy it. The pattern contains step-by-step instructions and helpful how-to photos. Along with the instruction book, the kit includes the following materials needed to complete the project: three colours of yarn; crochet hook; yarn needle; safety eyes; and fiberfill stuffing. Whether you are looking for a gift for the craft-loving Wednesday fan in your life or simply love making and sharing quirky projects – this dark, yet darling, kit is the perfect choice.

Wednesday KIT \$29.99

The End and the Death: Volume II

Horus Heresy: Siege of Terra 08
Abnett, Dan
Terra is besieged. Humanity's salvation lies on a knife edge. The Warmaster Horus' bloody seven-year crusade has led to this: the cradle of mankind, where he is to kill his father, the Emperor. With the war at this critical juncture, Sanguinius, primarch of the loyalist Blood Angels, braves the horrors of the Warmaster's flagship, The Vengeful

Spirit, with a single purpose in mind: to slay his brother Horus, decapitate the Heresy once and for all, and stop the forces of Chaos from taking Holy Terra. But at the whim of a Warmaster fallen so far from grace, the Dark Gods will not make Sanguinius' task an easy one, and as the war edges towards its explosive, bloody conclusion, events are about to unfold that could either save humanity, or plunge it headlong into an eternity of darkness.

Black Library HC \$50.00

War of the Scaleborn

World of Warcraft: Dragonflight
Alameda, Courtney
When the world was young, all life shook before the might of Galakrond, a massive primal dragon whose hunger could not be sated. Five primal dragons rose valiantly beside the titan-forged Keeper Tyr to combat this threat. Though the fight was desperate, Galakrond fell by their teeth and talons, and they were chosen to become protectors of Azeroth. The titans gifted Nozdormu, Ysera, Alexstrasza, Malygos, and Neltharion with order magic, transforming them into the Aspects, powerful dragons with command of time, nature, life, magic, even the earth itself. Other primal dragons followed them on their path, and, imbued with the titans' power, the dragonflights rose to shape the world and serve the Aspects. That is the tale the dragonflights have always told... but it is not the whole story.

World of Warcraft PBK \$24.99

The Avengers Assembled

The Origin Story of Earth's Mightiest Heroes
Betancourt, David
Ever wondered who the Avengers really are...? Take a deep dive into the fascinating history of Earth's Mightiest Heroes. From their earth-shattering formation and cataclysmic lineup changes to the introduction of fan-favourite characters, like the Vision and Black Widow, this unique volume provides a comprehensive look at the origin and evolution of Marvel's premiere Superhero team. This meticulously researched biography reveals unparalleled insights into the characters, backstories and motivations of Iron Man, Captain America, Ant-Man, Wasp, Thor, Hulk, Scarlet Witch, Black Widow, Black Panther, and more. The Avengers' story has been told many times – but never like this...
Marvel HC \$42.99

Adventures Across Space and Time

a Doctor Who reader
Booth, Paul; Hills, Matt; Roberts, Tansy Rayner; Piedmont, Joy
Adventures Across Space and Time brings together key academic, critic, and fan

writings about *Doctor Who* alongside newly-commissioned work addressing contemporary issues and debates to form a comprehensive guide to the wider Whoniverse. The perennially-popular BBC series holds a unique place in the history of television and of TV fandom: the longest-running science-fiction show, the series and its fan communities have tracked social and cultural changes over its 60-year lifetime. *Adventures Across Space and Time* presents classic writings on *Who*, and its fandom, by leading scholars including John Fiske, Henry Jenkins, John Tulloch, and Matt Hills, but also represents writings and art by fans, including fans who went on to become showrunners, writers, or even the Doctor, himself; with contributions by Steven Moffat, Chris Chibnall, Douglas Adams, and Peter Capaldi. This innovative anthology addresses *Doctor Who's* showrunners, Doctors, companions, enemies and collaborators as well as issues and debates around queer fandom, intersectionality, the 'wokeness' of the Doctor, fan media including websites, podcasts and vlogs, fan activism and questions of race and sexuality in relation to the show and its spin offs. It considers *Doctor Who* as a peculiarly British phenomenon, but also one that has delighted, engaged, and sometimes enraged viewers around the world.

Doctor Who TP \$49.99

Tim Burton's the Nightmare Before Christmas Visual Companion

commemorating 30 years
Bossert, David
Just in time for the whimsical holiday classic film's 30th anniversary comes a deep-dive reflection about the making of *Tim Burton's The Nightmare Before Christmas!* This enchanting coffee table book features new interviews with the filmmakers and rare images from the Disney and Burton art collections! *Tim Burton's The Nightmare Before Christmas* was crafted as a piece of art: a visual masterpiece that blended together the genius of Tim Burton's simple story and endearing characters with Danny Elfman's eclectic music; Henry Selick's stop-motion brilliance; Caroline Thompson's heartfelt script; and the painstaking efforts of hundreds of artists, animators, and technicians – all wrapped in a world that only Burton could conjure up. Paired with stunning and never-before-released art and photography, this book transports readers into a one-of-a-kind, retrospective journey detailing how *Nightmare* was thoughtfully crafted and all the ways in which the fan community worldwide has embraced the film ever since. This beautiful volume serves as the must-have book for fans of the film, artists and art collectors, and anyone who appreciates some frightfully-good movie magic.
Nightmare Before Christmas HC \$95.00

All the books in this catalogue are new books due for release in **November 2023**.

Because they are new books, we are at the whim of the publishers and, to some extent, the shipping companies – books can sometimes arrive later (or earlier) than, or occasionally be a different retail price than originally quoted. Because space is a luxury, we bring in limited quantities of books. Prices are subject to change without notice.

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Until next time, good reading!
Ron and Leanne

Abbreviations used in this catalogue:
PBK = 'A' & 'B' format (standard size) paperback
TP = 'B+' & 'C' format (oversize) paperback
HC = Hardcover or cloth binding

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Once a Killer

Warhammer 40,000 crime anthology
Brooks, Mike
In the sprawling hive city of Varangantua, crime lords and gangers, law enforcers and vigilantes live cheek by jowl – killers and thieves from all echelons of society doing what they can to survive. In ‘Once a Killer’ by Mitchel Scanlon, Sanctioner Kirian Malenko goes after a former pit fighter on a killing spree, but knows more about the killer than he cares to admit. ‘Chains’ by Jonathan D Beer sees a cartel and a ganglord go head to head for the release of a valuable prisoner, and in ‘Slate Run’ by Mike Brooks, a bodyguard gets more than she bargained for when she is hired for a gilded function... These collected tales of murder, betrayal and corruption feature stories from Nick Kyme, Denny Flowers, Jude Reid, and lots more besides. Welcome to Varangantua – watch your back.

Black Library PBK \$22.99

Bad Loon Rising

Warhammer: Age of Sigmar
Clark, Andy
Born the weakest runt of his Moonclan tribe, Zograt was only ever one beating away from a nasty end... until the Bad Moon bestowed upon him its blessing. Now, the Clammy Hand of destiny is upon him and backstabbing grotts scurry to his cause, afraid of the vengeance their new boss will inflict with his powerful spells. For every underling he suffocates with noxious fungi, Zograt stages a magnanimous gesture, for he is all too aware of his fragile grip on power. Yet, in his heart, boils an obsession – to become the most formidable, most respected, most fearsome Loonboss there ever was. Where better, to proclaim his newfound majesty than the gloom-shrouded mountain of Muttering Peak? To lay claim to his throne, Zograt must first evade a sinister coven of wizards that wishes to harness the mountain's power for their own dark designs – but with his razor-sharp mind, unpredictable magic, and the loyal troggoth Skrog at his side, Zograt's ambitions may not be so daft, after all...

Black Library PBK \$22.99

Victorian Parlour Games

Gushing, Thomas W
Deal yourself in for a good time, as you choose from a selection of games enjoyed in many a Victorian parlour. The box comes with rules to 50 games that can be played without any extra frippery, except perhaps a deck of cards – if you fancy a game of Whist. Each game is good for two or more players, with most designed for a group to play together. Card games and guessing games, pantomime, and word play – all provide an after-dinner evening of fun, or an afternoon of amusement on the couch or around a picnic table. These games are simple to learn, quick to play, and have silly penalties for when a player is ‘out’. One side of each card provides the category, the number of players, and the setup for the game while the other has the rules so you can keep them handy as you play. Test your memory with ‘What’s in Grandmother’s Trunk?’ – where each player must remember all the other items that have already been named. Take on ‘The Poet’s Chair’ by remembering more poems, songs,

or rhymes than any other player. Perhaps, you wish to ‘Pass the Slipper’? Then, close your eyes as players pass a small object and on the count of 10, guess who is holding it. Be careful not to break the rules, or you may have to shake hands blindfolded, pretend to be a parrot, or pay another silly forfeit to account for your blunder. Pour your afternoon tea, and get ready for an evening of nanty narking!

Parlour games HC \$39.99

Outcasts

Halo 31
Denning, Troy
2559. Formerly one of the Covenant's greatest and most fearsome warriors, Arbiter Thel 'Vadam is now allied with his former human enemies while deeply entrenched in leading the Sangheili people to a new era of unification. But his aspirations are under constant threat, whether by the dangerous, warring factions of rival Sangheili keeps, or the relentless shadow of oppression spread by the renegade artificial intelligence Cortana. An opportunity to break Cortana's chains has suddenly presented itself through the rumoured existence of an ancient artefact located on the hostile world of Netherop. Spartan Olympia Vale, trained with the skills to live and thrive among the Sangheili, also recognises this alien prize as an essential means to aid humanity in reaching the same goal of freedom. But behind the scenes, both 'Vadam and Vale are being manipulated by a mysterious figure with their own agenda. And to make matters worse, all involved are unknowingly placing themselves at perilous odds with forces beyond their comprehension...

Halo PBK \$19.99

The Soul of Iuchiban

Legend of the Five Rings
Dicken, Evan
The Emerald Empire stands on the brink of destruction. The dark sorcerer Iuchiban has escaped his tomb, and desires dominion, over all. Unicorn samurai Iuchi Qadan has been welcomed home and celebrated for her part in destroying the Blood-speaker rebellion. Yet she is not herself... Possessed by Iuchiban, Qadan can do nothing but watch as the undying sorcerer lord draws tight the noose he has wrapped around the throat of an unsuspecting empire. And hope that someone will realise she is not who she seems. But the other survivors of Iuchiban's tomb are few, and made speechless by the horrors they've endured. To stop Iuchiban's evil, new alliances between old enemies must be formed. They will be brittle, untested, and marred by mistrust. Should these alliances fail, there will be no Rokugan.

Legend of the Five Rings TP \$24.99

Asterix and the White Iris

Asterix 40
Fabcaro & Conrad, Didier (illustrator)
A strange new philosophy is gaining popularity amongst the Roman soldiers, spearheaded by the charismatic Isivertuus. When its enchanting influence reaches the Gauls, everything they once held dear is turned upside down. As news of the dire situation reaches Asterix and Obelix, they embark on a thrilling quest to confront

Isivertuus, and restore the indomitable spirit of the Gauls. Armed with their trademark humour, bravery, and trusty magic potion, can our heroic duo save the Chief's wife and break the spell of the White Iris? The latest adventure from our indomitable hero and his friends!

Asterix HC \$29.99

Moon Knight: Age of Anubis

Marvel: Multiverse Missions
Adventure Gamebook
Green, Jonathan
When N'Kantu, the Living Mummy, escapes his sarcophagus and steals an artifact that turns swaths of mankind into zombies, Moon Knight steps in to save the day... But is hampered by an eager Egyptologist whose choices seem to influence his personalities and strengths. As Moon Knight and the Egyptologist chase N'Kantu from the streets of New York to navigating traps, tricks, and riddles within an ancient temple in Egypt, the two uncover an evil ritual that will begin a battle between gods over the power of life and death. Only the Egyptologist holds the key to unravelling the dark plot... everybody's lives are in their hands!

Marvel TP \$24.99

101 Horror Books to Read Before You're Murdered

Hartmann, Sadie
The ultimate list of must-read horror...
Curious readers and fans of monsters and the macabre, get ready to bulk up your TBR piles! Sadie 'Mother Horror' Hartmann has curated the best selection of modern horror books, including plenty of deep cuts. Indulge your heart's darkest desires to be terrified, unsettled, disgusted, and heartbroken with stories that span everything from paranormal hauntings and creepy death cults to small-town terrors and apocalyptic disasters. Each recommendation includes a full synopsis as well as a quick overview of the book's themes, style, and tone so you can narrow down your next read at a glance. Featuring a foreword by bestselling author Josh Malerman, and five brand-new essays from rising voices in the genre, this illustrated reader's guide is perfect for anyone who dares to delve into the dark.

Horror PBK \$39.99

You Are What You Watch

How Movies and TV Affect Everything
Hickey, Walter
Virtually anyone who has ever watched a profound movie, a powerful TV show, or read a moving novel understands that entertainment can and does affect us in surprising and significant ways. But did you know that our most popular forms of entertainment can have a direct physical effect on us, a measurable impact on society, geopolitics, the economy, and even the future itself? In *You Are What You Watch*, Walter Hickey, Pulitzer Prize winner and former chief culture writer at acclaimed data site *FiveThirtyEight.com*, proves how exactly how what we watch (and read and listen to) has a far greater effect on us and the world at large than we imagine. Employing a mix of research, deep reporting, and 100 data visualisations, Hickey presents the true power of entertainment and culture. From the decrease in shark populations after *Jaws*,

to the increase in women and girls taking up archery following *The Hunger Games*, *You Are What You Watch* proves its points not just with research and argument, but hard data. Did you know, for example, that crime statistics prove that violent movies actually lead to less real-world violence? And that the international rise of anime and Manga helped lift the Japanese economy out of the doldrums in the 1980s? Or that British and American intelligence agencies actually got ideas from the James Bond movies? In *You Are What You Watch*, readers will be given a nerdy, and sobering, celebration of popular entertainment and its surprising power to change the world.

Pop culture HC \$55.00

Coup de Grâce

Firefly 08
McCormack, Una
The *Serenity* crew head to Yell City, one of the settlements on Abel, a moon in the Rim. Their job: track down the killers of a local lawyer shot dead in the streets by a local gang. Their client is Annie Roberts, the 18-year-old daughter of the murdered man. Lucky for them, Annie Roberts is more than capable of handling herself. Unluckily, for them, the job is lot more complicated than they first think. Annie's father is not just the victim of local gang violence, but the target of some powerful men. Taking down a local gang is one thing, but cleaning up a whole city? That's not a job for the *Serenity* crew. But when their ship is impounded, and Mal and the crew find themselves trapped in Yell City, they realise they are already in deeper than they could have ever imagined...

Firefly HC \$39.99

Forges of Mars

Warhammer 40,000
McNeill, Graham
A great exploratory fleet sets out into uncharted space, the Halo Worlds at the galaxy's edge. The armada contains contingents from every aspect of the humanity's Imperium – from the humble guardsmen, to the mighty Space Marines – all lead by the ancient tech-scholars of the Martian priesthood. They seek an ancient and priceless technology from the birth of history, but what they find is more powerful and deadly than any of them could have imagined.

Black Library PBK \$36.00

Dreams of Fire

Descent: Legends of the Dark
Mana, Davide
Soldier. Dreamer. Exile. Dragon hybrid Vaerix has already lived an age in Terrinoth and seen more than their fair share of horror and hatred. Cast out for their strange ability to dream, Vaerix wanders the world in search of connection. When an expedition to the volcanic Molten Heath offers Vaerix the chance to confront those who wronged them, they cannot resist the temptation. But there is more at stake than treasure and truth. There are powers here beyond comprehension, and everyone has their own game to play. The future of Terrinoth will be written in blood and flame.

Descent: Legends of the Dark PBK \$24.99

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The Eye of Darkness

Star Wars: the High Republic

Mann, George

The galaxy is divided. Following the shocking destruction of Starlight Beacon, the Nihil have established an impenetrable barrier called the Stormwall around part of the Outer Rim, where Marchion Ro rules and his followers wreak havoc at his every whim. Jedi trapped behind enemy lines, including Avar Kriss, must fight to help the worlds being pillaged by the Nihil while staying one step ahead of the marauders and their Nameless terrors. Outside of the Nihil's so-called Occlusion Zone, Elzar Mann, Bell Zettifar, and the other Jedi work alongside the Republic to reach the worlds that have been cut off from the rest of the galaxy. But every attempt to breach the Stormwall has failed, and even communication across the barrier is impossible. The failures and losses weigh heavily upon both Elzar and Bell as they search desperately for a solution. But even if the Republic and Jedi forces manage to breach the Stormwall, how can the Jedi fight back against the Nameless creatures that prey on the Jedi's connection to the Force? And what other horrors does Marchion Ro have in store? As desperation for both the Jedi and the Republic grows, any hope of reuniting the galaxy could be all but extinguished...

Star Wars TP \$34.99

The Ravening Deep

Arkham Horror

Pratt, Tim

When dissolute fisherman Abel Davenport discovers an ancient temple in the deep ocean, he under the influence of a long dead god. In his attempts to restore the god's cult, Abel unleashes a plague of twisted doppelgangers on Arkham. Horrified by the consequences, Davenport realises that he alone cannot stop the monsters from resurrecting the Ancient One. Sometimes, the only way to end one cult is to start another... Teaming up with redeemed cultist Diana Stanley and notorious thief Ruby Standish is the first step. The second is convincing Carl Sanford, the powerful leader of Arkham's Silver Twilight Lodge, to join their cause. Together they might be the only hope of averting a cataclysmic eldritch invasion.

Arkham Horror PBK \$24.99

Word Bearers: The Omnibus

Warhammer 40,000

Reynolds, Anthony

The Word Bearers have struck fear into the hearts of their enemies, for many a dark millennium. Long since having succumbed to the power of Chaos, their rampages across the stars and terrible deeds in the service of the Dark Gods have raged for 10,000 blood-soaked years. In this trilogy of explosive tales, the traitorous sons of Lorgar are plunged into war zones and blistering space battles, facing destruction from all fronts as they enslave the Imperial planet Tanakreg, decipher an ancient necron artefact and take on all manner of vile xenos in their quest to tear down the Imperium of Man. Charting Dark Apostle Marduk's rise from obscurity to dark prominence, with an insatiable lust

for power, this omnibus features the novels *Dark Apostle*, *Dark Disciple*, and *Dark Creed* by Anthony Reynolds, plus the short story 'Torment'.

Black Library PBK \$30.00

Dressing the Part

Television's Most Stylish Shows

Rubenstein, Hal

From longtime fashion director, consultant, media personality, and author, Hal Rubenstein, comes a lush, full-colour, illustrated guide to the most influential fashion on television from the 1950s to today, revealing the surprising ways our favourite shows have significantly reflected and often shaped the way we dress. No other medium has shaped our lives as thoroughly and consistently as television. Since its advent in the 1950s, television has served as a portal for discovering culture, initiating trends, and altering shared perceptions. Yet, as Hal Rubenstein contends, television has done much more; its most dramatic, lasting, and effective influence can be found in our closets. Our most popular and lasting fashion trends and hallmarks of personal style haven't come from runways or magazines, but from what's on TV. For decades, television has served as a personal stylist, showing us how others dress and defining what we should be wearing. From Mary Tyler Moore's capri pants on *The Dick van Dyke Show* and Emma Peel's dominatrix jumpsuit on *The Avengers* to Olivia Pope's trademark white trench on *Scandal*, and Don Draper's grey sharkskin suits on *Mad Men*. *Dressing the Part* is a rich history of popular American fashion and culture in the modern age. In this gorgeous compendium, the longtime fashion director and expert identifies the most stylish television shows of the past 70 years, highlighting the ways they have affected and often inspired ordinary Americans' wardrobes. Combining his decades of fashion expertise and insider knowledge with lush photographs, archival sketches, fascinating interviews with over two dozen of television's best costume designers, commentary from showrunners and co-stars, and little-known backstories, Rubenstein reveals with insight and wit how television has shaped everyday fashion, guiding and often elevating how we dress. Illustrated with over 175 gorgeous, full-colour photographs, *Dressing the Part* is an extraordinary survey of our most beloved shows and their most enduring impact on style, shining a spotlight on the most innate human characteristics of all – how we imitate and then adapt what we enjoy seeing on others.

TV fashion HC \$65.00

Flight of Icarus

Stranger Things

Schneiderhan, Caitlin

Two years before the events of *Stranger Things* season four, Eddie Munson – Hellfire Club leader, metal head, and Hawkins outcast – has one shot to make it big. Hawkins, Indiana – for most, it's simply another idyllic, manicured all-American town. But for Eddie Munson it's like living in a perpetual Tomb of Horrors. Luckily, he only has a few more months to survive at Hawkins High.

And what is senior year, really, but just killing time between Dungeons & Dragons sessions with the Hellfire Club and gigs with his band? It's at the worst dive bar in town that Eddie meets Paige, someone who has pulled off a *freaking miracle*. She escaped Hawkins and built a wickedly cool life for herself working for a record producer out in Los Angeles. Not only is she the definition of a badass – with a killer taste in music – she might be the only person that actually appreciates him as the bard he is instead of the devil incarnate. But the best thing? She's offering a chance for him to make something of himself, and all he needs is to get her a demo tape of Corroded Coffin's best songs. Just one problem: Recording costs money. Money Eddie doesn't have. But he's willing to do whatever it takes: even if that means relying on his old man, Al Munson. His dad just stumbled back into his life, with another dubious scheme up his sleeve; and, yet, Eddie knows this is his only option to make enough dough in enough time. It's a risk, but if it pays off, he will finally have a one-way ticket out of Hawkins. Eddie can feel it: 1984 is going to be his year.

Stranger Things TP \$34.99

Making It So: A Memoir

Stewart, Patrick

From his acclaimed stage triumphs to his legendary onscreen work, Sir Patrick Stewart has captivated audiences around the world and across multiple generations in a career spanning six decades with his indelible command of stage and screen. No other British working actor enjoys such career variety, universal respect, and unending popularity, as witnessed through his seminal roles – whether as Captain Jean-Luc Picard of *Star Trek* fame, Professor Charles Xavier of Marvel's *X-Men* hit movie franchise, his more than 40 years as part of the Royal Shakespeare Company and in such critically-lauded roles for *Hamlet* and *The Tempest* on the West End and Broadway, his unforgettable one-man show adapted from Charles Dickens' *A Christmas Carol*, or his comedic work in *American Dad!*, *Ted*, *Extras*, and *Blunt Talk*, among many others. Now, he presents his long-awaited memoir, *Making It So*, a revealing portrait of a driven artist whose astonishing life – from his humble and hardscrabble beginnings in Yorkshire, England, to the dizzying heights of Hollywood and worldwide acclaim – proves a story as exuberant, definitive, and enduring as the author, himself.

Memoir HC \$55.00

Godeater's Son

Warhammer: Age of Sigmar

Van Nguyen, Noah

Heldanarr Fall dreams of a world without gods. When the Azyrites descended upon the Burning Valley – a kingdom carved from the Aqshian desert – they brought arrogance and cruelty with their riches, and a god who seemed blind to it all. Despite harrowing losses, Held clung to his people's ways, forging a new existence without a single prayer to the armoured deity, Sigmar. Now, all Held wants is solitude. But after saving a Sigmarite priestess from violent

death, her troubles catch up to them and destroy the last of his peace. First broken, then enraged, he launches a brutal war of vengeance against Sigmar's worshippers, and soon finds himself thrust against the Stormcast Eternals, led by the cunning strategist Ildrid Stormsworn. Alone, he cannot hope to win, yet surrender would mean accepting the mercy of a god he despises. To defeat the Stormcasts and avenge his fate, Held must embrace older, darker powers that risk the very freedom for which he fights. But when Sigmar's rulers are tyrants and the Champions of Chaos prove worthy, which path is the most righteous? And once this choice is made, who will Heldanarr Fall become?

Black Library PBK \$22.99