

**Chapter 1 : Gotrek & Felix: The First Omnibus by William King**

*Thanquol like Gotrek and Felix is a proven survivor, though unlike Gotrek and Felix who survive on skill, bravery and honor, Thanquol survives mainly due to his cowardice and his willingness to put others in the line of fire.*

Skavenslayer Trollslayer, a novel written by William King, is the first in a series of twelve books following the adventures of Gotrek and Felix, in the Warhammer Fantasy universe. The book is written in an episodic format, with each chapter featuring a different adventure with different supporting characters and different villains. The material in Trollslayer was first released under that title in [1] and a second edition [2] was released in The First Omnibus, released in As they continue to travel on foot, they are nearly run down by a black coach, and Gotrek vows to find it and hurt the driver. They reach the Standing Stones Inn, and are able to make their way through the barred door to learn of how on Geheimnisnacht a coven who are based in the Darkstone Ring steal children and other people for sacrifices. They learn that the son of the innkeeper, Gunter, and his wife have both disappeared, and so they vow to find the Darkstone Ring and destroy the coven and save Gunter and his wife. After finding the path to the Ring, they come across a rotting cultist who chants gibberish before being felled. They finally come across the Ring and coven and discover that the leader of the coven is the driver of the Black Coach. They listen in for a while and learn that it is dedicated to Slaanesh, Lord of Pleasure. They finally attack and destroy the coven as they intended to sacrifice a stolen baby, and in the aftermath they discover that Gunter and his wife were both cultists, and so are both dead. They rescue the baby, and move on This story is frequently alluded to by Felix later in the series, as it was his first true glimpse at Chaos. Wolf Riders The story begins with Felix in a tavern protecting a girl from the attentions of three huge trappers: Hef, Kell, and Lars. He holds his own until Gotrek comes in and drives them out. The girl introduces herself as Kirsten, and explains how her family is part of the von Diehl migration, a cursed noble family and their servants and their families moving to the Border Lands. Gotrek and Felix were on their way to the Dwarf stronghold of Karak Eight-Peaks because of stories of treasure they had heard. They decide to join the von Diehls, as they are heading in the same general direction, and they could use the cover afforded by carts. After traveling through the Grey Mountains, and reaching the Border Lands, Felix falls deeply in love with Kirsten, and she likewise. While camped in the Cursed Hills, the camp is attacked by Undead warriors, and during the fight, Felix kills the trapper Lars, after he goes crazy and attacks him. The men drive off the Undead, and they set off to find a ruined fort, which Gotrek helps repair, hinting at his pre-slayer background as an engineer. After a day of no word from them, and with the second siege starting, Felix goes off to investigate, leaving gotrek and the remaining men to fight off the horde ready to break through the gates. Felix comes across Frau Winter and Kirsten, the former who is dead and the latter who is dying. Felix watches her die, and swears to avenge her. Manfred, going mad, explains that he broke the curse by killing all of the von Diehls. He and Felix duel, and Felix kills him, uttering "The curse is broken". He goes outside to see Gotrek standing on a pile of goblin, wolf and human bodies, including Hef and Kell. He single-handedly held the gate, killing the Shaman and losing his eye in the process. The surviving humans are taken in by one of the many Border Princes, whilst Gotrek and Felix leave, and the story ends On the way, they meet a party of men under attack from Orcs. The pair intervene and save the three survivors: Aldebrand, a zealous fanatic from the Templars of the Fiery Heart, Zauberlich, a sorcerer, and Jules, a Bretonnian scout, are also journeying to Karak Eight Peaks on a quest. The group decide to travel together. They arrive at a settlement built by the Dwarves close to the ruined city, and ask permission to enter the city, where they learn what the three men are searching for: The group are given leave to enter the city, but before they go, a Dwarven Priestess of Valaya warns them that great evil is stirring in the ruins of the city The group journey into the depths of the ruined city, battling with Goblins, Orcs, Skaven and Ogres that now infest the ruined halls. As they go deeper, they are followed by ghostly lights. Eventually, the lights reveal themselves as dwarven ghosts, who beg Gotrek to help them. When he asks what has happened, they say that an ancient and powerful evil has desecrated their tombs and dragged them back from their eternal rest in the Hall of Ancestors, and that unless it is slain and the tombs resanctified, they will never find their way back to eternal rest. Gotrek vows to aid them. The group

finally come to a great treasure room-the very one that Felix and Gotrek have been seeking. In pride of place is a great sword, which Aldebrand recognizes as Karaghul. However, before he can claim it, a huge creature bursts out and kills him, tearing his head from his shoulders. The creature is a great troll, tainted and corrupted by warpstone, twisted and mutated by the power of Chaos that it has become something far more terrible. The group attack, but the troll has the ability to heal its wounds almost instantaneously, and they can only slow it. As Gotrek keeps the beast distracted, Felix throws a lamp on it, which ignites, setting the beast on fire and letting Gotrek finally kill it. A huge army of Goblins arrives, attracted by the commotion. As Gotrek and Felix consign themselves to dying in battle, the ghosts of the tomb form up in a spectral army and attack the goblins, killing them with ease and causing the survivors to flee. Gotrek angrily says that the ghosts have denied him a heroic death, but they reply he is destined for a doom far greater. The ghosts bless him for his deed and disappear, finally at peace. Gotrek ignores the treasure, realizing that to take it would desecrate the tomb and raise the ghosts again, though Felix takes Karaghul in honour of their dead comrades. Leaving the bodies of their companions at rest in the tomb, the pair seal it and leave Karak Eight Peaks behind. The village is controlled by a gang of vicious thugs who are also cultists of Slaanesh, who viciously beat up Felix in the village tavern shortly after his arrival. To make matters worse, in a battle with mutants on the road, Gotrek was struck on the head with a slingstone and is suffering amnesia, no longer remembering who he is, nor who Felix is, or his quest to find a heroic death. Narrowly avoiding the Slaaneshi thugs and a roving band of mutants, Felix gathers the ingredients and brings them to Kryptmann. However, the brew has no effect, and Felix attacks Kryptmann, accusing the healer of lying to him. In the confusion, Gotrek receives another blow to the head, which restores his memory to him. With the Slayer restored to his wits, the pair go to the tavern and revenge themselves on the cultists. They find a young girl called Kat, the sole survivor of a beastman attack on her village. The story then switches to the perspective of the female Chaos Champion, a woman called Justine, who turned to Chaos after being raped as a young woman by a nobleman. Her army has then taken to raiding nearby villages: The story then returns to Gotrek and Felix. After slaying a marauding band of beastmen, the three reach another village and warn them of the coming danger. Unfortunately, the Chaos army learns of their location and Justine leads her army in an attack on the village to find Kat. The beastmen break into the village and a vicious battle breaks out between the beasts and the villagers. Justine battles Gotrek, who injures her but cannot kill her she was gifted with a prophecy that states no warrior can kill her in battle. Upon seeing Kat, Justine abandons her attack and pursues the girl. Realising what the Chaos Champion is after, Felix attacks her in an effort to distract her from Kat, but is swiftly overpowered. As Justine tries to break his neck, Kat intervenes and kills Justine with her own sword, thus fulfilling the prophecy and saving Felix. With their leader dead, the beastmen flee, pursued by the villagers, who slaughter them all. Gotrek and Felix leave the village the day after the victory. Kat accepts this, and they leave, the three promising never to forget each other.

**The Mutant Master** The story begins with the pair arriving at the village of Blutdorf, on their way to Nuln. They learn the villagers are being held to ransom by a sorcerer in a nearby castle who has abducted their children: At the castle, the pair wake up in chains. The sorcerer reveals himself to them, and Felix recognizes him as Albericht Kruger, a fellow student from his days at the University of Altdorf, Kruger having disappeared after stealing forbidden texts on Chaos and its mutations. Kruger, now a megalomaniac egotist, arrogantly explains that he plans to use the knowledge in the texts to create an army of mutants with which to conquer the Empire. However, the pair break free of their captivity and fight back: Kruger tries to make his escape, but Gotrek and Felix pursue, cutting their way through a horde of mutants Kruger sends at them. They corner him in his study, where he explains that the mutants they had just killed were in fact the children of the villagers, Kruger having discovered children were easier to mutate than adults. They set light to the castle and leave for the village, to settle a score. The forest is unnaturally quiet, but the wolves that dwell in the forest seem unnaturally active. The pair get separated, and Felix is captured by a group of Imperial soldiers who are actually cultists of the Chaos God Tzeentch. Felix is bound in chains next to another captive, Magdalena, a beautiful young woman the cult have captured for their dark purposes. Felix manages to escape his captivity and works his way through the manor, killing several of the cultists, including Count Hrothgar. He discovers that Voorman plans to perform a spell on the werewolf that will transfer his soul into its body. As he learns

this, the werewolf, leading a massive pack of wolves, attacks the manor, easily defeating the cultists. In the main hall, the monster kills Voorman, but not before he completes his spell. He manages to defeat the beast; as it dies, the wolves attacking the manor flee, as a new arrival joins the fight: Gotrek, who kept on following the tracks until he reached the manor. They capture Magdalena, and although Felix considers her an innocent in the affair, Gotrek believes that as a shapeshifter she is tainted by Chaos and kills her. Felix later states that this act still haunts him. The pair then carry on for Nuln Publication History[ edit ] In his introduction to the edition of Trollslayer, William King revealed that he wrote Geheimnischacht as a one-off story, in , in which Gotrek was meant to die at the end, but later revised it based on his liking for the characters.

### Chapter 2 : Gotrek & Felix Series by William King

*Follow the adventures of a Dwarven Slayer named Gotrek Gurnisson and his human companion, Felix Jaeger. As a slayer Gotrek has sworn to seek an honourable death in combat to atone for an unspoken personal disgrace. Felix, bound to him by a Dwarven blood-oath sworn after a drinking binge, is tasked.*

As a Slayer, Gotrek seeks a glorious death in battle to atone for his unknown sins. Felix, bound to him by a Dwarven blood-oath sworn after a drinking binge, is tasked with writing and recording his heroic exploits and ultimately his death. Felix, however, has long since come to adopt the opinion that "anything capable of killing the Slayer would finish me off shortly afterwards". Together they have travelled the length and breadth of the Old World and beyond, fighting against all manners of evil from orcs to undead to the forces of Chaos so that Gotrek might finally fulfill his Slayer Oath by dying in battle. As well as appearing in the novels they have also been incorporated into the Warhammer Fantasy Battle game appearing initially as special characters in the 4th edition Dwarf army book and then gaining rules as a regiment of renown in the 6th edition of the game. Gotrek[ edit ] Gotrek Gurnisson is the greatest or worst, depending on the viewpoint Dwarven Slayer ever to have lived. This apparent contradiction is rooted in the nature of the Slayer Oath. Having committed a crime so terrible that only death in battle will serve as atonement, Gotrek has fought and slain numerous monsters, including hordes of orcs and Skaven, a giant, trolls, Chaos warlords and sorcerers, an entire Black Ark of Naggaroth and even a Bloodthirster of Khorne, and unfortunately in his mind lived to fight another day. His inability to find the heroic end he seeks begins to take its toll after a time, and by the events of Orcslayer, Gotrek is becoming worried that all that remains for him is a pathetic doom against unworthy opponents like Goblins, or even worse, death as a result of old age. An experienced adventurer before taking the Slayer Oath, Gotrek has travelled across many lands and faced numerous foes of the Dwarven people, and possesses some engineering experience, including the ability to pilot gyrocopters. Like all Slayers, Gotrek shaved his crimson hair into what usually is a crescent shaped Mohawk and is described as broader than he is tall, heavily muscled, and wears a patch to cover an eye which he lost in battle with Orcs and Goblins. He is also far stronger than the average dwarf and is able to perceive secret passageways in seemingly impenetrable tunnel walls. He is seemingly impossible to kill, having survived, among other things, a single combat with a Bloodthirster of Khorne, being hit by a stone hurled by a trebuchet, being catapulted into an orc ship and falling three hundred feet off a cliff. However, some hints have been revealed over the course of the novels, though the authenticity of these sources is somewhat questionable. The vision then shows Gotrek in the court of an unnamed dwarf lord, and Gotrek arguing with the said lord. Afterward the dwarf lord sentences Gotrek to an unnamed fate, at which Gotrek kills the Lord and his bodyguard and all others that do not flee. Wracked with guilt and shame, Gotrek shaved his hair, becoming a Slayer. His signature weapon is a battleaxe imbued with powerful rune magic, having gained this weapon during his first excursion into the northern Chaos Wastes , where he recovered it from the dead son of King Thangrim Firebeard. The elven mage Teclis once read the magical aura of Gotrek, and determined that immense power is flowing from the axe and slowly changing The Slayer into something greater than an ordinary dwarf - having already been proved in the previous eight books when all the creatures Gotrek has killed are considered. A blood-oath was the gravest one a dwarf could make even for a society obsessed with the sanctity of oaths , and so Felix was compelled to travel with Gotrek. Felix is also something of a womanizer, and forms several romantic relationships over the course of the series, most prominently with the Kislevite noblewoman and eventual vampire Ulrika Magdova. Over years of following Gotrek, Felix has become an accomplished swordsman and duelist. His own weapon is the rune sword Karaghul, a blade with a dragon hilt recovered from the fallen hold of Karak Eight Peaks. A relic of the Knights of the Order of the Fiery Heart, it was forged for the purpose of slaying dragons. As the decades pass, old acquaintances comment that Felix has not aged a day. First shrugged off as niceties, this soon becomes fact when, in Elfslayer, Max Schreiber verifies that Felix has indeed become immortal, or as close as to make no difference. Upon self-inspection, Felix also discovers that many of his old scars and wounds have vanished from his body. The outlandishness and impossibility of the tales in question have

brought most of its readers, including Otto, to believe it to be pure fiction. She was daughter to Ivan Straghov, March Warden of the Border, which was the first defense against the forces of the Ruinous Powers descending from the Chaos Wastes in the north. While still human, she was a notable swordswoman and beauty, attracting the attentions of both Felix Jaeger and Max Schreiber during the expedition to Karag Dum. However, due to differences in background, they began to split after the Battle of Praag, and their division compounded when Ulrika was turned into one of the bloodsucking undead by Adolphus Krieger in Sylvania. Her transformation is one of the reasons why Felix stayed out of the Old World for two decades. Ulrika also now has her own book series which seem to chronicle her adventures between her last appearance in Vampireslayer and return in Manslayer - "Ulrika the Vampire" series, beginning with Bloodborn and continuing with Bloodforged and Bloodsworn. She also appears in the short story The Funeral of Gotrek Gurnisson, in which she temporarily joins forces with Felix to hunt down the villains whom he mistakenly believes have killed Gotrek. Max is an avid scholar into the powers of Chaos, having lost his family to beastmen as a child, and has made it his mission in life to destroy Chaos wherever he found it: Gotrek and Felix first encountered her in Trollslayer when she was a little girl, the only survivor of a beastmen attack led by a female Chaos Champion. However, they encountered Kat again in Shamanslayer many years later, now a woman in her late twenties and a deadly warrior, driven to kill all beastmen to avenge the murder of her adopted family. Other Dwarfs[ edit ] Borek Forkbeard is an ancient dwarf who is near years old, he was originally of the hold of Karag Dum where he and a group of other dwarves escaped just before the siege of Karag Dum to bring aid. He funded the first attempted rescue mission into the Chaos Wastes in armored dwarf ground vehicles in which he, Snorri and Gotrek were the only survivors. His second and successful attempt was to fly over the waste in an airship built by Malakai Makaisson. Malakai Makaisson is a dwarf Slayer and mad genius engineer. The creator of the Spirit Of Grungi, the great and only airship that carried the fateful expedition to Karag Dum. He has a peculiar accent similar to a Scottish brogue that makes his speech difficult for even other dwarfs to understand. He is also the only known remaining living being, besides Snorri, Borek, and Gotrek and Felix, to have traversed the Chaos Marches and returned alive, with his sanity intact. Snorri Nosebiter is another Dwarf Slayer and an old friend of Gotrek. Snorri is portrayed as being courageous, but incredibly stupid. He is one of the few Dwarves to treat Felix with a great deal of respect, partly because of his connection to Gotrek, and as a result of the things he has seen Felix do. His most notable feature is his crest: By the time of Shamanslayer, Snorri has lost much of his vitality and appears to be suffering dementia, having forgotten much of his past, including the reason he became a Slayer one of the greatest blasphemies in Dwarven society. Snorri seeks to make a pilgrimage to a shrine of the Dwarf gods and ask for his memory back. Rodi Balkisson is another Dwarf Slayer, whom the pair encounter in Shamanslayer. Rodi, along with Snorri and another Slayer called Argrin Crownforger, had been travelling across the Empire since the Storm of Chaos , looking for their dooms. Showing respect to the young Slayer for the first time, Gotrek killed Rodi to free him. Thanquol[ edit ] Grey Seer Thanquol is one of the most recurrent enemies of Gotrek and Felix, a rarity in that he has encountered the pair more than once and lived to tell the tale. A Skaven Grey Seer of great power, Thanquol conspires to achieve a position on the Council of Thirteen and to bring about the day when the armies of the Skaven, led by him, will conquer the surface world in the name of the Great Horned Rat. He came close to his goal in the novel Skavenslayer, nearly conquering the city of Nuln, but the constant intervention of Gotrek and Felix thwarted his plans, forcing him to flee. Humorously, even though they have foiled many of his plans and ruined his status among Skavens, Gotrek and Felix had no idea of who Thanquol was when he finally was able to catch them. Thanquol like Gotrek and Felix is a proven survivor, though unlike Gotrek and Felix who survive on skill, bravery and honor, Thanquol survives mainly due to his cowardice and his willingness to put others in the line of fire. It is proven fact that most Skaven armies or forces led by Thanquol are either wiped out or suffer extremely high casualties even by Skaven standards. Though Thanquol thinks himself a tactical genius, a mighty sorcerer and a brave leader, Thanquol is, like all Skaven, a maniacal egotist and a complete coward who flees at the first sign of trouble. While it is true he has phenomenal sorcerous skill and great cunning, Thanquol prefers to leave the dirty work to his underlings: There have been thirteen Bonerippers, nearly all of which have been killed by Gotrek and Felix. Slain by Gotrek in Skavenslayer. Slain by Felix in

Daemonslayer after Felix threw a dwarf bomb at the creature which Boneripper accidentally swallowed. Slain by Lord Skrolk in Grey Seer. Wounded by a gunpowder explosion in Temple of the Serpent and later eaten by Thanquol Boneripper 7. Is the Re-animated body of the first Boneripper. Made possible by Clan Skyres combined use of sorcery and machinery. Gifted to Thanquol in Thanquols Doom. Despite suffering heavy damage the seventh Boneripper is still up and running. Other enemies[ edit ] Some other enemies Felix and Gotrek have faced and defeated in their adventures include: The Bloodthirster of Karag Dum Daemonslayer: An ancient and powerful daemon of Khorne who stalks the ruined city of Karag Dum in the Chaos Wastes. Severely wounded by Felix, slain by Gotrek. An Orc chieftain who wears the skins of humans as a cloak, armed with an axe and a magic cleaver. A mighty Chaos Lord and follower of the god Tzeentch , who sought to conquer the ancient city of Praag in Kislev. An insane vampire who once served Mannfred von Carstein , Adolphus sought to use an ancient artifact of Nagash to bind all vampires to his will and use them to conquer humanity. Slain by Snorri Nosebiter. Two powerful sorcerers of Tzeentch, Lhoigor and Kelmain first appeared briefly in Dragonslayer as sorcerous advisors and lieutenants to Arek Daemonclaw. In Giantslayer, they sought to use the ancient magic of the Old Ones to destabilise the very balance of the world and open gateways that would allow the forces of Chaos to strike all across the world. Lhoigor was killed by Gotrek and Kelmain was slain by Teclis. A gigantic, Chaos-twisted insectoid creature buried beneath the Dwarven city of Karak Hirn, the Sleeper escaped from its imprisonment and used its powerful psychic abilities to enslave a large number of Orcs, Goblins and Dwarves to do its bidding, in preparation for a war that would allow it to spread its corrupting influence across the world. Lichtmann explains he joined the side of Chaos as he had begun to mutate, despite doing nothing to provoke it, and saw Archaon as the only one who might allow him to live, for the Empire would execute him for being a mutant, and he believed his genius would go to waste. High Sorceress Heshor Elfslayer: Skaven under the command of Thanquol attacking her forces, trying to steal the Harp for themselves, and the intervention of Gotrek and Felix. An Avatar of the Storm God, Stromfels, the Harbinger is a gigantic creature composed of the lower body of a human and the upper body of a shark. The Harbinger sought to destroy the city of Marienburg. The Harbinger, however, was slain by Gotrek in Marienburg: Two powerful Beastmen , Urslak is the titular shaman, while Gargorath is a powerful warlord who serves him. The pair planned, with the aid of Tzeentch to cast a spell that would transform everyone living in the forests of the Empire into beastmen, creating a vast horde of beasts that would allow them to conquer the Old World, but their plans were thwarted when Gotrek destroyed the enchanted menhir they needed to complete their spell. Urslak died after being disembowelled by Gotrek, before being sucked through a hellish portal opened by the destruction of the menhir, while Gargorath was slain by Gotrek in the battle then magically raised from the dead by a powerful necromancer revealed in Zombieslayer as Heinrich Kemmler himself. One of the most powerful necromancers to have ever lived, Kemmler was believed to have died in battle twenty years previous in Bretonnia , but has seemingly returned to plague the Empire. He was encountered initially by Gotrek and Felix in Shamanslayer, posing as "Hans the Hermit", an eccentric tomb robber who showed them a way to reach Urslak Cripplehorn undetected. In one attack, Krell managed to wound Gotrek with his axe; a lethal weapon that left slivers of its blade in a wound that worked their way to the heart, though Gotrek survived. When an army from the Reikland, including Max Schreiber, came to relieve the castle, it transpired that Kemmler had acquired the corpses of the count and countess of the castle and planned to use them as part of a spell that would, if successful, blight and poison all food and water in the Reikland, before his undead army marched on it. As he fled, Kemmler swore revenge, and ominously remarked that his plans had only been delayed, not defeated. It is worthy of note that since both Kemmler and Krell escaped destruction at the hands of Gotrek and Felix, they are two of the few villains along with Grey Seer Thanquol to encounter the pair and survive. Garmr Hrodvitnir Road of Skulls: One of the mightiest champions of the Blood God Khorne to walk the earth, and one of the few characters in the series to have matched Gotrek in battle.

**Chapter 3 : Gotrek and Felix: Books | eBay**

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A series of novels set in the Warhammer world. Disowned by his family, he ran away from home, where he eventually became a bit of an activist, and inadvertently started a riot over an unfair Window Tax. After a night of discussion and much drinking, Felix discovers that Gotrek is a Troll Slayer, a warrior who seeks his death in combat to atone for a past failure or shame. And that the previous night, Felix had sworn an oath to accompany Gotrek in his travels and record his doom in an epic poem. And Dwarfs take oaths very seriously. The books were originally written by William King but have since been taken over by Nathan Long. The books are notable for the fact that in the largely grim and depressing world of Warhammer Fantasy, Gotrek and Felix usually manage to make a real difference in the fight of Order vs. Chaos. Octavia the necromancer from The Serpent Queen can function by the time of the story, but in her backstory was so dependent on routine that major changes made her completely lock up for weeks. She got into necromancy in the first place because she sees predictable mindless undead as superior to chaotic people or intelligent undead. Gotrek wields a battle axe originally forged by Grimnir, the Dwarf god of war, and grants him superhuman superdwarfish? Being a recurring character is no protection, especially in The End Times. Too many to count. Better to Die than Be Killed: Pretty much sums up the big plot in Shaman Slayer. Gotrek and Felix, all the damned time. Gotrek has this with Snorri and even Teclis occasionally. Felix has tons with the other half of his Battle Couple whomever that might be, and with Max Schreiber. Most named characters who fight with Gotrek and Felix will generally have this with one or the other eventually. Gotrek and Felix, natch. Humans and Dwarfs in general, too, thanks to an ancient oath sworn by the Dwarfs to Sigmar. Felix and Ulrika, Felix and Kat. Throughout the story she also expresses a strong crush in Teclis. Felix and Gotrek start as relatively typical heroes of the setting. Kelmain Blackstaff, and Lhoigor Goldenrod are ludicrously powerful sorcerers, two of the most powerful wizards ever in the setting, and all alive at the same time, with the possible exceptions of Teclis, Malekith and Nagash. Getting between a Slayer and alcohol is a bad idea. Inevitably, Otto tries to hard to get Felix to rejoin the family business, which leads to them resenting each other powerfully. Gotrek is perhaps the most badass hero in all of the world, as the combination of his skill, legendarily powerful magical weapon and his own strange destiny means he is practically unkillable. Also, nobody is willing to believe his tales because of Arbitrary Skepticism. Ulrika ends up being transformed into a vampire. Gotrek and Slayers in general. But Garmr in Road of Skulls is arguably the most extreme. His entire purpose is to shatter the barriers holding back the Realm of Chaos and transform the Old World into an endless daemoniac battlefield. But for Me, It Was Tuesday: Thanquol is angry, to put it lightly. Max is a very powerful wizard, but his endurance is sharply limited, and he performs a number of magical feats that come close to killing him. Which is a good thing cause even when they fight each OTHER their plots threaten cities, when they work together to combat a common threat they can destroy nations. Every time he is about to make it big, Gotrek and Felix ruin his plans. This happens so often that he concludes they are hunting him down, and for a while they thought he was following them. He has his own books now. It promptly calls off its Lizardmen goons and creates a temporary current to speed Thanquol safely back to the Skaven under-empire. Because it realises that letting Thanquol live would bring unspeakable doom, death, destruction and disaster. Come The End Times and the time skip before Age of Sigmar and Thanquol is pretty much single-handedly responsible for the Skaven race surviving the end of the world and spreading to others. The stories have been written over a long time frame and some parts of the setting have changed since then. Warhammer is not a very pleasant setting. Bizarrely, averted as the novels drag on. The Drachenfels semi-sequel Beasts in Velvet is at least partially a follow-up to Skavenslayer and references events from Beastslayer, but in this series the events of that series are treated as having happened almost a generation before. Gotrek, despite throwing himself at the most dangerous enemies he can find, repeatedly fails to get himself killed. Felix to a lesser extent. In Zombieslayer another slayer believed that Gotrek is literally cursed with awesome. It culminates in a scene where he punts Gotrek through a door with the retreating survivors that locks behind him before a fight to keep that ridiculous luck from

preventing his own doom. All Slayers are dwarves who have taken an oath to seek heroic doom in recompense for something so disgraceful or shameful that death can be the only recompense. Which is the worst possible shame for any Slayer. And this is for a group who are already so shamed that the only proper way to make up for it is by getting killed by something big and mean. This is what pushes just about any Dwarf to shave their head and join the Slayer Cult. Did Not Think This Through: When informed that he could potentially salvage it if he cooperates, the last human survivor takes his own life as revenge. Gotrek is tossed aside and left for dead by a Chaos Daemon. The last thing it hears before being blasted back to the black realms from which it came is: Another Greater Daemon met them, remarked it had no chance since the Slayer was fated to die fighting something much more powerful than itself, and promptly fled the planet. That is, the first Daemon Prince to ever exist in Warhammer Fantasy, and an entity that could be considered a valid candidate for the title of the 5th Chaos God. In a sense, the entire series: Felix on the other hand ends up trapped in a collapsed temple with no apparent way out and a limited supply of food, water and air. Skjalandir has one, which provides a party of Slayers an additional reason to seek him out in addition to revenge for a wrecked airship. Shame it gets buried under tons of rubble after a cache of gunpowder is accidentally set off. Then again, Dwarfs can dig it out A few of the more notable villains in the series, except to Gotrek. The only exception is that even Gotrek acts more reserved at the mention of Nagash. A few examples are: The Bloodthirster in Daemonslayer. The Dwarfs, except for Gotrek, were terrified and Felix almost soils himself as soon as he sees it. Skjalandir the Ancient, a mutated dragon from Dragonslayer. A local warlord fears him even though he literally has his army surrounding him. While not unintelligent, Aethenir and Claudia Pallenberger in Elfslayer are just complete and utter morons. In Daemonslayer Gotrek and Felix run across a flock of Harpies. Though the harpies are not described in great detail they are apparently ugly, not obviously gendered and completely non human looking, matching the genderless gargoyle look Games Works was going for in the late s. From the early s on Warhammer Harpies started looking far more female and far more human. Exactly What It Says on the Tin: In Trollslayer, Gotrek slays a Troll. In Skavenslayer, Gotrek slays a lot of Skaven. Guess what happens in Daemonslayer? Also in Orcslayer, there are a lot of Orcs but the main enemy is a unique monster. Played with in The Serpent Queen. The name implies they will be fighting the established character Khalida, who appears on the cover. In fact they end up allying with her against the real villain Lhoigor Goldenrod and Kelmain Blackstaff. From Bad to Worse: The Skaven attack on Nuln counts here. Skaven playing your cities head of the secret police like a fiddle? Trying to steal vital war machines and plans from your armory and accidentally burning it down? Unleashing a bio-warfare agent into your city? Launching a full out two pronged assault on your city one front blitzing through the citizens the other going for the ball the local nobility are attending? A tech genius certainly but rather than invent his own things he tries to steal them from humans and improve on them. Max Schreiber, Teclis, and Arek Daemonclaw. Gotrek and Max lampshade this on occasion. Max manages to cure her, but nearly kills himself doing it. Gotrek is actually permanently stuck in one of these. Used in an assassination attempt on Thanquol in one of his spin-offs. He realizes almost too late that Skyre assassins are smarter than that and the real attack is from another direction. When we see from his perspective he actively re-writes his memories and opinions moment to moment depending on how powerful he is in the group and how well his current plan is doing.

### Chapter 4 : Gotrek and Felix - Wikipedia

*The Gotrek & Felix novels form a series telling the adventures of Gotrek Gurnisson, a Dwarf Slayer, and Felix Jaeger, his human companion. Gotrek is sworn to seek a glorious death in battle to atone for an unknown past sin; Felix, a well-off student poet fallen from grace, has has sworn to follow.*

The Dwarf and Associates[ edit ] Gotrek, son of Gurni: The Slayer is armed with a mighty rune axe that was probably forged and used by the Dwarf ancestor god of war and vengeance in the first big throw-down with Chaos. The axe is also mutating him into some sort of super-Dwarf. The result is a Dwarfen demigod of violence and vengeance, a mythical ass-kicker of truly earth-shattering proportions. He wants to die in battle, but is just too good at winning. Before taking the Slayer Oath, Gotrek was just an engineer with a wife, Helga, and a daughter, Gurna. Then, his best friend Snorri convinced him to sign on for a crazily ambitious plan to travel to the Chaos Wastes and recover treasure from a lost Dwarfhold. The expedition went wrong and Gotrek got lost. During his trek home, he discovered the axe on the corpse of a Dwarf lord. When he finally made it home, goblins had burned down his village and murdered his family. And then some dick of a dwarf thane possibly his own, since Snorri confirms Gotrek is a "kinslayer" provoked him until he snapped and killed the prick. Gotrek finally meets his Doom in the novel *Slayer*, in combat with none less than Grimnir himself. Grimnir then resurrects Gotrek and cedes his position as the Dwarfen God of Vengeance, and presumably retires. His last moments show him rejoicing in the prospect of eternal war, and sends Felix back to the "real" world before going to slaughter an infinite army of daemons. More recently, he found himself spat back out into the Mortal Realms. While the Slayers have ceased to exist as he knows them, Gotrek has a sense that he was called to the Mortal Realms for a reason and believes that if he can reunite with Felix he will be able to return to his doom. The stories of the Stormcast Eternals he has heard have led him to wonder if his old friend might be among their number, and he plans to find out for himself. Felix is, despite appearances and his occasional obnoxiousness, the real hero and narrator of the series. Felix is pretty much permanently terrified of dying randomly while Gotrek throws down with godlike evil, and his constant whining about the same is one of his least endearing characteristics, at least during the early books. He also typically acquires a wench-of-the-week in the early books. His long golden hair must have a magic appeal it does nearly get him raped in the first book. The point is driven home in one of the later books when he returns home to Altdorf and meets his older brother Otto, who is about 70, while Felix still looks Whatever enchantment affects him, he also comes to crave violence and danger, if to a lesser extent than Gotrek. In the final books, after Felix has married one of the aforementioned wenches and had a daughter, he finds himself despondent at domestic life and utterly uninspired by taking over the family business or restarting his once-promising poetry career. Thankfully, Gotrek shows up and sucks him back into the fight and indeed into the End Times, where both he and Gotrek play pivotal roles. A badass Gold later retconned to Light Wizard and scientist who accompanies Gotrek, Felix, and bunch of other Dwarfs on a giant air battleship to investigate the fate of the lost hold Karak Dum, in the Chaos Wastes. Originally a slightly disgraced wizard, having been expelled from the Imperial College for his insistence that Chaos must be understood if it is to be defeated, Max was hired to magically ward the airship. On the subsequent adventures, Max proves himself a valuable asset in combat against all sorts of nasties, a steadfast companion and good friend. Initially involved in a love triangle with Felix and the Kislevite noblewoman Ulrika who later became a vampire, for reasons too idiotic to go into , which was a source of pointless tension between them and prevented them from becoming real friends, even though holy shit! Disappeared from the series when Gotrek and Felix got teleported to Albion. Showed up again much later, and was the guardian of the most butt-fuck retarded witch girl in the entire Old World; this caused yet another quarrel between Felix over a girl, but this time it was because the loopy bint came on to Felix and Max thought Felix was being a lech. Reappears in *Kinslayer* as a prisoner of Throgg. His capture prompts the gang to reunite in order to rescue him. A tomboyish even having short hair Kislevite noblewoman. Ulrika eventually grows close to Max after he saves her from a Nurglite plague and a lot of unrequited attention, ending her relationship with Felix. Before Ulrika and Max can consummate their relationship she gets

kidnapped by the vampire Adolphus Krieger, first as a human shield but then Krieger takes a liking to her and turns her into a vampire. The events are covered in two novels that the fanbase is divided on. Though their relationship is completely finished Ulrika occasionally teases Felix about it. He and Gotrek go way, way back, when they were the sole survivors of an expedition to the Chaos Wastes. This is exactly as pathetic and sad as it sounds. Still kicks ass, though, and finally manages to find his doom with his memory restored, and go on to whatever awaits. He was the one who convinced Gotrek to go on the disastrous expedition, which is bad enough. This shit here is real tragedy, you stone-hearted monsters. His ghost makes a cameo in Realmslayer, apparently the realm of Shyish is also home to people who died from the World-that-was. Malakai, son of Makai: Insane genius Dwarf Slayer engineer, who designed the above air battleship and countless other super-badass but ultimately overambitious war machines. Speaks with an awesome Scottish funetik aksent that makes him one of the funniest and funnest characters in the whole series. Only side-character to make the jump to the fantasy game besides Thanquol; one of his war-machines was part of the Slayer Army of Karak Kadrin in Storm of Chaos. He comes back in Slayer, still alive and having invented the Dwarven version of the Vindicare assassins. He has also rebuilt his airship and was planning on using it to drop bombs on Chaos, before being convinced to seek out the Temple of Grimnir. His fate at the end of the series is unknown. Though he is not shown to have died unlike everyone else, a character mentions that Malakai died; so the story killed him off in a footnote. It is hinted at during Realmslayer that he might of survived. Teclis of the White Tower: Showed up in one book to help Gotrek and Felix kill possibly the greatest threat though not the greatest physical challenge they ever faced, the sorcerer twins below and a brainwashed giant of the ancient Sky-Titan variety, not the current foot inbred variety. The primary recurring villain, a Skaven wizard whose incredible power is matched only by his incredible arrogance and exceeded only by his incompetence. In one of his spin-off novels, a Slaan deliberately makes sure Thanquol survives to get back to the Under-Empire because he is such a Starscream that he will certainly cause unparalleled disaster for the Skaven whilst he lives. Is the only member of the novels to repeatedly get playable rules in Warhammer Fantasy throughout multiple editions, and ended up playing a major role in The End Times when the Horned Rat appointed him as his new Seerlord. Throughout the series, starting in the book Dragonslayer, Gotrek and Felix are joined by several slayers. Tens of thousands of trash mobs: Killed some orcs and daemons and mutants and werewolves and goblins and some more daemons and mutants and lots more orcs Trollslayer and every other book too Cleansed the sacred tombs of Karak Eight Peaks of a warpstone-mutated troll , returning countless Dwarf spirits to their rest. In the process, Felix acquired the sword Karaghul and the name of Dwarf Friend Trollslayer Stopped the Skaven from conquering Nuln, by killing them Skavenslayer Killed a million skaven, and some rat ogres too Various Killed a Bloodthirster of Khorne aided by Felix Jaeger who threw an ancient magical dwarven hammer belonging to the dwarf king of Karag Dum at the bloodthirster weakening it giving Gotrek the chance to slay it with his even more formiddable rune axe formerly wielded and crafted by the dwarf slayer god Grimnir. Gotrek slew the Orc warlord while an airship bombing run shredded his army. Killed a daemon made of cannons and blood, possessed by the souls of dead chaos sorcerers Manslayer Drank enough to almost die of alcohol poisoning a feat no dwarf has ever come close to before Killed a Sea Monster and the Dark Elf knight riding it despite being in the water with them Elfslayer Nearly killed a Greater Daemon of Slaanesh, it ran away because it was scared Elfslayer Sank a Dark Elf Black-Ark and tanked an explosion from destroying a world ending artifact Elfslayer again Stops a beastman shaman from turning every human in the Empire into beastmen Shamanslayer Killed two of every animal Killed some zombies Zombieslayer Teamed up with some Tomb Kings to destroy a vampire empire in the Southlands. Killed the same Bloodthirster of Khorne from Daemonslayer in single combat. He is charged to forever hold back and endless tide of daemons to prevent them from overwhelming all of creation. This news seems to put Gotrek at peace for the first time ever, and he sends Felix back to the real world so that someone can write down and remember his story. Then the world ends and presumably everyone else dies. However bear in mind Every Elf in the world is now dead. Every Grudge in the Book of Grudges is counted as fulfilled. Looks like we might have been a bit premature there. So you ended up with titles such as Trollslayer, Skavenslayer, Dragonslayer etc. Recently though they have dropped this brilliant approach to whack any old title on the cover. This can

only confirm the fact BL and GW is stretching out the series as far as they can, as they have literally used up all the possible names to slay things with that they can. The last entry, appropriately enough, is just called Slayer. The Dwarf on the Tabletop[ edit ] As mentioned in passing above, Gotrek and Felix were playable special characters, once upon a time. Sadly, The End Times came and went with no sign of the duo on the tabletop.

### Chapter 5 : Troll Slayer - a Warhammer Gotrek and Felix novel by William King | HobbyLark

*Gotrek Gurnisson, a Dwarf Slayer, and Felix Jaeger, his Human chronicler, are a duo of warriors traveling throughout the length and breadth of the Old World, battling Dark Forces and stopping complots in Gotrek's quest for a heroic death against a terrible foe.*

In the stories in the first book contained within this omnibus, Gotrek and Felix encounter cultists, wolf-riding goblins, a ruined dwarven stronghold, a mutant-creating sorcerer, and werewolves, among other things. Fredrik Bergqvist Although William King might have invented the characters, he is a terrible writer, the characters are one dimensional and the descriptions bland. The books do get better though, especially Deamonlayer had a very epic feel about it, so I still recommend reading the omnibus if planning to read the whole series. Viel Nast the first three novels of the long history of two dissimilar heroes an unconventional pair of an adventurer, a dwarf slayer and his human companion and doom recorder. This book contains the first three volumes of the Gotrek and Felix series. Traci Lee This book actually a collection of the first 3 books in this series is incredible! William King is a phenomenal writer. I was sad when Nathan Long took over the series - nothing against Nathan Long, who is also a great writer. But King just fleshes out his characters in such a way that makes you feel like you know them. And that is impressive when writing about elves, dwarves, orcs, goblins, skaven rat-people , and vampires. Skrach The Goblin Awful. It seemed to be stories written by a junior high school writing class. There was a laughable but memorable part where the author simply described what was suppose to be a climactic scene almost along the line of "He killed the creature. Love the whole series, the down and dirty of the fantasy genre. Sure to be a classic Ryan Rossi Too fun, too furious. There is something to be said about expectations when going into books. I thought Gotrek and Felix would be nothing but a pulpy mess, but an easy read. I expected some silly extended universe schlock to sate my thirst for Warhammer lore after playing Vermintide. I am glad I was wrong. Really three books how I justify the huge read time , each with a foreboding name. The First Omnibus starts out closer to chained short stories Eric Barnum Gotrek and Felix It makes for an entertaining story, but like the chorus of a Nickelback song, it gets a bit repetitive. Skut L Good bloody fun. High adventure in the grim and gritty Warhammer fantasy realm. Howard and Michale Moorcock. Jonas In no way is this a good book, but it is a fun book. Gotrek and Felix saunters around the Empire and get into trouble with Skavens and other malicious monsters. Davek Much better written than it appears from a first look. This deserves a much wider audience than just fans of Warhammer as its a fine body of fantasy work in its own right. This was - and continues to be a great suprise - in both content and style it combines much of the best attributes of Fritz Liebers Fahfrd and the Grey Mouser series. Its set in the Empire of the Warhammer fantasy universe and concerns the travels of The titular characters - Got Christian The book Gotrek and Felix: They soon become friends and Felix eventually finds out that Gotrek is a Slayer; a dwarf seeking out a heroic death in battle to pay for a past crime. That night, when both were extremely drunk Felix Terence Gortek and Felix is a book based in the rather infamous warhammer world, Gortek is a dwarven slayer Even if you know nothing about the Warhammer World, I think King paints a great picture of it for you, and you tend to learn as you go along, sometimes with the characters themselves. The two main characters work excellently together, and across the series Felix the young idealist ages and hardens to the world as he is dragged along behind Gotrek the dour dwarven warrior who remains as cragg The story goes through their accounts, fighting the hordes of chaos, the rat like Skaven, and even a Daemon in the chaos wa David I loved this book. It was the second Warhammer novel I read and I was completely drawn into the story. It is fast faced and the action never stops. I love Gotrek, he completely hooked me into dwarves. I am more of an elf fan so that is no mean feat. Feix was also interesting and we really get to see him grow as the book progresses. The first part is a series of short stories that I find really builds up the characters and lets us get to know them. Undeadcookie This is my first acquaintance with warhammer FB series. Very fascinating and atmospheric, especially when you know background and the real history late middle-ages of the real Earth, because Warhammer FB is fully based on it. Author is surely talented and has a good style. Books are nice, but they have 2 flaws: This is not good for the book, if you can

predict the ending after 10 first pages. I did like the stories in this book and found them to be a quick and easy read. It is enjoyable although derivative. Corey I was given this book as a gift and I feel I got the short end of the stick. Surely this must be some demon in the bottle scenario where the previous owners were forced to sell it off cheaper than what they had purchased it for and I, as the most unlucky of souls, ended up the final owner of this cursed monstrosity. I see a lot of people did like the book s Their first adventures include fighting viscous undead, mutant trolls, and sinister cultists and mutant beast men. Their second adventure takes place in the city of Nuln, the second greatest city in the empire. There they fight the disgusting ratman, called the Skaven who plan an invasion on the city. Their final adventure takes place in the far north, in a land called the Christopher To be short: Loved all three books, and my love for the characters grew with each book. I noticed the style of the book changed when Daemonslayer came along. Gotrek was what I expected in a Slayer, and Felix was the reader in essence. Best villain, who I am sensing is going to be a regular, goes to Grey Seer The Duncan The first omnibus was my first introduction to the tales of the Slayer and his human chronicler. Fans of high adventure in the style of Robert Howard will like this book, with its stories of bravado, magic and mayhem. Although not highbrow in anyway the book was fun to read and a nice rendition of the Warhammer world. Nonethousand Oberrhein The Human poet and the suicidal DwarfThe international RPG world of Warhammer comes to life with two of the most lovable and unique fantasy characters: Felix Jaeger is a Human poet, quick with his sword, but quicker with his pen and tongue ; Gotrek Gurnisson is Slayer, an expert Dwarf fighter seeking honorable death to redeem himself. Ingrid Spera This book is the collection of the first trilogy: Trollslayer, Skavenslayer, and Daemonslayer. I loved this omnibus! The entire book is just the pair making their way through the land and having squirmishes with wild mutants, crazy sorcerers, and all kinds of things t hat go bump in the night. I absolutely love Gotrek Eric It started a little shaky, but as the three books went on the author seemed to better find his voice and to set tone with description rather than direct statement. Although some of the earlier parts may have been tedious, by the end, the journey was quite fun. Christian Good basic fantasy fare. William King writes these kind of thinking characters well and I enjoy listening in on this inner life. Noah Soudrette This book consists of three previously published books, the first being a loosely linked short story collection. The short stories here are fairly entertaining and decently written.

### Chapter 6 : Gotrek & Felix - 1d4chan

*The book Gotrek and Felix: The First Omnibus by William King is a collection of the first three books in the Gotrek and Felix series. The story starts when a young poet/revolutionist Felix Jaeger has his life saved by a dwarf named Gotrek Gurnisson.*

How would you all rank the various books in the Felix and Gotrek series? Personally I liked Skavenslayer the best. Funny and very entertaining, though still packed with carnage. I put Demonslayer and Dragonslayer next. I like the addition of the companions. The companions are there but one disappears sort of. It is really a group of short stories and I might actually rank it second. Giantslayer is down on this list because I miss the companions. I must confess that I never read any of the books that William King did not write. That's part of the reason for this topic: The rest I enjoyed fairly equally, I guess, although if I were to pick one as a favorite it would be Skavenslayer, too. I liked Manslayer and Elfslayer. Primarily because I thought William King was getting repetitive and the story was slowing down. Nathan Long, imho, breathed some new life into the series by advancing the story some years, highlighting the racial differences between Gotrek and Felix, and revisiting some older characters. Cracking good story, too. PST Good to hear, Matt! Orcslayer in particular had a not-very-Warhammer-y bad guy, IMO. If you like those, you should check out The Witcher series by Andrzej Sapkowski. I spent a week holed up with him about ten years ago working on a project for F-F-Foundry that never made it to fruition. I agree that the last 2 books by King were getting repetitive.

### Chapter 7 : Trollslayer - Wikipedia

*The Gotrek & Felix Omnibus book series by multiple authors includes books Trollslayer, Skavenslayer, Daemonslayer, and several more. See the complete Gotrek & Felix Omnibus series book list in order, box sets or omnibus editions, and companion titles.*

Novel Summaries by William King Trollslayer: Gotrek and Felix first appeared in short stories within the pages of very early White Dwarf magazine. These shorts were gathered together and new ones were added to create Trollslayer, a compilation of seven short stories: Geheimnisnacht tells of how Gotrek and Felix encounter a Slaaneshi cult on the most evil-omened night of the year. In The Mark of Slaanesh Gotrek temporarily loses most of his mental functions and Felix must contend with a Slaanesh-worshipping nobleman to cure him. The Mutant Master tells of their confrontation with a would-be Chaos Sorcerer. Gotrek and Felix have found employment in the Empire city of Nuln. However, the city is threatened by the plans of the Skaven, led by Grey Seer Thanquol. The duo must thwart various plots by the contending Skaven factions to keep the city, and themselves, safe. Gotrek is summoned by an old friend to accompany an airborne expedition into the Chaos Wastes. The expedition seeks the ruins of the ancient Dwarf-hold Karag Dum. This novel introduces four long-running characters: When the armies of Chaos march south to invade the Old World, the city of Praag is the first they must take. In such an enormous siege Gotrek and Snorri hope to find their dooms - and Felix, Max and Ulrika just hope to stay alive. Gotrek, Felix, Snorri, Max and Ulrika venture into vampire-haunted Sylvania with the aim of hunting down Vampire Lord Adolphus Krieger; a hunt that will have terrible consequences for them all. Separated from the last of their companions by a wormhole, Gotrek and Felix find themselves on the twisted isle of Albion, with threats aplenty to face. After venturing far from the Old World and being gone for years, Gotrek and Felix agrees to help an old friend retake an Orc-infested Dwarf hold. But something sinister seems to be controlling the Orcs, and soon the pair are caught up in their fiercest battle yet. Gotrek and Felix return to the realms of man for the first time in decades. Gotrek and Felix join Max Schreiber - now an aged man and powerful wizard lord - on a venture to recover a devastating weapon of destruction from a Black Ark of the Dark Elves. However, they are not the only ones after the weapon, and soon the pair come face to face with an old nemesis. In order to earn it back Gotrek and Felix find themselves on a quest into the most untamed parts of the Old World and come into conflict with an army of beastmen - and a reunion with Snorri turns out not to be as helpful as it should. An evil necromancer is raising an army of the undead. Gotrek, Felix and Snorri must stand between him and the Empire lest all be lost.

### Chapter 8 : Gotrek & Felix (novel series) - Warhammer - Age of Sigmar - Lexicanum

*Book 2 of the Doom of Gotrek Gurnisson It all ends here After more than twenty years of adventures, Gotrek and Felix, brought together by fate but torn asunder by Gotrek's brutal actions towards an old friend, face their final challenge as the world reaches the End Times.*

### Chapter 9 : The First Omnibus

*Gotrek Gurnisson and Felix Jaeger are two characters from the world of Warhammer fantasy. Gotrek is a dwarf and belongs to the cult of Grimnir and is more often refer to as a troll slayer (hence the title of the book). Having undergone some unknown incident in his past Gotrek has sworn to seek death.*