

### Warhammer Tomb Kings

Burdep is a young Mirus who has everything going for him. He's in line to be the tribe's next chieftain, and everything in his city is good. His only problem is that he must find a wife and be married before he can take the throne—and marrying is something he swore he would never do. But darker times are soon to arrive in the Mirus city. Not long before he is supposed to take the throne, a pack of giant wolves attacks the kingdom, injuring both Burdep and his father—who is killed soon after the attack by dark magic. Now, the same man who murdered Burdep's father wants to banish magic and take the throne for himself—and seeks to kill Burdep and his younger, twin siblings to make it happen. In order to survive, the three must escape. Burdep and his siblings flee to a dark forest on the edge of their kingdom, only to be chased by more wolves and a dark, hooded creature that emanates evil. Along the way, Burdep finds a legendary sword and is joined by the prophesied Company of Ornan. Together, they must find a way to defeat the ancient evil threatening their lands. In this first installment of a three-part epic, follow Burdep and his siblings as they travel through the other kingdoms in the land of Domus-Lux and learn that trusting God is the only way to be successful.

New omnibus edition of Mike Lee's classic Warhammer fantasy trilogy *The Rise of Nagash*. In the fantasy world of Warhammer, magic suffuses the land to such an extent that even the dead can 'live' again, and whole empires of undead creatures hold sway in the dark places of the Old World. The vampires in the forests, the ghouls in their tunnels, the tomb kings of the southern deserts - all can trace their dark lineage back to Nagash, the first necromancer and supreme lord of undeath. For it was Nagash, two millennia before the time of Sigmar, who wrested the secrets of life and death from the dark elves, embarking upon a quest for immortality that would spark a war, destroy an empire and unleash a plague of undeath that would blight the Old World until the End Times and beyond.

Das Sprechen und Schreiben Jugendlicher ist durch eine große Variationsbreite an Ausdrucksmöglichkeiten gekennzeichnet, die u.a. in der Heterogenität der Jugendgruppen selbst sowie in den stetigen Veränderungen der Sprachgebrauchsweisen Jugendlicher fußt. Diese sprachliche Variabilität in Jugendkommunikation und ihre Dynamik im Zusammenhang mit dem gesellschaftlichen Wandel vor dem Hintergrund innerer und äußerer Mehrsprachigkeit stellt die Forschung vor immer neue Fragen. Das zweibändige Referenzwerk bündelt die aktuelle internationale Forschung zum Thema "Jugendsprachen" und stellt sie in ihrer vollen Breite dar. Ausgehend von einer sozio- und variationslinguistischen Perspektive werden neben einer Fokussierung lexikalischer und phraseologischer Besonderheiten auch grammatische Entwicklungen nachgezeichnet und in Bezug auf pragmatisch-funktionale Wirkungen in der sozialen Interaktion sowie in ihrer Bedeutung für sprachliche Veränderungsprozesse hinterfragt. In acht Hauptkapiteln thematisieren die Beiträge den Sprachgebrauch Jugendlicher u.a. in urbanen und multilingualen Kontexten, in ruralen und dialektalen Umgebungen, im medialen Umfeld, in Lehr- Lernkontexten sowie in weiteren gesellschaftlich

