

The Scarab Path Shadows Of Apt 5 Adrian Tchaikovsky

The Mayan god of death sends a young woman on a harrowing, life-changing journey in this dark, one-of-a-kind fairy tale inspired by Mexican folklore. "A spellbinding fairy tale rooted in Mexican mythology . . . Gods of Jade and Shadow is a magical fairy tale about identity, freedom, and love, and it's like nothing you've read before."—Bustle **NEBULA AWARD FINALIST • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • Tordotcom • The New York Public Library • BookRiot** *The Jazz Age is in full swing, but Casiopea Tun is too busy cleaning the floors of her wealthy grandfather's house to listen to any fast tunes. Nevertheless, she dreams of a life far from her dusty small town in southern Mexico. A life she can call her own. Yet this new life seems as distant as the stars, until the day she finds a curious wooden box in her grandfather's room. She opens it—and accidentally frees the spirit of the Mayan god of death, who requests her help in recovering his throne from his treacherous brother. Failure will mean Casiopea's demise, but success could make her dreams come true. In the company of the strangely alluring god and armed with her wits, Casiopea begins an adventure that will take her on a cross-country odyssey from the jungles of Yucatán to the bright lights of Mexico City—and deep into the darkness of the Mayan underworld. Praise for Gods of Jade and Shadow "A dark, dazzling fairy tale . . . a whirlwind tour of a 1920s Mexico vivid with jazz, the memories of revolution, and gods, demons, and magic."*—NPR "Snappy dialog, stellar worldbuilding, lyrical prose, and a slow-burn romance make this a standout. . . . Purchase where Naomi Novik, Nnedi Okorafor, and N. K. Jemisin are popular."—Library Journal (starred review) "A magical novel of duality, tradition, and change . . . Moreno-Garcia's seamless blend of mythology and history provides a ripe setting for Casiopea's stellar journey of self-discovery, which culminates in a dramatic denouement. Readers will gladly immerse themselves in Moreno-Garcia's rich and complex tale of desperate hopes and complicated relationships."—Publishers Weekly (starred review)

Seal of the Worm is the tenth and final book in the critically acclaimed epic fantasy series Shadows of the Apt by Adrian Tchaikovsky. An ancient enemy stirs once more . . . The Empire has vanquished its enemies at last, but at a terrible price. With her chief rival cast into the abyss, Empress Seda must face the truth of what she's unleashed in her hunger for power. Now the Seal has been shattered, the ancient Worm stirs towards the light for the first time in a thousand years. Already it is striking at the surface, consuming everything in its voracious path. Unchecked, it will ravage the world. As her victory seems hollow indeed, Seda knows that only the most extreme solution can lock the Worm in the dark once more. But if she'll go to such horrific lengths to save them all from the Worm, who'll save the world from her? Start the epic journey with Empire in Black and Gold, the first book in the Shadows of the Apt series.

For centuries, supernatural powers have reigned, warring among themselves, culling the human herds and lashing out from the shadows. The creatures of the night have held court since before the dawn of history. Nothing lasts forever. From the throng of humanity, individuals emerge who know the truth. They know monsters exist. Enough is enough! The forces of darkness must pay their due. The time of retribution is at hand. Travel to the Fertile Crescent -- the Middle East and Egypt -- to discover what beasts lurk even under the desert sun.

No one goes to Illmarsh, a decrepit village haunted by tales of ghastly midnight rites and sacrifices to shadows from the sea. When the heroes learn of an unholy bargain between the cultists of the Whispering Way and the drowned gods of this wretched town, they must journey through a wilderness gone wrong to prevent it. Can the heroes discover what foulness festers in the mind of Illmarsh and withstand the whispers of an insanity from beyond the stars? A Pathfinder Roleplaying Game adventure for 9th-level characters, this volume continues the Carrion Crown Adventure Path, drawing on themes of classic horror stories long awaited by players. The heroes will investigate lands inspired by the mind-bending horrors of H.P. Lovecraft and face off against terrifying foes drawn from his ever-popular Cthulhu Mythos. This volume also introduces the unimaginable terrors of the Elder Gods to the Pathfinder campaign setting with an expanded Bestiary unleashing a host of maddening Lovecraftian monsters, plus much more including new fiction in the Pathfinder's Journal!

Hunter

Blood of the Mantis

Strange Shadows

Wake of the Watcher

A Steampunk Romance

The city states of the Lowlands have lived in peace for decades, bastions of civilization, prosperity and sophistication, protected by treaties, trade and a belief in the reasonable nature of their neighbors. But meanwhile, in far-off corners, the Wasp Empire has been devouring city after city with its highly trained armies, its machines, it killing Art . . . And now its hunger for conquest and war has become insatiable. Only the aging Stenwold Maker, spymaster, artificer and statesman, can see that the long days of peace are over. It falls upon his shoulders to open the eyes of his people, before a black-and-gold tide sweeps down over the Lowlands and burns away everything in its path. But first he must stop himself from becoming the Empire's latest victim.

The Air War is the eighth book in the critically acclaimed epic fantasy series Shadows of the Apt by Adrian Tchaikovsky. An empress demands her birthright . . . All is in turmoil as the world moves towards war. In Solarno, spies eye one another and ready their knives - while the people of Myna watch troops gather at its borders. Emotions run high as old fears reawaken. And in Collegium students argue politics, too late to turn the tide. At the heart of the Empire, new pilots complete their secretive training, generals are recalled to service and armies are readied to march. Their Empress, heir to two worlds, intends to claim her birthright. For nothing - either within the Empire or beyond it - will stand in her way. The Air War is followed by the ninth book in the Shadows of the Apt series, War Master's Gate.

A #1 New York Times Bestseller! "A riveting Game of Thrones meets Arabian Nights love story." - US Weekly Every dawn brings horror to a different family in a land ruled by a killer. Khalid, the eighteen-year-old Caliph of Khorasan, takes a new bride each night only to have her executed at sunrise. So it is a suspicious surprise when sixteen-year-old Shahrzad volunteers to marry Khalid. But she does so with a clever plan to stay alive and exact revenge on the Caliph for the murder of her best friend and countless other girls. Shazi's wit and will, indeed, get her through to the

dawn that no others have seen, but with a catch . . . she's falling in love with the very boy who killed her dearest friend. She discovers that the murderous boy-king is not all that he seems and neither are the deaths of so many girls. Shazi is determined to uncover the reason for the murders and to break the cycle once and for all.

A secret passageway. A tortured ghost. A love that transcends time. On All Hallows' Eve, Lady Diana Starr is poised to uncover a lost zoological treasure when an unfortunate steam accident threatens to destroy the chance of a lifetime. Locked in a race with her arch nemesis, she must toss aside all decorum and break rules—lest he destroy her dreams. Again. Trapped in the past and doomed to re-live the night of his murder, Lord Leo Wraxall awakens at sunset. This year, something is different. Might an unexpected time traveler who arrives at his hidden workshop help alter his cursed fate? But destiny refuses to relax its grip; the stars cannot be realigned. As adversaries threaten to snatch away a final thread of hope, can Diana and Leo forge a new path into the future? Or will they be haunted for eternity by what might have been? A GHOST IN AMBER is a novel in a Victorian Steampunk Romance series filled with mad scientists, inquisitive young ladies and dangerous gentlemen. THE ELEMENTAL STEAMPUNK CHRONICLES The Golden Spider The Silver Skull The Iron Fin Venomous Secrets ELEMENTAL STEAMPUNK TALES A Trace of Copper In Pursuit of Dragons A Reflection of Shadows A Snowflake at Midnight A Ghost in Amber ELEMENTAL STEAMPUNK STORIES The Tin Rose Kraken and Canals Rust and Steam Perfect for fans of Gail Carriger, Bec McMaster, Meljean Brook, CJ Archer, AW Exley, and Shelley Adina - Steampunk - Science Fiction - Romantic Fantasy - Alternate History - Adventure - Historical - Gaslamp - Fantasy - Myths and Legends

Guns of the Dawn

Made Things

The Widow's House

The Uncollected Fiction and Essays of Clark Ashton Smith
Empire in Black and Gold

War Master's Gate is the ninth book in the critically acclaimed epic fantasy series **Shadows of the Apt** by Adrian Tchaikovsky. A city makes its last stand . . . The Empire's mighty imperial armies are marching on Collegium once more. They've learnt from past failures and this time their Empress will brook no weakness. **Stenwold Maker's** aviators still dominate the skies, but their rule will soon be

over. For the Empire has developed a terrifying aerial weapon to level the battlefield. Yet victory may be decided elsewhere. In an ancient forest, where Mantis clans pursue their own civil war, Empress Seda is seeking a lost power from the old world. Cheerwell Maker knows she must stop her rival at any cost, but their conflict could awaken something far deadlier. Something that would make even their clash of nations pale into insignificance. War Master's Gate is followed by the tenth and final book in the Shadows of the Apt series, Seal of the Worm.

The human Race is at war with the Vicious Dalki and when they needed help more than ever, THEY started to come forward. Humans who had hidden in the shadows for hundreds of years, people with abilities. Some chose to share their knowledge to the rest of the world in hopes of winning the war, while others kept their abilities to themselves. Quinn had lost everything to the war, his home, his family and the only thing he had inherited was a crummy old book that he couldn't even open. But when the book had finally opened, Quinn was granted a system and his whole life was turned around. He completed quest after quest and became more powerful, until one day the system gave him a quest he wasn't sure he could complete. "It is time to feed!" "You must drink human blood within 24 hours" "Your HP will continue to decrease until the task has been completed" More info, visit: <https://www.webnovel.com/>

USA TODAY BESTSELLER A Master Chief story and original full-length novel set in the Halo universe—based on the New York Times bestselling video game series! October 2559. It has been a year since the renegade artificial intelligence Cortana issued a galaxy-wide ultimatum, subjecting many worlds to martial law under the indomitable grip of her Forerunner weapons. Outside her view, the members of Blue Team—John-117, the Master Chief; Fred-104; Kelly-087; and Linda-058—are assigned from the UNSC Infinity to make a covert insertion onto the ravaged planet Reach. Their former home and training ground—and the site of humanity's most cataclysmic military defeat near the end of the Covenant War—Reach still hides myriad secrets after all these years. Blue Team's mission is to penetrate the rubble-filled depths of CASTLE Base and recover top-secret assets locked away in Dr. Catherine Halsey's abandoned laboratory—assets which may prove to be humanity's last hope against Cortana. But Reach has been invaded by a powerful and ruthless alien faction, who have their own reasons for being there. Establishing themselves as a vicious occupying force on the devastated planet, this enemy will soon transform Blue Team's simple retrieval operation into a full-blown crisis. And with the fate of the galaxy hanging in the balance, mission failure is not an option.

The Bear and the Serpent is the second book in Adrian Tchaikovsky's epic fantasy trilogy, Echoes of the Fall, following The Tiger and the Wolf. "Addictively brilliant" — John Gwynne on The Tiger and the Wolf As the south is in turmoil, an old terror emerges in the north . . . Maniye, child of both Wolf and Tiger clans, has been named Champion of her people. But they're unsure if she's an asset

or a threat. To buy time, she joins Prince Tecuman's warband of outcasts and heads south, to help him gain his crown. She wants to discover her true place in the world, but instead heads into the jaws of a fierce new conflict. Civil war threatens as Tecuman and his twin sister battle for the throne, for only one can rule. Yet whoever triumphs will carry a heavy burden, as a great doom has been foreseen that will fall across their whole world. And soon Maniye finds herself at the heart of a political storm. Danger is also shadowing her old home, where Loud Thunder and his Bear clan are attempting to unite the northern tribes. But only extreme peril will end age-old rivalries. An adversary from the most ancient of times is preparing to strike, putting their lands and their very souls in danger. And neither north nor south will be spared the terror to come. Complete this sweeping coming-of-age fantasy trilogy with *The Hyena and the Hawk*.

Pathfinder Adventure Path: Life's Long Shadows (Extinction Curse 3 of 6) (P2)

Shadowmancer

Salute the Dark

The Tiger and the Wolf

The Waters Rising

The Scarab PathPrometheus Books

Heirs of the Blade is the seventh book in the critically acclaimed epic fantasy series *Shadows of the Apt* by Adrian Tchaikovsky. The greatest foe is the enemy within . . . Tynisa is on the run, but she cannot escape the demons of her own mind. Amidst the fragmenting provinces of the Dragonfly Commonwealth, her past will at last catch up with her. Her father's ghost is hunting her down. At the same time, the Wasp Empire seeks to conquer the city of Khanaphes, the fallen jewel of the ancient world. Whilst Empress Seda's soldiers seek only conquest and prestige, she sees herself as the heir to all the old powers of history, and has her eyes on a far greater prize. *Heirs of the Blade* is followed by the eighth book in the *Shadows of the Apt* series, *The Air War*. The ninth in the *Shadows of the Apt* seriesRelentlessly advancing towards Collegium, the Empire is again seeking to break down its walls. The mighty imperial armies have learned from their failures, and Empress Seda will brook no weakness in her soldiers. However, Stenwold Maker has earned his title, and the War Master has strategies to save his city. His aviators rule the skies, but the Wasp Kinden Empire has developed a terrifying new aerial weapon. Yet the campaign may be decided far from marching armies and the noise of battle. In an ancient forest, where Mantis clans pursue their own civil war, the Empress Seda is seeking lost magic. Some dangerous shadow of old night is locked up among these trees and she wants its power. Cheerwell Maker must stop her, at any cost, but will their rivalry awaken something far deadlier something that could make even their clash of nations pale into insignificance?"

WINNER OF THE 2016 ARTHUR C. CLARKE AWARD A race for survival among the stars ...

Humanity's last survivors escaped earth's ruins to find a new home. But when they find it, can their desperation overcome its dangers? WHO WILL INHERIT THIS NEW EARTH? The last remnants of the human race left a dying Earth, desperate to find a new home among the stars. Following in the footsteps of their ancestors, they discover the greatest treasure of the past age - a world terraformed and prepared for human life. But all is not right in this new Eden. In the long years since the planet was abandoned, the work of its architects has borne disastrous fruit. The planet is not waiting for them, pristine and unoccupied. New masters have turned it from a refuge into mankind's worst nightmare. Now two civilizations are on a collision course, both testing the boundaries of what they will do to survive. As the fate of humanity hangs in the balance, who are the true heirs of this new Earth? PRAISE FOR CHILDREN OF TIME "A refreshingly new take on post-dystopia civilizations, with the smartest evolutionary worldbuilding you'll ever read" Peter F. Hamilton "This is superior stuff, tackling big themes - gods, messiahs, artificial intelligence, alienness - with brio" Financial Times "Like a Stephen Baxter novel with an epic sweep of history ... added to a broad cast of a

Peter Hamilton Space Opera and the narrative drive of, say, a David Brin or a Greg Bear old style SF novel, Children of Time soon got me hooked." SFF World "Children of Time has that essence of the classic science fiction novels, that sense of wonder and unfettered imagination but combined with this is the charm of a writer who really knows how to entertain ... Essential science fiction, a book not to be missed." SF Book

The Air War

A Master Chief Story

Egyptian Scarab Oracle

The Hive Queen

Set in the secluded world of cloistered abbeys, long-lost secrets and angelic humans, Angelology has all the makings of a blockbuster hit, combining elements of The Da Vinci Code and Kate Mosse's Labyrinth Sister Evangeline was just a young girl when her father left her at St. Rose Convent under the care of the Franciscan Sisters of Perpetual Adoration. Now a young woman, she has unexpectedly discovered a collection of letters dating back sixty years to letters that bring her deep into a closely guarded secret, to an ancient conflict between the millennium-old Society of Angelologists and the monstrously beautiful Nephilim, the descendants of angels and humans. Rich and mesmerizing, Angelology blends biblical lore, mythology and the fall of the Rebel Angels, creating a luminous, riveting tale of one young woman caught in a battle that will determine the fate of the world.

Fresh from their successes in Escadar, the heroes bring their traveling circus to the Isle of Kortos--the so-called Starstone Isle at the heart of the Inner Sea. As their circus tours the farming communities in the breadbasket known as the Swardlands, the heroes get a chance to explore the three aeon towers that impart enchanted bounty to the land. Yet all is not well in the Swardlands, as ecological damage and raiding beasts threaten the hardworking farmers and loggers. The heroes must overcome the aeon towers' stony guardians, entrenched vulgath hordes, and a zealous dero murderer before they can confront the vulgaths' alchemist leader and disrupt his disastrous scheme to use the aeon towers to bring ruin to everyone on the island! "Life's Long Shadows" is a Pathfinder adventure for four 9th-level characters. This adventure, from author Greg A. Vaughan, continues the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Sea. This adventure also includes information about the bountiful area known as the Swardlands and the malevolent demon lord Zevgavizeb as well as new monsters and rules. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

A novel of sword and sorcery from the "fabulously talented" New York Times–bestselling author of The Witches of Wenshar (Charlaine Harris). For years, Sun Wolf and his gang of cutthroats were the most feared mercenaries in the land. When Sun Wolf learned he could work magic, he and his lieutenant—the fearsome Amazon Starhawk—left the gang behind so that he could learn to harness his new powers, and his men went their own way. A year later the old crew reaches out to Sun Wolf for his help. A string of rotten luck has befallen their latest campaign, and they have begun to suspect a curse. Their arrows break; their food rots; their tunnels cave in. They have heard rumors of Sun Wolf's magical abilities, and beg for his help. But when he goes after whatever is targeting his men, he finds himself up against the deadliest force he has ever encountered. This ebook features an illustrated biography of Barbara Hambly, including rare photos and never-before-seen documents from the author's personal collection.

The #1 New York Times bestselling series continues with a thrilling revelation -- three brand-new tribes of dragons! Growing up in the hives, Cricket has always had a million questions.

Why are trees forbidden, even in art? Why do her parents seem to hate her? And the biggest, most dangerous and secret question of all: Why is Cricket immune to Queen Wasp's powers? Whenever the queen takes control of all the HiveWings, speaking through their mouths and seeing through their eyes, Cricket has to hide, terrified of being discovered. Now she's hiding again, wanted for stealing the Book of Clearsight along with her new SilkWing friends, Blue and Swordtail, and the fierce LeafWing, Sundew. The fugitives need answers, and fast, in order to prevent a LeafWing attack. But Cricket has more questions than ever. How can she stay hidden and discover the queen's deadliest secret? And if she does succeed -- can a powerless dragonet really do anything to topple a regime and stop a war?

Holy War

Children of Time: Children of Time Book 1

A Novel

My Vampire System

A Reverse Harem Romance Prequel

The only thing that talks louder than magic is money... Too bad I have neither. My name is Lana Crow, and I'm one of the Blighted-a non-magical person in a world ruled by magic. There aren't many chances to get ahead when the people in power think you're trash. So my boyfriend Corin and I steal for a living, hoping to one day buy our way out of this dusty Blighted settlement in Wyoming and into a better future. And then it falls in our lap. The perfect score. A ruby the size of my fist. Sure, stealing from the magically Gifted is always a risk. But some risks are worth taking, right? Right? This short story is a prequel to the Magic Awakened reverse harem urban fantasy series coming September 2018.

The Church of Armes of the Light has battled the forces of Darkness for as long as anyone can remember. The great prophecy has foretold that a band of misfits, led by a high priestess will defeat the Dark Lord Darvezian, armed with their wits, the blessing of the Light and an artifact stolen from the merciless Spider Queen. Their journey will be long, hard and fraught with danger. Allies will become enemies; enemies will become allies. And the Dark Lord will be waiting, always waiting... Spiderlight is an exhilarating fantasy quest from Adrian Tchaikovsky, the author of Guns at Dawn and the Shadows of the Apt series. Reviews and quotes "Spiderlight is a creepy-crawly treat from the master of non-human heroes, a joy from beginning to end." – Paul Cornell, author of Witches of Lychford and The Severed Streets "[Spiderlight] is a master class in subverting our expectations to surprise, engage, and deliver a fantastic story that works even when it isn't pulling the rug out from under us." – Barnes & Noble Sci-Fi and Fantasy Blog "Tchaikovsky clearly has a great deal of talent, and a real handle on the fantasy genre, with the ability to splice in different influences almost seamlessly." –SciFi Now Magazine "Occasionally a fantasy author comes up with a way to break the mould of traditional genre tropes: M. John Harrison's Viriconium and China Mieville's Perdido Street Station are two examples that immediately spring to mind. Tchaikovsky looks like a new addition to that select hall of fame." –Death Ray Magazine "Working in a small space, Tchaikovsky gives us sympathetic characters, real moral dilemmas, and emotional depth, all shot through with a sly humor that kept me grinning throughout. If, like me, you're a D&D fan who always wondered about the ethics of Detect Evil or what the orcs eat in Mordor, you will love this one." – Django Wexler, author of the Shadow Campaigns series "Subversive and classic, Spiderlight is a timeless adventure cranked up for the modern era of readers. A warship-rocker of an

adventure, Adrian Tchaikovsky has struck another literary goldmine that 's perfect for readers to dive into. Gripping and highly recommended." – Jeremy Szal, Starship Sofa "Spiderlight is a rip-roaring, old-fashioned heroic fantasy romp that also messes playfully with some of the genre 's more outdated conventions... a breathless rush that never outstays its welcome." – Dirge Mag "Spiderlight will take you on a ride directly through straight fantasy and into the realms of the really fantastic... a brilliantly original novel." – Geek Syndicate "A must-read for all fans of fantasy. Very highly recommended." – Civilian Reader "In a world of large epic fantasy series with mushy pacing and a lack of focus, Spiderlight is as sharp as a spider 's fang, as tight as its webbing, and as multifaceted as its gaze." – Skiffy & Fanty "A very fun, creepy quest tale with some quirky and engaging adventurers." – Bull Spec At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The first in the Echoes of the Fall series, *The Tiger and the Wolf* is an epic fantasy novel by Adrian Tchaikovsky, winner of the Arthur C. Clarke Award and British Fantasy Award for Best Novel. ' One of the most interesting and accomplished writers in speculative fiction ' - Christopher Paolini In the bleak northern crown of the world, war is coming . . . Maniye 's father is the Wolf clan 's chieftain, but she 's an outcast. Her mother was queen of the Tiger and these tribes have been enemies for generations. Maniye also hides a deadly secret. All can shift into their clan 's animal form, but Maniye can take on tiger and wolf shapes. She refuses to disown half her soul so escapes, rescuing a prisoner of the Wolf clan in the process. The killer Broken Axe is set on their trail to drag them back for retribution. The Wolf chieftain plots to rule the north, and controlling his daughter is crucial to his schemes. However, other tribes also prepare for strife. Strangers from the far south appear too, seeking allies in their own conflict. It 's a season for omens as priests foresee danger and a darkness falling across the land. Some say a great war is coming, overshadowing even Wolf ambitions. A time of testing and broken laws is near - but what spark will set the world ablaze? Continue this sweeping coming-of-age fantasy with *The Bear and the Serpent*.

Award-winning author Adrian Tchaikovsky's *Made Things* is dark fantasy tale of how the most unlikely characters may become the most heroic. Making friends has never been so important. Welcome to Fountains Parish--a cesspit of trade and crime, where ambition curls up to die and desperation grows on its cobbled streets like mold on week-old bread. Coppelgia is a street thief, a trickster, a low-level con artist. But she has something other thieves don't... tiny puppet-like companions: some made of wood, some of metal. They don't entirely trust her, and she doesn't entirely understand them, but their partnership mostly works. After a surprising discovery shakes their world to the core, Coppelgia and her friends must re-examine everything they thought they knew about their world, while attempting to save their city from a seemingly impossible new threat. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Spiderlight

The Scarab Path

Angelology

Kissed by Shadows

The Witches of Wenshar

From a New York Times–bestselling author, the tale of a mercenary who must master newfound magic to battle a powerful evil. After a lifetime of brutal war, which he survives through strength and daring, the mercenary Sun Wolf was shocked to discover within himself an inclination toward magic. Accompanied by his lieutenant, Starhawk, he travels across the forbidding desert to the land of Wenshar, where witchcraft is said to flourish. There he meets a witch with powers far beyond her years, who is rumored to have mastered the ancient white magic. But when he and Starhawk finally reach her, there is evil in the air—an evil which all their might is useless. Sun Wolf must learn to harness his newfound powers—taken by this sinister trap. This ebook features an illustrated biography of Barbara Hambro, including rare photos and never-before-seen documents from the author's personal collection. The Egyptian alternative to rune stones, this oracle is simple to learn, easy and fun to use, and also serves as an introduction to the gods, goddesses, and religious concepts of ancient Egypt. "As a figure of the supernatural the mummy has attained iconic status in the popular imagination. For the first time, The Mammoth Book of the Mummy presents a collection of stories written for the twenty-first century—including three brand-new stories—that explore, subvert, and reinvent the mummy mythos. Some delve into the past, others explore alternative histories, and some bring mummies into our own world. Within these covers lie stories of revenge, romance, monsters, and mayhem, ranging freely across time periods, genres, and styles sure to appeal to both mummy-lovers and those less wrapped up in mummy lore!

Salute the Dark is the fourth book in the critically acclaimed epic fantasy series Shadows of the Apt by Adrian Tchaikovsky, winner of the Arthur C. Clarke Award. As spymaster Stenwold makes a stand in his home city, others must choose where their loyalties lie. All must face the end of days . . . The mighty Wasp armies are on the march. And with war imminent, spymaster Stenwold must finally separate allies from false friends. He knows the Empire won't stand if its flag hangs over Collegium, Stenwold's home city. Tisamon the Weaponsmaster favors a more direct strategy – facing the Wasp Emperor himself, with a blade in his hand. He'd be abandoning both friends and family to do so. Yet is he driven by honour, or being manipulated by something far more sinister? With the Shadow Box in his possession at last, Uctebri begins his dark ritual. The Wasp-kind's Emperor believes this will grant him immortality. However, Uctebri has his own plans – for the Emperor and the Empire. Salute the Dark is followed by the fifth book in the Shadows of the Apt series, The Scarab Path.

Seal of the Worm

The Mammoth Book of the Mummy

Halo: Shadows of Reach

The Pedestrian

War Master's Gate

Save the Magaambya! The heroes return to the Magaambya magic academy to find the villain they'd vanquished on a distant planet had set another scheme in motion long ago. Students and teachers have been twisted by evil magic, and the heroes must engage in legendary tests to gain the means to free them. While a monstrous foe thrashes through the Magaambya, it's up to the heroes to save the school from utter destruction! "Shadows of the Ancients" is a Pathfinder adventure for four 18th-level characters by Saif Ansari. This adventure concludes the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the

heroes rise from humble students to influential teachers, and ultimately decide the fate of the Magaambya. This adventure provides guidance to tell stories that are like fables or set in truly unusual adventure locations, and concludes with a look at powerful monsters, magic, and abilities that only the mightiest Magaambyan heroes can claim! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

THE RISE OF THE DRAGON AND THE FALL OF KINGS Lord Regent Geder Palliako's war has led his nation and the priests of the spider goddess to victory after victory. No power has withstood him, except for the heart of the one woman he desires. As the violence builds and the cracks in his rule begin to show, he will risk everything to gain her love or else her destruction. Clara Kalliam, the loyal traitor, is torn between the woman she once was and the woman she has become. With her sons on all sides of the conflict, her house cannot stand, but there is a power in choosing when and how to fall. And in Porte Oliva, banker Cithrin bel Sarcour and Captain Marcus Wester learn the terrible truth that links this war to the fall of the dragons millennia before, and that to save the world, Cithrin must conquer it. **The Dagger and the Coin****The Dragon's Path****The King's Blood** **The Tyrant's Law****The Widow's House****The Spider's War** Writing as James S. A. Corey (with Ty Franck) **The Expanse** (soon to be a major SyFy Channel television series)**Leviathan Wakes****Caliban's War****Abaddon's Gate****Cibola Burn****Nemesis** Games

The war with the Wasp Empire has ended in a bitter stalemate, and Collegium has nothing to show for it but wounded veterans. Cheerwell Maker finds herself crippled in ways no doctor can mend, haunted by ghosts of the past that she cannot appease, seeking for meaning in a city that no longer seems like home. The Empress Seda is regaining control over those imperial cities who refused to bow the knee to her, but she draws her power from something more sinister than mere armies and war machines. Only her consort, the former spymaster Thalric, knows the truth, and now the assassins are coming and he finds his life and his loyalties under threat yet again. Out past the desert of the Nem the ancient city of Khanaphes awaits them both, with a terrible secret entombed beneath its stones...

Driven by the ghosts of the Darakyon, Achaeos has tracked the stolen Shadow Box to the marsh-town of Jerez, but he has only days before the magical box is lost to him forever. Meanwhile, the forces of the Empire are mustering over winter for their great offensive, gathering their soldiers and perfecting their new weapons. Stenwold and his followers have only a short

time to gather what allies they can before the Wasp armies march again, conquering everything in their path. If they cannot throw back the Wasps this spring then the imperial black-and-gold flag will fly over every city in the Lowlands before the year's end. In Jerez begins a fierce struggle over the Shadow Box, as lake creatures, secret police and renegade magicians compete to take possession. If it falls into the hands of the Wasp Emperor, however, then no amount of fighting will suffice to save the world from his relentless ambition.

The Bear and the Serpent

A Ghost in Amber

The Dark Hand of Magic

Dragonfly Falling

The Wrath & the Dawn

"Strange Shadows" opens a window into the dark, visionary worlds of Clark Ashton Smith, whose verbal black magic was a significant force in the American science fiction and fantasy movement of the 1930s. This annotated collection of his previously unpublished works provides a unique opportunity to savor the full range of Smith's literary contribution. Featuring fantasies and ironic short stories, prose-poems, plays, unfinished stories, and more than 100 story synopses, it offers valuable documentation and commentary on the work of one of the most distinctive and consistently interesting modern masters of the fantasy genre. An introduction by Robert Bloch (the author of Psycho) examines Smith's work and places it in historical perspective. Among the highlights of the collection are the satirical title story; variant drafts of two of Smith's most famous stories--"The Coming of the White Worm" and "The Beast of Averogne"--and a play entitled "The Dead Will Cuckold You," which has been hailed as a masterpiece. The editor's annotations include extensive quotations from Smith's correspondence to H. P. Lovecraft, August Derleth, and other important fantasy authors, together with textual commentary and discussion of connections between published and unpublished works. Information on lost writings and lists of published story titles, characters, and place names are supplied. An important resource for fantasy readers and scholars, this book will appeal to those with an interest in dark fantasy, science fiction, and the history of American science fiction. Perfect for Wheel of Time fans, the concluding novel in the 10-book epic fantasy series Shadows of the Apt The Empire stands victorious over its enemies at last. With her chief rival cast into the abyss, Empress Seda now faces the truth of what she has cost the world in order to win the war. The Seal has been shattered, and the Worm stirs towards the light for the first time in a thousand years. Already it is striking at the surface, voraciously consuming everything its questing tendrils touch. Faced with this threat, Seda knows that only the most extreme of solutions can lock the Worm back in the dark once again. But if she will go to such appalling lengths to save the world from the Worm, then who will save the world from her?

Guns of the Dawn is a pacey, gripping fantasy of war and magic, from Arthur C. Clarke Award-winning author, Adrian Tchaikovsky. ' One of the best books I've ever read ' – Peter Newman, author of The Vagrant The first casualty of war is truth . . . First, Denland ' s revolutionaries assassinated their king, launching a wave of bloodshed

after generations of peace. Next they clashed with Lascanne, their royalist neighbour, pitching war-machines against warlocks in a fiercely fought conflict. Genteel Emily Marshwic watched as the hostilities stole her family 's young men. But then came the call for yet more Lascanne soldiers in a ravaged kingdom with none left to give. Emily must join the ranks of conscripted women and march toward the front lines. With barely enough training to hold a musket, Emily braves the savage reality of warfare. But she begins to doubt her country's cause, and those doubts become critical. For her choices will determine her own future and that of two nations locked in battle. ' An engrossing story, beautifully told ' – SFX ' Moving, gripping and wonderfully paced ' – The Bookbag

Shadowmancer takes you into a world of superstition, magic and witchcraft, where the ultimate sacrifice might even be life itself. Obadiah Demurral is a sorcerer who is seeking to control the highest power in the Universe. He will stop at nothing. The only people in his way are Raphah, Kate, Thomas and the mysterious Jacob Crane. Packed full of history, folklore and smuggling, Shadowmancer is a tale of an epic battle that will grip both young and old. The thrills, suspense and danger are guaranteed to grab the attention and stretch imaginations to the limit.

The Scarab Path: Shadows of the Apt 5

Pathfinder Campaign Setting: Nidal, Land of Shadows

Heirs of the Blade

Gods of Jade and Shadow

Pathfinder Adventure Path: Shadows of the Ancients

“ Sheri S. Tepper takes the mental risks that are the lifeblood of science fiction and all imaginative fiction. ” —Ursula K. Le Guin, Los Angeles Times Her first new novel since *The Margarets*, *The Waters Rising* marks the glorious return of the extraordinary Sheri S. Tepper, the award-winning contemporary master whom *Locus* has called, “ one of sf 's most distinctive voices. ” *The Waters Rising* tells a gripping story of a future already ravaged and now in even graver peril when a dreadful, awesome killing power is resurrected from the past. Readers of Margaret Atwood and Marge Piercy will join with fans of literary sf in praising this stunning masterwork of speculative fiction from one of the acknowledged greats.

A land chained in shadow Ten thousand years ago, faced with extinction, the terrified leaders of Nidal heard whispers in their minds-promises of salvation for their nation if only they'd submit their people's bodies and souls to perpetual servitude. Those leaders' assent transformed them into conduits for Zon-Kuthon, the god of envy and pain, and has sealed Nidal's fate to this day. Pathfinder Campaign Setting: Nidal, Land of Shadows draws back the curtain from one of Golarion's most wicked and mysterious theocracies. Within these pages, you'll find: Detailed descriptions of Nidal's history, including its tragic fall into Zon-Kuthon's grasp. An in-depth gazetteer of the entire nation, from settlements to more sinister features. Malevolent adventure sites from the Castle of the Captive Sun to the Tower of Slant Shadows. A bestiary of shadowy creatures, including the suffragan kyton, that lurk in Nidal and beyond. Pathfinder

Campaign Setting: Nidal, Land of Shadows is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world. Two young companions, Totho and Salma, arrive at Tark to spy on the menacing Wasp army, but are there mistakenly apprehended as enemy agents. By the time they are freed, the city is already under siege. Over in the imperial capital the young emperor, Alvdan, is becoming captivated by a remarkable slave, the vampiric Uctebri, who claims he knows of magic that can grant eternal life. In Collegium, meanwhile, Stenwold is still trying to persuade the city magnates to take seriously the Wasp Empire's imminent threat to their survival. In a colorful drama involving mass warfare and personal combat, a small group of heroes must stand up against what seems like an unstoppable force. This volume continues the story that so brilliantly unfolded in *Empire in Black and Gold* - and the action is still non-stop.

Webnovel