

Tomb Raider Ten Thousand Immortals

Tom and Jordy have been living with gran since the day their mother, Loretta, left them on her doorstep and disappeared. Now Loretta ' s returned, and all three hit the road in her beat-up car. But Loretta isn ' t mother material. She ' s broke, unreliable, lost. And then she disappears again.

Penelope has been waiting for her husband Odysseus to return from Troy for many years. Little does she know that his path back to her has been blocked by astonishing and terrifying trials. Will he overcome the hideous monsters, beautiful witches and treacherous seas that confront him? This rich and beautiful adventure story is one of the most influential works of literature in the world.

Superstar writer Gail Simone picks up Lara Croft's story where the smash hit Tomb Raider game left off—in a new ongoing comics series! Following the game acclaimed for its bold and sophisticated new vision, this series launches Lara Croft on the formative adventures that will change her life forever! The official continuation of Lara Croft's story! The 2013 video game sold over 3.5 million copies! "Tomb Raider is the quintessential example of a reboot done right."—Gaming Trend

Follow Lara's search across the world in this dynamic story that bridges the gap

between Crystal Dynamics' Rise of the Tomb Raider and Shadow of the Tomb Raider! After surviving the events of the city of Kitezh and the Deathless Prophet, Lara Croft finds herself attending an archaeology conference in America. When a man in need of help turns up dead at Lara's hotel, she becomes entwined in the search for a fabled mushroom that grants the gift of immortality. Desperate for answers, Lara hunts down Trinity at all costs, making sacrifices, and risking her life along the way. The second and final omnibus volume in this series, this collection is jam-packed with 472 pages of material. This omnibus collects issues #1-#12 of Dark Horse's 2016 Tomb Raider Volume 2 series, as well as the most recent Tomb Raider: Survivor's Crusade and Tomb Raider: Inferno complete story arcs.

First and Only

A Short History of the World

Shadow of the Tomb Raider The Official Art Book

Tomb Raider Omnibus Volume 2

Rocket Raccoon & Groot

Just in time for Marvel's Avengers: Age of Ultron: an all-new, original prose novel by the New York Times bestselling author of Rocket Raccoon and Groot: Steal the Galaxy! and Guardians 3000! The Mighty Avengers face an array of their greatest foes-all at once! In Berlin, Captain America battles the forces of

Hydra. In the Savage Land, Hawkeye and the Black Widow attempt to foil A.I.M. In Washington, Iron Man fights to stop Ultron. In Siberia, Thor takes on an entire army. And in Mangapore, Bruce Banner and Nick Fury battle the High Evolutionary. Only one thing is certain: This isn't a coincidence. But what larger, deadlier threat lies behind these simultaneous attacks on Earth?

THE OFFICIAL TIE-IN TO THE LATEST INSTALLMENT OF ONE OF THE MOST POPULAR AND SUCCESSFUL GAME FRANCHISES EVER - MASS EFFECT Titan Books will work closely with acclaimed video game developer BioWare to publish three brand new novels set in the universe of MASS EFFECT(TM): ANDROMEDA. The action will weave directly into the new game, chronicling storylines developed in close collaboration with the BioWare game team. The action takes place concurrently with the adventure of the game itself, setting up the story and events of the game adding depth and detail to the canonical MASS EFFECT saga.

New York Times and #1 Audible.com bestselling author, Jeremy Robinson, takes readers on a pulse-pounding journey to a dark and twisted future...and makes them laugh. MORE THAN A MILLION BOOKS SOLD! THE YEAR IS 1989 Callsign: Dark Horse and his Marine Rapid Reaction Force team have been sent to recover a strange artifact near Antarctica's Soviet-controlled Vostok Station. Confronted by a team of Ruskie Spetsnaz, a battle for control of the strange device, frozen in the ice, breaks out. But before anyone can claim victory, or the prize, an explosion of white light knocks the combatants unconscious and whisks them away to... 2989. One thousand years later. Dark Horse, along with his teammate, Chuy, and one of the Soviets, Drago, finds himself in a future that is both impressive and horrifying. Humanity has left Earth behind and is rapidly expanding throughout the galaxy under the banner of The Union, a white supremacist government who racially 'purified' the human race hundreds of years in the past. Living on the fringe of this twisted Fourth Reich society, Dark Horse--the only black man in the Union--commandeers a vessel and

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scours the galaxy for his missing teammates under the guise of an Exo-Hunter, seeking out exo-planets to satiate the Union's need for colonization. His search takes him beyond the edge of the known universe and into an interplanetary war, guided by a vast intelligence that's been waiting for Dark Horse's arrival--for a thousand years. EXO-HUNTER is a light-hearted homage to 1980s science fiction movies that also looks at the dangers of white supremacy and the core values that makes it dangerous, and the butt of the joke. In the audiobook edition, he is joined by #1 Audible bestselling narrator, R.C. Bray, giving readers the most compelling--and most fun--thing to come out of 2020.

The new Tomb Raider novel will broaden the world and enriches the storyline re-introduced in the highly successful Tomb Raider video game. The first novel in a trilogy will continue the exploration of Lara Croft's origins as the "Tomb Raider," featuring an entirely new, fast-paced adventure.

Witch Hunts

Turning Toward Edification

Foreigners in Chosŏn Korea

Gina French Is Not a Waste of Roofies

Tomb Raider the Ten Thousand Immortals

Returning from a long mission on a Chaos world, Commissar Gaunt finds that his old regiment - nicknamed Gaunt's Ghosts - has been disbanded and redeployed under a new commander. But when the fighting becomes bitter, Gaunt is finally reunited with his men as the Imperial forces make one last attempt to hold the line against the invaders.

In the Middle East, Archaeologist, adventurer, and explorer Lara Croft is targeted

by mysterious religious fanatics who believe that she has located the treasured Amulet of Mareish, a long-lost artifact rumored to grant the wearer extraordinary power, in the first volume in a series based on the new Eidos Interactive video game. Original.

It's up to Lara Croft and Carter Bell to stop a group of cultists from causing world-wide cataclysmic devastation! Ancient ivory artifacts hold the key to both salvation and destruction, and these rivals-turned-friends must recover them before the cultists in a race against time! Lara's newest quest is filled with incredible action, dual pistols, and high-spirited adventure in the same universe as the Lara Croft and the Guardian of Light and Lara Croft and the Temple of Osiris games!

The official tie-in novel to the Shadow of the Tomb Raider video game. In a brand-new adventure, Lara Croft must evade the agents of Trinity and discover an ancient secret. When a mysterious stranger offers to help Lara uncover a clue that could give her the upper hand, she embarks on an expedition to a system of caves in Colombia. However, once they learn of Lara's plans, Trinity will stop at nothing to reach the location first. Trinity believes they can turn the tables on Lara, but in the darkness of the underground caverns, there are terrors in the depths that neither Lara nor Trinity anticipated. Game is due to release on

9/14/18 across all major platforms

Exo-Hunter

The Wield

Everybody Wants To Rule The World Prose Novel

A Graphic History of the Burning Times

Marvel's first original prose novel, featuring the stars of Guardians of the Galaxy! These are not the Avengers or the Fantastic Four - in fact, they're barely even famous - but Rocket Raccoon and the faithful Groot are the baddest heroes in the cosmos, and they're on the run across the Marvel Universe! During a spaceport brawl, the infamous pair rescues an android Recorder from a pack of alien Badoons, Everyone in the galaxy, however, including the ruthless Kree Empire and the stalwart Nova Corps, seems to want that Recorder, who's about as sane as a sandwich with no mustard. Join Rocket and Groot on a free-for-all across the stars while they try to save all of existence-again! After escaping a sexual assault, Gina French is outraged by the lack of sympathy and when a questionable opportunity falls into her lap-one that could both turn things around and prove everyone wrong-she

takes it. As she chain-smokes her way through the paranoia and fear of the inevitable violence, those she's left behind wonder who the real Gina French is: a tragic single mother desperate to shortcut her way to a better life-or a bitter, self-serving narcissistic bitch?

Experience Lara Croft's defining moment as she becomes the Tomb Raider. In Shadow of the Tomb Raider, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. The Shadow of The Tomb Raider Official Art Book features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms

Celebrate 20 exciting years of Tomb Raider with this premium, hardcover tome! With stunning visuals and in-depth commentary, "20 Years of Tomb Raider" explores the ground-breaking, rich, and diverse history of this iconic gaming franchise. Including... Previously unpublished images and assets. Packed full of information on the rich

lore, iconic characters, epic fan community, and, of course, the games that started it all. Over 200 Contributors, including industry insiders, writers, artists, fans, and more! Exclusive interviews from Core Design, Crystal Dynamics, official voice actors, composers, live actions models, comic artists, and others. An in-depth look at all the iconic games, with insights into unreleased titles. Covers the entirety of the Tomb Raider universe - games, comics, Hollywood movies, pop culture influences, and the community."

Floundering

Lara Croft and the Blade of Gwynnever

Tomb Raider: The Beginning

The Avengers

Tomb Raider The Ten Thousand Immortals

The is the first volume of H.G. Wells' popular and groundbreaking general outline of history. This edition is presented with high resolution illustrations.

An exciting sequel to the Captain Nemo adventures enjoyed by millions in Jules Verne's 20,000 Leagues Under the Sea. Sea monsters are sinking ships up and down the Atlantic Coast.

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Enraged that his navy is helpless against this onslaught and facing a possible World War as a result, President Ulysses S. Grant is forced to ask for assistance from the notorious Captain Nemo, in Federal prison for war crimes and scheduled for execution. Grant returns Nemo's submarine, the infamous Victorian Steampunk marvel Nautilus, and promises a full Presidential pardon if Nemo hunts down and destroys the source of the attacks. Accompanied by the beautiful niece of Grant's chief advisor, Nemo sets off under the sea in search of answers. Unfortunately, the enemy may be closer than they realize... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Re-release of the mass market edition of the first novel in the best selling Horus Heresy series Under the benevolent leadership of the Immortal Emperor the Imperium of Man has stretched out across the galaxy. On the eve of victory, the Emperor leaves the front lines, entrusting the great crusade to his favorite son, Horus. Promoted to Warmaster, the

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idealistic Horus tries to carry out the Emperor's grand design, all the while the seeds of heresy and rebellion have been sowed amongst his brothers.

This stand-alone novel is an epic Lara Croft adventure, featuring enough dual-pistol wielding action and sharp wit to please nostalgic fans of the franchise. Facing threats from multiple fronts, Lara hunts legendary artifacts around the world in an effort to solve a mystery and avert disaster. Straddling the line between factual history and fantastical extrapolation, the intense and action-packed tale weaves together the modern and ancient worlds. Storyline written in conjunction with the game developers at Crystal Dynamics, and penned by Dan Abnett, a bestselling British novelist and comic book writer.

Mass Effect - Andromeda: Nexus Uprising

Steal the Galaxy! Prose Novel

Honour Guard

Nemo Rising

The Lost Cult

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For three centuries, as the Black Death rampaged through Europe and the Reformation tore the Church apart, tens of thousands were arrested as witches and subjected to torture and execution, including being burned alive. This graphic novel examines the background; the witch hunters' methods; who profited; the brave few who protested; and how the Enlightenment gradually replaced fear and superstition with reason and science. Famed witch hunters Heinrich Kramer, architect of the infamous *Malleus Maleficarum*, and Matthew Hopkins, England's notorious "Witchfinder General," are covered as are the Salem Witch Trials and the last executions in Europe.

Turning toward Edification discusses foreigners in Korea from before the founding of Chosŏn in 1392 until the mid-nineteenth century. Although it has been common to describe Chosŏn Korea as a monocultural and homogeneous state, Adam Bohnet reveals the considerable presence of foreigners and people of foreign ancestry in Chosŏn Korea as well as the importance to the Chosŏn monarchy of engagement with the outside world. These foreigners included Jurchens and Japanese from border polities that formed diplomatic relations with Chosŏn prior to 1592, Ming Chinese and Japanese deserters who settled in Chosŏn during the Japanese invasion between 1592 and 1598, Chinese and Jurchen refugees who escaped the Manchu state that formed north of Korea during the early seventeenth century, and even Dutch castaways who arrived in Chosŏn during the mid-1700s. Foreigners were administered by the Chosŏn monarchy through the tax category of "submitting-foreigner" (*hyanghwain*). This term marked such foreigners as

uncivilized outsiders coming to Chosŏn to receive moral edification and they were granted Korean spouses, Korean surnames, land, agricultural tools, fishing boats, and protection from personal taxes. Originally the status was granted for a limited time, however, by the seventeenth century it had become hereditary. Beginning in the 1750s foreign descendants of Chinese origin were singled out and reclassified as imperial subjects (hwangjoin), giving them the right to participate in the palace-sponsored Ming Loyalist rituals. Bohnet argues that the evolution of their status cannot be explained by a Confucian or Sinocentric enthusiasm for China. The position of foreigners--Chinese or otherwise--in Chosŏn society must be understood in terms of their location within Chosŏn social hierarchies. During the early Chosŏn, all foreigners were clearly located below the sajok aristocracy. This did not change even during the eighteenth century, when the increasingly bureaucratic state recategorized Ming migrants to better accord with the Chosŏn state's official Ming Loyalism. These changes may be understood in relation to the development of bureaucratized identities in the Qing Empire and elsewhere in the world during the seventeenth and eighteenth centuries, and as part of the vernacularization of elite ideologies that has been noted elsewhere in Eurasia.

Superstar writer Gail Simone picks up Lara Croft's story where the smash hit Tomb Raider game left off in this collection of Tomb Raider #1-#6! Lara and the other survivors of the Endurance are experiencing horrific visions after their ordeal in the Lost Kingdom of Yamatai. But the visions lead to a darker fate . . . can Lara survive the calamities that

await her as she struggles to piece this new mystery, and her life, back together? This book offers the first comprehensive study of the many interfaces shaping the relationship between comics and videogames. It combines in-depth conceptual reflection with a rich selection of paradigmatic case studies from contemporary media culture. The editors have gathered a distinguished group of international scholars working at the interstices of comics studies and game studies to explore two interrelated areas of inquiry: The first part of the book focuses on hybrid medialities and experimental aesthetics "between" comics and videogames; the second part zooms in on how comics and videogames function as transmedia expansions within an increasingly convergent and participatory media culture. The individual chapters address synergies and intersections between comics and videogames via a diverse set of case studies ranging from independent and experimental projects via popular franchises from the corporate worlds of DC and Marvel to the more playful forms of media mix prominent in Japan. Offering an innovative intervention into a number of salient issues in current media culture, *Comics and Videogames* will be of interest to scholars and students of comics studies, game studies, popular culture studies, transmedia studies, and visual culture studies.

Megacroc

Odyssey

Tomb Raider Volume 1 : Season of the Witch

20 Years of Tomb Raider

Mark My Words

Join Lara Croft on a global journey and prepare delicious food from around the world with *Tomb Raider: The Official Cookbook and Travel Guide*. *Tomb Raider: The Official Cookbook and Travel Guide* is a thrilling and delicious tutorial on recipes based on the cultural history of the many locations Lara Croft has visited throughout her 25 years global adventures—bringing the taste back home to you. Inspired by the hit *Tomb Raider* videogame franchise, this book features over 40 recipes from the many locations Lara Croft visits and explores across the globe, with food and drinks inspired by key characters and locations. Also included is expert information on the cultural history of the many beautiful cities and countries to which she travels. A global exploration, this unique cookbook and travel guide takes fans on an exclusive journey across the planet chasing the thrills and adventures of Lara Croft. Featuring beautiful full color photography as well as stunning art from the games, this is the ultimate gift for fans, travelers, and food aficionados alike. **OVER 40 RECIPES:** Features over 40 recipes inspired by the many locations Lara Croft visits across the world **TRAVEL GUIDE:** In addition to over 40 recipes, this book includes a one-of-a-kind travel guide celebrating the many beautiful countries and cities Lara visits **25TH ANNIVERSARY:** Officially licensed by and created in partnership with Square Enix and Crystal Dynamics for the 25th anniversary of *Tomb Raider*

In this prelude to the exciting new entry in the *Tomb Raider* video game saga, lead

game writer Rhianna Pratchett reveals the untold story behind Lara Croft's earliest adventure. Join Lara and the crew of the *_Endurance_* as they prepare for a thrilling journey to uncover the lost kingdom of Yamatai. For over fifteen years, the *_Tomb Raider_* adventures have been some the most enduring and popular in the world of video games. Now, Lara Croft's bold new re-imagining is further explored by some of comics' most talented creators in this exclusive volume.

WHO IS ELIJAH CLEARFATHER? Futuristic bioweapon or good old-fashioned messiah? Reincarnated ex-porn star or mutant information-age revolutionary? The man who awakens in New York City's Central Park with no memory of his identity and the enigmatic message FATHER FORGIVE THEM F carved into the flesh of his back may be all of these things and more. Taken in (and then expelled) by a group of freedom fighters battling the soul-deadening Vitessa Cultporation, Clearfather is a stranger in an even stranger land. Following tantalizing clues that point to the gnostic Stinky Wiggler and pursued by murderous Vitessa agents, Clearfather embarks on a surreal odyssey of self-discovery across an America that resembles a vast amusement park designed by some unholy trinity of Walt Disney, Hunter S. Thompson, and Hieronymus Bosch. Accompanying Clearfather is an unforgettable cast of characters—including Aretha Nightingale, an ex-football-playing drag queen; Dooley Duck and Ubba Dubba, hologram cartoon characters sprung outrageously to life; and the ethereally beautiful Kokomo, whose past is as much a mystery as Clearfather's own. By turns hilarious and

deeply moving, a savage, fiercely intelligent satire that is also a page-turning adventure and a transcendent love story, Zanesville marks the arrival of a brilliant new voice in fiction.

The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade's warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a way to expose the conspiracy and save his men from a needless death.

Tomb Raider #1

His Last Command

The New Deadwardians

Translated by Robert Fitzgerald

Uncharted: The Fourth Labyrinth

On her graduation night at a high school in South Florida, Perry Baldwin is dragged unwillingly along with five former high school peers on an adventure that she will soon regret. Lured down to the Everglades with the promise of drugs, the graduates unknowingly set off a horrific chain

of events that will pit them against one of history's deadliest coastal predators. Cut off from escape, Perry is faced with not only the terrors that await in the swamp, but also the deteriorating mental state of her group as the teenagers struggle to reach society in time - or die trying. MEGACROC: Origins is the prequel to the 2020 hit novel, MEGACROC. In this explosive teen-scream entry into the series, uncover the events taking place immediately before the Deinosuchus terrorized the residents of the notorious Sunset Ridge housing plan.

This deluxe hardcover collects issues #1-#18 of the 2014 Dark Horse Tomb Raider series, and the never-before-collected prequel story Tomb Raider: The Beginning. Lara Croft is trying to piece her ordinary life back together after her ordeal in the Lost Kingdom of Yamatai. The other survivors of the Endurance are experiencing horrific visions as they try to put what happened behind them. Follow Lara's story after the 2013 Tomb Raider game as she embarks on a new globetrotting adventure, discovering a

dangerous organization that's threatening her friends. Can she figure out what's going on in time to save a life? From Lee Murray, a five-time Bram Stoker Award®-nominee, and Angela Yuriko Smith, publisher at Space and Time magazine, *Mark My Words* is crammed with advice to make your manuscript shine. Offering practical revision techniques ranging from big-picture structural elements to punctuation, a revision checklist, and practice exercises, *Mark My Words* is the quintessential guide for authors preparing to submit their manuscripts to mentors, beta-readers, and commissioning editors. With essential tips and strategies from industry professionals including Ellen Datlow, Linda D. Addison, Kevin Wetmore, Geneve Flynn, Eric J. Guignard, Nicholas Diak, Michele Brittany, and many others. Bonus material includes an essay from an editor's perspective by Bram Stoker Award®-winner Rena Mason, an interview by Angela Yuriko Smith with author and entrepreneur Leonard Speiser, and interviews by Bram Stoker Award®-winner Eugene Johnston with Gestalt publisher Jason

Stokes and NYT Bestseller Jonathan Maberry."In the future, when beginning writers ask me what they need to do to get their work to a professional, publishable level, I'll direct them to this book. It's filled with warm, witty, no-nonsense advice from two writer/editors who know what they're talking about. I wished I'd had it to guide me when I was starting out. It would've decreased my learning curve by years!" -Tim Waggoner, author of Writing in the Dark

Bestselling Warhammer author Dan Abnett tells the story of an ancient and elite order of warriors, the Wield, the most feared and respected soldiers of their world. He charts their attempts to understand the ancient myths of "an Old Enemy" that led to their foundation, and the war they must fight when they inadvertently reawaken a dark and inhumanly terrible adversary... The Wield is both the name of a military culture and the part of the country they inhabit. The Wield faces a larger continent from which many threats have come over the years. It is a buffer state, a bastion. Though independent, the folk of the Wield owe fealty to the

civilized states and fiefdoms that exist to the north of them. They are the watchmen at the gates, holding and defending the island nation's historical flashpoint of invasion and threat. According to legend, the Wield was forged centuries before to defend the land against a monstrous evil that came from the larger continent. This ancient evil was so mythically awful, so supernatural, that no one is allowed to know (or remember) much about it. But now a new recruit to the Wield is about to unwittingly release this ancient evil back into the world.

The Amulet of Power

Lara Croft and the Frozen Omen

Tomb Raider: The Official Cookbook and Travel Guide

Read the Submission Guidelines and Other Self-Editing Tips

The Old Guard: Force Multiplied #2 (of 5)

The official novel of Naughty Dog 's award-winning videogame franchise! In the ancient world there was a myth about a king, a treasure, and a hellish labyrinth. Now the doors to that hell are open once again. Nathan Drake, treasure hunter and risk taker, has been called to New York City by the man who taught him everything about

the “ antiques acquisition business. ” Victor Sullivan needs Drake ’ s help. Sully ’ s old friend, a world-famous archaeologist, has just been found murdered in Manhattan. Dodging assassins, Drake, Sully, and the dead man ’ s daughter, Jada Hzujak, race from New York to underground excavations in Egypt and Greece. Their goal: to unravel an ancient myth of alchemy, look for three long-lost labyrinths, and find the astonishing discovery that got Jada ’ s father killed. It appears that a fourth labyrinth was built in another land and another culture—and within it lies a key to unmatched wealth and power. An army of terrifying lost warriors guards this underground maze. So does a monster. And what lies beyond—if Drake can live long enough to reach it—is both a treasure and a poison, a paradise and a hell. Welcome to The Fourth Labyrinth.

The USA Today–bestselling author launches a dazzling Regency trilogy with a “ fast-paced ” novel “ filled with tension, danger, and adventure ” (Rendezvous). Zoë Devereux is a fearless seventeen-year-old. Though disguised as a schoolgirl, when she is spirited out of France by Rolfe Brockford, marquess of Rivard, her life changes forever. Posing as a Revolutionary, Rolfe is on a mission to rescue innocents from the bloody horrors of the guillotine. Once in London, Rolfe finds himself unwilling to abandon the waifish girl and shocks polite society by taking her as his bride—in name only. What began as a marriage of convenience quickly grows into something altogether different. But Rolfe and Zoë face countless challenges—from political

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intrigue to their own pride, jealousy, and fiercely guarded secrets. Now, as the strife in Europe hits its peak, two stubborn hearts must make the ultimate alliance. “ I consider Elizabeth Thornton a major find. ” —Mary Balogh, New York

Times—bestselling author of the Westcott Novels

Tomb Raider The Ten Thousand ImmortalsDorling Kindersley Ltd

When her mentor, Professor Frys, destroys his research into the ancient Méne cult, only to fall victim to an unknown assassin, Lara Croft heads for the mysterious cloud forests of Peru to investigate the Méne ruins and discovers that a sinister cult is trying to revive the ancient Méne religion and its mind-controlling ways, in a new volume in a series based on the new Eidos Interactive video game. Original.

The Odyssey

From Hybrid Medialities to Transmedia Expansions

Origins

Shadow of the Tomb Raider - Path of the Apocalypse

Tomb Raider Library Edition Volume 1

Andy wrestles with her past, and Nile continues to come to grips with her future. As their war against human trafficking escalates, their adversary is ultimately revealed, and the looming confrontation will unearth things long buried— Soon to be a major motion picture starring Charlize Theron and KiKi Layne, **THE OLD GUARD** roars back! From the acclaimed New York Times—bestselling team of GREG RUCKA and LEANDRO

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FERNANDEZ and the stellar artistic talents of DANIELA MIWA, JODI WYNNE, and ERIC TRAUTMANN.

"Originally published in single magazine form in The New Deadwardians 1-8."

Tomb Raider: The Ten Thousand Immortals broadens the world and continues the storyline that was introduced in the recent Tomb Raider video game. Haunted by what she was forced to do in order to survive her first adventure, Lara Croft wants only to put her horrifying ordeal on Yamatai island in the past. Her modest wish shatters as she's plunged into a frantic race to save her best friend Sam from a toxic overdose. Desperate for a remedy, Lara searches for anything that could help Sam. A wisp of hope arising from a myth gives Lara purpose: the story of an ancient and mysterious artefact that could heal her dying friend, and possibly help explain the supernatural events she witnessed on Yamatai. But Lara is not alone in her pursuit of the treasure. A nefarious magnate, a shadow society, and lethal henchmen will stop at nothing to exploit the powerful relic for their own ends. The hunt drives Lara across the globe, through a twisted web of conspiracy, suspicious contacts, and life-or-death intrigue, as she seeks salvation for her friend and the truth behind the legendary talisman.

In disgrace after a catastrophic war, Colonel-Commissar Ibram Gaunt

and the Tanith First are sent to retrieve precious artefacts from a world lost to Chaos. With enemy all around them and time against them, Gaunt's Ghosts and their allies must prevent the holy relics of Saint Sabbat from falling into their foes' hands - and as mysterious events begin to occur, Gaunt begins to suspect that the Saint herself might be aiding them from beyond the grave.

Tender the Storm

Horus Rising

Comics and Videogames

Zanesville

A Novel