Worm Wildbow

“ Reading Manifold: Time is like sending your mind to the gym for a brisk workout. If you don ’ t feel both exhausted and exhilirated when you ’ re done, you haven ’ t been working hard enough. ” —The New York Times Book Review The year is 2010. More than a century of ecological damage, industrial and technological expansion, and unchecked population growth has left the Earth on the brink of devastation. As the world ’ s governments turn inward, one man dares to envision a bolder, brighter future. That man, Reid Malenfant, has a very different solution to the problems plaguing the planet: the exploration and colonization of space. Now Malenfant gambles the very existence of time on a single desperate throw of the dice. Battling national sabotage and international outcry, as apocalyptic riots sweep the globe, he builds a spacecraft and launches it into deep space. The odds are a trillion to one against him. Or are they? “ A staggering novel! If you ever thought you understood time, you ’ ll be quickly disillusioned when you read Manifold: Time. ” —Sir Arthur C. Clarke

In this exciting seventy-five-page prequel companion novella to the New York Times bestselling I Am Number Four series, discover the true origins of the traitorous Number Five. Before allying himself with the Mogadorians, before infiltrating the Garde, before committing the ultimate betrayal, Five was in hiding just like the others. But when his C ê pan dies, Five is forced to survive on his own. Eager to finally experience the world he was always kept apart from, Five soon gets involved with the wrong kind of people—the Mogadorians. In Five's Legacy see how one of Lorien's last hopes for survival became one of its most dangerous adversaries.

The year is 1864. Sister Thomas Josephine, an innocent Visitantine nun from St Louis, Missouri, is making her way west to the promise of a new life in Sacramento, California. When an attack on her wagon train leaves her stranded in Wyoming, Thomas Josephine finds her faith tested and her heart torn between Lt. Theodore F. Carthy, a man too beautiful to be true, and the mysterious grifter Abraham C. Muir. Falsely accused of murder she goes on the run, all the while being hunted by a man who has become dangerously obsessed with her. Her journey will take her from the most forbidding mountain peaks to the hottest, most hostile desert on earth, from Nevada to Mexico to Texas, and her faith will be tested in ways she could never imagine. Nunslinger is the true tale of Sister Thomas Josephine, a woman whose desire to do good in the world leads her on an incredible adventure that pits her faith, her feelings and her very life against inhospitable elements, the armies of the North and South, and the most dangerous creature of all: man.

No memory, no resources, no secret lair, and no time to find her feet; this is the story of a self-made villain, and her fall into strife. Fleeing from unknown enemies and an early death, she emerges into a city gone dark in the aftermath of a complete systems failure. Hounded by heroes, menaced by gangs, and helped by the most unlikely of allies, she claws her way up from weakness to strength and works to build a better future for those who deserve it. To survive, she'll need strength to stand toe-to-toe against secretly supernatural foes, compassion to work with the dregs and outcasts of a broken society, and cunning to outwit intelligences beyond human ken. The challenge is great... but she is Dire. And Icon City will never be the same again. This is the first novel from the "Tales from the Teslaverse" project.

The Fire Worm
Uneasy Truces
Corpies
Marvel Zombies
Solar System Moons

He held the fate of two worlds in his hands... Once he was an orphan called Pug, apprenticed to a sorcerer of the enchanted land of Midkemia.. Then he was captured and enslaved by the Tsurani, a strange, warlike race of invaders from another world. There, in the exotic Empire of Kelewan, he earned a new name--Milamber. He learned to tame the unnimagined powers that lay withing him. And he took his place in an ancient struggle against an evil Enemy older than time itself.

"A gorgeous and thrilling paean to the ferocious power of women. The characters live, bleed, and roar. "—Laini Taylor, New York Times bestselling author A NEW YORK TIMES BESTSELLER • Winner of the British Fantasy Award for Best Fantasy Novel • Named One of the Best Books of the Year by NPR Books • Barnes and Noble • BookPage In the late 1800s, three sisters use witchcraft to change the course of history in this powerful novel of magic, family, and the suffragette movement. In 1893, there's no such thing as witches. There used to be, in the wild, dark days before the burnings began, but now witching is nothing but tidy charms and nursery rhymes. If the modern woman wants any measure of power, she must find it at the ballot box. But when the Eastwood sisters—James Juniper, Agnes Amaranth, and Beatrice Belladonna—join the suffragists of New Salem, they begin to pursue the forgotten words and ways that might turn the women's movement into the witch's movement. Stalked by shadows and sickness, hunted by forces who will not suffer a witch to vote—and perhaps not even to live—the sisters will need to delve into the oldest magics, draw new alliances, and heal the bond between them if they want to survive. There's no such thing as witches. But there will be. An homage to the indomitable power and persistence of women, The Once and Future Witches reimagines stories of revolution, motherhood, and women's suffrage—the lost ways are calling. Praise for The Once and Future Witches: "A glorious escape into a world where witchcraft has dwindled to a memory of women's magic, and three wild, sundered sisters hold the key to bring it back...A tale that will sweep you away."—Yangsze Choo, New York Times bestselling author "This book is an amazing bit of spellcraft and resistance so needed in our times, and a reminder that secret words and ways can never be truly and properly lost, as long as there are tongues to speak them and ears to listen."—P. Djèlí Clark, author The Black God's Drum For more from Alix E. Harrow, check out The Ten Thousand Doors of January.

First twenty chapters of HPMOR.

Gifted with metahuman powers in a world full of capes and villains, Tori Rivas kept away from the limelight, preferring to work as a thief in the shadows. But when she's captured trying to rob a vault that belongs to a secret guild of villains, she's offered a hard choice: prove she has what it takes to join them or be eliminated. Apprenticed to one of the world's most powerful (and supposedly dead) villains, she is thrust into a strange world where the lines that divide superheroes and criminals are more complex than they seem. The education of a villain is not an easy one, and Tori will have to learn quickly if she wants to survive. On top of the peril she faces from her own teacher, there are also the capes and fellow apprentices to worry about, to say nothing of having to keep up a civilian cover. Most dangerous of all, though, are those who loathe the guild's very existence. Old grudges mean some are willing to go to any length to see the guild turned to ash, along with each one of its members. Even the lowly apprentices

Blood Song
The Real-World Science Behind Superman's Powers
Ring
I Am Number Four: The Lost Files: Five's Legacy
The Complete H.P. Lovecraft Collection

Romance of the Perilous Land is a roleplaying game of magic and adventure set in the world of British folklore, from the stories of King Arthur to the wonderful regional tales told throughout this green and pleasant land. It is a world of romantic chivalry, but also of great danger, with ambitious kings, evil knights, and thieving brigands terrorising the land, while greedy giants, malevolent sorcerers, and water-dwelling knuckers lurk in the shadows. As valiant knights, mighty barbarians, subtle cunning folk, and more, the players are heroes, roaming the land to fight evil, right wrongs, and create their own legends.

Celebrate the thirtieth anniversary of the Newbery Honor–winning survival novel Hatchet with a pocket-sized edition perfect for travelers to take along on their own adventures. This special anniversary edition includes a new introduction and commentary by author Gary Paulsen, pen-and-ink illustrations by Drew Willis, and a water resistant cover. Hatchet has also been nominated as one of America’s best-loved novels by PBS’s The Great American Read. Thirteen-year-old Brian Robeson, haunted by his secret knowledge of his mother’s infidelity, is traveling by single-engine plane to visit his father for the first time since the divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present. At first consumed by despair and self-pity, Brian slowly learns survival skills—how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire—and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.

Nick Klein's grandfather was the Rocket. For three decades, the Rocket and his team were the Heroes League-a team of superheroes who fought criminals in the years after World War II. But Nick and his friends have inherited more than their grandparents' costumes and underground headquarters... they've inherited the League's enemies and unfinished business. In the 1960's, Red Lightning betrayed everyone, creating an army of supervillains and years of chaos. The League never found out why. Now, Nick and the New Heroes League will have no choice but to confront their past.

Psychiatrist John Cunningham is secretly also "Jack Cannon", author of popular horror novels. Under hypnotic regression, John's patient Tony reveals a bizarre and horrifying tale of a "past life" lived on Tyneside in the 1950s, involving two schoolboys and a weird creature with paranormal powers lurking in caves beneath Tynemouth Castle. As John regresses Tony through earlier lives as far back as the 14th century it begins to seem that the local legend, captured in folksong, of a malevolent Lambton Worm may have had a basis in fact: that it was, in fact, the salamander of alchemical belief, summoned by an alchemist known as Raymond Lully, and possibly still locked below Tynemouth Castle And while John Cunningham is exploring Tony's multiple personalities, he begins to experience personality problems of his own, as Jack Cannon beings to assert his own individuality.

Webnovel
The Complete Series
Ryan's Bed (Hardcover)
Magician: Master
Honor of the Regiment

Titan was one of the nation's most loved and respected Heroes, until an infidelity scandal tore his image and family apart. After decades spent out of the limelight, Owen Daniels has decided to take up the mantle of Titan once again to try and make amends for his years away. Unfortunately, the Titan Scandal is still common knowledge, and no Hero team wants such a polarizing figure. With no other options, Owen is forced to take a job overseeing a group of corpies, corporate-sponsored Supers who do rescue work... as long as there are cameras around. Between a team that doesn't want him, fellow Heroes who don't trust him, and a nation that might not be ready to forgive the sins of the past, the return of Titan could prove even harder than the scandal that drove him away. But Owen will have to push on, because his new city is far from a peaceful one. A mysterious enemy is attacking Heroes and growing steadily stronger. An enemy that only the once-legendary Titan might be able to stop. If he can manage to stick around this time.

On an Earth shockingly similar to the Marvel Universe's, an alien virus has mutated all of the world's greatest super heroes into flesh-eating monsters! It took them only hours to destroy life as we know it - but what happens when they run out of humans to eat?! Follow their search for more food, and witness the arrival of the Silver Surfer! Collects Marvel Zombies (2005) #1-5.

Sacred artists follow a thousand Paths to power, using their souls to control the forces of the natural world. Lindon is Unsouled, forbidden to learn the sacred arts of his clan. When faced with a looming fate he cannot ignore, he must rise beyond anything he's ever known...and forge his own Path.

David Charleston will go to any lengths to stop Steelheart--the villainous, seemingly invincible Epic who killed his father and wreaks havoc on the city that was once Chicago. But to exact revenge in Steelheart's world, David will need the Reckoners--a shadowy group of rebels bent on maintaining justice in a world of chaos. And it turns out that the Reckoners might just need David too.

Don't Be a Hero
Hatchet
Romance of the Perilous Land
The E. S. P. Worm
They Promised Me The Gun Wasn't Loaded

Thana Ayers may seem like any other girl her age, struggling to balance schoolwork, drama club activities, and her religious parents. But at night, she battles unholy monstrosities with her own astonishing abilities to control the dead. Thana's never lost a battle. That is, until a mysterious creature appears unlike any she has faced before. This strange presence threatens to unravel Thana's carefully balanced life and reveal her powers to the world. It also promises to show her the secrets of the lichgate and unlock her true power, but all power comes with a cost. Q&A with the Author What kind of book is Through the Lichgate? Through the Lichgate is a Young Adult (YA) Urban Fantasy with a splash of paranormal and supernatural occurrences. It is a tale of necromancy and good intentions. Who is the main character, and what is she about? Thana Ayers is a secluded high school girl, daughter of two very religious Christians, and a born necromancer. She has the power to raise and control the dead, and she's darn good at it. She uses those powers for good, but is always aware of the darker magic she has access to. Thana is about keeping the undead horrors that roam the world suppressed, fighting them with her own skeleton puppets. To keep herself sane, she limits her powers and walks a balancing line between darkness and outright evil. She considers herself practical, morally sound, and capable of holding all of her conflicting acts together. What is the setting of the book? The story is set in a city that is vaguely American. It is set in the same world we know, but with all sorts of paranormal and magical fantasy lying behind closed doors. Dark powers, shadowy organizations, fanatical cults, and monsters that hide in plain sight all exist, and are more common than most people would think. Are there any authors or books that were inspirations for this book? I suppose I'd have to cite The Dresden Files by Jim Butcher as my strongest influence in the genre. He knows how to make magic feel right, how to create endearing characters and make a story fun and epic at the same time. John McCrae (Wildbow) of Worm fame showed me how to write a good female protagonist, and how to write clearly and paint a scene. Ted Dekker is one of my favorite authors, and he had some influence here as well. Who is this book for? If you're intrigued by the risen dead, but tired of zombie apocalypse stories, this one is for you. If you want a young female protagonist who is capable and even frightening in her own way, this story is for you. If you've ever dealt with loss, struggled with guilt, or grappled with religion, this story is for you. If you really want to read about a skeleton ripping off his own arms and beating a zombie over the head with them, this book is 100% for you. Why did you write this book? I wanted to write a story about teenagers and magic, but I was tired of the 'discovery' stories. I wanted a book about someone who already knew what they were doing. If this series were only about Thana Ayers, and it started with her discovering her power, this would be book two or three. I also wanted to write a book about a "Good Necromancer." It just happened to work out. What are you working on now? Through the Lichgate has a sequel in the works, one starring another member of The Drama Club. Each club member really deserves their own book, and I want to give them all a fair shake at it. Keep an eye out for this one!

Thomas Senlin and his crew of outcasts have been separated, and now they must face the dangers of the labyrinthine tower on their own in this third book in the word-of-mouth phenomenon fantasy series. "One of my favorite books of all time." - Mark Lawrence on Senlin Ascends Fearing an uprising, the Sphinx sends Senlin to investigate a plot that has taken hold in the ringdom of Pelphia. Alone in the city, Senlin infiltrates a bloody arena where hods battle for the public's entertainment. But his investigation is quickly derailed by a gruesome crime and an unexpected reunion. Posing as a noble lady and her handmaid, Voleta and Iren attempt to reach Marya, who is isolated by her fame. While navigating the court, Voleta attracts the unwanted attention of a powerful prince whose pursuit of her threatens their plan. Edith, now captain of the Sphinx's fierce flagship, joins forces with a fellow wakeman to investigate the disappearance of a beloved friend. She must decide who to trust as her desperate search brings her nearer to the Black Trail where the hods climb in darkness and whisper of the Hod King. As Senlin and his crew become further dragged in to the conspiracies of the Tower, everything falls to one question: Who is The Hod King? The Books of Babel:Senlin AscendsArm of the SphinxThe Hod King

The Haveners were not totally overwhelmed at the first onrush of Sauron power because they had had centuries of warfare among themselves. This is the terrible history of Haven before the coming of the Saurons.

When the supernatural nations of the world Meet up to negotiate an end to on gong hostilities. Harry Dresden joins the White Council’s security team to make sure the talks stay civil. With the most influential members of those nations gathering in Harry’s hometown, Chicago is about to get interesting. But some even bigger problems are arriving, courtesy of Harry’s relatives. Family: Can’t live with them, can’t live without them. His brother is in trouble with a capital T; his grandfather, the wizard Ebenezar McCoy, is warning him that a faction in the White Council is maneuvering to kick Harry out; and oh, remember the Accords? The agreement that keeps all those supernatural nations playing kind-of-sort-of nice is under fire, teetering on the edge of destruction. And Harry’s brother might have something to do with that. As dark political manipulations threaten the very existence of Chicago and all Harry hold dear, it’s take everything he has – and then some – to have any hope of succeeding. -- back cover.

Nunslinger
The Once and Future Witches
Soon I Will Be Invincible
Supervillainy and Other Poor Career Choices
Through the Lichgate

Doctor Impossible—evil genius, would-be world conqueror—languishes in prison. Shuffling through the cafeteria line with ordinary criminals, he wonders if the smartest man in the world has done the smartest thing he could with his life. After all, he's lost every battle he's ever fought. But this prison won't hold him forever. Fatale—half woman, half high-tech warrior—used to be an unemployed cyborg. Now, she's a rookie member of the world's most famous super-team, the Champions. But being a superhero is not all flying cars and planets in peril—she learns that in the locker rooms and dive bars of superherodom, the men and women (even mutants) behind the masks are as human as anyone. Soon I Will Be Invincible is a wildly entertaining first novel, brimming with attitude and humor—an emotionally resonant look at good and evil, love and loss, power and glory.

Michael Poole's wormholes constructed in the orbit of Jupiter had opened the galaxy to humankind. Then Poole tried looping a wormhole back on itself, tying a knot in space and ripping a hole in time. It worked. Too well. Poole was never seen again. Then from far in the future, from a time so distant that the stars themselves were dying embers, came an urgent SOS--and a promise. The universe was doomed, but humankind was not. Poole had stumbled upon an immense artifact, light-years across, fabricated from the very string of the cosmos. The universe had a door. And it was open...

Book One of the Crystal Trilogy The year is 2039, and the world is much like ours. Massive automation has disrupted and improved nearly every industry, putting hundreds of millions of people out of jobs, and denying upward mobility for the vast majority of humans. Wealth and technology repair the bodies of the rich while famine and poverty sweep the world. Privately operated ventures carried humans to the moon and beyond, but space stations have become nothing but government trophies and hiding places for extremists. First contact did not bring advanced culture and wisdom, as the aliens were too strange, lacking even mouths or normal language. Face is an artificial intelligence created to understand and gain the adoration of all humans. She and her siblings control the robot named Socrates, using a crystal computer that seems too advanced to be made by human hands. She is learning and growing every second of every day, but the world and the humans on it are fragile. Can it survive her destiny?

I crawled into Ryan Jensen's bed that first night by accident. I barely knew him. I thought it was his sister's bed-her room. It took seconds to realize my error, and I should've left... I didn't. I didn't jump out. I didn't get embarrassed. I relaxed. And that night, in that moment, it was the only thing I craved. I asked to stay. He let me, and I slept. The truth? I never wanted to leave his bed. If I could've stayed forever, I would have. He became my sanctuary. Because-four hours earlier-my twin sister killed herself.

Mother of Learning: ARC 1
Discovery and Mythology
A Novel
Manifold: Time
I Am Number Four: The Lost Files: Six's Legacy

In the magnificent interstellar era, mankind has finally developed teleport technology, but when trying to teleport, they are not sent to the future, the past, or any land known to men... This mysterious space is called God’s Sanctuary, where lived numerous unknown creatures. Here, humans will make the greatest leap in their evolution to create the most glorious epoch in history. "Sacred-blood creature black beetle killed. Beast soul of sacred-blood black beetle gained. Eat the meat of sacred-blood black beetle to gain 0 to 10 geno points randomly."

The first in the “powerful” (SFFWorld.com) New York Times bestselling fantasy series. Vaelin Al Sorna was only a child of ten when his father left him at the iron gate of the Sixth Order to be trained and hardened to the austere, celibate and dangerous life of a warrior of the Faith. He has no family now save the Order. Vaelin’s father was Battle Lord to King Janus, ruler of the Unified Realm—and Vaelin’s rage at being deprived of his birthright knows no bounds. Even his cherished memories of his mother are soon challenged by what he learns within the Order. But one truth overpowers all the rest: Vaelin Al Sorna is destined for a future he has yet to comprehend. A future that will alter not only the Realm but the world.

Chronicles the history of the BOLO, a futuristic man-made machine that symbolizes brute force, defiance, and rigid will and is responsible for defending humanity against an invading alien group. Original.

Mother of Learning: ARC 1Wraithmarked Creative, LLC
Fine Structure
Super Gene
A Superhero Novel
Unsouled
Peace Talks

It's a bad time to be a superhero. When the world turned its back on metahumans, the golden age of superheroes came crashing down. But now a mysterious supercriminal is making one final bid for power, and with no one else left to protect the world, ex-hero Spook must risk everything to take him down. There will be no reprieve, no negotiation. War is coming. Put on the mask. There's work to be done. Chris Strange presents a stunning, no-holds-barred superhero adventure that will lure you in and knock you out. This is the novel superhero fans have been waiting for.

Zorian Kazinski has all the time in the world to get stronger, and he plans on taking full advantage of it. A teenage mage of humble birth and slightly above-average skill, Zorian is attending his third year of education at Cyoria's magical academy. A driven and quiet young man, he is consumed by a desire to ensure his own future and free himself of the influence of his family, resenting the Kazinskis for favoring his brothers over him. Consequently, Zorian has no time for pointless distractions, much less other people's problems. As it happens, though, time is something he is about to get plenty of. On the eve of Cyoria's annual summer festival, Zorian is murdered, then abruptly brought back to the beginning of the month, just before he was about to take the train to school. Finding himself trapped in a time loop with no clear end or exit, he will have to look both within and without to unravel the mystery set before him. He does have to unravel it, too, because the loop clearly wasn ’ t made for his sake, and in a world of magic even a time traveler isn't safe from those who wish him ill. Fortunately for Zorian, repetition is the mother of learning···

Monsters are real. But so are heroes. Sparks are champions of weird science. Boasting capes and costumes and amazing super-powers that only make sense if you don ’ t think about them too hard, they fight an eternal battle for truth and justice . . . mostly. Darklings are creatures of myth and magic: ghosts, vampires, were-beasts, and the like. Their very presence warps reality. Doors creak at their approach. Cobwebs gather where they linger. Kim Lam is an ordinary college student until a freak scientific accident (what else?) transforms Kim and three housemates into Sparks—and drafts them into the never-ending war between the Light and Dark. They struggle to master their new abilities—and (of course) to design cool costumes and come up with great hero-names. Turns out that “ accident ” was just the first salvo in a Mad Genius ’ s latest diabolical scheme. Now it ’ s up to four newbie heroes to save the day, before they even have a chance to figure out what their team ’ s name should be!

Number Six—when John meets her in I Am Number Four she ’ s strong, powerful, and ready to fight. But who is she? Where has she been living? How has she been training? When did she develop her legacies? And how does she know so much about the Mogadorians? In I Am Number Four: The Lost Files: Six ’ s Legacy, discover the story behind Six. Before Paradise, Ohio, before John Smith, Six was traveling through West Texas with her C ê pan, Katarina. What happened there would change Six forever···.

Superman Science
Codominium
All Those Explosions Were Someone Else's Fault

Forging Hephaestus

The official prequel novelization to the highly anticipated science fiction movie, Alita: Battle Angel. The official prequel novel to the highly anticipated film. A long time ago there was the Great War. The reasons for the war have been lost to time. On the shattered surface of the Earth, there is a metropolis that lives amidst the garbage thrown down from the inhabitants of a sky city floating above it. Welcome to Iron City. A lonely doctor specialising in cyborg repair, Ido, is doing his best to help the citizens of Iron City. But Ido has a double life, another persona born from the pieces of his broken heart. Hugo, a young man surviving on a life of crime, spots the ultimate steal: an object that will unearth secrets from his own past. And Vector, the most powerful businessman in the city, has his sights set on a new technology that will change the future of Iron City forever...

Starting from Mars outward this concise handbook provides thorough information on the satellites of the planets in the solar system. Each chapter begins with a section on the discovery and the naming of the planet’s satellites or rings. This is followed by a section presenting the historic sources of those names. The book contains tables with the orbital and physical parameters of all satellites and is illustrated throughout with modern photos of the planets and their moons as well as historical and mythological drawings. The Cyrillic transcriptions of the satellite names are provided in a register. Readers interested in the history of astronomy and its mythological backgrounds will enjoy this beautiful volume.

Fledgling physicist Ching-Yu Kuang has discovered a Rosetta Stone for all of physics, a treasure trove of advanced scientific breakthroughs beyond all imagination. Exotic energy, teleportation, FTL, parallel universes and near-infinitely more wonders are just within reach; a promise of paradise. But every attempt to exploit this new science results in sabotage, chaos and destruction. And the laws of science themselves are changing with each experiment, locking out the new discoveries, directly altering the universe to make what should be possible impossible. While Ching watches, humanity's future is being stolen. Because there's something wrong with his world. There's a fundamental flaw, a defect in its structure...

Engineer.Survivor.Supervillain. When a down on his luck engineer ends up coming into possession of a rundown suit of power-armor, he sees an opportunity to make some quick cash by selling it off to the nearest supervillain. Unfortunately for him, what should have been a quick and easy sale to pay off his debts quickly grows into an ongoing series of events that serve only to drag him deeper and deeper into the criminal underbelly of the city he calls home. In no time at all, Erich finds himself fending off Neo-Nazi gang members, crazed capes, and the dangerous affections of his newest employer's criminally insane daughter. All he wanted to do was make a quick buck...

Alita: Battle Angel - Iron City
Revolt on War World
The Legion of Nothing
Hpmor
Dire : Born

"Superman created by Jerry Siegel and Joe Schuster by special arrangement with the Jerry Siegel family."

A slimy, telepathic alien throws the universe into chaos in this science fiction classic cowritten by the New York Times-bestselling author. The cast of cosmic characters: A prodigal worm, a telepathic, egotistical, totally unscrupulous little alien running away from his father becomes the biggest prize in the universe. Capture the slimy brat and win an entire planet! A cosmic hustler, an effete snob who ekes out a comfortable living as the president ’ s son-in-law and perfects his reflexes with endless contests of cosmic pool, becomes the most important element in a delicate game of interspatial espionage–and the galaxy ’ s prime target for assassination. The most sensual woman on Earth, completes the star-crossed triangle in one of the wildest, wickedest romps in the annals of science fiction!

Fiction, Poetry, Essays and Letters from the Master of the Macabre, H.P. Lovecraft Read the complete collection of writings from H.P. Lovecraft. This edition includes a fully linked table of contents so you can find your favorites easily and return to Lovecraft's work again and again. The following stories (plus poems, letters and essays!) are included in this massive eBook: The Alchemist At the Mountains of Madness Azathoth The Battle that Ended the Century The Beast in the Cave Beyond the Wall of Sleep The Book The Call of Cthulhu The Case of Charles Dexter Ward The Cats of Ulthar Celepha ï s The Challenge from Beyond Collapsing Cosmoses The Colour out of Space Cool Air The Crawling Chaos The Curse of Yig Dagon The Descendant The Diary of Alonzo Typer The Disinterment The Doom That Came to Sarnath The Dream-Quest of Unknown Kadath The Dreams in the Witch House The Dunwich Horror The Electric Executioner The Evil Clergyman Ex Oblivione Facts concerning the Late Arthur Jermyn and His Family The Festival From Beyond The Green Meadow The Haunter of the Dark He Herbert West–Reanimator History of the Necronomicon The Hoard of the Wizard-Beast The Horror at Martin ’ s Beach The Horror at Red Hook The Horror in the Burying-Ground The Horror in the Museum The Hound Hypnos Ibid In the Vault In the Walls of Eryx The Last Test The Little Glass Bottle The Lurking Fear The Man of Stone Medusa ’ s Coil Memory The Moon-Bog The Mound The Music of Erich Zann The Mysterious Ship The Mystery of the Grave-Yard The Nameless City The Night Ocean Nyarlathotep Old Bugs The Other Gods Out of the Aeons The Outsider Pickman ’ s Model The Picture in the House Poetry and the Gods Polaris The Quest of Iranon The Rats in the Walls A Reminiscence of Dr. Samuel Johnson The Secret Cave or John Lees Adventure The Shadow out of Time The Shadow over Innsmouth Discarded Draft of The Shadow over Innsmouth The Shunned House The Silver Key The Slaying of the Monster The Statement of Randolph Carter The Strange High House in the Mist The Street Sweet Ermengarde The Temple The Terrible Old Man The Thing in the Moonlight The Thing on the Doorstep Through the Gates of the Silver Key “Till A ’ the Seas” The Tomb The Transition of Juan Romero The Trap The Tree The Tree on the Hill Two Black Bottles Under the Pyramids The Unnamable The Very Old Folk What the Moon Brings The Whisperer in Darkness The White Ship Winged Death This edition has been professionally formatted for e-readers and contains a bonus book club leadership guide and discussion questions. We hope you ’ ll share this book with your friends, neighbors and colleagues and can ’ t wait to hear what you have to say about it.

Award-winning author James Alan Gardner returns to the superheroic fantasy world of All Those Explosions Were Someone Else's Fault with They Promised Me The Gun Wasn't Loaded. Only days have passed since a freak accident granted four college students superhuman powers. Now Jools and her friends (who haven ’ t even picked out a name for their superhero team yet) get caught up in the hunt for a Mad Genius ’ s misplaced super-weapon. But when Jools falls in with a modern-day Robin Hood and his band of super-powered Merry Men, she finds it hard to sort out the Good Guys from the Bad Guys–and to figure out which side she truly belongs on. Especially since nobody knows exactly what the Gun does . . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Hod King
A Roleplaying Game of British Folklore
Crystal Society
Steelheart