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KEY=GORMENGHAST - TIMOTHY SANCHEZ

The Illustrated Gormenghast Trilogy

Harry N. Abrams *Titus, heir to the Gormenghast kingdom, grows up in a castle amidst rituals and grotesque characters expecting to become king when he grows up, but maturity and an ambitious servant's schemes lead him to make a surprising decision about his future.*

The Gormenghast Novels

Harry N. Abrams *The first complete paperback edition of the restored Gormenghast Novels, including twelve critical essays and the original fragment of Mervyn Peake's unfinished fourth novel, Titus Awakes.*

The Gormenghast Trilogy

Random House *Gormenghast is the vast crumbling castle to which the 77th Earl, Titus Groan, is lord and heir. Gothic labyrinth of roofs and turrets, stairwells and dungeons, it is also the cobwebbed kingdom of Byzantine government and age-old ritual.*

The Illustrated Gormenghast Trilogy

100 Unseen Illustrations

Abrams *Titus is expected to rule this extraordinary kingdom and his eccentric and wayward subjects. But with the arrival of an ambitious kitchen boy, Steerpike, the established order is thrown into disarray. Over the course of these three novels—Titus Groan, Gormenghast, and Titus Alone— Titus must contend with a kingdom about to implode beneath the weight of centuries of intrigue, treachery, manipulation, and murder. Intoxicating, rich, and unique, The Gormenghast Trilogy is*

a tour de force that ranks as one of the twentieth century's most remarkable feats of imaginative writing. This special edition, published for the centenary of Mervyn Peake's birth, is accompanied by over one hundred of Peake's dazzling drawings.

Titus Groan

Abrams As the novel opens, Titus, heir to Lord Sepulchrave, has just been born. He stands to inherit the miles of rambling stone and mortar that form Gormenghast Castle. Meanwhile, far away and in the kitchen, a servant named Steerpike escapes his drudgework and begins an auspicious ascent to power. Inside of Gormenghast, all events are predetermined by complex rituals, the origins of which are lost in time. The castle is peopled by dark characters in half-lit corridors. Dreamlike and macabre, Peake's extraordinary novel is one of the most astonishing and fantastic works in modern fiction.

Titus Awakes

The Lost Book of Gormenghast

Abrams Maeve Gilmore, Mervyn Peake's widow, wrote Titus Awakes based on those pages left behind by Peake. Titus Awakes picks up the story of Titus, 77th Earl of Groan, as he wanders through the modern world. Fans of the Gormenghast novels will relish this continuation of the world Peake created and of the lives of unforgettable characters from the original novels, including the scheming Steerpike, Titus's sister Fuchsia, and the long-serving Dr. Prunesquallor. Published a century after Peake's birth, this strikingly imaginative novel provides a moving coda to Peake's masterwork.

Gormenghast

Illustrated Gormenghast Trilogy

Vintage 'Peake's books are actual additions to life; they give, like certain rare dreams, sensations we never had before, and enlarge our conception of the range of possible experience' C.S. Lewis Enter the world of Gormenghast. The vast crumbling castle to which the seventy-seventh Earl, Titus Groan, is Lord and heir. Titus is expected to rule this Gothic labyrinth of turrets and dungeons, cloisters and corridors as well as the eccentric and wayward subject. Things are changing in the castle and Titus must contend with a kingdom about to implode beneath the weight of centuries of intrigue, treachery, manipulation and murder.

Titus Alone

Random House In this final part of the trilogy, we follow Titus, now almost twenty, as he escapes from the Castle, flees its oppressive Ritual, and becomes lost in a

sandstorm. Helped by the owner of a travelling zoo, Muzzlehatch, and his ex-lover Juno, Titus ends up stranded in a big, bustling city. No one there having heard of Gormenghast, the general consensus is that the boy is deranged, and with no papers, he's soon arrested for vagrancy. But there are a few people who believe in his story, or at least who are intrigued by it, and they try to help him. And now Titus, the deserter, the traitor, longs for his home, and looks for it all the time to prove, if only to himself, that Gormenghast is truly real.

Boy in Darkness

A Book of Nonsense

Peter Owen Limited *A collection of illustrated nonsensical poems from the celebrated author and illustrator of the Gormenghast Trilogy.*

Captain Slaughterboard Drops

Anchor

Candlewick Press (MA) *On a fantastic island populated by unusual animals, a pirate captain finds a trustworthy companion in the little "Yellow Creature."*

Letters from a Lost Uncle

Methuen Publishing *Lost in the frozen polar wastes, an explorer writes a journal of his extraordinary exploits, preparing to send it to the nephew he has never seen.*

Peake's Progress

Selected Writings and Drawings of Mervyn Peake

Harry N. Abrams *Mervyn Peake (1911-1968) was a prolific and astonishingly original writer and artist, who touched at one time or another on almost every literary form. Peake's Progress is a selection, compiled by his widow, Maeve Gilmore, from every period of his work as a writer and draughtsman. It contains a remarkable work from childhood, ?The White Chief of the ?Umzimbooboo Kaffirs,¹ the early ?Mr. Slaughterboard,¹ which foreshadows the Titus books, two plays, ?the Wit to Woo¹ and ?Noah's Ark,¹ a broadcast version of ?Mr. Pye,¹ and a generous selection of Peake's short stories, poems and nonsense verses as well as his drawings. Including a new preface written by Mervyn Peake's son, Sebastian, this edition of Peake's Progress is published to coincide with the centenary of Peake's birth.*

The Titus Books

The Gormenghast Novels

Harry N. Abrams *The first complete paperback edition of the restored Gormenghast Novels, including twelve critical essays and the original fragment of Mervyn Peake's unfinished fourth novel, Titus Awakes.*

Black Dog: The Dreams of Paul Nash (Second Edition)

Dark Horse Comics *New edition with bonus material by Dave McKean! Dark Horse proudly presents a new, second edition, of the graphic novel by legendary artist Dave McKean, based on the life of Paul Nash, a surrealist painter during World War 1. The Dreams of Paul Nash deals with real soldier's memoirs and all the stories add up to a moving piece about how war and extreme situations change us, how we deal with that pain, and, in Nash's case, how he responded by turning his landscapes into powerful and fantastical psychoscapes. The second edition of Black Dog: The Dreams of Paul Nash features a new cover by Dave McKean, along with 15 pages of new bonus material examining the creation of the book.*

Rhymes Without Reason

Sword & Citadel

The Second Half of 'The Book of the New Sun'

Macmillan *"The Citadel of the Autarch brings The Book of the New Sun to its harrowing conclusion, as Severian clashes in a final reckoning with the dread Autarch, fulfilling an ancient prophesy that will alter forever the realm known as Urth." -- Back cover.*

Vast Alchemies

The Life and Work of Mervyn Peake

Peter Owen Limited *The unforgettable novels of Mervyn Peake (1911-1968), Titus Groan, Gormenghast and Titus Alone, have proved enduringly popular, remaining continuously in print for over thirty years, and the BBC has now produced a major*

television adaptation of the books. *Vast Alchemies* explores the life and extraordinary imagination of one of Britain's most singular writers and artists, from his childhood in China to sojourns in an artists' colony on the island of Sark in the Channel Islands and his last years in London. This biography looks at Peake's novels - published with the encouragement of Graham Greene and championed over the years by such eminent writers as Anthony Burgess, Michael Moorcock and Edwin Morgan - his poems, his illustrations for classics such as *Alice's Adventures in Wonderland* and *Treasure Island*, his paintings, drawings and plays and reveals how his life and his experiences were channeled through his unique imagination into his work.

The Rim of Morning

Two Tales of Cosmic Horror

New York Review of Books In the 1930s, William Sloane wrote two brilliant novels that gave a whole new meaning to cosmic horror. In *To Walk the Night*, Bark Jones and his college buddy Jerry Lister, a science whiz, head back to their alma mater to visit a cherished professor of astronomy. They discover his body, consumed by fire, in his laboratory, and an uncannily beautiful young widow in his house—but nothing compares to the revelation that Jerry and Bark encounter in the deserts of Arizona at the end of the book. In *The Edge of Running Water*, Julian Blair, a brilliant electrophysicist, has retired to a small town in remotest Maine after the death of his wife. His latest experiments threaten to shake up the town, not to mention the universe itself.

Dark Tales

Penguin For the first time in one volume, a collection of Shirley Jackson's scariest stories, with a foreword by PEN/Hemingway Award winner Ottessa Moshfegh After the publication of her short story "The Lottery" in the *New Yorker* in 1948 received an unprecedented amount of attention, Shirley Jackson was quickly established as a master horror storyteller. This collection of classic and newly reprinted stories provides readers with more of her unsettling, dark tales, including the "The Possibility of Evil" and "The Summer People." In these deliciously dark stories, the daily commute turns into a nightmarish game of hide and seek, the loving wife hides homicidal thoughts and the concerned citizen might just be an infamous serial killer. In the haunting world of Shirley Jackson, nothing is as it seems and nowhere is safe, from the city streets to the crumbling country pile, and from the small-town apartment to the dark, dark woods. There's something sinister in suburbia. For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well

as up-to-date translations by award-winning translators.

Observatory Mansions

Vintage Canada Observatory Mansions was once the Orme family's ancestral home, a magnificent residence with beautiful grounds. Now it is a crumbling apartment block, stranded on a roundabout and inhabited by eccentrics. Francis Orme, an odd little man who makes a living as a human statue in the centre of the decaying city, lives in Observatory Mansions with his parents and the other equally maladjusted misfits, all of them taking comfort in their solitude and curious harmony. In the cellar is Francis' treasured Exhibition. Carefully catalogued are all the items he has ever stolen. But the arrival of a new resident upsets the delicate balance of Observatory Mansions and Francis finds himself taking drastic measures to protect the secrets of his past and the sanctity of his collection.

Jeroun

The Collected Omnibus

Start Publishing LLC Collected in a single omnibus edition, both novels set in Zachary Jernigan's critically-acclaimed, genre-bending world of fierce sensuality, dangerous alchemy, and awakening gods. The Needle extends over the heads of all who live upon Jeroun. Composed of iron spheres massive enough to affect the tides, it is the god Adrash's ultimatum to the people on the planet below: Prove yourselves worthy, or be destroyed. Vedas is a member of the Black Suits, an order of men and women who show their opposition to Adrash by staging battles in the streets. After witnessing the death of a child in his care, knowing himself to be responsible, he sets off on a journey to the decennial fighting tournament in Danoor. Traveling with him across the continent are Churls, a mercenary haunted by the ghost of her daughter, and Berun, a constructed man possessed by the soul of his creator. Both come to understand that Vedas's victory would start an all-out religious war. Unbeknownst to these three travelers, the aristocratic outbound mage Ebn and her protégé Pol use powerful alchemy to travel into space. Their plan: engage Adrash in ways that threaten to bring the god's wrath down upon the world. Meanwhile, one of the world's deepest secrets is gradually revealed. A madman, insisting he is the link to an ancient world, a pantheon of forgotten gods, offers the most tempting lie of all... Hope. Jeroun collects the two novels No Return and Shower of Stones in a single new omnibus edition. Together these works combine the mythic inventiveness of early Roger Zelazny and Samuel R. Delany, the dark weirdness of China Mieville, and the dramatic scope of George R. R. Martin, creating a literary science fiction epic that defies easy categorization, resulting in one of the most critically acclaimed narratives of recent years.

Stolen Skies

Baen Books ROGUE AGENTS SWEEP UP IN THE SEARCH FOR AN ANCIENT RELIC IN A UFO NOVEL AS ONLY TIM POWERS COULD WRITE IT! Sebastian Vickery has learned something about UFOs that he shouldn't have—and Naval Intelligence, desperate to silence him, orders his old partner, Agent Ingrid Castine, to trap him. But Castine risks career, liberty, and maybe even life, to warn Vickery—and now they're both fugitives, on the run from both the U.S. government and agents of the Russian GRU Directorate, which has its own uses for the UFO intelligence. With the unlikely aid of a renegade Russian agent, a homeless Hispanic boy, and an eccentric old Flat-Earther, Vickery and Castine must find an ancient relic that spells banishment to the alien species, and then summon the things and use it against them—in a Samson-like confrontation that looks likely to kill them as well. Sweeping from the Giant Rock monolith in the Mojave Desert to a cultist temple in the Hollywood Hills, from a monstrous apparition in the Los Angeles River to a harrowing midnight visitation on a boat off Long Beach Harbor, *Stolen Skies* is an alien-encounter novel like no other. At the publisher's request, this title is sold without DRM (Digital Rights Management).

About *Forced Perspectives*: "One book I've been hugely excited about is Tim Powers's latest, *Forced Perspectives*, set in the magical underbelly of modern-day Los Angeles. Powers may be the master of the secret history novel (and one of the originators of steampunk), but his recent work has really explored the history and magic of Tinseltown in a way no one else can." —Lavie Tindhar, *The Washington Post*

". . . frenetic urban fantasy that playfully blends Egyptian mythology, alternate Los Angeles history, and modern technology. . . . A cast of unusual side characters . . . add color and complexity. This labyrinthine tale of the bizarre and fantastic will grip urban fantasy enthusiasts until the end."—*Publishers Weekly*

". . . moves at jet speed, along unpredictable paths, and resolves in a fully gratifying melee involving almost every major character, living or dead."—*Locus Magazine*

Alternate Routes: "Powers continues his run of smashing expectations and then playing with the pieces in this entertaining urban fantasy. . . . This calculated, frenetic novel ends with hope for redemption born from chaos. Powers' work is recommended for urban fantasy fans who enjoy more than a dash of the bizarre."—*Publishers Weekly*

Alternate Routes is both a thrilling mash-up of science fiction, fantasy, and horror and a work of startling moral sophistication. The horror packs a wallop, and there's as much in the way of suspense and tension as the reader can bear. Powers takes us on one hell of a ride."—*The Federalist*

"Tim Powers is always at the top of the list when folks ask about my favorite authors. His weaving mythology and legend into modern stories that revolve around secret histories of our most mundane landmarks never ever disappoints."—*BoingBoing*

About Tim Powers: "Powers writes in a clean, elegant style that illuminates without slowing down the tale. . . . [He] promises marvels and horrors, and delivers them all."—Orson Scott Card

"Other writers tell tales of magic in the twentieth century, but no one does it like Powers."—*The Orlando Sentinel*

". . . immensely clever stuff. . . . Powers' prose is often vivid and arresting . . . All in all, Powers' unique voice in science fiction continues to grow stronger."—*Washington Post Book World*

"Powers is at heart a storyteller, and ruthlessly shapes his material

into narrative form.”—*The Encyclopedia of Science Fiction* “On Stranger Tides . . . immediately hooks you and drags you along in sympathy with one central character’s appalling misfortunes on the Spanish Main, [and] escalates from there to closing mega-thrills so determinedly spiced that your palate is left almost jaded.”—David Langford “On Stranger Tides . . . was the inspiration for Monkey Island. If you read this book you can really see where Guybrush and LeChuck were - plagiarized- derived from, plus the heavy influence of voodoo in the game. . . . [The book] had a lot of what made fantasy interesting . . .”—Legendary game designer Ron Gilbert “Powers’s strengths [are] his originality, his action-crammed plots, and his ventures into the mysterious, dark, and supernatural.”—Los Angeles Times Book Review “[Powers’ work delivers] an intense and intimate sense of period or realization of milieu; taut plotting, with human development and destiny . . . and, looming above all, an awareness of history itself as a merciless turning of supernatural wheels. . . . Powers’ descriptions . . . are breathtaking, sublimely precise . . . his status as one of fantasy’s major stylists can no longer be in doubt.”—SF Site “Powers creates a mystical, magical otherworld superimposed on our own and takes us on a marvelous, guided tour of his vision.”—*Science Fiction Chronicle* “The fantasy novels of Tim Powers are nothing if not ambitious. . . . Meticulously researched and intellectually adventurous, his novels rarely fail to be strange and wholly original.”—*San Francisco Chronicle*

Moon Magic

Weiser Books First published in 1938 and 1956, neither *Sea Priestess* nor *Moon Magic* have been out of print and are enduring favorites among readers of esoteric fiction. New packages will update these classic novels and introduce them to a new generation of readers.

Across the Great Barrier

Scholastic Inc. In an alternate frontier America, Eff must travel beyond the Great Barrier and come to terms with her magic abilities--and those of her twin brother--to stop the newest threat encroaching on the settlers.

Dealing with Dragons

Houghton Mifflin Harcourt Bored with traditional palace life, Princess Cimorene travels to the Mountains of Morning where she is befriended by a group of powerful dragons and joins in their struggle to protect their kingdom from being taken over by disreputable wizards.

The Far West

Scholastic Inc. From #1 New York Times bestselling author Patricia C. Wrede, the fantastic conclusion to her tale of magic on the western frontier. Eff is an unlucky thirteenth child...but also the seventh daughter in her family. Her twin brother, Lan, is a powerful double seventh son. Her life at the edge of the Great Barrier Spell is

different from anyone else's that she knows. When the government forms an expedition to map the Far West, Eff has the opportunity to travel farther than anyone in the world. With Lan, William, Professor Torgeson, Wash, and Professor Ochiba, Eff finds that nothing on the wild frontier is as they expected. There are strange findings in their research, a long prairie winter spent in too-close quarters, and more new species, magical and otherwise, dangerous and benign, than they ever expected to find. And then spring comes, and the explorers realize how tenuous life near the Great Barrier Spell may be if they don't find a way to stop a magical flood in a hurry. Eff's unique way of viewing magic has saved the settlers time and again, but this time all of Columbia is at stake if she should fail.

Thomas the Rhymer

Spectra Award-winning author and radio personality Ellen Kushner's inspired retelling of an ancient legend weaves myth and magic into a vivid contemporary novel about the mysteries of the human heart. Brimming with ballads, riddles, and magical transformations, here is the timeless tale of a charismatic bard whose talents earn him a two-edged otherworldly gift. A minstrel lives by his words, his tunes, and sometimes by his lies. But when the bold and gifted young Thomas the Rhymer awakens the desire of the powerful Queen of Elfland, he finds that words are not enough to keep him from his fate. As the Queen sweeps him far from the people he has known and loved into her realm of magic, opulence—and captivity—he learns at last what it is to be truly human. When he returns to his home with the Queen's parting gift, his great task will be to seek out the girl he loved and wronged, and offer her at last the tongue that cannot lie.

Assassin's Quest (The Illustrated Edition)

The Farseer Trilogy Book 3

Spectra "An enthralling conclusion to this superb trilogy, displaying an exceptional combination of originality, magic, adventure, character, and drama."—Kirkus Reviews (starred review) King Shrewd is dead at the hands of his son Regal. As is Fitz—or so his enemies and friends believe. But with the help of his allies and his beast magic, he emerges from the grave, deeply scarred in body and soul. The kingdom also teeters toward ruin: Regal has plundered and abandoned the capital, while the rightful heir, Prince Verity, is lost to his mad quest—perhaps to death. Only Verity's return—or the heir his princess carries—can save the Six Duchies. But Fitz will not wait. Driven by loss and bitter memories, he undertakes a quest: to kill Regal. The journey casts him into deep waters, as he discovers wild currents of magic within him—currents that will either drown him or make him something more than he was. Praise for Robin Hobb and Assassin's Quest "Fantasy as it ought to be written . . . Robin Hobb's books are diamonds in a sea of zircons."—George R. R.

Martin "Superbly written, wholly satisfying, unforgettable: better than any fantasy trilogy in print—including mine!"—Melanie Rawn

Alternate Routes

Baen Books *A New Novel From Award-Winning Master of Fantasy and Science Fiction Tim Powers. A modern ghost story as only Tim Powers can write it. Something weird is happening to the Los Angeles freeways—phantom cars, lanes from nowhere, and sometimes unmarked offramps that give glimpses of a desolate desert highway—and Sebastian Vickery, disgraced ex-Secret Service agent, is a driver for a covert supernatural-evasion car service. But another government agency is using and perhaps causing the freeway anomalies, and their chief is determined to have Vickery killed because of something he learned years ago at a halted Presidential motorcade. Reluctantly aided by Ingrid Castine, a member of that agency, and a homeless Mexican boy, and a woman who makes her living costumed as Supergirl on the sidewalk in front of the Chinese Theater, Vickery learns what legendary hell it is that the desert highway leads to—and when Castine deliberately drives into it to save him from capture, he must enter it himself to get her out. Alternate Routes is a fast-paced supernatural adventure story that sweeps from the sun-blinded streets and labyrinthine freeways of Los Angeles to a horrifying other world out of Greek mythology, and Vickery and Castine must learn to abandon old loyalties and learn loyalty to each other in order to survive as the world goes mad around them. About Alternate Routes: "Powers continues his run of smashing expectations and then playing with the pieces in this entertaining urban fantasy. . . . this calculated, frenetic novel ends with hope for redemption born from chaos. Powers' work is recommended for urban fantasy fans who enjoy more than a dash of the bizarre."—Publishers Weekly About Tim Powers: "Powers writes in a clean, elegant style that illuminates without slowing down the tale. . . . [He] promises marvels and horrors, and delivers them all."—Orson Scott Card "Other writers tell tales of magic in the twentieth century, but no one does it like Powers."—The Orlando Sentinel ". . . immensely clever stuff.... Powers' prose is often vivid and arresting . . . All in all, Powers' unique voice in science fiction continues to grow stronger."—Washington Post Book World "Powers is at heart a storyteller, and ruthlessly shapes his material into narrative form."—The Encyclopedia of Science Fiction "On Stranger Tides . . . immediately hooks you and drags you along in sympathy with one central character's appalling misfortunes on the Spanish Main, [and] escalates from there to closing mega-thrills so determinedly spiced that your palate is left almost jaded."—David Langford "On Stranger Tides . . . was the inspiration for Monkey Island. If you read this book you can really see where Guybrush and LeChuck were - plagiarized- derived from, plus the heavy influence of voodoo in the game. . . . [the book] had a lot of what made fantasy interesting . . ."—legendary game designer Ron Gilbert "Powers's strengths [are] his originality, his action-crammed plots, and his ventures into the mysterious, dark, and supernatural." Los Angeles Times Book Review "[Powers' work delivers] an intense and intimate sense of period or realization of milieu; taut plotting, with human development and destiny . . . and, looming above all, an awareness of history itself as a merciless turning of*

supernatural wheels. . . Powers' descriptions . . . are breathtaking, sublimely precise . . . his status as one of fantasy's major stylists can no longer be in doubt."—SF Site "Powers creates a mystical, magical otherworld superimposed on our own and takes us on a marvelous, guided tour of his vision."—Science Fiction Chronicle "The fantasy novels of Tim Powers are nothing if not ambitious . . . Meticulously researched and intellectually adventurous, his novels rarely fail to be strange and wholly original."—San Francisco Chronicle **

Shadow & Claw

The First Half of The Book of the New Sun

Tor Books "The Book of the New Sun is unanimously acclaimed as Gene Wolfe's most remarkable work, hailed as "a masterpiece of science fantasy comparable in importance to the major works of Tolkien and Lewis" by Publishers Weekly. Shadow & Claw brings together the first two books of the tetralogy in one volume: The Shadow of the Torturer is the tale of young Severian, an apprentice in the Guild of Torturers on the world called Urth, exiled for committing the ultimate sin of his profession -- showing mercy toward his victim. Ursula K. Le Guin said, "Magic stuff ... a masterpiece ... the best science fiction I've read in years!" The Claw of the Conciliator continues the saga of Severian, banished from his home, as he undertakes a mythic quest to discover the awesome power of an ancient relic, and learn the truth about his hidden destiny. "One of the most ambitious works of speculative fiction in the twentieth century." -- The Magazine of Fantasy and Science Fiction"--

The John Matherson Series

(One Second After, One Year After, The Final Day)

Macmillan This discounted ebundle includes: One Second After, One Year After, The Final Day "Forstchen is the prophet of a new Dark Age. The wise will listen." —Stephen Coonts From New York Times bestselling author, William R. Forstchen: In the span of a single second, the United States is plunged into darkness as an Electro Magnetic Pulse (EMP) wipes out all electricity. Trains, planes, cars, phones, computers, power plants, electronics and electrical equipment—all comes to a screeching halt. The country is in chaos, and everyone wants to know why. Whatever the cause, looting, food riots, and global insurrection are the order of the day. The New Dark Ages are suddenly upon us in this series exploring the potential aftermath of a very real threat. One Second After — In the novel that was cited on the floor of

Congress as a book all Americans should read, professor John Matherson struggles to save his family and his small North Carolina mountain town after America loses a war in one second, a war that will send the country back to the Dark Ages. One Year After — Two years after nuclear weapons were detonated above the United States and brought America to its knees, the survivors of Black Mountain, North Carolina, are beginning to recover technology and supplies they had once taken for granted, like electricity, radio communications, and medications. When a “federal administrator” arrives in a nearby city, they dare to hope that a national government is finally reemerging. But the new regime is beginning to look a lot like tyranny. The Final Day — Since the detonation of nuclear weapons above the United States more than two years ago, the small town of Black Mountain, North Carolina has suffered famine, civil war, and countless deaths. Now, after defeating a new, tyrannical federal government, John Matherson and his community intend to restore their world to what it was before the EMP apocalypse. For the most part, they are succeeding . . . but progress is halted when the national government overturns the Constitution and a terrible truth is revealed: the people in power may have seen the EMP strike coming all along. Other Tor books by William R. Forstchen Pillar to the Sky We Look Like Men of War At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Islandia

Duckworth Publishing Published 11 years after the author's death, this classic of utopian fiction tells the story of American consul John Lang. He visits the isolated and alien country of Islandia and is soon seduced by the ways of a compelling and fascinating world.

Tales from the Inner City

Tundra Books A unique and beautiful book for kids and adults that combines short stories and poetry with surrealist art -- a return to the form that made Shaun Tan a visionary in the world of graphic novels. A young girl's cat brightens the lives of everyone in the neighborhood. A woman and her dog are separated by time and space, awaiting the day they will be reunited. A race of fish build a society parallel to our own. And a bunch of office managers suddenly turn into frogs, but find that their new lives aren't so bad. The ambitious, unique and provocative *Tales From the Inner City* draws on the success of Shaun Tan's *The Arrival* and *Tales From Outer Suburbia* and updates its sensibilities for a new generation. Combining his poignant and sensitive short stories with surreal, luminous paintings, Tan turns his astute lens on the environment, cities, family and the relationships between human and animals. This work opens a portal to the imagination and captures the beauty, joy and tragedy in the everyday lives of kids, teens and adults.

Forced Perspectives

Baen Books *A BATTLE FOR THE SOUL OF HAUNTED LOS ANGELES* Why did Cecil B. DeMille really bury the Pharaoh's Palace set after he filmed *The Ten Commandments* in 1923? Fugitives Sebastian Vickery and Ingrid Castine find themselves plunged into the supernatural secrets of Los Angeles—from Satanic indie movies of the '60s, to the unquiet La Brea Tar Pits at midnight, to the haunted Sunken City off the coast of San Pedro . . . pursued by a Silicon Valley guru who is determined to incorporate their souls into the creation of a new and predatory World God. At the publisher's request, this title is sold without DRM (Digital Rights Management). About *Forced Perspectives*: ". . . playfully blends Egyptian mythology, alternate Los Angeles history, and modern technology. . . . A cast of unusual side characters. . . add color and complexity. This labyrinthine tale of the bizarre and fantastic will grip urban fantasy enthusiasts until the end."—*Publisher Weekly* (starred review) About prequel, *Alternate Routes*: "Powers continues his run of smashing expectations and then playing with the pieces in this entertaining urban fantasy. . . . This calculated, frenetic novel ends with hope for redemption born from chaos. Powers' work is recommended for urban fantasy fans who enjoy more than a dash of the bizarre."—*Publishers Weekly* "*Alternate Routes* is both a thrilling mash-up of science fiction, fantasy, and horror and a work of startling moral sophistication. The horror packs a wallop, and there's as much in the way of suspense and tension as the reader can bear. Powers takes us on one hell of a ride."—*The Federalist* About *Tim Powers*: "Powers writes in a clean, elegant style that illuminates without slowing down the tale. . . . [He] promises marvels and horrors, and delivers them all."—*Orson Scott Card* "Other writers tell tales of magic in the twentieth century, but no one does it like Powers."—*The Orlando Sentinel* ". . . immensely clever stuff. . . . Powers' prose is often vivid and arresting . . . All in all, Powers' unique voice in science fiction continues to grow stronger."—*Washington Post Book World* "Powers is at heart a storyteller, and ruthlessly shapes his material into narrative form."—*The Encyclopedia of Science Fiction* "*On Stranger Tides* . . . immediately hooks you and drags you along in sympathy with one central character's appalling misfortunes on the Spanish Main, [and] escalates from there to closing mega-thrills so determinedly spiced that your palate is left almost jaded."—*David Langford* "*On Stranger Tides* . . . was the inspiration for *Monkey Island*. If you read this book you can really see where *Guybrush* and *LeChuck* were -plagiarized- derived from, plus the heavy influence of voodoo in the game. . . . [The book] had a lot of what made fantasy interesting . . ."—*legendary game designer Ron Gilbert* "Powers's strengths [are] his originality, his action-crammed plots, and his ventures into the mysterious, dark, and supernatural."—*Los Angeles Times Book Review* "[Powers' work delivers] an intense and intimate sense of period or realization of milieu; taut plotting, with human development and destiny . . . and, looming above all, an awareness of history itself as a merciless turning of supernatural wheels. . . . Powers' descriptions . . . are breathtaking, sublimely precise . . . his status as one of fantasy's major stylists can no longer be in doubt."—*SF Site* "Powers creates a mystical, magical otherworld superimposed on our own and takes us on a marvelous, guided tour of his

vision."—*Science Fiction Chronicle* "The fantasy novels of Tim Powers are nothing if not ambitious. . . . Meticulously researched and intellectually adventurous, his novels rarely fail to be strange and wholly original."—*San Francisco Chronicle*

In Search of the Dark Ages

Random House *This edition of Michael Wood's groundbreaking first book explores the fascinating and mysterious centuries between the Romans and the Norman Conquest of 1066. In Search of the Dark Ages vividly conjures up some of the most famous names in British history, such as Queen Boadicea, leader of a terrible war of resistance against the Romans, and King Arthur, the 'once and future king', for whose riddle Wood proposes a new and surprising solution. Here too, warts and all, are the Saxon, Viking and Norman kings who laid the political foundations of England - Offa of Mercia, Alfred the Great, Athelstan, and William the Conqueror, whose victory at Hastings in 1066 marked the end of Anglo-Saxon England. Reflecting recent historical, textual and archaeological research, this revised edition of Michael Wood's classic book overturns preconceptions of the Dark Ages as a shadowy and brutal era, showing them to be a richly exciting and formative period in the history of Britain. 'With In Search of the Dark Ages, Michael Wood wrote the book for history on TV.' The Times 'Michael Wood is the maker of some of the best TV documentaries ever made on history and archaeology.' Times Literary Supplement*

The Glassblowers

Titus Groan

Harry N. Abrams *Titus, heir to Lord Sepulchra and to Gormenghast Castle, is born and spends the first years of his life in a pinnacled castle amidst rituals and grotesque persons, in a new edition of the first volume in the macabre classic fantasy. Reprint.*