

The Six Gun Tarot Golgotha 1 Rs Belcher

1870. Maude Stapleton, late of Golgotha, Nevada, is a respectable widow raising a daughter on her own. Few know that Maude belongs to an ancient order of assassins, the Daughters of Lilith, and is as well the great-great-great-great-granddaughter of Anne Bonney, the legendary female pirate. Leaving Golgotha in search of her daughter Constance, who has been taken from her, Maude travels to Charleston, South Carolina, only to find herself caught in the middle of a secret war between the Daughters of Lilith and their ancestral enemies, the monstrous Sons of Typhon. To save Constance, whose prophetic gifts are sought by both cults, Maude must follow in the footsteps of Anne Bonney as she embarks on a perilous voyage that will ultimately lead her to a lost city of bones in the heart of Africa—and the Father of All Monsters. One of the most popular characters from The Six-Gun Tarot and The Shotgun Arcana ventures beyond Golgotha on a boldly imaginative, globe-spanning adventure of her own!

R.S. Belcher's weird west world series is set in the damned and unnatural frontier town of Golgotha, a Nevada cattle town that hides more than its share of unnatural secrets. This Golgotha series discounted ebundle includes: The Six-Gun Tarot, The Shotgun Arcana, The Queen of Swords "Wild, gritty, insanely inventive and a hell of a lot of fun!" --Jonathan Maberry, on The Six-Gun Tarot The Six-Gun Tarot The sheriff bears the mark of the noose around his neck; some say he is a dead man whose time has not yet come. His half-human deputy is kin to coyotes. The mayor guards a hoard of mythical treasures. A banker's wife belongs to a secret order of assassins. And a shady saloon owner, whose fingers are in everyone's business, may know more about the town's true origins than he's letting on. Some think the worst has come and gone, but the nightmarish trials of Golgotha have only just begun. The Shotgun Arcana Golgotha in 1870 is a haven for the blessed and the damned, including a fallen angel, a mad scientist, a pirate queen, and a deputy who is kin to coyotes. The town has come through many nightmarish trials. Now an army of 32 outlaws, lunatics, serial killers, and cannibals are converging on the town, drawn by a grisly relic that dates back to the Donner Party . . . and the dawn of humanity. The Queen of Swords Maude Stapleton, late of Golgotha, Nevada, is a respectable widow raising a daughter on her own. Few know that Maude belongs to an ancient order of assassins, the Daughters of Lilith, and is as well the great-great-great-great-granddaughter of Anne Bonney, the legendary female pirate. Leaving Golgotha in search of her daughter Constance, who has been taken from her, Maude travels to Charleston, South Carolina, only to find herself caught in the middle of a secret war between the Daughters of Lilith and their ancestral enemies, the monstrous Sons of Typhon Tor books by R. S. Belcher Nightwise The Brotherhood of the Wheel The Night Dahlia King of the Road At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Esther Triad's first assignment as a newly-minted Peacekeeper sounds simple: find the weather wizard causing mayhem in the distant colony of Estrella Nova and bring him in. But when her airship crashes in the menace-filled Gray Marsh, she starts to wonder if this assignment-and her job-is as straightforward as she thought. Assisted by an outcast soldier, a starry-eyed former bank teller, and a man with no name, she uncovers a global conspiracy headed by monsters out of myth and dark magi determined to save the world-even if it means ending it. Follows the adventures of Talia as she trains to become a Herald of Valdemar in the first book in the classic epic fantasy Arrows trilogy Chosen by the Companion Rolan, a mystical horse-like being with powers beyond imagining, Talia, once a runaway, has now become a trainee Herald, destined to become one of the Queen's own elite guard. For Talia has certain awakening talents of the mind that only a Companion like Rolan can truly sense. But as Talia struggles to master her unique abilities, time is running out. For conspiracy is brewing in Valdemar, a deadly treason that could destroy Queen and kingdom. Opposed by unknown enemies capable of both diabolical magic and treacherous assassination, the Queen must turn to Talia and the Heralds for aid in protecting the realm and insuring the future of the Queen's heir, a child already in danger of becoming bespelled by the Queen's own foes.

1720. Escaping the gallows, Anne Bonney, the infamous pirate queen, sets sail in search of a fabulous treasure said to be hiding in a lost city of bones somewhere in the heart of Africa. But what she finds is a destiny she never expected 1870. Maude Stapleton is a respectable widow raising a daughter on her own. Few know, however, that Maude belongs to an ancient order of assassins, the Daughters of Lilith, and heir to the legacy of Anne Bonney, whose swashbuckling exploits blazed a trail that Maude must now follow—if she ever wants to see her kidnapped daughter again! Searching for her missing child, come hell or high water, Maude finds herself caught in the middle of a secret war between the Daughters of Lilith and their ancestral enemies, the monstrous Sons of Typhon, inhuman creatures spawned by primordial darkness, she embarks on a perilous voyage that will ultimately lead her to the long-lost secret of Anne Bonney—and the Father of All Monsters. One of the most popular characters from The Six-Gun Tarot and The Shotgun Arcana now ventures beyond the Weird West on a boldly imaginative, globe-spanning adventure of her own! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Six-Gun Tarot is the first book in the twisted weird west world of the Golgotha series by R.S. Belcher. Nevada, 1869: Beyond the pitiless 40-Mile Desert lies Golgotha, a cattle town that hides more than its share of unnatural secrets. The sheriff bears the mark of the noose around his neck; some say he is a dead man whose time has not yet come. His half-human deputy is kin to coyotes. The mayor guards a hoard of mythical treasures. A banker's wife belongs to a secret order of assassins. And a shady saloon owner, whose fingers are in everyone's business, may know more about the town's true origins than he's letting on. A haven for the blessed and the damned, Golgotha has known many strange events, but nothing like the primordial darkness stirring in the abandoned silver mine overlooking the town. Bleeding midnight, an ancient evil is spilling into the world, and unless the sheriff and his posse can saddle up in time, Golgotha will have seen its last dawn...and so will all of Creation. R.S. Belcher's The Six-Gun Tarot is "an astonishing blend of first-rate steampunk fantasy and Western adventure." (Library Journal, Starred Review) Other Books by R.S. Belcher: The Golgotha Series The Six-Gun Tarot The Shotgun Arcana Nightwise The Brotherhood of the Wheel At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Steve Irwin meets David Attenborough in this jaw-dropping account of studying the world's most venomous creatures. Venomologist Bryan Grieg Fry has one of the most dangerous jobs on earth: he works with its deadliest creatures. He's been bitten by twenty-six venomous snakes, been stung by three stingrays, and survived a near-fatal scorpion sting while deep in the Amazon jungle. He's received more than four hundred stitches and broken twenty-three bones, including breaking his back in three places, and had to learn how to walk again. But when you research only the venom you yourself have collected, the adventures—and danger—never stop. Imagine a three-week-long first date in Siberia catching venomous water shrews with the daughter of a Russian war hero; a wedding attended by Eastern European prime ministers and their machine-gun-wielding bodyguards and snakes; or leading a team to Antarctica that results in the discovery of four new species of venomous octopi. Bryan's discoveries have radically reshaped views on venom evolution and contributed to the creation of venom-based life-saving medications. In pursuit of venom, he has traveled the world collecting samples from Indonesia to Mexico, Germany, and Brazil. He's encountered venomous creatures of all kinds, including the Malaysian king cobra, the Komodo dragon, and the funnel-web spider. Bryan recounts his lifelong passion for studying the world's most venomous creatures in this outlandish, captivating memoir, where he and danger are never far apart.

"The evil that men do" has been chronicled for thousands of years on the European stage, and perhaps nowhere else is human fear of our own evil more detailed than in its personifications in theater. In Stages of Evil, Robert Lima explores the sociohistorical implications of Christian and pagan representations of evil and the theatrical creativity that occultism has engendered. By examining examples of alchemy,

astronomy, demonology, exorcism, fairies, vampires, witchcraft, hauntings, and voodoo in prominent plays, *Stages of Evil* explores American and European perceptions of occultism from medieval times to the modern age.

Jane Eyre meets *Twilight* in *Dark Companion*, a lush and romantic YA gothic tale about an orphaned girl who attends an exclusive private school and finds herself torn between the headmistress's two sons. Orphaned at the age of six, Jane Williams has grown up in a series of foster homes, learning to survive in the shadows of life. Through hard work and determination, she manages to win a scholarship to the exclusive Birch Grove Academy. There, for the first time, Jane finds herself accepted by a group of friends. She even starts tutoring the headmistress's gorgeous son, Lucien. Things seem too good to be true. They are. The more she learns about Birch Grove's recent past, the more Jane comes to suspect that there is something sinister going on. Why did the wife of a popular teacher kill herself? What happened to the former scholarship student, whose place Jane took? Why does Lucien's brother, Jack, seem to dislike her so much? As Jane begins to piece together the answers to the puzzle, she must find out why she was brought to Birch Grove—and what she would risk to stay there.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In documented detail, the author argues that the same interconnecting bloodlines have controlled the planet for thousands of years. Original.

"Gemma Files has one of the great dark imaginations in fiction?visionary, transgressive, and totally original." —Jeff VanderMeer In *Gemma Files's* "boundary-busting horror–fantasy debut," former Confederate chaplain Asher Rook has cheated death and now possesses a dark magic (*Publishers Weekly*). He uses his power to terrorize the Wild West, leading a gang of outlaws, thieves, and killers, with his cruel lieutenant and lover, Chess Pargeter, by his side. Pinkerton agent Ed Morrow is going undercover to infiltrate the gang, armed with a shotgun and a device that measures sorcerous energy. His job is to gain knowledge of Rook's power and unlock its secrets. But there is someone else who has Rook in her sights: the Lady of Traps and Snares, a bloodthirsty Mayan goddess who will stop at nothing to satisfy her own desires. Caught between the good, the bad, and the unholy, Morrow will have to ride out a storm of magical mayhem to survive, in this debut novel, the first book of Files's "weird Western Hexslinger trilogy . . . [which] is chock full of hellish horrors" (Mike Allen, author of *Unseaming*). "Ridiculously vivid . . . A magic-riddled, horror-strewn West with hexes running around wrecking reality and a spectrum of queer characters." —*Tor.com* "Definitely promising—tantalizing, even, because it sets up such a fertile scenario and hammers home the themes of love, sacrifice, and apotheosis." —*Strange Horizons* "Truly one-of-a-kind: violent, carnal and creepy." —*Fangoria*

"You ain't gonna like what I have to tell you, but I'm gonna tell you anyway. See, my name is Karen Memery, like memory only spelt with an e, and I'm one of the girls what works in the Hôtel Mon Cherie on Amity Street. Hôtel has a little hat over the o like that. It's French, so Beatrice tells me." Set in the late 19th century—when the city we now call Seattle Underground was the whole town (and still on the surface), when airships plied the trade routes, would-be gold miners were heading to the gold fields of Alaska, and steam-powered mechanicals stalked the waterfront, Karen is a young woman on her own, is making the best of her orphaned state by working in Madame Damnable's high-quality bordello. Through Karen's eyes we get to know the other girls in the house—a resourceful group—and the poor and the powerful of the town. Trouble erupts one night when a badly injured girl arrives at their door, beggin sanctuary, followed by the man who holds her indenture, and who has a machine that can take over anyone's mind and control their actions. And as if that wasn't bad enough, the next night brings a body dumped in their rubbish heap—a streetwalker who has been brutally murdered. Bear brings alive this Jack-the-Ripper yarn of the old west with a light touch in Karen's own memorable voice, and a mesmerizing evocation of classic steam-powered science. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The New York Times bestselling author of *Bird Box* returns with a supernatural thriller of love, redemption, and murder. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NEWSWEEK "This one haunts you for reasons you can't quite put your finger on. . . . [Josh Malerman] defies categories and comparisons with other writers."—*Kirkus Reviews* Carol Evers is a woman with a dark secret. She has died many times . . . but her many deaths are not final: They are comas, a waking slumber indistinguishable from death, each lasting days. Only two people know of Carol's eerie condition. One is her husband, Dwight, who married Carol for her fortune, and—when she lapses into another coma—plots to seize it by proclaiming her dead and quickly burying her . . . alive. The other is her lost love, the infamous outlaw James Moxie. When word of Carol's dreadful fate reaches him, Moxie rides the Trail again to save his beloved from an early, unnatural grave. And all the while, awake and aware, Carol fights to free herself from the crippling darkness that binds her—summoning her own fierce will to survive. As the players in this drama of life and death fight to decide her fate, Carol must in the end battle to save herself. The haunting story of a woman literally bringing herself back from the dead, *Unbury Carol* is a twisted take on the *Sleeping Beauty* fairy tale that will stay with you long after you've turned the final page. Praise for *Unbury Carol* "Fantastically clever. A breakneck ride to save a life already lost, proving sometimes death is only the beginning."—J. D. Barker, internationally bestselling author of *The Fourth Monkey* "Breathtaking and menacing . . . an intricately plotted, lyrical page-turner about love, betrayal, revenge, and the primal fear of being buried alive."—*Booklist* (starred review) "*Unbury Carol* is a Poe story set in the weird West we all carry inside us, and it not only hits the ground running, it digs into that ground, too. About six wonderful feet."—Stephen Graham Jones, author of *Mongrels* "Bleakly lyrical à la Cormac McCarthy and Flannery O'Connor."—*Library Journal* (starred review) "With vivid prose and characters that leap off the page, guns a-blazing, *Unbury Carol* creates its own lingering legend, dragging you along like an obstinate horse toward a righteous storm of an ending."—Delilah S. Dawson, New York Times bestselling author of *Star Wars: Pasma*

The wizards of the Cold War must uncover a secret cabal responsible for the Kennedy assassination in *The Shadow*

Commission, New York Times bestselling author David Mack's globe-spanning historical fantasy sequel to *The Iron Codex*. November 1963. Cade and Anja have lived in hiding for a decade, training new mages. Then the assassination of President Kennedy trigger a series of murders whose victims are all magicians—with Cade, Anja, and their allies as its prime targets. Their only hope of survival: learning how to fight back against the sinister cabal known as the Shadow Commission. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From New York Times bestselling author Jonathan Maberry, the first in a thrilling series of novels based on *Deadlands*, a hugely successful role-playing game (RPG) set in the *Weird, Weird West*. Welcome to the *Deadlands*, where steely-eyed gunfighters rub shoulders with mad scientists and dark, unnatural forces. Where the Great Quake of 1868 has shattered California into a labyrinth of sea-flooded caverns . . . and a mysterious substance called "ghost rock" fuels exotic steampunk inventions as well as plenty of bloodshed and flying bullets. In *Ghostwalkers*, a gun-for-hire, literally haunted by his bloody past, comes to the struggling town of Paradise Falls, where he becomes embroiled in a deadly conflict between the besieged community and a diabolically brilliant alchemist who is building terrible new weapons of mass destruction . . . and an army of the living dead! *Deadlands* is one of the most popular RPGs in history, with over a million *Deadlands* gaming books sold. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

R.S. Belcher, the acclaimed author of *The Six-Gun Tarot* and *The Shotgun Arcana* launches a gritty new urban fantasy series about the mysterious society of truckers known only as, *The Brotherhood of The Wheel*. In 1119 A.D., a group of nine crusaders became known as the Poor Fellow-Soldiers of Christ and of the Temple of Solomon--a militant monastic order charged with protecting pilgrims and caravans traveling on the roads to and from the Holy Land. In time, the Knights Templar would grow in power and, ultimately, be laid low. But a small offshoot of the Templars endure and have returned to the order's original mission: to defend the roads of the world and guard those who travel on them. Theirs is a secret line of knights: truckers, bikers, taxi hacks, state troopers, bus drivers, RV gypsies--any of the folks who live and work on the asphalt arteries of America. They call themselves the Brotherhood of the Wheel. Jimmy Aussapile is one such knight. He's driving a big rig down South when a promise to a ghostly hitchhiker sets him on a quest to find out the terrible truth behind a string of children gone missing all across the country. The road leads him to Lovina Hewitt, a skeptical Louisiana State Police investigator working the same case and, eventually, to a forgotten town that's not on any map--and to the secret behind the eerie Black-Eyed Kids said to prowl the highways.

The official novelization of the fourth *Men in Black* movie, F. Gary Gray's new movie set within the universe of the previous *Men in Black* films. The official novelization of *Men in Black International*, F. Gary Gray's new movie is set within the universe of the previous *Men in Black* films. With a screenplay by Art Marcum & Matt Holloway, and produced by Steven Spielberg, Walter F. Parkes and Laurie MacDonald, the film stars Tessa Thompson and Chris Hemsworth, Liam Neeson, Kumail Nanjiani, Emma Thompson, and more. From TI 9781789091083 MM.

Harboring supernatural secrets and mysterious origins, the fantastical cattle town of Golgotha in mid-19th-century Nevada is thrown into a maelstrom when a primordial evil emerges from an abandoned silver mine, rendering a death-marked sheriff, his half-human deputy and other posse members the world's only protectors.

HOW THE WEST WAS WEIRD! From a kill-or-be-killed gunfight with a vampire to an encounter in a steampunk bordello, the weird western is a dark, gritty tale where the protagonist might be playing poker with a sorcerous deck of cards, or facing an alien on the streets of a dusty frontier town. Here are twenty-three original tales—stories of the Old West infused with elements of the fantastic—produced specifically for this volume by many of today's finest writers. Included are Orson Scott Card's first "Alvin Maker" story in a decade, and an original adventure by Fred Van Lente, writer of *Cowboys & Aliens*. Other contributors include: Tobias S. Buckell * David Farland * Alan Dean Foster * Jeffrey Ford * Laura Anne Gilman * Rajan Khanna * Mike Resnick * Beth Revis * Fred Van Lente * Walter Jon Williams * Ben H. Winters * Christie Yant * Charles Yu *

In *ASSASSIN'S CODE*, the fourth book in New York Times bestselling author Jonathan Maberry's Joe Ledger series, Joe Ledger and the DMS go on a relentless chase to stop an ancient order of killers from plunging the entire world into Holy War. When Joe Ledger and Echo Team rescue a group of American college kids held hostage in Iran, the Iranian government then asks them to help find six nuclear bombs planted in the Mideast oil fields. These stolen WMDs will lead Joe and Echo Team into hidden vaults of forbidden knowledge, mass-murder, betrayal, and a brotherhood of genetically-engineered killers with a thirst for blood.

Accompanied by the beautiful assassin called Violin, Joe follows a series of clues to find the Book of Shadows, which contains a horrifying truth that threatens to shatter his entire worldview. They say the truth will set you free...not this time. The secrets of the Assassin's Code will set the world ablaze.

The Six-Gun Tarot Tor Fantasy

In post-apocalyptic America, Benny Imura and his friends set out into the great Rot & Ruin hoping to find a better future but are soon pitted against zombies, wild animals, insane murderers, and the horrors of Gameland.

Thanks to the magic of the dying Duchess of Roxbury, Sarah Cunningham is hurtled into a unstable alternative world--in which King Henry IX rules Britain, America never revolted, and Napoleon marches across Europe--where she joins forces with a royal spy, the Duke of Wessex, to rescue a missing princess. 20,000 first printing.

In a fantastical, steampunk version of the 1870 Wild West, Sheriff Jon Highfather must deal with an army of 32 outlaws, lunatics, serial killers and cannibals converging on the town of Golgotha, Nevada, all drawn by a grisly relic that dates back to the Donner Party—and the dawn of humanity. By the author of *The Six-Gun Tarot*.

Persephone Hazard, a member of the Laundry who is as beautiful as she is unpredictable, investigates an American televangelist who seems to be able to miraculously heal people.

Nevada, 1869: Beyond the pitiless 40-Mile Desert lies Golgotha, a cattle town that hides more than its share of unnatural secrets. The sheriff bears the mark of the noose around his neck; some say he is a dead man whose time has not yet come. His half-human deputy is kin to coyotes. The mayor guards a hoard of mythical treasures. A banker's wife belongs to a secret order of

assassins. And a shady saloon owner, whose fingers are in everyone's business, may know more about the town's true origins than he's letting on. A haven for the blessed and the damned, Golgotha has known many strange events, but nothing like the primordial darkness stirring in the abandoned silver mine overlooking the town. Bleeding midnight, an ancient evil is spilling into the world, and unless the sheriff and his posse can saddle up in time, Golgotha will have seen its last dawn...and so will all of Creation. R.S. Belcher's *The Six-Gun Tarot* is "an astonishing blend of first-rate steampunk fantasy and Western adventure." (Library Journal, Starred Review)

Years ago, Vlad Taltos came to make his way as a human amidst the impossibly tall, fantastically long-lived natives of the Dragaeran Empire. He joined the Jhereg, the Dragaeran House (of which there are seventeen) that handles the Empire's vices: gambling, rackets, organized crime. He became a professional assassin. He was good at it. But that was then, before Vlad and the Jhereg became mortal enemies. For years, Vlad has run from one end of the Empire to the other, avoiding the Jhereg assassins who pursue him. Now, finally, he's back in the imperial capital where his family and friends are. He means to stay there this time. Whatever happens. And whatever it takes. Hawk is the latest in Steven Brust's New York Times bestselling Vlad Taltos series. "Watch Steven Brust. He's good. He moves fast. He surprises you. Watching him untangle the diverse threads of intrigue, honor, character and mayhem from amid the gears of a world as intricately constructed as a Swiss watch is a rare pleasure." —Roger Zelazny At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Brian Stableford launched an ambitious future history series with *Inherit the Earth*, to widespread praise. "Stableford has created in this novel a totally believable world, and wrapped it around a series of mysterious events, surprise revelations, double crosses, confused motivations, rumors, lies, plots, and counterplots. . . . Tightly controlled and suspenseful throughout," said *Science Fiction Chronicle*. *Library Journal* said, "The ethical questions posed by the prospect of conquering the aging process underscore this fast-paced SF adventure, adding depth to a story that will appeal to fans of high-tech SF and conspiracy theories." This future world is a complex society obsessed with the technology of life extension and on the brink of creating true immortals. Now, in *Architects of Emortality*, Stableford gives us a story set hundreds of years in the future, filled with people who can hope for 300-year lifespans and a fortunate few whose lives will be in the thousands of years. This society is on the edge of radical change, where people have the time to develop eccentric lifestyles and personal obsessions, a world sometimes reminiscent of the distant future of Michael Moorcock's *Dancers at the End of Time* series. And there has been a series of murders that threaten the future stability of the world, murders executed by bioengineered flowers. Police officers Watson and Holmes investigate, but the central figure quickly becomes the amateur detective Oscar Wilde, a student of history who has taken on the persona of his namesake. And the question is not so much who the murderer is, but how and why. Filled with memorable characters and powerful and striking images of the richly altered world of the future, *Architects of Emortality* is a satisfying and complete story that also adds depth and detail to the evolving series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"In this exemplary treatise on the vast reaches and deep roots of a defining movement, Moretta offers a probing and potent work of cultural anthropology that captures the essence of the youthful energy that changed a nation and influenced the world" --Booklist "This balanced consideration of the hippies succeeds in incorporating positive and negative assessments of this slice of the counterculture of the 1960s...fine study. Highly recommended" --Choice "Impressively informative and thoroughly 'reader friendly' in organization and presentation...very highly recommended" --Midwest Book Review Among the most significant subcultures in modern U.S. history, the hippies had a far-reaching impact. Their influence essentially defined the 1960s--hippie antifashion, divergent music, dropout politics and "make love not war" philosophy extended to virtually every corner of the world and remain influential. The political and cultural institutions that the hippies challenged, or abandoned, mainly prevailed. Yet the nonviolent, egalitarian hippie principles led an era of civic protest that brought an end to the Vietnam War. Their enduring impact was the creation of a 1960s frame of reference among millions of baby boomers, whose attitudes and aspirations continue to reflect the hip ethos of their youth.

This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

A priestess of justice and a disgraced demigod investigate a grisly murder that threatens to throw the uneasy balance between gods and mortals into chaos. Gods make everything complicated. No one knows that better than Justix Iris Tharro, a human agent of the Goddess of Justice, still reeling from a scandal that almost ended her career. Grateful for a second chance, Iris' mandate is clear: investigate crimes, mete out justice...and never again insert herself in the business of the Pantheon. But when the dead body of a young woman is found on the altar in the wind god's temple, Iris quickly realizes her task might not be that simple. Because while murder is usually a human crime, this one is rife with magic only a God would be capable of. To accuse a God of murdering a human acolyte would do more than ruin Iris' reputation (again); it could put her life at risk. That's why she needs a partner who knows the good, the bad, and the ugly consequences of dealing with the Gods. Enter Andy: a handsome demigod with a silver tongue, desperately trying to win back the favor of his sea goddess mother. It's a challenging partnership, but there's no one better to guide Iris through black markets teeming with illegal relics, nightclubs full of nymphs, and the nefarious politics of the Pantheon . . . especially when it becomes clear that more than one immortal may have something to hide. In a world where ancient grudges and human desires live side by side and the old ways die hard, Iris and Andy are confronted with an impossible choice: whether solving one human's murder is worth the wrath of all the Gods. This fun, fast-paced fantasy noir novel by Elizabeth Vail is perfect for fans of *American Gods* and *The Maltese Falcon*, and was originally published on Serial Box (serialbox.com).

"A remarkably assured fantasy debut that mixes the inventiveness of China Miéville with the fast paced heroics of David Gemmell."—Anthony Ryan, New York Times bestselling author of *The Legion of Flame* Set on a postapocalyptic frontier, *Blackwing* is a gritty fantasy debut about a man's desperate battle to survive his own dark destiny... Hope, reason, humanity: the Misery breaks them all. Under its cracked and wailing sky, the Misery is a vast and blighted expanse, the arcane remnant of a devastating

war with the immortals known as the Deep Kings. The war ended nearly a century ago, and the enemy is kept at bay only by the existence of the Engine, a terrible weapon that protects the Misery's border. Across the corrupted no-man's-land teeming with twisted magic and malevolent wraiths, the Deep Kings and their armies bide their time. Watching. Waiting. Bounty hunter Ryhalt Galharrow has breathed Misery dust for twenty bitter years. When he's ordered to locate a masked noblewoman at a frontier outpost, he finds himself caught in the middle of an attack by the Deep Kings, one that signifies they may no longer fear the Engine. Only a formidable show of power from the very woman he is seeking, Lady Elizabeth Tanza, repels the assault. Elizabeth is a shadow from Galharrow's grim past, and together they stumble onto a web of conspiracy that threatens to end the fragile peace the Engine has provided. Galharrow is not ready for the truth about the blood he's spilled or the gods he's supposed to serve... Offers a guide to Stephen King's epic fantasy series, "The Dark Tower," covering characters, Mid-World geography, and the High Speech lexicon.

"Other names besides [Herman] Melville's will surely come to mind as you read this thrilling tale—there's Dune's Frank Herbert. . . . But in this, as in all of his works, Miéville has that special knack for evoking other writers even while making the story wholly his own."—Los Angeles Times On board the moletrain Medes, Sham Yes ap Soorap watches in awe as he witnesses his first moldywarpe hunt: the giant mole bursting from the earth, the harpoonists targeting their prey, the battle resulting in one's death & the other's glory. Spectacular as it is, Sham can't shake the sense that there is more to life than the endless rails of the railsea—even if his captain thinks only of hunting the ivory-colored mole that took her arm years ago. But when they come across a wrecked train, Sham finds something—a series of pictures hinting at something, somewhere, that should be impossible—that leads to considerably more than he'd bargained for. Soon he's hunted on all sides, by pirates, trainsfolk, monsters & salvage-scrabblers. & it might not be just Sham's life that's about to change. It could be the whole of the railsea. NEW YORK TIMES BESTSELLER "[Miéville] gives all readers a lot to dig into here, be it emotional drama, Godzilla-esque monster carnage, or the high adventure that comes only with riding the rails."—USA Today "Superb . . . massively imaginative."—Publishers Weekly (starred review) "Riveting . . . a great adventure."—NPR "Wildly inventive . . . Every sentence is packed with wit."—The Guardian (London)

The First Word came with Cain, who killed the first child of man. The Third Word was Pharaoh's instruction to the midwives. The Fifth Word was carried from Herod to Bethlehem. One of the Lost Words dwelt among the Aztecs and hungered after their children. Evil hides behind starched white masks. The ancient Aztec demon now conducts his affairs in the sterile environment of corporate medical facilities. An insatiable hunger draws the demon to a sleepy Louisiana hamlet. There, it contracts the services of a young attorney, Jim David, whose unborn child is the ultimate object of the demon's designs. Monsignor, a mysterious priest of unknown age and origin, labors unseen to save the soul of a small town hidden deep within Louisiana's plantation country, nearly forgotten in a bend of the Mississippi River. You'll be gripped from start to heart-stopping finish in this page-turning thriller from new author S.L. Smith. With roots in Bram Stoker's Dracula, this horror novel reads like Stephen King's classic stories of towns being slowly devoured by an unseen evil and the people who unite against it. The book is set in southern Louisiana, an area the author brings to life with compelling detail based on his local knowledge.

This is the story of Harry Ransom. If you know his name it's most likely as the inventor of the Ransom Process, a stroke of genius that changed the world. Or you may have read about how he lost the battle of Jasper City, or won it, depending on where you stand in matters of politics. Friends called him Hal or Harry, or by one of a half-dozen aliases, of which he had more than any honest man should. He often went by Professor Harry Ransom, and though he never had anything you might call a formal education, he definitely earned it. If you're reading this in the future, Ransom City must be a great and glittering metropolis by now, with a big bronze statue of Harry Ransom in a park somewhere. You might be standing on its sidewalk and not wonder in the least of how it grew to its current glory. Well, here is its story, full of adventure and intrigue. And it all starts with the day that old Harry Ransom crossed paths with Liv Alverhusen and John Creedmoor, two fugitives running from the Line, amidst a war with no end. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Laytham Ballard once protected humanity as part of the Nightwise, a secret order of modern-day mages dedicating to holding hellish supernatural forces at bay, but that was before a string of sadistic ritual murders shook everything he believed in—and sent him down a much darker path. One that has already cost him most of his soul, as well as everything he once held dear. Now a powerful faerie mob boss has hired Ballard to find his lost-lost daughter, who went missing several years ago. The long-cold trail leads him across the globe, from the luxurious playgrounds of the rich and famous to the seedy occult underbelly of Los Angeles, where creatures of myth and legend mingle with street gangs and sex clubs, and where Ballard finds his own guilty past waiting for him around every shadowy corner. To find Caern Ankou, he will have to confront old enemies, former friends and allies, and a grisly cold case that has haunted him for years. But is Caern still alive? And, perhaps more importantly, does she even want to be found? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Bloodier than Fried Green Tomatoes! Funnier than The Texas Chainsaw Massacre! Welcome to Gil's All Night Diner, where zombie attacks are a regular occurrence and you never know what might be lurking in the freezer . . . Duke and Earl are just passing through Rockwood county in their pick-up truck when they stop at the Diner for a quick bite to eat. They aren't planning to stick around-until Loretta, the eatery's owner, offers them \$100 to take care of her zombie problem. Given that Duke is a werewolf and Earl's a vampire, this looks right up their alley. But the shambling dead are just the tip of a particularly spiky iceberg. Seems someone's out to drive Loretta from the Diner, and more than willing to raise a little Hell on Earth if that's what it takes. Before Duke and Earl get to the bottom of the Diner's troubles, they'll run into such otherworldly complications as undead cattle, an amorous ghost, a jailbait sorceress, and the terrifying occult power of pig-latin. And maybe--just maybe--the End of the World, too. Gory, sexy, and flat-out hilarious, Gil's All Fright Diner will tickle your funnybone--before ripping it out of its socket! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

They are the Brotherhood of the Wheel: a secret society of truckers, bikers, nomads, and others who defend America's roads and rails from unnatural threats lying in wait for unwary travelers. Now a missing-person case leads to a string of roadside murders and mutilations that stretches back decades—and to a cult of murderous clowns who are far more than mere urban legends. Greasepaint and lunatic grins are the last things their victims ever see. And as if that's not trouble enough, trucker Jimmy Aussapile and his allies must also cope with a violent civil war within an outlaw biker gang long associated with the Brotherhood, as well as run-ins with a rival gang led by a fierce werewolf biker chick who fights tooth and claw to protect her pack. From Depression-era hobo camps to a modern-day trailer park hiding unearthly secrets, fear lurks just beyond the headlights for the

Kings of the Road. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Ramon "Ray" Cosa's life is not what he expected it to be. Living in a small Texas town ravaged by Hurricane Harvey, Ray has suffered many losses in his young life, and he has little hope left that anything will ever change or get better. That is, until the vintage Ford Galaxie and its strange, dying owner enters Ray's life. Given a jeweled ring he cannot remove and a desperate mission, Ray is plunged into a universe of secrets, wonders, and terrors he never dreamed exists. Now, he travels the Queen's Road - a hyper-space highway that connects all the planets and galaxies in creation - in search of one man, one of the Queen of the Universe's Rangers. That journey will put Ray on the front lines of an eons-old cosmic war between the primal forces of order and chaos. And probably make him late for his next shift at the Chug-n-Lug.

[Copyright: 17bd867929ccbd05cb9acd745b8cd15c](#)