
Thunderer 1 Felix Gilman

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Gears of the City Spectra

The city states of the Lowlands have lived in peace for decades, bastions of civilization, prosperity and sophistication, protected by treaties, trade and a belief in the reasonable nature of their neighbors. But meanwhile, in far-off corners, the Wasp Empire has been devouring city after city with its highly trained armies, its machines, it killing Art . . . And now its hunger for conquest and war has become insatiable. Only the aging Stenwold Maker, spymaster, artificer and statesman, can see that the long days of peace are

over. It falls upon his shoulders to open the eyes of his people, before a black-and-gold tide sweeps down over the Lowlands and burns away everything in its path. But first he must stop himself from becoming the Empire's latest victim.

History of Franklin and Grand Isle Counties, Vermont National Geographic Books

Steven de Selby has a hangover. Bright lights, loud noise, and lots of exercise are the last thing he wants. But that's exactly what he gets when someone starts shooting at him. Steven is no stranger to death -- Mr. D's his boss after all -- but when a dead girl saves him from sharing her fate, he finds himself on the wrong end of the

barrel. His job is to guide the restless dead to the underworld but now his clients are his own colleagues, friends, and family. Mr. D's gone missing and with no one in charge, the dead start to rise, the living are hunted, and the whole city teeters on the brink of a regional apocalypse -- unless Steven can shake his hangover, not fall for the dead girl, and find out what happened to his boss -- that is, Death himself. The Business of Death includes the first two volumes of the Death Works trilogy, *Death Most Definite* and *Managing Death*, as well as the third volume, *Island in the Sea of Time* Prometheus Books

"In 1893, young journalist Arthur Shaw is at work ... when the Great Storm hits London, wreaking unprecedented damage. In its aftermath, Arthur's newspaper closes, owing him money, and all his debts come due at once ... At one of [his fiancée Josephine's occult society] meetings, Arthur is given a job lead for what seems to be accounting work, but at a salary many times what any clerk could expect. The work is long and peculiar, as the workers spend all day performing unnerving calculations that make them hallucinate or even go mad, but the money is compelling. Things are beginning to look up when the perils of dabbling in the esoteric suddenly come to a head: a war breaks out between competing magical societies"--Dust jacket flap.

The Sleeping Beauty Orbit

" Utterly engaging...a page-turner that is certain to win the author legions of new readers and fans. " —George R. R. Martin, author of A Game of Thrones It's spring on Nantucket and everything is perfectly normal, until a sudden storm blankets the entire island. When the weather clears, the island's inhabitants find that they are no longer in the late twentieth century...but have been transported instead to the Bronze Age! Now they must learn to

survive with suspicious, warlike peoples they can barely understand and deal with impending disaster, in the shape of a would-be conqueror from their own time.

The Broken Kingdoms Small Beer Press

One man embarks on a thrilling and treacherous quest for his people's lost god--in an elaborate Dickensian city that is either blessed or haunted.--From publisher description.

The Rise of Ransom City

Spectra

In The Half-Made World, Felix Gilman took readers deep into a world on the cusp of forging an identity. The Line, a cult of Industry, and the Gun, a mission of Chaos, were engaged in a war for dominance. The Line was winning city by city, enslaving the populations it conquered. A doctor of psychology, Liv Alverhuysen, was caught in the middle,

unknowingly guarding a secret that both sides would do anything to have. Now, in the amazing sequel Rise of Ransom City, Liv is lost on the edge of the world with Creedmor, an agent of the Gun, and the powerful Line will stop at nothing to find them. But Harry Ransom, half con man, half mad inventor, is setting the edge of the world aglow. Town by town he is building up a bankroll and leaving hope in his wake because one of his inventions is actually working. But his genius is not going unnoticed, and when he crosses paths with the two most wanted outlaws in the "unmade world," his stage becomes even larger and presents an opportunity more lucrative than any of his scams or inventions combined. *Webster's New World Rhyming Dictionary* Macmillan This authoritative A-Z guide

constitutes an essential source of information for all who dare to venture into the imaginative hinterlands, providing acute insights into such subjects as: the varying types of virgin, why High Priests are invariably evil, how Dark Lords always have minions, and why Cooks all have filthy tempers. Whether you're a first-time visitor or a veteran Fantasyland traveler, "The Tough Guide to Fantasyland" has everything you need to get the most from your Tour, including: what to do when you're captured by a Goblin, where to find a Healer when you're stricken with the dreaded plague, and how to obtain the magic sword which will protect you from those pesky Barbarian Hordes.

Thunderer Macmillan
MERCEDES LACKEY'S magical A Tale of the Five Hundred Kingdoms series continues with

a captivating new adventure... Heavy is the head—and the eyelids—of the princess who wears the crown... In Rosamund's realm, happiness hinges on a few simple beliefs. For every princess there's a prince. The King has ultimate power. Stepmothers should never be trusted. And bad things come to those who break with Tradition... But when Rosa is pursued by a murderous huntsman and then captured by dwarves, her beliefs go up in smoke. Determined to escape and save her kingdom from imminent invasion, she agrees to become the subject of one of her stepmother's risky incantations—thus falling into a deep, deep sleep. When awakened by a touchy-feely stranger, Rosa must choose between Tradition and her future between a host of eligible princes and a handsome, fair-haired outsider. And learn the difference between being a princess and

ruling as a Queen.

The Business of Death National Geographic Books
In a magical version of 1929 Seattle, a notorious thief attempts a delicate and dangerous job, while a widowed speakeasy owner seeks revenge for her murdered husband and tries to keep her shapeshifter brother safe.

A Spectral Hue Ballantine Books
This collection introduces readers to the history and practice of the Vodou religion, and corrects many misconceptions. The book focuses specifically on the role Vodou plays in Haiti, where it has its strongest following, examining its influence on spiritual beliefs, cultural practices, national identity, popular culture, writing and art.

Blades of Winter Springer
Men in Black meets Janet Evanovich's Stephanie Plum in the fourth urban fantasy

novel in the series starring seer Makenna Fraser and her fellow agents at Supernatural Protection & Investigation. The agents of Supernatural Protection & Investigations (SPI) are paid to keep the peace. But that's not so easy when an endless evil threatens to tear that peace to pieces... A vampire gangster's nephew is abducted off his yacht by a bunch of low-rent Creatures from the Black Lagoon. A slew of banks are knocked over by what looks like the cast of Night of the Living Dead. All of this may seem like the movies, but, I promise you, it's not. I'm Makenna Fraser, seer for SPI, and I know the culprits aren't wearing disguises or makeup. They're real. Deadly real. Especially their leader—an ancient shapeshifter who leaves a trail of chaos and blood in

his wake. Now, he's taken my partner, Ian—and his intentions aren't pretty. The worst part? This is only the beginning... The beginning of the end of the human race.

A Window Into Time: A Novella Del Rey

From Jeff VanderMeer, the author of *Borne* and *Annihilation*, comes the paperback reissue of his cult classic *City of Saints and Madmen*. In this reinvention of the literature of the fantastic, you hold in your hands an invitation to a place unlike any you've ever visited—an invitation delivered by one of our most audacious and astonishing literary magicians. *City of Saints and Madmen* is a city of elegance and squalor. Of religious fervor and wanton lusts. And everywhere, on the walls of courtyards and churches, an incandescent fungus of mysterious and ominous origin. In *Ambergris*, a would-be suitor discovers that a sunlit street can become a killing ground in the blink of an eye. An artist receives an invitation to a beheading—and finds himself enchanted. And a patient in a mental institution is convinced

that he's made up a city called Ambergris, imagined its every last detail, and that he's really from a place called Chicago . . . By turns sensuous and terrifying, filled with exotica and eroticism, this interwoven collection of stories, histories, and "eyewitness" reports invokes a universe within a puzzle box where you can lose—and find—yourself again.

The Half-Made World Harlequin
Already a publishing sensation in England, *The Red Wolf Conspiracy* marks the debut of a remarkably gifted young writer. Robert V. S. Redick has been compared to Philip Pullman, George R. R. Martin, and China Miéville, among others, and like them he is a spellbinding storyteller, unafraid to sail his imagination into uncharted waters. With *The Red Wolf Conspiracy* he launches the first book of a trilogy destined to take its place among the classics of epic fantasy. *The Imperial Merchant Ship Chathrand* is the last of her kind. Six hundred years old, the secrets of her construction long forgotten, the massive vessel dwarfs every other sailing craft

in the world. It is a palace with sails, a floating outpost of the Empire of Arqual. And it is on its most vital mission yet: to deliver a young woman whose marriage will seal the peace between Arqual and its mortal enemy, the secretive Mzithrin Empire. But the young woman in question—Thasha, the daughter of the Arquali ambassador—has no intention of going meekly to the altar. For the ship's true mission is not peace but war—a war that threatens to unleash an ancient, all-consuming evil. As the dark conspiracy at the heart of the voyage unfurls, Pazel Pathkendle, a lowly tarboy with an uncanny gift, will find himself in an unlikely alliance with Thasha and her protectors: Hercól, a valet who is more than he appears; Dri, the queen of a race of tiny stowaways who have their own plans for the great ship; and Ramachni, a powerful sorcerer from another world. Arrayed against them are the Chathrand's brutal captain, Nilus Rose; the Emperor's spymaster and chief assassin, Sandor Ott; and the enigmatic Dr. Chadfallow, a longtime friend to Pazel's family whose kind words

may hide a vicious betrayal. As the Chathrand navigates treacherous waters to complete its mission, Pazel, Thasha, and their allies—including a singularly heroic rat—must also navigate a treacherous web of intrigue to uncover the secret of the legendary Red Wolf. Praise for *The Red Wolf Conspiracy*—“What can I say about a book as exciting and fresh as *The Red Wolf Conspiracy*? I can't remember when I've been so enthralled. Maybe when I first read Philip Pullman. This is one terrific read.”—Terry Brooks “Wonderfully inventive—Robert Redick is an extraordinary talent.”—Karen Miller, author of *The Innocent Mage*
The Tough Guide to Fantasyland Orbit
From the award-winning author of *Altered Carbon* and *Broken Angels*—a turbocharged new thriller set in a world where killers are stars, media is mass entertainment, and freedom is a dangerous proposition . . . A coup in Cambodia. Guns to Guatemala.

For the men and women of Shorn Associates, opportunity is calling. In the superheated global village of the near future, big money is made by finding the right little war and supporting one side against the other—in exchange for a share of the spoils. To succeed, Shorn uses a new kind of corporate gladiator: sharp-suited, hard-driving gunslingers who operate armored vehicles and follow a Samurai code. And Chris Faulkner is just the man for the job. He fought his way out of London's zone of destitution. And his kills are making him famous. But unlike his best friend and competitor at Shorn, Faulkner has a side that outsiders cannot see: the side his wife is trying to salvage, that another woman—a porn star turned TV news reporter—is trying to exploit. Steeped in

blood, eyed by common criminals looking for a shot at fame, Faulkner is living on borrowed time. Until he's given one last shot at getting out alive. . . .

The Ghoul Vendetta Vintage Winner of the Tiptree Award and a Mythopoeic Award finalist, *Cloud & Ashes* is a slow whirlwind of language, a button box of words, a mythic fable that invites revisitation. Praise for *Cloud & Ashes*: "A rich poetic prose laden with fetching archaisms that's unlike anything else being written today. Brilliant and truly innovative fiction, not to be missed."—The Washington Times Greer Gilman is the author of *Moonwise*. A graduate of Wellesley and the University of Cambridge, she lives in Cambridge, Massachusetts. She likes to quip that she does everything James Joyce ever did, only backward and in high heels.

Cloud & Ashes Questar Reviewers exhaust superlatives when it comes to the science fiction of Peter F. Hamilton. His complex and engaging novels, which span thousands of years—and light-years—are as intellectually stimulating as they are emotionally fulfilling. Now, with *The Dreaming Void*, the first volume in a trilogy set in the same far-future as his acclaimed Commonwealth saga, Hamilton has created his most ambitious and gripping space epic yet. The year is 3589, fifteen hundred years after Commonwealth forces barely staved off human extinction in a war against the alien Prime. Now an even greater danger has surfaced: a threat to the existence of the universe itself. At the very heart of the galaxy is the Void, a self-contained microuniverse that cannot be

breached, cannot be destroyed, and cannot be stopped as it steadily expands in all directions, consuming everything in its path: planets, stars, civilizations. The Void has existed for untold millions of years. Even the oldest and most technologically advanced of the galaxy's sentient races, the Raiel, do not know its origin, its makers, or its purpose. But then Inigo, an astrophysicist studying the Void, begins dreaming of human beings who live within it. Inigo's dreams reveal a world in which thoughts become actions and dreams become reality. Inside the Void, Inigo sees paradise. Thanks to the gaiafield, a neural entanglement wired into most humans, Inigo's dreams are shared by hundreds of millions—and a religion, the Living Dream, is born,

with Inigo as its prophet. But then he vanishes. Suddenly there is a new wave of dreams. Dreams broadcast by an unknown Second Dreamer serve as the inspiration for a massive Pilgrimage into the Void. But there is a chance that by attempting to enter the Void, the pilgrims will trigger a catastrophic expansion, an accelerated devourment phase that will swallow up thousands of worlds. And thus begins a desperate race to find Inigo and the mysterious Second Dreamer. Some seek to prevent the Pilgrimage; others to speed its progress—while within the Void, a supreme entity has turned its gaze, for the first time, outward.

. . . BONUS: This edition includes an excerpt from Peter F. Hamilton's *The Temporal Void*.

The Illusionists Hachette UK

"English Verse: Specimens Illustrating its Principles and History" by Raymond MacDonald Alden uses the author's skills as a scholar to analyze the evolution of English poetry. He delves into the different writing techniques employed by writers and poets throughout time to give readers a manual to recognize and differentiate these works. It also continues to serve as a useful tool for aspiring writers and literary lovers today.

The White Plague Anchor

"Reminiscent of Ursula Le Guin's paradigm-shattering *The Left Hand of Darkness*, this piercingly moving story belongs in most fantasy collections."—Library Journal
There are secrets beneath her skin. Sorykah Minuit is a scholar, an engineer, and the sole woman aboard an ice-drilling submarine in the frozen land of the Sigue. What no one knows is that she is also a Trader: one who can switch genders suddenly, a rare corporeal deviance universally met with fascination

and superstition and all too often punished by harassment or death. Sorykah's infant twins, Leander and Ayeda, have inherited their mother's Trader genes. When a wealthy, reclusive madman known as the Collector abducts the babies to use in his dreadful experiments, Sorykah and her male alter-ego, Soryk, must cross icy wastes and a primeval forest to get them back. Complicating the dangerous journey is the fact that Sorykah and Soryk do not share memories: Each disorienting transformation is like awakening with a jolt from a deep and dreamless sleep. The world through which the alternating lives of Sorykah and Soryk travel is both familiar and surreal.

Environmental degradation and genetic mutation run amok; humans have been distorted into animals and animal bodies cloak a wild humanity. But it is also a world of unexpected beauty and wonder, where kindness and love endure amid the ruins. Alluring, intense, and gorgeously rendered, *Ice Song* is a remarkable debut by a fiercely original new writer. Praise for *Ice Song* "A stunning

debut fantasy about love and the ties of blood."—Armchair Interviews "Kasai's debut is a boldly adventurous tale depicting a richly detailed world. The aspect of Traders shifting gender brings Ursula K. LeGuin's *The Left Hand of Darkness* to mind, while the activities on Chen's island are more reminiscent of Laurell K. Hamilton's *Meredith Gentry* novels."—Booklist "Ice Song is definitely a compelling read, largely due to the fact that Sorykah is such a well-developed character. She has an equally intense and complex sense of love and resentment for her children. And the fact that she exists between the world of humans and the mutants is also a source of conflict for her character . . . Ice Song is a near-perfect combination of fantasy, great storytelling and social commentary."—Philadelphia Gay News
The Red Wolf Conspiracy Hachette UK
"Webster's New World Rhyming Dictionary is the most accurate and contemporary rhyming dictionary today. Thousands of words are categorized and cross-

referenced into 1,500 phonetically correct rhyming groups. These groups make finding the exact rhyme you want fast and easy."
"Clement Wood's concise and witty guidelines for the effective use of rhyme are now thoroughly updated to include both poetry and song. New examples span classical and modern verse, from sonnets to rap. Webster's New World Rhyming Dictionary is the ideal companion for students, songwriters, jingle writers, poets, and performance artists."--BOOK JACKET.
Title Summary field provided by Blackwell North America, Inc. All Rights Reserved
Ice Song Orbit
In this breathtaking debut novel by Felix Gilman, one man embarks on a thrilling and treacherous quest for his people's lost god—in an elaborate Dickensian city that is either blessed ...or haunted. Arjun arrives in Ararat just as a magnificent winged creature swoops and sails over the city. For it is the day of the return of that long-awaited,

unpredictable mystical creature: the great Bird. But does it come for good or ill? And in the service of what god? Whatever its purpose, for one inhabitant the Bird sparks a long-dormant idea: to map the mapless city and liberate its masses with the power of knowledge. As the creature soars across the land, shifting topography, changing the course of the river, and redrawing the territories of the city's avian life, crowds cheer and guns salute in a mix of science and worship. Then comes the time for the Bird's power to be trapped—within the hull of a floating warship called Thunderer, an astounding and unprecedented weapon. The ship is now a living temple to the Bird, a gift to be used, allegedly, in the interests of all of Ararat. Hurltled into this convulsing world is Arjun, an innocent who will unwittingly unleash a dark power beyond his imagining—and

become entangled in a dangerous underground movement that will forever transform Ararat. As havoc overtakes the streets, Arjun dares to test the city's moving boundaries. In this city of gods, he has come to search among them, not to hide. A tour de force of the imagination, and a brilliant tale of rebellion, Thunderer heralds the arrival of a truly gifted fantasy writer who has created a tale as rich, wondrous, and captivating as the world in which it is set.