

Undertow The Undercity Chronicles Book 1

[#Undertow](#) [#The Undercity Chronicles](#) [#Fantasy Book](#) [#Young Adult Fiction](#) [#Urban Fantasy](#)

Dive into the captivating world of 'Undertow,' the first book in The Undercity Chronicles. Explore a hidden realm beneath the familiar streets, filled with secrets, danger, and extraordinary characters. This enthralling urban fantasy novel is perfect for young adults and fantasy lovers seeking a thrilling escape.

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2000 AD Encyclopedia

This magisterial new work brings fresh insight into the essential functions of early modern Roman society and the development of the modern state.

Brokers of Public Trust

Twig, a young sky pirate captain, is the only one who can save the floating city of Sanctaphrax from the Mother Storm. [verso].

The Tenant Movement in New York City, 1904-1984

Annabelle is a rag doll who has been the cherished companion of countless girls and women. She doesn't know who made her or even exactly what she is. But she does know the stories of those who have owned her.

Midnight Over Sanctaphrax

Atlantis is a sword and sorcery game inspired by the works of Fritz Lieber, Michael Moorcock, Robert E. Howard, and Clark Ashton Smith. Atlantis; a strange, wondrous and sometimes horrific antediluvian age where heroes survive by their wits, courage, and strong sword arms. Based on the classic Atlantean Trilogy by Bard Games. Atlantis: The Second Age expands greatly on this already detailed world including detailed rules on alchemy, a dynamic magic system, and exotic technomantic magical creations. Play as a twisted Netherman cannibal, a haughty Atlantean sorcerer, a bestial Anadaman thief, or a Mercurial Jinn warrior. Face the horrors of the dark isle of Anostos, brave the fighting-pits of Atlantis, and battle Makara on the high seas. Uncover ancient conspiracies, cleave demented cultists, and conquer lands unseen by civilized man in a thousand years. Rebuild the might of shattered Atlantis, or wipe clean the past and create your own empire from the dust and blood of the lost age. Will you be kingmaker, tyrant, thief, scholar, or slayer?

Nightmares & Fairy Tales: Once upon a time

For decades, Transformers fans across the globe have marveled at the mighty clashes of Megatron and Optimus Prime, and speculated about their arrival on planet Earth. Now, in Transformers: Retribution, the prequel to the Transformers animated series, the epic odyssey of these two great warriors is finally

revealed as Autobots and Decepticons battle one another . . . and the most diabolic foe they've ever encountered. Aboard the Ark, Optimus Prime leads his Autobots through deep space, searching for the AllSpark so vital to their home planet, Cybertron. Megatron's not far behind, and his Decepticons are itching for war. But a mysterious planet conceals an enemy far more cunning and powerful: the Quintessons. Masters of tyranny, technology, and twisted double crosses, the Quintessons are out to enslave both Autobots and Decepticons. Their deadly bag of tricks includes fiendish trials and a secret link all the way back to Cybertron, where Shockwave is wreaking havoc with supercomputer Vector Sigma. In the coming conflagration, Star Seekers, Wreckers, Alpha Trion, and Sharkticons all have their parts to play. For none can dodge the Quintesson juggernaut of evil, and none will escape the cataclysmic life-and-death battles that will catapult Autobots and Decepticons to Earth.

Atlantis the Second Age

Ambition. Lust. Revenge. You cannot have one without the others. Thousands of years ago, the Ven ruled the world. They were a passionate people, obsessed with Romance and Revenge, opera and theatre, and all the forbidden delights their decadent culture provided. In the end, that which made them beautiful was also the key to their own destruction. Houses of the Blooded is a game about tragic obsession. Players take the roles of powerful characters bent on conquering their world and destroying their enemies in stories of adventure, exploration, romance, intrigue, loyalty and betrayal. This is Houses of the Blooded: a roleplaying game in a violent world ruled by a magical race, featuring: - Systems for The Duel, Warfare, Romance, Revenge and Art - A huge Narrator chapter, filled with advice for new and experienced game masters - 'Seasons' - a system for long-term goals usually absent in most fantasy roleplaying games - Both 'friendly game' and 'cut-throat' modes for players who enjoy a quiet game with friends and those who love destroying their favourite enemies

Transformers: Retribution

"From its startling opening line right through to its stunning conclusion, *Girl in Snow* is a perfectly-paced and tautly-plotted thriller... an incredibly accomplished debut." Paula Hawkins, bestselling author of *The Girl on the Train* As morning dawns in a sleepy Colorado suburb, a dusting of snow covers high-school freshman Lucinda Hayes's dead body on a playground carousel. Accusations spread quickly and Lucinda's tragic death draws three outsiders from the shadows. Oddball Cameron Whitley loved - still loves - Lucinda. Though they've hardly ever spoken, and any sensible onlooker would call him Lucinda's stalker, Cameron is convinced that he knows her better than anyone. Completely untethered by the news of her death, Cameron's erratic behaviour provides the town ample reason to suspect that he's the killer. Jade Dixon-Burns hates Lucinda. Lucinda took everything from her. The worst part was Lucinda's blissful ignorance to the damage she'd wrought. Officer Russ Fletcher doesn't know Lucinda, but he knows the kid everyone is talking about, the boy who may have killed her. Cameron Whitley is his ex-partner's son. Now Russ must take a painful journey through the past to solve Lucinda's murder and keep a promise he made long ago. PRAISE FOR GIRL IN SNOW "This brooding and intense thriller will plunge readers into a dark world they may not want to enter - but they may be unable to tear themselves free" Booklist "Girl in Snow is not just an impressive debut but one of the best literary mysteries to come along in some time" Bookpage "Captivating" Marie Claire "A sensational debut - great characters, mysteries within mysteries, and page-turning pace. Highly recommended." Lee Child bestselling author of the Jack Reacher series Longlisted for the 2018 CWA John Creasey (New Blood) Dagger

Houses of the Blooded

Final novel in the Dark Eldar Path trilogy The eternal city of Commorragh is no longer beset by the horrors of the Dysjunction, but the scars of its passage remain. Now the supreme overlord, Asdrubael Vect, strives to reassert his authority over the anarchic city before hidden challengers can make their bid for power. The noble Yllithian frantically seeks new allies to put between himself and the overlord's wrath, the Mandrake kings muster and Vect prepares to unleash his most fearsome weapons against his own people as Commorragh erupts into open war.

Girl in Snow

Seventeen-year-old Ruby Thomas, newly responsible for her two young nieces after a devastating tragedy, is determined to keep her family safe in the vast, swirling world of 1920s New York City. She's got street smarts, boundless determination, and one unusual skill: the ability to throw a ball as hard as

the greatest pitchers in a baseball-mad city. From Coney Island sideshows to the brand-new Yankee Stadium, *Diamond Ruby* chronicles the extraordinary life and times of a girl who rises from utter poverty to the kind of renown only the Roaring Twenties can bestow. But her fame comes with a price, and Ruby must escape a deadly web of conspiracy and threats from Prohibition rumrunners, the Ku Klux Klan, and the gangster underworld. *Diamond Ruby* "is the exciting tale of a forgotten piece of baseball's heritage, a girl who could throw with the best of them. A real page-turner, based closely on a true story" (Kevin Baker, author of *Strivers Row*).

Christianity and the Social Crisis

From the USA Today bestselling author of *Kill All Your Darlings* comes a chilling novel of guilt, regret, and a past that refuses to die.... Three months ago, Jenna Barton was supposed to meet her lifelong best friend Celia. But when Jenna arrived late, she found that Celia had disappeared—and she hasn't been seen since. The only piece of evidence is a lone diamond earring found where Celia and Jenna were planning to meet, leading the national media to dub Celia "The Diamond Mom." And even though Jenna has obsessively surfed message boards devoted to missing persons cases, she is no closer to finding any answers—or easing her guilt. But when her son's new girlfriend disappears too, a stricken Jenna begins to unwind the tangled truth behind Celia's tragedy. And as long-buried secrets finally come to light, she discovers how completely lives can be shattered by a few simple lies.

Path of the Archon

Seline Templar hasn't experienced an easy life. First, her father died for reasons that have been shockingly concealed from her. Then Seline's mother, Molly, went missing in suspicious circumstances. So she's been raised as a ward of King Steam in the Steamman Free State, far away from the potential perils of her home in the Jackelian Kingdom. Raised in relative solitude among the machine race . . . until an old friend of the family, the steamman scientist Coppertracks, turns up in the capital with news of the most amazing discovery. It will set Seline and her companions off on a dangerous adventure to the mysterious and distant Mightadore. There's only one problem with Seline's destination. Many are those brave souls who have set out to reach the legendary city. But, nobody has ever come back alive from the trip to describe what they found! JACKELIAN SERIES 7th novel of the Jackelian fantasy series. Each book is a standalone adventure set in the same world with some of the same characters, so you don't need to read it in sequential order (although purists often do).

Diamond Ruby

An all-new corner has been added to Neil Gaiman's Sandman Universe! Welcome to the House of Dahomey, the houseboat of Erzulie Fr  da, where the souls of Voodoo followers go when they sleep to beseech the flirtatious and tragic goddess to grant them their hearts' desires and counsel them on their futures and fortunes. When you arrive, you'll find a party is in full swing, filled with all kinds of fabulous and fierce folk, while fish fry and music blasts. From her bayou, Erzulie scries upon the mortal realm and sees four human girls open a mysterious and magical journal filled with whispers and rumors that, if they spread, could cause a pandemic unlike any the Earth has seen, with the power to release Sopona, the loa lord of infectious disease and cousin to Erzulie, who is currently banned from the human plane. But even the fearsome Erzulie cannot be of assistance when her dream river turns tumultuous, tossing her house from her realm and into another's.

Since She Went Away

Watson, the author of the screen story for Stephen Spielberg's *A.I.*, pens this first book in his *Inquisition War* series. In the bloody suppression of a rebellion, Inquisitor Jaq Draco discovers a bizarre entity and a secret conspiracy of inquisitors whose goals are to control every human--everywhere.

Mission to Mightadore

In the floating city of Sanctaphrax, fusty old professors scheme and bicker with each other as they study the weather in minute detail - mistsifting, fogprobing, researching the air blowing in from beyond the Edge. But some experiments are best left alone... Quint is the son of a sky pirate captain. He arrives in Sanctaphrax at the request of Linus Pallitax, the Most High Academe, who needs an apprentice he can trust to carry out a series of highly important tasks. Just how important, Quint is about to find out as he and Linus's only daughter, Maris, are plunged into the midst of a terrifying adventure that takes

them deep within the rock upon which Sanctaphrax is built. It is here that they unwittingly invoke an ancient curse - the curse of the gloamglozer...

House of Whispers (2018-) #1

Lionel Asbo has just won £139,999,999.50 on the Lottery. A horribly violent, but horribly unsuccessful criminal, Lionel's attentions up to now have all been on his nephew, Desmond Pepperdine. He showers him with fatherly advice ('carry a knife') and introduces Des to the joys of internet porn. Meanwhile, Des desires nothing more than books, a girl to love and to steer clear Uncle Li's psychotic pitbulls, Joe and Jeff. But Lionel's winnings are not necessarily all good news. For Des has a secret, and its discovery could unleash his uncle's implacable vengeance. 'One of Amis's funniest novels' New Yorker 'A book that looks at us, laughs at us, looks at us harder, closer, and laughs at us harder and still more savagely' Observer

Draco

Warhammer 40,000 is the war-torn universe of the 41st millennium. This is the first book of a series in which a new threat faces embattled mankind, and Jaq Draco, Inquisitor, must keep the Darkness at bay.

The Curse of the Gloamglozer

The revealing and inspiring memoir of a woman forced into polygamous marriage in FLDS Church and her brave struggle to protect others from the same fate. Rebecca Musser grew up in fear, concealing her family's polygamous lifestyle from the "dangerous" outside world. Covered head-to-toe in strict, modest clothing, she received a rigorous education at Alta Academy, the Fundamentalist Church of Jesus Christ of Latter Day Saints' school headed by Warren Jeffs. Always seeking to be an obedient Priesthood girl, in her teens she became the nineteenth wife of her people's prophet: 85-year-old Rulon Jeffs, Warren's father. Finally sickened by the abuse she suffered and saw around her, she pulled off a daring escape and sought to build a new life and family. The church, however, had a way of pulling her back in-and by 2007, Rebecca had no choice but to take the witness stand against the new prophet of the FLDS in order to protect her little sisters and other young girls from being forced to marry at shockingly young ages. The following year, Rebecca and the rest of the world watched as a team of Texas Rangers raided the Yearning for Zion Ranch, a stronghold of the FLDS. Rebecca's subsequent testimony would reveal the horrific secrets taking place behind closed doors of the temple, sending their leaders to prison for years, and Warren Jeffs for life. *The Witness Wore Red* is a gripping account of one woman's struggle to escape the perverse embrace of religious fanaticism and sexual slavery, and a courageous story of hope and transformation.

Lionel Asbo

An elegant and evocative novel about people, place – and pests – by one of South Africa's most exciting writers. Katya Grubbs, like her father before her, deals in 'the unlovely and unloved'. Yet in contrast to her father, she is not in the business of pest extermination, but pest relocation. Katya's unconventional approach brings her to the attention of a property developer whose luxury estate on the fringes of Cape Town, Nineveh, remains uninhabited thanks to an infestation of mysterious insects. As Katya is drawn ever deeper into the chaotic urban wilderness of Nineveh, she must confront unwelcome intrusions from her own past.

Inquisitor

A California Book Award Finalist One of Oprah's Book Club's Ten Fantastic Books for Fall 2010 Historical Novel Review Editors' Choice Exiled in Paris, the frail, elderly Mathilde Kschessinska sits down to write her memoirs. A lifetime ago, she was the vain, ambitious, impossibly charming prima ballerina assoluta of the tsar's Russian Imperial Ballet in St. Petersburg. Kschessinska's riveting storytelling soon thrusts us into a world lost to time: that great intersection of the Russian court and the Russian theater. Through Kschessinska's memories of her own triumphs and defeats, we witness the stories that changed history, from the seething beginnings of revolution to the end of a grand, decadent way of life that belonged to the nineteenth century. Based on fact, Adrienne Sharp's *The True Memoirs of Little K* is "an engrossing tale of love, loss, and history" (The Wichita Eagle).

