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The Castle of Crossed Destinies

The classic Steampunk novel from the creator of the term itself – thirty years ago this month. When George Dower's father died, he left George his watchmaker's shop – and more. But George has little talent for watches and other infernal devices. When someone tries to steal an old device from the premises, George finds himself embroiled in a mystery of time travel, music and sexual intrigue. File Under: Steampunk

Fiendish Schemes

A strange message summons Langdon St. Ives and his companions to the Half Toad Inn in Smithfield, London, and along with the eccentric but fabulously wealthy Gilbert Frobisher, they set out for an uncharted island in the Caribbean, carrying a map that promises a treasure that beggars description. What they find – a terrible, pagan god from the depths of the ocean – leads them back to London, carrying within the hold of Frobisher's steam yacht a fearsome, tentacled menace that threatens to devastate London.

A Checklist of K. W. Jeter

Wuruyaaria: city of werewolves, whose raiders range over the dying northlands, capturing human beings for slaves or meat. Wuruyaaria: where a lone immortal maker wages a secret war against the Strange Gods of the Coranians. Wuruyaaria: a democracy where some are more equal than others, and a faction of outcast werewolves is determined to change the balance of power in a long, bloody election year. Their plans are laid; the challenges known; the risks accepted. But all schemes will shatter in the clash between two threats few had foreseen and none had fully understood: a monster from the north on a mission to poison the world, and a stranger from the south named Morlock Ambrosius.

The Adventure of the Ring of Stones

In Victorian London, the Whitechapel section has become a fiery mechanized hell,

ruled by two strange gods, until a resistance group, left over from the Uprising, obtains a secret weapon that could finally free them or kill them. Original.

The Rise of the Iron Moon

Lord Kelvin's Machine

Take a dazzling journey through time with Tim Power's classic, Philip K. Dick Award-winning tale "There have been other novels in the genre about time travel, but none with *The Anubis Gates*' unique slant on the material, nor its bottomless well of inventiveness. It's literally in a class by itself, a model for others to follow, and it's easy to see how it put Powers on the map."—SF Reviews
Brendan Doyle, a specialist in the work of the early-nineteenth century poet William Ashbless, reluctantly accepts an invitation from a millionaire to act as a guide to time-travelling tourists. But while attending a lecture given by Samuel Taylor Coleridge in 1810, he becomes marooned in Regency London, where dark and dangerous forces know about the gates in time. Caught up in the intrigue between rival bands of beggars, pursued by Egyptian sorcerers, and befriended by Coleridge, Doyle somehow survives and learns more about the mysterious Ashbless than he could ever have imagined possible

Farewell Horizontal

Steampunk—a grafting of Victorian aesthetic and punk rock attitude onto various forms of science-fiction culture—is a phenomenon that has come to influence film, literature, art, music, fashion, and more. *The Steampunk Bible* is the first compendium about the movement, tracing its roots in the works of Jules Verne and H. G. Wells through its most recent expression in movies such as *Sherlock Holmes*. Its adherents celebrate the inventor as an artist and hero, re-envisioning and crafting retro technologies including antiquated airships and robots. A burgeoning DIY community has brought a distinctive Victorian-fantasy style to their crafts and art. Steampunk evokes a sense of adventure and discovery, and embraces extinct technologies as a way of talking about the future. This ultimate manual will appeal to aficionados and novices alike as author Jeff VanderMeer takes the reader on a wild ride through the clockwork corridors of Steampunk history. Praise for *The Steampunk Bible*: "The Steampunk Bible is an informed, informative and beautifully illustrated survey of the subject." -The Financial Times "The Steampunk Bible is far and away the most intriguing catalog of all things steam yet written." -The Austin Chronicle "It's hard to imagine how VanderMeer and Chambers could have put together a stronger collection. Its publication marks a significant, self-conscious moment in the history of the movement." —PopMatters.com

The Wolf Age

A brand-new edition of the second novel in Moorcock's acclaimed steampunk series. Oswald Bastable visits an alternate 1904. Here, he discovers that most of the Western world has been devastated by a short, yet horrific, war fought with futuristic devices and biological weapons. An Afro-American Black Attila is

conquering the remnants of the Western nations, destroyed by the wars, in an attempt to bring civilization and social order.

Blade Runner 2

It is the late 19th century and a mysterious airship orbits through the foggy skies. Its terrible secrets are sought by many, including the Royal Society, a fraudulent evangelist, a fiendish vivisectionist, an evil millionaire and an assorted group led by the scientist and explorer Professor Langdon St. Ives. Can St. Ives keep the alien homunculus out of the claws of the villainous Ignacio Narbondo?

The Wheels of Chance

The Thickety: A Path Begins is a spellbinding tale about a girl, the Thickety, and the power of magic. Fans of Neil Gaiman will love this thrilling new world. When Kara Westfall was five years old, her mother was convicted of the worst of all crimes: witchcraft. Years later, Kara and her little brother, Taff, are still shunned by the people of their village, who believe that nothing is more evil than magic...except, perhaps, the mysterious forest that covers nearly the entire island. It has many names, this place. Sometimes it is called the Dark Wood, or Sordyr's Realm. But mostly it's called the Thickety. The villagers live in fear of the Thickety and the terrible creatures that live there. But when an unusual bird lures Kara into the forbidden forest, she discovers a strange book with unspeakable powers. A book that might have belonged to her mother. And that is just the beginning of the story. Supports the Common Core State Standards Publishers Weekly Best Book IndieBound Indie Next List Publishers Weekly Flying Start Amazon's Big Spring Books Washington Post Summer Book Club

Death's Apprentice

On the run after killing a guard in the Royal Breeding House, orphan Purity Drake learns from her mysterious rescuer that he is working against terrible monsters that would enslave the entire kingdom to punish its corrupt government.

The Thickety: A Path Begins

(FAQ). "What is steampunk?" Going beyond the standard default definitions of "Victorian science fiction," "yesterday's tomorrow today," or some other equally vague or limited description, Steampunk FAQ provides a historical exploration of its literary and cinematic origins. The journey begins with a look at steampunk's genesis in the novels and short stories of three Californians who hung out a lot with Philip K. Dick, before moving on to the inspirations and antecedents of steampunk. Contrary to what many articles and books say, steampunk's direct inspiration is arguably far more cinematic than literary, a likely reaction to the many film adaptations, pastiches, and knockoffs of the scientific romances of Jules Verne and H. G. Wells. While Verne, Wells, and a host of other Victorian and Edwardian writers have influenced steampunk fiction, cinematic elements from films such as Disney's 20,000 Leagues Under the Sea (1954) and George Pal's Time Machine (1960) show up more often as immediate influences on the style we call steampunk. In offering

a celebration of steampunk's style and cultural aesthetic, Steampunk FAQ also explores its connection to cyberpunk, the world of fashion, comics, and culture around the world.

The Art of Steampunk, Revised Second Edition

The tale of the early days of Morlock Ambrosius--master of all magical makers, wandering swordsman, and son of Merlin--concludes! From beyond the northern edge of the world, the Sunkillers (undying enemies of everything that lives and breathes and is an individual) are reaching into the sky of Laent to drain out its light and warmth. Their hope is to scrape sky, land, and sea clean of mortal life and return to where they once dwelled, before the first rising of the sun. Against them stand only the Graith of Guardians, defenders of the peaceful anarchy of the Wardlands. But the agents of the Sunkillers are abroad even in the Wardlands: plotting, betraying, murdering among the Graith. Married now for a century, Morlock Ambrosius and Aloê Oaij will take different paths to counter the threat. As Aloê ferrets out the enemy within the Graith, Morlock joins forces with his sister, the formidable Ambrosia Viviana, and crosses the monster-haunted plains of the deep north to confront the Sunkillers in their own realm. Morlock and Aloê think their parting is temporary, but it is final. They may or may not save the world, but they will not save each other, or themselves.

The Wide World's End

A truly breathtaking new anthology edited by Jonathan Strahan and Lou Anders, *Swords & Dark Magic* offers stunning new tales of sword and sorcery action, romance, and dark adventure written by some of the most respected, bestselling fantasy writers working today—from Joe Abercrombie to Gene Wolfe. An all-new Elric novella from the legendary Michael Moorcock and a new visit to Majipoor courtesy of the inimitable Robert Silverberg are just two of the treasures offered in *Swords & Dark Magic*—a fantasy lover's dream.

The Drawing of the Dark

Welcome to the world of Steampunk: a unique fantasy version of nineteenth century Victorian England imbued with today's technology. Discover the captivating and dynamic world of this emerging genre through the creative vision of today's leading artists. "The Art of Steampunk is a visual treat that you can peruse time and time again, as well as proudly display on your coffee table for your guests to enjoy." -- NEW YORK JOURNAL OF BOOKS "The book wastes very little time getting to the good stuff" -- WIRED MAGAZINE

Whitechapel Gods

R.D. Legger arrives in a future Los Angeles devastated by the Fear and finds himself at the mercy of a bizarre group of outcasts who possess psionic powers

The Anubis Gates

In a remote city on the edge of two worlds, where blood has power and water is more precious than freedom, three far-flung friends unite on a quest to save their families. Sal Hrvati's estranged father has brought more into the world than the woman he loved. Instead of saving her from the Void Beneath, he has summoned an unknown creature — a creature with a mission of its own and a past that stretches back to the beginning of the world. The quest to find both of them entangles Sal and his companions in a hunt for magical treasure on the floor of the Divide, a mighty crack in the earth inhabited by creatures that are not remotely human. Desert landscapes and dirigibles feature in a fast-paced fantasy that combines romance, adventure, and humor with an original take on magic. The Books of the Cataclysm take inspiration from many arcane and mythological sources. In positing that this world is just one of many "realms," three of which are inhabited by humans during various stages of their lives, it begins in the present world but soon propels the reader to a landscape that is simultaneously familiar and fantastic.

Slave Ship

World Fantasy Award Winner Michael Crawford is forced to flee when discovers his bride brutally murdered in their wedding bed. Yet it is not the revengeful townspeople he fears but the deadly embrace of the malignant spirit that is claiming him as her bridegroom. Crawford will not travel alone; soon he is aided by his fellow victims, the greatest poets of his day—Byron, Keats, and Shelley. Together they embark upon a desperate journey, crisscrossing Europe and battling the vampiric fiend who seeks her ultimate pleasure in their ravaged bodies and imperiled souls. Telling a secret history of passion and terror, Tim Powers (*The Anubis Gates*, *Declare*, *Three Days to Never*) masterfully recasts the tragic lives of the Romantics into a uniquely frightening tale. Back in print for the first time since 1994, this newly revised edition of *The Stress of Her Regard* will thrill both Powers fans and newcomers to this gripping Gothic tour de force.

Infernal Devices

DIVThe Anatomy of Steampunk is a fashion sourcebook of nearly 200 inspirational photos for the steampunk "look" you want. Also includes DIY tips for transforming your own wardrobe./div

This Crooked Way

Gods Clash with Gods, and the powers beyond gods, as the origin story of Morlock Ambrosius continues! The masked powers of Fate and Chaos are killing gods in the land of Kaen, facing the Wardlands across the Narrow Sea. Vocates Aloë Oaij and Morlock Ambrosius cross into the unguarded lands, seeking to uncover the reasons for the godslaying, and to avert any threat to the lands the Graith of Guardians has sworn to protect. After crash-landing on the hostile coast of Kaen, the two Guardians confront vengeful frightened gods, a calmly murderous dragon, a demon called Andhrakar, and a bitter old necromancer named Merlin Ambrosius. Amid these dangers they find that they can trust no one but themselves—and each other. From the Trade Paperback edition.

Dark Seeker

"A group of travellers chance to meet, first in a castle, then a tavern. Their powers of speech are magically taken from them and instead they have only tarot cards with which to tell their tales. What follows is an exquisite interlinking of narratives, and a fantastic, surreal, and chaotic history of all human consciousness."--Goodreads

Anatomy of Steampunk

Brian Duffy, aging soldier of fortune, had been hired in Venice by a strange old man who called himself Aurelianus Ambrosius. He was supposed to go to Vienna and act as bouncer at an inn where the fabulous Herzwosten beer was brewed. That was clear enough. But why was he guided and guarded on the trip by creatures from the ancient legends? Why should he be attacked by ifrits and saved by mythical dwarfs? What was so important about the Herzwosten beer to the Fisher King -- whoever he was? Why was Duffy plagued by visions of a sword and an arm rising from a lake? And what had a bunch of drunken, ancient Vikings to do with it all? Then there was no time for speculation as Vienna was besieged by the Turkish armies of Suleiman. Duffy found himself drawn into a war of desperation and magic. It was up to him to preserve the West until the drawing of the Dark. From the Paperback edition.

Steampunk FAQ

Death's seventeen-year-old apprentice must learn to stand on his own as he leads an uprising against the Devil Forget about Once Upon a Time . . . Built on top of the gates of Hell, Grimm City is the Devil's capital on earth. A place where every coffee shop, nightclub and shopping mall is the potential hunting ground for a ghost, a demon, or any of the other supernatural entities that inhabit the Grimm City world. Death's seventeen-year-old apprentice, Nathaniel, comes into his own as he leads an uprising against the Devil with the help of a half-dead wraith and a giant hit-man. What results is a bloody, brutal revolt that calls upon the loyalties of both the living and the dead. Based not only upon the Brothers Grimm well-known fairy tales, but also upon their "unknown" sagas and essays, K. W. Jeter & Gareth Jefferson Jones's Death's Apprentice is the first novel to be based upon the entire Grimm canon. Such a comprehensive, in-depth adaptation of the works of the Brothers Grimm has never been published before!

A Checklist of Some New Science Fiction Writers

JUST WHAT HAPPENED WHEN THE TIME MACHINE RETURNED? Having acquired a device for themselves, the brutish Morlocks return from the desolate far future to Victorian England to cause mayhem and disruption. But the mythical heroes of Old England have also returned, in the hour of the country's greatest need, to stand between England and her total destruction. File Under: Steampunk [Coming Back | It's About Time | Old Gods | Classic Steampunk]

Swords & Dark Magic

Like Clockwork

When Axxtter takes on the assignment of designing brand new military imagery for one of Cylinder's largest and most ferocious tribes, he embarks upon a dangerous journey that will transcend the boundaries of the Cylinder structure

Wrath-Bearing Tree

Co-winner, Ray & Pat Browne Award for Best Edited Collection in Popular Culture and American Culture Once a small subculture, the steampunk phenomenon exploded in visibility during the first years of the twenty-first century, its influence and prominence increasing ever since. From its Victorian and literary roots to film and television, video games, music, and even fashion, this subgenre of science fiction reaches far and wide within current culture. Here Rachel A. Bowser and Brian Croxall present cutting-edge essays on steampunk: its rise in popularity, its many manifestations, and why we should pay attention. Like Clockwork offers wide-ranging perspectives on steampunk's history and its place in contemporary culture, all while speaking to the "why" and "why now" of the genre. In her essay, Catherine Siemann draws on authors such as William Gibson and China Miéville to analyze steampunk cities; Kathryn Crowther turns to disability studies to examine the role of prosthetics within steampunk as well as the contemporary culture of access; and Diana M. Pho reviews the racial and national identities of steampunk, bringing in discussions of British chap-hop artists, African American steampunk practitioners, and multicultural steampunk fan cultures. From disability and queerness to ethos and digital humanities, Like Clockwork explores the intriguing history of steampunk to evaluate the influence of the genre from the 1970s through the twenty-first century. Contributors: Kathryn Crowther, Perimeter College at Georgia State University; Shaun Duke, University of Florida; Stefania Forlini, University of Calgary (Canada); Lisa Hager, University of Wisconsin-Waukesha; Mike Perschon, MacEwan University in Edmonton, Alberta; Diana M. Pho; David Pike, American University; Catherine Siemann, New Jersey Institute of Technology; Joseph Weakland, Georgia Institute of Technology; Roger Whitson, Washington State University.

The Time Ships

Travelling alone in the depths of winter, Morlock Ambrosius (bitterly dry drunk, master of all magical makers, wandering swordsman, and son of Merlin Ambrosius and Nimue Viviana) is attacked by an unknown enemy. To unmask his enemy and end the attacks he must travel a long crooked way through the world: past the soul-eating Boneless One, past a subtle and treacherous master of golems, past the dragon-taming Khroi, past the predatory cities of Sarkunden and Aflraun, past the demons and dark gnomes of the northern woods. Soon he will find that his enemy wears a familiar face, and that the duel he has stumbled into will threaten more lives than his own, leaving nations shattered in its chaotic wake. And at the end of his long road waits the death of a legend.

Blood of Ambrose

The bounty hunters introduced in "Shadows of the Empire", and who returned in "The Mandalorian Armor", come to life in this compelling new novel as Boba Fett battles a conspiracy, Bossk struggles to rule the other bounty hunters, and Kuat fights the maneuverings of Prince Xizor.

Blade Runner

In 1986 K. W. Jeter coined the term "steampunk," applying it to his first Victorian-era science fiction alternate-history adventure. At last he has returned with *Fiendish Schemes*, a tale of George Dower, son of the inventor of Infernal Devices, who has been in new self-imposed exile accumulating debts. The world Dower left when he went into hiding was significantly simpler than the new, steam-powered Victorian London, a mad whirl of civilization filled with gadgets and gears in the least expected places. After accepting congratulations for his late father's grandest invention—a walking, steam-powered lighthouse—Dower is enticed by the prospect of financial gain into a web of intrigue with ominously mysterious players who have nefarious plans of which he can only guess. If he can locate and make his father's *Vox Universalis* work as it was intended, his future, he is promised, is assured. But his efforts are confounded by the strange Vicar Stonebrake, who promises him aid, but is more interested in converting sentient whales to Christianity—and making money—than in helping George. Drugged, arrested, and interrogated by men, women, and the steam-powered Prime Minister, Dower is trapped in a maelstrom of secrets, corruption, and schemes that threaten to drown him in the chaos of this mad new world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Guile of Dragons

A mind-boggling new sequel to *Infernal Devices* to celebrate thirty years of Steampunk. Some time after the events of *Fiendish Schemes*, George Dower finds himself a widower, of sorts. On her deathbed, Miss McThane entrusts Dower with a small, ticking clockwork box. The box is mysteriously linked to her. When she breathes her last, the box stops ticking and Dower is able to open it, to find hundreds of letters - written in an unknown hand, signed only with the initial S. They're not love letters, but refer instead to the letter-writer's ongoing search for some other person. The last is a simple note, reading "Found him"... File Under: Fantasy

Homunculus

In the dark, steamy streets of Los Angeles, a bounty hunter tracks renegade androids. The hunter's work is complicated by having to find a way of prolonging the life of his android love who is programmed to live only four years. A sequel to the movie, rather than the book.

The Jekyll Island Chronicles (Book One): A Machine Age War

The Land Leviathan (A Nomad of the Time Streams Novel)

Fully authorised by the estate of Philip K. Dick and written by the author they felt best equipped to take forward the vision of one of the great names in SF, BLADE RUNNER 4: BEYOND ORION combines the dark imagery, paranoia, tension and pace of Dick's original novel and the cinematic genius of Ridley Scott in a novel that takes the Blade Runner series into a new millennium. Blade Runner has become one of the most recognisable and well loved brands in SF and K.W. Jeter has only added to its reputation and impact.

Death Arms

The Wheels of Chance is an early comic novel by H. G. Wells about an August 1895 cycling holiday, somewhat in the style of Three Men in a Boat. In 1922 it was adapted into a silent film The Wheels of Chance directed by Harold M. Shaw.

Unfamiliar Fishes

Within the magical gears of Lord Kelvin's incredible machine lies the secret of time. The deadly Dr. Ignacio Narbondo would murder to possess it and scientist and explorer Professor Langdon St. Ives would do anything to use it. For the doctor it means mastery of the world and for the professor it means saving his beloved wife from death. A daring race against time begins

Grim Expectations

An irreverent analysis of late-nineteenth-century imperialism in the United States focuses on the annexation of Hawaii as a defining historical milestone, covering such contributing factors as the missionary overthrow of the Hawaiian monarchy and the activities of whaling fleets.

The Steampunk Bible

It's dwarves vs dragons in this origin story for Enge's signature character, Morlock Ambrosius! Before history began, the dwarves of Thrymhaia fought against the dragons as the Longest War raged in the deep roads beneath the Northhold. Now the dragons have returned, allied with the dead kings of Cor and backed by the masked gods of Fate and Chaos. The dwarves are cut off from the Graith of Guardians in the south. Their defenders are taken prisoner or corrupted by dragonspells. The weight of guarding the Northhold now rests on the crooked shoulders of a traitor's son, Morlock syr Theorn (also called Ambrosius). But his wounded mind has learned a dark secret in the hidden ways under the mountains. Regin and Fafnir were brothers, and the Longest War can never be over From the Trade Paperback edition.

The Stress of Her Regard

At the beginning of the 1900's, 1/6th of the world's wealth vacationed in and around the tiny Georgia island of Jekyll. Captains of Industry like Rockefeller, Vanderbilt, Morgan and Carnegie all called the Jekyll area home. Using this place of grandeur and elegance as a backdrop, an alternate history is explored between the

World Wars. A time of great social, political and technological upheaval. A time of ingenuity and anarchy. A time for some of the most brilliant, and horrible, minds of the 20th century to confront each other. And a time of great new heroes and fantastic new machines. The Jekyll Island Chronicles: A Machine Age War is the first in a series of graphic novels. Part historical fact, part clockwork, and part diesel punk, they span an age of furious advancement in machine technology while exploring the span of man's soul _ whether evil or good.

Morlock Night

There is a secret passage through time and it leads all the way to the end of Eternity. But the journey has a terrible cost. It alters not only the future but the "present" in which we live. A century after the publication of H. G. Wells' immortal *The Time Machine*, Stephen Baxter, today's most acclaimed new "hard SF" author, and the acknowledged Clarke, returns to the distant conflict between the Eloi and the Morlocks in a story that is at once an exciting expansion, and a radical departure based on the astonishing new understandings of quantum physics.

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