

## Blood Rock Skindancer 2 Anthony Francis

“A lot of fun, with a whole new take on the dark urban fantasy. Bright and breezy, with fascinating characters, and a background with hidden depths. Drake puts the ink in incredible.” —Simon R. Green “Angel’s Ink is an other-earthly blend of magic and technology in the best tradition of urban fantasy that refused to let me go. The continuing Asylum Tales promise to be intriguing and wildly inventive.” —Kim Harrison “Gritty, authentic and fast-paced! This urban fantasy series rocks!” —J.R. Ward The superstars of urban fantasy agree—Angel’s Ink, the first book in Jocelyn Drake’s Asylum Tales is a winner! Genre fans who know—and love—Drake’s phenomenal, New York Times bestselling Dark Days novels will be blown away by this dark and seductive new series. Meet Gage, a magical tattoo artist trying to remain hidden and alive in a world where elves, faeries, trolls, werewolves, and vampires mingle freely with humans, and warlocks and witches rule the roost with merciless cruelty. Angel’s Ink indelibly marks the beginning of something phenomenal and every reader whose tastes run to the supernatural—those who can’t wait to sink their teeth into the latest Patricia Briggs, Carrie Vaughn, Kelley Armstrong, or Jim Butcher—will want to fly with this Angel. In our busy world of meetings and microwaves, car radios and cellphones, people always wish they could get an extra hour in the day. But what if they could? Doorways to Extra Time is an anthology that explores ways to get extra time (be it an hour, a day,

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or a decade) and the impact it would have--whether upon a single life, a family or an entire world.

The Nicole AI system was the most advanced artificial intelligence ever created ... until today. Confronted with a new sibling designed to replace her, Nicole becomes an unstoppable killer. With his team and perhaps the entire building dead, Nicole's designer must run a deadly race with Nicole ... to see who can stop whose weak heart first.

Myth! Intrigue! Dirigibles! Literacy! Support public libraries and explore a world of steampunk fiction!

I'm the daughter of murdered parents. I'm the friend of a dead girl. I'm the lover of my enemy. And I will have my revenge. In the wake of the devastating destruction of the luxury yacht Persephone, just three souls remain to tell its story—and two of them are lying. Only Frances Mace knows the terrifying truth, and she'll stop at nothing to avenge the murders of everyone she held dear. Even if it means taking down the boy she loves and possibly losing herself in the process. Sharp and incisive, *Daughter of Deep Silence* by bestselling author Carrie Ryan is a deliciously smart revenge thriller that examines perceptions of identity, love, and the lengths to which one girl is willing to go when she thinks she has nothing to lose.

Celia Wird and her three sisters are just like other twentysomething girls—with one tiny exception: They are the products of a curse that backfired and gave each of them

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unique powers that made them, well, a little weird.... After Celia Wird and her sisters help master vampire Misha save his family, their powers are exposed to the supernatural community of the Lake Tahoe region. But fame comes at a price, and being “weird” isn’t always welcome. To make matters worse, Celia desires the love of Alpha werewolf Aric, but his pack is bent on destroying their relationship to preserve his pureblood status. And once weres start turning up dead—with evidence pointing to the vampires—she must face the prospect of losing Aric forever. But the chaos only masks a new threat. An evil known as the Tribe has risen—and their sights are set on Celia and her sisters.

It's the return of the best-selling comic book series, inspired by Stephen King's epic *The Dark Tower*! Gunslinger Roland Deschain has seen the death of his lover Susan Delgado. And the Big Coffin Hunters who burned her at the stake are now in pursuit of Roland and his ka-tet Cuthbert and Alain. The friends are forced to flee into the desert with the deadly posse in hot pursuit . . . and Roland is in a coma! Don't miss this opening chapter starring the Gunslinger whose quest for the Dark Tower will shake the foundation of reality itself!

*Game AI Pro3: Collected Wisdom of Game AI Professionals* presents state-of-the-art tips, tricks, and techniques drawn from developers of shipped commercial games as well as some of the best-known academics in the field. This book acts as a toolbox of proven techniques coupled with the newest advances in game AI. These techniques

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can be applied to almost any game and include topics such as behavior trees, utility theory, path planning, character behavior, and tactical reasoning. KEY FEATURES Contains 42 chapters from 50 of the game industry's top developers and researchers. Provides real-life case studies of game AI in published commercial games. Covers a wide range of AI in games, with topics applicable to almost any game. Includes downloadable demos and/or source code, available at <http://www.gameapro.com> SECTION EDITORS Neil Kirby General Wisdom Alex Champandard Architecture Nathan Sturtevant Movement and Pathfinding Damian Isla Character Behavior Kevin Dill Tactics and Strategy; Odds and Ends

'It doesn't matter. I have books, new books, and I can bear anything as long as there are books.' Fifteen-year-old Morwenna lives in Wales with her twin sister and a mother who spins dark magic for ill. One day, Mori and her mother fight a powerful, magical battle that kills her sister and leaves Mori crippled. Devastated, Mori flees to her long-lost father in England. Adrift, outcast at boarding school, Mori retreats into the worlds she knows best: her magic and her books. She works a spell to meet kindred souls and continues to devour every fantasy and science fiction novel she can lay her hands on. But danger lurks... She knows her mother is looking for her and that when she finds her, there will be no escape.

While performing an authentic spirit medium show at Chinatown's illustrious Gris-Gris speakeasy in 1920s San Francisco, Aida Palmer is enlisted to help notorious

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bootlegger Winter Magnusson, the victim of a hex, banish the ghosts that haunt him and finds herself under the spell of this charming man. Original.

Savannah's most unconventional tattoo artist, Riley Poe, lives on the edge. Now she's put over the edge when her younger brother is taken by a sinister cult led by vampires. Her only ally is the hot-tempered vampire Eli Dupre, attracted to Riley's beauty and rare blood type. To save her brother from certain un-death, Riley faces dangers she's never dreamed of, ruthless bloodthirsty enemies, and an evil of endless hunger that wants to devour it all...

"Thank you to the powers-that-be for the opportunity to be one of the first readers captivated by Dakota Frost and her magical tats. Addictive, sassy, sexy, funny, intense, brilliant." --Bitten By Books, on Frost Moon "With Blood Rock, Anthony Francis's Skindancer series becomes one of my favorites."--Book'd Out, on Blood Rock Magical tattoo artist Dakota Frost is back--fighting a fire that may burn down the world. For millennia, ancient factions of wizards have closely guarded the secrets of liquid fire--distilled from the blood of dragons and the magical key to unbelievably powerful spells. Now, Dakota's flirtation with a fireweaver while visiting San Francisco engulfs her in a magical feud. Forced to defend herself with her masterwork, a powerful dragon tattoo, Dakota becomes the target of superstitious magicians who believe she's summoned the spirit of a dragon . . . the first step in an incredibly dangerous spell that could create more liquid fire. Soon, Dakota finds herself caught in a magical battle

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between ageless wizards desperate to seize the rapidly dwindling supply of liquid fire and fireweaver terrorists who'll stop at nothing to keep every last drop of it for themselves. Even if that means killing Dakota. The race is on to find the truth about liquid fire, the secret behind Dakota's magic tattoos, and the message hidden in the fireweaver's secret codes--before the world goes up in flames. Filled with spectacular magic, pyrotechnic action, and kinky romance, LIQUID FIRE is the action-packed third installment in the Dakota Frost, Skindancer series. Epic Award winner Anthony Francis writes the Skindancer series while working on robots for "the Search Engine Which Starts with a 'G'."

The dark, moody, and mystical fantasy begun in Thorn Jack, the first novel in the Night and Nothing series, continues in this bewitching follow up—an intriguing blend of Twilight, Buffy the Vampire Slayer, Alice in Wonderland, and A Midsummer Night's Dream—in which Finn Sullivan discovers that her town, Fair Hollow, borders a dangerous otherworld . . . Serafina Sullivan and her father left San Francisco to escape the painful memory of her older sister Lily Rose's suicide. But soon after she arrived in bohemian Fair Hollow, New York, Finn discovered a terrifying secret connected to Lily Rose. The placid surface of this picture-perfect town concealed an eerie supernatural world—and at its center, the wealthy, beautiful, and terrifying Fata family. Though the striking and mysterious Jack Fata tried to push Finn away to protect her, their attraction was too powerful to resist. To save him, Finn—a girl named for the angels and a brave

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Irish prince—banished a cabal of malevolent enemies to shadows, freeing him from their diabolical grip. Now, the rhythm of life in Fair Hollow is beginning to feel a little closer to ordinary. But Finn knows better than to be lulled by this comfortable sense of normalcy. It's just the calm before the storm. For soon, a chance encounter outside the magical Brambleberry Books will lead her down a rabbit hole, into a fairy world of secrets and legacies . . . straight towards the shocking truth about her sister's death. Lush and gorgeously written, featuring star-crossed lovers and the collision of the magical and the mundane, Briar Queen will appeal to the fans of Cassandra Clare's bestselling Mortal Instruments series and Melissa Marr's Wicked Lovely.

From the New York Times bestselling author of Healer's Choice comes the story of a woman with the power of touch. Skin doesn't lie to her. It is her gift, sometimes her curse. She feels what others felt, and sees the things held in their memories... With the touch of her palms to the skin of a crime victim, San Francisco tattoo artist Etaín can see the faces of the guilty and draw them. Changeling elf but unaware of it, at odds with her police captain father and FBI agent brother, magic and gift have put her in the path of two compelling men. Cathal Dunne, the son of an Irish mob boss, needs Etaín's help finding the rapists who left his cousin for dead. Eamon, a powerful elf lord, is determined to make her his consort-wife. Her gift once made permanence impossible when it came to a lover. Now, as she approaches the transition to fully Elven, her survival depends on keeping two. One of the men is willing to share her. The other isn't-

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until the search for a sexual predator turns deadly, and only by paying magic's price will there be any future at all.

Graffiti art. It's bold. It's thrilling. And it can get a girl into serious trouble.... Raised by her single mom (who's always dating the wrong kind of man) in a struggling California neighborhood, Angel Rodriguez is a headstrong, independent young woman who channels her hopes and dreams for the future into her painting. But when her entry for a community mural doesn't rate, she's heartbroken. Even with winning artist Nathan Ramos—a senior track star and Angel's secret crush—taking a sudden interest in Angel and her art, she's angry and hurt. She's determined to find her own place in the art world, her own way. That's when Miguel Badalin—from the notorious graffiti crew Reyes Del Norte—opens her eyes to an underground world of graf tags and turf wars. She's blown away by this bad boy's fantastic work and finds herself drawn to his dangerous charm. Soon she's running with Miguel's crew, pushing her skills to the limit and beginning to emerge as the artist she always dreamed she could be. But Nathan and Miguel are bitter enemies with a shared past, and choosing between them and their wildly different approaches to life and art means that Angel must decide what matters most before the artist inside of her can truly break free.

This study of ancient Roman shipping and trade across continents reveals the Roman Empire's far-reaching impact in the ancient world. In ancient times, large fleets of Roman merchant ships set sail from Egypt on voyages across the Indian Ocean. They

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sailed from Roman ports on the Red Sea to distant kingdoms on the east coast of Africa and southern Arabia. Many continued their voyages across the ocean to trade with the rich kingdoms of ancient India. Along these routes, the Roman Empire traded bullion for valuable goods, including exotic African products, Arabian incense, and eastern spices. This book examines Roman commerce with Indian kingdoms from the Indus region to the Tamil lands. It investigates contacts between the Roman Empire and powerful African kingdoms, including the Nilotic regime that ruled Meroe and the rising Axumite Realm. Further chapters explore Roman dealings with the Arab kingdoms of southern Arabia, including the Saba-Himyarites and the Hadramaut Regime, which sent caravans along the incense trail to the ancient rock-carved city of Petra. The first book to bring these subjects together in a single comprehensive study, *The Roman Empire and the Indian Ocean* reveals Rome's impact on the ancient world and explains how international trade funded the legions that maintained imperial rule.

On the edge, all things are possible... From *Stranded*, by Anthony Francis She crested a ridge overlooking the wreck--and froze, bewitched. Climbing from the ship were the most beautiful people she'd ever seen. They wore armored spacesuits, patched in a thousand places, and painted to look like animals. Helmets folded back revealed inner pressure suits decorated too: one girl in a leopard outersuit had a snakeskin helm, adorned with feathers, over skin painted a pale blue. Serendipity gasped. These were adventurers. The gravity was clearly punishing their slender frames, but they kept going, crawling out of the smoking ship from every hatch, rappelling down on spacelines, tools jangling on their belts when their boots touched the

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broken earth. Not one of them looked a day over sixteen. That should have meant nothing--her grandmother didn't look a day over sixteen--but as fractured shale dislodged by her slogs crackled down the slope, they turned and stared at her with youthful shock. They had none of the smug poise of ancient souls newly young. What Serendipity saw instead, and felt keenly, was fear. Her gut churned. The boys were armed with projectile automatics. ? Three Great Authors--Three Great Science Fiction Stories A Strand In The Web New York Times Bestselling Fantasy Author Anne Bishop makes her U.S. debut in Science Fiction with this engaging futuristic novella. The Restorers travel the universe fulfilling a purpose handed down through the generations. They live and die aboard city-ships, never knowing the worlds they create and save. What begins as a disastrous training exercise in creating and balancing ecosystems becomes an unexpected fight for survival. The only hope may be the secret project of an untried Restorer team. A Host Of Leeches Award winning author James Alan Gardner pens a wonderfully imaginative tale, in which a young woman wakes to find herself the sole human on an orbiting, mechanical space station. To find a way home, she must navigate the dangerous politics of war between opposing robot leaders. Stranded Popular urban fantasy writer Anthony Francis (Dakota Frost, Skindancer series) explores the clash of ethics and survival when a young, genetically engineered centaress from the ultra-advanced Alliance lays claim to a rare, strategic garden planet, only to find herself captured by a band of rag-tag Frontier refugees who've crashed their vintage ship on her unexpectedly hostile world. On the edge, all things are possible... From Stranded, by Anthony Francis She crested a ridge overlooking the wreck--and froze, bewitched. Climbing from the ship were the most beautiful people she'd ever seen. They wore armored spacesuits, patched in a thousand places, and

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Since the 1970s humans have forced supernaturals to live in caged cities. Silver brands embedded in their foreheads identify them by species: a full moon for Vampires, a crescent moon for Shifters, a pair of wings for Fairies, and the list goes on, for each supernatural species has been tagged and categorized by humans. Lanore Vesta is marked with a silver X, the brand of Mixbreeds, second-class citizens shunned by society. She stays to herself, revealing her ability to create fire only during emergencies. All she wants to do is graduate college and stop having to steal to survive. But when she stumbles upon a murder in progress, she catches the attention of a supernatural killer. Now all she wants is to stop finding dead bodies in her apartment. Enlisting help from her Were-cheetah ex-boyfriend Meshack and a new mysterious friend named Zulu, she is steered through the habitat's raunchy nightlife. But their presence sometimes proves to be more burden than help, as they fight for her attention. While the corpses pile up, and the scent of blood fills the air, Lanore is left wondering: will she

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find the psycho or die trying?

In an alternate Atlanta where magic is practiced openly, where witches sip coffee at local cafes, shapeshifters party at urban clubs, vampires rule the southern night like gangsters, and mysterious creatures command dark caverns beneath the city, Dakota Frost's talents are coveted by all. She's the best magical tattooist in the southeast, a Skindancer, able to bring her amazing tats to life. When a serial killer begins stalking Atlanta's tattooed elite, the police and the Feds seek Dakota's help. Can she find the killer on the dark fringe of the city's Edgeworld? Among its powerful outcasts and tortured loners, what kind of enemies and allies will she attract? Will they see her as an invader, as a seducer, as an unexpected champion ... or as delicious prey?

Lost Cities author Childress takes us deep into Mexico and Central America in search of the mysterious Olmecs, North America's early, advanced civilization. The Olmecs, now sometimes called Proto-Mayans, were not acknowledged to have existed as a civilization until an international archeological meeting in Mexico City in 1942. Now, the Olmecs are slowly being recognized as the Mother Culture of Mesoamerica, having invented writing, the ball game and the "Mayan" Calendar. But who were the Olmecs? Where did they come from? What happened to them? How sophisticated was their culture? How far back in time did it go? Why are many Olmec statues and figurines seemingly of foreign peoples such as Africans, Europeans and Chinese? Is there a link with Atlantis? In this heavily illustrated book, join Childress in search of the lost cities of the Olmecs! Chapters include: The Mystery of the Origin of the Olmecs; The Mystery of the Olmec Destruction; The Mystery of Quizuo; The Mystery of Transoceanic Trade; The Mystery of Cranial Deformation; The Mystery of Olmec Writing;

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more. Heavily illustrated, includes a color photo section.

9780473215040:Synopsis coming soon.....

The next entry in Sterling's pop culture psychology series features 20 essays and an exclusive interview with Rod Roddenberry son of "Star Trek" creator Gene Roddenberry. In a fun and accessible way, "Star Trek Psychology" delves deep into the psyches of the show's well-known and -loved characters. The trailblazing franchise spans five TV series, 13 films, and countless novelizations. "Star Trek Psychology" uses academic and scientific theories to analyze and answer such questions as "Why do Trek's aliens look so human?" and "How can the starship's holodeck be used for therapy?" This compilation examines alien neurobiology, discusses identity formation for shape shifters, explores the importance of emotion for artificial intelligence, and much more."

Game AI Pro 3 Collected Wisdom of Game AI Professionals CRC Press

Peter Grant – full-time cop and trainee wizard with London's police force – is investigating why cars are suddenly turning from mild-mannered family saloons into possessed, power-assisted killing machines! Airbags will not save your life! ? Written by Doctor Who writer Ben Aaronovitch (Remembrance of the Daleks) and set in the world of his own bestselling novels, with Doctor Who showrunner Andrew Cartmel! ? Rivers of London novels have sold over 1,000,000 copies worldwide to date! ? In continuity with the novels – not an adaptation, this is an all-new story set between books 4 and 5!

Bill Bryson's first travel book, *The Lost Continent*, was unanimously acclaimed as one of the funniest books in years. In *Neither Here nor There* he brings his

unique brand of humour to bear on Europe as he shoulders his backpack, keeps a tight hold on his wallet, and journeys from Hammerfest, the northernmost town on the continent, to Istanbul on the cusp of Asia. Fluent in, oh, at least one language, he retraces his travels as a student twenty years before. Whether braving the homicidal motorists of Paris, being robbed by gypsies in Florence, attempting not to order tripe and eyeballs in a German restaurant or window-shopping in the sex shops of the Reeperbahn, Bryson takes in the sights, dissects the culture and illuminates each place and person with his hilariously caustic observations. He even goes to Liechtenstein.

“A vivid exploration of one man's lifelong obsession with an idea . . . Egan’s spirited biography might just bring [Curtis] the recognition that eluded him in life.”  
—Washington Post Edward Curtis was charismatic, handsome, a passionate mountaineer, and a famous portrait photographer, the Annie Leibovitz of his time. He moved in rarefied circles, a friend to presidents, vaudeville stars, leading thinkers. But when he was thirty-two years old, in 1900, he gave it all up to pursue his Great Idea: to capture on film the continent’s original inhabitants before the old ways disappeared. Curtis spent the next three decades documenting the stories and rituals of more than eighty North American tribes. It took tremendous perseverance—ten years alone to persuade the Hopi to allow

him to observe their Snake Dance ceremony. And the undertaking changed him profoundly, from detached observer to outraged advocate. Curtis would amass more than 40,000 photographs and 10,000 audio recordings, and he is credited with making the first narrative documentary film. In the process, the charming rogue with the grade school education created the most definitive archive of the American Indian. “A darn good yarn. Egan is a muscular storyteller and his book is a rollicking page-turner with a colorfully drawn hero.” —San Francisco Chronicle  
“A riveting biography of an American original.” —Boston Globe

Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.

From an Epic Award winning author comes a sprawling tale of brass buttons, ray guns, and two-fisted adventure! In an alternate empire filled with mechanical men, women scientists, and fantastic contraptions powered by steam, a high ranking officer in the Victoriana Defense League betrays his country when he steals an airship and awakens an alien weapon that will soon hatch into a walking factory of death. Commander Jeremiah Willstone and her team must race through time in a desperate bid to stop the traitor's plan to use the alien

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weapon to overthrow the world's social order. With time running out, Jeremiah may have to sacrifice everything she is to save everyone she loves. "Addictive, sassy, sexy, funny, intense, brilliant." -Bitten By Books, on Frost Moon Epic Award winner Anthony Francis writes the Dakota Frost, Skindancer series and the Jeremiah Willstone series while working on robots for "the Search Engine Which Starts with a 'G'."

Excerpt from Interracial Justice: A Study of the Catholic Doctrine of Race Relations The problem of race relations in the United States is usually regarded as hopeless in proportion as attention is narrowed upon the immediate participants in racial conflicts. Hope for its solution arises as relations between the races are seen in the light of wider, common interests; in the light of history, and in the light of Spiritual truths. The following chapters are an attempt to apply such a wider view to the social problem of racial differences. All that is Fiere written is based upon an assumption, which the author believes is indisputably sound, that racial disputes, similar to disputes in any other area of human relationships, will yield to the solvent of Catholic social ethics as teaching, the application of justice and charity. About the Publisher Forgotten Books publishes hundreds of thousands of rare and classic books. Find more at [www.forgottenbooks.com](http://www.forgottenbooks.com) This book is a reproduction of an important historical

work. Forgotten Books uses state-of-the-art technology to digitally reconstruct the work, preserving the original format whilst repairing imperfections present in the aged copy. In rare cases, an imperfection in the original, such as a blemish or missing page, may be replicated in our edition. We do, however, repair the vast majority of imperfections successfully; any imperfections that remain are intentionally left to preserve the state of such historical works.

A thrilling new Victorian-era urban fantasy for fans of Kevin Hearne's Iron Druid Chronicles, the Showtime series Penny Dreadful, and the Sherlock Holmes movies featuring Robert Downey, Jr. With a flood of dark magic about to engulf Victorian London, can a handful of heroes vanquish a legion of the undead? When monster-hunter Malcolm MacFarlane comes across the gruesome aftermath of a ritual murder in a London church, he enlists the help of magician-scribe Simon Archer and alchemist extraordinaire Kate Anstruther. Studying the macabre scene, they struggle to understand obscure clues in the ancient Egyptian hieroglyphics carved into the victim's heart—as well as bizarre mystical allusions to the romantic poetry of William Blake. One thing is clear: Some very potent black magic is at work. But this human sacrifice is only the first in a series of ritualized slayings. Desperate to save lives while there is still time, Simon, Kate, and Malcolm—along with gadget geek Penny Carter and Charlotte, an

adolescent werewolf—track down a necromancer who is reanimating the deceased. As the team battles an unrelenting army of undead, a powerful Egyptian mummy, and serpentine demons, the necromancer proves an elusive quarry. And when the true purpose of the ritual is revealed, the gifted allies must confront a destructive force that is positively apocalyptic. Praise for *The Undying Legion* “Monstrously entertaining.”—Wit and Sin “These books are just pure unadulterated fun.”—Slapdash & Sundry “An impressive follow-up in the *Crown & Key* trilogy.”—Bibliophage “A pulse-pounding ride.”—Faire’s Fair “A delightful read! . . . *The Undying Legion* combines a thrilling well-developed plot with spectacular action sequences, witty banter, and unlikely heroes that are fabulously unique and fascinating.”—Goldilox and the Three Weres “Once I started reading, I couldn’t put it down. . . . This book was fantastic.”—Word Gurgle Praise for Clay and Susan Griffith’s *The Shadow Revolution* “Team Griffith creates a number of really compelling characters whose exploits will keep readers glued to the pages! Terrific!”—RT Book Reviews “A fast-paced, action-filled dark fantasy that is just sheer fun to read . . . *The Shadow Revolution* kicks off the *Crown & Key* series in spectacular fashion!”—Fresh Fiction “Werewolves, mad science, and plenty of smiting. Pass the popcorn.”—Emma Jane Holloway, author of *The Baskerville Affair* series “A thrilling read! Clay and Susan Griffith

have crafted a gritty, action-packed Victorian-era fantasy world full of dark creatures, mystery, and magic—a must read for steampunk fans!”—Shawntelle Madison, author of the Coveted series

Kit Colbana is always biting off more than she can chew. She has a knack for finding trouble. This time, though, trouble finds her. Someone from her past drops a case into her lap that she just can't refuse...literally. People on the Council are dying left and right and she's been requested to investigate the deaths. The number one suspect? Her lover, Damon. If she doesn't clear his name, he gets a death sentence. Even if she succeeds? They still might try to execute him. Oh, and she's not allowed to tell him about the case, either. The stakes are high this time around, higher than they've ever been. Kit may be forced to pay the ultimate price to save her lover's life...a price that could destroy her and everything she loves.

Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is

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past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. Details the werecrocodilians of the World of Darkness.

Alexander "Bunny" Bunsun is a Bear on a mission. He arrives in Halle, PA for the sole purpose of checking up on his cousin Chloe. Something is not right, and the family has sent Alex, along with Chloe's brother Ryan, to find out what's going on. He intends to fix the problem and head right back for Oregon and his own life, but when he meets his mate all bets are off. She's an unusual she-Wolf with a love of tattoos, a soft southern drawl and lime green hair. She's perfect. There's only one problem: Tabitha Garwood is Outcast, exiled from her Pack and alone in the world. Living in Halle after being Wolf for eight years has given her a new sense of peace, but another Wolf is out to make her life a living hell. As Outcast she has no one to protect her... until she meets Alex. When Alex's cousin is left for dead and Tabby is threatened, it's up to Alex to keep his growing family safe. To give Tabby the loving home she needs he could be forced to give up the control he's worked so hard to obtain. If he does, someone could die.

Tony, a former street kid-turned-wannabe producer, is working on the set of a TV series about a vampire detective, where he discovers the dead body of a cast member. Tony fears it has something to do with the strange shadows he has seen around the studio and when he turns to special-effects wizard Arra Pelindrake for help, she turns out to be the genuine article. The wizard escaped from a dangerous alternate dimension and has more than a passing acquaintance with the shadows. Together, Tony and his vampire friend Henry Fitzroy try to persuade Arra to cooperate but can't get her to face her fears and confront the shadows. But

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they are soon left with nowhere to run as they are drawn into battle, for the shadows are intent on gaining a foothold in this world.

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

Steve Rabin's Game AI Pro 360: Guide to Architecture gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology covering game AI architecture. This volume is complete with articles by leading game AI programmers that further explore modern architecture such as behavior trees and share architectures used in top games such as Final Fantasy XV, the Call of Duty series and the Guild War series. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online

Containing full pedigree of all the imported thorough-bred stallions and mares, with their produce.

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