Weaveworld

Here is storytelling on a grand scale — the stuff of which a classic is made. Weaveworld begins with a rug — a wondrous, magnificent rug — into which a world has been woven. It is the world of the Seerkind, a people more ancient than man, who possesses raptures — the power to make magic. In the last century they were hunted down by an unspeakable horror known as the Scourge, and, threatened with annihilation, they worked their strongest raptures to weave themselves and their culture into a rug for safekeeping. Since then, the rug has been guarded by human caretakers. The last of the caretakers has just died. Vying for possession of the rug is a spectrum of unforgettable characters: Suzanna, granddaughter of the last caretaker, who feels the pull of the Weaveworld long before she knows the extent of her own powers; Calhoun Mooney, a pigeon-raising clerk who finds the world he's always dreamed of in a fleeting glimpse of the rug; Immacolata, an exiled Seerkind witch intent on destroying her race even if it means calling back the Scourge; and her sidekick, Shadwell, the Salesman, who will sell the Weaveworld to the highest bidder. In the course of the novel the rug is unwoven, and we travel deep into the glorious raptures of the Weaveworld before we witness the final, cataclysmic struggle for its possession. Barker takes us to places where we have seldom been in fiction—places terrifying and miraculous, humorous, and profound. With keen psychological insight and prodigious invention, his trademark graphic vision balanced by a spirit of transcendent promise, Barker explores the darkness and the light, the magical and the monstrous, and celebrates the triumph of the imagination.

In the little town of Palomo Grove, two great armies are amassing; forces shaped from the hearts and souls of America. In this New York Times bestseller, Barker unveils one of the most ambitious imaginative landscapes in modern fiction, creating a new vocabulary for the age-old battle between good and evil. Carrying its readers from the first stirring of consciousness to a vision of the end of the world, The Great and Secret Show is a breathtaking journey in the company of...
a master storyteller. The being known as Wick has been freed, and has begun delivering swift vengeance upon the world. But he’s not alone in his quest, as he gains acceptance and followers around the world and crushes any that oppose him. Meanwhile, Tristan and Elspeth try to pick up the pieces in the wake of a devastating plane crash, and must survive the deadly obstacles thrown in their path as they weave their way through this new and inhospitable world. One of the most critically acclaimed horror comics in recent memory, this edition collects issues #5-8 of Horror Master Clive Barker’s latest epic, with help from co-writer Mark Miller (Hellraiser) and artist Haemi Jang (Hellraiser: The Road Below). A journey beyond imagination is about to unfold.

It begins in the most boring place in the world: Chickentown, USA. There lives Candy Quackenbush, her heart bursting for some clue as to what her future might hold. When the answer comes, it’s not one she expects. Welcome to the Abarat, a vast archipelago where every island is a different hour of the day. Candy has a place in this extraordinary land: She is here to help save the Abarat from the dark forces that are stirring at its heart—forces older than Time itself, and more evil than anything Candy has ever encountered. She’s a strange heroine, she knows. But this is a strange world. And in the Abarat, all things are possible. This text brings together articles covering the whole spectrum of cyberspace and related new technologies to explore the ways in which new technologies are reshaping cultural forms and practices at the turn of the century. The reader is divided into thematic sections focusing on key issues such as subcultures in cyberspace, posthumanism and cyberbodies, and pop-cultural depictions of human-machine interaction. Each section features: an introduction locating the essays in their theoretical and technological context; editor’s introduction and accompanying user’s guide; and an extensive bibliography. Issues include: theoretical approaches to cyberculture; representations in fiction and on film; the development of distinct cyber-subcultures; and feminist and queer approaches within cyberculture. “Rich in plot twists, byzantine intrigues and hidden secrets, Imajica is a Chinese puzzle box constructed on a universal scale Barker has an unparalleled talent for envisioning other worlds.” — Washington Post Book World From master storyteller Clive Barker comes an epic tale of myth, magic, and forbidden passion Imajica is an epic beyond compare: vast in conception, obsessively detailed in execution, and apocalyptic in its resolution. At its heart lies the sensualist and master art forger, Gentle, whose life unravels when he encounters Judith Odell, whose power to influence the destinies of men is vaster than she knows, and Pie ‘oh’ pah, an alien assassin who comes from a hidden dimension. That dimension is one of five in the great system called Imajica. They are worlds that are utterly unlike our own, but are ruled, peopled, and haunted by species whose lives are intricately connected with ours. As Gentle, Judith, and Pie ‘oh’ pah travel the Imajica, they uncover a trail of crimes and intimate betrayals, leading them to a revelation so startling that it changes reality forever. A massive tale of secrets, corruption and magic between two feuding families – the powerful Gearys and the shadowy
Barbarossas. Horror stories tell of a vicious supernatural killer who stalks a young social worker, two businessmen seduced by a mysterious woman, and a frog race to determine the fate of the world. L.E. Modesitt, Jr.'s Ordermaster continues his bestselling fantasy series the Saga of Recluce, which is one of the most popular in contemporary epic fantasy. Kharl has no sooner taken possession of the estate bestowed upon him for his aid in quelling a revolt, when he is summoned back to the capital to deal with rebellious nobles. Using even more deadly order magic Kharl becomes a famous and feared public figure, the Lord's Mage. When called upon to return to the land he was driven from, Kharl must face an old enemy that threatens the land of his birth and his adopted new country. “An intriguing fantasy in a fascinating world.”—Robert Jordan, New York Times bestselling author of The Wheel of Time® series Saga of Recluce #1 The Magic of Recluce / #2 The Towers of Sunset / #3 The Magic Engineer / #4 The Order War / #5 The Death of Chaos / #6 Fall of Angels / #7 The Chaos Balance / #8 The White Order / #9 Colors of Chaos / #10 Magi’i of Cyador / #11 Scion of Cyador / #12 Wellspring of Chaos / #13 Ordermaster / #14 Natural Order Mage / #15 Mage-Guard of Hamor / #16 Arms-Commander / #17 Cyador’s Heirs / #18 Heritage of Cyador / #19 The Mongrel Mage / #20 Outcasts of Order / #21 The Mage-Fire War (forthcoming) Story Collection: Recluce Tales Other Series by L.E. Modesitt, Jr. The Imager Portfolio The Corean Chronicles The Spellsong Cycle The Ghost Books The Ecolitan Matter At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. The Expanse meets the Battle Room in Ender’s Game as K. B. Wagers brings us the rollicking first entry in a unique science fiction series that introduces the Near-Earth Orbital Guard—NeoG—a military force patrolling and protecting space inspired by the real-life mission of the U.S. Coast Guard. For the past year, their close loss in the annual Boarding Games has haunted Interceptor Team: Zuma’s Ghost. With this year’s competition looming, they’re looking forward to some payback—until an unexpected personnel change leaves them reeling. Their best swordsman has been transferred, and a new lieutenant has been assigned in his place. Maxine Carmichael is trying to carve a place in the world on her own—away from the pressure and influence of her powerful family. The last thing she wants is to cause trouble at her command on Jupiter Station. With her new team in turmoil, Max must overcome her self-doubt and win their trust if she’s going to succeed. Failing is not an option—and would only prove her parents right. But Max and the team must learn to work together quickly. A routine mission to retrieve a missing ship has suddenly turned dangerous, and now their lives are on the line. Someone is targeting members of Zuma’s Ghost, a mysterious opponent willing to kill to safeguard a secret that could shake society to its core . . . a secret that could lead to their deaths and kill thousands more unless Max and her new team stop them. Rescue those in danger, find the bad guys, win the Games. It’s all in a day’s work at the NeoG. It begins with a carpet that holds a world of rapture and enchantment woven into its threads, the hiding place for the last vestiges of magic left to Humankind. But the carpet is
fraying, setting some of its magic free and drawing the attention of the terrible Immacolata and her twin wraith sisters. As a desperate war between good and evil begins, the fraying of the carpet could signal the end not only of the world within the carpet but of the human world as well. Originally published in 1987, Weaveworld is Clive Barker's second novel, which gathered astounding acclaim and became an instant classic. As an incredible book of visions and horrors, it is a prime example of Barker's ability to merge the terrifying and the miraculous. Presents five horror tales, including a bloody parable of the body in revolt, a conundrum centered in a piece of string, a fable of Hell on Earth, a story of an unholy coupling of the living and the dead, and a vision of depravity. The slugs have returned. They slither along the dank, fetid tunnels of London's sewers in search of human flesh, and now they bring a new horror. Dr Alan Finch is the only man capable of destroying the breeding ground for ever. The author's previous novels include Slugs, Spawn and Assassin. Marty Strauss, a gambling addict recently released from prison, is hired to be the personal bodyguard of Joseph Whitehead, one of the wealthiest men in the world. The job proves more complicated and dangerous than he thought, however, as Marty soon gets caught up in a series of supernatural events involving Whitehead, his daughter (who is a heroin addict), and a devilish man named Mamoulian, with whom Whitehead made a Faustian bargain many years earlier, during World War II. As time passes, Mamoulian haunts Whitehead using his supernatural powers (such as the ability to raise the dead), urging him to complete his pact with him. Eventually Whitehead decides to escape his fate after a few encounters with Mamoulian and having his wife, former bodyguard, and now his daughter Carys taken away from him. With hope still left to save Carys, Marty Strauss, although reluctant to get involved in the old man Whiteheads deserved punishment, decides to get involved and attempt to save the innocent gifted addict from being another victim to the damnation game. A horrifying and spellbinding tale by the “great imaginer of our time” (Quentin Tarantino) and New York Times bestselling author Clive Barker about the magical world lying right beneath our feet. In a home of an elderly woman in Liverpool lies a carpet. Suzanna Parish is called to Liverpool after her grandmother has a stroke. Cal Mooney is on the run from an escaped homing pigeon. Together they find themselves accidently drawn into the strange world that lies beneath the mysterious rug. Here, a race of magical beings have hidden themselves from the normal world to escape human persecution and an evil known as the Scourge. But two other evils, a ruthless witch and her sidekick, seek the carpet for their own gain and will do whatever it takes to find it. As the intricate weavings of the tapestry come undone, Suzanna and Cal must face their biggest fears to save this discovered land and all its inhabitants. Brutal, beautiful, brilliant, and full of his original illustrations, Clive Barker spins his best in this “unhinged and indulgent” (Entertainment Weekly) imaginative tale. Susanna, granddaughter of the last caretaker, Calhoun Mooney, and Immacolata, an exiled witch intent on destroying her race, vie for a rug into which the world of Seerkind has been woven. You hold in
your hands not a book at all, but a terrifying embodiment of purest evil. Can you feel the electric tingle in your fingers as you are absorbed by the demon Jakabok's tale of his unintentional ascent from the depths of the Inferno? Do you sense the cold dread worming its way into your bloodstream, your sinews, the marrow of your bones as you read more deeply into his earthly education and unspeakable acts? The filth you now grasp has been waiting patiently for you for nearly six hundred years. And now, before you are completely in its thrall, you would do well to follow the foul creature's admonition and destroy this abomination of ink and paper before you turn a single leaf and are lost forever. You have been warned.Volume One of Clive Barker's seminal Books of Blood contains the stories: 'The Book of Blood', 'The Midnight Meat Train', 'The Yattering and Jack', 'Pig Blood Blues', 'Sex, Death and Starshine', 'In the Hills, the Cities'. With the 1984 publication of Books of Blood, Clive Barker became an overnight literary sensation. He was hailed by Stephen King as "the future of horror", and won both the British and World Fantasy Awards. Now, with his numerous bestsellers, graphic novels, and hit movies like the Hellraiser, Clive Barker has become an industry unto himself. But it all started here, with this tour de force collection that rivals the dark masterpieces of Edgar Allan Poe. Read him and rediscover the true meaning of fear.

The New York Times bestselling biography of one of America's most storied military figures. General William Tecumseh Sherman's 1864 burning of Atlanta solidified his legacy as a ruthless leader. Evolving from a spirited student at West Point, Sherman became a general who fought in some of the Civil War's most decisive campaigns—Shiloh, Vicksburg, Atlanta—until finally, seeking a swift ending to the war's horrendous casualties, he devastated southern resources on his famous March to the Sea across the Carolinas. Later, as general-in-chief of the U.S. Army, Sherman relentlessly paved the way west during the Indian wars. James Lee McDonough's fresh insight reveals a man tormented by fears that history would pass him by and that he would miss his chance to serve his country. Drawing on years of research, McDonough delves into Sherman's dramatic personal life, including his strained relationship with his wife, his personal debts, and his young son's death. The result is a remarkable, illuminating portrait of an American icon.

Volume Six of Clive Barker's seminal Books of Blood contains the stories: 'The Life of Death', 'How Spoilers Bleed', 'Twilight at the Towers', 'The Last Illusion', 'On Jerusalem Street'. With the 1984 publication of Books of Blood, Clive Barker became an overnight literary sensation. He was hailed by Stephen King as "the future of horror", and won both the British and World Fantasy Awards. Now, with his numerous bestsellers, graphic novels, and hit movies like the Hellraiser, Clive Barker has become an industry unto himself. But it all started here, with this tour de force collection that rivals the dark masterpieces of Edgar Allan Poe. Read him and rediscover the true meaning of fear.

Cabal is the story of Boone, a tortured soul haunted by the conviction that he has committed atrocious crimes. In a necropolis in the wilds of Canada, he...
seeks refuge and finds the last great creatures of the world - the shape-shifters known as the Nightbreed. They are possessed of unearthly powers—and so is Boone. In the hunt for Boone, they too will be hunted. Now only the courage of this strange human can save them from extinction. And only the undying passion of a woman can save Boone from his own corrupting hell. This novella is the basis for the Major Motion Picture - Nightbreed.

Clive Barker: Dark imaginer explores the diverse literary, film and visionary creations of the polymathic and influential British artist Clive Barker. In this necessary and timely collection, innovative essays by leading scholars in the fields of literature, film and popular culture explore Barker’s contribution to gothic, fantasy and horror studies, interrogating his creative legacy. The volume consists of an extensive introduction and twelve groundbreaking essays that critically reevaluate Barker’s oeuvre. These include in-depth analyses of his celebrated and lesser known novels, short stories, theme park designs, screen and comic book adaptations, film direction and production, sketches and book illustrations, as well as responses to his material from critics and fan communities. Clive Barker: Dark imaginer reveals the breadth and depth of Barker’s distinctive dark vision, which continues to fascinate and flourish.

Pestilence, floods, war, social upheaval, drug crime, wicked leaders, conspiracies, corruption even visions of death-dealing aliens — this superb collection of stories takes an unforgettable imaginative journey into terror and transcendence. Each decade of the twentieth century is assigned to one of the top fantasy/horror authors of the modern age who evokes the particular madness of that decade as it contributes to a prophecy for the next century. Decade by decade as the millennium approaches in these powerful, chilling tales, the tension builds toward a dramatic revelation that is both a prophetic warning and a visionary answer for all humankind. A singular publishing event, "Revelations is a stunning anthology-novel by modern superstars of fantasy and horror, including" New York Times -- bestselling author Clive Barker, David J. Schow, and Remsey Campbell.

Frank Cotton's insatiable appetite for the dark pleasures of pain led him to the puzzle of Lemarchand's box, and from there, to a death only a sick-minded soul could invent. But his brother's love-crazed wife, Julia, has discovered a way to bring Frank back — though the price will be bloody and terrible . . . and there will certainly be hell to pay. Film's most popular action hero needs a place to heal after his surgery has gone terribly wrong. His fiercely loyal agent finds him just such a place in a luxurious forgotten mansion high in the Hollywood Hills. But the original owner of the mansion was a beautiful woman devoted to pleasure at any cost, and the terrible legacy of her deeds has not yet died. There are ghosts and monsters haunting Coldheart Canyon, where nothing is forbidden . . . Clive Barker's Coldheart Canyon showcases the boldly innovative New York Times bestselling master at the very top of his formidable and frightening skills. Clive Barker is the internationally bestselling author of more than twenty books for adults and children. He is also a widely acclaimed artist, film producer, screenwriter, and director. He lives in Beverly Hills, California.
Meets Horror’s Most Notorious Villains! Late 1895, and Sherlock Holmes and his faithful companion Dr John Watson are called upon to investigate a missing persons case. On the face of it, this seems like a mystery that Holmes might relish – as the person in question vanished from a locked room. But this is just the start of an investigation that will draw the pair into contact with a shadowy organisation talked about in whispers, known only as the ‘Order of the Gash.’ As more people go missing in a similar fashion, the clues point to a sinister asylum in France and to the underworld of London. However, it is an altogether different underworld that Holmes will soon discover – as he comes face to face not only with those followers who do the Order’s bidding on Earth, but those who serve it in Hell: the Cenobites. Holmes’ most outlandish adventure to date, one that has remained shrouded in secrecy until now, launches him headlong into Clive Barker’s famous Hellraising universe... and things will never be the same again. With an introduction by Hellraiser II actress Barbie Wilde.

A SIGNED LIMITED EDITION OF THIS CLASSIC CLIVE BARKER NOVEL. INCLUDES BONUS MATERIAL AND B/W INTERIOR DRAWINGS NOT FOUND IN ANY OTHER EDITION. SIGNED BY CLIVE BARKER.

The fae live among us. And one of them is a serial killer. I thought this would be a simple profiling case. Just another Jack-the-Ripper wannabe, prowling London's streets, searching for easy kills. I was wrong. This killer is fae, and he's as elusive as smoke on the wind. But I'm an FBI profiler, and it's my job to track him down. It doesn't matter that one of the main suspects—a lethally alluring fae—is trying to seduce me or kill me, I'm not sure which. I won't be stopped, not even when panic roils through the streets of London, or when the police start to suspect me. As I close in on the killer, I follow him to a magical shadow realm that's like nothing I ever expected, where I'm hunted like prey. Fine. Bring it on. I'm an FBI Agent. And it turns out I have magical powers of my own.

Lock the doors, close the blinds and settle in with this anthology of illustrated horror stories. Dark imagery leads you into haunting tales that will stay with you long after the lights have gone out. Drawing on nightmares, this is a collection that takes the reader on a stunning journey into the world just behind the shadows.

Tonight, Again marks Clive Barker’s first collection since the Books of Blood over 25 years ago. It contains more than thirty primarily erotic short stories and vignettes (most of them previously unpublished), along with explicit illustrations by the author in his signature style. As an exploration of extremes, in lush prose and evocative images, Tonight, Again is not to be missed by the author's many fans.

Traces the evolution of the horror story by presenting an anthology of works from the past and from current writers, with contributions from Stephen King, H.P. Lovecraft, Harlan Ellison, Charles L. Grant, and Clive Barker.

From New York Times bestselling author Clive Barker comes the spectacular sequel to his masterpiece of dark fantasy The Great and Secret Show that reveals once again the age-old battle between good and evil. On the borderland between this world and the world of Quiddity, the sea of our dreams, sits Everville. For years it has lived in ignorance of the gleaming shore on which it lies. But its...
ignorance is not bliss. Opening the door between worlds, Clive Barker delivers his characters into the heart of the human mystery; into a place of revelation, where the forces which have shaped our past—and are ready to destroy our future—are at work. It's back to the shores of Quiddity, the undulant dream sea that separates worldly Cosm from the trippy Metacosm, for a restaging of the epic struggle for the Art, major magic that was last coveted by the infinitely wicked Kissoon, who sponsored the previous battle to control this transcendental force. Itinerant biker chick Tesla Bombeck leads the way to Everville, a sleepy small town in Oregon about to be savaged by the passage of the Iad Uroboros—a mindless, evil juggernaut bent to Kissoon's will—through a rip in the veil between Cosm and Metacosm. Determined to thwart Kissoon, Bombeck enlists the aid of several cronies, among them Catholic gumshoe Harry D'Amour, a tattooed student of necromancy; computer archivist Nathan Grillo, guardian of the novel's paranormal Internet; and Phoebe Cobb, an Everville resident whose lover, Joe Flicker, has fled to Quiddity.

The acclaimed, epic, and spellbinding fantasy by Hugo Award-winning author Matt Wallace, about a utopian city with a dark secret... and the underdogs who will expose it, or die trying. They call them Savages. Brutal. Efficient. Expendable. The empire relies on them. The Savages are the greatest weapon they ever developed. Culled from the streets of their cities, they take the ones no one will miss and throw them, by the thousands, at the empire's enemies. If they live, they fight again. If they die, there are always more to take their place. Evie is not a Savage. She's a warrior with a mission: to find the man she once loved, the man who holds the key to exposing the secret of the Savage Legion and ending the mass conscription of the empire's poor and wretched. But to find him, she must become one of them, to be marked in her blood, to fight in their wars, and to find her purpose. Evie will die a Savage if she has to, but not before showing the world who she really is and what the Savage Legion can really do. This remarkable and captivating fantasy will take you on a journey into the heart of brutal battles, dire situations, and odds that seem too high to overcome.

Theories of New Regionalism represents the first systematic attempt to bring together leading theories of new regionalism. Major theorists from around the world develop their own distinctive theoretical perspectives, spanning new regionalism & world order approaches along with regional governance, liberal institutionalism & neoclassical development regionalism, to regional security complex theory (RSCT) and the region-building approach.

This is a critical study of many of the leading writers of horror and supernatural fiction since World War II. The primary purpose is to establish a canon of weird literature, and to distinguish the genuinely meritorious writers of the past fifty years from those who have obtained merely transient popular renown. Accordingly, the author regards the complex, subtle work of Shirley Jackson, Ramsey Campbell, Robert Aickman, T.E.D. Klein, and Thomas Ligotti as considerably superior to the best-sellers of Stephen King, Clive Barker, Peter Straub, and Anne Rice. Other writers such as William Peter Blatty, Thomas Tryon, Robert Bloch, and Thomas Harris are also discussed. Taken as a whole,
the volume represents a pioneering attempt to chart the development of weird fiction over the past half-century.
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