

# Deadlands Boneyard

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<i>Deadlands Boneyard</i>	<i>2023-10-27</i>
MCKENZIE IBARRA	

**Deadlands: Ghostwalkers** Quirk Books

A HUGO AWARD FINALIST! WINNER OF THE LOCUS AWARD FOR BEST FANTASY NOVEL, 2020! New York Times bestselling and Alex, Nebula, and Hugo Award-winning author Seanan McGuire introduces readers to a world of amoral alchemy, shadowy organizations, and impossible cities in the standalone fantasy, Middlegame. Meet Roger. Skilled with words, languages come easily to him. He instinctively understands how the world works through the power of story. Meet Dodger, his twin. Numbers are her world, her obsession, her everything. All she understands, she does so through the power of math. Roger and Dodger aren't exactly human, though they don't realise it. They aren't exactly gods, either. Not entirely. Not yet. Meet Reed, skilled in the alchemical arts like his progenitor before him. Reed created Dodger and her brother. He's not their father. Not quite. But he has a plan: to raise the twins to the highest power, to ascend with them and claim their authority as his own. Godhood is attainable. Pray it isn't attained. A USA Today Bestseller, and named as one of Paste Magazine's 30 Best Fantasy Novels of the Decade!

**Into the Windwracked Wilds** AuthorHouse

Jeff Mariotte's Deadlands: Thunder Moon Rising, the newest book based on the hit Weird West RPG franchise Deadlands! Fear is abroad in the Deadlands as a string of brutal killings and cattle mutilations trouble a Western frontier town in the Arizona Territory, nestled in the forbidding shadow of the rugged Thunder Mountains. A mule train is massacred, homes and ranches are attacked, and men and women are stalked and butchered by bestial killers who seem to be neither human nor animal, meanwhile a ruthless land baron tries to buy up all the surrounding territory-and possibly bring about an apocalypse. Once an officer in the Union Army, Tucker Bringloee is now a worthless drunk begging for free drinks at the corner saloon. When he's roped into a posse searching for the nameless killers, Tuck must rediscover the man he once was if he's to halt the bloodshed and stop occult forces from unleashing Hell on Earth . . . when the Thunder Moon rises. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Fear the Reapers (Starter)** iUniverse

A stand-alone fantasy tale from Seanan McGuire's Alex-award winning Wayward Children series, which began in the Alex, Hugo, Nebula, and Locus Award-winning, World Fantasy Award finalist, Tiptree Honor List Every Heart a Doorway Beneath the Sugar Sky, the third book in McGuire's Wayward Children series, returns to Eleanor West's Home for Wayward Children in a standalone contemporary fantasy for fans of all ages. At this magical boarding school, children who have experienced fantasy adventures are reintroduced to the "real" world. When Rini lands with a literal splash in the pond behind Eleanor West's Home for Wayward Children, the last thing she expects to find is that her mother, Sumi, died years before Rini was even conceived. But Rini can't let Reality get in the way of her quest - not when she has an entire world to save! (Much more common than one would suppose.) If she can't find a way to restore her mother, Rini will have more than a world to save: she will never have been born in the first place. And in a world without magic, she doesn't have long before Reality notices her existence and washes her away. Good thing the student body is well-acquainted with quests... A tale of friendship, baking, and derring-do. Warning: May contain nuts. The Wayward Children Series Book 1: Every Heart a Doorway Book 2: Down Among the Sticks and Bones Book 3: Beneath the Sugar Sky Book 4: In an Absent Dream At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*Along the Saltwise Sea* Lulu.com

From New York Times bestselling author Seanan McGuire, Seasonal Fears is the extraordinary companion novel to Middlegame. The king of winter and the queen of summer are dead. The fight for their crowns begins! Melanie has a destiny, though it isn't the one everyone assumes it to be. She's delicate; she's fragile; she's dying. Now, truly, is the winter of her soul. Harry doesn't want to believe in destiny, because that means accepting the loss of the one person who gives his life meaning, who brings summer to his world. So, when a new road is laid out in front of them—a road that will lead through untold dangers toward a possible lifetime together—walking down it seems to be the only option. But others are following behind, with violence in their hearts. It looks like Destiny has a plan for them, after all.... "One must maintain a little bit of summer even in the middle of winter." —Thoreau At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Boneyard**, Tor.com

Did you know that comic books are being promoted by noted organizations including American Library Association and many educators as a tool for engaging young readers?

**Deadlands City of Gloom** Tor Books

Adventures of a young man who inherits a haunted cemetary and mischeivous stuff happens. A series in four volumes (V.1 Hardcover)

**Deadlands: Boneyard** Pinnacle Entertainment Group

From New York Times bestselling author, Jonathan Maberry, comes the first in a thrilling series of novels based on Deadlands, a hugely successful role-playing game (RPG) set in the Weird, Weird West. Welcome to the Deadlands, where steely-eyed gunfighters rub shoulders with mad scientists and dark, unnatural forces. In Ghostwalkers, a gun-for-hire, literally haunted by his bloody past, comes to the struggling town of Paradise Falls, where he becomes embroiled in a deadly conflict between the besieged community and a diabolically brilliant alchemist who is building terrible new

weapons of mass destruction... and an army of the living dead!

*Deadland's Harvest* NBM

THE NEW YORK TIMES BESTSELLER In Ink and Bone, author Rachel Caine introduced a world where knowledge is power, and power corrupts absolutely. Now, she continues the story of those who dare to defy the Great Library--and rewrite history... With an iron fist, The Great Library controls the knowledge of the world, ruthlessly stamping out all rebellion, forbidding the personal ownership of books in the name of the greater good. Jess Brightwell has survived his introduction to the sinister, seductive world of the Library, but serving in its army is nothing like he envisioned. His life and the lives of those he cares for have been altered forever. His best friend is lost, and Morgan, the girl he loves, is locked away in the Iron Tower and doomed to a life apart. Embarking on a mission to save one of their own, Jess and his band of allies make one wrong move and suddenly find themselves hunted by the Library's deadly automata and forced to flee Alexandria, all the way to London. But Jess's home isn't safe anymore. The Welsh army is coming, London is burning, and soon, Jess must choose between his friends, his family, or the Library willing to sacrifice anything and anyone in the search for ultimate control...

*Deadlands: Thunder Moon Rising* Tordotcom

Cary Connoway had heard rumors of a mysterious Cult of Death even before he arrived in San Mario, but nothing could have prepared him for the unspeakable evil that stalked him now. He had come to the primitive Caribbean island for rest and instead found love in the arms of Juana, a beautiful island girl. Now in the jungle they both faced a relentless, oncoming horror that only the awesome power of voodoo could have raised and only the power of voodoo could stop.

*Skinners* Tor Books

With the perils of the Wildlands behind them, Rayn and Luk prepare for the next stage of their Sojourn; the trek across the Deadlands; the imposing desert that stretches eastward for more than a thousand miles from the foot of the Rockies to the Mississippi River.The dangers they will face will push them to their breaking points while testing their bond.Their only goal: Survival.

*In an Absent Dream* Pinnacle Entertainment Group

Deadlands: The Weird West, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. Welcome to Salt Lake City, home of the Mormons and their mysterious new convert, Dr. Darius Hellstromme! The box includes a 128-page sourcebook, a 32-page digest on mechanically augmented scrappers, a 32-page digest on huckster mad scientists (complete with all-new hexes), and a double-sided, full-color poster map with the City o' Gloom on one side and a skullchucker (bloodsport) arena on the other.

*Of Books and Beasts* Tordotcom

Winner: 2022 Hugo Award for Best Series Finalist: 2023 Hugo Award for Best Novella In Where the Drowned Girls Go, the next addition to Seanan McGuire's beloved Wayward Children series, students at an anti-magical school rebel against the oppressive faculty "Welcome to the Whitethorn Institute. The first step is always admitting you need help, and you've already taken that step by requesting a transfer into our company." There is another school for children who fall through doors and fall back out again. It isn't as friendly as Eleanor West's Home for Wayward Children. And it isn't as safe. When Eleanor West decided to open her school, her sanctuary, her "Home for Wayward Children," she knew from the beginning that there would be children she couldn't save; when Cora decides she needs a different direction, a different fate, a different prophecy, Miss West reluctantly agrees to transfer her to the other school, where things are run very differently by Whitethorn, the Headmaster. She will soon discover that not all doors are welcoming... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**The Boneyard** Pinnacle Entertainment Group

Adventurous readers of Kelly Barnhill and Cat Valente's Fairyland books will be sure to soar among the dark marvels that can be found in Into the Windwracked Wilds, by Seanan McGuire's open pseudonym, A. Deborah Baker. When the improbable road leaves Avery and Zib in the land of Air and at the mercy of the Queen of Swords, escape without becoming monsters may be impossible. But with the aid of the Queen's son, the unpredictable Jack Daw, they may emerge with enough of their humanity to someday make it home. Their journey is not yet over; the dangers are no less great. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Revolutionary Dead** Pinnacle Entertainment Group

For readers of Kelly Barnhill and Cat Valente's Fairyland books, adventure and danger lurk Along the Saltwise Sea in this new book by Seanan McGuire's latest open pseudonym, A. Deborah Baker. Be sure to explore the myriad wonders that can be found Along the Saltwise Sea. After climbing Over the Woodward Wall and making their way across the forest, Avery and Zib found themselves acquiring some extraordinary friends in their journey through the Up-and-Under. After staying the night, uninvited, at a pirate queen's cottage in the woods, the companions find themselves accountable to its owner, and reluctantly agree to work off their debt as her ship sets sail, bound for lands unknown. But the queen and her crew are not the only ones on board, and the monsters at sea aren't all underwater. The friends will need to navigate the stormy seas of obligation and honor on their continuing journey along the improbable road Writing as A. Deborah Baker, New York Times bestselling and award-winning author Seanan McGuire takes our heroes Avery and Zib (and their friends Niamh and the Crow Girl) on a high seas adventure, with pirates and queens and all the

dangers of the deep as they continue their journey through the Up-and-Under on their quest for the road that will lead them home.... Welcome to a world of talking trees and sarcastic owls, of dangerous mermaids and captivating queens in this exceptional tale for readers who are young at heart in this companion book to McGuire's critically-acclaimed Middlegame and the sequel to Over the Woodward Wall. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*Smith and Robards* Penguin

There are two realities in the world: the one you know, and the one you hopefully will never know. The Boneyard is that other place, and that is where the bone worms live. Two old men, lost together in The Boneyard when they were just six years old, now find themselves the focus of the wrath and revenge the bone worms have held for them since their escape so many years ago. At the same time, in the same city, a detective sergeant is faced with a succession of gruesome, seemingly sadistic murders that threaten not only his career, but his sanity as well. How these two stories intertwine forms the meat on the bone of The Bone Worms. Watch where you go. Watch how high you go. If you have something The Boneyard wants, they will open a door ... and pull you in. Included in the updated eBook edition: "Close the Door: The Final Chapter of the Bone Worms"

*The Boneyard* Tor.com

Michael Paris arrives in Raven's Hollow to sell a piece of property he inherited from his grandfather, but changes his mind when he gets to know the undead inhabitants of the cemetery he now owns--a place the townspeople are determined to raze.

*Boneyard* Macmillan

The newest book based on the hit Weird West RPG franchise Deadlands! Step right up to see the oddities and marvels of The Blackstone Family Circus and Travelling Wonder Show! Gasp at pit wasps the size of a man's forearm. Beware the pumpkin-headed corn stalker, lest it plant its roots in you! Annie Pearl is the keeper of oddities, the mistress of monsters. Her unique collection of creatures is one of the circus's star attractions, drawing wide-eyed crowds at every small frontier town they visit. But Annie is also a woman running from her past . . . and the mother of a mute young daughter, Adeline, whom she will do anything to protect. Hoping to fill its coffers before winter sets in, the circus steers its wagons to The Clearing, a remote community deep in the Oregon wilderness, surrounded by an ominous dark wood. Word is that a travelling show can turn a tidy profit at The Clearing, but there are whispers, too, of unexplained disappearances that afflict one out of every four shows that pass through the town. The Clearing has its secrets, and so does Annie. And it may take everything she has to save her daughter—and the circus—from both. From the twisted mind of Seanan

McGuire comes a gripping tale of the Weird West, set on the haunted frontier of DEADLANDS, the award-winning game from Pinnacle Entertainment Group. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*Boneyard* The Wild Rose Press Inc

Deadlands: The Weird West, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. In the conclusion to our Under a Harrowed Moon trilogy, the fate of two worlds lies in the slightly-moldering hands of our undead hero Ronan Lynch and his companions from both the Weird West and the Savage West. It's also got a bonus scenario for use with Deadlands: The Great Rail Wars.

**Paper and Fire** Nbm

A horror novel like you've never imagined. Zombies like you've never seen. William's bad luck is about to turn—for the worse. Trapped behind enemy lines on the eve of revolution, the British officer has evaded colonial militia so far. When he stumbles across a quiet village, his hopes of escaping to the relative safety of Boston suddenly look promising. Until he runs into something worse than vengeful patriots prowling the darkness. Caught between the undead and roving bands of minutemen, William devises a desperate plan to make it out with his life. But before he can flee, he's captured by the local villagers. Only one young woman, Carolyn, the daughter of a hated loyalist, believes his story of the unquiet dead. Between the two, they struggle to convince the others of the terror about to descend on all of them. As the undead sweep the outskirts of the town, William and Carolyn realize there's only one way to stop them—by heading straight to the source of the plague, to the brooding lake a mile into the woods where the dead talk. What really happened out at the dark lake? Can they unlock the secret in time? And how far will the dead go to stop them now? From the bestselling author of the dark fantasy trilogy *The Books of Conjury* comes this breakneck horror novel.

*Where the Drowned Girls Go* Tordotcom

Deadlands: The Weird West, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. This regional sourcebook for Deadlands: The Weird West explores the City o' Lost Angels in the aftermath of the devastating events in last year's *Devils Tower: Heart o' Darkness*. Discover what havoc Reverend Grimme has wrought.