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Shadows of Carcosa

A host of horror and fantasy's top authors captures the spirit of supreme supernatural storyteller H. P. Lovecraft with eighteen chilling contemporary tales that would have made the master proud. "The Barrens" by F. Paul Wilson: In a tangled wilderness, unearthly lights lead the way to a world no human was meant to see. "His Mouth Will Taste of Wormwood" by Poppy Z. Brite: Two dabblers in black

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magic encounter a maestro of evil enchantment. “On the Slab” by Harlan Ellison: The corpse of a one-eyed giant brings untold fortune—and unspeakable fear—to whoever possesses it. “Pickman’s Modem” by Lawrence Watt-Evans: Horror is a keystroke away when an ancient evil lurks in modern technology. PLUS FOURTEEN MORE BLOOD-CURDLING STORIES “Shaft Number 247” by Basil Copper “The Adder” by Fred Chappell “Fat Face” by Michael Shea “The Big Fish” by Kim Newman “I Had Vacantly Crumpled It into My Pocket . . . But by God, Eliot, It Was a Photograph from Life!” by Joanna Russ “H.P.L.” by Gahan Wilson “The Unthinkable” by Bruce Sterling “Black Man with a Horn” by T. E. D. Klein “Love’s Eldritch Ichor” by Esther M. Friesner “The Last Feast of Harlequin” by Thomas Ligotti “The Shadow on the Doorstep” by James P. Blaylock “Lord of the Land” by Gene Wolfe “The Faces at Pine Dunes” by Ramsey Campbell “24 Views of Mt. Fuji, by Hokusai” by Roger Zelazny

Black Wings of Cthulhu (Volume Four)

The Last of the Mohicans meets Lord of the Rings in this epic Tribal Fantasy filled with myth and adventure. DESCRIPTION A young warrior's vision-quest unveils an alien city full of magic and mystery. As a tribal rift threatens to destroy Tall Eagle's people, night-crawling devils stalk and devour them, so he seeks the wisdom of the high-flying Myktu. These fantastic beings offer him hope, a chance for rebirth and prosperity, as two separate realities converge. Yet first Tall Eagle must find White Fawn-the girl he

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was born to love-and steal her back from the camp of his savage enemies. His best friend has become his deadliest rival, and now he must outwit an invading army of conquerors to lead his people into the Land Beyond the Sun. THE TESTAMENT OF TALL EAGLE is the epic saga of The People, as told in the words of their greatest hero. PRAISE "THE TESTAMENT OF TALL EAGLE is myth-making of epic scope. Fultz has rapidly matured into a major fantasist." -Laird Barron, author of The Beautiful Thing That Awaits Us All "An addictively readable blend of adventure fantasy a la Edgar Rice Burroughs and Michael Moorcock with classic western pulp from authors like Max Brand." -Paul Goat Allen, Reviewer ..".mythic and compelling: Fultz delivers the goods." -Howard Andrew Jones, Author of The Desert of Souls "In THE TESTAMENT OF TALL EAGLE, John R. Fultz blends swords-and-sorcery fantasy with elements that echo Native American mythology and culture to create a memorable herotale. Fans of Fultz's Shaper trilogy will certainly find the same vivid characterizations and thrilling action scenes that marked his debut work, this time in service to a story that intriguingly plays against the traditional faux-European inspirations of so many fantasy writers. The influence of Fultz's literary hero, Robert E. Howard, is certainly evident in the brawny, frontier ethos of his characters; the harsh, danger-filled setting in which they struggle for life and for love; and the pervasive sense of impending, creeping doom that ultimately drives them to seek an escape to the Land Beyond the Sun. A thrilling rollercoaster of a read!" -Mark Smylie, Author of THE BARROW and ARTESIA

The Transition of Titus Crow

They emerge from the shadows, to claim the night . . . Women from around the world delve into Lovecraftian depths, penning and illustrating a variety of weird horrors. The pale and secretive Lavinia wanders through the woods, Asenath is a precocious teenager with an attitude, and the ancient Egyptian pharaoh Nitocris has found a new body in distant America. And do you have time to hear a word from our beloved mother Shub-Niggurath? Defiant, destructive, terrifying, and harrowing, the women in *She Walks in Shadows* are monsters and mothers, heroes and devourers. Observe them in all their glory. Ia! Ia!"

Tales of the Cthulhu Mythos

"The Statement of Randolph Carter" is a short story by H. P. Lovecraft. Written December 1919, it was first published in *The Vagrant*, May 1920. It tells of a traumatic event in the life of Randolph Carter, a student of the occult loosely representing Lovecraft himself. It is the first story in which Carter appears and is part of Lovecraft's Dream Cycle.

The Mammoth Book of Cthulhu

For more than 80 years H. P. Lovecraft has inspired writers of horror and supernatural fiction with his dark vision of humankind's insignificant place in a vast, uncaring cosmos. At the time of his death in 1937, Lovecraft was virtually unknown, but from early cult status his readership expanded exponentially; his

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nightmarish visions laying down roots in the collective imagination of his readers. Now this master of the macabre is accepted as part of the literary mainstream, as an American author of note, and the impact of his work on modern popular culture - in literature, film, television, music, the graphic arts, gaming and theatre - has been profound. As Stephen King wrote in *Danse Macabre*, the shadow of H. P. Lovecraft 'underlies almost all of the important horror fiction that has come since.' Today, Lovecraft's themes of cosmic indifference, the utter insignificance of humankind, minds invaded by the alien, and the horrors of history remain not only viable motifs for modern speculative fiction, but are more relevant than ever as we explore the mysteries of a universe in which our planet is infinitesimal. This outstanding anthology of original stories - from both established award-winning authors and exciting new voices - collects tales of cosmic horror inspired by Lovecraft from authors who do not merely imitate, but reimagine, re-energize, and renew the best of his concepts in ways relevant to today's readers, to create fresh new fiction that explores our modern fears and nightmares. From the depths of R'lyeh to the heights of the Mountains of Madness, some of today's best weird fiction writers traverse terrain created by Lovecraft and create new eldritch geographies to explore . . . With stories by: Laird Barron, Nadia Bulkin, Amanda Downum, Ruthanna Emrys, Richard Gavin, Lois H. Gresh, Lisa L. Hannett, Brian Hodge, Caitlín R. Kiernan, John Langan, Yoon Ha Lee, Usman T. Malik, Helen Marshall, Silvia Moreno, Norman Partridge, W. H. Pugmire, Veronica Schanoes, Michael Shea, John Shirley, Simon Strantzas, Sandra

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McDonald, Damien Angelica Walters, Don Webb, Michael Wehunt and A.C. Wise Praise for the editor: 'For fans of Lovecraftian fiction and well-wrought horror' - Library Journal 'Guran smartly selects stories that evoke the spirit of Lovecraft's work without mimicking its style.' - Publishers Weekly 'It's a pretty impressive line-up, with nary a clunker to be found. . . . You don't have to be a Lovecraft fan to enjoy this anthology You'll find alienation, inhumanity, desperation, cruelty, insanity, hopelessness and despair, all set against the backdrop of a vast, unknowable universe filled with vile, indifferent monstrosities. You'll also find beauty, hope, redemption, and the struggle for survival. What more can you ask for?' - Tor.com 'I highly recommend this collection If you have even the slightest interest in contemporary horror fiction, you'll want to try this one on for size!' - BookGuide

Seven Princes

The Titus Crow novels are adventure horror, full of acts of nobility and heroism, featuring travel to exotic locations and alternate planes of existence as Titus Crow and his faithful companion and record-keeper fight the gathering forces of darkness wherever they arise. The menaces are the infamous and deadly Elder Gods of the work of H.P. Lovecraft. Chthulu and his dark minions are bent on ruling the earth--or destroying it. A few puny humans cannot possibly stand against these otherworldly evil gods, yet time after time, Titus Crow defeats the monsters and drives them back into the dark from whence they

came. The Burrowers Beneath is the first book in the Titus Crow series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Black Wings of Cthulhu (Volume Three)

An all-new anthology of Chinese culture-inspired science fiction This unique collection of science fiction tales demonstrates the diversity of the Chinese experience around the world, merging China's rich heritage with new traditions, offering North American readers an opportunity to discover these exciting writers.

The Book of Cthulhu 2

Frequently imitated and widely influential, Howard Phillips Lovecraft reinvented the horror genre in the twentieth century, discarding ghosts and witches and envisioning instead mankind as a tiny outpost of dwindling sanity in a chaotic and malevolent universe. Lovecraft's preeminent interpreter S. T. Joshi presents a selection of the master's fiction, from the early tales of nightmares and madness such as "The Outsider" and "Rats in the Walls," through the grotesquely comic "Herbert West-Reanimator" and "The Hound," to the overpowering cosmic terror of "The Shadow Over Innsmouth" and "The Call of Cthulhu." The first paperback edition to include the definitive corrected texts, *The Call of Cthulhu and Other Weird Stories* reveals the development of Lovecraft's mesmerizing narrative style and

establishes him as a canonical-and visionary-American writer.

Demon Princess: Reign or Shine

Reign of Terror is an epic two-part historical scenario, set during the French Revolution, and playable as a stand-alone mini-campaign or as an historical interlude for use with Chaosium's premium campaign Horror on the Orient Express.

Reign of Terror: Epic Call of Cthulhu Adventures in Revolutionary France

Through his collaborations with today's most talented and acclaimed practitioners of Lovecraftian fiction, editor S. T. Joshi has made the Black Wings of Cthulhu series essential for every library of horror and the macabre. Volume four offers up seventeen new masterpieces, each exploring the roots of fear employed so famously by the master himself, H. P. Lovecraft. Between these covers there lies a who's who of the supernatural, including Fred Chappell, Jason V Brock, Gary Fry, Richard Gavin, Cody Goodfellow, Lois H. Gresh, Caitlín R. Kiernan, Charles Lovecraft, Will Murray, John Pelan and Stephen Mark Rainey, W. H. Pugmire, Ann K. Schwader, Darrell Schweitzer, Simon Strantzas, Melanie Tem, Jonathan Thomas, Donald Tyson, and Stephen Woodworth.

The Call of Cthulhu and Other Weird Stories

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Last year, Night Shade Books unleashed *The Book of Cthulhu* onto an unsuspecting world. Critically acclaimed as “the ultimate Cthulhu anthology” and “a ‘must read’ for fans of Lovecraft’s Cthulhu mythos,” *The Book of Cthulhu* went where no collection of mythos tales had gone before: to the very edge of madness... and beyond. For nearly a century, H. P. Lovecraft’s tales of malevolent Great Old Ones existing beyond the dimensions of this world, beyond the borders of sanity, have captured and held the imaginations of writers and aficionados of the dark, the macabre, the fantastic, and the horrible. Now, because you demanded more, anthologist Ross E. Lockhart has risked all to dive back into the Cthulhu canon, combing through mind-shattering manuscripts and moldering tomes to bring you *The Book of Cthulhu 2*, with even more tales of tentacles, terror, and madness. Featuring monstrous stories by many of weird fiction’s brightest lights, *The Book of Cthulhu 2* brings you even more tales inspired by H. P. Lovecraft’s greatest creation: The Cthulhu mythos. This year, the stars are right... Iä! Iä! Cthulhu Fhtagn!

Song of Cthulhu

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 44. Chapters: Cthulhu Mythos anthologies, L. Sprague de Camp anthologies, Lin Carter anthologies, The King in Yellow, Cthulhu Mythos anthology, Sword and Sorceress series, Harold Shea, Thieves' World, Heroes in Hell, Cthulhu's Dark Cults, The Trail of Cthulhu, The Enchanter Reborn, The

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Exotic Enchanter, The Dunwich Horror and Others, At the Mountains of Madness and Other Novels, Acolytes of Cthulhu, Dragons, Elves, and Heroes, Maureen Birnbaum, Barbarian Swordsperson, The Dreams in the Witch House and Other Weird Stories, Shadows Over Innsmouth, The Thing on the Doorstep and Other Weird Stories, Shadows Over Baker Street, Weird Shadows Over Innsmouth, The Year's Best Fantasy Stories: 4, The Call of Cthulhu and Other Weird Stories, Golden Cities, Far, New Worlds for Old, Flashing Swords!, Flowers from the Moon and Other Lunacies, Weird Tales, Warlocks and Warriors, Weird Tales 2, Kingdoms of Sorcery, 3000 Years of Fantasy and Science Fiction, Weird Tales 1, Necronomicon: The Best Weird Tales of H.P. Lovecraft: Commemorative Edition, The Mask of Cthulhu, Weird Tales 3, Swords and Sorcery, The Year's Best Fantasy Stories: 5, Tales Beyond Time, The Fantastic Swordsmen, The Xothic Legend Cycle: The Complete Mythos Fiction of Lin Carter, Lovecraft's Legacy, The Year's Best Fantasy Stories: 6, The Year's Best Fantasy Stories: 2, The Young Magicians, Year's Best Fantasy and Horror, The Spawn of Cthulhu, The Year's Best Fantasy Stories: 3, Weird Tales 4, Cthulhu's Reign, Discoveries in Fantasy, Realms of Wizardry, The Spell of Seven, Flashing Swords! 4: Barbarians and Black Magicians, Flashing Swords! 3: Warriors and Wizards, Flashing Swords! 5: Demons and Daggers, Flashing Swords! 2, Double Phoenix, Flashing Swords! 1, Cold Print, Great Short Novels of Adult Fantasy I, Great Short Novels of Adult Fantasy Volume II, The Magic of Atlantis,

Lord Dunsany

Space the final frontier. Or is it? Many say there's no frontier more forbidding than a romantic relationship between a man and a woman. But what if one's a human, and the other's an alien? Here is an original collection of space opera stories where authors take love (unrequited or not), on a spaceship, space station, or planetary colony, and add enough drama, confusion and mayhem to ensure that the path to true love-or short-term infatuation-is seldom free of obstacles.

The Fall of Cthulhu

Seven Sorcerers

All original stories about the return of Cthulhu and the Old Ones to Earth. Some of the darkest hints in all of H.P. Lovecraft's Cthulhu Mythos relate to what will happen after the Old Ones return and take over the earth. What happens when Cthulhu is unleashed upon the world? What happens when the other Old Ones, long since banished from our universe, break through and descend from the stars? What would the reign of Cthulhu be like on a totally transformed planet where mankind is no longer the master? Find out in these exciting, brand-new stories.

The Burrowers Beneath

Cthulhu's Daughters

Volume three of the critically acclaimed Black Wings series offers seventeen original tales of horror, following in the footsteps of the master. Stephen King has called H. P. Lovecraft “the twentieth century’s greatest practitioner of the classic horror tale,” and his influence continues unabated. These new offerings of cosmic terror come from many of the genre’s greatest modern acolytes, including Jason V Brock, Donald R. Burleson, Mollie L. Burleson, Peter Cannon, Sam Gafford, Richard Gavin, Lois Gresh, Mark Howard Jones, Caitlín R. Kiernan, Joseph S. Pulver, Sr., Darrell Schweitzer, Jessica Amanda Salmonson and W. H. Pugmire, Simon Strantzas, Brian Stableford, Jonathan Thomas, Donald Tyson, and Don Webb.

Black Wings of Cthulhu (Volume Two)

At the heart of the universe, the court of the blind idiot god Azathoth dances to the insane piping of demonic flute-players. The sinister music resounds across space and time, blasting the minds and ripping the souls of those who hear it. It is the melody of chaos, the sound of madness, the song of Cthulhu. This book includes nineteen stories and one essay, linked together by the alien and terrible music of the spheres.

Echoes of the Goddess

The Innsmouth Tabernacle Choir Hymnal

In the jungles of Khyrei, an escaped slave seeks vengeance and finds the key to a savage revolution. In the drought-stricken Stormlands, the Twin Kings argue the destiny of their kingdom: one walks the path of knowledge, the other treads the road to war. Beyond the haunted mountains King Vireon confronts a plague of demons bent on destroying his family. With intrigue, sorcery, and war, *Seven Kings* continues the towering fantasy epic that began with *Seven Princes*.

Steampunk'd

Anglo-Irish writer Lord Dunsany (1878–1957) was a pioneering writer in the genre of fantasy literature and the author of such celebrated works as *The Book of Wonder* (1912) and *The King of Elfland's Daughter* (1924). Over the course of a career that spanned more than five decades, Dunsany wrote thousands of stories, plays, novels, essays, poems, and reviews, and his work was translated into more than a dozen languages. Today, Dunsany's work is experiencing a renaissance, as many of his earlier works have been reprinted and much attention has been paid to his place in the history of fantasy and supernatural literature. This bibliography is a revision of the landmark volume published in 1993, which first charted the full scope of Dunsany's writing. This new edition not only brings the bibliography up to date, listing the dozens of new editions of Dunsany's work that have appeared in the last two decades and the wealth of criticism that has been written about him, but also records many obscure publications in

Dunsany's lifetime that have not been previously known or identified. In all, the bibliography has been expanded by at least thirty percent. Among this new material are dozens of uncollected short stories, newspaper articles, and poems, and many books, essays, and reviews of Dunsany's work published over the past century. Altogether, this bibliography is the definitive listing of works by and about Dunsany and will be the foundation of Dunsany studies for many years to come.

Fantasy Anthology Series

Cthulhu's Heirs

The Titus Crow novels are adventure horror, full of acts of nobility and heroism, featuring travel to exotic locations and alternate planes of existence as Titus Crow and his faithful companion and record-keeper fight the gathering forces of darkness wherever they arise. The menaces are the infamous and deadly Elder Gods of the work of H.P. Lovecraft. Chthulu and his dark minions are bent on ruling the earth--or destroying it. A few puny humans cannot possibly stand against these otherworldly evil gods, yet time after time, Titus Crow defeats the monsters and drives them back into the dark from whence they came. The Transition of Titus Crow is the second book in the Titus Crow series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Cthulhu Cycle

The Statement of Randolph Carter

It is an Age of Legends. Under the watchful eye of the Giants, the kingdoms of Men rose to power. Now, the Giant-King has slain the last of the Serpents and ushered in an era of untold peace and prosperity. Where a fire-blackened desert once stood, golden cities flourish in verdant fields. It is an Age of Heroes. But the realms of Man face a new threat-- an ancient sorcerer slaughters the rightful King of Yaskatha before the unbelieving eyes of his son, young Prince D'zan. With the Giant-King lost to a mysterious doom, it seems that no one has the power to stop the coming storm. It is an Age of War. The fugitive Prince seeks allies across the realms of Men and Giants to liberate his father's stolen kingdom. Six foreign Princes are tied to his fate. Only one thing is certain: War is coming. SEVEN PRINCES. Some will seek glory. Some will seek vengeance. All will be legends.

Cthulhu in World Mythology

They say that when the ""stars are right"" he will return and usher in a new age and the Elder Gods will reign once again. H.P.L. drops a few hints that Cthulhu might not be returning during mankind's time on Earth. What could possibly stop him from awakening from his aeons old sleep? Or thwart his plans?

Seven Kings

Editor S.T. Joshi has assembled 18 brand-new stories of cosmic mayhem and terror, by Jason V. Brock, Rick Dakan, Jason C. Eckhardt, Brian Evenson, Tom Fletcher, Richard Gavin, Caitlín R. Kiernan, John Langan, Nick Mamatas, Nicholas Royle, Darrell Schweitzer, John Shirley, Melanie Tem, Steve Rasnic Tem, Jonathan Thomas, Donald Tyson, Don Webb, and Chet Williamson.

Cthulhu 101

Steampunk can be defined as a subgenre of science fiction that is typically set in an anachronistic Victorian or quasi-Victorian setting, where steam power is prevalent. Consider the slogan: "What the past would look like if the future had come along earlier." The stories in this all-original anthology explore alternate timelines and have been set all over the world, running the gamut from science fiction to mystery to horror to a melding of these genres.

Love and Rockets

From a tropical resort where visitors can become temporary zombies, to a newly-made zombie determined to protect those he loves, to a cheerleader who won't let death kick her off the team, to a zombie seeking revenge for the ancestors who died on an African slave ship-- *Zombiesque* invites readers to take a walk on the undead side in these tales from a zombie's point of view.

Dark Tales: The Call of Cthulhu

With *The Abyssal Plain*, Holloway and Talley have managed to transform the Cthulhu Mythos into something with a more modern flavor, drawing not just from the well of cosmic horror, but from technothrillers, survival horror, and splatterpunk, with just a dash of the lost sensibilities of the shudder pulps. A cup full of tentacles mixed with existential nihilism and sprinkled with liberal quantities of gore, this is Lovecraftian horror with a bloody bent that few others have dared to explore. --Peter Rawlik, author of *Reanimators*

They called it the Event. The Event changed everything. The earthquakes came first, including the Big One, shattering the Pacific Rim and plunging the world into chaos. Then the seas came, the skies opened, and the never-ending rain began. But as bad as that was, there is something worse. The Rising has begun. A lone man who abandoned the world for his addictions searches a waterlogged Austin for something, anything to cling to. Little does he know that something else searches for him. In the Sonoran Desert, the downtrodden of the world search for a better life north of the border, only to see the desert become an ocean: an ocean that takes life and gives death. In the woods of Alabama, survivors escape to Fort Resistance, but soon discover that it isn't just the horrors of the deep places of the world that they need to fear; but rather a new and more deadly pestilence that has grown in their own ranks. In England, it's too late to fight, and all that's left is to survive. One man reaches for his own humanity, but what to do when humanity is an endangered species?

And in the Pacific, He is rising. In *The Abyssal Plain: The R'lyeh Cycle*, authors William Holloway, Michelle Garza and Melissa Lason, Brett J. Talley, and Rich Hawkins have created a timely and uniquely modern reimagining of the Cthulhu Mythos.

The Testament of Tall Eagle

Here gathered in one place are many of the most celebrated and moving hymns of the Great Old Ones, certain to summon winged horrors down from the sky, or nameless things from out of the Earth's depths. These are the authentic liturgies celebrated at Dagon Hall in Innsmouth, Massachusetts. Also suitable for picnics and parties. Brother Darrell Schweitzer has provided hymns for Cthulhu Prayer Breakfasts at the Necronomicon convention for some years, where he has also conducted Lovecraft tours in the College Hill area of Providence. While he has shambled among us for less than three quarters of a century, and therefore has not yet begun the "change" characteristic of Dagon's hierophants, he nevertheless, as the Rev. J. Apocalypse Gibber, Jr. notes in the introduction, has "the look." He co-edited "Weird Tales" magazine for many years and is the author of numerous fantasy and horror stories. "Inspirational. My mother used to sing me to sleep with these. Sometimes my father did too." -- Wilbur Whateley "I will always support faith-based initiatives of this sort." -- George W. Bush "I would sing along if I could carry a tune in a bucket. Unfortunately, I don't have a bucket." -- Lee Weinstein "Far out! I can dig it!" -- Franz Kafka "Searchers after horror haunt

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strange, far places. For them are the catacombs of Ptolemais, and the carven mausolea of the nightmare countries. They climb to the moonlit towers of ruined Rhine castles, and falter down black cobwebbed steps beneath the scattered stones of forgotten cities in Asia. But actually, they need look no farther than this book." -- H.P. Lovecraft

Zombiesque

The stunning conclusion to the Books of the Shaper series that began with Seven Princes and Seven Kings The Almighty Zyung drives his massive armies across the world to invade the Land of the Five Cities. So begins the final struggle between freedom and tyranny. The Southern Kings D'zan and Undutu lead a fleet of warships to meet Zyung's aerial armada. Vireon the Slayer and Tyro the Sword King lead Men and Giants to defend the free world. So begins the great slaughter of the age Iardu the Shaper and Sharadza Voddaughter must awaken the Old Breed to face Zyung's legion of sorcerers. So begins a desperate quest beyond the material world into strange realms of magic and mystery. Yet already it may be too late

Cthulhu Dark Ages

"Discover a time when tall ships ranged the oceans and creatures lurked in the dark depths. Journey across the world from the reign of pirates to the age of Napoleon to the present, and learn what fears dwell in sailors' hearts. All hands on deck, ready the

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cannon, and prepare to engage in terrors unknown!"--P. [4] of cover.

High Seas Cthulhu

As if trying to fit in at a new school isn't stressful enough, sixteen-year-old Nikki Donovan just found out that her long-lost father is, in fact, the demon king of the Shadowlands—the world that separates and protects us from the Underworld. When she is brought there by the mysterious—and surprisingly cute—messenger Michael, she learns that her father is dying, and he wants her to assume the throne. To complicate matters, a war is brewing between the Shadowlands and the Underworld, her half-demon qualities are manifesting, and her growing feelings for Michael are completely forbidden. Ruling a kingdom, navigating a secret crush, and still making it home by curfew—what's a teenage demon princess to do?

Cthulhu's Reign

"[This] novel has immense power in its climax," said The Encyclopedia of Fantasy about Darrell Schweitzer's 1982 novel, *THE SHATTERED GODDESS*. Now, at last, here's the companion volume to that work, a cycle of eleven stories set "in the time of the death of the Goddess." This is an Earth of the far future, when the planet has declined into chaos, and darkness looms at the end of human history. Here you'll meet a wizard's shadow attempting to become a man; two sorcerers grotesquely transformed by their fratricidal hatred; a musician

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who becomes the lord of death; a boy-priest consumed by divine visions; and a witch who loves a god, among many others. Here's strangeness, wonder, and terror in the tradition of Clark Ashton Smith's Xothique or Jack Vance's The Dying Earth. Schweitzer is a master fantasist, whom anthologist Mike Ashley once called "today's supreme stylist." Great fantasy reading, now collected into book form for the first time!

The Abyssal Plain

A New Call of Cthulhu Roleplaying Game from Chaosium Inc. Cthulhu Dark Ages 950 A.D. -- The world is torn apart: empires and kingdoms have endured two centuries of invasions, and now warlords fight over the remains like wild dogs. The clergy is weak and morally depraved, cities are depopulated, trade is stagnant and violence reigns everywhere. History is coming into the Sixth Age of humankind, the ultimate age before the end of the world. The Byzantine Theodoras Philetas translated the Al Azif into Greek, and renames it the Necronomicon. It will take one century before that blasphemous tome is finally condemned, and most copies destroyed. CTHULHU DARK AGES continues with Lovecraft's sinister tradition of men and women struggling against the dark forces of the Cthulhu Mythos, but in a time nearly one thousand years before Lovecraft's birth. CTHULHU DARK AGES is a complete roleplaying game using Chaosium's classic Basic Roleplaying System. All you need to play are some dice and some friends. For more info, or graphics contact mailto:

dustin@chaosium.com

Tour de Lovecraft

In this Dark Tale, dead Cthulhu waits dreaming H. P. Lovecraft's story of supernatural monsters deep in the Pacific, told in graphic novel format, will keep you on the edge of your seat. More than 100 pages of illustrated horror and adventure await! Henry Wilcox can't ignore his dreams of an enormous green monster calling to him from an underwater alien city. He seeks the help of Professor Angell, who dies suddenly, leaving a box of research on the subject for his nephew, Francis. Francis seeks answers about his uncle's death, and in the process uncovers evidence of a cult waiting for the Great Old Ones to return.

The Dragon and the Stars

Tales from the Miskatonic University Library

A seasonal collection of horror tales based on Lovecraft's principle of "cosmic fear" contains in addition to the title story such selections as Algernon Blackwood's "The Willows," Henry James's "The Jolly Corner," and Arthur Machen's "The White People." Oriignal.

Cthulhu 2000

"The oldest and strongest emotion of mankind is fear,

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and the oldest and strongest kind of fear is fear of the unknown." --H. P. LOVECRAFT, "Supernatural Horror in Literature" Howard Phillips Lovecraft forever changed the face of horror, fantasy, and science fiction with a remarkable series of stories as influential as the works of Poe, Tolkien, and Edgar Rice Burroughs. His chilling mythology established a gateway between the known universe and an ancient dimension of otherworldly terror, whose unspeakable denizens and monstrous landscapes--dread Cthulhu, Yog-Sothoth, the Plateau of Leng, the Mountains of Madness--have earned him a permanent place in the history of the macabre. In *Tales of the Cthulhu Mythos*, a pantheon of horror and fantasy's finest authors pay tribute to the master of the macabre with a collection of original stories set in the fearsome Lovecraft tradition:
• *The Call of Cthulhu* by H. P. Lovecraft: The slumbering monster-gods return to the world of mortals.
• *Notebook Found in a Deserted House* by Robert Bloch: A lone farmboy chronicles his last stand against a hungering backwoods evil.
• *Cold Print* by Ramsey Campbell: An avid reader of forbidden books finds a treasure trove of deadly volumes--available for a bloodcurdling price.
• *The Freshman* by Philip José Farmer: A student of the black arts receives an education in horror at notorious Miskatonic University. **PLUS EIGHTEEN MORE SPINE-TINGLING TALES!** From the Trade Paperback edition.

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