



The Osiris Curse

Paul Crilley

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Steampunk Sherlock Holmes meets The X-Files with a dash of romantic tension and a large dose of adventure.

When Nikola Tesla is murdered and blueprints for his super weapons are stolen, Tweed and Nightingale are drawn into a global cat and mouse chase with his killers. What's more, it seems that the people who shot Nikola Tesla are the same people responsible for Octavia's mother's disappearance. As the two cases intertwine, Tweed and Nightingale's investigations lead them to a murdered archeologist and a secret society called The Hermetic Order of Set. Fleeing the cult's wrath, they go undercover on the luxury airship, The Albion, setting out on her maiden voyage to Tutankhamen's View, a five star hotel built in the hollowed-out and refurbished Great Pyramid of Giza.

In Egypt, the duo begin to unravel the terrible truth behind Tesla's death, a secret so earth-shattering that if revealed it would mean rewriting the entire history of the world. But if the cult's plans aren't stopped, Britain may lose the future.

The Osiris Curse Details

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Author : Paul Crilley

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From Reader Review The Osiris Curse for online ebook

Allerglance says

If you're, really, curious about what happened to Tweed and Nightingale, you should read it.

If you're not, but still want to, the book is kinda... a drag to read.

The story goes somewhere and has a nice few scenes but it gets a bit cringy on some parts.

Jericho Eames says

It wasn't as good as the first book but, it's still great! I feel that the characters such as H.G. Wells and Nikola Tesla are just mentioned to make things interesting. There isn't much interaction with these really interesting characters! If they were more involved with our two protagonists, then it would have been a lot better. The plot twist was really absolutely great. I was literally wide-eyed when I was introduced to the plot twist. Then toward the end as well, I really thought that was the end. It was great, really great. There better be a third book in the making! I'm looking forward to more adventures of Tweed and Nightingale. Not sure if that last paragraph was a cliffhanger but heck, it already sounds like a really fun adventure! As what Tweed(or Sherlock) would have said, The game's afoot.

C.O. Bonham says

A great follow up novel. In this book Tweed and Nightingale head to Egypt in search of Octavia's Mother. What they find is mysterious cults, Terrorists intent on toppling the empire and a race of long hidden lizard men. The story is nonstop action and adventure and will certainly thrill fans of both classic Victorian and modern Science fiction.

Still I didn't enjoy it as much as I did the fist book and I've finally figured out why. There is no mind boggling twist to it. Yes there are surprises, but all told the plot heads in the exact direction that you expect it to. It is a wonderful escape with interesting characters and I will gladly read another book in this series. Especially when the ending has the words *stolen Time Machine* in it.

Madeleine says

This was my first short review for CCLaP, as well as my first-ever provided-by-the-publisher ARC. I would give this a solid 3.5 if GR would allow such things but will settle for elaborating on my original review at some point in the undefined future.

Barry Huddleston says

***Review copy provided by Pyr

***Review posted on Gnostalgia

Barry says — good.

Clearly, *The Osiris Curse: A Tweed & Nightingale Adventure* is targeted at the younger teenage crowd and should make a good stocking-stuffer this Christmas for the young steampunk enthusiast. Even this 55 year-old enjoyed portions of this book.

It was a pleasant read that made me feel a little nostalgic for *Scooby Doo*. I imagine that I would have loved this book at age 10. *The Osiris Curse: A Tweed & Nightingale Adventure* has some cute ideas and dialogue.

I give *The Osiris Curse: A Tweed & Nightingale Adventure* 3 stars out of 5 and recommend it for the kids.

Mogsy (MMOGC) says

3 of 5 stars at The BiblioSanctum <http://bibliosanctum.blogspot.com/201...>

The Osiris Curse is an interesting novel. I think reading this one has made me develop a new appreciation for Pyr's Young Adult titles, as I've noticed they are typically more offbeat and original. Which is great for me, since I'm always on the lookout for YA books that do things a little differently!

I was also drawn to this book immediately because of its tagline: "Steampunk Sherlock Holmes meets *The X-Files*", with plenty of action-adventure and ancient Egypt to boot. *The Osiris Curse* is actually the second book of the Tweed and Nightingale Adventures series, but nothing prevents it from being a good starting point even if you are new to these books, like I was.

The story is set in an alternate Victorian England, starring two teenagers who work for the secretive government agency called the Ministry in the Queen's service. Sebastian Tweed, whose history is a conundrum which I won't go into for fear of giving away any revelations from the first book, is dealing with some issues from his past, and his friend Octavia Nightingale is on the trail to find her missing mother.

This case ultimately leads them to something much bigger, when their investigations reveal that the brilliant scientist and inventor Nikola Tesla has been murdered, his blueprints for super weapons stolen. Tweed and Nightingale's hunt for the killers is just the beginning to an adventure of epic proportions, involving secret cults, travel to exotic places, and the discovery of a threat that could change the face of the world.

The plot is actually quite enjoyable in its simplicity and straight-forward nature, making me feel that in some ways *The Osiris Curse* reads like a middle-grade or early-teens novel. Nevertheless, I had a hard time trying to pin down the perfect target audience. The story itself is pure fun and fantastical adventure, which should appeal to younger readers who will like a fast-paced, action-filled journey across the globe and beyond. But at the same time, I was a little surprised to discover that the main characters are in their late teens, practically considered adults in that particular era, and their dialogue and mannerisms seem skewed towards the older side. Overcoming and resolving this disparity in my mind was perhaps the biggest challenge for me, and I think overall this might make it tougher for the book to "click" with everyone.

Still, Tweed and Nightingale themselves are very charming and likeable, their back-and-forth dialogue witty and fun to follow. There's also a hint of a budding romance forming between them, which is starting off on the right foot, very sweet and cute! The two of them are a good fit, their personalities playing off each other perfectly, creating interesting situations and dynamics.

What's interesting though, is that I didn't find out until after finishing the book that the author Paul Crilley spent a year writing for one of my favorite video games, the massively multiplayer online role-playing game Star Wars: The Old Republic, and it made me see a couple aspects of the book in a whole different light. One of the main features in SWTOR involves your character's "light" or "dark" side alignment, determined based on your moral choices in game. These choices in turn add new dimensions to your personal class story, and I have to wonder if Crilley aimed for a similar effect in *The Osiris Curse* by making Tweed ponder some rather difficult moral questions. Regardless, they should make for some good discussion points for young readers.

If you ask me, this would probably be best enjoyed by children in the ages 10-12 range. Though it may occupy a narrow niche, I really do hope this book finds its audience; it's entertaining and good fun, with the promise of much more excitement to come for our two brave protagonists.

Whitney says

Exactly as the two star rating implies, *The Osiris Curse* is an ok book. Nothing special, not terrible, but nothing I need to ever read again. Part of my response might have to do with the fact that I did not have the opportunity to read the first book in the series so I did not have the same level of emotional attachment to the characters as other readers who had started with book 1 may have had. Tweed was only interesting as a character because he was riding on the coattails of Sherlock Holmes, and I never managed to connect with Nightingale.

I did like how the steampunk elements felt like an intrinsic part of the world. Several steampunk books I've read had felt like the steampunk bits were added on as an afterthought, so it was nice to see a series in which the book actually was steampunk.

Honestly, much of the book felt ridiculous, and not in a good way. So much was borrowed from famous historical figures or books (Tesla, Sherlock Holmes, and *Journey to the Center of the Earth* to name the most obviously borrowed) that it was hard for me to really step back and enjoy this book on its own. A decent YA book, but not recommended for hardcore steampunk, fantasy, or science fiction fans.

Glen says

It took awhile for this book to ramp up. At the beginning, I kind of forgot who the characters were (having read another similar book set in a similar time period with a similar pair of protagonists), and the slow story did not help me get back into the feeling of the setting. However, once the action started to get going and the plot was moving along nicely, everything came back into focus. I suppose it's the nature of the characters that they are at their best only when they are in the thick of things, and that is how I remember them. The plot takes a bizarre right-angled turn midway in, but despite the crazy premise, it kind of ends up working and making the setting that much more unique and well-defined. Overall, this was quite a fun read.

aem says

good story...

16 JimmyR5 says

great book

Nathan says

Fantasy Review Barn

Note: What follows is a review of two books, *The Lazarus Machine* and *The Osiris Curse*. I have chosen to review them together because I read them back to back on a weekend trip and there really isn't enough to differentiate them into separate reviews.

The rules of steampunk are simple.

1. Set the story in Victorian England.
2. Put a slightly askew male character together with an all-to-aware plucky female character.
3. Have them solve a mystery that involves secret plots against The Empire.
4. Choose one or more of the following: Zombies, Mummies, Secret Societies, Vampires, and any literary characters that fit the time period you want.

Not groundbreaking, but not meant to be. Serial fiction with some by-the-numbers plots, full of adventure and banter. I can't imagine anyone being fooled going in as to what they are going to get here, so why judge it for anything other than what it is supposed to be?

Tweed is a socially awkward teen genius that helps his dad pull cons off. Nightingale is low rung journalist searching for clues as to where her mother has gone. When Tweed's dad is taken by what appears to be a once thought dead Moriarty fate works to bring these two unlikely partners together. Learning that they work well together, they fight, search and flirt their way through two books of adventure.

So the question is how well does the book do what its purpose seems to suggest? Does it provide entertaining escapism? Does the dynamic duo work well together and have a good line of banter? (Yes, I consider banter a requirement). I am a person who believes if I enjoy a book it is not a waste of time, no matter how light and fluffy, and for both books in this series I found myself entertained plenty.

What drives the series so far is Tweed and Nightingale as a duo. The series does a little better than some in establishing that the feminist rights movement has a good foothold in this alt world, so Nightingale's awareness and ability to move within the world is a little less out of place than some Victorian fantasy tales. Tweed is suitable strange and in one facet surprisingly realistic; he is plenty confident in himself, even arrogant at times, yet finds him second guessing himself when in social situations. The pair provides the banter I love, perhaps a little too snappy under duress situations, but that is to be expected. They take turns rescuing each other, switch roles as mastermind of the operations, and in short just WORK. Their requisite romantic feelings are played just enough to be interesting without ever getting in the way of the rest of the

story. The second book especially played it well, with some well-timed white knight comments made in relation to both of them.

Plot wise The Lazarus Machine was a better book. It had its share of WTF moments, with an eleven year old hacker really raising my eyebrows (yes, computers ran by punchcards). But it was set up quickly, introducing us to all the various influences that are canon in this alt-world. Tesla machines and Sherlock Holmes are almost assured in the genre; also present is Gibson's Difference Engine and Frankenstein and his works. The dynamic duo find a plot against the queen, learn of a machine that can move a person's soul, and of course end up saving the day. (Spoiler? Of course it is, but if you didn't know it was coming by the end of the book I can't help you).

The Osiris Curse was a bit weaker. Same fun ideas, same dynamic duo, but not as interesting in plot. A missing Egyptologist may have stumbled on a secret that could change everything. Tesla is murdered in his lab. And Tweed and Nightingale stumble into yet another plot against the Empire. This time the team will follow the trail to Egypt, and then into the center of the world. The details were even more farfetched; coincidences came a bit too often, and major characters were painfully clueless at times. But it did have lizard men, so that could be a selling point for some. Not a bad book, it follows the same formula that made the first book endearing. Just not as good in my mind.

Chances are if you have read much steampunk you have a read a book just like these. George Mann, Philippa Balantine, and even Gail Carriger (with a bit more romance) have all written something with this formula. But if this is the kind of thing you like give it a run. It certainly worked for me, and made my down time this weekend fly.

4 stars –The Lazarus Machine

3 stars- The Osiris Curse

Suzanne Dix says

Great fun! Less creepy than the first but still very intense. As one of my favorite English teachers would say, this book is pure "brain candy!"

I just love the banter between Tweed and Nightingale. It hardly matters what the plot is about, I just want to hear these two squabble at each other all day long!

Lynn says

Today's post is on The Osiris Curse by Paul Crilley. It is the second in his Tweed & Nightingale series. It is 286 pages long and is published by PYR. The cover has the two main characters looking cool and steampunky with flying machines, pyramids, and with an evil looking mummy in the background. The intended reader is young adult but again if you read the first one and liked it then you like this one. The story is told from third person close moving from Tweed to Nightingale from chapter to chapter. There is no sex, mild language, and mild violence in this book. There Be Spoilers Ahead.

From the dust jacket- When Nikola Tesla is murdered and blue prints for his super weapons are stolen, Sebastian Tweed and Octavia Nightingale are drawn into a global cat and mouse chase with his killers. What's more, it seems that the people who shot Tesla are the same people responsible for Octavia's mother's disappearance. As the two cases intertwine, Tweed and Nightingale's investigations lead them to a murdered archeologist and a secret society called The Hermetic Order of Osiris. Fleeing the cult's wrath, they go undercover on The Albion, a luxury airship setting out on her maiden voyage to Tutankhamen's View, a five star hotel built in the hollowed out and refurbished Great Pyramid of Giza.

In Egypt, the duo begins to unravel the terrible truth behind Tesla's death, a secret so earth shattering that is revealed it would mean rewriting the entire history of the world. But if the cult's plans aren't stopped, Britain may lose the future.

Review- I was very excited about this book and Crilley did not let me down. The plot picks up not long after the end of the first novel. With Tweed still dealing that he is Sherlock Holmes reborn and Nightingale still looking for her mother. The investigation starts with H. G. Wells' stolen invisible device and ends up with a secret underworld of intelligent reptiles. I liked that we got to spend more time with Nightingale in this volume and I hope that continues in next book whenever that is going to be. The dialog between Tweed and Nightingale was still funny and good, the action scenes were bit more fun I think. I think that is because there was more time. In the first novel Tweed and Nightingale were moving against a clock that was winning but I did not feel that way in this one. I hope that Crilley is working on the third novel because I want to see where he is going. Tweed was finally starting to both deal with being Sherlock Holmes and accepting that he is himself and good enough. I look forward to more and hopefully soon.

I give this book a Five out Five Stars. I get nothing for my review and I borrowed this book from my local library.

Gia says

~3.5 stars~

What I loved mostly was Tweed and Octavia; their personalities, connection with one another and the battle of wits ♥

Certain interesting and captivating adventures.

However quite descriptive scenes (makes u wanna skim) in many places.

The side characters in previous book are hardly or not at all mentioned in this book. They should have been. And why didn't Tweed and his father have "the talk" about his birth...? Hmm. Few things felt lacking. But anyway! Enjoyable read

Fantasy Literature says

The Osiris Curse is the second book in Paul Crilley's YA steampunk series TWEED AND NIGHTINGALE. While much of this fast-paced adventure seemed obviously borrowed from works like the Librarian movies,

Doctor Who and even China Mieville's book *The Scar*, the two protagonists are charming and the story moves along at a good clip. Crilley raises some moral questions that should make early-high-school aged readers think.

Sebastian Tweed and Octavia Nightingale are two young people who have been taken under the wing of Queen Victoria's mysterious Ministry. Tweed's father was a con-artist who taught his son the trade, but there was a secret to Sebastian's identity, and its revelation (in the first book) has left young Tweed questioning his purpose and his existence. Octavia, who works for the London Times as a researcher and cub reporter is searching ... Read More:

<http://www.fantasyliterature.com/revi...>
