

## The Library At Mount Char A Novel

Monster Hunter Siege  
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The Stolen Child  
Discord's Apple  
Nobody Is Ever Missing  
A Time of Dread  
Mr. Splitfoot  
Playing with Matches  
The Lost Gate  
Sapphique  
This Is Not A Game  
The Imago Sequence  
Night of the Animals  
Rosemary and Rue  
Wreck This Picture Book  
Sorcery of a Queen  
The Apocalypse Codex  
The Lesser Dead  
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A Short History of the Girl Next Door  
John the Posthumous  
The May Queen Murders  
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### Monster Hunter Siege

An Indie Next List Selection Keri Smith, creator of the mega-bestselling *Wreck This Journal*, now brings her imagination and inspiration to children with this picture book that explores the very active experience of reading. What if there were a book that changed every time you read it? Actually, every book does this. We are all part of the books we read, because our individual reactions, ideas, and emotions make the book whole, and these things are changing all the time. Keri Smith has helped millions of people free their creativity and find their own voice with her interactive books, and now she brings that sensibility to children and to the act of reading. This picture book is an invitation to honor your own vision and to welcome imperfection. Kids will discover that reading can engage all five senses, and that what they themselves bring to a book is an important contribution. (And of course they'll be invited to do a bit of harmless wrecking!)

### When You Were Everything

Carolyn's not so different from the other people around her. She likes guacamole and cigarettes and steak. She knows how to use a phone. Clothes are a bit tricky, but everyone says nice things about her outfit with the Christmas sweater over the gold bicycle shorts. After all, she was a normal American herself once. That was a long time ago, of course. Before her parents died. Before she and the others were taken in by the man they called Father. In the years since then, Carolyn hasn't had a chance to get out much. Instead, she and her adopted siblings have been raised according to Father's ancient customs. They've studied the books in his Library and learned some of the secrets of his power. And sometimes, they've wondered if their cruel tutor might secretly be God. Now, Father is missing—perhaps even dead—and the Library that holds his secrets stands unguarded. And with it, control over all of creation. As Carolyn gathers the tools she

needs for the battle to come, fierce competitors for this prize align against her, all of them with powers that far exceed her own. But Carolyn has accounted for this. And Carolyn has a plan. The only trouble is that in the war to make a new God, she's forgotten to protect the things that make her human.

### **The Library at Mount Char**

Celebrating ten years of the Hugo-nominated and New York Times–bestselling October Daye urban fantasy series comes a new hardcover anniversary edition of the book that started it all, with a new bonus novella. The world of Faerie never disappeared; it merely went into hiding, continuing to exist parallel to our own. Secrecy is the key to Faerie's survival—but no secret can be kept forever, and when the fae and mortal worlds collide, changelings are born. Outsiders from birth, these half-human, half-fae children spend their lives fighting for the respect of their immortal relations. Or, in the case of October "Toby" Daye, rejecting it completely. After getting burned by both sides of her heritage, Toby has denied the fae world, retreating into a "normal" life. Unfortunately for her, Faerie has other ideas. The murder of Countess Evening Winterrose, one of the secret regents of the San Francisco Bay Area, pulls Toby back into the fae world. Unable to resist Evening's dying curse, Toby must resume her former position as knight errant to the Duke of Shadowed Hills and begin renewing old alliances that may prove her only hope of solving the mystery before the curse catches up with her. This edition features an all-new October Daye novella, *Strangers in Court*. Toby knew what she was doing when she threw her lot in with Devin, but when the time comes to get out, she has a little less of a clue. In order to win her freedom, she must do something to impress the local nobility—and the collapse of the Queen's knowe would seem to be exactly the opportunity she's been waiting for to prove herself! Set well before the events of *Rosemary and Rue*, this is a rare look at Toby's past as a changeling street rat, before she discovered her destiny as a Hero of the Realm.

### **The Glass Magician**

Abruptly abandoning her unfulfilling life, an increasingly unstable woman flees to New Zealand and tests fate by hitchhiking, sleeping in public areas and involving herself with strangers while obsessing about her sister's death and hiding a growing rage. Original. 15,000 first printing.

### **Bring Out the Dog**

#6 in multiple New York Times bestseller Larry Correia's *Monster Hunter* series. **GO BIG OR GO HOME** When *Monster Hunter International's* top hunter, Owen Zastava Pitt, was given a tip about some hunters who had gone missing in action, he didn't realize their rescue mission

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would snowball into the single biggest operation in MHI's history. Their men are being held prisoner in a horrific nightmare dimension, and the only way to reach them is through the radioactive ruins of a monster-infested war zone. As if that wasn't bad enough, it's also the home base of the powerful creature behind the devastating attacks on the Last Dragon and Copper Lake. It turns out ancient gods of chaos really hate trespassers. But this god picked a fight with the wrong crew, and now MHI wants payback. Calling on their allies, a massive expedition is formed, and with the odds stacked against them, a legion of hunters goes to war. It's D-Day at the City of Monsters. About: Monster Hunter Siege: "Correia's latest slugfest between men and demons covers all the bases: heavy-duty weaponry, slick military banter, humor, tough evil dudes, and a strong-jawed hero who's ready to save the world."—Publishers Weekly About Larry Correia's Monster Hunter series: "...once it grabs a hold of you it can be a tough fight to put [it] down." -iGeekOut "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books]...The plotting is excellent, and Correia makes you care about the characters...I read both books without putting them down except for work...so whaddaya waitin' for? Go and buy some...for yourself and for stocking stuffers."—Massad Ayob "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly About Larry Correia: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher on Son of the Black Sword The Monster Hunter Series Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis Monster Hunter Siege Monster Hunter Memoirs: Grunge The Monster Hunters (Omnibus contains Monster Hunter International, Monster Hunter Vendetta, and Monster Hunter Alpha)

### **The Death and Life of Zebulon Finch, Volume One**

Acclaimed epic fantasy author John Gwynne returns with the first book in a new trilogy, perfect for fans of George R. R. Martin, Brandon Sanderson, and David Gemmell. "A Time of Dread reminds me of why I became a fantasy enthusiast in the first place." -- Robin Hobb A race of warrior angels, the Ben-Elim, once vanquished a mighty demon horde. Now they rule the Banished lands, but their peace is brutally enforced. In the south, hotheaded Riv is desperate to join the Ben-Elim's peacekeeping force, until she unearths a deadly secret. In the

west, the giantess Sig investigates demon sightings and discovers signs of an uprising and black magic. And in the snowbound north, Drem, a trapper, finds mutilated corpses in the forests. The work of a predator, or something far darker? It's a time of shifting loyalties and world-changing dangers. Difficult choices need to be made. Because in the shadows, demons are gathering, waiting for their time to rise.

### **Calamity Kate**

A mesmerizing novel what begins as a gothic ghost story soon evolves into a wickedly twisted treasure hunt in *The Supernatural Enhancements*, Edgar Cantero's wholly original, modern-day adventure. When twentysomething A., the European relative of the Wells family, inherits a beautiful, yet eerie, estate set deep in the woods of Point Bless, Virginia, it comes as a surprise to everyone—including A. himself. After all, he never knew he had a "second cousin, twice removed" in America, much less that his eccentric relative had recently committed suicide by jumping out of the third floor bedroom window—at the same age and in the same way as his father had before him . . . Together with A.'s companion, Niamh, a mute teenage punk girl from Ireland, they arrive in Virginia and quickly come to feel as if they have inherited much more than just a rambling home and an opulent lifestyle. Axton House is haunted they know it but the presence of a ghost is just the first of a series of disturbing secrets they slowly uncover. What led to the suicides? What became of the Axton House butler who fled shortly after his master died? What lurks in the garden maze - and what does the basement vault keep? Even more troubling, what of the rumors in town about a mysterious yearly gathering at Axton House on the night of the winter solstice? Told vividly through a series of journal entries, cryptic ciphers, recovered security footage, and letters to a distant Aunt Liza, Edgar Cantero has written an absorbing, kinetic and highly original supernatural adventure with classic horror elements that introduces readers to a deviously sly and powerful new voice. From the Hardcover edition.

### **Fire Dance**

A landmark collection from the master of science fiction whose short stories "are quite literally unforgettable" (William Gibson). These eighteen stories from the acclaimed author of the *Gaea Trilogy*, *The Ophiuchi Hotline*, and many other important works span thirty years of his distinguished career. In these pages are Hugo, Nebula, Prix Tour-Apollo, and James Tiptree Jr. Award winners, including "The Persistence of Vision," "PRESS ENTER [ ]," "The Pusher," and "The Barbie Murders," among other outstanding works of speculative short fiction. As a valuable bonus, each story includes an autobiographical introduction by the author. Praise for John Varley "John Varley is the best writer in America." —Tom Clancy "There are few writers whose work

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I love more than John Varley's, purely love." –Cory Doctorow "One of science fiction's most important writers." –The Washington Post  
"Inventive." –The New York Times "One of the genre's most accomplished storytellers." –Publishers Weekly

### **Last Song Before Night**

A stunning debut novel about love and forgiveness, about the violence of memory and the equal violence of its loss—from O. Henry Prize-winning author Emily Ruskovich Finalist for the New York Public Library's Young Lions Fiction Award Ann and Wade have carved out a life for themselves from a rugged landscape in northern Idaho, where they are bound together by more than love. With her husband's memory fading, Ann attempts to piece together the truth of what happened to Wade's first wife, Jenny, and to their daughters. In a story written in exquisite prose and told from multiple perspectives—including Ann, Wade, and Jenny, now in prison—we gradually learn of the mysterious and shocking act that fractured Wade and Jenny's lives, of the love and compassion that brought Ann and Wade together, and of the memories that reverberate through the lives of every character in Idaho. In a wild emotional and physical landscape, Wade's past becomes the center of Ann's imagination, as Ann becomes determined to understand the family she never knew—and to take responsibility for them, reassembling their lives, and her own. Praise for Idaho "You know you're in masterly hands here. [Emily] Ruskovich's language is itself a consolation, as she subtly posits the troubling thought that only decency can save us. . . . Ruskovich's novel will remind many readers of the great Idaho novel, Marilynne Robinson's Housekeeping. . . . [A] wrenching and beautiful book."—The New York Times Book Review  
"Sensuous, exquisitely crafted."—The Wall Street Journal "The first thing you should know about Idaho, the shatteringly original debut by O. Henry Prize winner Emily Ruskovich, is that it upturns everything you think you know about story. . . . You could read Idaho just for the sheer beauty of the prose, the expert way Ruskovich makes everything strange and yet absolutely familiar."—San Francisco Chronicle "Mesmerizing . . . [an] eerie story about what the heart is capable of fathoming and what the hand is capable of executing."—Marie Claire "Idaho is a wonderful debut. Ruskovich knows how to build a page-turner from the opening paragraph."—Ft. WorthStar-Telegram  
"Ruskovich's debut is haunting, a portrait of an unusual family and a state that becomes a foreboding figure in her vivid depiction."—The Huffington Post

### **The Immaculate Void**

Stolen by changelings from his family and home, Henry Day is given the name Aniday by the ageless and magical beings, who replace him with another child who takes his place with his parents, a young boy who possesses an extraordinary gift of music but who is haunted by persistent memories of a life in another time and place. A first

novel. Reprint.

### **The Stolen Child**

The title story of this collection – a devilishly ironic riff on H. P. Lovecraft's "Pickman's model" – was nominated for a World Fantasy Award, while "Probiscus" was nominated for an International Horror Guild award and reprinted in The Year's Best Fantasy and Horror 19. In addition to his previously published work, this collection contains an original story.

### **Discord's Apple**

Stay on the roads. Don't enter the woods. Never go out at night. Those are the rules in Rowan's Glen, a remote farming community in the Missouri Ozarks where Ivy Templeton's family has lived for centuries. It's an old-fashioned way of life, full of superstition and traditions, and sixteen-year-old Ivy loves it. The other kids at school may think the Glen kids are weird, but Ivy doesn't care—she has her cousin Heather as her best friend. The two girls share everything with each other—or so Ivy thinks. When Heather goes missing after a May Day celebration, Ivy discovers that both her best friend and her beloved hometown are as full of secrets as the woods that surround them.

### **Nobody Is Ever Missing**

Palace intrigue, dark magic, and terrifying secrets drive the beautifully written standalone novel *Fire Dance*, set in the world of *Last Song Before Night*. Espionage, diplomacy, conspiracy, passion, and power are the sensuously choreographed steps of the soaring new high fantasy novel by Ilana C. Myer, one woman's epic mission to stop a magical conflagration. Lin, newly initiated in the art of otherworldly enchantments, is sent to aid her homeland's allies against savage attacks from the Fire Dancers: mysterious practitioners of strange and deadly magic. Forced to step into a dangerous waltz of tradition, treachery, and palace secrets, Lin must also race the ticking clock of her own rapidly dwindling life to learn the truth of the Fire Dancers' war, and how she might prevent death on a scale too terrifying to contemplate. Myer's novel is a symphony of secret towers, desert winds, burning sands, blood and dust. Her prose soars, and fluid movements of the politically charged plot carry the reader toward a shocking crescendo. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **A Time of Dread**

John the Posthumous exists in between fiction and poetry, elegy and history: a kind of novella in objects, it is an anatomy of marriage

and adultery, an interlocking set of fictional histories, and the staccato telling of a murder, perhaps two murders. This is a literary album of a pre-Internet world, focused on physical elements – all of which are tools for either violence or sustenance. Knives, old iron gates, antique houses in flames; Biblical citations, blood and a history of the American bed: the unsettling, half-perceived images, and their precise but alien manipulation by a master of the language will stay with readers. Its themes are familiar – violence, betrayal, failure – its depiction of these utterly original and hauntingly beautiful.

### **Mr. Splitfoot**

THIS IS NOT A GAME is a novel built around the coolest phenomenon in the world. That phenomenon is known as the Alternate Reality Game, or ARG. It's big, and it's getting bigger. It's immersive and massively interactive, and it's spreading through the Internet at the speed of light. To the player, the Alternate Reality Game has no boundaries. You can be standing in a parking lot, or a shopping center. A pay phone near you will ring, and on the other end will be someone demanding information. You'd better have the information handy. ARGs combine video, text adventure, radio plays, audio, animation, improvisational theatre, graphics, and story into an immersive experience. Now, one of science fiction's most acclaimed writers, Walter Jon Williams, brings this extraordinary phenomenon to life in a pulse-pounding thriller. This is not a game. This is a novel that will blow your mind.

### **Playing with Matches**

A novel of time, trauma, and terror by "a writer of spectacularly unflinching gifts [who] leaves most contemporary horror writing in the dust" (Peter Straub). "You wouldn't think events happening years apart, at points in the solar system hundreds of millions of miles distant, would have anything to do with each other." When she was six, Daphne was taken into a neighbor's toolshed, and came within seconds of never coming out alive. Most of the scars healed. Except for the one that went all the way through. "You wouldn't think that the serial murders of children, and the one who got away, would have any connection with the strange fate of one of Jupiter's moons." Two decades later, when Daphne goes missing again, it's nothing new. As her exes might agree, running is what she does best. So her brother Tanner sets out one more time to find her. Whether in the mountains, or in his own family, search-and-rescue is what he does best. "But it does. It's all connected. Everything's connected." Down two different paths, along two different timelines, Daphne and Tanner both find themselves trapped in a savage hunt for the rarest people on earth, by those who would slaughter them on behalf of ravenous entities that lurk outside of time. "So when things start to unravel, it all starts to unravel." But in ominous signs that have traveled light-years to be

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seen by human eyes, and that plummet from the sky, the ultimate truth is revealed: There are some things in the cosmos that terrify even the gods.

### **The Lost Gate**

After years of pining for the girl next door, 15-year-old Matthew Wainwright must deal with Tabby dating a popular senior just when he needs her most in this fiercely funny and heart-wrenching debut novel.

### **Sapphique**

A mesmerizing debut collection that reveals what it's like to be a member of an elite special operations team, where missions take place behind night vision, ancient credos, and layers of secrecy. Moving between settings at home and abroad, in vivid language that reflects the wonder and discontent of war, Mackin draws the reader into a series of surreal, unsettling, and deeply human episodes. Told without a trace of bravado, and with a keen, Barry Hannah-like sense of the absurd, Mackin manages to capture the tragedy and heroism, degradation and exultation in the smallest details of war.

### **This Is Not A Game**

Carolyn and a dozen other children being raised by "Father," a cruel man with mysterious powers, begin to think he might be God; so when he dies, they square off against each other to determine who will inherit his library, which they believe holds the power to all Creation.

### **The Imago Sequence**

"The Hike just works. It's like early, good Chuck Palahniuk. . . . Magary underhands a twist in at the end that hits you like a sharp jab at the bell. . . . It's just that good." -NPR.org "A page-turner. . . . Inventive, funny. . . . Quietly profound and touching."-BoingBoing From the author of *The Postmortal*, a fantasy saga unlike any you've read before, weaving elements of folk tales and video games into a riveting, unforgettable adventure of what a man will endure to return to his family When Ben, a suburban family man, takes a business trip to rural Pennsylvania, he decides to spend the afternoon before his dinner meeting on a short hike. Once he sets out into the woods behind his hotel, he quickly comes to realize that the path he has chosen cannot be given up easily. With no choice but to move forward, Ben finds himself falling deeper and deeper into a world of man-eating giants, bizarre demons, and colossal insects. On a quest of epic, life-or-death proportions, Ben finds help comes in some of the most unexpected forms, including a profane crustacean and a variety of magical objects, tools, and potions. Desperate to return to his family, Ben is determined to track down the "Producer," the creator of

the world in which he is being held hostage and the only one who can free him from the path. At once bitingly funny and emotionally absorbing, Magary's novel is a remarkably unique addition to the contemporary fantasy genre, one that draws as easily from the world of classic folk tales as it does from video games. In *The Hike*, Magary takes readers on a daring odyssey away from our day-to-day grind and transports them into an enthralling world propelled by heart, imagination, and survival. From the Hardcover edition.

### **Night of the Animals**

Orson Scott Card's *The Lost Gate* is the first book in the Mithermages series from the New York Times bestselling author of *Ender's Game*. Danny North knew from early childhood that his family was different, and that he was different from them. While his cousins were learning how to create the things that commoners called fairies, ghosts, golems, trolls, werewolves, and other such miracles that were the heritage of the North family, Danny worried that he would never show a talent, never form an outself. He grew up in the rambling old house, filled with dozens of cousins, and aunts and uncles, all ruled by his father. Their home was isolated in the mountains of western Virginia, far from town, far from schools, far from other people. There are many secrets in the House, and many rules that Danny must follow. There is a secret library with only a few dozen books, and none of them in English – but Danny and his cousins are expected to become fluent in the language of the books. While Danny's cousins are free to create magic whenever they like, they must never do it where outsiders might see. Unfortunately, there are some secrets kept from Danny as well. And that will lead to disaster for the North family. The Mithermages series *The Lost Gate* *The Gate Thief* *Gatefather* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **Rosemary and Rue**

In the first book in a brilliant new fantasy series, books that aren't finished by their authors reside in the Library of the Unwritten in Hell, and it is up to the Librarian to track down any restless characters who emerge from those unfinished stories. Many years ago, Claire was named Head Librarian of the Unwritten Wing-- a neutral space in Hell where all the stories unfinished by their authors reside. Her job consists mainly of repairing and organizing books, but also of keeping an eye on restless stories that risk materializing as characters and escaping the library. When a Hero escapes from his book and goes in search of his author, Claire must track and capture him with the help of former muse and current assistant Brevity and nervous demon courier Leto. But what should have been a simple retrieval goes horrifyingly wrong when the terrifyingly angelic Ramiel attacks them, convinced that they hold the Devil's Bible. The text of the Devil's Bible is a powerful weapon in the power struggle between Heaven and

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Hell, so it falls to the librarians to find a book with the power to reshape the boundaries between Heaven, Hell, and Earth.

### **Wreck This Picture Book**

In New York City, follows the breakup of teenaged best friends Cleo and Layla, told in alternating timelines.

### **Sorcery of a Queen**

Finn has escaped Incarceron, but Keiro and Attia are still Inside. Outside, things are not at all what Finn expected - and both Finn's and Claudia's very lives hang on Finn convincing the Court that he is the lost prince. Back Inside, Keiro and Attia are on the hunt for Sapphique's glove, which legend says he used to escape. In order to find it, they must battle the prison itself. Incarceron has built itself a body and it wants to go Outside - just like Sapphique, the only prisoner Incarceron ever loved. "High-intensity, mind-bending . . . Fisher further explores themes of reality, illusion, and freedom without losing her intensely original world-building and authentic characters." - Booklist, starred review "Even as the steadily ratcheting certainty of impending catastrophe keeps the pages turning, the sheer richness of the evocative descriptions demands that every sentence be savored. . . . For those who can appreciate the interplaying reflections of lies, myths and memory, a modern masterpiece." - Kirkus Reviews, starred review

### **The Apocalypse Codex**

WINNER OF THE AMERICAN LIBRARY ASSOCIATION'S BEST HORROR NOVEL OF THE YEAR "As much F. Scott Fitzgerald as Dean Koontz" (#1 New York Times bestselling author Patricia Briggs), Christopher Buehlman excels in twisting the familiar into newfound dread in his "genre-bending" (California Literary Review) novels. Now the acclaimed author of *Those Across the River* delivers his most disquieting tale yet *The Secret Is*, vampires are real and I am one. The secret is, I'm stealing from you what is most truly yours and I'm not sorry New York City in 1978 is a dirty, dangerous place to live. And die. Joey Peacock knows this as well as anybody—he has spent the last forty years as an adolescent vampire, perfecting the routine he now enjoys: womanizing in punk clubs and discotheques, feeding by night, and sleeping by day with others of his kind in the macabre labyrinth under the city's sidewalks. The subways are his playground and his highway, shuttling him throughout Manhattan to bleed the unsuspecting in the Sheep Meadow of Central Park or in the backseats of Checker cabs, or even those in their own apartments who are too hypnotized by sitcoms to notice him opening their windows. It's almost too easy. Until one night he sees them hunting on his beloved subway. The children with the merry eyes. Vampires, like him...or not like him. Whatever they are, whatever their

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appearance means, the undead in the tunnels of Manhattan are not as safe as they once were. And neither are the rest of us. From the Hardcover edition.

### **The Lesser Dead**

Exiled exorcist Lucian Negru deserted his lover in Hell in exchange for saving his sister Catarina's soul, but Catarina doesn't want salvation. She wants Lucian to help her fulfill her dark covenant with the Fallen Angels by using his power to open the Hell Gates. Catarina intends to lead the Fallen's hordes out of Hell and into the parallel dimension of Woerld, Heaven's frontline of defense between Earth and Hell. When Lucian refuses to help his sister, she imprisons and cripples him, but Lucian learns that Rachael, the lover he betrayed and abandoned in Hell, is dying from a demonic possession. Determined to rescue Rachael from the demon he unleashed on her soul, Lucian flees his sister, but Catarina's wrath isn't so easy to escape!

### **The Weirdness**

"Ace of Shades has it all . . . an utter delight."—Claire Legrand, New York Times bestselling author of Furyborn "A rich, satisfying, complicated story. One of the best fantasy series I've read in years."—Christine Lynn Herman, author of The Devouring Gray GAME OF THRONES meets THE DIVINERS in this thrilling fantasy – the highly anticipated final book in Amanda Foody's THE SHADOW GAME series. Return to the City of Sin, where the perilous final game is about to begin. The players? Twenty-two of the most powerful, most notorious people in New Reynes. With no choice but to play, Enne and Levi are desperate to forge new alliances and bargain for their safety. But any misstep could turn deadly when a far more dangerous opponent appears on the board – one plucked straight from the city's most gruesome legends. While Levi hides behind a mask of false promises, Enne is finally forced out from behind hers and as the game takes its final, vicious turn, these two must decide once and for all whether to be partners or enemies. Because in a game for survival, there are no winners. There are only monsters.

### **A Short History of the Girl Next Door**

A high fantasy following a young woman's defiance of her culture as she undertakes a dangerous quest to restore her world's lost magic in Ilana C. Myer's Last Song Before Night. Her name was Kimbralin Amaristoth: sister to a cruel brother, daughter of a hateful family. But that name she has forsworn, and now she is simply Lin, a musician and lyricist of uncommon ability in a land where women are forbidden to answer such callings—a fugitive who must conceal her identity or risk imprisonment and even death. On the eve of a great festival, Lin learns that an ancient scourge has returned to the land of Eivar, a

pandemic both deadly and unnatural. Its resurgence brings with it the memory of an apocalypse that transformed half a continent. Long ago, magic was everywhere, rising from artistic expression—from song, from verse, from stories. But in Eivar, where poets once wove enchantments from their words and harps, the power was lost. Forbidden experiments in blood divination unleashed the plague that is remembered as the Red Death, killing thousands before it was stopped, and Eivar's connection to the Otherworld from which all enchantment flowed, broken. The Red Death's return can mean only one thing: someone is spilling innocent blood in order to master dark magic. Now poets who thought only to gain fame for their songs face a challenge much greater: galvanized by Valanir Ocune, greatest Seer of the age, Lin and several others set out to reclaim their legacy and reopen the way to the Otherworld—a quest that will test their deepest desires, imperil their lives, and decide the future. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **John the Posthumous**

A New York Times Editors' Choice \* A Paris Review Staff Pick \* An Indie Next Pick "Hypnotic and glowing." — New York Times Book Review "An intriguing mystery with clues, suspense, enigmas galore, and an exhilarating, witty, poignant paean to the unexplainable, the unsolvable, the irreducibly mysterious." — Boston Globe Ruth and Nat are seventeen. They are orphans. And they may be able to talk to the dead. Enter Mr. Bell, a con man with his own mystical interests. Together they embark on an unexpected journey that connects meteor sites, utopian communities, lost mothers, and a scar that maps its way across Ruth's face. Decades later and after years of absence, Ruth visits her niece, Cora. But while Ruth used to speak to the dead, she now won't speak at all. She leads Cora on a mysterious mission that involves crossing the entire state of New York on foot. Where is she taking them? And who—or what—is hidden in the woods at the end of the road? "An escapist adventure, a gothic page-turner that is also so finely crafted that you'll feel enriched as well as transported for having read it." — Esquire "An American gothic fever dream." — Chicago Tribune "Gripping." — The New Yorker

### **The May Queen Murders**

A missing God. A library with the secrets to the universe. A woman too busy to notice her heart slipping away. Carolyn's not so different from the other people around her. She likes guacamole and cigarettes and steak. She knows how to use a phone. Clothes are a bit tricky, but everyone says nice things about her outfit with the Christmas sweater over the gold bicycle shorts. After all, she was a normal American herself once. That was a long time ago, of course. Before her parents died. Before she and the others were taken in by the man they called Father. In the years since then, Carolyn hasn't had a chance to get out much. Instead, she and her adopted siblings have been raised

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according to Father's ancient customs. They've studied the books in his Library and learned some of the secrets of his power. And sometimes, they've wondered if their cruel tutor might secretly be God. Now, Father is missing—perhaps even dead—and the Library that holds his secrets stands unguarded. And with it, control over all of creation. As Carolyn gathers the tools she needs for the battle to come, fierce competitors for this prize align against her, all of them with powers that far exceed her own. But Carolyn has accounted for this. And Carolyn has a plan. The only trouble is that in the war to make a new God, she's forgotten to protect the things that make her human. Populated by an unforgettable cast of characters and propelled by a plot that will shock you again and again, *The Library at Mount Char* is at once horrifying and hilarious, mind-blowingly alien and heartbreakingly human, sweepingly visionary and nail-bitingly thrilling—and signals the arrival of a major new voice in fantasy.

### **Lucifer's Son**

"The story follows Zebulon Finch, a teenager murdered in 1896 Chicago who inexplicably returns from the dead and searches for redemption through the ages"--

### **The Library at Mount Char**

Persephone Hazard, a member of the Laundry who is as beautiful as she is unpredictable, investigates an American televangelist who seems to be able to miraculously heal people.

### **The Library of the Unwritten**

"This book is wild. And smart. And hilarious. And weird in all kinds of good ways. Prepare to be weirded out. And to enjoy it." —Charles Yu, author of *How to Live Safely in a Science Fictional Universe* What do you do when you wake up hung over and late for work only to find a stranger on your couch? And what if that stranger turns out to be an Adversarial Manifestation—like Satan, say—who has brewed you a fresh cup of fair-trade coffee? And what if he offers you your life's goal of making the bestseller list if only you find his missing Lucky Cat and, you know, sign over your soul? If you're Billy Ridgeway, you take the coffee. From the Trade Paperback edition.

### **Miserere**

Discovering a magical storeroom in a house she is destined to inherit, Evie finds a cache of mythological and legendary artifacts that she is charged to keep out of the hands of villains who threaten the world with apocalyptic violence. By the best-selling author of the *Kitty Norville* series. Reprint.

### **Idaho**

From the Eisner and GLAAD Media Award-nominated writer of the breakout hit *Kim & Kim* and DC Comics' *Eternity Girl* with Gerard Way and artist on IDW's *Ghostbusters* and *X-Files* comes this modern day adventure of heroes and monsters. Kate Strand reboots her destructive life and moves to LA to be the superhero she always wanted to be--Calamity Kate: gun-toting monster killer. With her latest career change, she faces new challenges, relationships, and competition; desperate to show she's worth a damn in a world overrun by zombies, vampires, demons, goblins, and the ultimate monster bounty: The Seven Fabled Beasts of Yore. Collects issues #1-4 of the hit limited series.

### **Queen of Volts**

When I felt truly lost—which was most of the time—I went out to the narrow lot and sat down in the weeds. From there I could observe both houses. After all, I had two eyes, didn't I? Two nostrils, two arms, two knobby knees. The trouble was, I had only one heart. Growing up in False River, Mississippi, Clea Shine learned early that a small town is no place for big secrets. Having fled years ago in the wake of a tragedy and now settled with a family of her own, she faces a turning point in her marriage and seeks refuge in the one place she vowed never to return. Clea's homecoming is bittersweet. Reunited with Jerusha Lovemore, the kindly neighbor who raised her, Clea gains a sense of love and comfort, but still cannot escape the ghosts of her past: the abandonment by her disreputable mother, her constant search for belonging, the truth behind that fateful night from long ago. Once outspoken and impulsive, Clea now seeks only redemption and peace of mind. And as a hurricane threatens to hit False River, everything she has tried to forget may finally be exposed once and for all. A mesmerizing and poignant work by a master of the Southern novel, *Playing with Matches* is a stunning tale of guilt, forgiveness, and the enduring bonds of family. From the Trade Paperback edition.

### **The John Varley Reader**

In this imaginative debut, the tale of Noah's Ark is brilliantly recast as a story of fate and family, set in a near-future London. Over the course of a single night in 2052, a homeless man named Cuthbert Handley sets out on an astonishing quest: to release the animals of the London Zoo. When he was a young boy, Cuthbert's grandmother had told him he inherited a magical ability to communicate with the animal world—a gift she called the Wonderments. Ever since his older brother's death in childhood, Cuthbert has heard voices. These maddening whispers must be the Wonderments, he believes, and recently they have promised to reunite him with his lost brother and bring about the coming of a Lord of Animals . . . if he fulfills this curious request. Cuthbert flickers in and out of awareness throughout

his desperate pursuit. But his grand plan is not the only thing that threatens to disturb the collective unease of the city. Around him is greater turmoil, as the rest of the world anxiously anticipates the rise of a suicide cult set on destroying the world's animals along with themselves. Meanwhile, Cuthbert doggedly roams the zoo, cutting open the enclosures, while pressing the animals for information about his brother. Just as this unlikely yet loveable hero begins to release the animals, the cult's members flood the city's streets. Has Cuthbert succeeded in harnessing the power of the Wonderments, or has he only added to the chaos—and sealed these innocent animals' fates? *Night of the Animals* is an enchanting and inventive tale that explores the boundaries of reality, the ghosts of love and trauma, and the power of redemption.

### **The Supernatural Enhancements**

*Sorcery of a Queen* by Brian Naslund is a fast-paced adventure perfect for comic readers and fans of heroic fantasy. They called her the Witch Queen. Driven from her kingdom, the would-be queen now seeks haven in the land of her mother, but Ashlyn will not stop until justice has been done. Determined to unlock the secret of powers long thought impossible, Ashlyn bends her will and intelligence to mastering the one thing people always accused her of, sorcery. Meanwhile, having learned the truth of his mutation, Bershad is a man on borrowed time. Never knowing when his healing powers will drive him to a self-destruction, he is determined to see Ashlyn restored to her throne and the creatures they both love safe. *Dragons of Terra Series Blood of an Exile Sorcery of a Queen* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **The Library at Mount Char**

Reminiscent of *The Golem and the Jinni*, *The Glass Magician* by Caroline Stevermer is a magical and romantic tale set in New York's Gilded Age. New York 1905—The Vanderbilts. The Astors. The Morgans. They are the cream of society—and they own the nation on the cusp of a new century. Thalia Cutler doesn't have any of those family connections. What she does know is stage magic and she dazzles audiences with an act that takes your breath away. That is, until one night when a trick goes horribly awry. In surviving she discovers that she can shapeshift, and has the potential to take her place among the rich and powerful. But first, she'll have to learn to control that power before the real monsters descend to feast. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **The Hike**

Good vs Evil. The angels of dark faces the angels of light. Mankind faces Lucifer and his temptations. Who will survive?



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