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Wayward Wanderers The Book of Accidents Dust & Grim Mockingbird Star Wars Atlanta Burns Invasive Blackbirds Zeroes Unclean Spirits The Complete Double Dead Damn Fine Story Double Dead Blightborn The Cormorant Under the Empyrean Sky Dinocalypse Now The Blue Blazes Life Debt Upgrade Empire's End: Aftermath (Star Wars) Fairy Tale Hide Blood of Empire Black Tide The Queen of Crows Nights of the Living Dead Death & Honey Beyond Dinocalypse John Dies at the End Star Wars: Aftermath: Empire's End A Lush and Seething Hell Hyperion Mordew Hammers on Bone Complete Double Dead Shadow Ops: Control Point Half-Resurrection Blues The Raptor & the Wren

Alex Pheby's Mordew launches an astonishingly inventive epic fantasy trilogy. God is dead, his corpse hidden in the catacombs beneath Mordew. In the slums of the sea-battered city, a young boy called Nathan Treeves lives with his parents, eking out a meagre existence by picking treasures from the Living Mud and the half-formed, short-lived creatures it spawns. Until one day his desperate mother sells him to the mysterious Master of Mordew. The Master derives his magical power from feeding on the corpse of God. But Nathan, despite his fear and lowly station, has his own strength—and it is greater than the Master has ever known. Great enough to destroy everything the Master has

built. If only Nathan can discover how to use it. So it is that the Master begins to scheme against him—and Nathan has to fight his way through the betrayals, secrets, and vendettas of the city where God was murdered, and darkness reigns. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. In the Zombie apocalypse the last vampire on Earth has a hell of a time keeping his food alive... A Vampire In Zombieland Coburn's been dead now for close to a century, but seeing as how he's a vampire and all, it doesn't much bother him. Or at least it didn't, not until he awoke from a forced five-year slumber to discover that most of human civilization was now dead - but not dead like him, oh no. See, Coburn likes blood. The rest of the walking dead, they like flesh. He's smart. Them, not so much. But they outnumber him by about a million to one. And the clotted blood of the walking dead cannot sustain him. Now he's starving. And on the run. And more pissed-off

than a beestung rattlesnake. The vampire not only has to find human survivors (with their sweet, sweet blood), but now he has to transition from predator to protector - after all, a man has to look after his food supply. Lieutenant Oscar Britton of the Supernatural Operations Corps has been trained to hunt down and take out people possessing magical powers. But when he starts manifesting powers of his own, the SOC revokes Oscar's government agent status to declare him public enemy number one. undefined As their final battle approaches, a sellsword, a spy, and a general must find unlikely and dangerous allies in order to turn the tides of war in the final book of Brian McClellan's epic fantasy trilogy. The Dynize have unlocked the Landfall Godstone, and Michel Bravis is tasked with returning to Greenfire Depths to do whatever he can to prevent them from using its power; from sewing dissension among the enemy ranks to rallying the Palo population. Ben Styke's invasion of Dynize is

curtailed when a storm scatters his fleet. Coming ashore with just twenty lancers, he is forced to rely on brains rather than brawn -- gaining new allies in a strange land on the cusp of its own internal violence. Bereft of her sorcery and physically and emotionally broken, Lady Vlora Flint now marches on Landfall at the head of an Adran army seeking vengeance against those who have conspired against her. While allied politicians seek to undo her from within, she faces insurmountable odds and Dynize's greatest general. Continue the epic fantasy series by the author whose debut novel Brandon Sanderson called "just plain awesome!" Gods of Blood and PowderSins of EmpireWrath of EmpireBlood of Empire For more from Brian McClellan, check out: Powder MagePromise of BloodThe Crimson CampaignThe Autumn Republic Angry with the oppressive dictates of the Empyrean government, Heartlander and Captain of the Big Sky Scavengers Cael McAvoy discovers a secret illegal garden, and Cael,

together with his crew, decides to make his own luck--a choice that'll bring down the wrath of the Empyrean elite and change life in the Heartland forever. Cassandra Khaw bursts onto the scene with Hammers on Bone, a hard-boiled horror show that Charles Stross calls "possibly the most promising horror debut of 2016." A finalist for the British Fantasy award and the Locus Award for Best Novella! John Persons is a private investigator with a distasteful job from an unlikely client. He's been hired by a ten-year-old to kill the kid's stepdad, McKinsey. The man in question is abusive, abrasive, and abominable. He's also a monster, which makes Persons the perfect thing to hunt him. Over the course of his ancient, arcane existence, he's hunted gods and demons, and broken them in his teeth. As Persons investigates the horrible McKinsey, he realizes that he carries something far darker. He's infected with an alien presence, and he's spreading that monstrosity far and wide. Luckily Persons is no stranger to the occult, being an

ancient and magical intelligence himself. The question is whether the private dick can take down the abusive stepdad without releasing the holds on his own horrifying potential. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. From a bestselling author: Miss Peregrine meets The Graveyard Book in this middle grade adventure about rival siblings running a monster mortuary. Thirteen-year-old Molly doesn't know how she got the short end of the stick—being raised by her neglectful father—while Dustin, the older brother she's never met, got their mother and the keys to the family estate. But now the siblings are both orphaned, she's come home for her inheritance, and if Dustin won't welcome her into the family business, then she'll happily take her half in cash. There's just one problem: the family business is a mortuary for monsters, and Molly's not sure she's ready to deal with mysterious doors, talking wolves, a rogue devourer of

magic, and a secret cemetery. It's going to take all of Dustin's stuffy supernatural knowledge and Molly's most heroic cosplay (plus a little help from non-human friends) for the siblings to figure it out and save the day...if only they can get along for five minutes. Bestselling author Chuck Wendig's middle grade debut is equal parts spooky, funny, and heartfelt—perfect for Halloween and year-round reading! BOOK TWO OF THE DINOCLYPSE TRILOGY! Thrown through time and space, Jet Black and his friends find themselves in a future that has changed everything they've ever known. Hunted, exhausted, and desperate to return home, they must stay one step ahead of the conquering psychosaurs who have taken over the world and enslaved humanity! But as the world changed, so did the people they left behind. Bitter enemies turn into vital allies and old friends sacrifice their ideals to seek victory by any means necessary in this fast-paced sequel to Dinocalypse Now! ?A raging flood of heroic

pulp action! ? ? GeekDad, Wired Magazine Hook Your Audience with Unforgettable Storytelling! What do Luke Skywalker, John McClane, and a lonely dog on Ho'okipa Beach have in common? Simply put, we care about them. Great storytelling is making readers care about your characters, the choices they make, and what happens to them. It's making your audience feel the tension and emotion of a situation right alongside your protagonist. And to tell a damn fine story, you need to understand why and how that caring happens. Using a mix of personal stories, pop fiction examples, and traditional storytelling terms, New York Times best-selling author Chuck Wendig will help you internalize the feel of powerful storytelling. In *Damn Fine Story*, you'll explore:

- Frettag's Pyramid for visualizing story structure--and when to break away from traditional storytelling forms
- Character relationships and interactions as the basis of every strong plot--no matter the form or genre
- Rising and falling tension that pulls the

audience through to the climax and conclusion of the story

- Developing themes as a way to craft characters with depth

Whether you're writing a novel, screenplay, video game, comic, or even if you just like to tell stories to your friends and family over dinner, this funny and informative guide is chock-full of examples about the art and craft of storytelling--and how to write a damn fine story of your own. A #1 New York Times Bestseller and New York Times Book Review Editors' Choice! Legendary storyteller Stephen King goes into the deepest well of his imagination in this spellbinding novel about a seventeen-year-old boy who inherits the keys to a parallel world where good and evil are at war, and the stakes could not be higher--for that world or ours. Charlie Reade looks like a regular high school kid, great at baseball and football, a decent student. But he carries a heavy load. His mom was killed in a hit-and-run accident when he was seven, and grief drove his dad to drink. Charlie learned how to take care of himself--and

his dad. When Charlie is seventeen, he meets a dog named Radar and her aging master, Howard Bowditch, a recluse in a big house at the top of a big hill, with a locked shed in the backyard. Sometimes strange sounds emerge from it. Charlie starts doing jobs for Mr. Bowditch and loses his heart to Radar. Then, when Bowditch dies, he leaves Charlie a cassette tape telling a story no one would believe. What Bowditch knows, and has kept secret all his long life, is that inside the shed is a portal to another world. King's storytelling in *Fairy Tale* soars. This is a magnificent and terrifying tale in which good is pitted against overwhelming evil, and a heroic boy—and his dog—must lead the battle. Early in the *Pandemic*, King asked himself: "What could you write that would make you happy?" "As if my imagination had been waiting for the question to be asked, I saw a vast deserted city—deserted but alive. I saw the empty streets, the haunted buildings, a gargoyle head lying overturned in the street. I saw smashed statues (of what I

didn't know, but I eventually found out). I saw a huge, sprawling palace with glass towers so high their tips pierced the clouds. Those images released the story I wanted to tell." In 1968, the world experienced a brand-new kind of terror with the debut of George A. Romero's landmark movie *Night of the Living Dead*. The newly dead rose to attack the living. Not as vampires or werewolves. This was something new . . . and terrifying. Since then, zombies have invaded every aspect of popular culture. But it all started on that dreadful night in a remote farmhouse. . . . *Nights of the Living Dead* returns to that night, to the outbreak, to where it all began. New York Times bestselling author Jonathan Maberry teams with the godfather of the living dead himself, George A. Romero, to present a collection of all-new tales set during the forty-eight hours of that legendary outbreak. *Nights of the Living Dead* includes stories by some of today's most important writers: Brian Keene, Carrie Ryan, Chuck Wendig, Craig E. Engler,

David J. Schow, David Wellington, Isaac Marion, Jay Bonansinga, Joe R. Lansdale, John A. Russo, John Skipp, Keith R.A. DeCandido, Max Brallier, Mike Carey, Mira Grant, Neal and Brenda Shusterman, and Ryan Brown. Plus original stories by Romero and Maberry! For anyone who loves scary stories, take a bite out of this! Set between the events of "Return of the Jedi" and "The Force Awakens," the second entry in the "Aftermath" trilogy continues the story of a galactic civil war under the leadership of Wedge Antilles, Admiral Ackbar, and others after the destruction of the second Death Star. Life begins when your boss is killed. Five years ago, Cason Cole walked away from his wife and son and became a chew toy to an actual god. Now, as the being he both loves and hates lies dying at his feet, the explosion still ringing in his ears, Cason is finally free. For the past thirty years, gods and monsters have walked among us, making us their pawns and playthings. But mortals aren't the poor things they were in aeons past. It's time

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for payback. Includes Bonus Novella Drag Hunt by Pat Kelleher Someone has stolen Coyote's penis. His quest to retrieve it—his latest victim, Richard Greene, in tow—will drag him into a terrifying conspiracy. Saving the world is going to take everything in his bag of tricks—and he's suffering from the ultimate performance anxiety. "Ultra-twisted." Charlie Jane Anders, io9 "A grittier version of American Gods... Unclean Spirits is a lesson in how to write godpunk." Starburst Magazine "There is a powerful edge to Wendig's writing, a unique voice that stands apart. This voice is dark, gritty, dirty almost, but elegant and rich and absorbing." SFBook Reviews A World Fantasy Award Nominee! The award-winning and critically-acclaimed master of horror returns with a pair of chilling tales that examine the violence and depravity of the human condition. Bringing together his acclaimed novella The Sea Dreams It Is the Sky and an all-new short novel My Heart Struck Sorrow, John Hornor Jacobs turns his fertile

imagination to the evil that breeds within the human soul. A brilliant mix of the psychological and supernatural, blending the acute insight of Roberto Bolaño and the eerie imagination of H. P. Lovecraft, *The Sea Dreams It Is the Sky* examines life in a South American dictatorship. Centered on the journal of a poet-in-exile and his failed attempts at translating a maddening text, it is told by a young woman trying to come to grips with a country that nearly devoured itself. In *My Heart Struck Sorrow*, a librarian discovers a recording from the Deep South—which may be the musical stylings of the Devil himself. Breathtaking and haunting, *A Lush and Seething Hell* is a terrifying and exhilarating journey into the darkness, an odyssey into the deepest reaches of ourselves that compels us to confront secrets best left hidden. It's true - all of it! The blockbuster movie jumps from the big screen to the comic-book page! It's been three decades since the Rebel Alliance destroyed the Death Star and toppled the Galactic Empire - but now,

on the remote planet Jakku, there is a stirring in the Force. A young scavenger named Rey...a deserting Stormtrooper named Finn...an ace pilot named Poe...and a dark apprentice named Kylo Ren... Their lives are about to collide as the awakening begins. Writer Chuck Wendig (*Star Wars: The Aftermath Trilogy*) and artist Luke Ross (*HERCULES*) take us back into the saga of a lifetime! Collecting *STAR WARS: THE FORCE AWAKENS ADAPTATION #1-#6*. **NEW YORK TIMES BESTSELLER** • Following *Star Wars: Aftermath* and *Star Wars: Life Debt*, Chuck Wendig delivers the exhilarating conclusion to the New York Times bestselling trilogy set in the years between *Return of the Jedi* and *The Force Awakens*. **EVERY END IS A NEW BEGINNING**. As the final showdown between the New Republic and the Empire draws near, all eyes turn to a once-isolated planet: Jakku. The Battle of Endor shattered the Empire, scattering its remaining forces across the galaxy. But the months following the Rebellion's victory have

not been easy. The fledgling New Republic has suffered a devastating attack from the Imperial remnant, forcing the new democracy to escalate its hunt for the hidden enemy. For her role in the deadly ambush, Grand Admiral Rae Sloane is the most wanted Imperial war criminal—and one-time rebel pilot Norra Wexley, back in service at Leia's urgent request, is leading the hunt. But more than just loyalty to the New Republic drives Norra forward: Her husband was turned into a murderous pawn in Sloane's assassination plot, and now she wants vengeance as much as justice. Sloane, too, is on a furious quest: pursuing the treacherous Gallius Rax to the barren planet Jakku. As the true mastermind behind the Empire's devastating attack, Rax has led the Empire to its defining moment. The cunning strategist has gathered the powerful remnants of the Empire's war machine, preparing to execute the late Emperor Palpatine's final plan. As the Imperial fleet orbits Jakku, an armada of Republic fighters closes in

to finish what began at Endor. Norra and her crew soar into the heart of an apocalyptic clash that will leave land and sky alike scorched. And the future of the galaxy will finally be decided. Praise for Chuck Wendig's *Aftermath* "Star Wars: *Aftermath* [reveals] what happened after the events of 1983's *Return of the Jedi*. It turns out, there's more than just the Empire for the good guys to worry about."—The Hollywood Reporter "The Force is strong with *Star Wars: Aftermath*."—Alternative Nation "The Star Wars universe is fresh and new again, and just as rich and mysterious as it always was."—Den of Geek! *Aftermath: Life Debt* "Compulsively readable, the kind of caramel-corn book you just keep stuffing in your face until it's gone."—Tordotcom "Man oh man, this is good stuff. [*Life Debt*] reveals what Han and Chewie were up to after *Return of the Jedi*."—io9 "Gripping reading . . . [*This novel*] hits the ground running."—New York Daily News NATIONAL BESTSELLER • A family returns to their hometown—and to the

dark past that haunts them still—in this masterpiece of literary horror by the New York Times bestselling author of Wanderers “The dread, the scope, the pacing, the turns—I haven’t felt all this so intensely since The Shining.”—Stephen Graham Jones, New York Times bestselling author of The Only Good Indians NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE NEW YORK PUBLIC LIBRARY AND LIBRARY JOURNAL Long ago, Nathan lived in a house in the country with his abusive father—and has never told his family what happened there. Long ago, Maddie was a little girl making dolls in her bedroom when she saw something she shouldn’t have—and is trying to remember that lost trauma by making haunting sculptures. Long ago, something sinister, something hungry, walked in the tunnels and the mountains and the coal mines of their hometown in rural Pennsylvania. Now, Nate and Maddie Graves are married, and they have moved back to their hometown with their

son, Oliver. And now what happened long ago is happening again . . . and it is happening to Oliver. He meets a strange boy who becomes his best friend, a boy with secrets of his own and a taste for dark magic. This dark magic puts them at the heart of a battle of good versus evil and a fight for the soul of the family—and perhaps for all of the world. But the Graves family has a secret weapon in this battle: their love for one another. First in the ghostly urban fantasy series by New York Times bestselling author Daniel José Older “Because I’m an inbetweener—and the only one anyone knows of at that—the dead turn to me when something is askew between them and the living. Usually, it’s something mundane like a suicide gone wrong or someone revived that shouldn’ta been.” Carlos Delacruz is one of the New York Council of the Dead’s most unusual agents—an inbetweener, partially resurrected from a death he barely recalls suffering, after a life that’s missing from his memory. He thinks he is one of a kind—until he

encounters other entities walking the fine line between life and death. One inbetween is a sorcerer. He's summoned a horde of implike ngs capable of eliminating spirits, and they're spreading through the city like a plague. They've already taken out some of NYCOD's finest, leaving Carlos desperate to stop their master before he opens up the entrada to the Underworld—which would destroy the balance between the living and the dead. But in uncovering this man's identity, Carlos confronts the truth of his own life—and death.... A VAMPIRE IN ZOMBIELAND You wouldn't like Coburn. People don't, as a rule. And that's okay, because he doesn't like people much either. People are food. Five years ago, Coburn went to sleep - wasn't exactly planned - and he's just woken up to find most everybody in the world dead. Not dead like him; he looks human, drinks blood. He's smart. They're... none of those things. They outnumber him by about a million to one, and their clotted blood cannot sustain

him. Now he's starving, and on the run. He has to find blood, soon, and - like it or not - he's gonna have to keep an eye on the frail flesh-bags he finds it in. Time for the wolf to turn shepherd. No, Coburn doesn't like people. But he'll have to learn to. The first book in the Miriam Black series: "A sassy, hard-boiled thriller with a paranormal slant" (The Guardian) about a young woman who can see the darkest corners of the future. Miriam Black knows how you're going to die. This makes her daily life a living hell, especially when you can't do anything about it, or stop trying to. She's foreseen hundreds of car crashes, heart attacks, strokes, and suicides. She merely needs to touch you—skin to skin contact—and she knows how and when your final moments will occur. Miriam has given up trying to save people; that only makes their deaths happen. But when she hitches a ride with Louis Darling and shakes his hand, she sees in thirty days that Louis will be murdered while he calls her name— Louis will die because he met

her, and Miriam will be the next victim. No matter what she does she can't save Louis. But if she wants to stay alive, she'll have to try. "Think Six Feet Under co-written by Stephen King and Chuck Palahniuk" (SFX), and you have Blackbirds: a visceral, exciting novel about life on the edge. Meet Mookie Pearl. Criminal underworld? He runs in it. Supernatural underworld? He hunts in it. Nothing stops Mookie when he's on the job. But when his daughter takes up arms and opposes him, something's gotta give... File Under: Urban Fantasy [Family Matters When Underworlds Collide Thrill of the Hunt Chips and Old Blocks] Along with his pals Lane and Rigo, Cael journeys to the Emyrean to rescue his sister and Gwennie, risking everything while outmaneuvering Boyland, while Gwennie makes a bold move that changes the course of an Emyrean man's life. "[Jason Pargin] has updated the Lovecraft tradition and infused it with humor that rather than lessening the

horror, increases it dramatically. Every time I set the book down, I was wary that something really was afoot, that there were creatures I couldn't see, and that because I suspected this, I was next. Engaging, comic, and terrifying." —Joe Garden, Features Editor, The Onion "[Pargin] is like a mash-up of Douglass Adams and Stephen King... 'page-turner' is an understatement." —Don Coscarelli, director, Phantasm I-V, Bubba Ho-tep "That rarest of things--a genuinely scary story." —David Wellington, author of Monster Island, Vampire Zero "JOHN DIES AT THE END has a cult following for a reason: it's horrific, thought-provoking, and hilarious all at once. This is one of the most entertaining and addictive novels I've ever read." —Jacob Kier, Publisher, Permuted Press STOP. You should not have touched this flyer with your bare hands. NO, don't put it down. It's too late. They're watching you. My name is David. My best friend is John. Those names are fake. You might want to change

yours. You may not want to know about the things you'll read on these pages, about the sauce, about Korrok, about the invasion, and the future. But it's too late. You touched the book. You're in the game. You're under the eye. The only defense is knowledge. You need to read this book, to the end. Even the part with the bratwurst. Why? You just have to trust me. The important thing is this: The sauce is a drug, and it gives users a window into another dimension. John and I never had the chance to say no. You still do. I'm sorry to have involved you in this, I really am. But as you read about these terrible events and the very dark epoch the world is about to enter as a result, it is crucial you keep one thing in mind: None of this was my fault. An exhilarating thrill-ride through the underbelly of cyber espionage in the vein of David Ignatius's *The Director* and the television series *Leverage*, *CSI: Cyber*, and *Person of Interest*, which follows five iconoclastic hackers who are coerced into serving the U.S. government. An Anonymous-

style rabble rouser, an Arab spring hactivist, a black-hat hacker, an old-school cipherpunk, and an online troll are each offered a choice: go to prison or help protect the United States, putting their brains and skills to work for the government for one year. But being a white-hat doesn't always mean you work for the good guys. The would-be cyberspies discover that behind the scenes lurks a sinister NSA program, an artificial intelligence code-named Typhon, that has origins and an evolution both dangerous and disturbing. And if it's not brought down, will soon be uncontrollable. Can the hackers escape their federal watchers and confront Typhon and its mysterious creator? And what does the government really want them to do? If they decide to turn the tables, will their own secrets be exposed—and their lives erased like lines of bad code? Combining the scientific-based, propulsive narrative style of Michael Crichton with the eerie atmosphere and conspiracy themes of *The X-Files* and the imaginative,

speculative edge of Neal Stephenson and William Gibson, *Zer0es* explores our deep-seated fears about government surveillance and hacking in an inventive fast-paced novel sure to earn Chuck Wendig the widespread acclaim he deserves. Michael Crichton meets Elon Musk in this gripping sci-fi tech thriller, set in the eye-opening, paranoid world of the electrifying *Zer0es* and *From the author of Wanderers* and the *Miriam Black* series. Hannah Stander is a consultant for the FBI—a futurist who helps the Agency with cases that feature demonstrations of bleeding-edge technology. It's her job to help them identify unforeseen threats: hackers, AIs, genetic modification, anything that in the wrong hands could harm the homeland. Hannah is in an airport, waiting to board a flight home to see her family, when she receives a call from Agent Hollis Copper. "I've got a cabin full of over a thousand dead bodies," he tells her. Whether those bodies are all human, he doesn't say. What Hannah finds is a horrifying murder that points

to the impossible—someone weaponizing the natural world in a most unnatural way. Discovering who—and why—will take her on a terrifying chase from the Arizona deserts to the secret island laboratory of a billionaire inventor/philanthropist. Hannah knows there are a million ways the world can end, but she just might be facing one she could never have predicted—a new threat both ancient and cutting-edge that could wipe humanity off the earth. You wouldn't like Coburn. People don't, as a rule; he's not a nice man. And that's okay, because he doesn't like people much either. People are food. You see, Coburn's a vampire, and has been for close on a century. Five years ago, Coburn went to sleep - wasn't exactly planned - and he's just woken up to find almost everybody in the world dead. And not cool, interesting dead like him; oh, no. Coburn looks basically human, and these guys really don't. He likes blood, and they like flesh. He's smart; them, not so much. But they outnumber him by

about a million to one, and their clotted blood cannot sustain him. Now he's starving, on the run, and more pissed-off than a beesting rattlesnake. Myke Cole, star of CBS's *Hunted* and author of the *Shadow Ops* series returns with book two of the *Sacred Throne Trilogy*: *The Queen of Crows*. In this epic fantasy sequel, Heloise stands tall against overwhelming odds—crippling injuries, religious tyrants—and continues her journey from obscurity to greatness with the help of alchemically-empowered armor and an unbreakable spirit. No longer just a shell-shocked girl, she is now a figure of revolution whose cause grows ever stronger. But the time for hiding underground is over. Heloise must face the tyrannical Order and win freedom for her people. "A heart-wrenching, blood-racing, all-around page-turner. Spare, vivid and surprisingly sensual, with a small, fierce heroine who will stick in your mind and live in your soul."—Diana Gabaldon on *The Armored Saint* *The Sacred Throne Trilogy #1*

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The Armored Saint #2 The Queen of Crows At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 'Move over King, Chuck Wendig is the new voice of modern American horror' Adam Christopher

The thrilling sequel to the bestselling *Wanderers*, a 'career-defining epic [that] deserves its inevitable comparisons to Stephen King's *The Stand*'. (Publishers Weekly) Five years ago, they walked across America to a destination only they knew. The sleepwalkers, as the rest of the country named them, were followed by their shepherds: friends and family who gave up everything to protect them. They finally stopped in Ouray, a small town of Colorado that would become one of the last outposts of human civilisation. Because the sleepwalking epidemic was just the first in a chain of events that led to the end of the world - and the birth of a new one. The shepherds and

the sleepwalkers, now awake, strive to rebuild the world that was taken from them. Among them are Benji, the scientist struggling through grief to lead; Marcy, the former police officer who just wants to protect those she loves; and Shana, the first to become a shepherd and whose bravery is sorely needed. But the people of Ouray are not the only survivors, and the world they're building is fragile. Cruelty builds under the leadership of self-proclaimed president Ed Creel, and in the very heart of Ouray itself is Black Swan, the A.I. who dreamt up the apocalypse. Against these threats, Benji, Marcy, Shana and the others have to find hope in each other. Because the only way to survive is together. PRAISE FOR WANDERERS: 'A suspenseful, twisty, satisfying, surprising, thought-provoking epic.' Harlan Coben, #1 New York Times bestselling author of Run Away 'A true tour de force.' Erin Morgenstern, New York Times bestselling author of The Night Circus 'With Wanderers, Chuck Wendig levels up and

when you consider the high level he was already writing at, that's saying something.' John Scalzi, New York Times bestselling author of Crucible Miriam Black is trying to live an ordinary life, keeping her ability to see how someone dies hidden...until a serial killer crosses her path. This is the second book in the Miriam Black series. "Visceral and often brutal, this tale vibrates with emotional rawness that helps to paint a bleak, unrelenting picture of life on the edge." —Publishers Weekly Miriam is trying. Really, she is. But this whole "settling down thing" just isn't working out. She lives on Long Beach Island all year in a run-down, double-wide trailer. She works at a grocery store as a checkout girl. And her relationship with Louis—who's on the road half the time in his truck—is subject to the mood swings Miriam brings to everything she does. It just isn't going well. Still, she's keeping her psychic ability—to see when and how someone is going to die just by touching them—in check. But even that feels

wrong somehow. Like she's keeping a tornado stopped up in a tiny bottle. Then comes the one bad day that turns it all on her ear. A character-driven science fiction/horror blend, KC Jones' *Black Tide* is Stephen King's *Cujo* meets *A Quiet Place*. It was just another day at the beach. Then the world ended. Mike and Beth were strangers before the night of the meteor shower. Chance made them neighbors, a bottle of champagne brought them together, and a shared need for human connection sparked something more. Following their drunken and desperate one-night stand, the two discover the astronomical event has left widespread destruction in its wake. But the cosmic lightshow was only part of something much bigger, and far more terrifying. When a lost car key leaves them stranded on an empty stretch of Oregon coast and inhuman screams echo from the dunes, when the rising tide reaches for their car and unspeakable horrors close in around them, these two self-destructive souls must fight to survive a nightmare of

apocalyptic scale. "This is gasp-for-your-breath, peek-through-your-fingers horror, and I loved every page of it." —Jonathan Janz, author of *The Siren* and *the Specter* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Three favorite fantasy authors contribute stories from their ongoing series where you can catch up with beloved side-characters who are called to action by bees. Oberon the Irish wolfhound discovers a body beneath a beehive; Rhett Walker follows a bee to a weeping mother in a valley impossibly in the middle of a desert; and Wren Martin is spiraling after questioning her removal of a killer's shade, but is given a new target by a woman with a strange power. "Part one of *Atlanta Burns* was first published in 2011 by Chuck Wendig as the novella *Shotgun gravy*. Parts two through five of *Atlanta Burns* were first published in 2012 by Chuck Wendig as the novel *Bait dog*."--Title page verso. NEW YORK TIMES BESTSELLER • "If Michael Crichton had

written a superhero novel, it would look a lot like Upgrade.”—The New York Times Book Review “You don’t so much sympathize with the main character as live inside his skin.”—DIANA GABALDON, #1 New York Times bestselling author of the Outlander series “Mysterious, fascinating, and deeply moving—exploring the very nature of what it means to be human.”—ALEX MICHAELIDES, #1 New York Times bestselling author of The Silent Patient and The Maiden The mind-blowing new thriller from the New York Times bestselling author of Dark Matter and Recursion—currently in development as a motion picture at Steven Spielberg’s Amblin Partners “You are the next step in human evolution.” At first, Logan Ramsay isn’t sure if anything’s different. He just feels a little . . . sharper. Better able to concentrate. Better at multitasking. Reading a bit faster, memorizing better, needing less sleep. But before long, he can’t deny it: Something’s happening to his brain. To his body. He’s

starting to see the world, and those around him—even those he loves most—in whole new ways. The truth is, Logan’s genome has been hacked. And there’s a reason he’s been targeted for this upgrade. A reason that goes back decades to the darkest part of his past, and a horrific family legacy. Worse still, what’s happening to him is just the first step in a much larger plan, one that will inflict the same changes on humanity at large—at a terrifying cost. Because of his new abilities, Logan’s the one person in the world capable of stopping what’s been set in motion. But to have a chance at winning this war, he’ll have to become something other than himself. Maybe even something other than human. And even as he’s fighting, he can’t help wondering: what if humanity’s only hope for a future really does lie in engineering our own evolution? Intimate in scale yet epic in scope, Upgrade is an intricately plotted, lightning-fast tale that charts one man’s thrilling transformation, even as it asks us to

ponder the limits of our humanity—and our boundless potential. In the fifth book of the “wildly entertaining” (Kirkus Reviews) Miriam Black series, Miriam continues her journey to find answers on how to change her fate and begin to make right some of what she’s done wrong. Armed with new knowledge that suggests a great sacrifice must be made to change her fate, Miriam continues her quest and learns that she must undo the tragedies of her past to move forward. One such tragedy is Wren, who is now a teen caught up in a bad relationship with the forces that haunt Miriam and has become a killer, just like Miriam. Black must try to save the girl, but what’s ahead is something she thought impossible... NATIONAL BESTSELLER • A high-stakes hide-and-seek competition turns deadly in this dark supernatural thriller from New York Times bestselling author Kiersten White. “The suspenseful plot combines elements of Thomas Tryon’s classic Harvest Home, Netflix’s Squid

Game, and the social commentary of Jordan Peele’s film oeuvre and mixes these with a revelatory pacing reminiscent of Spielberg’s Jaws.”—Booklist The challenge: Spend a week hiding in an abandoned amusement park and don’t get caught. The prize: enough money to change everything. Even though everyone is desperate to win—to seize a dream future or escape a haunting past—Mack is sure she can beat her competitors. All she has to do is hide, and she’s an expert at that. It’s the reason she’s alive and her family isn’t. But as the people around her begin disappearing one by one, Mack realizes that this competition is even more sinister than she imagined, and that together might be the only way to survive. Fourteen competitors. Seven days. Everywhere to hide but nowhere to run. Come out, come out, wherever you are. HYPERION IS BACK! Or is he? The high-powered hero is hiding in plain sight, driving a truck across the U.S. to learn about the country he has adopted. Along the way, he picks

up a lone runaway named Doll, who has more baggage than he anticipated. Doll is in danger, chased by a pack of freaks and lunatics known as THE CARNIES. Will Hyperion reveal himself to save her? Maybe! Will he use a tractor trailer as a baseball bat? Probably! COLLECTING: HYPERION 1-5. A decadent rock star. A deeply religious radio host. A disgraced scientist. And a teenage girl who may be the world's last hope. From the mind of Chuck Wendig comes "a magnum opus . . . a story about survival that's not just about you and me, but all of us, together" (Kirkus Reviews, starred review). NOMINATED FOR THE BRAM STOKER AWARD • ONE OF THE BEST BOOKS OF THE YEAR: The Washington Post, NPR, The Guardian, Kirkus Reviews, Publishers Weekly, Library Journal, Polygon Shana wakes up one morning to discover her little sister in the grip of a strange malady. She appears to be sleepwalking. She cannot talk and cannot be woken up. And she is heading with inexorable determination to a

destination that only she knows. But Shana and her sister are not alone. Soon they are joined by a flock of sleepwalkers from across America, on the same mysterious journey. And like Shana, there are other "shepherds" who follow the flock to protect their friends and family on the long dark road ahead. For as the sleepwalking phenomenon awakens terror and violence in America, the real danger may not be the epidemic but the fear of it. With society collapsing all around them—and an ultraviolet militia threatening to exterminate them—the fate of the sleepwalkers depends on unraveling the mystery behind the epidemic. The terrifying secret will either tear the nation apart—or bring the survivors together to remake a shattered world. In development for TV by Glen Mazzara, executive producer of The Walking Dead • Look for the sequel, Wayward, now available! "This career-defining epic deserves its inevitable comparisons to Stephen King's The Stand."—Publishers Weekly (starred review) "A

suspenseful, twisty, satisfying, surprising, thought-provoking epic.”—Harlan Coben, #1 New York Times bestselling author of *Run Away* “A true tour de force.”—Erin Morgenstern, New York Times bestselling author of *The Night Circus* “A masterpiece with prose as sharp and heartbreaking as *Station Eleven*.”—Peng Shepherd, author of *The Book of M* “A magnum opus . . . It reminded me of Stephen King’s *The Stand*—but dare I say, this story is even better.”—James Rollins, #1 New York Times bestselling author of *Crucible* “An inventive, fierce, uncompromising, stay-up-way-past-bedtime masterwork.”—Paul Tremblay, author of *A Head Full of Ghosts* and *The Cabin at the End of the World* “An American epic for these times.”—Charles Soule, author of *The Oracle Year* *The Sunday Times* Bestseller *Following Star Wars: Aftermath* and *Star Wars: Life Debt*, Chuck Wendig delivers the exhilarating conclusion to the bestselling trilogy set in the years between *Return of the Jedi* and *The Force*

Awakens. As the final showdown between the New Republic and the Empire draws near, all eyes turn to a once-isolated planet: Jakku. The Battle of Endor shattered the Empire, scattering its remaining forces across the galaxy. But the months following the Rebellion’s victory have not been easy. The fledgling New Republic has suffered a devastating attack from the Imperial remnant, forcing the new democracy to escalate their hunt for the hidden enemy. For her role in the deadly ambush, Grand Admiral Rae Sloane is the most wanted Imperial war criminal—and one-time rebel pilot Norra Wexley, back in service at Leia’s urgent request, is leading the hunt. But more than just loyalty to the New Republic drives Norra forward: her husband was turned into a murderous pawn in Sloane’s assassination plot, and now she wants vengeance as much as justice. But Sloane, too, is on a furious quest: pursuing the treacherous Gallius Rax to the barren planet Jakku. As the true mastermind behind the Empire’s

devastating attack, Rax has led the Empire to its defining moment. The cunning strategist has gathered the powerful remnants of the Empire's war machine, preparing to execute the late Emperor Palpatine's final plan. As the Imperial fleet orbits Jakku, an armada of Republic fighters closes in to finish what began at Endor. Norra and her crew soar into the heart of an apocalyptic clash that will leave land and sky alike scorched. And the future of the galaxy will finally be decided. In the third installment of the

suspenseful Miriam Black series, Miriam is on the road again, having transitioned from "thief" to "killer." Miriam Black is being developed as a TV series on Starz with the producers of Breaking Bad. Hired by a wealthy businessman, Miriam heads down to Florida to practice the one thing she's good at: knowing when people are going to die. In her vision she sees the businessman murdered by another's hand and on the wall written in blood is a message just for her: She's expected...