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Desire calls. Danger lurks. But... When Destiny McCree wakes up beside a dead man on an Oregon beach, she knows only this: she has to keep moving, keep searching, and keep one step ahead of the forces that have been pursuing her from the heart of Scotland to this isolated spot. Why? The death of her lover has left her alone, with little memory of her past. A glimmering serpent-shaped ring is the one clue she has—and a bargaining chip in a most dangerous game. Enter Trae Wilson, a master thief with a sexy, knowing grin and a secret agenda of his own. Destiny and Trae both have powers far beyond the human—and both are running for their lives. Together they're riding a tide of danger, magic, and lust...but with killers stalking their every move, they must use any means necessary, even each other, to survive—until the shocking secret of one woman's destiny finally unravels.... In the cataclysm of the battle of the gods, a portal to Hell has been opened, releasing legions of unnatural creatures that have pushed humanity to the edge of extinction. While warring deities clash with fallen angels, the only hope for mankind's survival lies with the most unlikely heroes: Former assassin Rachel Hael has rejoined blood-magician Mina Greene and her little dog, Basilis, on one last desperate mission to save the world from the ravages of Hell. As Rachel travels to the final confrontation she has both sought and feared, she begins to realize that time itself is unraveling. And so she must prepare herself for a sacrifice that may claim her heart, her life, her soul—and even then it may not be enough. After getting caught turning wolf on national television, Kitty retreats to a mountain cabin to recover and write her memoirs. But this is Kitty, so trouble is never far behind, and instead of Walden Pond, she gets Evil Dead. When werewolf hunter Cormac shows up with an injured Ben O'Farrell, Kitty's lawyer, slung over his shoulder, and a wolf-like creature with glowing red eyes starts sniffing around the cabin, Kitty wonders if any of them will get out of these woods alive... In G. T. Almasi's thrilling alternate reality, the United States, the USSR, and the Republic of China share a fragile balance of power with Greater Germany, which emerged from World War II in control of Europe and half of the Middle East. To avoid nuclear Armageddon, the four superpowers pursue their ambitions with elite spies known as Levels, who are modified with mechanical and chemical enhancements. Nineteen-year-old Alix Nico, code-named Scarlet, is a kick-ass superheroine with killer Mods and an attitude to match. She's considered one of America's top Levels, even though her last mission nearly precipitated World War III. So now Scarlet and her new partner, Darwin, have been sent to Greater Germany to help sow the seeds of anarchy and prevent Germany's defection to Russia and China. But where Scarlet goes, chaos follows—and when her mission takes an unexpected turn, she and Darwin must go ever deeper into enemy territory. As Scarlet grapples with a troubling attraction to her new partner, explosive information comes to light about the German cloning program and one of its prisoners—a legendary American Level who just happens to be Scarlet's father. "Action-packed . . . Hammer of Angels has all the elements of a perfect spy novel."—All Things Urban Fantasy Look for all of G. T. Almasi's riveting Shadowstorm novels: [BLADES OF WINTER](#) | [HAMMER OF ANGELS](#) | [TALON OF SCORPIO](#) Now

with a new introduction for the Tor Essentials line, *A Fire Upon the Deep* is sure to bring a new generation of SF fans to Vinge's award-winning works. A Hugo Award-winning Novel! "Vinge is one of the best visionary writers of SF today."-David Brin

Thousands of years in the future, humanity is no longer alone in a universe where a mind's potential is determined by its location in space, from superintelligent entities in the Transcend, to the limited minds of the Unthinking Depths, where only simple creatures, and technology, can function. Nobody knows what strange force partitioned space into these "regions of thought," but when the warring Straumli realm use an ancient Transcendent artifact as a weapon, they unwittingly unleash an awesome power that destroys thousands of worlds and enslaves all natural and artificial intelligence. Fleeing this galactic threat, Ravna crash lands on a strange world with a ship-load full of cryogenically frozen children, the only survivors from a destroyed space-lab. They are taken captive by the Tines, an alien race with a harsh medieval culture, and used as pawns in a ruthless power struggle.

Tor books by Vernor Vinge  
Zones of Thought Series  
*A Fire Upon The Deep*  
*A Deepness In The Sky*  
The Children of The Sky  
Realtime/Bobble Series  
*The Peace War*  
*Marooned in Realtime*  
Other Novels  
*The Witling*  
Tatja Grimm's World  
*Rainbows End*  
Collections  
Collected Stories of Vernor Vinge  
*True Names*

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In Ann Aguirre's award-winning novel, *Enclave*, humans have taken refuge in colonies below ground. Here is the story of what drove them there, told through the eyes of a teen who would later have vast influence over the fate of many, and who gave his heart to the one person who needed him most. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Broke and unemployed, "Jumper" Sirantha Jax accepts a diplomatic mission for the government only to find herself up against Syndicate criminals, man-eating aliens, and her own grim, space-weakened body. A thrilling new perspective of the world created in the explosive, national bestselling *Theirs Not to Reason Why* series. It's two hundred years earlier—the age of the First Salik War. And the battle against humanity has been engaged. The V'Dan always believed they were the chosen race, destined to make a mark on the galaxy. For the last few centuries, they interacted peacefully with other sentient species—save for the Salik. Cold, amphibious, and vicious, the Salik were set on one goal: to conquer every race within their grasp. Now that the Salik's ruthless war has begun, the fate of the galaxy is in the hands of two strange companions: Li'eth, a prince under siege and his rescuer, Jacaranda MacKenzie. A beautiful ambassador from the Motherworld, Jackie possesses more than the holy powers of a goddess. She brings a secret weapon—a strange, wondrous, and dangerous new technology that could be her and Li'eth's last and only hope to save their people from extinction...

Practical Magic meets *Gilmore Girls* in this adorable witchy rom-com by New York Times bestselling author Ann Aguirre, with a bisexual cinnamon roll hero, a commitment-averse heroine, and a chemistry between them that causes literal sparks. Danica Waterhouse is a fully modern witch—daughter, granddaughter, cousin, and co-owner of the Fix-It

Witches, a magical tech repair shop. After a messy breakup that included way too much family "feedback," Danica made a pact with her cousin: they'll keep their hearts protected and have fun, without involving any of the overly opinionated Waterhouse matriarchs. Danica is more than a little exhausted navigating a long-standing family feud where Gram thinks the only good mundane is a dead one and Danica's mother weaves floral crowns for anyone who crosses her path. Three blocks down from the Fix-It Witches, Titus Winnaker, owner of Sugar Daddy's bakery, has family trouble of his own. After a tragic loss, all he's got left is his sister, the bakery, and a lifetime of terrible luck in love. Sure, business is sweet, but he can't seem to shake the romantic curse that's left him past thirty and still a virgin. He's decided he's doomed to be forever alone. Until he meets Danica Waterhouse. The sparks are instant, their attraction irresistible. For him, she's the one. To her, he's a firebomb thrown in the middle of a family war. Can a modern witch find love with an old-fashioned mundane who refuses to settle for anything less than forever? Praise for *Witch Please*: "The start to Aguirre's *Fix-It Witches* series is a delightful, laugh-out-loud small-town tale...Ann Aguirre's sexy, sweet, funny, and oh-so-fulfilling witchy love story will leave readers hungry for *Clementine's* story"—Library Journal, starred review "Readers will be enchanted."—Publishers Weekly "WITCH PLEASE is a lovely breath of fresh, cinnamon-scented air. It's sexy and sweet, and it's the soft, adorable romance we need right now."—Kristen Callihan, New York Times and USA Today bestselling author of the *Game On* series

During the war against murderous, flesh-eating aliens, grimspace "jumper" Sirantha Jax decided to go it alone. The cost of her actions: the destruction of modern interstellar travel—and the lives of six hundred Conglomerate soldiers. Now she's on trial for dereliction of duty, desertion, mass murder, high treason...and her life. Owen Deathstalker doesn't trust anyone, even his companions...especially his companions. But for the diplomatic mission to Mistworld, he'll have to try. Representing the Golgotha underground, Owen hopes to bring the planet into the rebellion--their powerful psychic "espers" would be an invaluable asset. But that's not Owen's only reason for visiting Mistworld. In fact, everyone aboard the *Sunstrider II* has a secret agenda. While Owen looks for an information-gathering network that his father set up, all-too-perfect Jack Random seeks out former allies, volatile esper Jenny Psycho searches for information about her power, and ex-pirate Hazel d'Ark pursues an old vice. Of course, success won't be easy and there's little time to spare. The Empire's recent esper attack already left Mistworld physically and politically exposed. Playing host to the leaders of the rebellion only makes the planet a juicier target and this time, the Empress will deploy her most ruthless weapon to crush Owen Deathstalker and the uprising, once and for all. *Deathstalker: War* is the third book in New York Times bestselling author Simon R. Green's beloved space opera series. Abducted by the alien Catteni, Kristin Bjornsen was one of many humans brought to the planet Botany as part of an experiment to see if it could support life. Enslaved and forced to colonize a world not their own, the settlers have accepted Botany as their home—a home worth fighting for... Kristin's people have learned that the

aliens responsible for their imprisonment are merely mercenaries, subjugated by the parasitic Eosi Race, and that Botany is being farmed remotely by some unknown species—a species that may be sympathetic to the colonists’ struggle for freedom. The “Farmers” refuse to join the humans in their rebellion against the Catteni, but they agree to use their technological skills to shield Botany and hide it from its enemies—buying Kristin and the settlers time to build up their forces and liberate their world... There's an allure to vampire tales that have seduced readers for generations. From Bram Stoker to Stephanie Meyer and beyond, vampire stories are here to stay. For those fresh-blooded fans of paranormal romance or for those whose hunt and hunger never dies, these stories have what readers want! This collection of original tales comes from some of the hottest, most popular, and best-selling YA writers, including: • Holly Black (*The Spiderwick Chronicles*, *Tithe*) • Libba Bray (*A Great and Terrible Beauty*) • Melissa De La Cruz (*Blue Blood*) • Cassandra Clare (*City of Bones*) • Rachel Caine (*Morganville Vampires*) • Nancy Holder & Debbie Viguie (*Wicked*) • Cecil Castellucci (*Boy Proof*, *Queen of Cool*) • Kelley Armstrong (*Women of Otherworld*) • Maria V. Snyder • Sarah Rees Brennan • Lili St. Crow • Karen Mahoney • Dina James They will make everyone a sucker for eternal kisses. The national bestselling author of *The V'Dan* returns to her gripping military sci-fi series set in the same world as *Theirs Not to Reason Why*. The First Salik War is underway, and the Alliance is losing—their newest allies must find a way to win, or everyone will be slaughtered. Though committed to helping their V'Dan cousins, the Terrans resent how their allies treat them. The V'Dan in turn feel the Terrans are too unseasoned to act independently. And the other nations fear that ending the Salik War means starting a Human Civil War. Even as Imperial Prince Li'eth and Ambassador Jackie MacKenzie struggle to get their peoples to cooperate, they still face an ethical dilemma: How do you stop a ruthless, advanced nation from attacking again and again without slaughtering them in turn? Danger stalks the city of steam and shadows. Janus Mikani and Celeste Ritsuko work all hours in the Criminal Investigation Division, keeping citizens safe. He's a charming rogue with an uncanny sixth sense; she's all logic—and the division's first female inspector. Between his instincts and her brains, they collar more criminals than any other partnership in the CID. Then they're assigned a potentially volatile case in which one misstep could end their careers. At first, the search for a missing heiress seems straightforward, but when the girl is found murdered—her body charred to cinders—Mikani and Ritsuko's modus operandi is challenged as never before. It soon becomes clear the bogeyman has stepped out of nightmares to stalk gaslit streets, and it's up to them to hunt him down. There's a madman on the loose, weaving blood and magic in an intricate, lethal ritual that could mean the end of everything... On a routine survey mission studying a neutron star, an Academy starship receives a transmission in an unknown language. Before leaving the area, the starship launches a series of satellites to find the signal—and perhaps discover its origins. Five years later, a satellite finally encounters the signal—which is believed to be of extraterrestrial origin by the Contact Society, a wealthy group

of enthusiasts who fund research into the existence of alien life. Providing a starship to the Academy to be piloted by Captain Priscilla “Hutch” Hutchins, the Contact Society embarks on a mission to find the source of the transmission. Across a myriad of stars, from world to world, Hutch and her crew follow the signal, but find only puzzles and lethal surprises. Then, in a planetary system far beyond the bounds of previous exploration, they discover an object. It is immense, ominous, and mysterious. And it may hold the answer not only to the questions of the Contact Society, but to those of every person who has ever looked to the sky and wondered if we were alone... Jumping at the chance to go to Crucible, the Marine Corps training planet, to work with Major Svensson, Gunnery Sergeant Torin Kerr finds herself caught in a desperate fight for survival when someone begins attacking the training scenarios. Reprint. Neither Nadia, a struggling college student, or Ty, a single father, is looking for a serious relationship to complicate their lives, but when their paths cross, they cannot escape the attraction they feel towards one another. Sibeal has always known that she is destined for a spiritual life, and is committed to it with all her heart. The only thing left for her to do before she enters the nemetons is to spend the summer visiting her sisters, Muirrin and Clodagh, on the northern island of Inis Eala. But Sibeal has barely set foot on the island before a freak storm out at sea sinks a ship before her eyes. In spite of frantic efforts, only three survivors are fished alive from the water, and one of them, a man Sibeal names Ardal, clings to life by the merest thread. Life continues on the island, as it must, and Sibeal befriends Ardal as he begins to regain his health. But it becomes clear there is something unusual about the three shipwrecked strangers. Why won't the beautiful Svala speak? And what is it that the gravely ill Ardal can't remember - or won't tell? When a visiting warrior is found dead at the bottom of a cliff, and an attempt is made on Ardal's life, Sibeal finds herself a pawn in a deadly game. The truth will be far more astonishing than she could ever have believed - and the consequences for Sibeal unimaginable. For the many readers who love *The Fault in Our Stars*, this is the story of a girl who is determined to live, love, and to write her own ending before her time is finally up. Tessa has just months to live. Fighting back against hospital visits, endless tests, and drugs with excruciating side effects, Tessa compiles a list. It's her To Do Before I Die list. And number one is Sex. Released from the constraints of “normal” life, Tessa tastes new experiences to make her feel alive while her failing body struggles to keep up. Tessa's feelings, her relationships with her father and brother, her estranged mother, her best friend, and her new boyfriend, are all painfully crystallized in the precious weeks before Tessa's time runs out. A Publishers Weekly Best Children's Book of the Year A Booklist Editors' Choice A Book Sense Children's Pick A Kirkus Reviews Editors' Choice A Publishers Weekly Flying Start Author An ALA-YALSA Top Ten Best Book for Young Adults The newly released feature film *Now Is Good*, starring Dakota Fanning, is based on Jenny Downham's intensely moving novel. He's awkward. He's adorable. He's alien as hell. Zylar of Kith B'alak is a four-time loser in the annual Choosing. If he fails to find a nest guardian this time, he'll lose his chance to have a

mate for all time. Desperation drives him to try a matching service but due to a freak solar flare and a severely malfunctioning ship AI, things go way off course. This 'human being' is not the Tiralan match he was looking for. She's frazzled. She's fierce. She's from St. Louis. Beryl Bowman's mother always said she'd never get married. She should have added a rider about the husband being human. Who would have ever thought that working at the Sunshine Angel daycare center would offer such interstellar prestige? She doesn't know what the hell's going on, but a new life awaits on Barath Colony, where she can have any alien bachelor she wants. They agree to join the Choosing together, but love is about to get seriously strange. "New York Times"-bestselling author Aguirre deftly weaves an enthralling tale of twisted realities, salacious intrigue, and pulsing, page-turning suspense--an extraordinary tale of endlessly disturbing secrets of the criminal and murderous variety, and a romance that feels like a betrayal. Louisiana, 2065. A lot has changed in the 43rd year of the Kurian Order. Possessed of an unnatural and legendary hunger, the bloodthirsty Reapers have come to Earth to establish a New Order built on the harvesting of enslaved human souls. They rule the planet. They thrive on the scent of fear. And if it is night, as sure as darkness, they will come. On this pitiless world, the indomitable spirit of mankind still breathes in Lieutenant David Valentine. Brought into the special forces of The Wolves—an elite guerilla force sworn to win back Earth—this is Valentine's first command in the Kurian Zone. Driven by the losses of his past and the hope of a future, Valentine is in it to win. No matter how long it takes. No matter what doom of fate awaits him beyond his wildest nightmares. Fight. Kill. Survive. This is the way of The Wolves. "If The Red Badge of Courage had been written by H.P. Lovecraft."—Paul Witcover, author of Waking Beauty Sci-fi action meets steamy paranormal romance in Gini Koch's Alien novels, as Katherine "Kitty" Katt faces off against aliens, conspiracies, and deadly secrets. • "Futuristic high-jinks and gripping adventure." —RT Reviews Jeff and Kitty Katt-Martini have learned the ins and outs of Washington politics, not to mention how to prevail in intergalactic war and foil dangerous plots. So when the newly elected Representative from New Mexico's 2nd Congressional District dies under mysterious circumstances while at the Centaurion Embassy, it's up to Kitty and the rest of the Diplomatic Corps to stop the killer, before the rest of the U.S. House of Representatives become casualties, particularly the replacement Representative for New Mexico's 2nd District—Jeff Martini. Alien in the House is the thrilling seventh installment of the Alien series. The Razorland Trilogy: Enclave, Outpost, and Horde The New York Times—bestselling trilogy is the story of two young people in an apocalyptic world—facing dangers, and feelings, unlike any they've ever known. Enclave: Fifteen-year-old Deuce lives in a world below New York City which has been decimated by war and plague. As part of her new role as Huntress, Deuce is paired with Fade, another teenage Hunter. When the pair discovers that the neighboring enclave has been decimated by tunnel monsters, the elders refuse to listen to their warnings. And when Deuce and Fade are exiled from the enclave, the girl born in darkness must survive in daylight in the ruins of a city



whose population has dwindled to a few dangerous gangs. Outpost: Deuce's whole world has changed. Down below, she was considered an adult. Now, topside in a town called Salvation, she's a "brat" in need of training in the eyes of the townsfolk. To make matters worse, her Hunter partner, Fade, keeps Deuce at a distance. Her feelings for Fade are still strong, but he seems not to want her around anymore. Things have been changing on the surface, just as they did below ground. The monsters don't intend to let Salvation survive, and it may take a girl like Deuce to turn back the tide. Horde: The survival of Salvation is up to Deuce, Fade, Stalker, and Tegan. Deuce decides the only way to fight an army is to raise one. At first, everyone laughs at the idea of a girl leading humanity's forces against the Freaks, but then she proves herself in combat. Can Deuce render a permanent truce with the Freaks? Who will survive? Includes bonus chapters from Ann Aguirre's Mortal Danger! Helva had been born human, but only her brain had been saved—saved to be schooled, programmed, and implanted into the sleek titanium body of an intergalactic scout ship. But first she had to choose a human partner—male or female—to share her exhilarating escapades in space! Her life was to be rich and rewarding . . . resplendent with daring adventures and endless excitement, beyond the wildest dreams of mere mortals. Gifted with the voice of an angel and being virtually indestructible, Helva XH-834 antipitated a sublime immortality. Then one day she fell in love! Bestselling author Tanya Huff's Confederation series of military science fiction returns with a novel where one woman's discovery shakes the foundations of the intergalactic alliance itself... Gunnery Sergeant Torin Kerr has had enough of special treatment—and of gaping, skepticism, and whispers of Silsviss or Big Yellow as she passes. She's glad to be back with her own Sh'quo Company, surrounded by familiar faces and enduring more razzing than awe. Of course, the company is going into battle again, facing death on all sides in a centuries-old war where every attempt at diplomacy fails, and she's got a brand-new second lieutenant to train. Another glorious day in the Confederation Marine Corps. The battle goes disastrously wrong. And yet somehow Torin wakes up. The Others don't take prisoners—or so the Confederation has always said. But the dark tunnels and mysterious mechanisms of the warren around her certainly seem like a prison. And there's more going on than simple confinement. One after another, Torin's most cherished beliefs are shaken to the core. She's always been a survivor. But time is running out. If she has to question everything to escape, answers had better start coming fast... The thrilling final installment in Tanya Huff's military sci-fi adventure Confederation series Gunnery Sergeant Torin Kerr was the very model of a Confederation Marine. She'd survived more deadly encounters than anyone in the Corps. No one who'd ever served with her could imagine her walking away from the Corps. But that was before Torin had learned the truth about the war the Confederation was fighting...before she'd been declared dead and had spent time in a prison that shouldn't exist.... It was Salvage Operator Craig Ryder who had refused to believe Torin was dead. Craig who found and rescued Torin. And so, when her mission was complete, Torin resigned from the Marines to start a new life with Craig aboard his tiny salvage

ship, the Promise. But civilian life was a lot rougher than Torin had imagined. The salvage operators were losing cargo and lives to pirates. Because salvagers were an independent lot unwilling to turn to the OutSector Wardens for help, no one in authority seemed to take their ever-increasing threat seriously. Then, on their first real run together, pirates attacked the Promise, kidnapping Craig and leaving Torin to die. But leaving Torin behind to die was never a good strategy. Against all odds, she survived, and certain—despite no evidence to prove her correct—that Craig was still alive, she decided to mount a rescue mission. When Craig’s salvager friends refused to join her, Torin had no choice but to call in the Marines—some very special Marines. Then she discovered why the pirates had been trying to kidnap salvagers. And suddenly Torin’s mission expanded from saving Craig to stopping the pirates from changing the balance of power in known space.... Regret nothing. Sirantha Jax has the J-gene, which permits her to “jump” faster-than-light ships through grimspace. She loves nothing more than that rush, but the star roads have to wait... Her final mission takes her to La’heng, a planet subjugated during first contact. Since then, the La’hengrin homeworld has been occupied by foreign conquerors. All that’s about to change. Now, as part of a grassroots resistance, Jax means to liberate the La’hengrin. But political intrigue and guerrilla warfare are new to her, and this will be the most dangerous game she’s ever played—spies and conspiracies, a war of weapons and hearts, and not everyone is guaranteed to make it out alive... Read the e-novella from the #1 New York Times bestselling Reckoners series: Steelheart, Firefight, and Calamity! Brandon Sanderson, the #1 New York Times bestselling author of Words of Radiance, coauthor of Robert Jordan’s The Wheel of Time series, and creator of the internationally bestselling Mistborn trilogy, presents Mitosis, a short story set in the action-packed world of Steelheart, Firefight, and Calamity: the Reckoners series, exclusively available in the digital format. Epics still plague Newcago, but David and the Reckoners have vowed to fight back. Praise for the Reckoners Series: #1 New York Times Bestselling Series “Another win for Sanderson . . . he’s simply a brilliant writer. Period.” —Patrick Rothfuss, author of the New York Times and USA Today bestseller The Name of the Wind “Action-packed.” —EW.com “Compelling. . . Sanderson uses plot twists that he teases enough for readers to pick up on to distract from the more dramatic reveals he has in store.” —The A.V. Club For all of her sixteen years, Terra has lived on a city within a spaceship that left Earth five hundred years ago seeking refuge, but as they finally approach the chosen planet, she is drawn into a secret rebellion that could change the fate of her people. Lieutenant Commander Kris Longknife leads a reconnaissance mission of the vast uncharted regions of space. No one, least of all Kris, expects to find a hostile alien starship. Now, she must determine the extent of the alien threat—and whether to start an interstellar war... From the moment she took a job on Captain Caldwell's doomed ship, Devi Morris' life has been one disaster after another: government conspiracies, two alien races out for her blood, an incurable virus that's eating her alive. Now, with the captain missing and everyone -- even her own government -- determined to hunt her down, things are

going from bad to impossible. The sensible plan would be to hide and wait for things to blow over, but Devi's never been one to shy from a fight, and she's getting mighty sick of running. It's time to put this crisis on her terms and do what she knows is right. But with all human life hanging on her actions, the price of taking a stand might be more than she can pay. Caitlin Decker is young, pretty, feisty, a mathematics genius, and blind. Still, she can surf the net with the best of them, following its complex paths clearly in her mind. But Caitlin's brain long ago co-opted her primary visual cortex to help her navigate online. So when she receives an implant to restore her sight, instead of seeing reality, the landscape of the World Wide Web explodes into her consciousness, spreading out all around her in a riot of colors and shapes. While exploring this amazing realm, she discovers something - some other - lurking in the background. And it's getting more and more intelligent with each passing day. The first of a spellbinding future history trilogy that charts what will happen when the world's first, and superior, artificial-intelligence is born in the web. As the carrier of a rare gene, Sirantha Jax has the ability to jump ships through grimspace—a talent which makes her a highly prized navigator for the Corp. Then a crash landing kills everyone on board, leaving Jax in a jail cell with no memory of the crash. But her fun's not over. A group of rogue fighters frees her...for a price: her help in overthrowing the established order. The second book in the NYT bestselling Expanse series, Caliban's War shows a solar system on the brink of war, and the only hope of peace rests on James Holden and the crew of the Rocinante's shoulders. Now a Prime Original series. We are not alone. On Ganymede, breadbasket of the outer planets, a Martian marine watches as her platoon is slaughtered by a monstrous supersoldier. On Earth, a high-level politician struggles to prevent interplanetary war from reigniting. And on Venus, an alien protomolecule has overrun the planet, wreaking massive, mysterious changes and threatening to spread out into the solar system. In the vast wilderness of space, James Holden and the crew of the Rocinante have been keeping the peace for the Outer Planets Alliance. When they agree to help a scientist search war-torn Ganymede for a missing child, the future of humanity rests on whether a single ship can prevent an alien invasion that may have already begun . . . A cursed destiny. A band of warriors. And one troubled kingdom. It is whispered in Agathia that the legendary warriors of the mist—cursed by the gods—can be summoned only when a champion is needed and the cause is just. Gideon, their captain, knows this to be the one path that will lead his men to redemption—lest they face an eternity of damnation. Years have passed since anyone has journeyed to the river's edge, but times are desperate. Oppressed by a cruel guardian whose dark magic threatens to destroy her people, the beautiful and courageous Merewen calls upon the bespelled warriors. In Gideon she finds more than a champion, and in his arms, more than protection. However, their enemies are fighting with a power darker than anything than they imagined, and should Gideon fail, she will lose everything she holds dear—including her heart. The #1 New York Times bestselling author of the Vampire Academy and Bloodline series returns with the second installment in her

acclaimed Age of X series. Religious investigator Justin March and Mae Koskinen—the beautiful supersoldier assigned to protect him—have been charged with investigating reports of the supernatural and the return of the gods, both inside the Republic of United North America and out. With this highly classified knowledge comes a shocking revelation: Not only are the gods vying for human control, but the elect—special humans marked by the divine—are turning against one another in bloody fashion. Their mission takes a new twist when they are assigned to a diplomatic delegation headed by Lucian Darling, Justin’s old friend and rival, going into Arcadia, the RUNA’s dangerous neighboring country. Here, in a society where women are commodities and religion is intertwined with government, Justin discovers powerful forces at work, even as he struggles to come to terms with his own reluctantly acquired deity. Meanwhile, Mae—grudgingly posing as Justin’s concubine—has a secret mission of her own: finding the illegitimate niece her family smuggled away years ago. But with Justin and Mae resisting the resurgence of the gods in Arcadia, a reporter’s connection with someone close to Justin back home threatens to expose their mission—and with it the divine forces the government is determined to keep secret. Devi Morris isn't your average mercenary. She has plans. Big ones. And a ton of ambition. It's a combination that's going to get her killed one day - but not just yet. That is, until she just gets a job on a tiny trade ship with a nasty reputation for surprises. The Glorious Fool isn't misnamed: it likes to get into trouble, so much so that one year of security work under its captain is equal to five years everywhere else. With odds like that, Devi knows she's found the perfect way to get the jump on the next part of her Plan. But the Fool doesn't give up its secrets without a fight, and one year on this ship might be more than even Devi can handle. If Sigouney Weaver in Alien met Starbuck in Battlestar Galactica, you'd get Deviana Morris -- a hot new mercenary earning her stripes to join an elite fighting force. Until one alien bite throws her whole future into jeopardy. After training to become a Huntress and being partnered with a mysterious Hunter named Fade, Deuce, who has only lived underground, is exiled topside with Fade, where they must survive the gangs who live among the ruins of the city.

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