

After Days Trilogy 1 Scott Medbury

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Midnighters #1: The Secret Hour Crown Books for Young Readers

A mysterious traveler intervenes in an epic holy war in this "impressive, challenging debut" of the critically acclaimed fantasy epic (Publishers Weekly, starred review). The first book in R. Scott Bakker's Prince of Nothing series introduces readers to a strikingly original and engrossingly vivid new world. With its language and classes of people, its cities, religions, mysteries, taboos, and rituals, *The Darkness That Comes Before* has drawn comparison to J.R.R. Tolkien's *The Lord of the Rings* and Frank Herbert's *Dune*. Bakker's Eärwa is a world scarred by an apocalyptic past, evoking a time both two thousand years past and two thousand years into the future. As untold thousands gather for a crusade, two men and two women are ensnared by a mysterious traveler, Anasûrimbor Kellhus—part warrior, part philosopher, part sorcerous, charismatic presence—from lands long thought dead. *The Darkness That Comes Before* is a history of this great holy war, and like all histories, the survivors write its conclusion.

After Ever Happy Hodder & Stoughton

Nobody is safe in the secret hour. Strange things happen at midnight in the town of Bixby, Oklahoma. Time freezes. Nobody moves. For one secret hour each night, the town belongs to the dark creatures that haunt the shadows. Only a small group of people know about the secret hour -- only they are free to move about the midnight time. These people call themselves Midnighters. Each one has a different power that is strongest at midnight: Seer, Mindcaster, Acrobat, Polymath. For years the Midnighters and the dark creatures have shared the secret hour, uneasily avoiding one another. All that changes when the new girl with an unmistakable midnight aura appears at Bixby High School. Jessica Day is not an outsider like the other Midnighters. She acts perfectly normal in every way. But it soon becomes clear that the dark creatures sense a hidden power in Jessica . . . and they're determined to stop her before she can use it. A story of courage, shadowy perils, and unexpected destiny, the secret hour is the first volume of the mesmerizing *Midnighters* trilogy by acclaimed author Scott Westerfeld.

America Falls Simon and Schuster

NEW YORK TIMES BESTSELLER • "A bright new voice in the fantasy genre" (George R. R. Martin), acclaimed author Scott Lynch continues to astound and entertain with his thrillingly inventive, wickedly funny, suspense-filled adventures featuring con artist

extraordinaire Locke Lamora. And *The Republic of Thieves* is his most captivating novel yet. **NAMED ONE OF PASTE'S BEST FANTASY BOOKS OF THE DECADE** With what should have been the greatest heist of their career gone spectacularly sour, Locke and his trusted partner, Jean, have barely escaped with their lives. Or at least Jean has. But Locke is slowly succumbing to a deadly poison that no alchemist or physiker can cure. Yet just as the end is near, a mysterious Bondsmage offers Locke an opportunity that will either save him or finish him off once and for all. Magi political elections are imminent, and the factions are in need of a pawn. If Locke agrees to play the role, sorcery will be used to purge the venom from his body—though the process will be so excruciating he may well wish for death. Locke is opposed, but two factors cause his will to crumble: Jean's imploring—and the Bondsmage's mention of a woman from Locke's past: Sabetha. She is the love of his life, his equal in skill and wit, and now, his greatest rival. Locke was smitten with Sabetha from his first glimpse of her as a young fellow orphan and thief-in-training. But after a tumultuous courtship, Sabetha broke away. Now they will reunite in yet another clash of wills. For faced with his one and only match in both love and trickery, Locke must choose whether to fight Sabetha—or to woo her. It is a decision on which both their lives may depend. Praise for *The Republic of Thieves* "Fast paced, fun, and impossible to put down . . . Locke and company remain among the most engaging protagonists in fantasy." —Publishers Weekly (starred review) "The Republic of Thieves has all the colorful action, witty repartee, and devious scheming that fans of the series have come to expect." —Wired "A fantasy world unique among its peers . . . If you're looking for a great new fantasy series this is one you won't want to miss. . . . In a word: AWESOME!" —SF Revu

After Days Createspace Independent Publishing Platform
Captain Keyes captains the Providence, the last human ship not dependent on dark tech, which humanity has used to rule the galaxy for decades. When dark tech fails, allies become enemies. Meanwhile, humanity's oldest enemy is on the rise. The future now depends on Captain Keyes and his misfit crew.

The After Days Trilogy Independently Published

A year ago, Cal Thompson was a college freshman more interested in meeting girls and partying than in attending biology class. Now, after a fateful encounter with a mysterious woman named Morgan, biology has become, literally, Cal's life. Cal was infected by a parasite that has a truly horrifying effect on its host. Cal himself is a carrier, unchanged by the parasite, but he's infected the girlfriends he's had since Morgan. All three have turned into the ravaging ghouls Cal calls Peeps. The rest of us know them as vampires. It's Cal's job to hunt them down before they can create more of their kind. . . . Bursting with the sharp intelligence and sly humor that are fast becoming his trademark, Scott Westerfeld's novel is an utterly original take on an archetype of horror.

Nyxia MysticPhysh Publishing

In his highly acclaimed debut, *The Lies of Locke Lamora*, Scott Lynch took us on an adrenaline-fueled adventure with a band of daring thieves led by con artist extraordinaire Locke Lamora. Now Lynch brings back his outrageous hero for a caper so death-defying, nothing short of a miracle will pull it off. After a brutal battle with the underworld that nearly destroyed him, Locke and his trusted sidekick, Jean, fled the island city of their birth and

landed on the exotic shores of Tal Verrar to nurse their wounds. But even at this westernmost edge of civilization, they can't rest for long—and are soon back to what they do best: stealing from the undeserving rich and pocketing the proceeds for themselves. This time, however, they have targeted the grandest prize of all: the Sinspire, the most exclusive and heavily guarded gambling house in the world. Its nine floors attract the wealthiest clientele—and to rise to the top, one must impress with good credit, amusing behavior...and excruciatingly impeccable play. For there is one cardinal rule, enforced by Requin, the house's cold-blooded master: it is death to cheat at any game at the Sinspire. Brazenly undeterred, Locke and Jean have orchestrated an elaborate plan to lie, trick, and swindle their way up the nine floors...straight to Requin's teeming vault. Under the cloak of false identities, they meticulously make their climb—until they are closer to the spoils than ever. But someone in Tal Verrar has uncovered the duo's secret. Someone from their past who has every intention of making the impudent criminals pay for their sins. Now it will take every ounce of cunning to save their mercenary souls. And even that may not be enough.... Praise for *Red Seas Under Red Skies* "Lynch hasn't merely imagined a far-off world, he's created it, put it all down on paper—the smells, the sounds, the people, the feel of the place. The novel is a virtuoso performance, and sf/fantasy fans will gobble it up."—Booklist (starred review) "Red Seas Under Red Skies firmly proves that Scott Lynch isn't a one-hit wonder. . . . It'll only be a matter of time before Scott Lynch is mentioned in the same breath as George R. R. Martin and Steven Erikson."—Fantasy Book Critic "Grand, grandiose, grandiloquent. . . No critic is likely to fault Lynch in his overflowing qualities of inventiveness, audacious draftsmanship, and sympathetic characterization."—Locus

The Gatekeeper Tor Books

What if angels not only walked among us - but were our celebrities? What if they saved people for money? That's the reality in Angel City, where hot young Jackson Godspeed is the angel everyone's dying to date. Everyone except for Madison Montgomery, that is. She's too busy studying and waitressing to pay attention to the gossip blogs. Then Jackson tumbles into the diner where she works, and they forge an instant, unforgettable connection. But as Maddy is reluctantly drawn into Jackson's glamorous world, Jackson fears he's exposing her to more than just the paparazzi. A serial killer is murdering one angel at a time. Not only could Jackson be next - but it seems the killer's got sights set on Maddy...

The Official Overstreet Comic Book Companion, 11th Edition
Penguin

"A high-octane thriller . . . Nyxia grabs you from the first line and never lets go." —Marie Lu, #1 New York Times bestselling author of *Warcross* Every life has a price in this sci-fi thriller—the first in a trilogy—that has the nonstop action of *The Maze Runner* and the high-stakes space setting of *Illuminae*. What would you be willing to risk for a lifetime of fortune? Emmett Atwater isn't just leaving Detroit; he's leaving Earth. Why the Babel Corporation recruited him is a mystery, but the number of zeroes on their contract has him boarding their lightship and hoping to return to Earth with enough money to take care of his family. Forever. Before long, Emmett discovers that he is one of ten recruits, all of whom have troubled pasts and are a long way from home. Now each recruit must earn the right to travel down to the planet of Eden—a planet that Babel has kept hidden—where they will mine a substance called Nyxia that has quietly become the most valuable material in the universe. But Babel's ship is full of secrets. And Emmett will face the ultimate choice: win the fortune at any cost, or find a way to fight that won't forever compromise what it means to be human. "The 100 meets *Illuminae* in this high-octane

sci-fi thriller." —Bustle AND DON'T MISS NYXIA UNLEASHED!

The Republic of Thieves Abrams

"Brilliant concept meets stellar execution in this fast-paced deep space adventure. I was hooked from page one." --VICTORIA SCHWAB, #1 New York Times bestselling author In the highly anticipated Nyxia Triad series finale, Emmett and the Genesis team must join forces with a surprising set of allies if they're ever to make it home alive. Desperate to return home to Earth and claim the reward Babel promised, Emmett and the Genesis team join forces with the Imago. Babel's initial attack left their home city in ruins, but that was just part of the Imago's plan. They knew one thing Babel didn't. This world is coming to an end. Eden's two moons are on a collision course no one can prevent. After building eight secret launch stations, the Imago hoped to lure Babel down to their doomed planet as they left it behind. A perfect plan until the Genesis team's escape route was destroyed. Now the group must split up to survive the hostile terrain and reach another launch station. As both sides struggle for the upper hand, the fight leads inevitably back into space, where Emmett, his crewmates, and their new allies will fight one final battle for control of the Genesis ships. Win this time, and they'll survive Babel's twisted game once and for all. As the Imago world falls, this is the last chance to rise. Praise for the Nyxia Triad: "A high-octane thriller. . . . Nyxia grabs you from the first line and never lets go." --MARIE LU, #1 New York Times bestselling author of the Young Elites series "File this book under A for Amazing." --JAY KRISTOFF, New York Times bestselling author

8 Days Simon and Schuster

High school romance is tough—even for a bona fide love goddess. Can Cupid succeed as a mortal matchmaker? When Eros (aka Cupid) is expelled from Olympus for defying Zeus after falling in love with Orion, she is banished to what she believes to be hell. We call it New Jersey. If she ever wants to go back to the comforts of her old life, she will have to find love for three couples—without using her powers. Eros, now calling herself True, immediately identifies her first project in Charlie and believes finding him love will be a piece of cake. Charlie is new at school and eager to break out of his old image of band geek, so it's lucky for him when he falls in with the right crowd on his first day. But music is still his passion. That is, until he meets Katrina... Katrina is floundering after the death of her father and takes refuge with a boy who, while not entirely supportive, will be there when she needs him, unlike her mother. Too bad True thinks any girl Charlie talks to is perfect for him. Can she get out of her own way and help Charlie and Katrina connect, or will she be stuck in New Jersey forever?

Uglies Scholastic UK

From the New York Times bestselling author of *Enders Game* comes a brand-new series following a teen who wakes up on an abandoned Earth to discover that he's a clone. Laz is a side-stepper: a teen with the incredible power to jump his consciousness to alternate versions of himself in parallel worlds. All his life, there was no mistake that a little side-stepping couldn't fix. Until Laz wakes up one day in a cloning facility on a seemingly abandoned Earth. Laz finds himself surrounded by hundreds of other clones, all dead, and quickly realizes that he too must be a clone of his original self. Laz has no idea what happened to the world he remembers as vibrant and bustling only yesterday, and he struggles to survive in the barren wasteland he's now trapped in. But the question that haunts him isn't why was he created, but instead, who woke him up...and why? There's only a single bright spot in Laz's new life: one other clone appears to still be alive, although she remains asleep. Deep down, Laz believes that this girl holds the key to the mysteries plaguing him, but if he wakes her up, she'll be trapped in this hellscape with him. This is one problem that Laz can't just side-step his way out of.

Three Days at Gettysburg Simon and Schuster

New York City, 2141: Jana Patel throws herself off a skyscraper, but never hits the ground. Cornwall, 1640: gentle young Dora Predennick, newly come to Sweetclover Hall to work, discovers a badly-burnt woman at the bottom of a flight of stairs. When she reaches out to comfort the dying woman, she's flung through time. On a rainy night in present-day Cornwall: seventeen-year-old Kaz Cecka sneaks into the

long-abandoned Sweetclover Hall, in search of a dry place to sleep. Instead he finds a frightened housemaid who believes Charles I is king and an angry girl who claims to come from the future. Thrust into the centre of a war that spans millennia, Dora, Kaz and Jana must learn to harness powers they barely understand to escape not only villainous Lord Sweetclover but the forces of a fanatical army . . . all the while staying one step ahead of a mysterious woman known only as Quil. *~*Readers love TimeBomb!*~* 'A fast-paced, time-hopping thriller' SciFiNow 'Tremendous fun... a riveting series opener... I finished the book in one sitting. If you enjoy fast-paced, action-driven time travel stories, this book is for you' A Fantastical Librarian 'A rip roaring roller coaster ride of a read that keeps you on your toes and is a WHOLE lot of fun' Liz Loves Books 'I was sucked into this book from the beginning and found it extremely hard to put down' Escapades of a Bookworm 'Impeccably unique and mesmerising, Andrews takes an astoundingly interesting take on time travel' Once Upon a Moonlight Review 'Executed perfectly, with likeable, intelligent and witty characters thrust into the mix of things' The Book Bag 'Well-written, funny, sad and exciting... a rocket of a timeslip adventure, designed to appeal to adults young and old and it most certainly succeeds' For Winter's Nights

Peeps Kent State University Press

No Mazes. No factions. No games. AMERICA FALLS Think North Korea and Russia are the greatest danger to the United States? Think again. After a surprise biological attack, America, the most powerful nation on Earth, quickly succumbs, with 99.91% of the population over the age of 16 decimated. As society unravels, and the ground invasion of his country begins, loner Isaac Race must form a connection with a ragtag group of survivors and elude not only the invaders, but other dangers and threats unleashed in chaotic Post-America. Hell Week is the first installment of AMERICA FALLS*, a post-apocalyptic survival series, a compelling, action-packed story about who we are and who we have to become in order to survive. This book/ series was originally published as After Days and has been re-written and re-branded to embrace the author's original intentions of creating a compelling episode driven adventure. For lovers of books by Jack Hunt, Bobby Akart, AR Shaw, Chris Pike, Ryan Westfield, Harley Tate and Mike Sheridan

The Secret Hour Simon and Schuster

Recounts Hardin's first encounters with Tessa and their ensuing love affair that became a vortex pulling in everyone around them.

Lovelock Delacorte Press

Sometimes it's unclear who deserves a favor... Despite her life-changing injury, Dee Rommel is as determined and scrappy as ever. Still adjusting to her new life working for her godfather, private investigator Gordy Greer, Dee is ready to try out her hi-tech running blade, returning to the annual 10K competition. A mysterious car crashes and burns in the middle of Portland, Maine's Casco Bay Bridge. A young, once-sex-trafficked woman is killed and Dee finds herself protecting orphaned Yuusuf, a high school valedictorian who may be able to point to the murderer. When a toxic web of crime is revealed, both traditional and extended family dynamics are in play, as well as greed and ambition. Old relationships haunt Dee when nothing or no one is as they seem. She has only 8 days to keep her pursuit of justice in play, fighting for her allies and her own life.

The Darkness That Comes Before Delacorte Press

"Book one of the After series--the Internet sensation with millions of readers. Tessa didn't plan on meeting Hardin during her freshman year of college. But now that she has, her life will never be the same"--

TimeBomb Pandamoon Publishing

A collection of essays from Civil War historians on leadership during the three-day Battle of Gettysburg. Based on manuscript sources and consideration of existing literature, the contributors challenge prevailing interpretations of key officers' performances.

Anyone? Pandamoon Publishing

Waking up in a mysterious enclosed space with no memory of their identities, a group of teens uncovers evidence of a long-past war and the horrifying realities of their confinement.

Wakers Del Rey

This 220,000 word collection includes the first THREE books in the bestselling After Days Series. It's 700 pages of gripping, action packed adventure in a devastated America. Fifteen year old Isaac Race has already lost everyone close to him. He is about to lose a lot more. We all are. A mystery outbreak sweeps North America, it is chilling in speed and deadliness. Strangely though, it is only fatal to adults. Too late, it becomes clear to authorities that the virus is a biological weapon, and that the United States is at war... a war it has already lost. After Days: Books 1-3 includes the first three books in the captivating series that readers describe as "fast paced and intense!" "compelling and endlessly entertaining!" If you like realistic heroes, ruthless enemies and nonstop action, then you'll love After Days. Buy the box set now and find out why hundreds of thousands of readers have fallen for this Amazon bestseller. Includes: Book 1 - Affliction Book 2 - Sanctuary Book 3 - Attrition Coming soon: Book 4 - Odyssey

Escape the Mask Macmillan

Ever wonder who was the first kid to keep a wallet on a big chunky chain, or wear way-too-big pants on purpose? What about the mythical first guy who wore his baseball cap backwards? These are the Innovators, the people on the very cusp of cool. Seventeen-year-old Hunter Braque's job is finding them for the retail market. But when a big-money client disappears, Hunter must use all his cool-hunting talents to find her. Along the way he's drawn into a web of brand-name intrigue- a missing cargo of the coolest shoes he's ever seen, ads for products that don't exist, and a shadowy group dedicated to the downfall of consumerism as we know it.