
Blackbirds Miriam Black 1 Chuck Wendig

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Blightborn Little, Brown Books for Young Readers

Michael Crichton meets Elon Musk in this gripping sci-fi tech thriller, set in the eye-opening, paranoid world of the electrifying *Zeroes* 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.

John Dies at the End Penguin

In the next installment of the suspenseful *Miriam Black* series, Miriam heads to the southwest in search of another psychic who may be able to help her understand her curse, but instead finds a cult of domestic terrorists and the worst vision of death she's had yet. Miriam is becoming addicted to seeing her death visions, but she is also trying out something new: Hope. She is in search of another psychic who can help her with her curse, but instead she experiences her deadliest vision to date in this latest "visceral and often brutal" (Publishers Weekly) series that is "wildly entertaining" (Kirkus Reviews). The Kick-Ass Writer Penguin Cael McAvoy, living in the corn-overrun Heartland below extravagant sky flotillas, grows tired of scavenging and living in the

Empyrean Empire's shadow and vows to do something to change his lot in life.

Dust & Grim Del Rey

England 1604. At a remote palace in the dead of winter, William Shakespeare and his acting company are invited to perform for King James. When a killer tries to assassinate the king, a priest is murdered by mistake. Feeling he can trust no one inside the palace, King James appoints William Shakespeare to solve the mystery and bring the killer to justice. But when Shakespeare's daughter is arrested for witchcraft, the investigation becomes personal. The *Witching of the King* blends a fast-paced historical mystery with the paranormal to create a non-stop thrill ride. Follow William Shakespeare as he becomes a detective, leading up to a final climatic struggle between good and evil. Filled with mystery, intrigue, witchcraft, and more, *The Witching of the King* is a high adventure you won't soon forget.

A Novel Abaddon Books

BlackbirdsGallery / Saga Press

The Untold Story of the Teenagers and Outlaws who Hacked Ma Bell
Macmillan

Chris Baty, motivator extraordinaire and instigator of a wildly successful writing revolution, spells out the secrets of writing—and finishing—a novel. Every fall, thousands of people sign up for National Novel Writing Month (NaNoWriMo), which Baty founded, determined to (a) write that novel or (b) finish that novel in—kid you not—30 days. Now Baty puts pen to paper himself to share the secrets of success. With week-specific overviews, pep "talks," and essential survival tips for today's word warriors,

this results-oriented, quick-fix strategy is perfect for people who want to nurture their inner artist and then hit print! Anecdotes and success stories from NaNoWriMo winners will inspire writers from the heralding you-can-do-it trumpet blasts of day one to the champagne toasts of day thirty. Whether it's a resource for those taking part in the official NaNo WriMo event, or a stand-alone handbook for writing to come, *No Plot? No Problem!* is the ultimate guide for would-be writers (or those with writer's block) to cultivate their creative selves.

The Blue Blazes Macmillan

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 then she hitches a ride with Louis Darling and shakes his hand, and 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.

Vultures Watkins Media Limited
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 • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY 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 ultraviolent 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 in 2022 "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 Staked* Black Rose Writing 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. *Within These Walls* Simon and Schuster

NEW YORK TIMES BESTSELLER •

Iron Druid Atticus O’Sullivan, hero of Kevin Hearne’s epic urban fantasy series, has a point to make—and then drive into a vampire’s heart. When a

Druid has lived for two thousand years like Atticus, he’s bound to run afoul of a few vampires. Make that legions of them. Even his former friend and legal counsel turned out to be a bloodsucking backstabber. Now the toothy troublemakers—led by power-mad pain-in-the-neck Theophilus—have become a huge problem requiring a solution. It’s time to make a stand. As always, Atticus wouldn’t mind a little backup. But his allies have problems of their own. Ornerly archdruid Owen Kennedy is having a wee bit of troll trouble: Turns out when you stiff a troll, it’s not water under the bridge. Meanwhile, Granuaile is desperate to free herself of the Norse god Loki’s mark and elude his powers of divination—a quest that will bring her face-to-face with several Slavic nightmares. As Atticus globetrots to stop his nemesis Theophilus, the journey leads to Rome. What better place to end an immortal than the Eternal City? But poetic justice won’t come without a price: In order to defeat Theophilus, Atticus may have to lose an old friend. Don’t miss any of Kevin Hearne’s phenomenal Iron Druid Chronicles novels: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED Praise for Kevin Hearne and The Iron Druid Chronicles “[The Iron Druid books] are clever, fast paced and a good escape.”—Jason Weisberger, *Boing Boing* “Celtic mythology and an

ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of *Chimera* "Outrageously fun."—*The Plain Dealer*, on *Hounded* "Superb . . . plenty of quips and zap-pow-bang fighting."—*Publishers Weekly* (starred review), on *Hounded* "Exciting . . . [Atticus] is one of the best main characters currently present in the urban fantasy genre."—*Fantasy Book Critic*, on *Tricked* "Funny, razor-sharp . . . plenty of action, humor, and mythology."—*Booklist* (starred review), on *Shattered*

1001 Ways to Write Great Fiction, Get Published, and Earn Your Audience Open Road + Grove/Atlantic

The journey to become a successful writer is long, fraught with peril, and filled with difficult questions: How do I write dialogue? How do I build suspense? What should I know about query letters? How do I start? The best way to answer these questions is to ditch your uncertainty and transform yourself into a KICK-ASS writer. This new book from award-winning author Chuck Wendig combines the best of his eye-opening writing instruction—previously available in e-book form only—with all-new insights into writing and publishing. It's an explosive broadside of gritty advice that will destroy your fears, clear the path, and help you find your voice, your story, and your audience. You'll explore the fundamentals of writing, learn how to obtain publication, and master the skills you need to build an

army of dedicated fans. No task is too large or small for the kick-ass writer. With his trademark acerbic wit and gut-punch humor, Wendig will explain:

- How to build suspense, craft characters, and defeat writer's block.
- How to write a scene, an ending—even a sentence.
- Blogging techniques, social media skills, and crowdfunding.
- How to write a query letter, talk to agents, and deal with failure—and success!

Whether you're just starting out or you need one more push to get you over the top, two things are for certain—a kick-ass writer never quits, and chuck Wendig won't let you down in this high-octane guide to becoming the writer you were born to be.

Mastering the Tools of a Powerful Narrative Abaddon

When Atlanta Burns saves a pair of teens from bullies, another teen ends up dead by an apparent suicide, while Atlanta hopes to avoid further trouble by investigating the killing of a local dog, which leads her to more bullies associated with a dogfighting ring.

Cemetery Girl: Book One Simon and Schuster

"A brazen, brawny, sexy standout of a historical thrill ride, *The Best Bad Things* is full of unforgettable characters and insatiable appetites. I was riveted. Painstakingly researched and pulsing with adrenaline, Carrasco's debut will leave you thirsty for more." —Lyndsay Faye, author of *The Gods of Gotham* A vivid, sexy barn burner of a

historical crime novel, *The Best Bad Things* introduces readers to the fiery Alma Rosales—detective, smuggler, spy. It is 1887, and Alma Rosales is on the hunt for stolen opium. Trained in espionage by the Pinkerton Detective Agency—but dismissed for bad behavior and a penchant for going undercover as a man—Alma now works for Delphine Beaumont, the seductive mastermind of a West Coast smuggling ring. When product goes missing at their Washington Territory outpost, Alma is tasked with tracking the thief and recovering the drugs. In disguise as the scrappy dockworker Jack Camp, this should be easy—once she muscles her way into the local organization, wins the trust of the magnetic local boss and his boys, discovers the turncoat, and keeps them all from uncovering her secrets. All this, while sending coded dispatches to the circling Pinkerton agents to keep them from closing in. Alma's enjoying her dangerous game of shifting identities and double crosses as she fights for a promotion and an invitation back into Delphine's bed. But it's getting harder and harder to keep her cover stories straight and to know whom to trust. One wrong move and she could be unmasked: as a woman,

as a traitor, or as a spy. A propulsive, sensual tour de force, *The Best Bad Things* introduces Katrina Carrasco, a bold new voice in crime fiction.

Working for the Devil Amazon Children's Publishing

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:

- Fretytag'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.

The Pretenders Simon and Schuster 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 inbetweener 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....

RotTERS Abaddon Books

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY BUZZFEED AND KIRKUS REVIEWS • With deeply moving human drama, nail-biting suspense--and bold speculation informed by a degree in

physics--C. A. Higgins spins a riveting science fiction debut guaranteed to catapult readers beyond their expectations. Serving aboard the *Ananke*, an experimental military spacecraft launched by the ruthless organization that rules Earth and its solar system, computer scientist Althea has established an intense emotional bond--not with any of her crewmates, but with the ship's electronic systems, which speak more deeply to her analytical mind than human feelings do. But when a pair of fugitive terrorists gain access to the *Ananke*, Althea must draw upon her heart and soul for the strength to defend her beloved ship. While one of the saboteurs remains at large somewhere on board, his captured partner--the enigmatic Ivan--may prove to be more dangerous. The perversely fascinating criminal whose silver tongue is his most effective weapon has long evaded the authorities' most relentless surveillance--and kept the truth about his methods and motives well hidden. As the ship's systems begin to malfunction and the claustrophobic atmosphere is increasingly poisoned by distrust and suspicion, it falls to Althea to penetrate the prisoner's layers of intrigue and deception before all is lost. But when the true nature of Ivan's mission is exposed, it will change Althea forever--if it doesn't kill her first. Praise for *Lightless* "Gripping . . . sci-fi flavored with a hint of

thriller."—New York Daily News
"[A] measured, lovely science-fiction debut [that is] more psychological thriller . . . contained, disciplined, tense . . . The plot is compulsive. . . . Lightless is the first of a planned series, and you can't help looking forward to learning what's next."—The New York Times
"Lightless is full of suspense and fun as hell to read."—BuzzFeed "Absolutely brilliant . . . This is science fiction as it is meant to be done: scientific concepts wedded to and built upon human ideals."—Seanan McGuire, New York Times bestselling author of the October Daye series "The stakes in this story are high—life and death, rebellion and betrayal—and debut novelist Higgins continually ratchets up the tension. . . . A suspenseful, emotional story that asks plenty of big questions about identity and freedom, this is a debut not to be missed."—Kirkus Reviews (starred review) "A taut, suspenseful read."—Tech Times
"Lightless is an exercise in lighting a very slow fuse and building the tension to an unbearable pitch while making us guess just how apocalyptic the ultimate explosion will be. . . . It is a high-wire act, a wonderment, and a fine accomplishment from a name we'll be seeing again."—Sci Fi
The Best Bad Things Orbit
CEMETERY GIRL: THE PRETENDERS
Charlaine Harris, the #1 New York Times bestselling author of the

Sookie Stackhouse novels and the Harper Connelly Mysteries, and New York Times bestselling author Christopher Golden present an original graphic novel illustrated by acclaimed comic book artist Don Kramer—first in a brand-new trilogy. She calls herself Calexa Rose Dunhill—names taken from the grim surroundings where she awoke, bruised and bloody, with no memory of who she is, how she got there, or who left her for dead. She has made the cemetery her home, living in a crypt and avoiding human contact. But Calexa can't hide from the dead—and because she can see spirits, they can't hide from her. Then one night, Calexa spies a group of teenagers vandalizing a grave—and watches in horror as they commit murder. As the victim's spirit rises from her body, it flows into Calexa, overwhelming her mind with visions and memories not her own. Now Calexa must make a decision: continue to hide to protect herself—or come forward to bring justice to the sad spirit who has reached out to her for help...
Atlanta Burns Del Rey
Along with his pals Lane and Rigo, Cael journeys to the Empyrean to rescue his sister and Gwennie, risking everything while outmaneuvering Boyland, while Gwennie makes a bold move that changes the course of an Empyrean man's life.
A Low-Stress, High-Velocity Guide to Writing a Novel in 30 Days
Amazon Children's Publishing
"A rollicking history of the telephone system and the hackers who exploited its flaws." —Kirkus Reviews, starred review
Before smartphones, back even before the Internet and personal computers, a

misfit group of technophiles, blind world of early phone hackers, who teenagers, hippies, and outlaws sought free long distance, and in figured out how to hack the world's the end helped launch the computer largest machine: the telephone era." -The Seattle Times system. Starting with Alexander **Acting White** Chronicle Books Graham Bell's revolutionary From indie horror author and "harmonic telegraph," by the middle bestselling sensation Ania Ahlborn, this brand-new of the twentieth century the phone supernatural thriller system had grown into something questions: how far would you go extraordinary, a web of cutting- for success, and what would you edge switching machines and human be capable of if the promise of operators that linked together forever was real? With his millions of people like never marriage on the rocks and his before. But the network had a life in shambles, washed up billion-dollar flaw, and once crime writer Lucas Graham is people discovered it, things would desperate for a comeback. So never be the same. Exploding the when he's promised exclusive Phone tells this story in full for access to notorious cult leader the first time. It traces the birth and death row inmate Jeffrey of long-distance communication and Halcomb, the opportunity is too the telephone, the rise of AT&T's good to pass up. Lucas leaves monopoly, the creation of the New York for the scene of the sophisticated machines that made it crime—a split-level farmhouse all work, and the discovery of Ma on the gray-sanded beach of Washington State—a house whose Bell's Achilles' heel. Phil Lapsley foundation is steeped in the expertly weaves together the blood of Halcomb's diviners; clandestine underground of "phone runaways who, thirty years phreaks" who turned the network prior, were drawn to his into their electronic playground, message of family, unity, and the mobsters who exploited its unconditional love. Lucas wants flaws to avoid the feds, the explosion of telephone hacking in to tell the real story of the counterculture, and the war Halcomb's faithful departed, between the phreaks, the phone but when Halcomb goes back on company, and the FBI. The product his promise of granting Lucas of extensive original research, exclusive information on the Exploding the Phone is a case, he's left to put the groundbreaking, captivating book story together on his own. that "does for the phone phreaks Except he is not alone. For what Steven Levy's Hackers did for Jeffrey Halcomb promised his computer pioneers" (Boing Boing). devout eternal life...and within "An authoritative, jaunty and these walls, they're far from enjoyable account of their disquieting misdeeds." -The Wall Street Journal "Brilliantly researched." -The Atlantic "A fantastically fun romp through the dead.