The extraordinary are chosen. Only the cunning survive.

An explosive return to the library leaves the six Alexandrians lethally vulnerable to the terms of their recruitment, driving the fractured alliances to opposing strategies. While those who remain with the archives wrestle with the ethics of their astronomical abilities, an unlikely partnership seeks to influence politics on a global stage.

While each member of the erstwhile cohort does what it takes to secure their place on the board, the outside world mobilizes to destroy them, and the Caretaker himself, Atlas Blakely, may yet succeed with a plan foreseen to have world-ending stakes. It’s a race to survive as the six Society recruits are faced with the question of what they’re willing to betray for limitless power—and who will be destroyed along the way.

$28.99

ISBN 9781250855138
On Sale Date: January 9,
Six magicians. Two rivalries. One researcher. And a man who can walk through dreams. All must pick a side: do they wish to preserve the world—or destroy it?

In this electric sequel to the viral sensation, The Atlas Six, the society of Alexandrians is revealed for what it is: a secret society with raw, world-changing power, headed by a man whose plans to change life as we know it are already under way. But the cost of knowledge is steep, and as the price of power demands each character choose a side, which alliances will hold and which will see their enmity deepen?
In modern-day Manhattan where we lay our scene, two rival witch families fight to maintain control of their respective criminal empires.

On one side of the conflict are the Antonova sisters — each one beautiful, cunning, and ruthless — and their mother, the elusive supplier of premium intoxicants, known only as Baba Yaga. On the other side, the influential Fedorov brothers serve their father, the crime boss known as Koschei the Deathless, whose community extortion ventures dominate the shadows of magical Manhattan.

After twelve years of tenuous co-existence, a change in one family’s interests causes a rift in the existing stalemate. When bad blood brings both families to the precipice of disaster, fate intervenes with a chance encounter, and in the aftershocks of a resurrected conflict, everyone must choose a side. As each of the siblings struggles to stake their claim, fraying loyalties threaten to rot each side from the inside out.
On Sale Date: March 12,

Tor Books (Macmillan)

New York Times bestselling author TJ Klune invites you deep into the heart of a peculiar forest and on the extraordinary journey of a family assembled from spare parts.

The paperback edition of *In the Lives of Puppets* includes an original prequel short story, "Reduce! Reuse! Recycle!," and "How to Care for your Rambo," an instructional manual.

In a strange little home built into the branches of a grove of trees, live three robots—fatherly inventor android Giovanni Lawson, a pleasantly sadistic nurse machine, and a small vacuum desperate for love and attention. Victor Lawson, a human, lives there too. They’re a family, hidden and safe.

The day Vic salvages and repairs an unfamiliar android labelled “HAP,” he learns of a shared dark past between Hap and Gio—a past spent hunting humans.
The beloved fantasy romance sensation by *New York Times* bestselling author TJ Klune, about love, loyalty, betrayal, and joy. The Bennett family has a secret: They're not just a family, they're a pack. *Heartsong* is Robbie Fontaine's story.

All Robbie Fontaine ever wanted was a place to belong. After the death of his mother, he bounces around from pack to pack, forming temporary bonds to keep from turning feral. It’s enough—until he receives a summons from the wolf stronghold in Caswell, Maine. Life as the trusted second to Michelle Hughes—the Alpha of all—and the cherished friend of a gentle old witch teaches Robbie what it means to be pack, to have a home. But when a mission from Michelle sends Robbie into the field, he finds himself questioning where he belongs and everything he’s been told.

Whispers of traitorous wolves and wild magic abound—but who are the traitors and who the betrayed? More than anything, Robbie hungers for
To stop the coming apocalypse, a fellowship was formed.

A soldier, a thief, a lost prince, and a young girl bonded by fate and looming disaster.

Each step along this path has changed the party, forging deep alliances and greater enmities. All the while, hostile forces have hunted them, fearing what they might unleash. Armies wage war around them.

For each step has come with a cost—in blood, in loss, in heartbreak.

Now, they must split, traveling into a vast region of ice and to a sprawling capital of the world they’ve only known in stories. Time is running out and only the truth will save them all.
There are only three real powers in the Spiral: the corporate power of the Trust versus the Union's labor's leverage. Between them the Guild tries to keep everyone's hands above the table. It ain't easy.

Branded a Guild deserter, Jal "accidentally" lands a ride on Guild ship. Helmed by an AI, with a ship's engineer/medic who doesn't see much of a difference between the two jobs, and a "don't make me shoot you" XO, the Guild crew of the Ambit is a little . . . different.

They're also in over their heads. Responding to a distress call from an abandoned planet, they find a mass grave, and a live programmer who knows how it happened. The Trust has plans. This isn't the first dead planet, and it's not going to be the last.

Unless the crew of the Ambit can stop it.
Years ago he had comrades in arms and a cause to believe in, but now the man who calls himself Nomad knows only a life on the run. Forced to hop from world to world in the Cosmere whenever the relentless Night Brigade gets too close, Nomad lands on a new planet and is instantly caught up in the struggle between a tyrant and the rebels who want only to escape being turned into mindless slaves—all under the constant threat of a sunrise whose heat will melt the very stones. Unable to understand the language, can he navigate the conflict and gain enough power to leap offworld before his mind or body pay the ultimate price?
The only life Tress has known on her island home in an emerald-green ocean has been a simple one, with the simple pleasures of collecting cups brought by sailors from faraway lands and listening to stories told by her friend Charlie. But when his father takes him on a voyage to find a bride and disaster strikes, Tress must stow away on a ship and seek the Sorceress of the deadly Midnight Sea. Amid the spore oceans where pirates abound, can Tress leave her simple life behind and make her own place sailing a sea where a single drop of water can mean instant death?
We've come a long way in the forty years since the Shongairi attacked Earth, killed half its people, and then were driven away by an alliance of humans with the other sentient bipeds who inhabit our planet.

We took the technology they left behind, and rapidly built ourselves into a starfaring civilization. Because we haven't got a moment to lose. Because it's clear that there are even more powerful, more hostile aliens out there, and Earth needs allies.

But it also transpires that the Shongairi expedition that nearly destroyed our home planet ... wasn't an official one. That, indeed, its commander may have been acting as an unwitting cats-paw for the Founders, the ancient alliance of very old, very evil aliens who run the Hegemony that dominates our galaxy, and who hold the Shongairi, as they hold most non-Founder species, in not-so-benign contempt.
The Great War is over. Everfair has found peace within its borders. But our heroes’ stories are far from over.

Tink and his sister Bee-Lung are traveling the world via aircanoe, spreading the spores of a mysterious empathy-generating fungus. Through these spores, they seek to build bonds between people and help spread revolutionary sentiments of socialism and equality—the very ideals that led to Everfair’s founding.

Meanwhile, Everfair’s Princess Mwadi and Prince Ilunga return home from a sojourn in Egypt to vie for their country’s rule following the abdication of their father King Mwenda. But their mother, Queen Josina, manipulates them both from behind the scenes, while also pitting Europe’s influenza-weakened political powers against one another as these countries fight to regain control of their rebellious colonies.
After decades of warfare, Malazan forces are poised to consolidate the Quon Tali mainland.

Yet it is at this moment that Emperor Kellanved orders a new, some believe foolhardy campaign: the invasion of Falar that lies far to the north . . .

And to fight on this new front, a rag-tag army raised from orphaned units and broken squads is been brought together under Fist Dujek, and joined by a similarly motley fleet under the command of the Emperor himself.

So the Malazans head north, only to encounter an unlooked-for and most unwelcome threat. Something unspeakable and born of legend has awoken and will destroy all who stand in its way. Most appalled by this is the Empire’s untested High Mage, Tayschrenn. All too aware of the true nature of this ancient horror, he fears his own inadequacies when the time comes to confront it.
Alayiakal, who will one day be known by many names—not all of them flattering—has to climb the ranks of Cyador’s Mirror Lancers, fighting against unforeseen weapons and ancient technology.

Alayiakal, however, has secrets of his own to protect: his ties to the Great Forest and his magus abilities. He must silently pretend to be a conventional soldier favored by fate—until that very same fate forces him to choose.
Tor Essentials presents new editions of science fiction and fantasy titles of proven merit and lasting value, each volume introduced by an appropriate literary figure.

From author Michael Swanwick—one of the most brilliantly assured and darkly inventive writers of contemporary fiction—comes the Nebula award-winning masterwork of radically altered realities and world-shattering seductions.

The "Jubilee Tides" will drown the continents of the planet Miranda beneath the weight of her own oceans. But as the once-in-two-centuries cataclysm approaches, an even greater catastrophe threatens this dark and dangerous planet of tale-spinners, conjurers, and shapechangers. A man from the Bureau of Proscribed Technologies has been sent to investigate. For Gregorian has come, a genius renegade scientist and charismatic bush wizard. With magic and forbidden technology, he plans to remake the rotting dying world in his own evil image-and to force whom or whatever remains on
Love may last a lifetime, but in this dark historical fantasy, the bitterness of rejection endures for centuries.

As a young woman seeks vengeance on the obsessed sorcerer who murdered her because he could not have her, her murderer sends projections of himself out into the world to seek out and seduce women who will return the love she denied—or suffer mortal consequence. A lush, gothic journey across worlds full of strange characters and even stranger magic.

Sarah Porter’s adult debut explores misogyny and the soul-corrupting power of unrequited love through an enchanted lens of violence and revenge.
The year is 2006. Martin Hench is at the top of his game as a self-employed forensic accountant, a veteran of the long guerrilla war between people who want to hide money, and people who want to find it. He spends his downtime on Catalina Island, where scenic, imported bison wander the bluffs and frozen, reheated fast food burgers cost 25$. Wait, what? When Marty disrupts a seemingly innocuous scheme during a vacation on Catalina Island, he has no idea he’s kicked off a chain of events that will overtake the next decade of his life.

Martin has made his most dangerous mistake yet: trespassed into the playgrounds of the ultra-wealthy and spoiled their fun. To them, money is a tool, a game, and a way to keep score, and they’ve found their newest mark—California’s Department of Corrections. Secure in the knowledge that they’re living behind far too many firewalls of shell companies and investors ever to be identified, they are interested not in the lives they ruin, but only in
Martin Hench is 67 years old, single, and successful in a career stretching back to the beginnings of Silicon Valley. He lives and roams California in a very comfortable fully-furnished touring bus, *The Unsalted Hash*, that he bought years ago from a fading rock star. He knows his way around good food and fine drink. He likes intelligent women, and they like him back often enough.

Martin is a—contain your excitement—self-employed forensic accountant, a veteran of the long guerilla war between people who want to hide money, and people who want to find it. He knows computer hardware and software alike, including the ins and outs of high-end databases and the kinds of spreadsheets that are designed to conceal rather than reveal. He’s as comfortable with social media as people a quarter his age, and he’s a world-level expert on the kind of international money-laundering and shell-company chicanery used by Fortune 500 companies, mid-divorce billionaires, and international drug gangs alike. He also knows the Valley like the back of his
Everyone’s favorite fifteen-year-old ghostalker, Ropa, arrives at the worldwide Society of Skeptical Enquirers’ biennial conference just in time to be tied into a mystery—a locked room mystery, if an entire creepy haunted castle on lockdown counts. One of the magical attendees has stolen a valuable magical scroll.

Caught between Qozmos, the high wizard of Ethiopian magic; the larger-than-life Lord Sashvindu Samarasinghe; England’s Sorcerer Royal; and Scotland’s own Edmund MacLeod, it’s up to Ropa (and Jomo and Priya) to sort through the dangerous secret politics and alliances to figure out what really happened. But she has a special tool—the many ghosts tied to the ancient, powerful castle.
Krona and her Regulators survived their encounter with Charbon, the long-dead serial killer who returned to their city, but the illusions of their world were shattered forever.

Allied with the healer Melanie, they will battle the elite who have ruled their world with deception, cold steel, and tight control of the magic that could threaten their power, while also confronting beasts from beyond the foggy barrier that binds their world.

Now they must follow every thread to uncover the truth behind the Thalo, once thought of as only a children's tale, who are the quiet, creeping puppet masters of their world.
"We’re mysterious aliens in the crowd. We jump like fleas from future to past and back again, and float like clouds of gas between nebulae; in a flash, we can reach the edge of the universe, or tunnel into a quark, or swim within a star-core. . . . We’re as unassuming as fireflies, yet our numbers grow like grass in spring. We sci-fi fans are people from the future."—Cixin Liu, from the essay "Sci-Fi Fans"

A VIEW FROM THE STARS features a range of short works from the past three decades of New York Times bestselling author Cixin Liu's prolific career, putting his nonfiction essays and short stories side-by-side for the first time. This collection includes essays and interviews that shed light on Liu's experiences as a reader, writer, and lover of science fiction throughout his life, as well as short fiction that gives glimpses into the evolution of his imaginative voice over the years.

"Science fiction without guile, without snark, without ironic
Another Opening...Another Cataclysm?

Vlad Taltos is on the run. Again. This time from one of the most powerful forces in his world, the Left Hand, who are intent on ending his very lucrative career. Permanently.

He finds a hidey-hole in a theatre where the players are putting on a show that was banned centuries ago...and is trying to be shut down by the House that once literally killed to keep it from being played.

Vlad will take on a number of roles to save his own skin. And the skins of those he loves.

And along the way, he’s might find a part that was tailor-made for him. One that he might not want...but was always his destiny.
First comes love. Then comes marriage...

Vlad Taltos is in love. With a former assassin who may just be better than he is at the Game. Women like this don’t come along every day and no way is he passing up a sure bet.

So a wedding is being planned. Along with a shady deal gone wrong and a dead man who owes Vlad money. Setting up the first and trying to deal with the second is bad enough. And then bigger powers decide that Vlad is the perfect patsy to shake the power structure of the kingdom.

More's the pity that his soul is sent walkabout to do it.

How might Vlad get his soul back and have any shot at a happy ending? Well, there’s the tale...
Aelis de Lenti, Lone Pine's newly assigned Warden, is in deep trouble. She has just opened the crypts of Mahlgren, releasing an army of the undead into the unprotected backwoods of Ystain.

To protect her village, she must unearth a source of immense Necromantic power at the heart of Mahlgren. The journey will wind through waves of undead, untamed wilderness, and curses far older than anything Aelis has ever encountered. But as strong as Aelis is, this is one quest she cannot face alone.

Along with the brilliant mercenary she's fallen for, her half-orc friend, and a dwarven merchant, Aelis must race the clock to unravel mysteries, slay dread creatures, and stop what she has set in motion before the flames of a bloody war are re-ignited.
There was a plan.

She had the money, the connections, even the brains. It was simple: become one of the only female necromancers, earn as many degrees as possible, get a post in one of the grand cities, then prove she’s capable of greatness. The funny thing about plans is that they are seldom under your control.

Now Aelis de Lenti, a daughter of a noble house and recent graduate of the esteemed Magisters’ Lyceum, finds herself in the far-removed village of Lone Pine. Mending fences, matching wits with goats, and serving people who want nothing to do with her. But, not all is well in Lone Pine, and as the villagers Aelis is reluctantly getting to know start to behave strangely, Aelis begins to suspect that there is far greater need for a Warden of her talents than she previously thought.

Old magics are restless, and an insignificant village on the farthest border of
Antonio Moro lost everything to the Leviathan League. Now he's alone in a city on an Arctic island fighting the ruthless, global pirates with the chance to be the artist he always wanted to be. Unfortunately, he thinks it’s a cover story for his real purpose—spying on sympathizers.

When things look bleak, he discovers an unusual ally. His new personal assistant program, Par Augustus. It’s insolent, extroverted, moody, and a not-quite-legal nascent A. I.

Together they create a secret rebellion from unlikely recruits to defend the island from ideological pirates with entitlement and guns, and capitalist pirates with entitlement and money.
Originally published in 1980, the legendary John M. Ford’s first published novel was an uncannily brilliant anticipation of the later cyberpunk genre—and of the internet itself.

The Web links the many worlds of humanity. Most people can only use it to communicate. Some can retrieve and store data, as well as use simple precoded programs. Only a privileged few are able to create their own software, within proscribed limits.

And then there are the Webspinners.

Grailer is Fourth Literate, able to manipulate the Web at will—and use it for purposes unintended and impossible for anyone but the most talented Webspinner. Obviously, he cannot be allowed to live.

Condemned to death at the age of nine, Grailer must go underground, hiding...
Ever since *The Armageddon Code*, the Devil’s Quintet have been using their demonic powers to fight evil and protect the world, while remaining nothing but an urban legend to the general public. But the Devil is not about to let them keep using his powers for good.

Created by Satan himself to counter the Quintet, the Shadow Society are five saintly men and women that have been secretly (and strategically) possessed by five of Hell’s most powerful demons. Granted supernatural powers of their own, they are part of a literally diabolical plot to strike at the very heart of the Quintet—and destroy humanity’s last hope!
The Aleke is cruel. The Aleke is clever. The Aleke is coming.

500 years after the events of The Lies of the Ajungo, the City of Truth stands as the last remaining free city of the Forever Desert. A bastion of freedom and peace, the city has successfully weathered near-constant attacks from the Cult of Tutu, who have besieged it for three centuries, attempting to destroy its warriors and subjugate its people.

Seventeen-year-old Osi is a Junior Peacekeeper in the City. When the mysterious leader of the Cult, known only as the Aleke, commits a massacre in the capitol and steals the sacred God's Eyes, Osi steps forward to valiantly defend his home. For his bravery he is tasked with a tremendous responsibility—destroy the Cult of Tutu, bring back the God's Eyes, and discover the truth of the Aleke.
Antsy is the latest student to pass through the doors at Eleanor West's School for Wayward Children. When the school’s (literally irresistible) mean girl realizes that Antsy’s talent for finding absolutely anything may extend to doors, Antsy is forced to flee in the company of a small group of friends, looking for a way back to the Shop Where the Lost Things Go to be sure that Vineta and Hudson are keeping their promise.

Along the way, they will travel from a world which hides painful memories that cut as sharply as its beauty, to a land that time wasn’t yet old enough to forget—and more than one student's life will change forever.

Mislaied in Parts Half-Known is a story that reminds us that getting what you want doesn't always mean finding what you need.
Mossa has returned to Valdegeld on a missing person’s case, for which she’ll once again need Pleiti’s insight.

Seventeen students and staff members have disappeared from Valdegeld University—yet no one has noticed. The answers to this case could be found in the outer reaches of the Jovian system—Mossa’s home—and the history of Jupiter’s original settlements. But Pleiti’s faith in her life’s work as scholar of the past has grown precarious, and this new case threatens to further destabilize her dreams for humanity’s future, as well as her own.
"Can the University be a place of both training and transformation?"

The boy was raised as one of the Chained, condemned to toil in the bowels of a mining ship out amongst the stars.

His whole world changes—literally—when he is yanked "upstairs" to meet the woman he will come to call "professor." The boy is no longer one of the Chained, she tells him, and he has been gifted an opportunity to be educated at the ship’s university alongside the elite.

The woman has spent her career striving for acceptance and validation from her colleagues in the hopes of reaching a brighter future, only to fall short at every turn.

Together, the boy and the woman will learn from each other to grasp the design of the chains designed to fetter them both, and are the key to
In *A Spindle Splintered*, it's Zinnia Gray's twenty-first birthday. When she was young, an industrial accident left her with a rare condition and no one who has it has lived to twenty-two.

Her best friend is intent on making Zin's last birthday special with a full sleeping beauty experience, complete with a tower and a spinning wheel. But when Zinnia pricks her finger, she finds herself cast into another world, with another sleeping beauty, just as desperate to escape her fate.

Then, in *A Mirror Mended*, Zinnia discovers there’s more than one person trapped in a story they didn’t choose. Snow White's Evil Queen has found out how her story ends and she's desperate for a rewrite. Will Zinnia accept the Queen's poisonous request for a rewrite and save them both from the hot iron shoes that wait for them? Or will she try another path?
On Sale Date

When you bring back a long-extinct species, there’s more to success than the DNA.

Moscow has resurrected the mammoth, but someone must teach them how to be mammoths, or they are doomed to die out, again.

The late Dr. Damira Khismatullina, the world’s foremost expert in elephant behavior, is called in to help. While she was murdered a year ago, her digitized consciousness is uploaded into the brain of a mammoth.

Can she help the magnificent creatures fend off poachers long enough for their species to take hold?

And will she ever discover the real reason they were brought back?

A tense eco-thriller from the author of The Mountain in the Sea.
At the northern edge of a land ruled by a merciless, foreign tyrant lies a wild, forbidden forest ruled by powerful magic.

Veris Thorn—the only one to ever enter the forest and survive—is forced to go back inside to retrieve the missing children of the Tyrant. Inside await traps and trickery, ancient monsters, and hauntings of a painful past.

One day is all Veris is afforded. One misstep will cost everything.
Both novels included in this volume have been revised and updated. These are the author’s preferred texts.

The Element of Fire

The kingdom of Ile-Rien lies in peril, menaced by sorcerous threats and devious intrigue, when Kade, bastard sister of King Roland, appears unexpectedly at court. The illegitimate daughter of the old king and the Queen of Air and Darkness herself, Kade's true desires are cloaked in mystery.

It falls to Thomas Boniface, Captain of the Queen's Guard, to keep the kingdom from harm. But is one man's steel enough to counter all the magic of fayre?

The Death of the Necromancer
“Murder owls are extreme,” Jude said. “What’s more extreme than murder owls?”

Madigan Purdy is stuck in her home town library.

When tens of thousands of owls descend on the building, rending and tearing at anyone foolish enough to step outside, Mad is tasked with keeping her students safe, and distracted, while they seek a solution to their dilemma.

Perhaps they’ll find the inspiration they seek in her favorite childhood book, The Silent Queen....

With food and fresh water in low supply, the denizens of the library will have to find a way out, and soon, but the owls don’t seem to be in a hurry to
Against the backdrop of authentic historical events, Sylvain Neuvel concludes his acclaimed Take Them to the Stars series, bringing us a truly breathtaking science fiction trilogy that spans the ages.

When you don’t know The Rules it’s hard to stay safe.

After a traumatic incident, Aster's blood work comes back with some unusual readings. Unsurprising, as she’s the last of an alien race called the Kibsu, though she doesn’t know it.

She becomes the focus of a hunt, with her mortal enemies, the Trackers, on one side, and the American government on the other. But help has come from a most unexpected quarter.

Whoever finds her first, it won’t be good news for Aster.
Award-winning author Seth Dickinson explodes into a new genre with this new standalone novel, a science fiction debut.

“Anna, I came to Earth tracking a very old story, a story that goes back to the dawn of time. It’s very unlikely that you’ll die right now. It wouldn’t be narratively complete.”

Anna Sinjari—refugee, survivor of genocide, disaffected office worker—has a close encounter that reveals universe-threatening stakes. While humanity reels from disaster, she must join a small team of civilians, soldiers, and scientists to investigate a mysterious broadcast and unknowable horror. If they can manage to face their own demons, they just might save the world.
A deadly force has been unleashed into the world. With apocalypse on the horizon, a girl and a god have joined in order to turn back the coming end. Young, brash, and desperate, they are willing to destroy anything and everything that stands between them and their goals. The structures of the Craft are theirs to overturn, with billions of lives in the balance. And it is all Tara Abernathy’s fault.

The battle for the world of the Craft is heating up. A dead god will rise. A mountain will fall. Ancient fire will be stolen. And while Tara races to stop Dawn’s plans, the end draws ever closer, skittering across the stars to swallow the world. The Craft Wars enter their second stage in Wicked Problems.
Eveen “the Eviscerator” has a pretty good career in Tal Abisi, considering she is very much dead. She gets her assignment, they get shipped nice and quick with her two curved knives, and she gets to keep walking and talking. The undead can’t sleep, but who needs that, really? It just makes her more efficient at the job. Besides, there’s plenty of entertainment at the rambunctious Festival of the Clockwork King.

Everything’s going swimmingly until her latest contract turns out to share a few too many things with Eveen, including her face. Eveen can’t remember her life before being an undead thrall—it’s part of the deal—but still, you can’t just murder someone who might be you! But the third rule of the goddess of assassins is to always finish the job. And the goddess always claims her due.

So Eveen’s left dodging competitor assassins, toppling innocent stepper birds, and high-tailing it through the winding streets of an ancient city full of traps, all while uncovering a conspiracy that takes her up to the goddesses.
Leslie Bruin is assigned to the backwoods township of Spar Creek by the Frontier Nursing Service under its usual mandate: vaccinate the flock, birth babies, and weather the judgements of churchy locals who look at him and see a failed woman. Forged in the fires of the Western Front and reborn in the cafes of Paris, Leslie believes he can handle whatever is thrown at him—but Spar Creek holds a darkness beyond his nightmares.

Something ugly festers within the local congregation, and its malice has focused on a young person they insist is an unruly tomboy who must be brought to heel. Violence is bubbling when Leslie arrives, ready to spill over, and he’ll have to act fast if he intends to be of use. But the hills enfolding Spar Creek have a mind of their own, and the woods are haunted in ways Leslie does not understand.

*The Woods All Black* is a story of passion, prejudice, and power — an Appalachian period piece that explores reproductive justice and bodily
Two Worlds. Two Minds. One Life.

There are two Earths. Perfectly ordinary and existing in parallel. There are no doorways between them, no way to cross from one world to another. Unless you’re a shifter.

Canna and Lily are the same person but they refuse to admit it. Their split psyche has forced them to shift randomly between worlds – between lives and between families – for far longer than they should. But one mind can’t bear this much life. It’ll break under the weight of it all. Soon they’ll experience their final shift and settle at last in one world, but how can they prepare both families for the eventuality of them disappearing forever?

Twice Lived is a novel about family and friendships, and about loss and acceptance, and about the ways we learn to deal with the sheer randomness of life.
Anna has only two rules for the annual Pace family destination vacations: \textit{Tread lightly}, and \textit{survive}.

It isn't easy, when she's the only one in the family who doesn't quite seem to fit. Her twin brother Bennie goes with the flow so much he's practically dissolved, and her older sister Nicole is so used to everyone—including her blandly docile husband and two kids—falling in line that Anna often ends up in trouble for simply asking a question. Mom is baffled in general by her life choices (why get all those art degrees only to work in an ad agency?), and Dad, well—he just wants a little peace and quiet.

The gorgeous, remote villa in the tiny medieval town of Monteperso seems like a perfect place to endure so much family time—not to mention Bennie's demanding new boyfriend (it's Christopher, \textit{not} Chris). That is, until things start going off the rails—the strange noises at night, the unsettling warnings from the local villagers, and oh, and the dark, violent past of the villa itself.
Eric Ross is on the run from a mysterious past with his two daughters in tow. Having left his wife, his house, his whole life behind in Maryland, he's desperate for money—it's not easy to find steady, safe work when you can't provide references, you can't stay in one place for long, and you're paranoid that your past is creeping back up on you.

When he comes across the strange ad for the Masson House in Degener, Texas, Eric thinks they may have finally caught a lucky break. The Masson property, notorious for being one of the most haunted places in Texas, needs a caretaker of sorts. The owner is looking for proof of paranormal activity. All they need to do is stay in the house and keep a detailed record of everything that happens there. Provided the house's horrors don't drive them all mad, like the caretakers before them.
It was supposed to be the perfect summer.

Carmen Sanchez is back in Mexico, supervising the renovation of an ancient abbey. Her daughters Izel and Luna, too young to be left alone in New York, join her in what Carmen hopes is a chance for them to connect with their roots.

Then, an accident at the worksite unearths a stash of rare, centuries-old artifacts. The disaster costs Carmen her job, cutting the family trip short.

But something malevolent and unexplainable follows them home to New York, stalking the Sanchez family and heralding a coming catastrophe. And it may already be too late to escape what’s been awakened...
"I’m always careful not to disturb mom. A rude awakening can definitely set her off, especially if she wakes up hungry. I can’t forget what she is. What she could do to me."

Having a mom like Izzy meant Mia had to grow up fast. No extracurriculars, no inviting friends over, and definitely no dating. The most important rule: Tell no one of Izzy’s hunger – the kind only blood can satisfy.

But Mia is in her twenties now and longs for a life of her own. One where she doesn’t have to worry about anyone discovering their terrible secret, or breathing down her neck. When Mia meets rebellious musician Jade she dares to hope she’s found a way to leave her home – and her mom – behind.

It just might be Mia’s only chance of getting out alive.
It’s been nine months since the catastrophe in Tucson sent Mia fleeing from her home. But she’s not running away from the darkness—she’s running toward it, obsessively pursuing the man who gave her mother a thirst for blood and destroyed their lives.

But when Mia finds the monsters she’s been hunting and infiltrates a secret network of fugitives, she discovers she might have been their prey all along. To escape their clutches, she’ll have to reckon with her mother’s harrowing past and confront a painful truth: that they might be more alike than she ever imagined.
Space exploration can be lonely and isolating. Psychologist Dr. Ophelia Bray has dedicated her life to the study and prevention of ERS—a space-based condition most famous for a case that resulted in the brutal murders of twenty-nine people. When she's assigned to a small exploration crew, she's eager to make a difference. But as they begin to establish residency on an abandoned planet, it becomes clear that crew is hiding something.

While Ophelia focuses on her new role, her crewmates are far more interested in investigating the eerie, ancient planet and unraveling the mystery behind the previous colonizer's hasty departure than opening up to her.

That is, until their pilot is discovered gruesomely murdered. Is this Ophelia’s worst nightmare starting—a wave of violence and mental deterioration from ERS? Or is it something more sinister?
ONE LOOK CAN KILL.

Riley has not seen a single human face in longer than she can reckon. No faces, no eyes. Not if you want to survive.

But when a new neighbor moves in down the road, Riley’s overwhelming need for human contact makes her throw caution to the wind. Somehow, in this world where other people can mean a gruesome, bloody death, Ellis makes her feel safe. As they grow closer, Riley’s grip on reality begins to slip and she can no longer fight her deepest desires.

All Riley wants to do is look.
After their terrifying ordeal at the Usher manor, Alex Easton feels as if they just survived another war. All they crave is rest, routine, and sunshine, but instead, as a favor to Angus and Miss Potter, they find themselves heading to their family hunting lodge, deep in the cold, damp forests of their home country, Gallacia.

In theory, one can find relaxation in even the coldest and dampest of Gallacian autumns, but when Easton arrives, they find the caretaker dead, the lodge in disarray, and the grounds troubled by a strange, uncanny silence. The villagers whisper that a breath-stealing monster from folklore has taken up residence in Easton’s home. Easton knows better than to put too much stock in local superstitions, but they can tell that something is not quite right in their home... or in their dreams.
On a foggy winter morning Luca Wolf and Emma Reich discover an eighteenth-century sailing ship stranded on a barren flower field, its name written on its side: *Oracle*.

Emma, unable to resist, enters the hatch on the tilted deck. The ship's bell begins to toll and no one sees her again.

Not much later, eleven people have disappeared, Luca and his mother have been absconded by a clandestine government agency which has questions, no answers, and are determined to uncover the ship’s secrets before a media storm erupts.

But as they force Robert Grim, a retired specialist of the occult with a strange history and a healthy dislike of authority, to unravel the mystery, the *Oracle* is revealed to be a harbinger of an ancient doom awakened underneath the sea.
Order a FREE pre-order kit for The Atlas Complex, the explosive finale to NYT bestselling author Olivie Blake's dark academia Atlas trilogy. Pre-order kits will ship on or around 11.15.23* and include:

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*While supplies last.
Only the extraordinary are chosen. Only the cunning survive.

An explosive return to the library leaves the six Alexandrians lethally vulnerable to the terms of their recruitment, driving the fractured alliances to opposing strategies. While those who remain with the archives wrestle with the ethics of their astronomical abilities, an unlikely partnership seeks to influence politics on a global stage.

While each member of the erstwhile cohort does what it takes to secure their place on the board, the outside world mobilizes to destroy them, and the Caretaker himself, Atlas Blakely, may yet succeed with a plan foreseen to have world-ending stakes. It's a race to survive as the six Society recruits are faced with the question of what they're willing to betray for limitless power—and who will be destroyed along the way.