

## The Incorruptibles John Hornor Jacobs

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### Land of Shadows

Twenty eight florins a month is a huge price to pay, for a man to stand between you and the Wild. Twenty eight florins a month is nowhere near enough when a wyvern's jaws snap shut on your helmet in the hot stink of battle, and the beast starts to rip the head from your shoulders. But if standing and fighting is hard, leading a company of men - or worse, a company of mercenaries - against the smart, deadly creatures of the Wild is even harder. It takes all the advantages of birth, training, and the luck of the devil to do it. The Red Knight has all three, he has youth on his side, and he's determined to turn a profit. So when he hires his company out to protect an Abbess and her nunnery, it's just another job. The abby is rich, the nuns are pretty and the monster preying on them is nothing he can't deal with. Only it's not just a job. It's going to be a war. . .

### This Dark Earth

View our feature on Douglas Hulick's Among Thieves. Drothe has been a member of the Kin for years, rubbing elbows with thieves and murderers in the employ of a crime lord while smuggling relics on the side. But when an ancient book falls into his hands, Drothe finds himself in possession of a relic capable of bringing down emperors-a relic everyone in the underworld would kill to obtain.

### The Demon of the Air

Drawn into a strange quest by a bird and a sword, a lone warrior travels across a silent landscape of smoke and dirt and bone. Transformed by what he encounters along the way, he searches for the Thousand Demon Tree, and the hope of a new world that lies beyond it.

### Random Acts of Senseless Violence

Magic caused the war. Magic is forbidden. Magic will save us. It was said the Labyrinth had once been the great meeting place, a sprawling city at the heart of an endless maze where a million humans hosted the Houses of the Aelfir. The Aelfir who had brought trade and riches, and a future full of promise. But when the

Thaumaturgists, overlords of human and Aelfir alike, went to war, everything was ruined and the Labyrinth became an abandoned forbidden zone, where humans were trapped behind boundary walls 100 feet high. Now the Aelfir are a distant memory and the Thaumaturgists have faded into myth. Young Clara struggles to survive in a dangerous and dysfunctional city, where eyes are keen, nights are long, and the use of magic is punishable by death. She hides in the shadows, fearful that someone will discover she is touched by magic. She knows her days are numbered. But when a strange man named Fabian Moor returns to the Labyrinth, Clara learns that magic serves a higher purpose and that some myths are much more deadly in the flesh. The only people Clara can trust are the Relic Guild, a secret band of magickers sworn to protect the Labyrinth. But the Relic Guild are now too few. To truly defeat their old nemesis Moor, mightier help will be required. To save the Labyrinth - and the lives of one million humans - Clara and the Relic Guild must find a way to contact the worlds beyond their walls.

## **Infernal Machines**

The Confederation is starting to collapse politically and economically, allowing the 'possessed' to infiltrate more worlds. Quinn Dexter is loose on Earth, destroying the giant arcologies one at a time. As Louise Kavanagh tries to track him down, she manages to acquire some strange and powerful allies whose goal doesn't quite match her own. The campaign to liberate Mortonridge from the possessed degenerates into a horrendous land battle, the kind which hasn't been seen by humankind for six hundred years; then some of the protagonists escape in a very unexpected direction. Joshua Calvert and Syrinx fly their starships on a mission to find the Sleeping God -- which an alien race believes holds the key to overthrowing the possessed. THE NAKED GOD is the brilliant climax to Peter F. Hamilton's awe-inspiring Night's Dawn Trilogy.

## **The Conformity**

In the contested and unexplored territories at the edge of the Empire, a boat is making its laborious way up stream. Riding along the banks are the mercenaries hired to protect it - from raiders, bandits and, most of all, the stretchers, elf-like natives who kill any intruders into their territory. The mercenaries know this is dangerous, deadly work. But it is what they do. In the boat the drunk governor of the territories and his sons and daughters make merry. They believe that their status makes them untouchable. They are wrong. And with them is a mysterious, beautiful young woman, who is the key to peace between warring nations and survival for the Empire. When a callow mercenary saves the life of the Governor on an ill-fated hunting party, the two groups are thrown together. For Fisk and Shoe - two tough, honourable mercenaries surrounded by corruption, who know they can always and only rely on each other - their young companion appears to be playing with fire. The nobles have the power, and crossing them is always risky. And although love is a wonderful thing, sometimes the best decision is to walk away. Because no matter how untouchable or deadly you may be, the stretchers have other plans.

## **Southern Gods**

Best Book of 2015 by Amazon | Barnes & Noble | BuzzFeed • “Promises to be breathtaking.” —Robin Hobb *The Song of the Shattered Sands: Book One* Sharakhai, the great city of the desert, center of commerce and culture, has been ruled from time immemorial by twelve kings -- cruel, ruthless, powerful, and immortal. With their army of Silver Spears, their elite company of Blade Maidens and their holy defenders, the terrifying asirim, the Kings uphold their positions as undisputed, invincible lords of the desert. There is no hope of freedom for any under their rule. Or so it seems, until Çeda, a brave young woman from the west end slums, defies the Kings' laws by going outside on the holy night of Beht Zha'ir. What she learns that night sets her on a path that winds through both the terrible truths of the Kings' mysterious history and the hidden riddles of her own heritage. Together, these secrets could finally break the iron grip of the Kings' power if the nigh-omnipotent Kings don't find her first.

## Smoke Eaters

Dragons vs Firefighters vs the Phoenix. The scorching fantasy sequel to *Smoke Eaters*. With ex-firefighter Cole Brannigan in command of the Smoke Eaters, the dragon menace is under control. Thanks to non-lethal Canadian tech, the beasts are tranquilized and locked up, rather than killed. But for Tamerica Williams, this job filled with action and danger, has become tediously routine. When a new threat emerges, a legendary bird of fire - the Phoenix - it's the perfect task for Williams. But killing the Phoenix just brings it back stronger, spreading fire like a plague and whipping dragons into a frenzy. Will it prove to be too much excitement, even for adrenalin-junkie Williams? File Under: Fantasy [ *Smoke Em* | *Catch and Release* | *Fire Bird* | *Arson About* ]

## The Boy with the Porcelain Blade

"Hooked me in five pages. The main character is fascinatingly complex and unusual." ---Conn Iggulden, author of *The Field of Swords* Mexico, 1517. Emperor Montezuma rules the known world. Daily canoes and trains of sweating bearers carry tribute to his island capital, Mexico-Tenochtitlán, while squadrons of ruthless warriors enforce his will. Gold, silver, cotton, jewels, and precious feathers change hands in his markets. The temples run with the blood of human sacrifices. All seems well, but Montezuma is troubled. Mysterious strangers have appeared in the East. Are they men or gods? Visions and rumors disturb his dreams. The soothsayers he turns to for guidance give him only enigmatic answers, and he knows he cannot trust his advisers---especially his chief minister, the unscrupulous Lord Feathered in Black. Yaotl, the chief minister's slave, is troubled, too. He was ordered to escort a sacrificial victim up the steps of the Great Pyramid, but the victim ran amok, uttering a bizarre and sinister prophecy and leaping to his death before the War-God's priests could cut out his heart. Then Yaotl learns that the emperor's soothsayers have vanished. The emperor senses a connection between these two events and orders Yaotl to find it---on pain of death if he fails. But it soon becomes clear that whatever the connection is, Yaotl's own master will stop at nothing---including murder---to keep it secret. To get to the truth will take all Yaotl's wits and will to survive. It will lead him into confrontations with the peril destined to overwhelm the whole Aztec world and with a monster from his own past - and into the hands of a sadistic killer.

## **Agatha H. and the Siege of Mechanicsburg**

Pierre the Maze Detective has a new case. Mr X has stolen the Maze Stone, which has the power to turn the whole of Opera City into a maze. Can you help Pierre and his friend Carmen find their way through the mazes – and stop Mr X before it's too late? This beautifully illustrated book features 15 full-spread illustrations of intricate, magical mazes. Take a trip through a fantastic world of underground cities, hot-air balloons, tree-top towns and haunted houses. Trace your way through each maze, spot the clues and solve the extra mystery challenges along the way. Hours of puzzle fun, for all maze detectives aged 8+. A page of answers with the routes through the mazes and other solutions is included at the end of the book.

## **The Thousand Demon Tree**

Captain Jim Wedderburn has looks, style and courage by the bucketful. He's adored by women, respected by men and feared by his enemies. He's the man to find out who has twisted London into this strange new world, and he knows it. But in Dream London the city changes a little every night and the people change a little every day. The towers are growing taller, the parks have hidden themselves away and the streets form themselves into strange new patterns. There are people sailing in from new lands down the river, new criminals emerging in the East End and a path spiralling down to another world. Everyone is changing, no one is who they seem to be.

## **The Red Knight**

Starting a new job is always stressful, but when Paul Carpenter arrives at the office of H.W. Wells he has no idea what trouble lies in store. Because he is about to discover that the apparently respectable establishment now paying his salary is in fact a front for a deeply sinister organization that has a mighty peculiar agenda. It seems that half the time his bosses are away with the fairies. But they're not, of course. They're away with the goblins.

## **A City Dreaming**

A terrifying collection of horror and crime noir from the author of Southern Gods and A Lush and Seething Hell. Featuring ten tales, two never before in print, Murder Ballads and Other Horrific Tales is an exciting glimpse into the dark territories of the human heart. These are coming-of-age stories. Stories of love and loss, grief and revenge. Survival and redemption. From old gods to malevolent artificial intelligences, vampires to zombies to ghosts, Jacobs exposes our fears and worst imaginings. CONTAINS THE SEQUEL TO SOUTHERN GODS "Jacobs demonstrates masterful control of his eclectic themes and frequently propels them into unexpected and pleasingly original territory Offers plenty to keep genre fans hooked." --Publishers Weekly

## **The Incorruptibles**

The fourth book in The Song of Shattered Sands series--an epic fantasy with a desert setting, filled with rich worldbuilding and pulse-pounding action. When a battle to eradicate the Thirteenth Tribe goes awry, the kingdoms bordering the desert metropolis of Sharakhai see the city as weak and ripe for conquest. Çeda, now leader of the Shieldwives, a band of skilled desert swordswomen, hopes to use the growing chaos to gain freedom for Sehid-Alaz, the ancient, undying king of her people. Freeing him is only the beginning, however. Like all the people of her tribe on that fateful night four centuries earlier, Sehid-Alaz was cursed, turned into an asir, a twisted, miserable creature beholden to the kings of Sharakhai—to truly free her king, Çeda must break the chains that bind him. As Sharakhai's enemies close in and the assault on the city begins, Çeda works feverishly to unlock the mysteries of the asir's curse. But danger lies everywhere. Enemy forces roam the city; the Blade Maidens close in on her; her own father, one of the kings of Sharakhai, wants Çeda to hang. Worst of all, the gods themselves have begun to take notice of Çeda's pursuits. When the combined might of Sharakhai and the desert gods corner the survivors of the Thirteenth Tribe in a mountain fastness, the very place that nearly saw their annihilation centuries ago, Çeda knows the time has come. She was once an elite warrior in service to the kings of Sharakhai. She has been an assassin in dark places. A weapon poised to strike from the shadows. A voice from the darkness, striving to free her people. No longer. Now she's going to lead. The age of the Kings is coming to an end . . .

## **A Lush and Seething Hell**

A powerful magician returns to New York City and reluctantly finds himself in the middle of a war between the city's two most powerful witches. "It would help if you did not think of it as magic. M certainly had long ceased to do so." M is an ageless drifter with a sharp tongue, few scruples, and the ability to bend reality to his will, ever so slightly. He's come back to New York City after a long absence, and though he'd much rather spend his days drinking artisanal beer in his favorite local bar, his old friends—and his enemies—have other plans for him. One night M might find himself squaring off against the pirates who cruise the Gowanus Canal; another night sees him at a fashionable uptown charity auction where the waitstaff are all zombies. A subway ride through the inner circles of hell? In M's world, that's practically a pleasant diversion. Before too long, M realizes he's landed in the middle of a power struggle between Celise, the elegant White Queen of Manhattan, and Abilene, Brooklyn's hip, free-spirited Red Queen, a rivalry that threatens to make New York go the way of Atlantis. To stop it, M will have to call in every favor, waste every charm, and blow every spell he's ever acquired—he might even have to get out of bed before noon. Enter a world of Wall Street wolves, slumming scenesters, desperate artists, drug-induced divinities, pocket steampunk universes, and demonic coffee shops. M's New York, the infinite nexus of the universe, really is a city that never sleeps—but is always dreaming.

## **The Twelve-Fingered Boy**

First in a steampunk-tinged paranormal romance series in which a woman is transported to a world filled with vampires and magic. When nurse Tish Everett forced open the pesky but lovely locket she found at an estate sale, she had no idea she was answering the call of Criminy Stain, from the far off land of Sang.

He'd cast a spell for her, but when she's transported right to him, she's not so sure she's ready to be under the spell of another man. (It didn't go so well last time with controlling, abusive, domineering Jeff.) If only Criminy wasn't so deliciously rakish.... Half the inhabitants of Sang are Pinkies—human—and the other half are Bludmen, who in Tish's world would be called vampires. But they don't mess with any of the bat/coffin/no sunlight nonsense. They're rather like you and me, just more fabulous, long living, and mostly indestructible. (They're also very good kissers.) But when the evil Mayor of Manchester (formerly Bludchester) redoubles his efforts to rid Sang of the Bludmen once and for all, stealing Tish's locket in hopes of traveling back to her world himself for reinforcements, Criminy and Tish must battle ghosts, sea monsters, wayward submarines, a secret cabal, and thundering Bludmares to get the locket back and allow Tish to return home...but has she found love with Criminy? Could she stay in Sang forever?

## **The Enchantment Emporium**

A skeptical Lou Norton of the Los Angeles police department investigates increasingly compelling parallels between the suspicious suicide of a teenage girl and the unsolved murder Lou's sister. By the author of *A Quiet Storm*. 30,000 first printing.

## **Wicked as They Come**

AD 57: Caradoc is lost forever, betrayed to Rome and exiled in Gaul, leaving Boudica bereft, to lead the tribes of the west in an increasingly bloody resistance against Roman occupation. Only if she can drive Rome from the land will she find the peace she needs and to do that, she must raise once again the tribes of the east. Her people, the Eцени, languish in the shadow of the Legions, led by a man who proclaims himself King and yet allows slavers to trade freely in his lands. Too notorious to reclaim her own birthright, Boudica strives instead to return her daughters to their heritage. Across the sea, Boudica's half-brother, Bán, has been named traitor by both sides. He too, seeks peace on a journey that takes him from the dreaming tombs of the ancestors to the cave of a god he no longer serves. Only if Boudica and Bán meet can their people -- and all of Britannia -- be saved. But the new governor has been ordered to subdue the tribes or die in the attempt, and he has twenty thousand legionaries ready to stop anyone, however determined, from bringing Britain to the edge of revolt.

## **Twelve Kings in Sharakhai**

Many tales are told of the Syldoon Empire and its fearsome soldiers, who are known throughout the world for their treachery and atrocities. Some say that the Syldoon eat virgins and babies-or perhaps their own mothers. Arkamondos, a bookish young scribe, suspects that the Syldoon's dire reputation may have grown in the retelling, but he's about to find out for himself. Hired to chronicle the exploits of a band of rugged Syldoon warriors, Arki finds himself both frightened and fascinated by the men's enigmatic leader, Captain Braylar Killcoin. A secretive, mercurial figure haunted by the memories of those he's killed with his deadly flail, Braylar has already disposed of at least one impertinent scribe . . . and Arki might

be next. Archiving the mundane doings of millers and merchants was tedious, but at least it was safe. As Arki heads off on a mysterious mission into parts unknown, in the company of the coarse, bloody-minded Syltoon, he is promised a chance to finally record an historic adventure well worth the telling, but first he must survive the experience! A gripping military fantasy in the tradition of Glen Cook, *Scourge of the Betrayer* explores the brutal politics of Empire-and the searing impact of violence and dark magic on a man's soul.

## **Pierre the Maze Detective**

The world is on the brink of war. Fisk and Shoe - mercenaries, very much not wanting to get caught in the middle of a political whirlwind - must deliver a very important message, and find a very dangerous man. They have caught the eye of the powerful men of the world, and now the stakes are higher than they like. And the Emperor has decreed that Livia Cornelius, pregnant with Fisk's child, must travel to the far lands of the Autumn Lords on a diplomatic mission. It will mean crossing half the world, and facing new dangers. And in the end, she will uncover the shocking truth at the heart of the Autumn Lords' Empire. A truth which will make the petty politics of war and peace unimportant, and will change the world.

## **Fire Ant**

The world is burning. Rume is under attack. The Autumn Lords, rulers of the Tchinee empire, have had their true nature revealed. The Emperor descends into madness. And Fisk and Shoe - unlikely heroes, very likely mercenaries - must find their way to Fisk's wife and child, who he has never seen. There might be quite a lot in their way. A war, for one thing. But Livia is as determined as Fisk to be reunited. And Shoe may have a plan

## **The Relic Guild**

The award-winning and critically-acclaimed master of horror returns with a pair of chilling tales—both never-before-published in print—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.

## **Beneath the Twisted Trees**

This first book in a feminist space opera duology follows seven resistance fighters who will free the galaxy from the ruthless Tholosian Empire--or die trying. When Eris faked her death, she thought she had left her old life as the heir to the galaxy's most ruthless empire behind. But her recruitment by the Novantaen Resistance, an organization opposed to the empire's voracious expansion, throws her right back into the fray. Eris has been assigned a new mission: to infiltrate a spaceship ferrying deadly cargo and return the intelligence gathered to the Resistance. But her partner for the mission, mechanic and hotshot pilot Cloelia, bears an old grudge against Eris, making an already difficult infiltration even more complicated. When they find the ship, they discover more than they bargained for: three fugitives with firsthand knowledge of the corrupt empire's inner workings. Together, these women possess the knowledge and capabilities to bring the empire to its knees. But the clock is ticking: the new heir to the empire plans to disrupt a peace summit with the only remaining alien empire, ensuring the empire's continued expansion. If they can find a way to stop him, they will save the galaxy. If they can't, millions may die.

## **The Shibboleth**

The bestselling author of the Blood Books delivers a masterful new urban fantasy. Alysha Gale is a member of a family capable of changing the world with the charms they cast. Then she receives word that she's inherited her grandmother's junk shop in Calgary, only to discover upon arriving that she'll be serving the fey community. And when Alysha learns just how much trouble is brewing in Calgary, even calling in the family to help may not be enough to save the day.

## **Ash Kickers**

2018 NEBULA AWARD FINALIST: BEST NOVELLA Floribeth Salinas O'Shea Dalisay is an Off-Planet Worker, employed as an exploration pilot by the giant corporation, Hamdani Brothers. Sent on a routine mission to analyze one of the millions of systems in the galaxy, she stumbles across something that could threaten humanity's very existence. She barely escapes with her life, but in the process, has to shut down her scout's AI. As with all OPWs, she has few rights, and instead of being lauded as a hero, the corporation thinks she is lying. Her managers believe she found something valuable and shut down her AI in an attempt to hide that fact, hoping she can sell that information to the highest bidder. Grounded, and with a huge debt now over her head, Beth has to convince the powers that be that a very real danger to humanity is lying in wait out there in deep space.

## **The Naked God**

Rejected by a Conformity that considers his powers inferior after the death of Mr. Quincruix, Armistead Lucious Priest receives support and protection from the Irregulars when he retreats to the wild to face his inner demons. Simultaneous eBook.

## **Murder Ballads and Other Horrific Tales**

Fifteen-year-old Shreve Cannon doesn't mind juvie. He's got a good business dealing contraband candy, and three meals a day are more than his drunk mother managed to provide. In juvie, the rules never change and everyone is the same. In juvie, Shreve has life figured out. Then the new fish shows up. Jack's a quiet kid. Small. Cries himself to sleep too. He's no standard-issue titty-baby, though. There's his hands?more specifically his fingers, all twelve of 'em. And when he gets angry, something weird happens. The air wavers. You feel a slight pressure in your chest. And then?well, best take cover. Jack isn't the only new face in juvie. There's Mr. QuincruX. QuincruX has an unusual interest in Jack and Shreve, and it quickly becomes clear that innocent bystanders aren't going to get in his way. So Jack and Shreve bust out. On the lam, they quickly discover that Jack has abilities?hell, superpowers?that might just give them a fighting chance against QuincruX, if they can stay alive long enough to figure them out.

## **The Sea Dreams It Is the Sky**

In a time when the Industrial Revolution has become an all-out war, mad science rules the world—with mixed success. In *Agatha H and the Siege of Mechanicsburg*, Agatha Heterodyne, the last of the Heterodyne family, has returned to her family's hereditary town with the might of the Wulfenbach Empire hot on her heels. The only thing holding off an outright attack is Gilgamesh Wulfenbach, the heir to the Empire, who has joined Agatha and her friends inside the great artificially intelligent fortress of Castle Heterodyne. Now they must race to repair the mechanisms that once allowed the Castle to defend Mechanicsburg, before the rest of Europa shows up to take all the revenge the mad Heterodynes of the past so richly earned. From the Hugo Award-winning *Girl Genius* online comics comes this fourth book in the Agatha H. series, and like the previous three books, it will engage you in a unique world of adventure, romance, and mad science!

## **Dream London**

The fifth book in *The Song of the Shattered Sands* series--an epic fantasy with a desert setting, filled with rich worldbuilding and pulse-pounding action. The reign of the kings of Sharakhai has been broken. The blood mage, Queen Meryam, now rules the city along with the descendants of the fabled twelve kings. In the desert, Çeda has succeeded in breaking the asirim's curse. Those twisted creatures are now free, but their freedom comes at great cost. Nalamae lies dead, slain in battle with her sister goddess. Çeda, knowing Nalamae would have been reborn on her death, sets out on a quest to find her. The trail leads Çeda to Sharakhai where, unbeknownst to her, others are searching for Nalamae as well. Çeda's quest to find her forces her into a terrible decision: work with the kings or risk Sharakhai's destruction. Whatever her decision, it won't be easy. Sharakhai is once more threatened by the forces of the neighboring kingdoms. As the powers of the desert vie for control of the city, Çeda, her allies, and the fallen kings must navigate the shifting fates before the city they love falls to the schemes of the desert gods.

## **Murder Ballads and Other Horrific Tales**

Rendered outlaws in the wilderness when the land of Medalon surrenders to

foreign invaders, Damin Wolfblade and his army work to defeat a usurper, while Demon Child R'shiel struggles toward a final confrontation with the powerful Xaphista. By the author of *Treason Keep*. Reprint.

## The Portable Door

After his pregnant wife is senselessly killed in a clash between the mysterious super-powered 'costumes', ex-Navy SEAL Jon Hayes fights to discover the truth about their identity and origins. For Jon Hayes, the super-powered 'costumes' are just part of ordinary life in New York City, until the day his pregnant wife Melanie is senselessly killed in a clash between Captain Light and The Jade Shade. But as Hayes struggles to come to terms with his loss, and questions for the first time who the costumes are and where they come from, the once sharp lines of his reality begin to blur. If Hayes wants to uncover the shocking truth about the figures behind the costumes, and get justice for his fallen family, he'll have to step out of the background, and stop being a bystander. File Under: Superhero Fantasy [ It's Clobberin' Time | Hayes One | Panel Beater | No Capes ]

## Harshini

A Publishers Weekly Best Book of the Year: In a dystopian future New York, a girl's diary chronicles her life as society begins to crumble around her. Until recently, Lola Hart's biggest problem was her annoying little sister. Now the twelve-year-old girl's once comfortable life is slowly falling apart. Her mother is a teacher, but she's lost her job. Her father is a writer, but no one is buying his scripts. It's gotten so bad that they can no longer afford their Manhattan apartment or the tuition for Lola's exclusive private school. They move to a small apartment near Harlem, and Lola enrolls in public school—but the Harts aren't alone in their troubles. Riots, fires, TB outbreaks, roaming gangs, and civil unrest have become commonplace, threatening the very fabric of life in New York. In the pages of her diary, Lola documents her family's attempts to adjust as the city and the country spin out of control. Jack Womack, a winner of the Philip K. Dick Award, has been compared to both William Gibson and Kurt Vonnegut for his vivid prose and unbridled imagination. In this novel, "Womack's stark vision of the United States's decline is an uncompromising satire that, perhaps even more than it did in the mid-1990s, forces us to confront a world instantly recognizable as our own" (Los Angeles Review of Books). "A heartrending coming-of-age story. Flecked with black humor, this is speculative fiction at its eerie best." —Entertainment Weekly

## Seven Devils

Recent World War II veteran Bull Ingram is working as muscle when a Memphis DJ hires him to find Ramblin' John Hastur. The mysterious blues man's dark, driving music—broadcast at ever-shifting frequencies by a phantom radio station—is said to make living men insane and dead men rise. Disturbed and enraged by the bootleg recording the DJ plays for him, Ingram follows Hastur's trail into the strange, uncivilized backwoods of Arkansas, where he hears rumors the musician has sold his soul to the Devil. But as Ingram closes in on Hastur and those who have crossed his path, he'll learn there are forces much more malevolent than the

Devil and reckonings more painful than Hell In a masterful debut of Lovecraftian horror and Southern gothic menace, John Hornor Jacobs reveals the fragility of free will, the dangerous power of sacrifice, and the insidious strength of blood.

## Among Thieves

What time is it? Adventure Time™! Explore the magical world of Ooo with Jake the Dog and Finn the Human, along with the Ice King, Princess Bubblegum, Marceline the Vampire Queen, and all your favorite Adventure Time characters, in this New York Times bestselling companion book to Cartoon Network's hit animated series. Written and compiled by the Lord of Evil himself, The Adventure Time Encyclopaedia matches the playful, subversive tone of the television series, detailing everything anyone will ever need to know about the postapocalyptic land of Ooo and its inhabitants—secret lore and spells, fun places you should visit and places where you will probably die, whom to marry and whom not to marry, how to make friends and destroy your enemies—plus hand-written marginalia by Finn, Jake, and Marceline. An indispensable guide to the show fans love to watch, this side-splittingly funny love letter to Adventure Time is sure to appeal to readers of all ages. Heck yeah! From the Back Cover: Written by the Lord of Evil Himself, Hunson Abadeer (a.k.a. Marceline the Vampire Queen's dad), to instruct and confound the demonic citizenry of the Nightsphere, The Adventure Time Encyclopaedia is perhaps the most dangerous book in history. Although seemingly a guidebook to the Land of Ooo and its postapocalyptic inhabitants, it is in fact an amusing nightmare of literary pitfalls, bombastic brain-boggles, and ancient texts designed to drive the reader mad. Complete with secret lore and wizard spells, fun places you should visit and places where you will probably die, advice on whom to marry and whom not to marry, and how to make friends and destroy your enemies, this volume includes hand-written marginalia by Finn, Jake, and Marceline. Arguably the greatest encyclopaedia ever written since the beginning of the cosmos, it is also an indispensable companion to humans and demons who know what time it is: Adventure Time! Praise for The Adventure Time Encyclopaedia: "Even if you're an adult Adventure Time fan, the book will make you feel like you're 10 again." —USA Today's Daily Candy blog "The brand-new Adventure Time Encyclopaedia will tell viewers everything they need to know about the post-apocalyptic magical land and its inhabitants." —Entertainment Weekly's Family Room blog "The . . . Encyclopaedia will appeal to Adventure Time fans who want to delve deeper into the show's mysterious back story and bizarre details." —The Los Angeles Times'Hero Complex blog

## Scourge of the Betrayer

In a post-apocalyptic world overrun by zombies, the survivors at an outpost place their survival in the hands of battle-hardened teen Gus, who considers wrenching choices while preparing his people for battle against a slaver army.

## Foreign Devils

As Shreve Cannon's ability to absorb the memories of others has him teetering on the edge of insanity, he returns to the custody of the state of Arkansas, this time in

a mental institution, but he must collect himself and find Jack, the Twelve-Fingered Boy, if he is to stop an unspeakable evil that is stirring in Baltimore.

## **Bystander 27**

When dragons rise from the earth, firefighters are humanity's last line of defence, in this wild near-future fantasy. Firefighter Cole Brannigan is on the verge of retirement after 30 years on the job, and a decade fighting dragons. But during his final fire call, he discovers he's immune to dragon smoke. It's such a rare power that he's immediately conscripted into the elite dragon-fighting force known as the Smoke Eaters. Retirement cancelled, Brannigan is re-assigned as a lowly rookie, chafing under his superiors. So when he discovers a plot to take over the city's government, he takes matters into his own hands. With hundreds of innocent civilians in the crosshairs, it's up to Brannigan and his fellow Smoke Eaters to repel the dragon menace. File Under: Fantasy

## **The Adventure Time Encyclopaedia (Encyclopedia)**

A terrifying collection of horror and crime noir from the author of Southern Gods and A Lush and Seething Hell. Featuring ten tales, two never before in print, Murder Ballads and Other Horrific Tales is an exciting glimpse into the dark territories of the human heart. These are coming-of-age stories. Stories of love and loss, grief and revenge. Survival and redemption. From old gods to malevolent artificial intelligences, vampires to zombies to ghosts, Jacobs exposes our fears and worst imaginings. CONTAINS THE SEQUEL TO SOUTHERN GODS "Jacobs demonstrates masterful control of his eclectic themes and frequently propels them into unexpected and pleasingly original territory Offers plenty to keep genre fans hooked." --Publishers Weekly

## **When Jackals Storm the Walls**

They had escaped their country, but they couldn't escape the past Having lost both her home and family to a brutal dictatorship, Isabel has fled to Spain, where she watches young, bronzed beauties and tries to forget the horrors that lie in her homeland. Shadowing her always, attired in ruffled linen suits and an eyepatch, is "The Eye," a fellow ex-pat and poet with a notorious reputation. An unlikely friendship blossoms, a kinship of shared grief. Then The Eye receives a mysterious note and suddenly returns home, his fate uncertain. Left with the keys to The Eye's apartment, Isabel finds two of his secret manuscripts: a halting translation of an ancient, profane work, and an evocative testament of his capture during the revolution. Both texts bear disturbing images of blood and torture, and the more Isabel reads the more she feels the inexplicable compulsion to go home. It means a journey deep into a country torn by war, still ruled by a violent regime, but the idea of finding The Eye becomes ineluctable. Isabel feels the manuscripts pushing her to go. Her country is lost, and now her only friend is lost, too. What must she give to get them back? In the end, she has only herself left to sacrifice. THE SEA DREAMS IT IS THE SKY asks: How does someone simply give up their home especially when their home won't let them?

## **Dreaming the Hound**

An ornate yet dark fantasy, with echoes of Scott Lynch, Robin Hobb and Jon Courtenay Grimwood. An original and beautifully imagined world, populated by unforgettable characters. A debut novel which garnered rave reviews on publication from fellow authors, bloggers and the likes of SFX magazine. Lucien de Fontein has grown up different. One of the mysterious and misshapen Orfano who appear around the Kingdom of Landfall, he is a talented fighter yet constantly lonely, tormented by his deformity, and well aware that he is a mere pawn in a political game. Ruled by an insane King and the venomous Majordomo, it is a world where corruption and decay are deeply rooted - but to a degree Lucien never dreams possible when he first discovers the plight of the 'insane' women kept in the haunting Sanatoria. Told in a continuous narrative interspersed with flashbacks we see Lucien grow up under the care of his tutors. We watch him forced through rigorous Testings, and fall in love, set against his yearning to discover where he comes from, and how his fate is tied to that of every one of the deformed Orfano in the Kingdom, and of the eerie Sanatoria itself.

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