

Void Black Shadow The Voidwitch Saga

"...excellent job of describing the chemical processes and their legacies-both beneficial and unintended. She never lets any of her characters be good or bad, just human. This humanity makes her stories gripping. I highly recommend this thoughtful and thought-provoking book. McGrayne successfully describes the ambiguous effects of chemical technology and the role that human strengths and frailties play on mitigating or exacerbating those effects."—Chemical & Engineering News "...a compelling read."—Nature "Sharon Bertsch McGrayne's appealing collection of biographical essays reminds us how much we owe to chemistry." —New Scientist "On your next trip to the bookstore bypass the action adventure thrillers and seek out Prometheans in the Lab by Sharon McGrayne . . . I wish that (it) were twice its length." —PopularMechanics.com "In this striking and readable collection of nine thumbnail biographies of heroic (and troubled) figures in the history of chemistry . . . McGrayne is conscientious about showing the downside of each chemical breakthrough, and the human flaws and 'features' of each Promethean." —Choice

I was born of nothing. I'm a Void, a rare supernatural capable of absorbing powers at the brush of my skin. Feared. Hated. Untouchable. Thibault Academy is full of supernaturals that want me dead, and the most powerful of them, the Paragons, will stop at nothing to ensure I go back to the hell I came from. They're cruel, heartless, and have created an unlikely alliance to take me down. If I want to learn how to control the nothingness, I'll have to survive them. I was born of the void, but I'll die from the power. This is a reverse harem bully romance.

Even in pagan antiquity, there were those who, while participating in the community's religious life, did not believe in literal gods. In the centuries that followed the Christian domination of the West, the epithet "godless pagan" was leveled at a wide variety of people. In the 1960s, there emerged a community of people who sought to reclaim the name "pagan" from its history of opprobrium. These Neo-Pagans were interested in nature spirituality and polytheism, and identified with the misunderstood and persecuted pagans of antiquity. While many Pagans today believe in literal gods, there are a growing number of Pagans who are "godless." Today, the diverse assemblage of spiritual paths known as Paganism includes atheist Pagans or Atheopagans, Humanistic and Naturalistic Pagans, Buddho-Pagans, animists, pantheists, Gaians, and other non-theistic Pagans. Here, their voices are gathered together to share what it means to be Pagan and godless.

After placing Responsible of Brightwater in a pseudocoma, the people of Tinaseeh face gradual starvation and the loss of their magical powers

A crew of outcasts tries to find a legendary ship before it falls into the hands of those who would use it as a weapon in this science fiction adventure series for fans of The Expanse and Firefly. A washed-up treasure hunter, a hotshot racer, and a deadly secret society. They're all on a race against time to hunt down the greatest warship ever built. Some think the ship is lost forever, some think it's been destroyed, and some think it's only a legend, but one thing's for certain: whoever finds it will hold the fate of the universe in their hands. And treasure that valuable can never stay hidden for long. . .

Susan Dennard's New York Times bestselling, young adult epic fantasy Witchlands series continues with Witchshadow, the story of the Threadwitch Iseult. War has come to the Witchlands . . . and nothing will be the same again. Iseult has found her heartsister Safi at last, but their reunion is brief. For Iseult to stay alive, she must flee Cartorra while Safi remains. And though Iseult has plans to save her friend, they will require her to summon magic more dangerous than anything she has ever faced before. Meanwhile, the Bloodwitch Aeduan is beset by forces he cannot understand. And Vivia—rightful queen of Nubrevna—finds herself without a crown or home. As villains from legend reawaken across the Witchlands, only the mythical Cahr Awen can stop the gathering war. Iseult could embrace this power and heal the

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land, but first she must choose on which side of the shadows her destiny will lie. The Witchlands #1 Truthwitch #2 Windwitch #3 Bloodwitch #4 Witchshadow Sightwitch (illustrated novella) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"An exciting new steampunk adventure" featuring living machines, murderous betrayals, and Ireland's most ruthless family (School Library Journal). The slow collapse of the British Empire in the nineteenth century meant opportunity for anyone with ammunition and wit. Now the Wildensterns are by far the most powerful family—and the most ruthless. Trained from childhood in the arts of assassination and conspiracy and endowed with the supernatural ability to live for more than a century, the clan has grown rich, vicious, and seemingly invincible. After nearly two years away, eighteen-year-old Nate has returned. But his homecoming is shattered when his eldest brother, Marcus, is mysteriously killed. Following the Rules of Ascension, which allow one male family member to murder another, Nate is being blamed. Nate knows he isn't the murderer, but who is? With the help of his sister-in-law, Daisy, and his cousin Gerald, Nate intends to find out. Their investigation brings them into the underbelly of the Wildenstern empire, where living machines, conspiring relatives, and undercover mercenaries do their dirty work. But when a disaster uncovers the ancient remains of Wildenstern ancestors, the lives of the family members and their struggle for power will take a bizarre and gruesome turn.

Long before Shadow was born, the Heartwood was a land of warring clans of elves. When human lord Charl comes to build a great city near the forest and abducts Chyrie and her mate, Valann, to gain safe conduct through the forest, the elves learn that an even greater enemy is approaching -- an army of barbarians sweeping down from the north. Now the elves must make peace, not only with each other but with the hated humans, to unite against a threat that may destroy the city and the forest together.

Ancient folklore and modern myth come together in these stories by author Craig Laurance Gidney. Here are found the struggles of a medieval Japanese monk, seduced by a mischievous fairy, and a young slave who finds mystery deep within the briar patch of an antebellum plantation. Gidney offers readers a gay teen obsessed with his patron saint, Lena Horne, and, in the title story, an ailing tourist seeking escape at a distant shore but never reckons on encountering an African sea god. Rich, poetic, dark and disturbing, these are tales not soon forgotten.

The rag-tag crew of the Capricious hunts down rogue AI, ancient colony ships, and the biggest treasure in the universe in this pulse-pounding space adventure for fans of Firefly and The Expanse. The crew of the Capricious seems to leave a trail of devastation wherever they go. But with powerful enemies in pursuit and family and friends under attack planetside, there's no time to worry about all that. Ensnared by the legend of Origin, humanity's birthplace, and a long-dead form of magic, the Capricious takes off on a journey to find the first colony ship . . . and power that could bring down gods. Read the incredible space-fantasy series that V. E. Schwab calls "A total blast!" The Salvagers A Big Ship at the Edge of the Universe A Bad Deal for the Whole Galaxy The Worst of All Possible Worlds

Susan Dennard returns with a follow up to New York Times bestselling novel Truthwitch. After an explosion destroys his ship, the world believes Prince Merik, Windwitch, is dead. Scarred yet alive, Merik is determined to prove his sister's treachery. Upon reaching the royal capital, crowded with refugees, he haunts the streets, fighting for the weak—which leads to whispers of a disfigured demigod, the Fury, who brings justice to the oppressed. When the Bloodwitch Aeduan discovers a bounty

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on Iseult, he makes sure to be the first to find her—yet in a surprise twist, Iseult offers him a deal. She will return money stolen from him, if he locates Safi. Now they must work together to cross the Witchlands, while constantly wondering, who will betray whom first? After a surprise attack and shipwreck, Safi and the Empress of Marstok barely escape with their lives. Alone in a land of pirates, every moment balances on a knife's edge—especially when the pirates' next move could unleash war upon the Witchlands. Sometimes our enemies are also our only allies... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

I was born of nothing. I'm a Void, a rare supernatural capable of absorbing powers at the brush of my skin. Feared. Hated. Untouchable. Thibault Academy is full of supernaturals that want me dead, and the most powerful of them, the Paragons, will stop at nothing to ensure I go back to the hell I came from. They're cruel, heartless, and have created an unlikely alliance to take me down. If I want to learn how to control the nothingness, I'll have to survive them. I was born of the void, but I'll die from the power. This is a reverse harem bully romance.

The Only Harmless Great Thing is a heart-wrenching alternative history by Brooke Bolander that imagines an intersection between the Radium Girls and noble, sentient elephants. In the early years of the 20th century, a group of female factory workers in Newark, New Jersey slowly died of radiation poisoning. Around the same time, an Indian elephant was deliberately put to death by electricity in Coney Island. These are the facts. Now these two tragedies are intertwined in a dark alternate history of rage, radioactivity, and injustice crying out to be righted. Prepare yourself for a wrenching journey that crosses eras, chronicling histories of cruelty both grand and petty in search of meaning and justice.

On a continent ruled by three empires, everyone is born with a "witchery," a magical skill that sets them apart from others. Now, as the Twenty Year Truce in a centuries long war is about to end, the balance of power—and the failing health of all magic—will fall on the shoulders of a mythical pair called the Cahr Awen. The biggest thing on Safi and Noelle's minds is saving money for their planned future in the Hundred Isles. Noelle, a Threadwitch, can see the emotional Threads binding the world. Safi, on the other hand, is a Truthwitch—she always knows when a person is telling a lie. A powerful magic like that is something people would kill to have on their side—or to keep off their enemy's side—and so Safi cannot even admit what she truly is. With the help of the cunning Prince Merik (a Windwitch and privateer) and the hindrance of a Bloodwitch bent on revenge, the friends must rise above their doubts and fight to learn who they are and what they are made of, if they are going to stay alive and preserve the balance of their world. "An instant new classic."--Sarah J. Maas, New York Times bestselling author of Throne of Glass, on Susan Dennard's Truthwitch At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Corey J. White's space opera Voidwitch Series continues: Mars Xi returns in Void Black Shadow, sequel to Killing Gravity. Mars Xi is a living weapon, a genetically-manipulated psychic supersoldier with a body count in the thousands, and all she wanted was to be left alone. People who get involved with her get hurt, whether by MEPHISTO, by her psychic backlash, or by her acid tongue. It's not smart to get involved with Mars, but that doesn't stop some people from trying. The last time MEPHISTO came for Mars

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they took one of her friends with them. That was a mistake. A force hasn't been invented that can stop a voidwitch on a rampage, and Mars won't rest until she's settled her debts.

Mary Louisa Molesworth, née Stewart (29 May 1839 - 20 January 1921) was an English writer of children's stories who wrote for children under the name of Mrs Molesworth. Her first novels, for adult readers, *Lover and Husband* (1869) to *Cicely* (1874), appeared under the pseudonym of Ennis Graham. Her name occasionally appears in print as M. L. S. Molesworth. She took an interest in supernatural fiction. In 1888, she published a collection of supernatural tales under the title *Four Ghost Stories*, and in 1896 a similar collection of six tales under the title *Uncanny Tales*. In addition to those, her volume *Studies and Stories* includes a ghost story entitled "Old Gervais" and her *Summer Stories for Boys and Girls* includes "Not exactly a ghost story."

"An edge-of-the-seat epic of survival and adventure in deep space." - Gareth L. Powell, BSFA Award-Winning author *Sigma Station*. The ultimate luxury hotel, in the far reaches of space. For one small group, a tour of the Horsehead Nebula is meant to be a short but stunning highlight in the trip of a lifetime. But when a mysterious ship destroys *Sigma Station* and everyone on it, suddenly their tourist shuttle is stranded. They have no weapons. No food. No water. No one back home knows they're alive. And the mysterious ship is hunting them. For more from Rob Boffard, check out: *The Outer Earth Trilogy* *TracerZero - GImpact Outer Earth* (Omnibus Edition)

Mars Xi can kill you with her mind, but she'll need more than psychic powers to save her in *Killing Gravity*, the thrilling science fiction space adventure debut by Corey J. White. Before she escaped in a bloody coup, *MEPHISTO* transformed Mariam Xi into a deadly voidwitch. Their training left her with terrifying capabilities, a fierce sense of independence, a deficit of trust, and an experimental pet named Seven. She's spent her life on the run, but the boogeymen from her past are catching up with her. An encounter with a bounty hunter has left her hanging helpless in a dying spaceship, dependent on the mercy of strangers. Pinned in on all sides, Mariam chases rumors to find the one who sold her out. To discover the truth and defeat her pursuers, she'll have to stare into the abyss and find the secrets of her past, her future, and her terrifying potential. *The Voidwitch Saga Book 1: Killing Gravity Book 2: Void Black Shadow* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Blast off into adventure with psychic powers, half-human revolutions, haunted luxury spaceships, murderous sentient robots, and genetic experiments. Check out excerpts from five short works that will be lighting up the stars in Summer 2017. *Starfire: A Red Peace* by Spencer Ellsworth, *The Ghost Line* by Andrew Neil Gray and J. S. Herbison, *Acadie* by Dave Hutchinson, *All Systems Red* by Martha Wells, and *Killing Gravity* by Corey J. White. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Winner of the 2015 *Seizure Viva La Novella Prize* 'Takes all of your dystopian nightmares and connects them to a mother lode of pure emotional intensity. There's so much keen detail here about the cruel logic of oppressive institutions, you'll feel Mirii's yearning for freedom in your bones – and you'll rejoice at every tiny moment of escape that she achieves. Welcome to Orphancorp is harrowing, scarily real, and ultimately super moving.' – Charlie Jane Anders (i09) 'Punchy, crunchy, sexy and smart, Welcome to Orphancorp is a short, sharp shock of a story with bruised-but-not-broken characters and a bonsai dystopia you can actually believe in. Marlee Jane Ward is a writer of heart and passion, muscle and slow-burning anger.' – Ian McDonald 'Welcome to Orphancorp is an intimate, heartfelt story set in the darkest of places. I can't stop thinking about these characters.' – Kij Johnson 'An object lesson in how to

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dehumanise young people by locking them up and depriving them of all warmth and care – has never been more timely. This gritty, greasy story is peppered with violence and lit with the slenderest shafts of affection and hope. It will make your jaw clench with fear for the indomitable Mirii Mahoney, and your fist punch the air at her every tiny victory.’ – Margo Lanagan

Tor.com Publishing Editorial Spotlight #1 is a curated selection of novellas by editor Carl Engle-Laird This collection includes: *The Black Tides of Heaven* by JY Yang *Runtime* by S.B. Divya *The Sorcerer of the Wildeeps* by Kai Ashante Wilson *Killing Gravity* by Corey J. White *The Murders of Molly Southbourne* by Tade Thompson "Joyously wild stuff. Highly recommended."—The New York Times on *The Black Tides of Heaven* "A thrilling romp through a gleaming cybernetic future that's neither dystopia nor utopia, but embedded in our reality—I wish more science fiction were as exciting and relevant as *Runtime*."—Ken Liu on *Runtime* "Wilson is doing something both very new and very old here: he's tossing aside the traditional forms of sword and sorcery in favor of other, older forms, and gluing it all together with a love letter to black masculinity. The result is powerful and strange and painful in all the right ways."—N.K. Jemisin on *The Sorcerer of the Wildeeps* "Clear and snappy prose."—Warren Ellis on *Killing Gravity* "A bold outpouring of flesh and crisis at once horrifying and familiar."—The New York Times on *The Murders of Molly Southbourne* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The thrilling conclusion to the internationally bestselling Long Earth series explores the greatest question of all: What is the meaning of life? 2070-71. Nearly six decades after Step Day, a new society continues to evolve in the Long Earth. Now, a message has been received: "Join us." The Next—the hyper-intelligent post-humans—realize that the missive contains instructions for kick-starting the development of an immense artificial intelligence known as The Machine. But to build this computer the size of an Earth continent, they must obtain help from the more populous and still industrious worlds of mankind. Meanwhile, on a trek in the High Meggers, Joshua Valienté, now nearing seventy, is saved from death when a troll band discovers him. Living among the trolls as he recovers, Joshua develops a deeper understanding of this collective-intelligence species and its society. He discovers that some older trolls, with capacious memories, act as communal libraries, and live on a very strange Long Earth world, in caverns under the root systems of trees as tall as mountains. Valienté also learns something much more profound . . . about life and its purpose in the Long Earth: We cultivate the cosmos to maximize the opportunities for life and joy in this universe, and to prepare for new universes to come.

Susan Dennard's New York Times bestselling, young adult epic fantasy *Witchlands* series continues with the story of the Bloodwitch Aeduan. Aeduan has teamed up with the Threadwitch Iseult and the magical girl Owl to stop a bloodthirsty horde of raiders preparing to destroy a monastery that holds more than just faith. But to do so, he must confront his own father, and his past. "Worldbuilding after my own heart. It's so good it's intimidating."—Victoria Aveyard, #1 New York Times bestselling author of *Red Queen* *The Witchlands* #1 *Truthwitch* #2 *Windwitch* #3 *Bloodwitch* *Sightwitch* (illustrated novella)

Spencer Ellsworth's *Starfire* space opera trilogy, a gritty, adult science-fiction adventure, concludes with *Starfire: Memory's Blade* At the heart of the Dark Zone, a duel for the universe rages. In an ancient Jorian temple, Jaqi faces John Starfire, the new ruler of the Empire. He has set all the worlds aflame in his quest to destroy humankind. Jaqi has sworn to stop him. Problem is, Jaqi isn't much of a fighter. Meanwhile, the sun-eating cosmic spiders, the Shir, have moved out of the Dark Zone and are consuming the galaxy. Araskar knows that he must hold them back, but to do that, he has to give himself over to the Resistance, under the command of John Starfire's wife. And she wants him dead more than she wants the stars to live. If Jaqi and Araskar can fight their way out, they can use a secret at the heart of the Dark

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Zone to free the galaxy, and end John Starfire's new tyranny. They lose, and every star in the sky will go dark. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"Fin has been un-networked. She used to be a brilliant code writer, a technical genius who created 'Corvis', a programme so powerful, so unusual that she was untouchable. Until she wasn't. Now she is locked out of the virtual reality systems that control society. Another woman is living in her apartment, living her life. And she can't remember how any of this happened. Meanwhile, people have started disappearing from the streets of the city and the programme that she wrote and company she founded might be implicated. Square Eyes is a graphic novel about the hazy line where memory, dreams and the digital world intersect. It's a heist story of hackers and coders told in a kaleidoscopic palette and asks: in an algorithm, who really holds the power? What is weakness? And when is it most dangerous?"--Provided by publisher.

Aliens have landed in New York. A deadly cloud of spores has already infected and killed the inhabitants of two worlds. Now the plague is heading for Earth, threatening humans and aliens alike. Can either species be trusted to find the cure? Geneticist Marianne Jenner is immersed in the desperate race to save humanity, yet her family is tearing itself apart. Siblings Elizabeth and Ryan are strident isolationists who agree only that an alien conspiracy is in play.

Marianne's youngest, Noah, is a loner addicted to a drug that constantly changes his identity. But between the four Jenners, the course of human history will be forever altered. Earth's most elite scientists have ten months to prevent human extinction--but not everyone is willing to wait. Award-winning author Adrian Tchaikovsky's *Made Things* is dark fantasy tale of how the most unlikely characters may become the most heroic. Making friends has never been so important. Welcome to Fountains Parish--a cesspit of trade and crime, where ambition curls up to die and desperation grows on its cobbled streets like mold on week-old bread. *Coppelia* is a street thief, a trickster, a low-level con artist. But she has something other thieves don't... tiny puppet-like companions: some made of wood, some of metal. They don't entirely trust her, and she doesn't entirely understand them, but their partnership mostly works. After a surprising discovery shakes their world to the core, *Coppelia* and her friends must re-examine everything they thought they knew about their world, while attempting to save their city from a seemingly impossible new threat. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Corey J. White concludes his pulse-pounding space opera in *Static Ruin*. As the most wanted voidwitch in the galaxy has no place left to run—except back to those who created her. She killed the man who trained her. She killed the fleet that came for her. She killed the planet that caged her. Now she must confront her father. Mars Xi is on the run, a bounty on her head and a kill count on her conscience. All she has left are her mutant cat Ocho and her fellow human weapon Pale, a young boy wracked by seizures who can kill with a thought. She needs him treated, and she needs to escape, and the only thread left to pull is her frayed connection to her father, Marius Teo. That thread will take her to the outskirts of the galaxy, to grapple with witch-cults and privately-owned planets, and into the hands of the man who engineered her birth. *The Voidwitch Saga #1 Killing Gravity #2 Void Black Shadow #3 Static Ruin* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From renowned artist Gregory Manchess comes a lavishly painted novel about the son of a famed polar explorer searching for his stranded father, and a lost city buried under snow in an alternate future. When it started to snow, it didn't stop for 1,500 years. The Pole Shift that ancient climatologists talked about finally came, the topography was ripped apart and the weather of the world was changed—forever. Now the Earth is covered in snow, and to unknown depths in some places. In this world, Wes Singleton leaves the academy in search of his father, the famed explorer Galen Singleton, who was searching for a lost city until Galen's

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expedition was cut short after being sabotaged. But Wes believes his father is still alive somewhere above the timberline. Fully illustrated with over 120 pieces of full-page artwork throughout, *Above the Timberline* is a stunning and cinematic combination of art and novel. Ferrett Steinmetz's high-octane cyberpunk romance *Automatic Reload* about a tortured mercenary and the genetically engineered assassin he loves. Meet Mat, a tortured mercenary who has become the perfect shot, and Silvia, an idealistic woman genetically engineered to murder you to death. Together they run for the shadiest corporation in the world...and realize their messed-up brain chemistry cannot overpower their very real chemistry. *Automatic Reload* is the genre's most unexpectedly heartfelt romantic comedy with explosions, perfect for fans of both *Altered Carbon* and *Atomic Blonde*. "Shadowrun with a conscience."—Hugo Award-winning author Jim C. Hines "LUXURIATES in the intricate beauty that is technology, exults in the mechanics of cyberpunk. And it does all this while being a ROM-COM with a lot of EXPLOSIONS."—Cassandra Khaw, finalist for the British Fantasy and Locus Awards for *Hammers on Bone* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Traces the historical search for a cure for malaria, describing the seventeenth-century establishment of pharmacies throughout South America by Jesuit priests, the discover of quinine, the fierce battles that were fought to control and distribute quinine supplies, and the American synthesis of the medicine. 25,000 first printing.

"Joyously wild stuff. Highly recommended." —The New York Times One of the 100 Best Fantasy Books of All Time, according to Time Magazine A Finalist for the Hugo, Nebula, and World Fantasy Awards for Best Novella *The Black Tides of Heaven* is one of a pair of unique, standalone introductions to Neon Yang's *Tensorate Series*, which Kate Elliott calls "effortlessly fascinating." For more of the story you can read its twin novella *The Red Threads of Fortune*, available simultaneously. Mokoya and Akeha, the twin children of the Protector, were sold to the Grand Monastery as infants. While Mokoya developed her strange prophetic gift, Akeha was always the one who could see the strings that moved adults to action. While Mokoya received visions of what would be, Akeha realized what could be. What's more, they saw the sickness at the heart of their mother's Protectorate. A rebellion is growing. The Machinists discover new levers to move the world every day, while the Tensors fight to put them down and preserve the power of the state. Unwilling to continue as a pawn in their mother's twisted schemes, Akeha leaves the *Tensorate* behind and falls in with the rebels. But every step Akeha takes towards the Machinists is a step away from Mokoya. Can Akeha find peace without shattering the bond they share with their twin? *The Tensorate Series Book 1: The Black Tides of Heaven Book 2: The Red Threads of Fortune Book 3: The Descent of Monsters Book 4: The Ascent to Godhood* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In the future, love is complicated and death is not necessarily the end. *Love Minus Eighty* follows several interconnected people in a disquieting vision of romantic life in the century to come. There's Rob, who accidentally kills a jogger, then sacrifices all to visit her in a cryogenic dating facility, seeking forgiveness but instead falling in love. Veronika, a shy dating coach, finds herself coaching the very woman who is stealing the man she loves. And Mira, a gay woman accidentally placed in a heterosexual dating center near its inception, desperately seeks a way to reunite with her frozen partner as the years pass. In this daring and big-hearted novel based on the Hugo-winning short story, the lovelorn navigate a world in which technology has reached the outer limits of morality and romance.

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Two engineers hijack a spaceship to join some space pirates—only to discover the pirates are hiding from a malevolent AI. Now they have to outwit the AI if they want to join the pirate crew—and survive long enough to enjoy it. Adda and Iridian are newly minted engineers, but aren't able to find any work in a solar system ruined by economic collapse after an interplanetary war. Desperate for employment, they hijack a colony ship and plan to join a famed pirate crew living in luxury at Barbary Station, an abandoned shipbreaking station in deep space. But when they arrive there, nothing is as expected. The pirates aren't living in luxury—they're hiding in a makeshift base welded onto the station's exterior hull. The artificial intelligence controlling the station's security system has gone mad, trying to kill all station residents and shooting down any ship that attempts to leave—so there's no way out. Adda and Iridian have one chance to earn a place on the pirate crew: destroy the artificial intelligence. The last engineer who went up against the AI met an untimely end, and the pirates are taking bets on how the newcomers will die. But Adda and Iridian plan to beat the odds. There's a glorious future in piracy...if only they can survive long enough.

Adda and Iridian have survived the murderous AI that tried to kill them in Barbary Station and an evil megacorporation in Mutiny at Vesta but now they'll need all of their ingenuity to make it to the end of this epic trilogy. Adda Karpe and Iridian Nassir are on the run—both from the authorities who want to imprison them and the artificial intelligence that want to control their minds. Trapped on a desolate black-market space station on the edge of Jupiter, they're nearly out of allies—and out of luck. Now, they have one last shot to find a safe haven where they can live together in peace—across the interstellar bridge to another galaxy. Getting onto that mission will take everything they've got and more. But on the other side of that bridge lies the life they've always dreamed of...if they can survive long enough to reach it.

Corey J. White's space opera Voidwitch Series continues: Mars Xi returns in Void Black Shadow, sequel to Killing Gravity. Mars Xi is a living weapon, a genetically-manipulated psychic supersoldier with a body count in the thousands, and all she wanted was to be left alone. People who get involved with her get hurt, whether by MEPHISTO, by her psychic backlash, or by her acid tongue. It's not smart to get involved with Mars, but that doesn't stop some people from trying. The last time MEPHISTO came for Mars they took one of her friends with them. That was a mistake. A force hasn't been invented that can stop a voidwitch on a rampage, and Mars won't rest until she's settled her debts. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A standalone illustrated novella to the #1 New York Times bestselling Witchlands series by Susan Dennard. Secrets long-buried. Dark magic waking. And one young acolyte with the fate of the Witchlands in her hands... Sisters with the gift of Sight—Sightwitches, who can see into the future—are of a rare and ancient order. Raised in a secluded convent, they await the invitation of their goddess to enter the depths of the mountain and receive the sacred gift of foretelling. But for

young Ryber Fortiza, that call never comes. As the only sister without Sight, Ryber has devoted herself to the goddess. Surely, if she just works hard enough, she will finally be gifted like everyone else. Until one day, all Sisters who possess the Sight are summoned into the mountain—and never return. Now Ryber, still Sight-less, is the only one left. Can she, who has spent her life feeling like the weakest, be the one to save her Sisters and the ancient power they protect? On her journey underground, she encounters a young captain named Kullen Ikray, who has no memory of who he is or how he got there. Together they trek ever deeper, the mountain tunnels filled with mysteries and horrors. And what they find at the end will alter the fate of the Witchlands forever. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A lively and intriguing tale of the competition between two artists, culminating in the construction of the Duomo in Florence, this is also the story of a city on the verge of greatness, and the dawn of the Renaissance, when everything artistic would change. Florence's Duomo - the dome of the Santa Maria del Fiore cathedral - is one of the most enduring symbols of the Italian Renaissance, an equal in influence and fame to Leonardo and Michaelangelo's works. It was designed by Filippo Brunelleschi, the temperamental architect who rediscovered the techniques of mathematical perspective. He was the dome's 'inventor', whose secret methods for building remain a mystery as compelling to architects as Fermat's Last Theorem once was to mathematicians. Yet Brunelleschi didn't direct the construction of the dome alone. He was forced to share the commission with his arch-rival, the sculptor Lorenzo Ghiberti, whose 'Paradise Doors' are also masterworks. This is the story of these two men - a tale of artistic genius and individual triumph.

The Empire of Isles is home to fabulous wonders beyond count, and dangers to match. Now, walk in the same steps as heroes Corvo Attano and Emily Kaldwin as you examine the complexly beautiful concept and design of Dishonored 2! Arkane Studios and Dark Horse books are proud to present this gorgeous collection, featuring hundreds of pieces of art chronicling the development of the blockbuster stealth-action title. The Art of Dishonored 2 is a must-have item for art fans and gamers alike! • Exclusive never before seen concept art from the making of Dishonored 2! • The comprehensive companion to the wildly anticipated Dishonored 2! • The art book that Dishonored fans have been waiting for! • Dishonored won the 2013 BAFTA for Best Game! This is the Official Art Book for Dishonored 2. Dark Horse was also responsible for the official Art Book for Dishonored, titled Dishonored: The Dunwall Archives (978-1616555627) Corey J. White's debut novel Repo Virtual blurs the lines between the real and virtual in an action-packed cyberpunk heist story. An Amazon and Kobo Best Book of April! The city of Neo Songdo is a Russian doll of realities — augmented and virtual spaces anchored in the weight of the real. The smart city is designed to be read by machine vision while people see only the augmented facade of the

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corporate ideal. At night the stars are obscured by an intergalactic virtual war being waged by millions of players, while on the streets below people are forced to beg, steal, and hustle to survive. Enter Julius Dax, online repoman and real-life thief. He's been hired for a special job: stealing an unknown object from a reclusive tech billionaire. But when he finds out he's stolen the first sentient AI, his payday gets a lot more complicated. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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