

Warden Nova Online 1 A Litrpg Series

#1 NEW YORK TIMES BESTSELLER • THE BLOCKBUSTER JACK REACHER SERIES THAT INSPIRED TWO MAJOR MOTION PICTURES AND THE STREAMING SERIES REACHER Digging graves had not been part of my plans when I woke up that morning. Reacher goes where he wants, when he wants. That morning he was heading west, walking under the merciless desert sun—until he comes upon a curious scene. A Jeep has crashed into the only tree for miles around. A woman is slumped over the wheel. Dead? No, nothing is what it seems. The woman is Michaela Fenton, an army veteran turned FBI agent trying to find her twin brother, who might be mixed up with some dangerous people. Most of them would rather die than betray their terrifying leader, who has burrowed his influence deep into the nearby border town, a backwater that has seen better days. The mysterious Dendoncker rules from the shadows, out of sight and under the radar, keeping his dealings in the dark. He would know the fate of Fenton's brother. Reacher is good at finding people who don't want to be found, so he offers to help, despite feeling that Fenton is keeping secrets of her own. But a life hangs in the balance. Maybe more than one. But to bring Dendoncker down will be the riskiest job of Reacher's life. Failure is not an option, because in this kind of game, the loser is always better off dead.

With the heads of the Agency and the Port Mafia on the brink of death due to a "cannibal" virus, the vicious rivalry between the groups rears its head once more! As the fearsome Akutagawa and former assassin Kyouka face off in a fatal battle, a rare confrontation between the cocky Chuuya and genius detective Ranpo threatens to disrupt the city's peace. Meanwhile, Kunikida and Atsushi are off to search for a cure, but will they make it in time or will they be doomed to fall before their old nemeses?!--EndFragment--

#1 NEW YORK TIMES BESTSELLER • NEWBERY MEDAL WINNER • NATIONAL BOOK AWARD WINNER Dig deep in this award-winning, modern classic that will remind readers that adventure is right around the corner--or just under your feet! Stanley Yelnats is under a curse. A curse that began with his no-good-dirty-rotten-pig-stealing-great-great-grandfather and has since followed generations of Yelnatses. Now Stanley has been unjustly sent to a boys' detention center, Camp Green Lake, where the boys build character by spending all day, every day digging holes exactly five feet wide and five feet deep. There is no lake at Camp Green Lake. But there are an awful lot of holes. It doesn't take long for Stanley to realize there's more than character improvement going on at Camp Green Lake. The boys are digging holes because the warden is looking for something. But what could be buried under a dried-up lake? Stanley tries to dig up the truth in this inventive and darkly humorous tale of crime and punishment—and redemption. "A smart jigsaw puzzle of a novel." —New York Times *Includes a double bonus: an excerpt from Small Steps, the follow-up to Holes, as well as an excerpt from the New York Times bestseller Fuzzy Mud.

Ryan has died, been reborn as a dungeon core, defeated a necromancer, and made a number of friends along the way. Life, well un-life, is good. However, everything changed when the demons attacked. With his dungeon town in danger and cultists scheming in the shadows, Ryan must decide whether to draw upon the darker side of his own nature - unlocking powers far greater than anything he has accessed before. Something his new dungeon fairy seems suspiciously excited about. With his favorite adventurer, Blake, slowly accepting his new powers as a Specter of Balance, Ryan learns being a darkness dungeon means a lot more than just bones, zombies, and skeletal fight club. Apparently, the power granted by God of Death encompasses much, much more. Unfortunately, Ryan learns the hard way that some things should remain dead...

Into Twilight: An Apocalyptic LitRPG
Contagion

The First Twelve Thousand Years

A Mecha LitRPG Adventure

When Scotland Was Jewish

A Book for All Readers

Seek out new life and civilizations. Kill them for their mana. Aliens are blown away by science. Daniel Thrush is the only known human with the ability to learn the magic which runs the various empires of the universe. Earth is in the crosshairs of the Tellask Empire, a race that discovered magic millennia before humanity even mastered fire. All known aliens focus on the arcane. Upon learning of magic, their technological progress all but halted as great voidships spread their colonies across the galaxy. For all of Earth's military might, their only hope is to incorporate the alien's magic into technology, to use the enemy's own tools to fight them. The government is dead-set on transforming magic into a standard-issue weapon. That means finding monsters and harvesting their mana, usually after sticking them with a sword. Despite his better judgement, and the world on his shoulders, Daniel leaves Earth behind to bring them back a future.

When Captain Nova Ardis acquires the services of a dangerous, tattooed gladiator, she knows she's taking a risk—but she would do anything for family. Kove has survived most of his life in the gladiator arena and now, on the eve of winning his freedom, he is sold once again. At least being the captain's bodyguard shouldn't be too hard compared to the bloody life he's lived. **Danger At Every Turn .**

When she takes him to the forbidden planet and embarks on a mission to rescue her brother, Kove will have to call upon all his skills to keep himself—and the woman he's falling for—alive. **The Rise of the Gladiator** is a clean, action-packed space opera series that will have you on the edge of your seat! Scroll Up And Grab Your Copy Today!

Accused of treason against the Wizards of the White Council, Warden Morgan goes in search of Harry Dresden in a desperate attempt to clear his name and stop the deadly punishment from taking place in this latest thrilling addition to the Dresden Files series.

Pickle Rick is back! Bring your favorite Rick and Morty character home with this talking collectible figure of Rick Sanchez's pickle alter ego. It includes: 3-inch squeezable Pickle Rick mounted on a base. Says "I turned myself into a pickle, Morty!" and "I'm Pickle Riick!" 48-page book on Pickle Rick, featuring full-color illustrations from Rick and Morty

A Mark of Kings

Economic Possibilities for Our Time

Commentaries on the Laws of England

Sorcery of Thorns

Turn Coat

Renegades

Despite his youth, Declan Idrys knows of the evils of the world. He knows of the bastards and brigands who plague the King's lands, of the monsters skulking in the wooded depths of the realm. Together with his companion, Ryn - a beast of rather peculiar talent - he has spent the last decade of his life beneath the bloody banners of a half-dozen mercenary guilds, hunting precisely such festering wickedness within the borders of Viridian. Unfortunately, fate is quick to pull on the leash of its favorite children. When one particularly troubling contract goes sideways, Declan and Ryn find themselves thrust into a war thought legend and long-ended, a conflict so old it is synonymous with a time in which dragons still ruled the western skies. Now, as dead men rise from their graves and the terrible beasts of the northern ranges descend into the kingdom with an appetite for savagery and flesh, Declan is faced with a profane choice. He can turn, can flee an ancient rising horror that would see the realms of man left as shattered death and wind-blown ash. Or, Declan can face this mounting threat, can come to terms with the fact that his oldest friend might just be more than he appears, and learn to wield an ageless power all his own. Centuries pass, after all, but the Blood of Kings does not fade...

The legacy of the Black Dagger Brotherhood continues in this gripping spin-off series from #1 New York Times bestselling author J.R. Ward. Paradise, blooded daughter of the king's First Advisor, is ready to break free from the restrictive life of an aristocratic female. Her strategy? Join the Black Dagger Brotherhood's training center program and learn to fight for herself, think for herself...be herself. It's a good plan, until everything goes wrong. The schooling is unfathomably difficult, the other recruits feel more like enemies than allies, and it's very clear that the Brother in charge, Butch O'Neal, a.k.a. the Dhestroyer, is having serious problems in his own life. And that's before she falls in love with a fellow classmate. Craeg, a common civilian, is nothing her father would ever want for her, but everything she could ask for in a male. As an act of violence threatens to tear apart the entire program, and the erotic pull between them grows irresistible, Paradise is tested in ways she never anticipated--and left wondering whether she's strong enough to claim her own power...on the field, and off.

The barrier between worlds is broken. Only he knows the truth...Magic has protected Tarsynium for a thousand years, shielding its people from being ravaged by bloodthirsty demons. When a young ranger's apprentice named Owyn Lund discovers that the Arc of Radiance has been breached, he tries to warn anybody who will listen. But legends aren't supposed to be real. When a village is mysteriously destroyed, rangers, mages, and rebels all point the finger, blaming each other for the demons' brutality. However, Zara Dannel, a mage's ward, has heard Owyn's tale-and she's inclined to believe him. Together, they must prove that friendship is greater than intolerance, unity is more important than division, and that even the most powerful magic can sometimes not be enough. Failure means the end of all things. A second-and lasting-Doom. Experience the beginning of a thrilling Epic Fantasy series suitable for all ages. It's perfect for fans of Sabaa Tahir, Sarah J. Maas, and Brandon Sanderson. Grab your copy today! It's also Available on Audible narrated by Michael Kramer and Kate Reading.

Whitney Fierstown has yet to find a trinket or treasure he couldn't steal. He nearly pulls off the heist of the century by snatching the Glass Crown off the dying king's head until rotten luck throws him into the path of Torsten Unger, a steadfast knight determined to save his vulnerable kingdom.

Ranger's Oath

The Shattered Reigns: Book 2

Better Off Dead

The Outcast Dead

Marihuana

Buried Goddess Saga

The Book of Buried Treasure is a historical account of pirates and piracy, containing true stories of some of the most notorious buccaneers, their heists and robberies and the pirate gold that is lost forever. The book is written by American journalist and adventurer Ralph D. Paine who was indicted for piracy with a capital crime, after sailing on a boat that was smuggling munitions. **_x000D_ Table of Contents: _x000D_ The World-Wide Hunt for Vanished Riches _x000D_ Captain Kidd in Fact and Fiction _x000D_ Captain Kidd, His Treasure _x000D_ Captain Kidd, His Trial, and Death _x000D_ The Wondrous Fortune of William Phips _x000D_ The Bold Sea Rogue, John Quelch _x000D_ The Armada Galleon of Tobermory Bay _x000D_ The Lost Plate Fleet of Vigo _x000D_ The Pirates' Hoard of Trinidad _x000D_ The Lure of Cocos Island _x000D_ The Mystery of the Lutine Frigate _x000D_ The Toilers of the Thetis _x000D_ The Quest of El Dorado _x000D_ The Wizardry of the Divining Rod _x000D_ Sundry Pirates and Their Booty _x000D_ Practical Hints for Treasure Seekers**

All's fair in love and anarchy in Supernova, the epic conclusion to New York Times bestselling author Marissa Meyer's thrilling Renegades Trilogy This volume sees Nova and Adrian struggling to keep their secret identities concealed while the battle rages on between their alter egos, their allies, and their greatest fears come to life. Secrets, lies, and betrayals are revealed as anarchy once again threatens to reclaim Gatlon City.

From Rebecca Ross, acclaimed author of The Queen's Rising duology, comes a story about magic, vengeance, and the captivating power of dreams. A must-read for fans of The Hazel Wood and The Night Circus. The realm of Azenor has spent years plagued by a curse. Every new moon, magic flows from the nearby mountain and brings nightmares to life. Only magicians—who serve as territory wardens—stand between people and their worst dreams. Clementine Madigan is ready to take over as the warden of her small town, but when two magicians arrive to challenge her, she is unknowingly drawn into a century-old conflict. She seeks revenge, but as she gets closer to Phelan, one of the handsome young magicians, secrets—as well as romance—begins to rise. To fight the realm's curse, which seems to be haunting her every turn, Clementine must unite with her rival. But will their efforts be enough to save Azenor from the nightmares that lurk around every corner?

The first book in a gaslamp fantasy romance series.

Archenemies
Occultist
A Novel

Valley of Embers
The Sailor's Word-book

The popular image of Scotland is dominated by widely recognized elements of Celtic culture. But a significant non-Celtic influence on Scotland's history has been largely ignored for centuries? This book argues that much of Scotland's history and culture from 1100 forward is Jewish. The authors provide evidence that many of the national heroes, villains, rulers, nobles, traders, merchants, bishops, guild members, burgesses, and ministers of Scotland were of Jewish descent, their ancestors originating in France and Spain. Much of the traditional historical account of Scotland, it is proposed, rests on fundamental interpretive errors, perpetuated in order to affirm Scotland's identity as a Celtic, Christian society. A more accurate and profound understanding of Scottish history has thus been buried. The authors' wide-ranging research includes examination of census records, archaeological artifacts, castle carvings, cemetery inscriptions, religious seals, coinage, burgess and guild member rolls, noble genealogies, family crests, portraiture, and geographic place names.

Damien thought his exams would be bad enough. Then his mother collapsed with a failing heart. In a desperate move Damien throws himself into the Streamer Contest of Saga Online, the latest fantasy VR-MMORPG. Winning will provide the funds for his mom's surgery. Yet early betrayal and a close run in with a vampire almost ruin his attempt before he even begins. Stuck at the bottom of a dungeon with no gear, no allies and little hope, Damien must embrace the undiscovered Occultist class, master control of his new demon companions and take the contest by storm. His plan is simple enough. Topple the most famous player in Saga Online. Summon your imps. Prepare for battle!

Ryuu is a boy orphaned by violence at a young age. Found by a wandering warrior, he learns he may have more strength than he ever imagined possible. A quiet child, Moriko is forced into a monastic system she despises. Torn from her family and the forest she grew up in, she must fight to learn the skills she'll need to survive her tutelage under the realm's most dangerous assassin. Young, beautiful, and broke, Takako is sold to pay for her father's debts. Thrust into a world she doesn't understand and battles she didn't ask for, she must decide where her loyalties lie. When their lives crash together in a Kingdom on the brink of war, the decisions they make will change both their lives and their Kingdom forever. If they can stay alive.

The Party must fall. Kaiden and his friends have finally unlocked Bernstein's database, giving them evidence of the government's heinous crimes. They now must share that evidence with the world by broadcasting the files to every player in Nova Online. The catch? The broadcast system is locked away in the Warden HQ - one of the most heavily fortified places in the game. The only option is a full-on assault. It is a battle they cannot win alone.

The Rig
Harbinger

Renegades Chapter Sampler
The End of Poverty
Dreams Lie Beneath
The Book of Buried Treasure

It is said that in times of war, the world chooses its own champions. These are the Landkist. Elemental warriors blessed by sky, river, stone and, in the case of a select few, fire itself. For generations, the flame-wielding Embers have been the last line of defense against the nightmare creatures of the World Apart. Now, their light is fading. When Kole, Ember of Last Lake is wounded by a demon unlike any they have seen before, the wise believe it is a sign of an ancient enemy returned - a powerful Sage known as the Eastern Dark. While the Valley is plunged into a war beyond reckoning, the land's greatest champions rise up to meet the coming threat. But even the combined might of the last Embers and their elemental kin may not be enough to stem the tide of darkness. Kole has never believed in destiny, but with his people hanging on the precipice and his home on the brink of ruin, he must discover the limits of the one power he fears above all else. His own. Tolkien meets Miyazaki in a new breed of epic fantasy, where elemental warriors clash with immortal wizards and ancient gods. Start reading the 3,000-page epic today!

Nova Online Harbinger

You are no one. Level zero. Empty of mind and memory. Even your past has been stripped from your brain by the inscrutable System. A long, difficult road lies between you and remembering any part of who you are. A road punctuated with one death after another. You are too puny to survive by might alone. Information is the single resource that might keep you alive, but the brainless "digis" have none of it. Only those with experience can give you what you need, but most care nothing about you or your plight. In fact, some make it their mission to kill you. So die you will, again and again, your life counter clicking lower and lower. Even the creators do not know what happens when your counter reaches zero, but many are sure that your last life here is just that. No more respawns. You are not the first player in the world of S.T.Y.X., and you will not be the last. You can only hope luck will be on your side. The luckiest players are those who find a vulnerability in the System. Those they call cheaters. Perhaps cheating is the only way to win. Enjoy your game

A tantalizing LA novel fans of Michael Connelly and James Ellroy. "More than refurbished L.A. Noir. The scenes where Farrell visits with the patients [at UCLA Children's Hospital], canny judges of character and tuning forks for emotional truth, carry devastating weight, and Nova's smooth prose brings the roiling undercurrents to the surface. He's fashioned a series character well worth revisiting. " —The New York Times Quinn Farrell is a modern-day fixer in Los Angeles — he cleans up other people's messes. Rich people's messes. For a lot of money. He's so good that he's become indispensable to Hollywood moguls and he's managed to construct a working moral framework so that he can live with himself. That is until a new neighbor moves next door, Rose Marie, who works with terminally ill teens. Against all his survival instincts, Farrell falls in love with Rose Marie and then her uncanny patients, who shine a spotlight into his soul.

When a client steps over the line and Farrell is hired to clean up after a reprehensible crime, his carefully constructed ethical house of cards comes crashing down. Double Solitaire is the first in a series of LA-based thrillers featuring Quinn Farrell. As with all Nova's deeply intuitive fiction, Farrell is an unforgettable living force in a setting that needs no fiction to be any weirder than it is: contemporary Hollywood.

Bungo Stray Dogs

Saga Online

Nova Online

A Blood of Kings

Rick and Morty: Talking Pickle Rick

A Novel of the Dresden Files

Download the first five chapters of Renegades. From #1 New York Times-bestselling author Marissa Meyer, comes a high-stakes world of adventure, passion, danger, and betrayal. Secret Identities. Extraordinary Powers. She wants vengeance. He wants justice. The Renegades are a syndicate of prodigies—humans with extraordinary abilities—who emerged from the ruins of a crumbled society and established peace and order where chaos reigned. As champions of justice, they remain a symbol of hope and courage to everyone...except the villains they once overthrew. Nova has a reason to hate the Renegades, and she is on a mission for vengeance. As she gets closer to her target, she meets Adrian, a Renegade boy who believes in justice—and in Nova. But Nova's allegiance is to a villain who has the power to end them both."

Of all the plants men have ever grown, none has been praised and denounced as often as marihuana (*Cannabis sativa*). Throughout the ages, marihuana has been extolled as one of man's greatest benefactors and cursed as one of his greatest scourges. Marihuana is undoubtedly a herb that has been many things to many people. Armies and navies have used it to make war, men and women to make love. Hunters and fishermen have snared the most ferocious creatures, from the tiger to the shark, in its herculean weave. Fashion designers have dressed the most elegant women in its supple knit. Hangmen have snapped the necks of thieves and murderers with its fiber. Obstetricians have eased the pain of childbirth with its leaves. Farmers have crushed its seeds and used the oil within to light their lamps. Mourners have thrown its seeds into blazing fires and have had their sorrow transformed into blissful ecstasy by the fumes that filled the air. Marihuana has been known by many names: hemp, hashish, dagga, bhang, loco weed, grass—the list is endless. Formally christened *Cannabis sativa* in 1753 by Carl Linnaeus, marihuana is one of nature's hardiest specimens. It needs little care to thrive. One need not talk to it, sing to it, or play soothing tranquil Brahms lullabies to coax it to grow. It is as vigorous as a weed. It is ubiquitous. It flourishes under nearly every possible climatic condition.

The Renegades Trilogy continues, in this fiercely awaited second installment after the New York Times-bestselling Renegades by Marissa Meyer, author of the Lunar Chronicles. Now a New York Times Bestseller! Time is running out. Together, they can save the world. But they each other's worst nightmare. Nova's double life is about to get a lot more complicated: As *Insomnia*, she is a full-fledged member of the Renegades, a syndicate of powerful and beloved superheroes. She works with Adrian's patrol unit to protect the weak and maintain order in Gatlon City. As *Nightmare*, she is an Anarchist - a group of of villains who are determined to destroy the Renegades. Nova wants vengeance against the so-called heroes who once failed her when she needed them most. But as Nova, her feelings for Adrian are deepening, despite the fact that he is the son of her sworn enemies and, unbeknownst to Nova, he has some dangerous secrets of his own. In this second installment of the Renegades trilogy, Nova, Adrian, and the rest of their crew - Ruby, Oscar, and Danna -- are faced with escalating crime in Gatlon City, while covert weapons and conflicting missions have Nova and Adrian questioning not only their beliefs about justice, but also the feelings they have for each other. The line between good and evil has been blurred, but what's clear to them both is that too much power could mean the end of their city - and the world - as they know it.

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Web of Eyes

Holes

Double Solitaire

DNA Evidence, Archeology, Analysis of Migrations, and Public and Family Records Show Twelfth Century Semitic Roots

The Lord of Stariel

An Alphabetical Digest of Nautical Terms, Including Some More Especially Military and Scientific ...

"Book and man are brilliant, passionate, optimistic and impatient . . . Outstanding." —The Economist The landmark exploration of economic prosperity and how the world can escape from extreme poverty for the world's poorest citizens, from one of the world's renowned economists Hailed by Time as one of the world's hundred most influential people, Jeffrey D. Sachs is renowned for traveling around the globe advising economies in crisis. Now a classic of its genre, *The End of Poverty* distills more than thirty years of work to offer a uniquely informed vision of the steps that can transform impoverished countries into prosperous ones. Marrying vivid storytelling with rigorous analysis, Sachs lays out a clear conceptual map of the world economy. Explaining his own work in Bolivia, Russia, China, and Africa, he offers an integrated set of solutions to the interwoven economic, political, environmental, and social problems that challenge the world's poorest countries. Ten years after its initial publication, *The End of Poverty* remains an indispensable and essential work. In this 10th anniversary edition, Sachs presents an extensive new foreword assessing the progress of the past decade and what remains to be done, and how each of us can help. He also looks ahead across the next fifteen years to 2030, the United Nations goal for ending extreme poverty, offering new insights and recommendations.

In this action-packed fantastically-imagined thriller, fifteen-year-old Will Drake has made a career of breaking out from high-security prisons. His talents have landed him at the Rig, a specialist juvenile holding facility in the middle of the Arctic Ocean. No one can escape from the Rig. But Will Drake likes a challenge . . .

Warmaster Horus and his Legions have destroyed Rogal Dorn's counter-attack at Issvan, and the Emperor's loyal primarchs are outnumbered. These dire times herald darker things to come when Astropath Kai Zulane bears witness to a terrible secret that will tip the balance of the war.

After surviving an adventurers' quest against a dragon, a necromancer, and a pixie invasion, goblin Jig Dragonslayer is thrust into the thick of things when the goblins' lair is invaded by human warriors.

The Chronoliths

The Care of Books

Forbidden Planet- Rise of the Gladiator Book 1

Blood Kiss

Goblin War

Respawn: Lives 1-5

A New York Times bestseller! "A bewitching gem...I absolutely loved every moment of this story." —Stephanie Garber, #1 New York Times bestselling author of the *Caraval* series "If you loved the *Hogwarts Library*...you'll be right at home at *Summershall*." —Katherine Arden, New York Times bestselling author of *The Bear and the Nightingale* From the New York Times bestselling author of *An Enchantment of Ravens* comes an "enthraling adventure" (Kirkus Reviews, starred review) about an apprentice at a magical library who must battle a powerful sorcerer to save her kingdom. All sorcerers are evil. Elisabeth has known that as long as she has known anything. Raised as a foundling in one of Austermeer's Great Libraries, Elisabeth has grown up among the tools of sorcery—magical grimoires that whisper on shelves and rattle beneath iron chains. If provoked, they transform into grotesque monsters of ink and leather. Then an act of sabotage releases the library's most dangerous grimoire, and Elisabeth is implicated in the crime. With no one to turn to but her sworn enemy, the sorcerer Nathaniel Thorn, and his mysterious demonic servant, she finds herself entangled in a centuries-old conspiracy. Not only could the Great Libraries go up in flames, but the world along with them. As her alliance with Nathaniel grows stronger, Elisabeth starts to question everything she's been taught—about sorcerers, about the libraries she loves, even about herself. For Elisabeth has a power she has never guessed, and a future she could never have imagined.

Who wouldn't want to pilot giant robots for a living?The Overdrive Corporation has announced another Selection, the exclusive tryout process for aspiring Fortress Masters. Designing maps for the Mech battling virtual reality RPG is Julian's dream come true, but a brutal defeat against superstar sniper called Dynamic has destroyed his confidence. Hoping to find a stronger machine, Julian enters an immensely challenging map that promises ultra-rare Mech frames.During the ill-fated mission, he finally learns what it takes to get better. It's not the strength of the machine that matters most, it's the skill of the pilot. Julian rebuilds his gameplay from the ground up, seeking out the strongest opponents and the most challenging dungeons. He explores the countless aspects of Overdrive that he's inadvertently ignored. Waiting for him is a rematch with the sniper he's never beaten, with a spot in the Selection on the line.The first novel in the Overdrive series by Esports industry veteran R.H. Tang, *The Heaven's Boxer* will delight fans of LitRPG, sports stories, and mecha anime.

Scott Warden is a man haunted by the past--and soon to be haunted by the future. In early-twenty-first-century Thailand, Scott is an expatriate slacker. Then, one day, he inadvertently witnesses an impossible event: the violent appearance of a 200-foot stone pillar in the forested interior. Its arrival collapses trees for a quarter mile around its base, freezing ice out of the air and emitting a burst of ionizing radiation. It appears to be composed of an exotic form of matter. And the inscription chiseled into it commemorates a military victory--sixteen years in the future. Shortly afterwards, another, larger pillar arrives in the center of Bangkok--obliterating the city and killing thousands. Over the next several years, human society is transformed by these mysterious arrivals from, seemingly, our own near future. Who is the warlord "Kuin" whose victories they note? Scott wants only to rebuild his life. But some strange loop of causality keeps drawing him in, to the central mystery and a final battle with the future. *The Chronoliths* by Robert Charles Wilson is a 2002 Hugo Award Nominee for Best Novel and the winner of the 2002 John W. Campbell Memorial Award. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Edgar Award Nominee for Best Young Adult Mystery Perfect for fans of Madeleine Roux, Jonathan Maberry, and horror films like 28 Days Later and Resident Evil, this pulse-pounding, hair-raising, utterly terrifying novel is the first in a duology from the critically acclaimed author of the Taken trilogy. After receiving a distress call from a drill team on a distant planet, a skeleton crew is sent into deep space to perform a standard search-and-rescue mission. When they arrive, they find the planet littered with the remains of the project—including its members' dead bodies. As they try to piece together what could have possibly decimated an entire project, they discover that some things are best left buried—and some monsters are only too ready to awaken. ADVANCE PRAISE FOR CONTAGION: "Gripping, thrilling and terrifying in equal measures, Contagion is the perfect intersection of science fiction and horror—I couldn't look away."—Amie Kaufman, New York Times bestselling author of Illuminae and Unearthed "Few understand the true horror that lies in the empty unknown of space, but Erin Bowman nails it in Contagion. Read this one with the lights on!"—Beth Revis, New York Times bestselling author of the Across the Universe series and Star Wars: Rebel Rising "Erin Bowman's Contagion is everything I want in my science fiction: a cast of smart characters on a desperate rescue mission forced to confront an elusive and unstoppable enemy. I absolutely loved this layered and thrilling adventure and can't wait to dive back into this world again."—Veronica Rossi, New York Times bestselling author of the Under the Never Sky series

Nightblade

A Jack Reacher Novel

Supernova

The Heaven's Boxer

Infernal Bones

"The Renegades are a syndicate of prodigies--humans with extraordinary abilities--who emerged from the ruins of a crumbled society and established peace and order where chaos reigned. As champions of justice, they remain a symbol of hope and courage to everyone--except the villains they once overthrew. Nova has a reason to hate the Renegades, and she is on a mission for vengeance. As she gets closer to her target, she meets Adrian, a Renegade boy who believes in justice"--Amazon.com.

Reproduction of the original: A Book for All Readers by Ainsworth Rand Spofford