

Ashes Trilogy 1 Ilsa J Bick

The Yellowstone supervolcano nearly wiped out the human race. Now, almost a year after the eruption, the survivors seem determined to finish the job. Communities wage war on each other, gangs of cannibals roam the countryside, and what little government survived the eruption has collapsed completely. The ham radio has gone silent. Sickness, cold, and starvation are the survivors' constant companions. When it becomes apparent that their home is no longer safe and adults are not facing the stark realities, Alex and Darla must create a community that can survive the ongoing disaster, an almost impossible task requiring even more guts and more smarts than ever--and unthinkable sacrifice. If they fail . . . they, their loved ones, and the few remaining survivors will perish. This epic finale has the heart of Ashfall, the action of Ashen Winter, and a depth all its own, examining questions of responsibility and bravery, civilization and society, illuminated by the story of an unshakable love that transcends a post-apocalyptic world and even life itself.

Being a member of the Elite Hunter Command imperils Joy in more ways than one. In their latest clash with Othersiders, the army of monsters nearly wiped them out. Apex City is safe...for now. But within the city barriers, Joy must wage a different kind of war. The corrupt and powerful PsiCorps is determined to usurp the Hunters as chief defenders of Apex City and Joy is now squarely in their crosshairs. Unused to playing political games, she has very few people she can truly trust—not even Josh, her first friend in Apex City, who broke up with her when it became too dangerous for a Psimon to be dating a Hunter. Then Josh comes to Joy for help. He fears that Abigail Drift, the head of PsiCorps, will soon use him in her twisted experiments designed to empower PsiCorps and render Hunters superfluous--a scheme that's already killed off dozens of Psimons. Joy manages to smuggle Josh to safety, but he cannot evade Drift forever... As Joy faces ever more powerful Othersiders, she is helped by the most surprising ally imaginable---the same Folk Mage she once met in battle on the train to Apex City. But can Joy trust the most cunning and treacherous of all Othersiders? In the thrilling finale to Mercedes Lackey's #1 New York Times bestselling trilogy, Joy must risk everything to end a brutal war...before she loses all she's ever loved.

The definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in the Hunger Games, and the life and home of Katniss Everdeen. Welcome to Panem, the world of the Hunger Games. This is the definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in The Hunger Games, and the life and home of Katniss Everdeen. A must-have for fans of both The Hunger Games novels and the new Hunger Games film.

The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. STARFLEET'S FINEST FACES A CHALLENGE UNLIKE ANY OTHER TOMORROW IS DOOMED Time is coming apart. Countless alternate and parallel realities are under attack, weakening and collapsing from relentless onslaught. If left unchecked, the universe faces an unstoppable descent toward entropy. WANDERER, ORACLE, ALLY Scarred and broken after decades spent tracking this escalating temporal disaster, while battling the nameless enemy responsible for it, an old friend seeks assistance from Captain Jean-Luc Picard and the crew of the Starship Enterprise. The apocalypse may originate from their future, but might the cause lie in their past? EVERYTHING THAT WILL BE Identifying their adversary is but the first step toward defeating them, but early triumphs come with dreadful costs. What will the price be to achieve final victory, and how will that success be measured in futures as yet undefined? ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Critically acclaimed author of The Ashes Trilogy, Ilsa J. Bick takes her new Dark Passages series to an alternative Victorian London where Emma Lindsay continues to wade through blurred realities now that she has lost everything: her way, her reality, her friends. In this London, Emma will find alternative versions of her friends from the White Space and even Arthur Conan Doyle. Emma Lindsay has nowhere to go. Her friends are dead. Eric and Casey are lost to the Dark Passages. Emma commands the cynosure, a device that allows for safe passage between the Many Worlds, to put her where she might find her friends again. But Emma wakes up in the body of Little Lizzie, all grown up. And in this alternative Victorian London, Elizabeth McDermott is mad. Elizabeth's physician, Dr. Kramer, has drugged her to allow Emma—who's blinked to this London before—to emerge as the dominant personality. Elizabeth is dying, and if Emma can't find a way out, everyone as they exist in this London will die with her.

Growing up in the town of Sleepy Hollow, the mystery and intrigue over Washington Irving's classic legend are all part of daily life for sixteen-year-old Abbey. But when her best friend, Kristen, vanishes at the bridge near Sleepy Hollow Cemetery, Abbey's world is suddenly turned upside down. While everyone is all too quick to accept that Kristen is dead, Abbey refuses to believe that she is really gone. And when Abbey meets the gorgeous, but mysterious, Caspian at Kristen's memorial she starts to feel like she has something to hold on to for the first time since Kristen's disappearance. But when Abbey finds a diary hidden in Kristen's bedroom, she begins to question everything she thought she knew about her best friend. How could Kristen have kept silent about so much? And could this secret have led to her disappearance or even her death? Hurt and angry at Kristen's betrayal, Abbey turns to Caspian for support... and uncovers a frightening truth about him that threatens both their emerging love and her sanity...

Years after the forest seemingly swallowed her brother whole, Jenny, whose story about Tom's disappearance has never been believed, sets out to finally say goodbye, but instead she is pulled into a world of faeries and other creatures.

A thrilling tale of adventure, romance, and one girl's unyielding courage through the darkest of nightmares. Epidemics, floods, droughts--for sixteen-year-old Lucy, the end of the world came and went, taking 99% of the population with it. As the weather continues to rage out of control, and Sweepers clean the streets of plague victims, Lucy survives alone in the wilds of Central Park. But when she's rescued from a pack of hunting dogs by a mysterious boy named Aidan, she reluctantly realizes she can't continue on her own. She joins his band of survivors, yet a new danger awaits her: the Sweepers are looking for her. There's something special about Lucy, and they will stop at nothing to have her.

With her family discredited by a traitor, Katana Tormark plans to regain her clan's honor by challenging House Kurtia's right to rule the Combine, openly challenging their authority and pushing them into a conflict with the Republic, but now she faces a new threat from Warlord Mitsura Sakamoto, who has his own scheme to seize control of the Combine. Original.

For Gene and the remaining humans - or hepers - death is just a heartbeat away. On the run and hunted by society, they must find a way to survive in The Vast... and avoid the hungry predators tracking them in the dark. But they're not the only things following Gene. He's haunted by the girl he left behind and his burgeoning feelings for Sissy, the human girl at his side. When they discover a refuge of exiled humans living high in the mountains, Gene and his friends think they're finally safe. Led by a group of intensely secretive elders, the civilisation begins to raise more questions than answers. A strict code of behaviour is the rule, harsh punishments are meted out, young men are nowhere to be found - and Gene begins to wonder if the world they've entered is just as evil as the one they left behind. As life at the refuge grows more perilous, he and Sissy only grow closer. In an increasingly violent world, all they have is each other . . . if they can only stay alive.

The Apocalypse does not end. The Changed will grow in numbers. The Spared may not survive. Even before the EMPs brought down the world, Alex was on the run from the demons of her past and the monster living in her head. After the world was gone, she believed Rule could be a sanctuary for her and those she'd come to love. But she was wrong. Now Alex is in the fight of her life against the adults, who would use her, the survivors, who don't trust her, and the Changed, who would eat her alive. Welcome to Shadows, the second book in the haunting apocalyptic Ashes Trilogy: where no one is safe and humans may be the worst of the monsters.

The tumultuous, edge-of-your-seat conclusion to the New York Times bestselling AND I DARKEN series--the epic saga that reads like Game of Thrones . . . if it were set in the Ottoman Empire. Who will live? Who will die? And who will rule triumphant? Haunted by the sacrifices he made in Constantinople, Radu is called back to the new capital. Mehmed is building an empire, becoming the sultan his people need. But Mehmed has a secret: as emperor, he is more powerful than ever . . . and desperately lonely. Does this mean Radu can finally have more with Mehmed . . . and would he even want it? Lada's rule of absolute justice has created a Wallachia free of crime. But Lada won't rest until everyone knows that her country's borders are inviolable. Determined to send a message of defiance, she has the bodies of Mehmed's peace envoy delivered to him, leaving Radu and Mehmed with no choice. If Lada is allowed to continue, only death will prosper. They must go to war against the girl prince. But Mehmed knows that he loves her. He understands her. She must lose to him so he can keep her safe. Radu alone fears that they are underestimating his sister's indomitable will. Only by destroying everything that came before--including her relationships--can Lada truly build the country she wants. Claim the throne. Demand the crown. Rule the world. "Rich . . . A worthy end to a powerful saga." --Booklist "Exciting, complex, and faithful to the feelings that drive human beings in love and conflict. . . . Highly recommended." --SLJ "An intense, engrossing read." --Kirkus PRAISE FOR NOW I RISE: "Gorgeous, rich, and rewarding." --Booklist, Starred Review "Absolutely devastating in the best way." --Kirkus Reviews, Starred Review "A+, 5 knives." --Amie Kaufman, New York Times bestselling coauthor of the STARBOUND and ILLUMINAE FILES trilogies "Fierce, epic, and crazy fun." --Melissa Albert, New York Times bestselling author of The Hazel Wood PRAISE FOR AND I DARKEN: "A dark jewel of a story, one that gleams with fierce, cunning characters--absolutely riveting." --Alexandra Bracken, #1 New York Times bestselling author of Passenger "A dark, gritty, and seriously badass epic that will have you dying for more . . . required reading for every feminist fantasy fan." --BuzzFeed "Evocative . . . this book takes no prisoners." --NPR

Many visitors to Yellowstone National Park don't realize that the boiling hot springs and spraying geysers are caused by an underlying supervolcano, so large that the caldera can only be seen by plane or satellite. And by some scientific measurements, it could be overdue for an eruption. For Alex, being left alone for the weekend means having the freedom to play computer games and hang out with his friends without hassle from his mother. Then the Yellowstone supervolcano erupts, plunging his hometown into a nightmare of darkness, ash, and violence. Alex begins a harrowing trek to search for his family and finds help in Darla, a travel partner he meets along the way. Together they must find the strength and skills to survive and outlast an epic disaster.

In the final volume of the Ashes trilogy, the future is uncertain for Alex and Tom as they continue the struggle to survive in a post-apocalyptic world, and their lives are threatened by the Changed and other human survivors.

Four teens struggle to survive in an apocalyptic world gone mad in this "brilliant novel that is a fascinating blend between I Am Legend and The Hunger Games" (VOYA). Since the beginning of mankind, civilizations have fallen: the Romans, the Greeks, the Aztecs...and now us. Huge earthquakes rock the world. Cities are destroyed. But something even more awful is happening: An ancient evil has been unleashed, and it's turning everyday people into hunters, killers, and crazies. This is the world Aries, Clementine, Michael, and Mason are living in—or rather, trying to survive. Each is fleeing unspeakable horror, from murderous chaos to brutal natural disasters, and each is traveling the same road in a world gone mad. Amid the throes of the apocalypse and clinging to love and meaning wherever it can be found, these four teens are on a journey into the heart of darkness—and to find each other and a place of safety.

People in Merit, Wisconsin, always said Jimmy was . . . you know. But people said all sorts of stupid stuff. Nobody really knew anything. Nobody really knew Jimmy. I guess you could say I knew Jimmy as well as anyone (which was not very well). I knew what scared him. And I knew he had dreams?even if I didn't understand them. Even if he nearly ruined my life to pursue them. Jimmy's dead now, and I definitely know that better than anyone. I know about blood and bone and how bodies decompose. I know about shadows and stones and hatchets. I know what a last cry for help sounds like. I know what blood looks like on my own hands. What I don't know is if I can trust my own eyes. I don't know who threw the stone. Who swung the hatchet? Who are the shadows? What do the living owe the dead?

In debut author Demitria Lunetta's heart-pounding thriller, one girl must fight for her survival in a world overrun by violent, deadly creatures. Perfect for fans of New York Times bestsellers like The 5th Wave and Across the Universe. Amy Harris's life changed forever when They took over. Her parents—vanished. The government—obsolete. Societal structure—nonexistent. No one knows where They came from, but these vicious creatures have been rapidly devouring mankind since They appeared. With fierce survivor instincts, Amy manages to stay alive—and even rescues "Baby," a toddler who was left behind. After years of hiding, they are miraculously rescued and taken to New Hope. On the surface, it appears to be a safe haven for survivors. But there are dark and twisted secrets lurking beneath that could have Amy and Baby paying with not only their freedom . . . but also their lives.

Sacrifice, The

"A dark and addictive mystery that had me flying through the pages: best read late at night under the covers with the doors locked!"—Kara Thomas, author of The Darkest Corners One dead body, one photograph, one compromising secret. Everyone's a suspect in this classic "whodunit" murder mystery from Timeless author, Alexandra Monir. Nicole Morgan has been labeled many things—the geeky music girl, the shy sidekick of Miss Popularity, and the girl with the scar. Now only one name haunts her through the halls of Oyster Bay Prep. The girl in the picture. After heartthrob Chace Porter is found dead in the woods near the school, the police search for the girl snuggled up next to him in a picture discovered among his personal effects. A girl no one knew was even close to him—and whose best friend, Lana Rivera, was his girlfriend. Nicole is that girl, and now she's the primary suspect in his murder. What happened that night? Were Nicole and Chace dating behind Lana's back? Were he and Lana over? Could either of the girls have killed him? In alternating points of view—that of suspect Nicole Morgan and that of Lana Rivera—and weaving between present-day, flashbacks, and the characters' surreal

subconscious, *The Girl in the Picture* is a unique tale of teen friendship, romance, and deadly secrets. "This is a murder mystery with tightly tucked-in clues. Perfect for readers who enjoy fancy prep-school tales or mysteries."--Booklist "Monir effectively keeps readers guessing until nearly the end. VERDICT Teens will enjoy the cleverly crafted ride of this whodunit."--SLJ "Mystery lovers will find *Oyster Bay Prep* just to their liking."--The Bulletin

Welcome to Anara, a world mysteriously crumbling to devastation, where nothing is what it seems: Ancient relics emit technologically advanced powers, members of the old Order are hunted by the governing Watch yet revered by the people, and the great energy that connects all seems to also be destroying all. The only hope for the world lies in Galen, a man of the old Order and a Keeper of relics, and his sixteen-year-old apprentice, Raffi. They know of a secret relic with great power that has been hidden for centuries. As they search for it, they will be tested beyond their limits. For there are monsters—some human, some not—that also want the relic's power and will stop at nothing to get it. Watch a Video

There are stories where the girl gets her prince, and they live happily ever after. (This is not one of those stories.) Jenna Lord's first sixteen years were not exactly a fairy tale. Her father is a controlling psycho and her mother is a drunk. She used to count on her older brother—until he shipped off to Iraq. And then, of course, there was the time she almost died in a fire. There are stories where the monster gets the girl, and everyone cries for his innocent victim. (This is not one of those stories either.) Mitch Anderson is many things: A dedicated teacher and coach. A caring husband. A man with a certain...magnetism. And there are stories where it's hard to be sure who's a prince and who's a monster, who is a victim and who should live happily ever after. (These are the most interesting stories of all.) *Drowning Instinct* is a novel of pain, deception, desperation, and love against the odds—and the rules.

There are things the people of Winter, Wisconsin, would rather forget. The year the Nazis came to town, for one. That fire, for another. But what they'd really like to forget is Christian Cage. Seventeen-year-old Christian's parents disappeared when he was a little boy. Ever since, he's drawn obsessively: his mother's face...her eyes...and what he calls "the sideways place," where he says his parents are trapped. Christian figures if he can just see through his mother's eyes, maybe he can get there somehow and save them. But Christian also draws other things. Ugly things. Evil things. Dark things. Things like other people's fears and nightmares. Their pasts. Their destiny. There's one more thing the people of Winter would like to forget: murder. But Winter won't be able to forget the truth, no matter how hard it tries. Not as long as Christian draws the dark...

More information to be announced soon on this forthcoming title from Penguin USA.

The epic conclusion to Ann Aguirre's USA Today bestselling trilogy. The horde is coming. Salvation is surrounded, monsters at the gates, and this time, they're not going away. When Deuce, Fade, Stalker and Tegan set out, the odds are against them. But the odds have been stacked against Deuce from the moment she was born. She might not be a Huntress anymore, but she doesn't run. With her knives in hand and her companions at her side, she will not falter, whether fighting for her life or Fade's love. Ahead, the battle of a lifetime awaits. Freaks are everywhere, attacking settlements, setting up scouts, perimeters, and patrols. There hasn't been a war like this in centuries, and humans have forgotten how to stand and fight. Unless Deuce can lead them. This time, however, more than the fate of a single enclave or outpost hangs in the balance. This time, Deuce carries the banner for the survival of all humanity.

Gold is wealth. Wealth is power. Power is a curse. This captivating fantasy adventure—the untold story of the daughter King Midas turned to gold—will dazzle you with the kind of action, adventure, twists, turns, and a bit of romance to make any fan of magic and mythology greedy for more. After King Midas's gift—or curse—almost killed his daughter, he relinquished *The Touch* forever. Ten years later, Princess Kora still bears the consequences of her father's wish: her skin shines golden, rumors follow her everywhere she goes, and she harbors secret powers that are getting harder to hide. Kora spends her days concealed behind gloves and veils. It isn't until a charming duke arrives that Kora believes she could indeed be loved. But their courtship is disrupted when a thief steals treasures her father needs to survive. Thanks to Kora's unique ability to sense gold, she sails off on her quest to find the missing items. Magic, mythology, fantasy, and pirate adventures charge through every page as Kora learns that not everything is what it seems—not her companions, not the thieves, and not even Kora herself. *A Touch of Gold*: Is told from the perspective of Kora, King Midas's daughter and a strong female protagonist Is a clean fantasy adventure, perfect for fans of the #1 New York Times bestselling books, *The Wrath & the Dawn* and *Cinder* Is an enchanting and captivating fantasy adventure/fairy tale retelling Features a beautifully decorated cover Will have strong appeal to readers ages 13 & up

In the tradition of *Memento* and *Inception* comes a thrilling and scary young adult novel about blurred reality where characters in a story find that a deadly and horrifying world exists in the space between the written lines. Emma Lindsay has problems: no parents, a crazy guardian, and all those times when she blinks away, dropping into other lives so surreal it's as if the story of her life bleeds into theirs. But one thing Emma has never doubted is that she's real. Then she writes "White Space," which turns out to be a dead ringer for part of an unfinished novel by a long-dead writer. In the novel, characters travel between different stories. When Emma blinks, she might be doing the same. Before long, she's dropped into the very story she thought she'd written. Emma meets other kids like her. They discover that they may be nothing more than characters written into being for a very specific purpose. What they must uncover is why they've been brought to this place, before someone pens their end.

Ben Gold, former airship pilot has lost everything: his airship, his friends, and Miranda, the woman he loves. All that he has left is a thirst for revenge, a reckless plan to sate it, and some journal entries from Miranda to help ground him in the chaos. As he spirals out of control, he must survive old friends, new enemies, and of course Ferals, the

mindless, violent victims of the global pandemic that shattered the world. Meanwhile, the Cabal, a group of scientists on the floating city of Valhalla, are using the disease as a weapon while the militant Valhallans continue their raiding and destruction across the continent. When raiders from Valhalla massacre a town of innocents, Ben finds a new purpose in doing anything he can to undermine their power. Ben must reunite with old friends and find new ones if he is to succeed. Can he overcome the forces arrayed against him in time to save himself—and maybe the world? From the Trade Paperback edition.

In the final book in the New York Times bestselling Ruined series, the romance of *The Selection* and the epic stakes of *Red Queen* come together in a story of revenge, adventure, and unexpected love. Emelina Flores and her sister, Olivia, were determined to bring peace to the people of Ruina. But as the war for liberation raged on, what triumph and freedom meant to Em and Olivia slowly changed. As Olivia's violence and thirst for vengeance became her only ambition, Em was left to pick up the pieces. But it's not only Em who is upset by Olivia's increased violence. Other members of the Ruined army are beginning to see the cracks, and soon a small group of them defects from Olivia's army and joins Em instead. The two sisters are soon pitted against each other in an epic battle for the kingdom and the future, and only one will win.

Contains an excerpt from *Vault of shadows*.

Fifteen-year-old Katey (aka Kid) goes to school in the Game—a mall converted into a “school” run by corporate sponsors. As the students play their way through the levels, they are also creating products and being used for market research by the sponsors, who are watching them 24/7 on video cameras. Kid has a vague sense of unease but doesn't question this existence until one day she witnesses a shocking anticorporate prank. She follows the clues to uncover the identities of the people behind it and discovers an anonymous group that calls itself the Unidentified. Intrigued by their counterculture ideas and enigmatic leader, Kid is drawn into the group. But when the Unidentified's pranks and even Kid's own identity are co-opted by the sponsors, Kid decides to do something bigger—something that could change the Game forever. This funny, sharp, and thought-provoking novel heralds the arrival of a stunning new voice in teen fiction.

AshesCarolrhoda Lab ®

More than six months after the eruption of the Yellowstone supervolcano, Alex and Darla retrace their steps to Iowa hoping to find Alex's parents and bring them to the tenuous safety of Illinois, but the journey is ever more perilous as the remaining communities fight to the death for food and power.

A post-apocalyptic thriller chronicling one woman's quest to nurture those she holds dear against the backdrop of a shockingly changed world When I wake the world is gone. Only fragments remain. And then I remember . . . Before: Her life may have taken a couple of wrong turns but Zoe is trying to make the best of what she has. A part-time cleaning job to pay for college, a weekly appointment with her therapist to straighten out the problems in her life. The same problems that any thirty-year-old would have. Nothing major. Nothing life-threatening. A few bad dream, that's all. After: The only thought that remains is survival. Survival in a desolate, post-apocalyptic world. For herself. For her unborn baby. But help is scarce in a world where untold horrors exist around every corner, where food and water are in desperately short supply, and the only chance of happiness is half a world away. Adams has an excellent sense of timing, delivering gasp-inducing moments that punctuate her nightmare with verve. But it's Zoe's clear-eyed sense of self-preservation that will keep readers waiting for Adams' follow-up.- Kirkus

“Gallopingsuspense dominates this riveting sequel to the post-apocalyptic *Dark Inside*” (Kirkus Reviews) as four teens continue the struggle for survival in a world gone mad. Aries, Clementine, Michael, and Mason have survived the first wave of the apocalypse that wiped out most of the world's population and turned many of the rest into murderous Baggers. Now they're hiding out in an abandoned house in Vancouver with a ragtag group of fellow teen survivors, trying to figure out their next move. Aries is trying to lead, but it's hard to be a leader when there are no easy answers and every move feels wrong. Clementine is desperate to find her brother Heath, but it's impossible to know where he'd be, assuming he's alive. Michael is haunted by the memories of his actions during his harrowing struggle to survive. And Mason is struggling with something far worse: the fear that he may be a danger to his friends. As the Baggers begin to create a new world order, these four teens will have to trust and rely on each other in order to survive.

A highly-charged Star Trek tale of a largely unknown ship, captain, and crew, in which the Enterprise-C comes up against mysterious alien forces unleashed by a fledgling crime cartel. For twelve years, Rachel Garrett was captain of the Federation's flagship. But while her exploits as commander of the U.S.S. Enterprise NCC-1701-C are legend, little has been revealed about Garrett, her vessel, or the unusual men and women of her crew. Until now. When the archaeological find of the decade offers possible hints about an earlier Cardassian civilization, it attracts not merely those seeking to quench their thirst for knowledge, but also parties with far less noble interests. Among the latter is the Asfar Qatala, a notorious criminal cartel with a disturbing connection to one of the Enterprise's highest-ranking officers. Now Captain Garrett and her crew are swept into a maelstrom of kidnapping, extortion, and murder. And beneath the surface of the frozen world on which the proto-Cardassian discovery was made, another drama is playing out that will force Garrett to make the most difficult decision of her career.

The Hunger Games mixes with The Walking Dead in this post-apocalyptic YA series that comes to a hair-raising conclusion in *Monsters*. The Changed are on the move. The Spared are out of time. The End...is now. When her parents died, Alex thought things couldn't get much worse—until the doctors found the monster in her head. She headed into the wilderness as a good-bye, to leave everything behind. But then the end of the world happened, and Alex took the first step down a treacherous road of betrayal and terror and death. Now, with no hope of rescue—on the brink of starvation in a winter that just won't quit—she discovers a new and horrifying truth. The Change isn't over. The Changed are still evolving. And...they've had help. With this final volume of *The Ashes Trilogy*, Ilsa J. Bick delivers a riveting, blockbuster finish, returning readers to a brutal, post-apocalyptic world where no one is safe and hope is in short supply. A world where, from these ashes, the monsters will rise.

The Dominion War has been over for a year, but its legacy lives on. Commander Sonya Gomez, former Starship Enterprise™ engineer, and her crack Starfleet Corps of Engineers team on the U.S.S. da Vinci find themselves dealing with many permutations of that legacy. Two mysterious murders on the da Vinci lead to the Gamma Quadrant and a Dominion base. A pre-warp planet occupied by the Dominion still has scars from both sides of that conflict. Plus Gomez, computer expert Soloman, and Security Chief Corsi are haunted by demons from their past. But the greatest threat of all comes from a visit to Deep Space 9™. A fissure has opened up between realities, endangering the very existence of the Bajoran system -- and also stranding Doctors Lense and Bashir on a war-torn planet from which they may never escape.

The New York Times bestselling sequel to *Wither* reveals a world as captivating—and as treacherous—as the one Rhine left behind. Rhine and Gabriel have escaped the mansion, but they're still in danger. Outside, they find a world even more disquieting than the one they ran away from. Determined to get to Manhattan and find Rhine's twin brother, Rowan, the two press forward, amid threats of being captured again...or worse. The road they are on is long and perilous—and in a world where young women only live to age twenty and men die at age twenty-five, time is

precious. In this sequel to Lauren DeStefano's harrowing *Wither*, Rhine must decide if freedom is worth the price—now that she has more to lose than ever.

An electromagnetic pulse flashes across the sky, destroying every electronic device, wiping out every computerized system, and killing billions. When it happens, Alex was hiking in the woods to say good-bye to her dead parents and her personal demons. Now desperate to find out what happened after the pulse crushes her to the ground, Alex meets up with Tom—a young soldier—and Ellie, a girl whose grandfather was killed by the EMP. For this improvised family and the others who are spared, it's now a question of who can be trusted and who is no longer human. Author Ilsa J. Bick crafts a terrifying and thrilling novel about a world that could be ours at any moment, where those left standing must learn what it means not just to survive, but to live amidst the devastation.

The thrilling conclusion to the New York Times bestselling Lone City trilogy, which began with *The Jewel*, a book BCCB said "will have fans of Oliver's *Delirium*, Cass's *The Selection*, and DeStefano's *Wither* breathless." For too long, Violet and the people of the outer circles of the Lone City have lived in service of the royalty of the Jewel. But now, the secret society known as the Black Key is preparing to seize power. While Violet knows she is at the center of this rebellion, she has a more personal stake in it—for her sister, Hazel, has been taken by the Duchess of the Lake. Now, after fighting so hard to escape the Jewel, Violet must do everything in her power to return not only to save Hazel, but the future of the Lone City.

Continuing the adventures of the U.S.S. *da Vinci*, as Captain David Gold, Commander Sonya Gomez, and the rest of the Starfleet's miracle workers solve the problems of the galaxy, one disaster at a time. Dr. Elizabeth Lense has left the *da Vinci*, returning to Earth to have the child conceived in another universe. But she arrives home to find that her estranged mother - renowned archaeologist Jennifer Almieri - is dead, and the investigation into her death is being handled by Starfleet. Soon Lense finds herself entwined in a web of intrigue, where everything she thought she knew about her mother is called into question. Also returning to Earth is Bart Faulwell, recovering from the near-fatal injuries sustained in *Signs from Heaven*, and looking forward to a reunion with his lover Anthony Mark. But the reunion is far less satisfying than he'd been expecting. Two crew members face major crossroads in their lives...

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