

## Kaibab Unbound The Iron Druid Chronicles 06

A STUNNING BAEN BOOKS DEBUT. A brilliant Americana flintlock fantasy novel set in a world of Appalachian magic that works. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of Appalachia's military heroes and one of the electors who gets to decide who will next ascend as the Emperor of the New World. None of that matters to Sarah. She has a natural talent for hexing and one bad eye, and all she wants is to be left alone—especially by outsiders. But Sarah's world gets turned on its head at the Nashville Tobacco Fair when a Yankee wizard-priest tries to kidnap her. Sarah fights back with the aid of a mysterious monk named Thalanes, who is one of the not-quite-human Firstborn, the Moundbuilders of the Ohio. It is Thalanes who reveals to Sarah a secret heritage she never dreamed could be hers. Now on a desperate quest with Thalanes to claim this heritage, she is hunted by the Emperor's bodyguard of elite dragoons, as well as by darker things—shapeshifting Mockers and undead Lazars, and behind them a power more sinister still. If Sarah cannot claim her heritage, it may mean the end to her, her family—and to the world where she is just beginning to find her place. Praise for *Witchy Eye* and D.J. Butler: "... you can't stop yourself from taking another bite...and another...and another....I didn't want to stop reading.... Kudos!" R.A. Salvatore, New York Times Bestselling Author "Excellent book. I am impressed by the creativity and the depth of the world building. Dave Butler is a great storyteller." – Larry Correia "WITCHY EYE is an intricate and imaginative alternate history with a cast of characters and quirky situations that would make a Dickens novel proud." —Kevin J. Anderson, New York Times bestselling author of *\*Eternity's Mind\** "David's a pro storyteller, and you're in for a great ride."—Larry Dixon "... a fascinating, grittily-flavored world of living legends. Hurry up and write the next one, Dave."—Cat Rambo, author of *Beasts of Tabat* "This is enchanting! I'd love to see more."—Mercedes Lackey New York Times bestselling author "Goblin Market meets Magical Musketpunk... A great ride that also manages to cover some serious cultural terrain." —Charles E. Gannon, author of the thrice-Nebula nominated Caine Riordan series "Witchy-Eye is a brilliant blend of historical acumen and imagination, a tour-de-force that is at once full of surprises and ultimately heart-warming. This is your chance to discover one of the finest new stars writing today!"—David Farland, New York Times bestselling author "A gritty, engrossing mash-up of history, fantasy, and magic. Desperate characters careen from plot twist to plot twist until few are left standing."—Mario Acevedo, author of *Rescue From Planet Pleasure*. "Captivating characters. Superb world-building. Awesome magic. Butler fuses fantasy and history effortlessly, creating a fascinating new American epic. Not to be missed!"—Christopher Husberg, author of *Duskfall* \*\*

From the New York Times bestselling author of *The Iron Druid Chronicles* comes book two of an "action-packed,

enchantingly fun” (Booklist) spin-off series, as an eccentric master of rare magic solves a supernatural mystery *Down Under!* There’s only one Al MacBharras: Though other Scotsmen may have dramatic mustaches and a taste for fancy cocktails, Al also has a unique talent. He’s a master of ink and sigil magic. In his gifted hands, paper and pen can work wondrous spells. But Al isn’t quite alone: He is part of a global network of sigil agents who use their powers to protect the world from mischievous gods and strange monsters. So when a fellow agent disappears under sinister circumstances in Australia, Al leaves behind the cozy pubs and cafes of Glasgow and travels to the Dandenong Ranges in Victoria to solve the mystery. The trail to his colleague begins to pile up with bodies at alarming speed, so Al is grateful his friends have come to help—especially Nadia, his accountant who moonlights as a pit fighter. Together with a whisky-loving hobgoblin known as Buck Foi and the ancient Druid Atticus O’Sullivan, along with his dogs, Oberon and Starbuck, Al and Nadia will face down the wildest wonders Australia—and the supernatural world—can throw at them, and confront a legendary monster not seen in centuries.

When a mysterious stranger shows Kate, Annie, and Cooper how to connect with the spirit world, they realize the power has alarming effects, particularly for Kate, who becomes frighteningly entranced.

"They killed my parents. They took my name. They imprisoned me in darkness. I would not be broken." Viola, a child sold to pay her father's debts, has lost everything: her mother, her home, and her identity. Thrown into a life among criminals, she has no time for grief as she endures the brutal training of an apprentice thief. The Night Guild molds an innocent waif into a cunning, agile outlaw skilled in the thieves' trade. She has only one choice: steal enough to pay her debts. The cutthroat streets of Praamis will test her mettle, and she must learn to dodge the City Guards or swing from a hangman's rope. But a more dangerous foe lurks within the guild walls. A sadistic rival apprentice, threatened by her strength, is out for blood. What hope does one girl have in a world of ruthless men?

An unexpected "gift" has arrived for Carol Farley this Christmas: an envelope with no return address containing a newspaper clipping. Blurred but unmistakable is a photo of a man missing for years and feared dead—Carol's father. It is a summons calling her to a world she has never known, to a place of ancient majesty and blood-chilling terror.

Surrounded by towering pyramids on Mexico City's Walk of the Dead, a frightened yet resolute young woman searches for a perilous truth and for the beloved parent she thought was gone forever. But there are dark secrets lurking in the shadows of antiquity, a conspiracy she never imagined . . . and enemies who are determined that Carol Farley will not leave Mexico alive.

**NEW YORK TIMES BESTSELLER** • For nearly two thousand years, only one Druid has walked the Earth—Atticus O’Sullivan, the Iron Druid, whose sharp wit and sharp sword have kept him alive as he’s been pursued by a pantheon of

hostile deities. Now he's got company. Atticus's apprentice Granuaile is at last a full Druid herself. What's more, Atticus has defrosted an archdruid long ago frozen in time, a father figure (of sorts) who now goes by the modern equivalent of his old Irish name: Owen Kennedy. And Owen has some catching up to do. Atticus takes pleasure in the role reversal, as the student is now the teacher. Between busting Atticus's chops and trying to fathom a cell phone, Owen must also learn English. For Atticus, the jury's still out on whether the wily old coot will be an asset in the epic battle with Norse god Loki—or merely a pain in the arse. But Atticus isn't the only one with daddy issues. Granuaile faces a great challenge: to exorcise a sorcerer's spirit that is possessing her father in India. Even with the help of the witch Laksha, Granuaile may be facing a crushing defeat. As the trio of Druids deals with pestilence-spreading demons, bacon-loving yeti, fierce flying foxes, and frenzied Fae, they're hoping that this time, three's a charm. Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: *HOUNDED* | *HEXED* | *HAMMERED* | *TRICKED* | *TRAPPED* | *HUNTED* | *SHATTERED* | *STAKED* Praise for *Shattered* "Funny, razor-sharp . . . Plenty of action, humor, and mythology keep this book fun and interesting."—Booklist (starred review) "Uproariously entertaining in a way that Hearne is uniquely able to achieve . . . [Shattered] has the feeling of a new beginning for its hero and for the series."—RT Book Reviews "This series just gets bigger and better, and *Shattered* shows no signs of it slowing down."—Vampire Book Club "Well and truly awesome."—Fangs for the Fantasy "So much fun to read!"—Hidden in Pages "[With] clever writing and engrossing storytelling, it's impossible not to get completely absorbed into the world Kevin [Hearne] has created."—Yummy Men and Kick Ass Chicks Praise for Kevin Hearne and *The Iron Druid Chronicles* "Clever, fast paced and a good escape."—Jason Weisberger, *Boing Boing* "[Kevin] Hearne is a terrific storyteller with a great snarky wit. . . . Neil Gaiman's *American Gods* meets Jim Butcher's *Harry Dresden*."—SFFWorld "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of *Tempest* "[Atticus is] a strong modern hero with a long history and the wit to survive in the twenty-first century. . . . A snappy narrative voice."—Library Journal, on *Hounded* "Outrageously fun."—The Plain Dealer, on *Hounded* "Superb . . . plenty of quips and zap-pow-bang fighting."—Publishers Weekly (starred review), on *Hounded*

In this powerful, provocative SF classic from the award-winning author of *The Forever War*, a young man of peace is transformed into an intergalactic killer. Once Otto McGavin was a kind and gentle soul; then he was recruited by the all-powerful Confederación. An ultrasecretive, government-linked organization, the Confederación's stated mission of protecting threatened life, both human and alien, throughout the galaxy greatly appeals to the Anglo-Buddhist McGavin as he eagerly prepares to embark on a career of diplomacy and selfless works. But Otto's new masters have other plans for the idealistic young recruit. Through a process of immersion therapy and hypnosis, and by encasing him in temporary

bodies of plastiflesh, scientists can overlay Otto's true persona with other ones, transforming him completely—body, mind, and soul—into the ruthlessly effective prime operator the Confederación wants him to be. But decades of interstellar subterfuge and violence, and years spent wearing the personae of spies and cold-blooded killers, must ultimately take their toll—and before he leaves behind the lives that have been cruelly thrust upon him, Otto McGavin will have to somehow come to terms with who he really is and the monstrous things he has done. One of the most powerful and thought-provoking stories from the Hugo and Nebula Award-winning author of *Worlds* and *The Forever War*, Joe Haldeman's *All My Sins Remembered* is a stunning work of speculative fiction. This ebook features an illustrated biography of Joe Haldeman including rare images from the author's personal collection.

Atticus O'Sullivan is back in an action-packed, laugh-out-loud novella from the author of *The Iron Druid Chronicles*. Two-thousand-year-old Atticus may have outwitted and outfought everyone from Odin to Bacchus, but he's about to discover that what comes around when you go around messing with gods. Six years into the training of his beautiful apprentice, Granuaile, a large crow swoops down and transforms into none other than the Morrigan, a goddess who insists that Atticus come with her at once. He must leave his apprentice behind, along with his Irish wolfhound, Oberon—and he must also leave his sword. The Morrigan has always taken extreme pleasure in pronouncing the Druid's mortal danger and imminent doom, so the fact that she won't reveal the purpose of their journey makes him very nervous. Of course, any time the Celtic Chooser of the Slain drops in unannounced, it's never good. When she does let slip that she'll be saving his life in the near future, Atticus is left to wonder . . . will he soon be giving his legions of enemies something to crow about? Includes an excerpt from Kevin Hearne's *Iron Druid Chronicles* novel *Trapped!* Praise for Kevin Hearne and *The Iron Druid Chronicles* "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of *Three Days to Dead* "[Atticus is] a strong modern hero with a long history and the wit to survive in the twenty-first century. . . . A snappy narrative voice . . . a savvy urban fantasy adventure."—*Library Journal*, on *Hounded*

*The Iron Druid Chronicles* 6-Book Bundle *Hounded*, *Hexed*, *Hammered*, *Tricked*, *Trapped*, *Hunted* Del Rey

NEW YORK TIMES BESTSELLER • Iron Druid Atticus O'Sullivan, hero of Kevin Hearne's epic urban fantasy series, has a point to make—and then drive into a vampire's heart. When a Druid has lived for two thousand years like Atticus, he's bound to run afoul of a few vampires. Make that legions of them. Even his former friend and legal counsel turned out to be a bloodsucking backstabber. Now the toothy troublemakers—led by power-mad pain-in-the-neck Theophilus—have become a huge problem requiring a solution. It's time to make a stand. As always, Atticus wouldn't mind a little backup. But his allies have problems of their own. Ornerly archdruid Owen Kennedy is having a wee bit of troll trouble: Turns out when you stiff a troll, it's not water under the bridge. Meanwhile, Granuaile is desperate to free herself of the Norse god Loki's mark and elude his powers of divination—a quest that will bring her face-to-face with several Slavic nightmares. As Atticus

globetrotts to stop his nemesis Theophilus, the journey leads to Rome. What better place to end an immortal than the Eternal City? But poetic justice won't come without a price: In order to defeat Theophilus, Atticus may have to lose an old friend. Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: [HOUNDED](#) | [HEXED](#) | [HAMMERED](#) | [TRICKED](#) | [TRAPPED](#) | [HUNTED](#) | [SHATTERED](#) | [STAKED](#) Praise for Kevin Hearne and The Iron Druid Chronicles "[The Iron Druid books] are clever, fast paced and a good escape."—Jason Weisberger, *Boing Boing* "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of *Chimera* "Outrageously fun."—The Plain Dealer, on *Hounded* "Superb . . . plenty of quips and zap-pow-bang fighting."—Publishers Weekly (starred review), on *Hounded* "Exciting . . . [Atticus] is one of the best main characters currently present in the urban fantasy genre."—Fantasy Book Critic, on *Tricked* "Funny, razor-sharp . . . plenty of action, humor, and mythology."—Booklist (starred review), on *Shattered*

The first novel in the New York Times bestselling Iron Druid Chronicles—the hilarious, action-packed tales of a two-thousand-year-old Druid pursued by ancient gods in the modern world "A page-turning and often laugh-out-loud-funny caper through a mix of the modern and the mythic."—Ari Marmell, author of *The Warlord's Legacy* Atticus O'Sullivan is the last of the ancient druids. He has been on the run for more than two thousand years and he's tired of it. The Irish gods who want to kill him are after an enchanted sword he stole in a first-century battle, and when they find him managing an occult bookshop in Tempe, Arizona, Atticus doesn't want to uproot his life again. He just wants everything to end one way or another, but preferably the way in which he can continue to enjoy fish and chips. He does have some small hope of survival: The Morrigan, the Irish Chooser of the Slain, is on his side, and so is Brigid, *First Among the Fae*. His lawyer is literally a bloodsucking vampire, and he has a loyal Irish wolfhound with opinions about poodles. But he's facing down some mighty enemies: Aenghus Óg, a vengeful Irish god, plus a coven of witches and even the local police. On top of all that, Aenghus has a direct line to the firepower of hell. Atticus will need all the luck of the Irish and more if he's going to stay alive. Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: [HOUNDED](#) | [HEXED](#) | [HAMMERED](#) | [TRICKED](#) | [TRAPPED](#) | [HUNTED](#) | [SHATTERED](#) | [STAKED](#)

From the author of The Iron Druid Chronicles comes a rollicking urban-fantasy adventure featuring Atticus O'Sullivan. Atticus has a history of messing with the gods, and now he'll have to outfox a deity at her own deadly cat-and-mouse game. When he's not vanquishing villainous gods or dodging demons, two-thousand-year-old Druid Atticus O'Sullivan can be found behind the counter of Third Eye Books and Herbs in modern-day Tempe, Arizona, literally minding his own business. But when an evil sorcerer—and amateur shoplifter—snatches an ancient Egyptian tome of black magic, *The Grimoire of the Lamb*, Atticus is not sheepish about pursuing him to the ends of the earth . . . or at least to the Land of the Pharaohs. Unfortunately, Atticus already has enemies in Egypt—including cat goddess Bast, who wants her own book of mischief back from the Druid. In the streets of Cairo, she sends a feline phalanx after Atticus and his Irish wolfhound, Oberon. With fur still flying, Atticus must locate the sorcerer's secret lair—where he will face killer crocodiles, spooky sarcophagi, and an ancient evil Egyptian who's determined to order the sacrificial lamb special tonight. Includes an excerpt from Kevin Hearne's Iron Druid Chronicles novel *Hunted!* Praise for Kevin Hearne and The Iron Druid Chronicles "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of *Three Days to Dead* "[Atticus is] a strong modern hero with a long history and the wit to survive in the twenty-first century. . . . A snappy narrative voice . . . a savvy urban fantasy adventure."—Library Journal, on *Hounded*

With a sly blend of fantasy, humor, and paranormal adventure, Kevin Hearne has established a reputation as the trickster god of action-

packed mash-ups. His signature creation, Atticus O’Sullivan, is a folk hero for the twenty-first century, battling legendary beasts, shadowy mystics, and demonic demigods from around the world. Now this addictive eBook bundle brings together the first six novels of The Iron Druid Chronicles (with bonus novellas and short stories) in one supersized dose of genre-smashing mayhem: HOUNDED HEXED HAMMERED TRICKED TWO RAVENS AND ONE CROW (NOVELLA) TRAPPED HUNTED GRIMOIRE OF THE LAMB (NOVELLA) Also includes the short stories “Clan Rathskeller” and “Kaibab Unbound,” as well as a special preview of Kevin Hearne’s upcoming novel A Plague of Giants! Atticus O’Sullivan, last of the Druids, lives peacefully in Arizona, running an occult bookshop and shape-shifting in his spare time to hunt with his Irish wolfhound. His neighbors and customers think that this handsome, tattooed Irish dude is about twenty-one years old—when in actuality, he’s twenty-one centuries old. Not to mention: He draws his power from the earth, possesses a sharp wit, and wields an even sharper magical sword known as Fragarach, the Answerer. Unfortunately, a very angry Celtic god wants that sword, and he’s hounded Atticus for centuries. Now the determined deity has tracked him down, and Atticus will need all his power—plus the help of a seductive goddess of death, his vampire and werewolf team of attorneys, a bartender possessed by a Hindu witch, and some good old-fashioned luck of the Irish—to kick some Celtic arse and deliver himself from evil. Praise for Kevin Hearne and The Iron Druid Chronicles “Neil Gaiman’s American Gods meets Jim Butcher’s Harry Dresden.”—SFFWorld “[The Iron Druid books] are clever, fast paced and a good escape.”—Jason Weisberger, Boing Boing “Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series.”—Kelly Meding, author of Tempest “[Atticus is] a strong modern hero with a long history and the wit to survive in the twenty-first century. . . . A snappy narrative voice.”—Library Journal, on Hounded “Outrageously fun.”—The Plain Dealer, on Hounded “Superb . . . plenty of quips and zap-pow-bang fighting.”—Publishers Weekly (starred review), on Hounded “An exciting mix of comedy, action, and mythology . . . [Atticus] is one of the best main characters currently present in the urban fantasy genre.”—Fantasy Book Critic, on Tricked In the second novel in the New York Times bestselling Iron Druid Chronicles, two thousand-year-old Druid Atticus O’Sullivan faces off against witches, Bacchantes, and a ravenous fallen angel. “A page-turning and often laugh-out-loud-funny caper through a mix of the modern and the mythic.”—Ari Marmell, author of The Warlord’s Legacy Atticus O’Sullivan has had cause to mistrust witches in his storied past, but he’s willing to live and let live with the Sisters of the Three Auroras, a legendary local coven, even going so far as to sign a non-aggression treaty with them. But that treaty is tested immediately when a deadly new coven sweeps into town seeking to take over, along with some Bacchantes from Las Vegas and a fallen angel who’s decided to snack on high school students like they were trail mix. It’s more than Atticus can handle alone and he must enlist the trickster Coyote, the headhopping abilities of the witch Laksha Kulesekarana, and his neighbor’s illegal arsenal if he wants to keep the city safe from diabolical takeover. He must also exchange favors with his vampire attorney, Leif Helgarson, in a deal that might prove to be the worst of his long life—for Leif doesn’t want to be paid by the hour. To defeat the mortal hexes of this new coven and keep his apprentice—and his city—safe, Atticus must think fast, make promises, keep his sword handy, and hope he’ll survive to fight another day. Don’t miss any of Kevin Hearne’s phenomenal Iron Druid Chronicles novels: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED

From the New York Times bestselling author of Hounded—“a superb urban fantasy debut” (Publishers Weekly, starred review)—comes an Iron Druid Chronicles short story in the captivating Carniepunk anthology. The ancient Druid Atticus O’Sullivan gets more than greasy corn dogs and flat soda when he visits a carnival in Kansas to which his apprentice, Granuaile, drags him. He runs across a barker with a strange power over the crowd: attractive women leave their men and disappear into an unmarked tent, never to be seen again, and the men wander away,

forgetting that they ever had girlfriends or wives. When Granuaile falls under the barker's influence and enters the tent, Atticus isn't about to forget it and move on. He and his Irish wolfhound, Oberon, pursue her and discover the horrifying secret to the carnival's success.

NEW YORK TIMES BESTSELLER • Kevin Hearne creates the ultimate Atticus O'Sullivan adventure in the grand finale of the New York Times bestselling Iron Druid Chronicles: an epic battle royale against the Norse gods of Asgard. Unchained from fate, the Norse gods Loki and Hel are ready to unleash Ragnarok, a.k.a. the Apocalypse, upon the earth. They've made allies on the darker side of many pantheons, and there's a globe-spanning battle brewing that ancient Druid Atticus O'Sullivan will be hard-pressed to survive, much less win. Granuaile MacTiernan must join immortals Sun Wukong and Erlang Shen in a fight against the Yama Kings in Taiwan, but she discovers that the stakes are much higher than she thought. Meanwhile, Archdruid Owen Kennedy must put out both literal and metaphorical fires from Bavaria to Peru to keep the world safe for his apprentices and the future of Druidry. And Atticus recruits the aid of a tyromancer, an Indian witch, and a trickster god in hopes that they'll give him just enough leverage to both save Gaia and see another sunrise. There is a hound named Oberon who deserves a snack, after all. Praise for Scourged “[Kevin] Hearne draws his Iron Druid Chronicles to a pitch-perfect close in this dizzy, world-hopping adventure. But amidst the battles and bargaining that goes into saving the world, there is also an enormous amount of heart.”—RT Book Reviews

He's an alpha fae hell hound. She's human. Forbidden. And his only chance at salvation. Meghan Walsh has sworn off all men after the last one dumped her on the side of the road in the middle of the Minnesota woods. Now what? She has no home, no car, and just a few dollars to her name. Then she meets Cormac MacConall. Tall. Handsome. Strong...and an alpha fae hell hound. Cormac believes Meghan can help him track the killers who have been terrorizing the fae clans for decades. To make matters worse, he thinks Meghan is his fated mate. When he promises her food and a warm bed, she's just desperate enough to say yes. And before long, Cormac's fiery nature melts Meghan's resistance. He's not just kind, but protective. Gentle, but demanding. But as they close in on the killers, Meghan and Cormac learn a horrifying truth: the enemy is closer to Meghan than either of them realized. And they want to use her to finally break Cormac once and for all.

Thor, the Norse god of thunder, is worse than a blowhard and a bully—he's ruined countless lives and killed scores of innocents. After centuries, Viking vampire Leif Helgarson is ready to get his vengeance, and he's asked his friend Atticus O'Sullivan, the last of the Druids, to help take down this Norse nightmare. One survival strategy has worked for Atticus for more than two thousand years: stay away from the guy with the lightning bolts. But things are heating up in Atticus's home base of Tempe, Arizona.

There's a vampire turf war brewing, and Russian demon hunters who call themselves the Hammers of God are running rampant. Despite multiple warnings and portents of dire consequences, Atticus and Leif journey to the Norse plain of Asgard, where they team up with a werewolf, a sorcerer, and an army of frost giants for an epic showdown against vicious Valkyries, angry gods, and the hammer-wielding Thunder Thug himself. Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels:

HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED

The award-winning author of Clash of Eagles and Eagle in Exile concludes his masterly alternate-history saga of the Roman invasion of North America in this stunning novel. Roman Praetor Gaius Marcellinus came to North America as a conqueror, but

after meeting with defeat at the hands of the city-state of Cahokia, he has had to forge a new destiny in this strange land. In the decade since his arrival, he has managed to broker an unstable peace between the invading Romans and a loose affiliation of Native American tribes known as the League. But invaders from the west will shatter that peace and plunge the continent into war: The Mongol Horde has arrived and they are taking no prisoners. As the Mongol cavalry advances across the Great Plains leaving destruction in its path, Marcellinus and his Cahokian friends must summon allies both great and small in preparation for a final showdown. Alliances will shift, foes will rise, and friends will fall as Alan Smale brings us ever closer to the dramatic final battle for the future of the North American continent. Praise for *Eagle and Empire* “Smale delivers in spades . . . the best of the trilogy. Highly recommended.”—*Historical Novels Review* “The pace . . . is breathless and the action relentless. . . . A satisfying culmination to the adventures of a Roman warrior in the New World.”—*Kirkus Reviews* “The final volume of Smale’s *Clash of Eagles* trilogy is relentless, with characters and readers hardly getting a breath before the next threat comes crashing down. . . . Smale’s hard-hitting and satisfying conclusion will be a must for his readers, as the trilogy will be for any fan of alternate history.”—*Publishers Weekly* (starred review) “[*Eagle and Empire*] had awesome worldbuilding, worthy and interesting characters, and a great plot. . . . Altogether, a very satisfying journey.”—*The Nameless Zine*

Villains have all the fun—everyone knows that—and this anthology takes you on a wild ride through the dark side! The top villains from seventeen urban fantasy series get their own stories—including the baddies of New York Times bestselling authors Jim Butcher, Kevin Hearne, Kelley Armstrong, Seanan McGuire, and Jonathan Maberry. For every hero trying to save the world, there’s a villain trying to tear it all down. In this can’t-miss anthology edited by Joseph Nassise (*The Templar Chronicles*), you get to plot world domination with the best of the evildoers we love to hate! This outstanding collection brings you stories told from the villains’ point of view, imparting a fresh and unique take on the evil masterminds, wicked witches, and infernal personalities that skulk in the pages of today’s most popular series. The full anthology features stories by Jim Butcher (*the Dresden Files*), Kelley Armstrong (*Cainsville*), Seanan McGuire (*October Daye*), Kevin Hearne (*The Iron Druid Chronicles*), Jonathan Maberry (*Joe Ledger*), Lilith Saintcrow (*Jill Kismet*), Carrie Vaughn (*Kitty Norville*), Joseph Nassise (*Templar Chronicles*), Domino Finn (*Black Magic Outlaw*), Steven Savile (*Glasstown*), Caitlin Kittredge (*Hellhound Chronicles*), Jeffrey Somers (*The Ustari Cycle*), Sam Witt (*Pitchfork County*), Craig Schaefer (*Daniel Faust*), Jon F. Merz (*Lawson Vampire*), Faith Hunter (*Jane Yellowrock*), and Diana Pharaoh Francis (*Horngate Witches*).

From the New York Times bestselling creator of the *Iron Druid Chronicles* comes the highly anticipated sequel to *A Plague of Giants*: A world-breaking war—an invasion of giant warriors—inspires a movement to fight back. **SOLDIER AND AVENGER** Daryck is from a city that was devastated by the war with the Bone Giants, and now he and a band of warriors seek revenge against the giants for the loved ones they’ve lost. But will vengeance be enough to salve their grief? **DREAMER AND LEADER** Hanima is part of a new generation with extraordinary magical talents: She can speak to fantastical animals. But when this gift becomes a threat to the powers-that-be, Hanima becomes the leader of a movement to use this magic to bring power to the people. **SISTER AND**

SEEKER Koesha is the captain of an all-female crew on a perilous voyage to explore unknown waters. Though her crew is seeking a path around the globe, Koesha is also looking for her sister, lost at sea two years ago. But what lies beyond the edges of the map is far more dangerous than storms and sea monsters. . . . In this sequel to *A Plague of Giants*, these characters and more will become the voices of a new generation bringing hope and revolution to a war-torn world. Don't miss any of Kevin Hearne's action-packed *Seven Kennings* series *A PLAGUE OF GIANTS* • *A BLIGHT OF BLACKWINGS* • *A CURSE OF KRAKENS* (Coming Later!)

Already a publishing sensation in England, *The Red Wolf Conspiracy* marks the debut of a remarkably gifted young writer. Robert V. S. Redick has been compared to Philip Pullman, George R. R. Martin, and China Miéville, among others, and like them he is a spellbinding storyteller, unafraid to sail his imagination into uncharted waters. With *The Red Wolf Conspiracy* he launches the first book of a trilogy destined to take its place among the classics of epic fantasy. The Imperial Merchant Ship *Chathrand* is the last of her kind. Six hundred years old, the secrets of her construction long forgotten, the massive vessel dwarfs every other sailing craft in the world. It is a palace with sails, a floating outpost of the Empire of Arqual. And it is on its most vital mission yet: to deliver a young woman whose marriage will seal the peace between Arqual and its mortal enemy, the secretive Mzithrin Empire. But the young woman in question—Thasha, the daughter of the Arquali ambassador—has no intention of going meekly to the altar. For the ship's true mission is not peace but war—a war that threatens to unleash an ancient, all-consuming evil. As the dark conspiracy at the heart of the voyage unfurls, Pazel Pathkendle, a lowly tarboy with an uncanny gift, will find himself in an unlikely alliance with Thasha and her protectors: Hercól, a valet who is more than he appears; Dri, the queen of a race of tiny stowaways who have their own plans for the great ship; and Ramachni, a powerful sorcerer from another world. Arrayed against them are the *Chathrand*'s brutal captain, Nilus Rose; the Emperor's spymaster and chief assassin, Sandor Ott; and the enigmatic Dr. Chadfallow, a longtime friend to Pazel's family whose kind words may hide a vicious betrayal. As the *Chathrand* navigates treacherous waters to complete its mission, Pazel, Thasha, and their allies—including a singularly heroic rat—must also navigate a treacherous web of intrigue to uncover the secret of the legendary Red Wolf. Praise for *The Red Wolf Conspiracy* “What can I say about a book as exciting and fresh as *The Red Wolf Conspiracy*? I can't remember when I've been so enthralled. Maybe when I first read Philip Pullman. This is one terrific read.”—Terry Brooks “Wonderfully inventive—Robert Redick is an extraordinary talent.”—Karen Miller, author of *The Innocent Mage*

17-year-old Lila has two secrets she's prepared to take to the grave. The first is that she can move things just by looking at them. The second is that she's been in love with her brother's best friend, Alex, since forever. After a mugging exposes her unique ability, Lila decides to run to the only people she can trust - her brother and Alex. They live in Southern California where they work for a secret organisation called *The Unit*, and Lila discovers that the two of them are hunting down the men who murdered her mother five years before. And that they've found them. In a world where nothing and no one is quite as they seem, Lila quickly realises that she is not alone - there are others out there just like her - people with special powers -and her mother's killer is one of

them...

For a two-thousand-year-old Druid, Atticus O'Sullivan is a pretty fast runner. Good thing, because he's being chased by not one but two goddesses of the hunt - Artemis and Diana - for messing with one of their own. Dodging their slings and arrows, Atticus, his apprentice Granuaile and his wolfhound Oberon are making a mad dash across modern-day Europe to seek help from a friend of the Tuatha Dé Danann. His usual magical option of shifting planes is blocked, so instead of playing hide and seek, the game plan is . . . run like hell. Crashing the pantheon marathon is the Norse god Loki. Killing Atticus is the only loose end he needs to tie up before unleashing Ragnarok - AKA the Apocalypse. Atticus and Granuaile have to outfox the Olympians and contain the god of mischief if they want to go on living - and still have a world to live in.

New York Times bestselling author Kevin Hearne returns to the world of his beloved Iron Druid Chronicles in a spin-off series about an eccentric master of rare magic solving an uncanny mystery in Scotland. "A terrific kick-off of a new, action-packed, enchantingly fun series."—Booklist Al MacBharrais is both blessed and cursed. He is blessed with an extraordinary white moustache, an appreciation for craft cocktails—and a most unique magical talent. He can cast spells with magically enchanted ink and he uses his gifts to protect our world from rogue minions of various pantheons, especially the Fae. But he is also cursed. Anyone who hears his voice will begin to feel an inexplicable hatred for Al, so he can only communicate through the written word or speech apps. And his apprentices keep dying in peculiar freak accidents. As his personal life crumbles around him, he devotes his life to his work, all the while trying to crack the secret of his curse. But when his latest apprentice, Gordie, turns up dead in his Glasgow flat, Al discovers evidence that Gordie was living a secret life of crime. Now Al is forced to play detective—while avoiding actual detectives who are wondering why death seems to always follow Al. Investigating his apprentice's death will take him through Scotland's magical underworld, and he'll need the help of a mischievous hobgoblin if he's to survive.

The ancient gods are alive and well in the modern world in this hilarious, action-packed collection of original short stories featuring Atticus O'Sullivan, the two-thousand-year-old Irishman from Kevin Hearne's New York Times bestselling Iron Druid Chronicles. • In ancient Egypt, Atticus agrees to raid a secret chamber underneath the library of Alexandria, dodging deadly traps, only to learn that on-site security includes two members of the Egyptian pantheon. • At a Kansas carnival, fun and games turns to murder and mayhem, thanks to soul-snatching demons and flesh-craving ghouls luring visitors into an all-too-real house of horrors. • Verily, in olde England, striking up a friendship with William Shakespeare lands both Atticus and the Bard in boiling hot water with a trio of infamous witches. • During the Gold Rush, the avatar of greed himself turns the streets of San Francisco red with blood and upsets the elemental Sequoia. Atticus may have to fight fire with fire if he's going to restore balance. More, you say? Indeed there is—including bogeymen, vampire hordes, wrathful wraiths, and even a journey to the realm of the dead. Prepare to be besieged with nine tantalizing tales—not to be missed, never to be forgotten. Praise for Kevin Hearne's Iron Druid Chronicles "Clever, fast paced and a good escape."—Jason Weisberger, Boing Boing "Celtic mythology and an ancient Druid with modern attitude mix it up in the Arizona desert in this witty new fantasy series."—Kelly Meding, author of Chimera "Outrageously fun."—The Plain Dealer, on

Hounded “Superb . . . plenty of quips and zap-pow-bang fighting.”—Publishers Weekly (starred review), on Hounded “An exciting mix of comedy, action, and mythology . . . [Atticus] is one of the best main characters currently present in the urban fantasy genre.”—Fantasy Book Critic, on Tricked “Funny, razor-sharp . . . plenty of action, humor, and mythology.”—Booklist (starred review), on Shattered

Out-of-this-world magical adventure series for teens from the award-winning, New York Times bestselling author of Sabriel and the Old Kingdom series. Seven days. Seven keys. One very unlikely hero. Wednesday has rolled around, and Arthur Penhaligon has an invitation to return to the house that he can't refuse. Drowned Wednesday has sent a ship to pick him up from the hospital... even though his hometown is miles from any ocean. From hospital room to the high seas, Arthur finds himself on an adventure that will pit him against pirates, storms, explosions of nothing-laced gunpowder, and a vast beast that eats everything it encounters. Through it all, he is drawn deeper into the central mystery of the House. Arthur must find the Third Part of the Will and claim the Third Key -not just for himself, but for the millions (if not trillions) who will suffer if he doesn't. The first step? Surviving life aboard a ship on the Border Sea...

Alex and Lila are on the run, desperately trying to stay one step ahead of the Unit, which is somehow tracking their every move. While Alex is determined to keep Lila safe and her ability secret at any cost, Lila's only thought is of finding a way back to California so she can rescue her brother and mother from the military base where they're being held. Struggling to control both her growing power and her deepening feelings for Alex, Lila decides the time has finally come to stop running and start fighting. Together with Alex, Demos, and the others she's come to think of as family, Lila plans not only to save her brother and mum, but also to completely destroy the Unit and everything it stands for. But the plan requires Lila to return to California alone, and to make friends with the enemy - and in doing so, she risks losing everything: Alex, her family... even her life.

After having escaped from vengeful Norse gods in the Arizona desert with the help of the Navajo trickster god Coyote, ancient Druid Atticus O'Sullivan finds himself facing off against bloodthirsty desert shape-shifters called skinwalkers.

Atticus, Granuaile, and the wolfhound Oberon flee from Olympian goddesses Artemis and Diana and the Norse god of mischief, Loki, racing across modern-day Europe in search of a friend who can help them defeat the angry gods.

A lively collection of stories about robotic revolution and human resistance includes contributions by such genre luminaries as Alan Dean Foster, Corey Doctorow and Ian McDonald. Original. 30,000 first printing.

In an irreverent series in the tradition of Monty Python, the bestselling authors of the Iron Druid Chronicles and Star Wars: Phasma reinvent fantasy, fairy tales, and floridly written feast scenes. “Ranks among the best of Christopher Moore and Terry Pratchett.”—Chuck Wendig “When you put two authors of this high caliber together, expect fireworks. Or at least laughs. What a hoot!”—Terry Brooks Once upon a time, in a faraway kingdom, a hero, the Chosen One, was born . . . and so begins every fairy tale ever told. This is not that fairy tale. There is a Chosen One, but he is unlike any One who has ever been Chosen. And there is a faraway kingdom, but you have never been to a magical world quite like the land of Pell. There, a plucky farm boy will find

more than he's bargained for on his quest to awaken the sleeping princess in her cursed tower. First there's the Dark Lord, who wishes for the boy's untimely death . . . and also very fine cheese. Then there's a bard without a song in her heart but with a very adorable and fuzzy tail, an assassin who fears not the night but is terrified of chickens, and a mighty fighter more frightened of her sword than of her chain-mail bikini. This journey will lead to sinister umlauts, a trash-talking goat, the Dread Necromancer Steve, and a strange and wondrous journey to the most peculiar "happily ever after" that ever once-upon-a-timed. Praise for Kill the Farm Boy "A rollicking fantasy adventure that upends numerous genre tropes in audacious style . . . a laugh-out-loud-funny fusion of Monty Python-esque humor and whimsy à la Terry Pratchett's Discworld."—Kirkus Reviews "Dawson and Hearne's reimagining of a traditional fairy tale is reminiscent of William Goldman's *The Princess Bride* and William Steig's *Shrek!* Irreverent, funny, and full of entertaining wordplay, this will keep readers guessing until the end."—Library Journal "Will have you laughing out loud until strangers begin to look at you oddly."—SyFy "A smart comedy . . . nuanced, complicated, and human."—Tordotcom "[Delilah Dawson and Kevin Hearne] make fun of the typical 'white male power fantasies,' and in that, they succeed, with their heroes all characters of color and/or falling somewhere under the LGBTQ umbrella."—Publishers Weekly

With a sly blend of fantasy, humor, and paranormal adventure, Kevin Hearne is the trickster god of action-packed mash-ups. In *The Iron Druid Chronicles*, Atticus O'Sullivan is a folk hero for the twenty-first century, battling legendary beasts, shadowy mystics, and demonic demigods from around the world. Now get *Hounded*, *Hexed*, and *Hammered* all at once in this eBook bundle, a triple dose of mayhem straight out of Hearne's genre-smashing imagination. This ebook edition includes a special preview of Kevin Hearne's upcoming novel *A Plague of Giants*, as well as two bonus short stories set in the world of *The Iron Druid Chronicles*: "Clan Rathskeller" and the eBook exclusive "Kaibab Unbound." **HOUNDED** Atticus O'Sullivan, last of the Druids, lives peacefully in Tempe, Arizona, running an occult bookshop and shape-shifting in his spare time. A handsome, tattooed Irish dude, he looks like he's about twenty-one years old—actually, he's twenty-one centuries old and he wields a magical sword known as *Fragarach*, the Answerer. Unfortunately, a very angry Celtic god wants that sword, and now Atticus will need all his power—plus the help of a seductive goddess of death, his vampire and werewolf team of attorneys, and a sexy bartender possessed by a Hindu witch—to kick some Celtic arse and deliver himself from evil. **HEXED** Atticus doesn't care much for witches, but he's about to make nice with the local coven when suddenly the witch population in Tempe quadruples overnight. And the new girls are not just bad, they're badasses with a dark history on the German side of World War II. But with a fallen angel feasting on local students, a horde of Bacchants blowing in from Vegas, and a dangerously sexy Celtic goddess of fire vying for his attention, Atticus is having trouble scheduling the witch hunt. **HAMMERED** Thor, the Norse god of thunder, is a blowhard and a bully, and Viking vampire Leif Helgarson has asked his friend Atticus for help taking down this Norse nightmare. As a rule, Atticus generally tries to stay away from the guy with the lightning bolts. Soon, though, Atticus and Leif are off to the plane of Asgard, where they team up with a werewolf, a sorcerer, and an army of frost giants for an epic showdown against vicious Valkyries, angry gods, and the hammer-wielding Thunder Thug himself.

What if Snow White were the real villain and the "wicked queen" just a sadly maligned innocent? What if awakening Sleeping Beauty would be the mistake of a lifetime -- of several lifetimes? What if the famous folk tales were retold with an eye to more horrific possibilities? Only Tanith Lee -- "Goddess-Empress of the Hot Read" (Village Voice) could retell the world-famous tales of the Brothers Grimm (and others) as they might have been told by the Sisters Grimmer! This special edition, put together for the 30th anniversary of the original edition, adds a new Grimmer fairy tale written especially for this volume!

Offers recipes, meal suggestions and tips to help parents get kids to eat and enjoy healthy food that's been grown locally or organically. Original.

A snarky, irreverent tale of secret magic in the modern world, the first solo standalone novel in two decades from Steven Brust, the New York Times bestselling author of the Vlad Taltos series "Delightful, exciting, and sometimes brilliant." —Neil Gaiman on Steven Brust Donovan was shot by a cop. For jaywalking, supposedly. Actually, for arguing with a cop while black. Four of the nine shots were lethal—or would have been, if their target had been anybody else. The Foundation picked him up, brought him back, and trained him further. "Lethal" turns out to be a relative term when magic is involved. When Marci was fifteen, she levitated a paperweight and threw it at a guy she didn't like. The Foundation scooped her up for training too. "Hippie chick" Susan got well into her Foundation training before they told her about the magic, but she's as powerful as Donovan and Marci now. They can teleport themselves thousands of miles, conjure shields that will stop bullets, and read information from the remnants of spells cast by others days before. They all work for the secretive Foundation...for minimum wage. Which is okay, because the Foundation are the good guys. Aren't they?

From the author of The Iron Druid Chronicles, a thrilling novel that kicks off a fantasy series with an entirely new mythology—complete with shape-shifting bards, fire-wielding giants, and children who can speak to astonishing beasts "A spectacular work of epic fantasy . . . an absolute delight."—Shelf Awareness MOTHER AND WARRIOR Tallynd is a soldier who has already survived her toughest battle: losing her husband. But now she finds herself on the front lines of an invasion of giants, intent on wiping out the entire kingdom, including Tallynd's two sons—all that she has left. The stakes have never been higher. If Tallynd fails, her boys may never become men. SCHOLAR AND SPY Dervan is an historian who longs for a simple, quiet life. But he's drawn into intrigue when he's hired to record the tales of a mysterious bard who may be a spy or even an assassin for a rival kingdom. As the bard shares his fantastical stories, Dervan makes a shocking discovery: He may have a connection to the tales, one that will bring his own secrets to light. REBEL AND HERO Abhi's family have always been hunters, but Abhi wants to choose a different life for himself. Embarking on a journey of self-discovery, Abhi soon learns that his destiny is far greater than he imagined: a powerful new magic thrust upon him may hold the key to defeating the giants once and for all—if it doesn't destroy him first. Set in a magical world of terror and wonder, this novel is a deeply felt epic of courage and war, in which the fates of these characters intertwine—and where ordinary people become heroes, and their lives become legend. Don't miss any of Kevin Hearne's action-packed Seven Kennings series A PLAGUE OF GIANTS • A BLIGHT OF BLACKWINGS • A CURSE OF

KRAKENS (Coming Later!)

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