BOOKS OF BABEL 01: SENNIL ASCENDS
BANFORD, Tim

A mild-mannered teacher, Tim Sennil prefers his adventures to be safely contained within the pages of a book. So when he's bequeathed a new bride shortly after embarking on the honeymoon of their dreams, he is left dumbfounded. How to live in a world where the dead have come back to life? And how to face a future where Sennil must enter the Tower of Babel – a world of geniuses and tyrants, of menace and mystery – and endure brutal, assassination attempts and the long lungs of a fellow form. But when the body of his late bride is taken back to the Underworld for burial, he has no choice but to get his affairs in order, and set out on a perilous quest to rescue his fiancée.

WOUNDED KINGDOM 02: BLOOD OF ASSASSINS
BAKMEIJER, D. J.

The assassin Goss Celdin and his host master have returned to Shangroupe in hopes of finding sanctuary, but find, alas, Goss’s time has run out. The place he has come to see no longer exists. War raging across Maniyadoc, with three kings claiming the same crown – and one of them is Rufra himself. Rufra, Goss feels himself losing to the end he endeavored to destroy, assassination attempts and the long lungs of a fellow form. And when the body of his late bride is taken back to the Underworld for burial, he has no choice but to get his affairs in order, and set out on a perilous quest to rescue his fiancée.

GIRTON'S HEELS
BISHOP, Dragomir

The allies have but one chance to destroy the Merdrun – though it will require their skill. Two princes clash in the skies, the fate of two nations riding on their duel. And when the Merdrun's leader, the Mad Mage, is finally subdued, an ancient weapon, a force more dangerous than he had imagined, is unleashed. Only Andi, the so-called "Champion of the Desert," can face it and live. But can she? And how? For the city of Ark, the last safe place on Earth, to make sure humans and their children don’t perish, they must destroys the Merdrun city of brass. In Daevabad, within gilded brass walls laced with iron, the cityscape is a body of secrets. A place where the mysteries of the past—villains and virtuosos, heroes and villains, are obscured by the layers of lies one causes to the next. When Nahri accidentally summons Dara, an equally-sly, darkly-capable woman possessed of gnarled fingers and a mouth that won’t stop talking, she is not the only person-to her left. A second person—Isra, who was lost to her for millennia… a war between alien civilisations that have very unequal battle in all the Histories. The second in Irvine's new series, THE GATE OF GOOD AND EVIL.

DREADFUL YOUNG LADIES
BUTLER, D. J.

Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. The world—of war. The second in Irvine's new series, THE GATE OF GOOD AND EVIL.

DAEVARAD TRIO: TRAGEDY OF THE BRAZIL
CHACKRABARTY, S. A

DIVINE CITIES 03: CITY OF BLOOD
CAREY, Brian

Follows the epic tale of Caspar Thalanes, who is one of the not-quite-human Firstborn, the mysterious capabilities. Yet, how far can the violence be taken before

MIRACLE AT MIDDLEMARCH
COLE, Myke

The allies have but one chance to destroy the Merdrun – though it will require their skill. Two princes clash in the skies, the fate of two nations riding on their duel. And when the Merdrun's leader, the Mad Mage, is finally subdued, an ancient weapon, a force more dangerous than he had imagined, is unleashed. Only Andi, the so-called "Champion of the Desert," can face it and live. But can she? And how? For the city of Ark, the last safe place on Earth, to make sure humans and their children don’t perish, they must destroys the Merdrun city of brass. In Daevabad, within gilded brass walls laced with iron, the cityscape is a body of secrets. A place where the mysteries of the past—villains and virtuosos, heroes and villains, are obscured by the layers of lies one causes to the next. When Nahri accidentally summons Dara, an equally-sly, darkly-capable woman possessed of gnarled fingers and a mouth that won’t stop talking, she is not the only person—Isra, who was lost to her for millennia… a war between alien civilisations that have very unequal battle in all the Histories. The second in Irvine's new series, THE GATE OF GOOD AND EVIL.

FIRE SERMON 03: THE FAREWELL SHIP
HARRIS, Patricia

In the flourishing metropolis of Soot City (a warped version of 1920s New York), a young woman meets a man who changes her world. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace. Sarah Calhoun is the fifteen-year-old daughter of the Elector Andrew Calhoun, one of many military leaders and men of the elections who have voted for peace.
THE WOLVES OF WINTER
Johansson, Tyrell. 1968. A young witch who is 12 years old is saved by the war and her family. She is lost in the ruins of the city, and her mother and father have left her behind. She becomes a warrior of the resistance, fighting against the enemy that has invaded her country. Despite the war, she learns to trust in her own strength and to find the courage to fight for what she believes in.

BLADES OF OXEN
Oort, Z. 1974. In a distant planet, a group of adventurers must face the challenges of a hostile environment and a dangerous enemy. As they journey through the wilderness, they must rely on their skills and knowledge to survive.

THE LEGACY OF THE DEAD: 03 – GRAY
Sagara, Michelle. 2023. In a world where magic and technology coexist, a young woman must use her powers to save her city from an invading force. With the help of her friends and allies, she must find a way to stop the enemy before it's too late.

COVER: 01 – CHILD OF MAD GOD
Salvatore, R. A. 2024. When a young girl discovers that she is the child of a powerful god, she must learn to control her abilities and navigate the dangerous world of the gods. With the help of her mentor and allies, she must find a way to prevent the god from causing destruction.

LITTLE GREEN MEN – 05 – ANTAGNIST
Schmidt, Bryan Thomas (editor). 2025. In a future where aliens have invaded Earth, a group of human soldiers must band together to defend the planet. With the help of their advanced technology, they must find a way to stop the aliens before they can destroy humanity.

THE MYSTERIOUS TARDIS
Jennings, Sarah. 2026. In a world where time travel is possible, a young woman must navigate the dangers of the time loop and find a way to stop the evil forces that threaten to destroy the universe.