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Contributions
welcome.

There's a reason why this month's issue is later than usual.

After discussing 2025 and how off the rails it went, I was fairly adamant that Mindy should take 2026 off in terms of accidents, incidents, hospital stays, and the like. Did she listen? Sort of.

The past couple of weeks, Mindy's been back in the hospital recovering from her third back surgery, this time expanding the vertebrae fusion in two directions, up to the L3 and down to the S1, the top of the sacrum. The x-rays are very impressive, and we joke that ultimately the goal is to make Mindy some kind of cyborg by the time we retire.

So, as you can imagine, things around here have been in a bit of a scramble as we rearrange the house to make it easier for her to navigate now that she's home from the hospital. Priorities shift, goals change, tasks that need to be done get set aside for other tasks that need to be done first.

I'm sure you've all been there, with best laid plans and such.

What it means for the *Gazette* is that there will be a bit of a delay implementing some of the things we'd like to do with the 'zine to make it more fan-centric. We've talked about this previously, and those goals are still in place. But this momentary setback gives us a chance to ask you what you'd like to see in these pages every month?

Feel free to send us your suggestions on what we can add to the new 'Zine Scene section and Bob's wonderful historical time capsules. (Perhaps we should collect them all in an anthology...)

More to come. Thank you for your continued patience and support.

~ Jason

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'Zine Scene



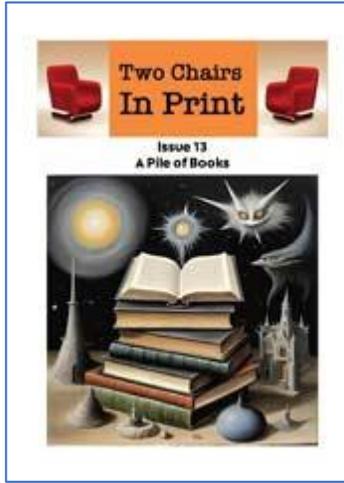
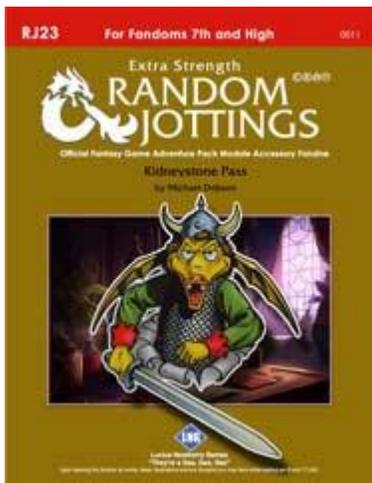
Corflu Pickled (Corflu 43) is right around the corner! Hotel booking is now open, and the event runs February 27th through March 1st at the Courtyard by Marriott in Santa Rosa, CA.

You can attend virtually for \$25 or be a Supporting Member for \$37.50. The fee for Attending Members is \$100.

Find out more at <https://conflu.org>


eFanzines.com

New Listings



- *Random Jottings* #23 *Skidoo et al* (Michael Dobson)
- *dot-fanzine: interrobang* (John D. Berry)
- *dot-fanzine: colon* (John D. Berry)
- *Two Chairs in Print* #13 (Perry Middlemiss and David Grigg)
- *Octothorpe* #152 (podcast by John Coxon, Alison Scott, Liz Batty)
- *Opuntia* #619 (Dale Spiers)
- *The Obdurate Eye* #59 (Garth Spencer)
- *dot-fanzine: guillemets* (John D. Berry)
- *CAPTAIN FLASHBACK* #86 (Andy Hooper)
- *Opuntia* #618 (Dale Spiers)
- *This Here...* #95 (Nic Farey)

NEW ‘ZINE RESOURCE

Mr. Garth Spencer, editor of *The Obdurate Eye*, has announced a new resource for ‘zines. *Across the Fandomension* provides information on Canadian fan activities as well as information on fandom and science fiction publishing in other countries.

The listings include fanzines (such as the *Gazette*), contemporary fan organizations, fan art, convention information and event news, and archive material from fandoms past.

You can find this a more at <https://www.vcn.bc.ca/~garth2/>

SHARE YOUR ‘ZINE

Back in the day, going all the way back to the 1930s, there were quite a few choices when it came to fanzines. Nowadays, they’re a little harder to come by. Which ones have we missed? Which ones are you reading? Share with us your favorite set of ‘zines from the multiverse! And if you publish a ‘zine, send us a copy!

As *The Stf Amateur* continues to evolve from an interconnected assortment of standalone apazines to its current bundlezine format, it’s only natural that it eventually becomes a proper genzine. *The Stf Amateur* is hereby requesting the following:

- sf, fantasy, and horror news
- fanart, cover art, illos, and fillos
- poetry
- filk songs and lyrics
- short fiction
- articles and essays
- reviews
- con reports
- jokes
- letters of comment
- ... and other material

If selected for publication, material will initially be included in one of my apazines, as well as a monthly issue of *The Stf Amateur*. Cover art will be considered solely for *The Stf Amateur*. Contributors will receive the issue in which their material appears. Send your contributions to Heath Row, 4367 Globe Ave., Culver City, CA 90230; kalel@well.com; or via fax to 323-916-0367.

FAAn Awards Open for Voting

Voting for the 2026 FAAn awards (for work done in 2025) is now open.

The seven award categories are unchanged as follows:

FANZINE AWARDS

- Best Genzine
- Best Perzine
- Best Special Publication/One-shot/Limited series

INDIVIDUAL AWARDS

- Best Fanwriter
- Best Fanartist (Steve Stiles Memorial Award)
- Best Letterhack (Harry Warner, Jr. Memorial Award)
- Best Fanzine Cover

Voting is open to anyone with an interest in fanzines, no memberships or voting fees are required.

Ballots must be received by 23:59 Pacific time, Saturday February 14th 2026, and the awards will be presented at Corflu Pickled (fanzine convention) in Santa Rosa, CA after the banquet on Sunday March 1 2026.

Anyone wishing to watch the ceremonies in real time will need at least a virtual membership, details at <https://corflu.org/> along with *The Incomplete Register 2025*, the awards voters' guide and pro forma ballot, which is also available for the asking from the awards administrator, Nic Farey, fareynic@gmail.com.

Pubnites and Other Events

Yvonne & Lloyd Penney (Toronto, ON, CAN)

THIRD MONDAY

February 16, 2026

The Red Cardinal Tavern

555 Burnhamthorpe Rd., Unit 102, in Etobicoke. It is at the north-west corner of Burnhamthorpe and The West Mall, right beside the Tim Horton's. There's plenty of parking out back, free after 5pm, and you can drive in to the parking from either street, although the Burnhamthorpe entrance is easier. If you are taking transit, you can take the 50 Burnhamthorpe bus from Islington station and get off at The West Mall, or the 112B or 112C West Mall bus from Kipling station and get off on the north side of Burnhamthorpe. Start time is 6:30 and we have the back table area 4, 5 & 6.

TORONTO PAGAN PUB MOOT

Third Monday of each month

Gatherings Resto Pub, 49 St. Clair Ave W.

For more info call Karen or Evan at 416-635-5981 <https://www.facebook.com/groups/TorontoPaganPubMoot>

THURSDAY NIGHT OF NONSENSE

Is the first Thursday of the month at the Artful Dodger at 10 Isabella Street from 6PM - 10ish. Isabella Street is midway between Bloor and Wellesley on the east side of the Yonge.

We're a casual collection of sci-fi fans and friends who eat and have friendly discussion on any topic of interest. We encourage consideration of diverse opinions and intelligent debate that includes topics which are sometimes controversial. Our social media centre is currently a Facebook group where people will find announcements of any special activities such as a book swap or a birthday celebration.

All newcomers welcome to just show up.

For more info, call Yvonne at 647-226-4249 before 10PM or email us at: Penneys@bell.net

See you there!!!





**THE NEW
COPYBLINDING**
AUSTRALIAN FANDOM'S MOSTLY FINE LINE

DESTINATION, MELBOURNE!

SYDNEY, March 28th - All roads lead to Melbourne for Australian fandom, as convention fever mounts. The 5th Australian Science Fiction Convention will be held in Melbourne during the Easter holiday weekend. According to the revised programme, the Con opens at 10 a.m. on Good Friday, 4th April with registrations and what is described as "informal mingling" at the Melbourne Science Fiction Club rooms, 19 Commercial Place, Melbourne. (Which is a devil of a place to find; it's directly behind McGill's [recreation]—but you can't get to it that way. Try a road cap.)

FANAC FanHistory Zoom Session
When Fandoms Met in Sydney –
Gary Mason interviewed by Perry Middlemiss and Leigh Edmonds
Saturday, February 21, 2026, 6pm EST,
3pm PST, 11pm GMT (London), and
Sun, February 22, 10am AEDT
(Melbourne)

Gary Mason, a mainstay of Sydney science fiction in the 60s, found his way to fandom through an unusual route: the comics.

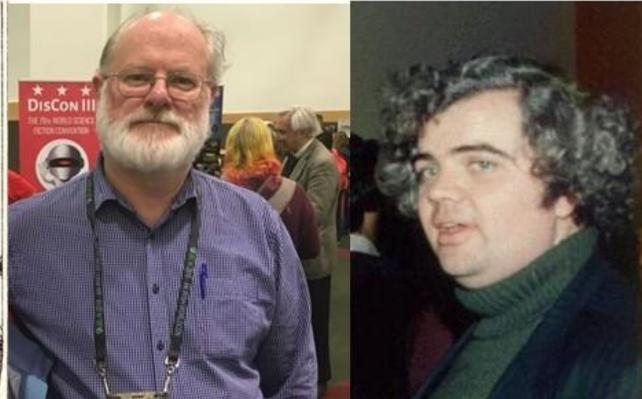
Decades later, he's not only still a devoted comics fan, but a faned, a convention runner and a multiyear ANZAPA OBO*.

Join us to find out more about what happened when fandoms met in Sydney.

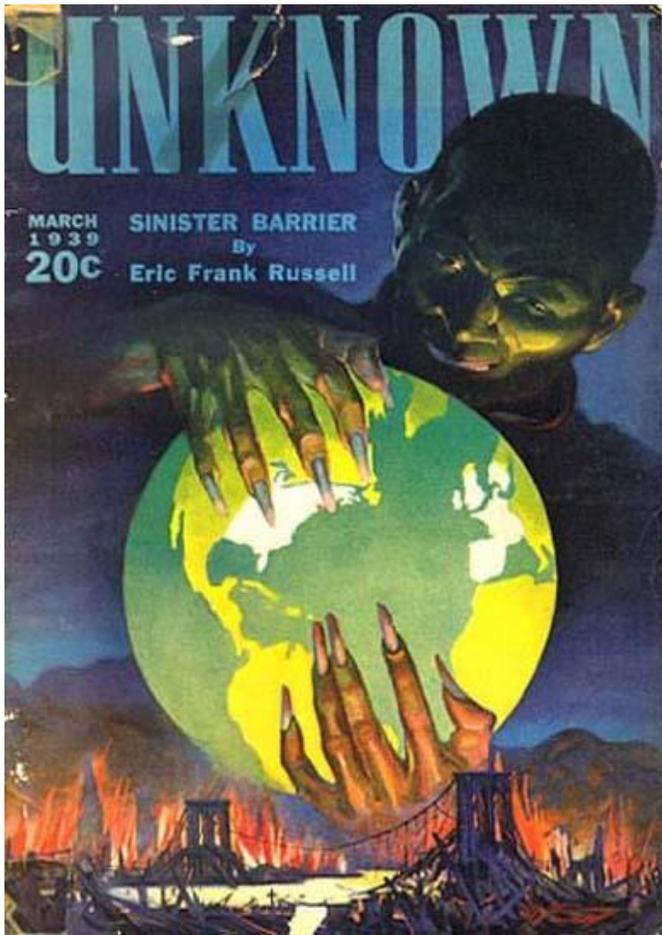
*OBO=Official (Bloody) Editor
 To attend, contact fanac@fanac.org



New Zealand APA) is bimonthly A\$7.00 payable in August, pro membership limit is 30. There ditor (OBE) is Gary Mason, P. sh)



Revisiting *Unknown Worlds* Bob Jennings



In March 1939, Street & Smith published the first issue of a new pulp magazine. Titled *Unknown* it was edited by John W. Campbell, who was also editor of the company's science fiction magazine *Astounding Stories*. *Unknown* was to be devoted to fantasy stories.

There were already several fantasy oriented magazines on the newsstands when *Unknown* appeared. *Weird Tales*, established in 1923, was the oldest and best known of the batch, but titles such as *Strange Tales*, *Fantastic Adventures*, *Thrilling Mystery*, *Mystic Stories*, and more had followed in its wake.

Most of those magazines were solidly devoted to weird supernatural and horror. There was a decided lack of pure fantasy, or whimsical, or romantic, or humorous fantasy stories.

Campbell aimed to change that with *Unknown*. He had been considering a fantasy magazine for over a year, and had purchased a few stories in anticipation of working up a title presentation to his publisher. When Eric Frank Russell sent his novel length story "Sinister Barrier" based on the concept presented in the works of Charles Fort that the human race were animals owned and farmed by some superior alien beings that controlled and harvested us for their own purposes, Campbell knew he had the lead feature he was looking for. He asked Russell for some changes to make the story more fantasy and less science fiction, and more internally consistent, and with "Sinister Barrier" as the cover and lead feature *Unknown* was launched.

Campbell let it be known among his regular cadre of *Astounding* authors that he was looking for fantasy material for *Unknown*. He insisted on the same standards he had established with *Astounding*: stories had to be well written, plots had to be solid and sustainable, and those plots had to be internally logical and consistent from first paragraph to last.

In the promo page he ran in *Astounding* he said "it has been the quality of the fantasy that you have read in the past that has made the very word anathema ... [*Unknown*] will offer fantasy of a quality so far different from that which has appeared in the past as to change your entire understanding of the term".

Unknown was up against sharp competition from *Weird Tales*, which had an enviable reputation. Even tho it was a pulp magazine, *Weird Tales* was a prestigious publication, one of the very few pulp magazines the elite literates, including the O'Henry Awards board of directors regularly read. Unfortunately *Weird Tales* had distribution and sales problem. By 1939 it was profitable, but its sales were low and the magazine was still dealing with accumulated back debt from the early Depression years. Despite its reputation the magazine was notoriously late paying its authors. *Weird Tales* paid a penny a word, on publication, but slow sales meant that payment for its writers was sent our weeks, and sometimes months after the story had been published, and there seemed no way that the publication would ever be able to catch up.

Unknown, on the other hand, paid on acceptance, and they paid two cents a word, the same rates as *Astounding*. All the other horror and fantasy mags paid a penny a word, or less, with occasional bonus payments for special material, at the editor's discretion. John Campbell made sure all his writers were paid immediately.

1939 was a year that featured the newsstands crammed with magazines of every kind, and *Unknown* had some problems getting itself established, despite the powerhouse distribution system Street & Smith had established over the years.

There has long been a supposition among fans that the magazine lost money regularly, but this is clearly untrue. If the magazine had lost money S&S would have cancelled it without a second thought, even tho *Unknown* was one of the few magazines in their extensive stable of publications that the company executives admitted to reading regularly. Sales were profitable, but they weren't up to what the company expected, and Campbell was aware that adjustments had to be made if the magazine was to survive.

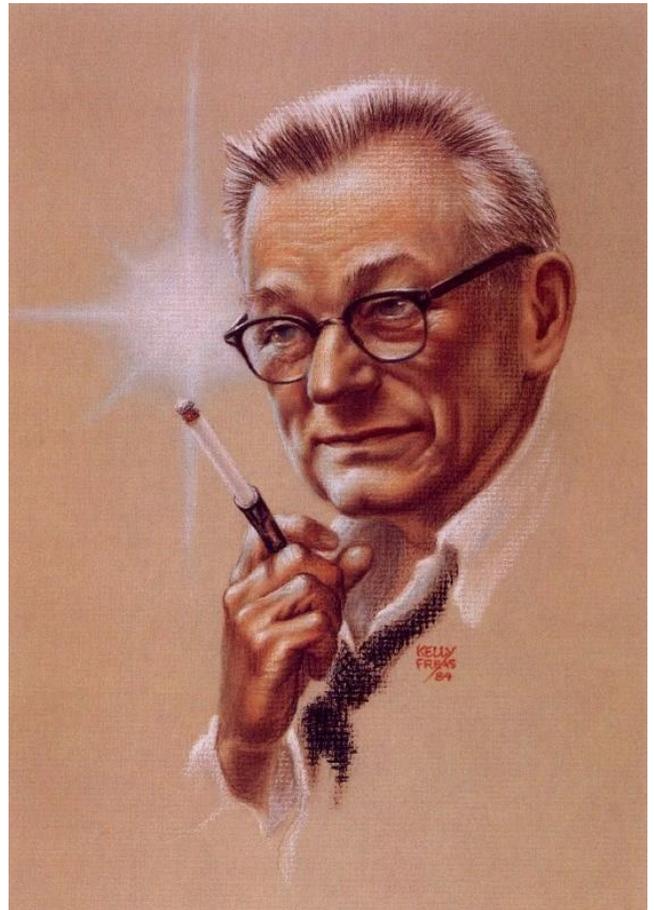
With the July 1940 issue *Unknown Worlds* stopped using full color cover paintings. Instead the magazine featured one color over-print covers with three small b&w illos taken from the inside story illustrations and a list of story titles. With the February 1941 issue the magazine shifted from monthly to bi-monthly publication. With the October 1941 issue the page count dropped from 164 to 130 and the title was officially changed to *Unknown Worlds*. With that same month all the S&S pulp magazines shifted to bedsheet size to get better newsstand placement. All of these changes were clearly designed as cost saving measures. The elimination of full color cover paintings not only saved the artist fee but also cut down on printing costs.

Despite these efforts the magazine continued to struggle with low circulation. The stories inside, however, were first rate. In addition to many of the authors from *Astounding*, Campbell developed a stable or regular contributors such as L. Ron Hubbard, who produced eight novels as well as short stories for the magazine. There was also L. Sprague deCamp, H.L. Gold, Theodore Sturgeon, Fritz Leiber, Manley Wade Wellman, Anthony Boucher, and others. Talented outsiders from the ranks of mainstream fiction also wrote fantasy tales specifically for *Unknown Worlds*.

Some of the writers Campbell asked for material could not meet the standards he had established for *Unknown*. Isaac Asimov tried to write stories for the mag, but only had one sale after six tries, ironically accepted just as the magazine was cancelled. A.E. Van Vogt only sent and sold one single story to the magazine, "The Book of Ptath". It appeared in the final issue of the magazine and Van Vogt later expanded it into a full length novel for paperback publication.

Despite high quality stories and enthusiastic response from readers, sales continued to be low. Meanwhile WWII was cranking up, and the US government declared paper rationing. There was plenty of paper sitting at plants in Canada and elsewhere; what was lacking was rail transportation to get the paper to the assorted publishers. All transportation had a military first priority, and paper for magazine publication was rationed on a formula only the government seemed to understand.

In 1943 the paper rationing crisis hit Street & Smith, and hard decisions had to be made. The S&S brass gave Campbell the option of keeping *Astounding* going as a monthly publication and cancelling *Unknown*, or keeping *Unknown* going and changing *Astounding* to a bi-monthly schedule as well. Even tho Campbell was devoted to *Unknown*, he was unwilling to sacrifice *Astounding*. At the same time another factor entered the picture: most of the male writers who had contributed to his magazines were in military service and he was having a hard time finding sufficient material to keep the magazines stocked with the kind of stories he wanted. *Unknown Worlds* was cancelled, with the last issue being dated October 1943.



There were a few left over stories in the inventory. The authors had already been paid, but there was no place to publish them. A couple of years later Campbell tried to slip two of those inventory fantasy stories into two separate issues of *Astounding*, hoping the readers would accept the combination, but he was dead wrong. Reader reaction was swift and absolutely opposed to adding any kind of fantasy writing into the pages of *Astounding Science Fiction Magazine*.



In 1948 Campbell convinced S&S to issue a special one-shot titled *From Unknown Worlds*, a 130 page bedsheet sized magazine priced at twenty-five cents that used up the remaining unpublished inventory from the original magazine's run, plus reprints specially selected by Campbell. He was hoping there would be sufficient response to relaunch the magazine, but the story is that S&S overprinted the issue with a 300,000 copy run. Sales were good, but the high unsold returns convinced them not to take a chance on reviving *Unknown Worlds*.

Unknown Worlds is one of the best remembered fantasy magazines of all time. During its four and a half year run it produced 39 regular issues and one special edition, offering some of the finest fantasy tales published in the twentieth century. It provided an addictive mix of high adventure, epic horror, playful whimsy, suspense, humor, and unique human interest fantasy tales. Almost every single story printed in the magazine has been reprinted, with many being reprinted multiple times. With its focus on quality writing, and high quality imagination, *Unknown Worlds* changed the entire focus of fantasy fiction forever. With *Unknown Worlds* John Campbell created an epic legacy of extraordinary fantasy fiction that will never be matched again.



Bob Jennings has been involved in fandom since the late 1950s, and is one of the original founding members of comics fandom, founding the SFPA and publishing hundreds of fanzines. From 1979 to 2000, Bob ran a science fiction/comics/game store, which is now all mail order. He's currently at work to develop a device that will zap robo-callers and internet spammers.



LETTERS

Dear Mindy and Jason:

I am behind two issues now. Other activities (I won't mention *Amazing Stories*) may or may not have conspired to keep me behind, but I am, so time to try to fix it. Here come comments on *The N3F Fan Gazette*, issues V5#7 and V5#8.

V5#7... Years like 2025 really take it out of us, and often, the fact we're a year older has little to do with it. For me, lots of work, mostly voluntary, some crazy days (at least I got paid for those), and lots of new responsibilities which make me wonder, do I really need that sleep? The time I am unconscious, I could really use to get a little further ahead. Yvonne has surgeries coming up, but I seem to be in fairly good shape, and I will keep the home fires burning while she's in the hospital.

(I'm jumping the gun a little bit here, but this very morning, I sent out our regular Third Monday reminder, and I attached a huge list of local conventions, and other cons you could drive to in one day. Hope this list helps.)

V5#8... Yes, *The Incomplete Register* for 2025, to get the FAAn Awards process on the go. It's been a long time since I've won a FAAn Award, so keep me in mind for Best Letterhack! *The Stf Amateur*... I think by now, Heath Row and wife have made their grand move to Portugal.

My thanks to Bob Jennings on the origins of fandom, which can be attributed to *Amazing Stories* Magazine. The magazine's 100th anniversary come up this coming March 10, and there will be multiple celebrations here and there. I am part of the team frantically trying to put together the best possible centennial issue of *Amazing Stories*... yes, that hallowed magazine is coming back. I am sure LAcon V will do something for the anniversary this coming August. More than ever, I wish I could go to LAcon V, but travel to the US is fraught with peril for foreign nationals.

(Just for the record... you list a convention called East Gwillimburg Comicon in East Gwillimburg, Ontario. That should be East Gwillimbury. It is just north of Toronto.)

For two issues, it just doesn't seem like this loc is enough, but it will have to do for the moment. Many thanks, and I will try to be a little more timely next time.

Yours, Lloyd Penney.

[Lloyd & Yvonne: hope the surgeries go well. We're very aware just how much that disrupts things at home. And yes, Bob's articles are always a great doorway to the history of fandom. Thanks for the correction on the event. We'll make the update!]



FILMS FANTASTIC *Is Back!*

The revue of reviews has returned! Check it out today at tnfff.org!

February 2026 New Fantasy and Science Fiction Releases

Walter Bruce Sinclair

- **Abdullah, Chelsea.** *The Ashfire King* [*The Sandsea Trilogy #2*]. Orbit, 25.99 tp.

After fleeing a patricidal prince, legendary merchant Loulie al-Nazari and banished prince Mazen bin Malik find themselves in the realm of jinn. But instead of sanctuary, they find a world on the cusp of collapse. The jinn cities, long sheltered beneath the Sandsea by the magic of its kings, are sinking. Amid the turmoil, political alliances are forming, and rebellion is on the rise. When Loulie assists a dissenter - one of her bodyguard's old comrades - she puts herself in the center of a centuries-old war.

- **Adams, Guy (ed).** *The Thirteenth Floor Anthology. Rebellion*, 22.99 tp.

The Thirteenth Floor's evil AI Max goes worldwide in this anthology of thirteen brand-new stories, including entries from Angela Slatter, Una McCormack, Lavanya Lakshminarayan, and James Lovegrove.

- **Al-Wasity, Heba.** *Weavingshaw*. Del Rey, 41.99 hc.

Three years ago, Leena Al-Sayer awoke with the power to see the dead. When her beloved brother, Rami, falls fatally ill, Leena can only buy the expensive medicine that will save his life by bartering the only valuable thing she has - her secret. The Saint of Silence, a ruthless merchant who trades in confessions accepts her bargain, but Leena must find the ghost of Percival Avon, the last lord of Weavingshaw - or lose her freedom to the Saint forever.

- **Anderson, Jarod K.** *Strange Animals*. Ballantine, 39.99 hc.

Green trips on the curb, falls flat into the street, and sees the city bus speeding toward him. And then - blink. He's back on the curb, miraculously still alive. A five-foot-tall crow watches him from atop a nearby sign, somehow unseen by the rushing crowd of morning commuters. Desperate for answers and beset by more visions of impossible creatures, Green finds his way to a remote campsite in the Appalachian Mountains, where he meets a centuries-old teacher and begins an apprenticeship unlike anything he could imagine.

- **Anderson, Liza.** *We Who Have No Gods* [*The Acheron Order*]. Ballantine, 39.99 hc.

In a world of witches, a human woman must hunt or be hunted in this explosive gothic dark academia fantasy filled with war-bent rivals, guarded secrets, and simmering chemistry.

- **Arena, Brittney.** *A Dance of Lies*. Vintage Canada, 25.00 tp.

Vasalie Moran was once a dancer in King Illian's court - until he framed her for murder. Barely surviving her two years in the dungeons, she's suddenly called to face her king. He offers her a deal. Become his spy at the six-week Royal Gathering and he'll grant her freedom. As Illian's orders grow bloody and dangerous, forcing her to harm and betray those around her, Vasalie discovers that the monster she serves may be aligned with a bigger monster - one far closer to home.

- **Armstrong, Collin.** *Polybius*. Gallery, 26.00 tp.

October, 1982. High schooler Andi's self-taught skills with all things electronic make her a perfect fit for a job at the dingy local arcade where she can tune out from life and bankroll her eventual escape. Pining over the distant and aloof Andi is Ro, the son of Tasker Bay's sheriff, who begins spending more time at the arcade. When Polybius - a new bleeding-edge game of unknown origin arrives - the shop is suddenly overwhelmed with players fighting for time on the machine -as a virus-like epidemic grips Tasker Bay.

- **Ashton, Edward.** *After The Fall*. St. Martin's, 41.00 hc.

Humans are the pets of the grays who now rule the world. John has found himself bonded to Martok Barden nee Black Hand, one of the "good" grays. But when Martok puts John's bond up as collateral against an abandoned house in the woods that he hopes to turn into a wilderness retreat for wealthy grays, John learns that there are limits to Martok's friendship. Soon he finds himself caught between an underworld boss who thinks Martok is something that he very much is not, a girl who was raised by feral humans and has nothing but contempt for pets like John, and Martok himself, whose delusions of grandeur seem to be finally catching up with him.

- **Ashton, Edward.** *The Fourth Consort*. St. Martin's, 26.00 tp.

A standalone from the author of *Mickey7*. Dalton Greaves is one of humankind's first representatives to Unity, a pan-species confederation working to bring all sentient life into a single benevolent brotherhood. But the only actual members of Unity that he's ever met are Boreau, a giant snail who seems more interested in plunder than spreading love and harmony, and Boreau's human sidekick, Neera. Funny thing, though - turns out there actually is a benevolent confederation out there, working for the good of all life. They call themselves the Assembly, and they really don't like Unity -- or Unity's new human minions.

- **Baumer, Cate.** *The Faithful Dark*. Mobius, 36.00 hc.

In a holy walled city where sin and sanctity are revealed through touch, Csilla - a girl born without a soul - is worth little to the Church that raised her. But when a series of murders corrodes the faithful magic that keeps the city safe, the Church elders see a use for her flaw: she can assassinate their prime suspect, a heretic with divine heritage, without risking the stain of sin. The heretic, however, makes Csilla a counteroffer: clear his name by helping him catch the real killer, and he'll use his angelic gifts to grant her her very own soul.

- **Baxter, Stephen.** *Hearthspace*. Gollancz, 29.99 tp.

Thousands of years ago, a massive colony ship arrived at the Hearth - the celestial birthplace of millions of planets, ranging from habitable earth-like worlds to unimaginable hellscape of pressure and heat. Using lightsails to navigate, humanity has spread itself across dozens of these worlds. But they have also forgotten their beginnings, where they came from... and a terrible secret is about to be unveiled. For Commander Ulla Breen, on her first tour of duty aboard a patrol sail-ship, the universe is about to change around her.

- **Blackgoose, Moniquill.** *To Ride a Rising Storm [Book of Nampeshiweisit #2]*. Del Rey, 27.99 tp.

Anequs has not only survived her first year at Kuiper's Academy but exceeded all of her professors' admittedly low expectations - and passed all her courses with honors. Now, she and her dragon, Kasaqua, are headed home for the summer, along with Theod, the only other Native student at the Academy. But what should have been a relaxing break takes a darker turn. Thanks to Anequs's notoriety, there is an English presence on Masquapaug for the first time ever: a presence which Anequs hates.

- **Boyle, R. L.** *Temple Fall*. Titan, 24.99 tp.

Flynn and her friends plan to spend the night in Temple Fall, a mysterious house up on the moors with a strange history, but their planned night of drinking and teenage debauchery twists into a surreal nightmare. Suddenly forced into strange choices and places, the tight-knit group starts to fall apart. And then Jackson falls to his death. In the days that come after, Flynn finds herself trapped, as if she never left the house. Consumed by the lost secrets of her family past, and haunted by the spectre of a Victorian woman, she finds herself losing time and seeing things that aren't there.

- **Breeze, Caitlin. *The Fox Hunt*. Little, Brown, 25.99 tp.**

Second-year student Emma Curran falls for the devastating, aristocratic Jasper Balfour, leader of the all-male Turnbull Club. One night, the Turnbells propose a sinister little game: a fox hunt. The women run. The men chase. Torn from her ordinary life and trapped in a dangerous, otherworldly realm, Emma awakens transformed. No longer mortal, she's become something beastly.

- **Cahill, Ryan. *Of Blood and Fire [The Bound and the Broken]*. Broken Binding, 35.99 hc.**

Epheria is a land divided by war and mistrust. The High Lords of the South squabble and fight, only kept in check by the Dragonguard, traitors of a time long past, who serve the empire of the North. In the remote villages of southern Epheria, still reeling from the tragic loss of his brother, Calen Bryer prepares for The Proving - a test of courage and skill that not all survive. But when three strangers arrive in the village of Milltown, with a secret they are willing to die for, Calen's world is ripped from under him and he is thrust headfirst into a war that has been raging for centuries.

- **Campbell, Jack. *Destiny's Way [The Doomed Earth Duology #2]*. Ace, 25.99 tp.**

Earth was destroyed on June 12, 2180. Lt. Selene Genji watched it happen. Thrown forty years into the past she can only guess what to do to change the events that led to the death of all humanity. But she is an experimental fusing of human and alien DNA and is viewed as a monster who can't be trusted, a tool of the aliens who have just made first contact. Fortunately, she has an unshakable ally in Lt. Kayl Owen, who has risked everything to help her mission.

- **Castro, V. *Maria the Wanted*. Titan, 24.99 tp.**

Maria is a wanted woman. She's wanted by an Aztec trafficker, a cartel boss, the people she fights for, and now the Devil she can't resist. Her journey begins as a would-be immigrant turned vampire in Juarez, Mexico. To ease her restlessness, she finds work with an ex-boxer and learns to fight, becoming an unlikely bad ass enforcer of justice for the community that has embraced her. An encounter with a violent, ruthless vampire boss leads her to finally find her creator, and he is nothing like she imagined.

- **Chang, Janie. *The Fourth Princess*. HarperCanada, 25.99 tp.**

Shanghai, 1911. Lisan Liu is elated when she is hired as secretary to wealthy American Caroline Stanton, the new mistress of Lennox Manor on the outskirts of Shanghai's International Settlement. However, the Manor has a dark past due to a previous owner's suicide, and soon Lisan's childhood nightmares resurface with more intensity and meld with haunted visions of a woman in red. Adding to her unease is the young gardener, Yao, who both entices and disturbs her.

- **Chapa, Veronica. *Malinalli. Primero Sueno*, 26.00 tp.**

The woman known as Malinalli, Malintzin, La Malinche, Dona Marina, and Malinalxochitl was the Nahua interpreter who helped Spanish conquistador Hernan Cortes communicate with the native people of Mexico. Blessed with magical powers, and supported by a close-knit circle of priestesses, Mali vows to help defend her people's legacy.

- **Chen, Mike. *Low Red Moon [Star Wars Outlaws]*. Worlds, 41.99 hc.**

Prequel to *Star Wars Outlaws*. Jaylen Barsha's power and wealth were stripped away when the Empire trumped-up charges of conspiracy against his family. Before he can reach Sliro for help redeeming the Barsha name, a battle droid arrives at the family compound with a mission to kill every last member of the Barsha clan. Jaylen manages to fend off the attack as the sole survivor, but realizes the droid, who he reprograms, is his only chance to stay alive. But he can no longer be Jaylen Barsha - he'll have to live now as Jaylen Vrax.

- **Cliffwater, Ivy. *The Shadow Weaver*. Hachette Aotearoa New Zealand, 29.99 tp.**

Caris Ironside crafts legendary swords and can wield them better than most men. But the shadowy power at her fingertips will be her death sentence if it is exposed. Desperate for a way into the heart of Capita - to avenge her mother's murder - Caris enters a brutal tournament disguised as a man. In a city ruled by those who hunt her kind, Caris relies on the help of two allies: Cillian, a fellow blacksmith, and Torgrin, the army captain who infuriates her - who is as cold and unyielding as Cillian is warm.

- **Cogman, Genevieve. *Damned [The Scarlet Revolution #3]*. Tor UK, 21.99 tp.**

1794. Eleanor, once a lowly English maid, is now a member of the League of the Scarlet Pimpernel and a promising conjuror. With a vampire plot thwarted in Paris, the League's next daring rescue is of the Pimpernel's beloved wife, Lady Marguerite, imprisoned in her London townhouse on unjust charges of treason and espionage. But Lady Marguerite's captivity is only the first threat from the League's vampiric enemy.

- **Cox, Darby. *A Day of Breath*. Angry Robot, 26.99 tp**

Oly is Niawa's longest serving Champion, a warrior given magical strength. She stands alone at the Edge, protecting the kingdom from demonic hordes that emerge from a rift between the realms. But her powers are fading; she has to find a way to get them back, and fast. An answer comes when Heir Fallon, distraught when he is not chosen to be the next ruler of Niawa, attempts to change his fate by convincing Oly to leave the Edge for the first time in ten years for the Day of Breath.

- **Dawson, Delilah S. *Heir of Strahd [Dungeons & Dragons Ravenloft]*. Worlds, 25.99 tp.**

Five strangers armed with steel and magic awaken in a mist-shrouded land, with no memory of how they arrived: Rotrog, a prideful orcish wizard; Chivarion, a sardonic drow barbarian; Alishai, an embittered tiefling paladin; Kah, a skittish kenku cleric; and Fielle, a sunny human artificer. After they barely survive a nightmarish welcome to the realm of Barovia, a carriage arrives bearing an invitation -- to the Castle Ravenloft.

- **de Castell, Sebastien. *The Malevolent Eight: The Bad, The Worse, and The Wicked [The Malevolent Seven #2]*. Mobius, 24.99 tp.**

Vancouver author. Cade Ombra, former Glorian Justiciar turned mercenary wonderist, leads a band of emotionally unstable mages in a desperate bid to prevent the impending clash of divine and diabolical titans. Failure will leave humanity to be conscripted into an eternal war, serving as foot soldiers doomed to oblivion. The mission seems impossible, but Cade and the Malevolent Seven aren't exactly pacifists, so they're determined to bring peace no matter how many people they have to kill first.

- **Dinniman, Matt. *Operation Bounce House*. Ace, 44.00 hc.**

From the author of *Dungeon Crawler Carl*. When the transfer gate finally opens between the colony planet New Sonora and Earth, the colossal Apex Industries is hired to commence an "eviction action" against the colonists. But maximizing profits will always be Apex's number one priority. Why spend money printing and deploying AI soldiers when they can turn it into a game? Why not charge bored Earthers for the opportunity to design their own war machines and remotely pilot them from the comfort of their homes?

- **Eccles, Megan Jauregui. *Sing the Night [Opera Magique #1]*. Grand Central, 40.00 hc.**

For as long as Selene remembers, she's only wanted one thing: to sing the boldest, brightest magic into existence and win L'Opera du Magician. To the winner goes the spoils of being declared King's Mage, a position her father held years ago,

before he lost control of his magic and spiraled into madness, leaving Selene an orphan. But when the competition turns cutthroat and a competitor steals Selene's song, the chance to redeem her father's legacy begins to slip through her fingers.

- **Fawcett, Heather.** *Agnes Aubert's Mystical Cat Shelter.* Del Rey, 39.99 hc.

1920s Montreal. When Agnes Aubert is forced to move her cat shelter, she learns that her new landlord is using her charity as a front for an internationally renowned and thoroughly disreputable magic shop owned by irritating but handsome Havelock Renard, magician and failed Dark Lord. She couldn't care less about the shop - until an enemy from Havelock's past surfaces, and the magic shop--and more importantly, the cat shelter--are suddenly in jeopardy.

- **Fellman, Isaac.** *Notes From a Regicide.* Tor, 25.99 tp.

Griffon Keming's second parents saved him from his abusive family. They taught him how to be trans, paid for his transition, and tried to love him as best they could. But Griffon's new parents had troubles of their own - both were deeply scarred by the lives they lived before Griffon, the struggles they faced to become themselves, and the failed revolution that drove them from their homeland.

- **Gaither, S. M.** *What Blooms From Death.* Cornerstone, 22.99 tp.

Princess Bellanova has spent years in exile after escaping the curse that cast a death-like slumber over her family. Her talents for necromancy - and thievery - have kept her alive and given her a fearsome reputation. But survival isn't enough. Luminor, the Blade of Light, lies deep in the belly of the underworld. Stealing it back into the realm of the living could undo the curse and restore her family, her reputation and her kingdom to life.

- **Golden, Kate.** *Half City [Harker Academy #1].* Ace, 25.99 tp.

Viv Abbot is an otherwise average 21-year-old girl. Her rent's too high, the hours too long at her thankless job, she's dating a guy she doesn't even like. But she also happens to be a demon hunter. It is a lonely pursuit - until she hears of Harker Academy for Deviant Defense. There she'll learn to hone her craft, work with other hunters, and never be alone again. But Viv must not reveal her deadly secret, not if the school might hold the answers to untangling the mystery surrounding Viv's father's death.

- **Goldenberg, Salinee.** *Way of the Walker.* Angry Robot, 24.99 tp.

Ree is born with her eyes open to the Everpresent - a heightened awareness where Phi Hunters pull their magic and can speak to spirits and ghosts. When she is ostracized at school for being too strange, she finds refuge and acceptance in the Phi Hunters guild. But she becomes disenchanted with the simplistic way they view phi and is further frustrated with the community's deference to a foreign power that threatens to conquer Suyoram. Her path will lead her to abandon her home in search of purpose.

- **Grecian, Alex.** *Rose of Jericho.* Nightfire, 25.99 tp.

Not all is as it seems in the small village of Ascension, Massachusetts. A mother wasting away from cancer is suddenly up and about. A boy trampled by a milk cart walks away from the accident. A hanged man can still speak, broken neck and all. The dead are not dying. When Rabbit and Sadie Grace accompany their friend Rose to Ascension to help take care of her ailing cousin, they immediately realize there is a problem here.

- **Hall, Alexis.** *Hell's Heart.* Tor, 41.99 hc.

Earth is dead. Which leaves us stuck living in atmospheric domes on planets that will kill us if we blink wrong, or run out of fuel. And by "fuel" I mean "the cerebrospinal fluid of gargantuan, quasi-psychic space monsters". I joined the hunt

hoping to get paid and maybe laid, but mostly paid. Instead, I followed a captain chasing abominations in the skies of Jupiter. We battled the Mobius Beast itself, there in the red eye of the world. Spoiler: we lost.

- **Harrison, Kim. *Secondhand Luck [The Shadow Age #2]*. Ace, 39.99 hc.**

It's been months since Petra Grady bonded with the shadow Pluck. With the help of researcher Benedict Strom, she has made a place for herself at St. Unoc University as the first weaver to use shadow magic in a thousand years. When a new weaver is drawn to St. Unoc, Pluck quickly realizes the novice magic user has not come alone. Trailing her is Thoth, a devious shadow responsible for betraying his own kind and setting mage against weaver thousands of years ago.

- **Ivy, Alexandra. *Dragon Magic [Magic For Hire #4]*. Lyrical, 24.95 tp.**

Wynn takes what she wants. Nothing stops her: not walls, not spells, not even a coven of clever mages. Certainly not rules. Her immunity to magic gives her access to rare artifacts and a life of luxury, but her cunning, fearlessness, and defiant nature protect her in a world where no one cares. It's worked for centuries - but now the horrible dreams haunting her suggest a corruption has gotten past her guard. Inconvenient timing, since somehow a mysterious stranger is tracking her, moving closer with every job. When he finally catches up, Azh is like no one Wynn's ever known.

- **Jensen, Danielle L. *A Curse Carved in Bone [The Saga of the Unfated #2]*. Del Rey, 27.99 tp.**

While Freya still seethes with rage over Bjorn's betrayal, the blood oaths that bind her demand that she keep him close as she hunts for a way to avert the looming war. Her magic draws her to the front lines of an old enmity, embroiling her with Nordeland's Unfated - children of the gods who serve the king she was raised to fear. The same king who, unlike Bjorn, is now willing to fight at her back.

- **Johnson, Kate. *Promised Queen. One More Chapter*, 23.99 tp.**

In a realm where magic has vanished and a kingdom teeters on the brink, Ember Hart, a master thief with a hidden past, is thrust into a strange new world and a destiny she never sought. Anointed as 'the Promised One', she is bound by a twisted prophecy into an unholy union with the kingdom's beastly prince. But Ember is no sacrificial lamb. Forming a precarious alliance with the dangerous Rhaell, Captain of the Guard, Ember seizes the chance to return home by helping to restore the kingdom's lost magic.

- **Jones, Helen Glynn. *Raven's Court [Ravens#2]*. One More Chapter, 23.99 tp.**

In a world ruled by vampires, where humans are farmed for food, Emelia Raven stands on the brink of becoming the next sovereign of the House of Raven. But she is no ordinary heir. Half-human, half-vampire, Emelia walks between two worlds. However, treachery simmers beneath gilded courtrooms and velvet gowns, and whispers of an ancient Challenge threaten to spill royal blood on the steps of power.

- **Keaton, David James. *Head Cleaner. Datura*, 24.99 tp.**

The last Blockbuster video store in the United States is hanging on by a thread. And after a crazy night attempting to track down a lost VCR rental to collect the record-setting and internet-famous late fee, three employees, idealistic Eva, cinephile Jerry, and their tyrannical manager Randy, discover that this machine may actually have the power to change the endings of popular films, which, depending on the historical basis of the film, might also be changing the real world around them. Or could this just be an elaborate, increasingly deadly prank? When they begin receiving videotapes and voicemails seemingly depicting their deaths, Eva, Jerry, and Randy scramble to keep the VCR from falling into the wrong hands.

- **Kechacha, Rym. *The Apple and the Pearl*. Titan, 24.99 tp.**

As dawn breaks on All Souls Day, the lingering mists part to unveil an unending vista of serried gravestones. Between them looms a theatre like a haunted house from a horror film and the sleek iron carapace of a steam train - the Pearl. On board are the cast, orchestra and crew of a travelling ballet company, performing a show called The Apple and the Pearl.

- **Kennington, Alexandra. *Gods Beneath the Ice [Blood & Souls Duology #2]*. Ace, 41.99 hc.**

After winning the Bloodshed Trials, Revna's determined to end the holy war draining her kingdom's resources. Except the Kryllian Queen refuses to sign a treaty when she discovers how volatile Revna's bloodsinging is. But if Revna can learn to control her magic in three weeks, negotiations will resume. But there's a catch - the queen's general will be the one training her.

- **Key, Justin C. *The Hospital at the End of the World*. Harper, 39.00 hc.**

Society is run by a global AI system controlled by an all powerful corporation. The Shepherd Organization oversees every medical school in the country save one in New Orleans, the renegade Hippocrates which still insists on human-led medicine. It is the last choice school for an ambitious young New Yorker named Pok. But after his father - himself a physician - dies under mysterious circumstances that seem connected to "the shepherds" and their megalomaniacal young CEO, Pok finds himself on a quest for answers that leads right to Hippocrates.

- **Kirkbride, Jasmin. *The Forest on the Edge of Time*. Tor, 41.99 hc.**

Recruited by the mysterious Project Kairos to change history and save the future from ecological disaster, Echo and Hazel are transported through time to opposite worlds. Echo works as a healer's assistant in Ancient Athens, embroiled in dangerous politics and wild philosophy. Hazel is the last human alive, in a laboratory on a polluted island with nothing but tiny robots and an untrustworthy AI for company. Both women suffer from amnesia, but when they fall asleep, their consciousnesses transcend time and they meet in their dreams.

- **Kovatcheva, Anna. *She Made Herself a Monster*. Mariner, 39.00 hc.**

In 19th-century Bulgaria, a self-proclaimed vampire slayer - in truth, a traveling con artist - joins forces with a teenage girl to create a monster deadly enough to vanquish their own demons. But their plan quickly takes on a horrifying life of its own...

- **Kressel, Matthew. *The Rainseekers*. Tor.com, 25.99 tp.**

A breakout Holo influencer, seemingly overnight Sakunja Salazar lifted her family out of their tiny Mexico City apartment and into the world of the rich and famous. That all changed when she hopped on a rocket and blasted into the cosmos, never to hawk lavender moisturizer again. What goes up must come down. Sakunja finally crashed back down on Mars an alcoholic, addict, and has-been. Then a magazine editor discovered her photography and offered her a job. Now, she's the resident documentarian on a barebones expedition seeking to be the first humans to witness rain on Mars.

- **Kuroki, Poppy. *Passage to Tokyo [Ancestor Memories #2]*. Perennial, 21.99 tp.**

Yui Sanada struggles to raise her 12-year-old brother, Hiro, while contending with the antics of their neglectful, alcoholic mother. During a trip to Ueno Park, Hiro runs away from his sister into a strange passage beneath a samurai statue. Yui chases after him and soon finds herself in a Tokyo far removed from the familiar world of 1995. When Yui emerges from the tunnel, she cannot find Hiro but meets a young woman named Chiyo and her family and learns she has traveled back through time to 1923.

- **Kwan, Katrina.** *The Legend of the Nine-Tailed Fox. Saga, 26.00 tp.*

Yue may be the last of her kind. At night, she stalks the streets of the capital city of Longhao, luring in unsuspecting victims with the mask of a beautiful woman, then consuming them in her true form of the nine-tailed fox. When she is captured by a powerful demon hunter named Sonam and banished to Hell, she manages one final act of revenge: dragging him - and two of his subordinates - down with her.

- **Lafferty, Mur.** *Solo: A Star Wars Story Expanded Edition. Worlds, 27.00 tp.*

Includes scenes from alternate versions of the script including Han Solo's time in the Imperial Navy, Qi'ra's past, the beginnings of the rebellion, and more! Through a series of daring escapades deep within a dark and dangerous criminal underworld, a young Han Solo meets his mighty future copilot Chewbacca and encounters the notorious gambler Lando Calrissian in a journey that will set the course of the *Star Wars* saga's most unlikely heroes.

- **Lam, L. R.** *Emberclaw [Dragon Scales #2]. DAW, 27.99 tp.*

One night, using an experimental spell, thief Arcady pulls Everen, the last male dragon, through the Veil separating their worlds, and they end up with a half-formed dragon-rider bond that hasn't existed for ages since the humans betrayed the dragons and banished them. Everen is tasked with killing Arcady and opening the Veil for the rest of the dragons, but Arcady is focused on a heist that could change their life for good.

- **Lee, Sharon.** *Diviner's Bow [Liaden Universe #27]. Baen, 12.99 pb.*

The Oracle has seen the end of civilization, and the end of the Haosa, too. Reactions to this are - mixed. On the one hand, foresight is a notoriously erratic gift. On the other, can civilization - or the Haosa - afford to assume that the prophecy is an error? In the meantime, the Tree-and-Dragon trade Team has concluded its whole port inventory, and is about to propose Colemeno as a trade-hub and anchor to a brand new route.

- **Legrand, Claire.** *A Rose of Blood and Binding [The Middlemist Trilogy #3]. Sourcebooks Casablanca, 25.99 tp.*

The battered Middlemist can barely hold itself together. Olden monsters terrorize the land. The gods are awakening from their ancient slumber, but if the vengeful Kilraith destroys them, all will be lost. And it's up to the Ashbourne sisters - demigods, daughters of the goddess Kerezen - to stop him. But the sisters are spread thin.

- **Ludington, Andrew.** *Splinter Effect [Splinter Effect #1]. Minotaur, 26.00 tp.*

Twenty years ago, time-travelling Smithsonian archaeologist Rabbit Ward lost both the menorah of the second temple and his hot-headed mentee, Aaron. So, when new evidence reveals the menorah's reappearance in 6th century Constantinople, Rabbit seizes the chance for redemption. But he quickly finds out that an unlicensed and annoyingly appealing "stringer" named Helen, is also in Constantinople hunting the menorah. Worse, the city's leading gang seems to have it out for Rabbit personally...

- **Macallister, G. R.** *Sestia [The Five Queendoms #3]. Saga, 28.00 tp.*

In the world Above, the Scorpicae struggle to find a path forward in defeat, the embattled regent of Paxim gets more than she bargained for, and a young woman who barely survived the Sun Rites finds herself the indispensable right hand of a priest-queen whose sanity appears to be slipping away.

- **Malfi, Ronald.** *We Should Have Left Well Enough Alone. Titan, 24.99 tp.*

20 stories from the Bram Stoker Award nominee.

- **Maniscalco, Kerri. *Throne of Nightmares [Prince of Sin #3]*. Little, Brown, 39.00 hc.**

Prince Sloth hates leaving his enchanted library, but when a forgotten deity threatens the very fabric of the Underworld, he's thrust into a race against time. He must find the Book of Nightmares - an ancient artifact that has the power to break worlds - before it unleashes a deadly game to free its master, the Goddess of Night. When a betrayal leaves him marked, and desperate, his path collides with a young woman who possesses the legendary Phoenix Tear - a portal stone unlike any other.

- **Martine, Arkady. *Rose/House*. Tor.com, 21.99 tp.**

All of Basit Deniau's houses were haunted. Rose House, his final architectural triumph built in the remote Mojave Desert, was perhaps the most. It was an artificial intelligence, infused in every crevice and corner with a thinking creature that is not human. When Detective Maritza Smith gets a call from Rose House, she's shocked to learn that there is a dead body inside its sealed-up walls. Everybody in town knows it's haunted. But who is it - and how did they get there?

- **Maryk, Michelle. *The Found Object Society*. Hyperion Avenue, 24.99 tp.**

For twenty years, Greta Davenport has lived with the guilt of surviving the accident that killed her parents. She's tested the limits of her own mortality ever since, but little gives her the dopamine rush she craves. Not until the night she almost drunkenly crashes her car into a tree, and a peculiar blank card slides under her front door--an invitation to the Found Object Society. What she discovers there is beyond comprehension: an opulent, subterranean playground filled with aisles of objects from different eras and regions of the world. Pick an object and go on a voyage to relive the final moments of the person who died holding it, along with an unparalleled, irreplicable high.

- **May, Elizabeth. *The Wolf and the Crown of Blood [Broken Accords #1]*. Aria, 39.99 hc.**

Bryony Devaliant was born to die-again and again. In Vartena, royal blood is the currency of peace, with every monarch sacrificed and resurrected to appease the gods. But when rebellion stirs, the god-king sends his deadliest weapon to restore order: an immortal assassin known only as the Wolf. Evander has perfected the art of killing over centuries-until his latest target becomes the one person he cannot destroy.

- **McDonald, Ian. *Boy, With Accidental Dinosaur*. Tor.com, 24.99 tp.**

Tif Tamim wants nothing more than to be a dinosaur buckaroo. An orphan in search of a place to rest his head and a job to weigh down his pockets, Tif has bounced from circus to circus, yearning for a chance to ride a prehistoric beauty under the sparkling lights of a big-top. To become a buckaroo, Tif needs to learn the tools of the trade, yet few dino maestros want to take a scrawny nobody from nowhere under their wing. But when Tif frees a dino from an abusive owner and braves the roving gangs of the formerly-American west to bring the dino to safety, he catches someone's eye.

- **Mersault, Michael. *The Redline Heist*. Baen, 37.00 hc.**

Sophisticated, megarich thrill-seekers drawn to a backwater system of the Confederated Worlds find more than they expected within the catacombs of a mysterious alien base. Not only the anachronistic road warrior theme park where 20th Century "Old Earth" motor vehicles are raced for riches and glory, but an alien secret has hidden within the asteroid for millennia.

- **Mihalik, Jessie. *Silver & Blood [Silver & Blood #1]*. Avon, 24.99 tp.**

When a vicious beast begins attacking her fellow villagers, Riela reluctantly agrees to enter the forbidden forest and kill the monster as she's the only mage available - or so she thought. Untrained and barely armed, Riela is quickly overwhelmed when one beast turns into two. She fears her death is at hand until the unexpected arrival of a scarred,

strikingly handsome man with gleaming moonlit magic changes her fate - and provides a rare opportunity to learn more about her own fickle power.

- **Mohanty, Gourav. *Dance of Shadows [Raag Of RTA #2]*. AdAstra, 27.99 tp.**

While the battle for Mathura rages in the West, the great powers gather in distant Kamrup - the lush and mysterious Tree City of the East - to thrash out the political future of the realm. Their aim is to secure prosperity and a lasting peace. But at this magnificent conclave, deaf swordswomen and exiled snakelings, spoilt heroes and lovesick princes, immortal assassins and their apprentices will find no sun to light their way. For the Son of Darkness rises, boiling over with a wrath that all the oracles in the world cannot hope to forestall.

- **Moore, T.R.. *The Gods Must Burn*. Solaris, 36.99 hc.**

All Basuin knows is life as an army captain and the pain, loss, and disgrace it has brought him. Demoted and humiliated by his legion commander, he is led into the forest for one more mission: capture a god. But when his commander uses innocent wolf pups as bait, Basuin dies saving them. The Wolf God, impressed by his sacrifice, deifies Basuin to protect the forest and its beautiful, sharp-tongued god from the legion's deforestation. But to the Forest God, Basuin is nothing more than one of the men sent to burn her forest down.

- **Nayak, Michael. *Sentient. Angry Robot*, 26.99 tp.**

Months after the events of *Symbiote*, sunrise has come to Antarctica, bringing with it the beginning of the annual tourist season, where 1,500 summer visitors will soon call the coastal McMurdo Station home. With them are the architects of the classified CIA program that unleashed the deadly microbes, who are determined to uncover what happened with their experiment and to harvest samples of the mutation to turn into a biological weapon. But when Ben Jacobs returns from an impossible journey to the Pole and is reunited with Penny - an asymptomatic carrier of the symbiotic microbes - all hell breaks loose.

- **O'Neill, Molly. *Nightshade and Oak*. Orbit, 25.99 tp.**

When Malt, the goddess of death, is accidentally turned human by a wayward spell, she finds she's ill-equipped to deal with the trials of a mortal life. After all, why would a goddess need to know how to gather food or light a fire? Unable to fend for herself, she teams up with warrior Bellis on a perilous journey to the afterlife to try to restore her powers.

- **Okorafor, Nnedi. *Death of the Author*. Morrow, 25.99 tp.**

Zellu is disabled, disinclined to marry, and more interested in writing than a lucrative career in medicine or law. She has always felt like the outcast of her large Nigerian family. After being fired from her university job, and her novel is rejected, she decides to write a far-future epic where androids and AI wage war in the overgrown ruins of human civilization. She calls it *Rusted Robots*. It will catapult her into literary stardom, but also perhaps obliterate everything her book was meant to be.

- **Okorafor, Nnedi. *One Way Witch [She Who Knows #2]*. DAW, 24.95 tp.**

Now in her forties and years beyond the death of her second husband, Najeeba has just lost her beloved daughter. Onyesonwu saved the world. Najeeba knows this well, but the world does not. This is how the juju her daughter evoked works. One other person who remembers is Onyesonwu's teacher Aro, a harsh and hard-headed sorcerer. Najeeba has decided to ask him to teach her the Mystic Points, the powerful heart of sorcery. There is something awful Najeeba needs to kill and the Mystic Points are the only way.

- **Okorafor, Nnedi. *The Daughter Who Remains* [*She Who Knows* #3]. DAW, 31.00 hc.**

Najeeba has something terrible to kill. And now she's off to go and kill it. A fully trained, mature, and sharply focused sorcerer (don't call her sorceress), Najeeba has left the comfort and security of her town with two companions, the glass maker Dedan and the old camel MorningStar. This journey takes her back to where it all began. And despite the fact that her training with the sorcerer Aro forced her to face her deepest fears, she hasn't seen anything close to what she's about to see.

- **Onyebuchi, Tochi. *Harmattan Season*. Tor, 24.99 tp.**

Veteran and private eye Boubacar doesn't need much - least of all trouble - but trouble always seems to find him. Work has dried up, and he'd rather be left alone to deal with his bills as the Harmattan rolls in to coat the city in dust, but Bouba is down on his luck *deux fois*, suspended between two cultures and two worlds. When a bleeding woman stumbles onto his doorway, only to vanish just as quickly, Bouba reluctantly finds himself enmeshed in the secrets of a city boiling on the brink of violence.

- **Parker, K. J. *Sister Svangerd and the Non-Quite Dead* [*Loyal Opposition Trilogy* #1]. Orbit, 24.99 tp.**

Brother Desiderius, a talented copyist and forger, teams up with Sister Svangerd, a dangerous knife fighter, to visit the capital of the fallen Robur Empire, attend an ecumenical council, and kill Princess Hildigund on orders from their superior officer. Not sharing his partner's enthusiasm for assassination, scholarly Desiderius is cheered when, along the way to Choris, he stumbles across some incredibly valuable, if heretical, documents.

- **Phifer, Helen. *The Vanishing Bookstore*. Grand Central, 24.99 tp.**

1692. On the outskirts of Salem, a bookstore stands covered in overgrown vines. Inside, a young woman hides a linen-wrapped journal under a loose floorboard and runs away, panicked by the sound of hounds barking in the distance. The bookstore vanishes into thin air... Present day. Stepping inside a pale-pink house on one of the oldest streets in Salem, Dora is about to finally meet the mother she thought died tragically when she was just a child. But Dora's mother has fear in her eyes, and with a trembling voice she whispers: 'my life is in danger, and now so is yours...'

- **Pierce, Sarah G. *For Human Use*. Run For It, 25.99 tp.**

Modern dating is dead. Finding a human connection online has become impossible. Enter Liv: a dating app that matches people with dead bodies. Somehow, it has taken the world by storm. Millions of users are convinced that life with a corpse presents a better alternative to conventional relationships. Believing that Liv is the future, Auden White, the insufferable "visionary" behind the app begins demanding more and more funding, quickly making enemies with Tom Williamson, the venture capital superstar funding Liv.

- **Pratchett, Terry. *Shaking Hands With Death*. Doubleday UK, 21.99 hc.**

A beautiful pocket edition of Sir Terry Pratchett's essay on why we all deserve a life worth living and a death worth dying for. With a new Afterword by Peter Serafinowicz and an updated Introduction by Rob Wilkins.

- **Quinn, Kate. *The Astral Library*. Morrow, 37.00 hc.**

Working three dead-end jobs to make ends meet and knowing college is a pipe dream, Alix takes nightly refuge in the high-vaulted reading room at the Boston Public Library, escaping into her favorite fantasy novels and dreaming of far-off lands. Until the day she stumbles through a hidden door and meets the Librarian: the ageless, acerbic guardian of a hidden library where the desperate and the lost escape to new lives...inside their favorite books. As the Librarian takes a dazzled Alix under her wing, a shadowy enemy emerges to threaten everyone the Astral Library has ever helped protect.

- **Qureshi, A. T. *Baby Dragon Bookshop [Baby Dragon #3]*. Avon, 23.99 tp.**

Emmy has an enemy, and his name is Luke. The good news? She rarely sees him. The bad news? When she does, she (and her pet dragons) are reminded just how handsome he is. But when both she and Luke approach the same local investor for funding, she's suddenly unable to avoid him. The kookie investor insists they must compete for the cash by working at the local failing baby dragon bookshop to prove their magical business knowledge. The flammable books represent a problem, and it seems these rivals may need to join forces.

- **Race, Holly. *Six Wild Crowns [Queens of Elben #1]*. Orbit, 25.99 tp.**

As tradition has it, the king of Elben must marry six queens and magically bind each of them to one of the island's palaces or the kingdom will fall. Clever, ambitious Boleyn relishes the games at court and the political rivalries with the other wives. But Seymour is the opposite - originally sent to Boleyn's court as a reluctant spy and assassin. But when the two queens become the unlikeliest of things - friends and allies - the balance of power begins to shift.

- **Reynolds, Alastair. *Halcyon Years*. Orbit, 25.99 tp.**

Yuri Gagarin is a PI aboard the *Halcyon*- a starship, hurtling through space, carrying thousands of passengers with thousands more sleeping the journey away. He's hired by a mysterious woman called Ruby Red to look into a death in one of *Halcyon's* most elite families . . . and then warned off the case again by a second mysterious woman called Ruby Blue. Caught between the two, he's about to be embroiled in a murder mystery in which - at any moment - he could be the latest victim.

- **Ringo, John. *Beyond the Rift [Transdimensional Hunter #4]*. Baen, 37.00 hc.**

Lynn Raven thought she was fighting for glory and fortune. Instead, she finds she's fighting for humanity's very survival. But how do you defeat something you can't see or understand? Lynn has to find her place in the war effort. Boldness and competence are no longer a gaming mask to put on for the cameras, but a vital mindset shift she needs to survive. Can Lynn and her online persona, Larry, become one, and if they do, will it be enough?

- **Rose, Lucy. *The Lamb*. Perennial, 24.99 tp.**

When Margot is not at school, she and Mama spend quiet days together in their cottage, waiting for strangers to knock on their door. Strays, Mama calls them. People who have strayed too far from the road. Mama loves the strays. She feeds them wine, keeps them warm. Then she satisfies her burning appetite by picking apart their bodies. But Mama's want is stronger than her hunger sometimes, and when a beautiful, white-toothed stray named Eden turns up in the heart of a snowstorm, Margot must confront the shifting dynamics of her family, untangle her own desires, and make her bid for freedom.

- **Roth, Veronica. *When Among Crows*. Tor, 24.99 tp.**

Pain is Dymitr's calling. To slay the monsters he's been raised to kill, he had to split his soul in half to make a sword from his own spine. Every time he draws it, he gets blood on his hands. Pain is Ala's inheritance. When her mother died, a family curse to witness horrors committed by the Holy Order was passed onto her. The curse will claim her life, as it did her mother's, unless she can find a cure. One fateful night in Chicago, Dymitr comes to Ala with a bargain: her help in finding the legendary witch Baba Jaga in exchange for an enchanted flower that just might cure her.

- **Ryan, Lindy. *Another Fine Mess [Bless Your Heart Novel #2]*. Minotaur, 26.00 tp.**

For over a hundred years, the Evans women have kept the undead in their strange southeast Texas town from rising. But sometimes the dead rise too quick - and that's what left Lenore Evans, and her granddaughter Luna, burying Luna's

mother, Grace, and Lenore's mother, Ducey. But when the full moon finds another victim, it's clear their trouble is far from over.

- **Sallis, James. *World's Edge*. Soho, 27.95 tp.**

In a not-so-distant future the United States has fragmented, balkanizing into unstable provinces often at war with one another. Throughout a land littered with refugees, ruins, orphaned children, soldiers, militia, and fugitives, people go on about their daily lives as best they can. The five linked stories of *World's Edge* track the false starts and stall-outs of a nation and civilization trying to rise again, to rebuild, and of individuals caught up in that rebirthing.

- **Sanderson, Brandon. *Isles of the Emberdark [Cosmere Secret Projects]*. Tor, 42.99 hc.**

Illustrated by Esther Hi'ilani Candari. All his life, Sixth of the Dusk has been a traditional trapper of Aviar - the supernatural birds his people bond with - on the deadly island of Patji. Then one fateful night he propels his people into a race to modernize before they can be conquered by the Ones Above, invaders from the stars who want to exploit the Aviar. But it's a race they're losing. When a chance comes to sail into the expanse of the emberdark beyond a mystical portal, Dusk sets off to find his people's salvation with only a canoe, his birds, and all the grit and canniness of a Patji trapper.

- **Scalzi, John. *When the Moon Hits Your Eye*. Tor, 25.99 tp.**

One day soon, suddenly and without explanation, the moon as we know it is replaced with an orb of cheese with the exact same mass. Through the length of an entire lunar cycle, from new moon to a spectacular and possibly final solar eclipse, we follow multiple characters - schoolkids and scientists, billionaires and workers, preachers and politicians - as they confront the strange new world they live in, and the absurd, impossible moon that now hangs above all their lives.

- **Scarrow, Simon. *Tyrant of Rome [Macro and Cato #24]*. Headline, 26.99 tp.**

AD 63. Under the reckless and tumultuous leadership of Emperor Nero, Rome has descended into near-anarchy. And Nero has learned of one man who could save the day - and his own reign. Prefect Cato has been lying low after a heroic campaign to quash the Boudica uprising. Now furlough is over. As the new Prefect of the Urban Cohort of the Praetorian Guard, Cato needs a loyal and proven military hero by his side. Centurion Macro is willing to step up.

- **Schneider, Rachel. *Metal Slinger [Fire & Metal #1]*. Saturday, 43.00 hc.**

Brynn has spent her life among the Alaha, training to be a guard and waiting for the chance to attend the annual market hosted by the Kenta - the very same people who exiled her adopted community to a life at sea. Going to the market is a rite of passage eagerly anticipated by all young guards, but Brynn does not anticipate breaking a century-long peace treaty while there. Nor does she plan for the intense encounter with an enemy soldier that now threatens to unwind the fragile coexistence between their people.

- **Siddiqui, Leila. *The Glowing Hours. Hell's Hundred*, 39.95 hc.**

Summer 1816. Mehrunissa Begum, saving for her return ship to Lucknow, is hired at the English estate of Mary and Percy Shelley. She accompanies the Shelleys and her stepsister, Claire - as well as the eccentric Lord Byron and his physician, John Polidori - to Lake Geneva for the summer. Almost immediately, Mehr notices strange, ghostly events at the villa. The walls breathe, portraits shift, and phantoms appear like unbidden guests who refuse to leave.

- **Slatter, A. G. *A Forest, Darkly*. Titan, 24.99 tp.**

Deep in the forest lives Mehrab the witch. One evening, a young woman appears on her doorstep seeking shelter, pursued by godhounds who wish to destroy all those practising magic, and Mehrab's solitary existence is disrupted as she teaches

the girl how to control her powers. Meanwhile, in the local village, children begin to disappear, sometimes returning forever changed - or not returning at all.

- **Soule, Charles. *The Trials of the Jedi* [*Star Wars: The High Republic. Worlds*, 27.00 tp.**

The Jedi have yet to solve the mystery of the Nameless creatures who feed on the Force. Ro has loosed them upon the galaxy, striking fear into the heart of even the most stalwart Jedi. And yet with every life saved and world freed from Nihil control, the all-consuming blight, which devours everything wherever it appears, threatens to wipe it all away. Everything now depends on nine brave Jedi who embark on a treacherous journey to the Nameless homeworld.

- **Stothers, Greer. *Apparently, Sir Cameron Needs to Die*. Titan, 25.99 tp.**

Comic gay fantasy romance. Sir Cameron has always avoided danger - he is quite frankly too handsome to die a pointless death in battle. But then the Church hands down a prophecy to his fellow knights. The only way to defeat their nemesis, the mad sorcerer Merulo, is to kill Sir Cameron. Short of ideas, Cameron throws himself on the mercy of the one person who now actually wants him to survive: the mad sorcerer. Soon Cameron is on a voyage of self-discovery. It turns out he's really, really into surly sorcerers who lock him up and tell him what to do. Who knew?

- **Stross, Charles. *The Regicide Report* [*The Laundry Files #4*]. Tor.com, 45.99 hc.**

After 60-plus years in power in the U.K., Queen Elizabeth II has gathered a surplus of mana from believers spread across the British Commonwealth. That makes her a threat to the Elder God recently installed as Prime Minister - and a target to a shadowy faction within the Laundry looking to depose the Black Pharaoh. An assassin is dispatched to take out Queen Elizabeth and neutralize the threat of the Black Pharaoh. Bob Howard and Dominique "Mo" O'Brien return for the last time, reluctantly pressed into service protecting the queen.

- **Sui, A. D. *The Iron Garden Sutra* [*The Cosmic Wheel #1*]. Erewhon, 37.99 hc.**

Vessel Iris has devoted himself to the Starlit Order, performing funeral rites for the dead across the galaxy, guiding souls back into the Infinite Light. Now the spaceship Counsel of Nicaea, lost for over a thousand years, has suddenly appeared and Iris has been assigned to accompany a scientific expedition. Carpeted in moss and intertwined with vines, Nicaea is more forest than ship, and there is something onboard stalking the explorers one by one.

- **Sullivan, Cameron. *The Red Winter*. Tor, 41.99 hc.**

In 1785, Professor Sebastian Grave receives the news he fears most. The terrible Beast of Gevaudan has returned, and the French countryside runs red in its wake. A monster-slayer with centuries of experience, Sebastian joined the hunt for the creature twenty years ago and watched it slaughter its way through a long and bloody winter. Even with the help of his indwelling demon, Sarmodel - who takes payment in living hearts - it nearly cost him his life to bring the monster down. Now Sebastian has been recalled to the hunt.

- **Swanwick, Michael. *The Universe Box*. Tachyon, 24.95 tp.**

A collection of 21 of Swanwick's stories.

- **Tan, Sue Lynn. *Immortal. Voyager*, 25.99 tp.**

The young heir to a mortal crown, Liyen ascends a precarious throne when her grandfather dies, vowing to end her kingdom's obligation to the immortals and take vengeance against those she feels responsible for his death. When she is summoned to the Immortal Realm, she seizes the opportunity to learn their secrets and to form a tenuous alliance to safeguard her people, all with the one she should fear and mistrust the most: the ruthless God of War.

- **Whiteley, Aliya. *The Misheard World*. Solaris, 36.99 hc.**

Elize Janview is one of the few survivors of the unimaginably terrible weapon that ended the long detente between the North and the South and plunged them back into all-out war. Posted to guard the prison at Crag, the fortress of the South, which has never fallen to the enemy, her life is transformed when a rough wooden box is delivered holding the performer and spy Marius Mondegreen. Marius, agent of the North, the Misheard Word, can read minds, breathe fire, and make objects appear and disappear. Janview is to witness Mondegreen's interrogation by his captor, the beautiful and cruel Allynx Syld, who promises the end of the war.

- **Wilson, Sarah K. L. *The Trident and the Pearl [The Fisher King #1]*. Orbit, 25.99 tp.**

Queen Coralys rules the Kingdom of the Five Isles, but when disaster strikes, killing her husband and destroying half her nation, she pleads with the gods for salvation. And they do save her, turning back the terrible winds and tide and snatching her islands from the brink of destruction. But the gods have a wicked sense of justice and they demand an exchange for their help: Coralys must marry the first man to set foot on her pier.

- **Wise, A. C. *Ballad of the Bone Road*. Titan, 24.99 tp.**

Port Astor is a city of secrets. Once home to the Hollow Queen and her court, the fae have been driven out by industrialists and religious leaders. Brix and Bellefeather are paranormal investigators, clearing out Port Astor's ghosts and devouring its demons. Brix has been asked to investigate an apparent haunting at the prestigious Peony Hotel, while Bellefeather is called back to her childhood home by her estranged sister, whose preacher husband Clarence has gotten a young woman from his congregation pregnant.

- **Woods, Kell. *Once Upon a Starlit Tide*. Tor, 25.99 tp.**

Saint-Malo, Brittany, 1758. Lucinde Leon, the youngest daughter of a wealthy French shipowner, spends her days secretly being taught to sail by Samuel, her best friend - and an English smuggler. Only he understands how the waves call to her. Then one stormy morning, Luce rescues a drowning man from the sea. Immediately drawn in by the stranger's charm, Luce is plunged into a world of glittering balls and faerie magic, seduction and brutality.

- **Yamamoto, Makana. *The Obake Code: A Sci-Fi Heist*. Voyager, 25.99 tp.**

Three years after retiring her mantle as the Obake, the most infamous hacker in the quadrant - and arguably the galaxy - Malia hasn't taken well to civilian life. So what's the harm in rigging a few cybernetic prizefights and making a little cash on the side? When Malia's scheme is uncovered, she runs afoul of Jeongah Song - the dangerous leader of a local gang with a reputation for brutality. She gets an offer she can't refuse: take down the local politician leading a "clean up the streets" campaign displacing residents and hindering Jeongah's operations on the space station... or die.

- **Zahn, Timothy. *The Icarus Coda*. [Icarus Saga #7]. Baen, 12.99 pb.**

For years Gregory Roarke and his Kadolian partner Selene have been fugitives, sought by the Commonwealth, the rival Path, and the remnant of the ancient Ammei who once controlled the portals and who hunger for a return to those days of glory. In the shadow of an Ammei stronghold they stumble across an unfamiliar and badly confused alien named Bubloo who has the same ultrasensitive sense of smell as Selene and her fellow Kadolians.



White Dwarf Books

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March 2026

| Sun | Mon | Tue | Wed | Thu | Fri | Sat |
|--------------------------------|-------------------------------|---|---------------------------------|---|------------------------------------|--|
| 1 National Pig Day | 2 Old Stuff Day | 3 Peach Blossom Day [In March?!?] | 4 Mardi Gras/ Fat Tuesday | 5 National Cheese Doodle Day | 6 National Frozen Food Day | 7 National Cereal Day |
| 8 National Proofreading Day | 9 National Barbie Day | 10 International Fine A Paid Phone Booth Day | 11 Worship Of Tools Day | 12 Popcorn Lovers Day | 13 National Ear Muff Day | 14 National Pi Day [Get It? 3/14...] |
| 15 Oscar Awards Night | 16 Giant Panda Bear Day | 17 St. Patrick's Day | 18 Awkward Moments Day | 19 Let's Laugh/ Turn Off the News Day | 20 Earth Day/ Vernal Equinox | 21 Corn Dog Day |
| 22 National Good Off Day | 23 National Chip & Dip Day | 24 National Chocolate Covered Raisin Day | 25 Internatrional Waffle Day | 26 National Spinach Day | 27 International Scribbling Day | 28 Something On A Stick Day |
| 29 World Piano Day | 30 Turkey Neck Soup Day | 31 National Crayon Day | | | | |

New Movies in March

[H = horror, F = fantasy, SF = sci-fi, T = thriller, A = animated, C = comic book, D = documentary] *limited release **re-release

March 6

The Bride! (H)
Hoppers (A)
Heel (H)
Storm Rider: Legend of Hammerhead (SF)

March 13

Undertone (H)
Scared to Death (H)
Teenage Mutant Ninja Turtles II: Secret of the Ooze (C)**

March 20

Project Hail Mary (SF)
Ready or Not 2: Here I Come (H)
Forbidden Fruits (H)
Vampires of the Velvet Lounge (H)

March 27

They Will Kill You (H)
Alpha (H)
The AI Doc: Or How I Became an Apocaloptimist (D)

Science Fiction Pro and Fan Birthdays

Jason P Hunt

This list of fandom-related birthdays was first published by Bruce Pelz in the Fantasy Amateur Press Association. Andrew Porter published and updated the list for Science Fiction Chronicle. Updates are welcome!

Unless stated otherwise, all birthdays are in the 20th century.

March

March Wyman Guin, 3/1/15; Michael Kurland, 3/1/38; David Pringle, 3/1/50; Steve Barnes, 3/1/52; Maureen Garrett, 3/1/54; Dave Fox, 3/2/20; Leo Dillon, 3/2/33; Jan Howard Finder, 3/2/39

Arthur Machen, 3/3/1863; Bernie Zuber, 3/4/33; Mike Resnick, 3/5/42; Phil Jennings, 3/5/46; Lawrence Schoonover, 3/6/06; Marjii Eilers, 3/6/18; William F. Nolan, 3/6/28; Edward L. Ferman, 3/6/37; Bill Mallardi, 3/6; Danise Deckert, 3/6/57; Leonard Daventry, 3/7/15; Stanley Schmidt, 3/7/44; Elayne Pelz, 3/7/54; Bengt-Olov Ringberg, 3/8/23; Jim Webbert, 3/8/32; William F. Temple, 3/9/14; Robin Johnson, 3/9/37; Jim Shull, 3/9/52; Jessica Baen, 3/9/77

Theodore Cogswell, 3/10/18. F.M. Busby, 3/11/21; Ed Meskys, 3/11/36; Douglas Adams, 3/11/52; Harry Harrison, 3/12/25; Jake Waldman, 3/12; Jim Mann, 3/12/55; L. Ron Hubbard, 3/13/11; Diane Dillon, 3/13/33; Michelle Singer, 3/13/44; Algernon Blackwood, 3/14/1869; Mildred Clingerman, 3/14/18; Meade Frierson III, 3/14/40; Julia Ecklar, 3/14/64; Rosel G. Brown, 3/15/26; Al Lewis, 3/15/33; Terry Adamski, 3/16/46

Charles L. Fontenay, 3/17/17; Laurence M. Janifer, 3/17/33; Tullio Proni, 3/18/49; Grant Conan McCormick, 3/18/55; Joe L. Hensley, 3/19/26; Jim Turner, 3/19/45; David Lasser, 3/20/02; Don Miller, 3/20/33; Pamela Sargent, 3/20/48

Don Markstein, 3/21/47; Sue-Rae Rosenfeld, 3/21/52; Teresa Nielsen Hayden, 3/21/56; Raymond Z. Gallun, 3/22/10; John Purcell, 3/22/54; Ethel Lindsay, 3/23/21; Keith Kato, 3/23/50; Richard Brandt, 3/23/57; Marie Louise Ellington, 3/23/58; Maureen Kincaid Speller, 3/23/59; Andrew I. Porter, 3/24/46; Jacqueline Lichtenberg, 3/25/42; G. Harry Stine, 3/26/28; David Lake, 3/26/29; Dick Schultz, 3/26/38; Rachel Holmen, 3/26/45; Gary Mattingly, 3/26/52; Colette Reap, 3/26/54; John Hertz, 3/27/49; Kevin J. Anderson, 3/27/62

A. 5 Bertram Chandler, 3/28/12; Davey Snyder, 3/28/58; Lilia Fung, 3/28/63; Bob Buechley, 3/29; Art Henderson, 3/29/42; Lucy Lawless, 3/29/68; Chad Oliver, 3/30/28; Dennis Etchison, 3/30/43; Fred Whitledge, 3/31/15; John Jakes, 3/31/32; Janice Gelb, Scott Edelman, 3/31/55; David Bratman, 3/31/57

[Note: If you'd like to help maintain the list, or if you notice someone's missing from the rolls, please let us know! Send an e-mail to jphunt@scifi4me.com and we'll revise accordingly. Thank you!]



Got something to share with us?

Send an e-mail to mindyhunt@scifi4me.com

MARCH CONVENTIONS & EVENTS

Mindy Hunt

Each month we will provide a list of conventions from around the world. This list is constantly being updated throughout the month. You can find our full events list as well as a calendar at SciFi4Me.com.

But don't just stop at the list. Check out the calendar for more intimate events online and in-person. These range from release parties to readings and interviews with creators.

If you know of a local event, big or little, send us and email at events@scifi4me.com so we can add it and make it the most comprehensive conventions list on the internet.

There are currently **3,877 listings**, and we continue to add events regularly.

Feb 26 – Mar 1

Hoop & Stick Con – New Plymouth, OH Feb 26-Mar 1
 Intercon – Warwick, RI Feb 26-Mar 1
Santiago Anthro Fest – Santiago, Chile Feb 26-Mar 1
 AuthorCon – Williamsburg, VA Feb 27 – Mar 1
Calling Montreal – Montreal, Quebec, Canada Feb 27-Mar 1
 CincyCon – Hamilton, OH Feb 27-Mar 1
 ConFinement_ – Lebanon, TN Feb 27-Mar 1
Festival International des Jeux– Cannes, France Feb 27-Mar 1
FurryTeaParty – Kaohsiung City, Taiwan Feb 27-Mar 1
 GAD-CON – Aberdeen, MD Feb 27-Mar 1
 Gamesboro – Lanesboro, MN Feb 27-Mar 1
 Horror Realm – Pittsburgh, PA Feb 27-Mar 1
Into the Fold – London, United Kingdom Feb 27-Mar 1
Made in Asia – Brussels, Belgium Feb 27-Mar 1
Manchester Board Game Festival– Manchester, United Kingdom Feb 27-Mar 1
 Marmalade Dog – Kalamazoo, MI Feb 27-Mar 1
 Mythic Con West – Asheville, NC Feb 27-Mar 1
 Plattecon – Platteville, WI Feb 27-Mar 1
 Scaradise – Tampa, FL Feb 27-Mar 1
 Skirmish Game Con – Jacksonville, FL Feb 27-Mar 1
 Zolocon – Warminster, PA Feb 27-Mar 1
AnimeCon – Manchester, United Kingdom Feb 28-Mar 1
 Evansville Horror Con– Evansville, IN Feb 28-Mar 1
 Happy Valley Comic Con – State College, PA Feb 28-Mar 1
 Iro Con – Carlsbad, NM Feb 28-Mar 1
Kochi Comic Con– Kochi, India Feb 28-Mar 1
London Comic Con Spring – London, United Kingdom Feb 28-Mar 1
 Louisiana Retro Con Spring– Pineville, LA Feb 28-Mar 1

Paradise – Worthing, United Kingdom Feb 28-Mar 1
 Quad City Con Rockford – Rockford, IL Feb 28-Mar 1
 Schreiner University Pop Con – Essington, PA Feb 28-Mar 1
 St Pete Comic Con– St Petersburg, FL Feb 28-Mar 1
 StocktonCon Winter– Stockton, CA Feb 28-Mar 1
 SwampCon – Gainesville, FL Feb 28-Mar 1
 Beyond Comicon– North Miami Beach, FL Feb 28
 Central Texas Teen and Kids Comic Con – Round Rock, TX Feb 28
Comic World Taiwan Taichung – Taichung City, Taiwan Feb 28
 Ethicon – White Plains, NY Feb 28
Gweeplefest – Didcot, United Kingdom Feb 28
 Indie Book & Comic Expo – Glens Falls, NY Feb 28
 Gama Expo – Louisville, KY Mar 1-5
Bristol Comic Con and Gaming Festival – Bristol, United Kingdom Mar 1

Mar 5 – 8

CC Con – Falls Church, VA Mar 5-8
 Emerald City Comicon – Seattle, WA Mar 5-8
 Granite Game Summit – Nashua, NH Mar 5-8
MidWinter – Haugalandet, Norway Mar 5-8
Vancoufur – Vancouver, British Columbia, Canada Mar 5-8
 Anime Milwaukee – Milwaukee, WI Mar 6-8
 Banzaicon – Columbia, SC Mar 6-8
 BlerDCon – Arlington, VA Mar 6-8
 Cleveland Concoction – Aurora, OH Mar 6-8
 CoastCon – Biloxi, MS Mar 6-8
 Days of the Dead Chicago – Chicago, IL Mar 6-8
 Evercon – Rothschild, WI Mar 6-8
 Gamicon– Coralville, IA Mar 6-8
 Kikori Con – Flagstaff, AZ Mar 6-8
 MarsCon – Bloomington, MN Mar 6-8
 Midland Mall Comic Con – Midland, MI Mar 6-8
 Monster-Mania Con – Cherry Hill, NJ Mar 6-8
 PrinceCon – Princeton, NJ Mar 6-8
PYT – Zaragoza, Spain Mar 6-8
 Ret-Con– Cary, NC Mar 6-8
 SCG Con Richmond– Richmond, VA Mar 6-8
 ACEcon – Palm Harbor, FL Mar 7-8
Bristol Anime & Gaming Con – Bristol, United Kingdom Mar 7-8
 Cedar Falls Comic Con – Cedar Falls, IA Mar 7-8
 Coastal Comic Con– Wilmington, NC Mar 7-8
 Columbus Brick Convention – Columbus, OH Mar 7-8
Comic World Taiwan Kaohsiung– Kaohsiung City, Taiwan Mar 7-8
Dublin Comic Con – Dublin, Ireland Mar 7-8
 ETSU Con – Johnson City, TN Mar 7-8
 Oddities & Curiosities Expo – Albuquerque, NM Mar 7-8

PeoriaCon– Peoria, IL Mar 7-8
 Quad City Con Davenport – Davenport, IA Mar 7-8
 Retro Expo – Plano, TX Mar 7-8
 San Jose Super Toy Comic & Collectible Show– San Jose, CA Mar 7-8
Exeter Comic Con and Gaming Festival Spring – Exeter, United Kingdom Mar 7-8
 Cardboard*Con – Atlanta, GA Mar 7
 Clearwater Library Comic Con – Clearwater, FL Mar 7
Concrete Cow – Milton Keynes, United Kingdom Mar 7
 FL PolyCon_– Lakeland, FL Mar 7
 Herd Con – Huntington, WV Mar 7
 KingKon Comic Show – Iselin, NJ Mar 7
 Frederick Comic Con – Frederick, MD Mar 8
 Matthews Comic Con – Matthews, NC Mar 8
 Panama City Comics Con – Panama City, FL Mar 7
 Pop! Madness – San Antonio, TX Mar 7
 Marietta the Gathering – Marietta, GA Mar 7
Bristol Comic Con – Bristol, United Kingdom Mar 8
Captial Trade Shows – Ottawa, Ontario, Canada Mar 8
 Clandestine Comics CHUD – Havre de Grace, MD Mar 8
London Brick Festival – London, United Kingdom Mar 8
 Niagara Anime-Fest – Niagara Falls, NY Mar 8
 North Dallas Toy Show– Allen, TX Mar 8
Orillia Comicon – Orillia, Ontario, Canada Mar 8
 SWFL Anime-Fest – Fort Myers, FL Mar 8

Mar 12 – 15

Online

Go Play NW – Mar 14-15

On Site

Unpub – Linthicum Heights, MD Mar 12-15
InterOcio – Madrid, Spain Mar 13-15
La Mole Comic Con Internacional – Mexico City, Mexico Mar 13-15
 Milwaukee Horror Con – Milwaukee, WI Mar 13-15
 Golden State Fur Con – Los Angeles, CA Mar 13-15
 Naka-Kon – Overland Park, KS Mar 13-15
 Permian Basin Comic Con –Midland, TX Mar 13-15
Terminal City Tabletop Convention – Vancouver, British Columbia, Canada Mar 13-15
 Tsumicon (18+) – Las Vegas, NV Mar 13-15
 Huntsville Comic Convention – Huntsville, AL Mar 13-14
 Kenny Con– Marietta, GA Mar 13-14
 Ani-Me Con – Fresno, CA Mar 14-15
 Atlanta Sci-Fi and Fantasy Expo – Atlanta, GA Mar 14-15

Salvatore Con – Rotterdam, Germany Mar 14-15
 CT Gamer & Anime Con – Uncasville, CT Mar 14-15
Paris Manga Sci-Fi Show – Paris, France Mar 14-15
 Pop Culture Con – Spring, TX Mar 14-15
 San Diego Rocket Con – San Diego, CA Mar 14-15
 Tucson Festival of Books – Tucson, AZ Mar 14-15
Zuiderspel – Veldhoven, Netherlands Mar 14-15
 Power Comicon – Florence, SC Mar 14
 Sunrise Comic Con – Sunrise, FL Mar 14
 Naka-Con– Overland Park, KS Mar 13-15
 Nostalgia Con – Salt Lake City, UT Mar 13-14
 Big River Comic Convention – Hannibal, MO Mar 13-14
 Permian Basin Comic Con – Midland, TX Mar 13-15
 Brickworld Indianapolis– Indianapolis, IN Mar 14-15
 Dice Tower West – Las Vegas, NV Mar 11-15
Airecon – Harrogate, United Kingdom Mar 12-15
 All-Con – Dallas, TX Mar 12-15
 SaltCON Spring– Layton, UT Mar 12-15
FLUX – Birmingham, United Kingdom Mar 13-15
MinamiCon–Southampton, United Kingdom Mar 13-15
 NorthEast Comic Con – Boxborough, MA Mar 13-15
 RiVirCon – Richmond, VA Mar 13-15
 TFCon – Los Angeles, CA Mar 13-15
 BrickUniverse Jacksonville – Jacksonville, FL Mar 14-15
Comic Con Scotland NE– Aberdeen, United Kingdom Mar 14-15
 FantastiCon – Toledo, OH Mar 14-15
 Katy Brick Convention – Katy, TX Mar 14-15
 Louisiana Comic Con – Lafayette, LA Mar 14-15
 Mississippi Anime Fest – Jackson, MS Mar 14-15
 Oddities & Curiosities Expo – Houston, TX Mar 14-15
 Quad City Con Madison – Madison, WI Mar 14-15
The Game Expo – Melbourne, Victoria, Australia Mar 14-15
 Tri City Con – Grand Island, NE Mar 14-15
Brampton Comicon – Brampton, Ontario, Canada Mar 14
 Dupage Comic Con– Wheaton, IL Mar 14
Leeds Comic-Con – Leeds, United Kingdom Mar 14
 Portland Anime-Fest – Portland, ME Mar 14
 Shadow Con – Orlando, FL Mar 14
 Visalia Toy-Anime-Comic Con– Visalia, CA Mar 14
Weston Brick Festival – Weston-super-Mare, United Kingdom Mar 14
Bury Brick Festival – Bury, United Kingdom Mar 15
 Comicverse – Green Bay, WI Mar 15
London Comic Mart – London, United Kingdom Mar 15
Oshawa Comicon – Oshawa, Ontario, Canada Mar 15
 Tulare Toy-Anime-Comic Con– Tulare, CA Mar 15
 Wayne NJ Toy Show – Wayne, NJ Mar 15

Mar 19 – 22

IAFA – Orlando, FL Mar 18-21
 Gary Con – Lake Geneva, WI Mar 19-22
 TokenCon – Oklahoma City, OK Mar 19-22
 GalaxyCon Richmond – Richmond, VA Mar 19-22
Manga-Comic-Con – Leipzig, German Mar 19-22
Toronto Comicon – Toronto, Ontario, Canada Mar 20-22
 Ambercon – Livonia, MI Mar 19-22
 Friends Across the Board – Cary, NC Mar 20-23
 GameStorm – Portland, OR Mar 19-22
Sci-Fi Weekender – Yarmouth, United Kingdom Mar 19-22
 Wild Wild West Steampunk Convention– Tucson, AZ Mar 19-22
 Zenkaikon – Lancaster, PA Mar 20-22
 Colorado Anime Fest– Denver, CO Mar 20-22
 COSCON – Butler, PA Mar 21-23
 FanExpo Cleveland– Cleveland, OH Mar 21-23
Furnal Equinox_ – Toronto, Ontario, Canada Mar 20-22
 GZG ECC – Owego, NY Mar 20-22
 HorrorHound Weekend – Cincinnati, OH Mar 20-22
Hotlead – Stratford, Ontario, Canada Mar 20-22
Kaizoku Con – Cork, Ireland Mar 20-22
Leprecon – Dublin, Ireland Mar 20-22
 MidSouthCon – Memphis, TN Mar 20-22
 SIMCON – Rochester, NY Mar 20-22
 Southern Board Game Festival – Lafayette, LA Mar 20-22
 Texas Pinball Festival – Frisco, TX Mar 20-22
Ahmedabad Comic Con – Ahmedabad, India Mar 21-22
 Animarathon – Bowling Green, OH Mar 21-22
 FLG Denver – Denver, CO Mar 22-23
 PopKon and More– Orlando, FL Mar 22-23
 Sac Comic-Con – Sacramento, CA Mar 21-22
 RescueVerse: Salute to TV’s First Responders – Chicago, IL Mar 21-22
 Tora-Con – Rochester, NY Mar 22-22
 Augusta Video Gaming Expo – Augusta, GA Mar 21
 Route 110 Comic Show – Melville, NY Mar 21
 Boomtown Comic Con – Borger, TX Mar 21-22
 Carrier Con – Alameda, CA Mar 21-22
 London Gaming Market – London, United Kingdom Mar 22
 Miami Comic Convention – Miami, FL Mar 22
Chibi Sunny – Monkwearmouth, United Kingdom Mar 21
 NEWGame Mini-Palooza – Oshkosh, WI Mar 21
 The Columbus Toy & Game Show – Columbus, OH Mar 22
 Annandale Comic Con –Annandale, VA Mar 22
 Comicverse – New Berlin, WI Mar 22
 Game Market West – San Jose, CA Mar 22
Leigh Sci-Fi Comic & Toy Fair – Leigh, United Kingdom Mar 22
Gdakon– Gdansk, Poland Mar 18-22

Breakout – Toronto, Ontario, Canada Mar 19-22
 MEGACON Orlando – Orlando, FL Mar 19-22
 Nor'easter – Springfield, MA Mar 19-22
Devon Board Game Weekend – Devon, United Kingdom Mar 20-22
 EvilleCon – Owensboro, KY Mar 20-22
 Creature Feature Weekend – Gettysburg, PA Mar 20-22
 Level Up Retreat Winter – Woodbridge, NJ Mar 20-22
 ShushCon – Pawleys Island, SC Mar 20-22
 Anime Las Vegas– Las Vegas, NV Mar 21-22
La Conve – Monterrey, Mexico Mar 21-22
 Lost Coast Steampunk Consortium Convivial – Eureka, CA Mar 21-22
 Oddities & Curiosities Expo – Phoenix, AZ Mar 21-22
 Oklahoma City Brick Convention – Oklahoma City, OK Mar 21-22
Pune Comic Con – Pune, India Mar 21-22
 Quad City Con Columbia – Columbia, MO Mar 21-22
Bolton Comicon – Bolton, Ontario, Canada Mar 21
 Mini-Palooza – Oshkosh, WI Mar 21
 Santa Cruz Toy-Anime-Comic Con – Santa Cruz, CA Mar 21
 Vette City Con– Bowling Green, KY Mar 21
Burlington Comicon – Burlington, Ontario, Canada Mar 22
 Salinas Toy-Anime-Comic Con – Salina, CA Mar 22
Sheffield Brick Festival– Sheffield, United Kingdom Mar 22
 Jersey Shore Comic Book Anime Wild – Toms River, NJ Mar 22

Mar 26 – Mar 29

VIRTUAL

Kobold Con – Online Mar 28-30

ON-SITE

Halloween & Attraction’s Show – St Louis, MO Mar 26-29
AniMangapop! London Spring – London, United Kingdom Mar 29
 Louisville Arcade Expo– Louisville, KY Mar 27-29
Ludesco – La Chaux-De-Fonds, Switzerland Mar 27-29
 Planet Comic Con – Kansas City, MO Mar 27-29
 CBF Isekai – Macon, GA Mar 28-29
Anime Japan– Tokyo, Japan Mar 28-29
 Adepticon – Schaumburg, IL Mar 25-29
 Anime Detour– Minneapolis, MN Mar 28-30
 Game Days – Annapolis, MD Mar 28-30
GobFest – Edmonton, Alberta, Canada Mar 27-29
 Great Plains Game Festival – Lincoln, NE Mar 28-30
 Meeple Peak – Carson City, NV Mar 27-29
Shake, Battle, & Roll – Southampton, United Kingdom Mar 27-29
 Tennessee Game Day Spring – Franklin, TN Mar 28-30

TGD Spring– Franklin, TN Mar 26-29
 Toylanta– Atlanta, GA Mar 27-29
 Triad Anime Con– Wiston-Salem, NC Mar 27-29
 WonderCon – Anaheim, CA Mar 27-29
 Cult Classic Convention – Bastrop, TX Mar 28-29
 Covington Salute to TVD – Covington, GA Mar 28-29
 ETX Gamer Con – Longview, TX Mar 28-29
 March to Victory – Independence, MO Mar 28-29
 Atlantic Entertainment Expo – Charlottetown, Prince Edward Island, Canada Mar 28-29
LudiNord –Lille, France Mar 28-29
MegaCon Live Birmingham – Birmingham, United Kingdom Mar 28-29
Supanova Comic-Con & Gaming Melbourne – Melbourne, Victoria, Australia Mar 29-30
 Syracuse Collectors Con – Syracuse, NY Mar 28-29
TFN: Mini-Con Manchester – Manchester, United Kingdom Mar 28
 Fluke – Athens, GA Mar 28
GamePavilion.jp – Osaka, Japan Mar 28
 ScottyCon– Pittsburgh, PA Mar 28
 Zapp Con – Wayne, NJ Mar 29
 Woodland Toy-Anime-Comic Con – Woodland, CA Mar 29
 Fairfield Toy-Anime-Comic Con – Fairfield, CA Mar 29
 Lexington Comic & Toy Convention – Lexington, KY Mar 26-29
 Collective Con – Jacksonville, FL Mar 27-29
 Fur The More – Baltimore, MD Mar 27-29
 Fanboy Anime Toy Gaming – Knoxville, TN Mar 27-29
MegaCon Live Birmingham – Birmingham, United Kingdom Mar 28-29
 Quad City Con Des Moines – Des Moines, IA Mar 28-29
Bournemouth Brick Festival – Bournemouth, United Kingdom Mar 28
Bournemouth Comic-Con – Bournemouth, United Kingdom Mar 28
Stratford Comicon – Stratford, Ontario, Canada Mar 28
 Woodland Toy-Anime-Comic Con – Woodland, CA Mar 28
Cambridge Comicon – Cambridge, Ontario, Canada Mar 29
 Fairfield Toy-Anime-Comic Con – Fairfield, CA Mar 29
Plymouth Comic-Con – Plymouth, United Kingdom Mar 29

We welcome your feedback!

If you have comments, suggestions, or articles to share please send an e-mail to mindyhunt@scifi4me.com or jphunt@scifi4me.com and let us know how we're doing!

Thank you for taking the time to read and respond.

