

Sea Of Shadows Age Legends 1 Kelley Armstrong

“A perfect pick for kids who love Rick Riordan.” —Booklist (starred review) “A winner for all kids, but it will be especially loved by Latinx and Hispanic families.” —Kirkus Reviews (starred review) The Lightning Thief meets the Story Thieves series in this middle grade fantasy inspired by Hispanic folklore, legends, and myths from the Iberian Peninsula and Central and South America. Charlie Hernández has always been proud of his Latin American heritage. He loves the culture, the art, and especially the myths. Thanks to his abuela’s stories, Charlie possesses an almost encyclopedic knowledge of the monsters and ghouls who have spent the last five hundred years haunting the imaginations of children all across the Iberian Peninsula, as well as Central and South America. And even though his grandmother sometimes hinted that the tales might be more than mere myth, Charlie’s always been a pragmatist. Even barely out of diapers, he knew the stories were just make-believe—nothing more than intricately woven fables meant to keep little kids from misbehaving. But when Charlie begins to experience freaky bodily manifestations—ones all too similar to those described by his grandma in his favorite legend—he is suddenly swept up in a world where the mythical beings he’s spent his entire life hearing about seem to be walking straight out of the pages of Hispanic folklore and into his life. And even stranger, they seem to know more about him than he knows about himself. Soon, Charlie finds himself in the middle of an ancient battle between La Liga, a secret society of legendary mythological beings sworn to protect the Land of the Living, and La Mano Peluda (a.k.a. the Hairy Hand), a cabal of evil spirits determined to rule mankind. With only the help of his lifelong crush, Violet Rey, and his grandmother’s stories to guide him, Charlie must navigate a world where monsters and brujas rule and things he couldn’t possibly imagine go bump in the night. That is, if he has any hope of discovering what’s happening to him and saving his missing parents (oh, and maybe even the world). No pressure, muchacho.

In the second fantasy set in Eerie-on-Sea, Herbert and Violet team up to solve the mystery of Gargantis — an ancient creature of the deep with the power to create life-threatening storms. There’s a storm brewing over Eerie-on-Sea, and the fisherfolk say a monster is the cause. Someone has woken the ancient Gargantis, who sleeps in the watery caves beneath this spooky seaside town where legends have a habit of coming to life. It seems the Gargantis is looking for something: a treasure stolen from her underwater lair. And it just might be in the Lost-and-Foundery at the Grand Nautilus Hotel, in the care of one Herbert Lemon, Lost-and-Founder. With the help of the daring Violet Parma, ever-reliable Herbie will do his best to figure out what the Gargantis wants and who stole her treasure in the first place. In a town full of suspicious, secretive characters, it could be anyone!

NEW YORK TIMES BESTSELLER Meet Merry Gentry, paranormal P.I., and enter a thrilling, sensual world as dangerous as it is beautiful, full of earthly pleasures and dazzling magic, and ruled by the all-consuming passions of immortal beings once worshipped as gods . . . or demons. Merry Gentry, princess of the high court of Faerie, is posing as a human in Los Angeles, working as a private investigator specializing in supernatural crime. But now the queen’s assassin has been dispatched to fetch her—whether she likes it or not. Suddenly Merry finds herself a pawn in her dreaded aunt’s plans. The job that awaits her: enjoy the constant company of the most beautiful immortal men in the world. The reward: the crown—and the opportunity to continue to live. The penalty for failure: death. BONUS: This edition includes an excerpt from Laurell K. Hamilton’s *A Shiver of Light*. Praise for Laurell K. Hamilton and *A Kiss of Shadows* “One of the most inventive and exciting writers in the paranormal field.”—Charlaine Harris “Sexy . . . Merry’s adventures are engaging and keep the reader turning the pages.”—St. Louis Post-Dispatch “Stunning . . . steamy . . . an exciting and original world.”—San Jose Mercury News “I’ve never read a writer with a more fertile imagination.”—Diana Gabaldon

A quirky, creepy fantasy set in Eerie-on-Sea finds a colorful cast of characters in hot pursuit of a sea monster thought to convey a surprising gift. It’s winter in the town of Eerie-on-Sea, where the mist is thick and the salt spray is rattling the windows of the Grand Nautilus Hotel. Inside, young Herbert Lemon, Lost and Founder for the hotel, has an unexpected visitor. It seems that Violet Parma, a fearless girl around his age, lost her parents at the hotel when she was a baby, and she’s sure that the nervous Herbert is the only person who can help her find them. The trouble is, Violet is being pursued at that moment by a strange hook-handed man. And the town legend of the Malamander — a part-fish, part-human monster whose egg is said to make dreams come true — is rearing its scaly head. As various townspeople, some good-hearted, some nefarious, reveal themselves to be monster hunters on the sly, can Herbert and Violet elude them and discover what happened to Violet’s kin? This lighthearted, fantastical mystery, featuring black-and-white spot illustrations, kicks off a trilogy of fantasies set in the seaside town.

The first book in a new middle grade series that features the adventures of Disney’s most loveable roguish heroes as kids! “You know the great thing about beginnings? It means we’re only getting started.” ? Flynnigan Rider and the Hunt for the Red Pearl Twelve- year-old Eugene Fitzherbert needs a plan. It’s not that he doesn’t love his time in the orphanage that raised him?Miss Clare and the boys are his family. As is his best friend, Arnie, with whom he’s often in cahoots, acting out passages from his favorite Flynnigan Rider books, or pretending they’re Lance Archer, the iconic thief who takes from the rich to give to the poor. But Eugene knows that most orphans his age set off to make their own way, and the orphanage already doesn’t have the means to support them all. Besides, he wants to see the world with Arnie, and maybe, just maybe find his parents someday. So when a traveling circus comes to the kingdom promising a life of adventure, brotherhood, and riches, Eugene jumps at the chance to join them. He even convinces Arnie to come too. But soon it becomes clear that there’s more to this ragtag crew than meets the eye, and they may have a dubious plot in the works. It’ll take new heroes?namely, Flynn Rider and Lance Strongbow, to save the day. Filled with adventure and fun, the Lost Legends series explores the untold origins of Disney’s most infamous rogue boys.

Tricia Levenseller, author of *Daughter of the Pirate King*, is back with an epic YA tale of ambition and love in *The Shadows Between Us*... “They’ve never found the body of the first and only boy who broke my heart. And they never

will." Alessandra is tired of being overlooked, but she has a plan to gain power: 1) Woo the Shadow King. 2) Marry him. 3) Kill him and take his kingdom for herself. No one knows the extent of the freshly crowned Shadow King's power. Some say he can command the shadows that swirl around him to do his bidding. Others say they speak to him, whispering the thoughts of his enemies. Regardless, Alessandra knows what she deserves, and she's going to do everything within her power to get it. But Alessandra's not the only one trying to kill the king. As attempts on his life are made, she finds herself trying to keep him alive long enough for him to make her his queen—all while struggling not to lose her heart. After all, who better for a Shadow King than a cunning, villainous queen? "Tricia Levenseller's latest, *The Shadows Between Us*, is a decadent and wickedly addictive fantasy, full of schemes and court intrigue, and delightful descriptions of food, which I am always a fan of." —Kendare Blake, #1 New York Times bestselling author of the *Three Dark Crowns* series

In a dark future, when North America has split into two warring nations, 15-year-olds Day, a famous criminal, and June, the brilliant soldier hired to capture him, discover that they have a common enemy. P. Putnam's Sons.

A Princess. A Warrior. A Slave. A kingdom falling to ruin. And a Queen meant to save them all. Navarre has been at peace for three hundred years, the prophecies of the promised princess no more than a whispered memory of the past. Sheltered from the world around her, naïve Princess Joseline is no stranger to the responsibility and isolation of being heir. But when an attack on her eighteenth birthday reveals the looming return of the legendary demon king, shattering every protective boundary around her, Joseline is thrown full force into the long-forgotten prophecy and the role she plays in his demise. Saved from Aeron's clutches by a secret organization of warriors trained to protect her, Joseline is forced to choose between her curiosity to understand their motives and her duty to her people's safety. Swept into the impending war threatening her country, Joseline must learn at all costs not only to fight, but to control the ancient magical power awakening within her. Her life and the lives of her people depend on it.

After plummeting through a hole in her backyard and finding herself once again in the room of mysterious jars, eleven-year-old Olive unwittingly releases two of Elsewhere's biggest, most cunning, most dangerous forces.

A reverse harem, enemies to lovers, slow burn romance. "The relentless clock of fate was groaning over to the next hour, ringing the arrival of a battle as old as time, sounding the final alarm, the final chance to fall to our blades or lift them high. It was repeating infernal hours that grew hungrier with each turn, more vicious than the day, the year, the century before." The end was here. The great war had begun. I had been torn apart and remade, a marionette to dance over the coals of this world, stitched together by my tormentors. The great masters thought they could break me down and own me. They were wrong. I had won my freedom, my place in this world, my golden-eyed protector by my side. Until it happened again; the grim call of fate looking out at me through eyes of darkness, the great masters waiting with the power I needed, curses and promises in their hands. It was time to make another deal. It was time to play their game in earnest. Book 2 in the *Tempest of Shadows* series. Over 105,000 words. This is a slow burn with DARK themes, unwilling anti-heroes, and one hell of a kick-ass heroine woven through a rich fantasy setting.

Includes excerpt from *Silver Eve*, the next book in the series.

Two young women have been chosen to find a way to rid the world of a deadly magic let loose on the world of Yerg thousands of years ago. Their quest begins in Tana, the island of many waters. They must journey beyond the borders of the familiar and into the unknown where they seek the key to the survival of their world.

"The Library of Legends is a gorgeous, poetic journey threaded with mist and magic about a group from a Chinese university who take to the road to escape the Japanese invasion of 1937 – only to discover that danger stalks them from within. Janie Chang pens pure enchantment!" —Kate Quinn, New York Times and USA Today bestselling author of *The Alice Network* and *The Huntress* From the author of *Three Souls* and *Dragon Springs Road* comes a captivating historical novel—the third in a loosely-connected trilogy—in which a young woman travels across China with a convoy of student refugees, fleeing the hostilities of a brutal war with Japan. "Myths are the darkest and brightest incarnations of who we are..." China, 1937: When Japanese bombs begin falling on the city of Nanking, nineteen-year-old Hu Lian and her classmates at Minghua University are ordered to flee. Lian and a convoy of more than a hundred students, faculty, and staff must walk a thousand miles to the safety of China's western provinces, a journey marred by hunger, cold, and the constant threat of aerial attack. And it is not just the student refugees who are at risk: Lian and her classmates have been entrusted with a priceless treasure, a 500-year-old collection of myths and folklore known as the Library of Legends. Her family's past has made Lian wary of forming attachments, but the students' common duty to safeguard the Library of Legends forms unexpected bonds. Lian finds friendship and a cautious romance with the handsome and wealthy Liu Shaoming. But after one classmate is murdered and another arrested, Lian realizes she must escape from the convoy before a family secret puts her in danger. Accompanied by Shao and the enigmatic maidservant Sparrow, Lian makes her way to Shanghai, hoping to reunite with her mother. On the journey, Lian learns of the connection between her two companions and a tale from the Library of Legends, *The Willow Star and the Prince*. Learning Shao and Sparrow's true identities compels Lian to confront her feelings for Shao. But there are broader consequences too, for as the ancient books travel across China, they awaken immortals and guardian spirits to embark on an exodus of their own, one that changes the country's fate forever. Based on true events, rich in Chinese history and lore, *The Library of Legends* is both an illuminating exploration of China's recent past and an evocative tale of love, sacrifice, and the extraordinary power of storytelling.

In the Forest of the Dead, where the empire's worst criminals are exiled, twin sisters Moria and Ashyn are charged with a dangerous task. For they are the Keeper and the Seeker, and each year they must quiet the enraged souls of the damned. Only this year, the souls will not be quieted. Ambushed by an ancient evil, Moria and Ashyn must race to warn the empire of a terrifying threat. Accompanied by a dashing thief and a warrior with a dark history, the sisters battle their way across a wasteland filled with reawakened monsters of legend. But there are more sinister enemies waiting for them at court - and a secret that will alter the balance of their world forever. The first volume in the *Age of Legends* trilogy, *Sea of Shadows* is a thrilling dark fantasy where evil hides in every shadow and the deadliest monsters of all come in human form . . . www.kelleyarmstrong.com

Servant girl Milla witnesses a murder and discovers four strange eggs. Dragon eggs! Her world is turned completely upside down as she finds herself living a secret life in the palace caring for a dragon alongside her former masters. But with unrest and rioting in the town, Milla starts to wonder if keeping the dragons a secret is really the right idea and what role her unknown past might play in it all. Perhaps the dragons are the one thing that can bring all the warring factions together once and for all . . .

From the acclaimed Booker Prize-winning author comes a dazzling novel of family, love and love's disappointments Anna's aged mother is dying. Condemned by her children's pity to living, subjected to increasingly desperate medical interventions, she turns her focus to her hospital window, through which she escapes into visions of horror and delight. When Anna's finger vanishes and a few months later her knee

disappears, Anna too feels the pull of the window. She begins to see that all around her, others are similarly vanishing, yet no one else notices. All Anna can do is keep her mother alive. But the window keeps opening wider, taking Anna and the reader ever deeper into an eerily beautiful story of grief and possibility, of loss and love and orange-bellied parrots. Hailed on publication in Australia as Richard Flanagan's greatest novel yet, *The Living Sea of Waking Dreams* is a rising ember storm illuminating what remains when the inferno beckons: one part elegy, one part dream, one part hope.

In this breathtaking final book in her epic trilogy, *The Age of Legends*, #1 New York Times bestselling author Kelley Armstrong blends fantasy, action and romance to give readers the unforgettable ending they've been waiting for. The empire rests on the edge of a knife, and sisters Ashyn and Moria are the handle and the blade. Desperate to outmaneuver the evil Alvar Kitsune, whose hold on the people grows stronger every day, Emperor Tatsu begs Moria to put aside past grievances and ally with Gavril--at least long enough to make an attempt on Alvar's life. Meanwhile, reunited with her long-lost grandfather, Ashyn discovers that she is the key to a ritual that could reawaken an ancient dragon and turn the tide of the coming battle in their favour. But with lies and betrayal lurking around every corner, Ashyn and Moria will have to decide once and for all where their allegiances lie. And it may not be where their hearts would lead them.

The traces of much of human history – and that which preceded it – lie beneath the ocean surface; broken up, dispersed, often buried and always mysterious. This is fertile ground for speculation, even myth-making, but also a topic on which geologists and climatologists have increasingly focused in recent decades. We now know enough to tell the true story of some of the continents and islands that have disappeared throughout Earth's history, to explain how and why such things happened, and to unravel the effects of submergence on the rise and fall of human civilizations. In *Worlds in Shadow* Patrick Nunn sifts the facts from the fiction, using the most up-to-date research to work out which submerged places may have actually existed versus those that probably only exist in myth. He looks at the descriptions of recently drowned lands that have been well documented, those that are plausible, and those that almost certainly didn't exist. Going even further back, Patrick examines the presence of more ancient lands, submerged beneath the waves in a time that even the longest-reaching folk memory can't touch. Such places may have played important roles in human evolution, but can only be reconstructed through careful geological detective work. Exploring how lands become submerged, whether from sea-level changes, tectonic changes, gravity collapse, giant waves or volcanoes, helps us determine why, when and where land may disappear in the future, and what might be done to prevent it.

"Love The Wheel of Time? This is about to become your new favorite series." --B&N SF & Fantasy Blog A young man with forbidden magic finds himself drawn into an ancient war against a dangerous enemy in book one of the *Licanus Trilogy*, the series that fans are heralding as the next *Wheel of Time*. As destiny calls, a journey begins. It has been twenty years since the godlike Augurs were overthrown and killed. Now, those who once served them -- the Gifted -- are spared only because they have accepted the rebellion's Four Tenets, vastly limiting their powers. As a Gifted, Davian suffers the consequences of a war lost before he was even born. He and others like him are despised. But when Davian discovers he wields the forbidden power of the Augurs, he and his friends Wirr and Asha set into motion a chain of events that will change everything. To the west, a young man whose fate is intertwined with Davian's wakes up in the forest, covered in blood and with no memory of who he is... And in the far north, an ancient enemy long thought defeated begins to stir. The *Licanus Trilogy* is a series readers will have a hard time putting down--a relentless coming-of-age epic from the very first page. "Storytelling assurance rare for a debut . . . Fans of Robert Jordan and Brandon Sanderson will find much to admire."-- Guardian The *Licanus Trilogy*The Shadow of What Was LostAn Echo of Things to ComeThe Light of All That Falls

'A masterfully crafted, brutally compelling Norse-inspired epic' Anthony Ryan THE GREATEST SAGAS ARE WRITTEN IN BLOOD. A century has passed since the gods fought and drove themselves to extinction. Now only their bones remain, promising great power to those brave enough to seek them out. As whispers of war echo across the land of Vigrið, fate follows in the footsteps of three warriors: a huntress on a dangerous quest, a noblewoman pursuing battle fame, and a thrall seeking vengeance among the mercenaries known as the Bloodsworn. All three will shape the fate of the world as it once more falls under the shadow of the gods. Set in a brand-new, Norse-inspired world, and packed with myth, magic and bloody vengeance, *The Shadow of the Gods* begins an epic new fantasy saga from bestselling author John Gwynne. Further praise for *The Shadow of the Gods* 'Visceral, heart-breaking and unputdownable' Jay Kristoff 'A satisfying and riveting read. The well-realised characters move against a backdrop of a world stunning in its immensity. It's everything I've come to expect from a John Gwynne book' Robin Hobb 'A masterclass in storytelling . . . epic, gritty fantasy with an uncompromising amount of heart' FanFiAddict 'Quintessential Gwynne honed to perfection . . . The *Shadow of the Gods* is absolutely stunning, one hell of an epic series opener and a spectacular dose of Viking-flavoured fantasy' The Tattooed Book Geek 'Reminds me of all that I love in the fantasy genre. *The Shadow of the Gods* is an action-packed cinematic read' Fantasy Hive

'We loved the dark fantasy and smoldering romance in this story of identical twins with very different personalities. A tale of heroes, filled with mythological creatures, valor and self-sacrifice--fans of high fantasies will happily slip into this action-packed and exciting tale.' - Justine Magazine 'Armstrong smoothly switches from her customary modern paranormal setting to a high-fantasy adventure. Strong female protagonists make this trilogy opener a standout.' - Kirkus Reviews In the Forest of the Dead, where the empire's worst criminals are exiled, twin sisters Moria and Ashyn are charged with a dangerous task. For they are the Keeper and the Seeker, and each year they must quiet the enraged souls of the damned. Only this year, the souls will not be quieted. Ambushed by an ancient evil, Moria and Ashyn must race to warn the empire of a terrifying threat. Accompanied by a dashing thief and a warrior with a dark history, the sisters battle their way across a wasteland filled with reawakened monsters of legend. But there are more sinister enemies waiting for them at court - and a secret that will alter the balance of their world forever. The first volume in the *Age of Legends* trilogy, *Sea of Shadows* is a thrilling dark fantasy where evil hides in every shadow and the deadliest monsters of all come in human form . . . Books by Kelley Armstrong: *Women of the Otherworld* series *Bitten* *Stolen* *Dime Store Magic* *Industrial Magic* *Haunted* *Broken* *No Humans Involved* *Personal Demon* *Living with the Dead* *Frost Bitten* *Walking the Witch* *Spellbound* *Thirteen* *Nadia Stafford* *Exit Strategy* *Made to be Broken* *Wild Justice* *Rockton* *City of the Lost* *A Darkness Absolute* *This Fallen* *Prey* *Watcher in the Woods* *Alone in the Wild* *Darkest Powers* *The Summoning* *The Awakening* *The Reckoning* *Otherworld Tales* *Men of the Otherworld* *Tales of the Otherworld* *Otherworld Nights* *Otherworld Secrets* *Otherworld Chills*

Darkness Rising The Gathering The Calling The Rising Cainsville Omens Visions Deceptions Betrayals Rituals Royalty. Magic. Love. Betrayal. It's in Their Blood. Alexander, Macedon's sixteen-year-old heir, is on the brink of discovering his fated role in conquering the known world. Katerina must navigate the dark secrets of court life while keeping hidden her own mission: kill the queen. Jacob will go to unthinkable lengths to win Katerina, even if it means having to compete with Hephaestion, a murderer sheltered by the prince. And far across the sea, Zofia, a Persian princess, seeks the deadly Spirit Eaters to alter her destiny.

The epic battle between humankind and their godlike rulers finally ignites in the masterful follow-up to Age of Myth and Age of Swords. The alliance of humans and renegade Fhrey is fragile—and about to be tested as never before. Persephone keeps the human clans from turning on one another through her iron will and a compassionate heart. The arrogant Fhrey are barely held in check by their leader, Nyphron, who seeks to advance his own nefarious agenda through a loveless marriage that will result in the betrayal of the person Persephone loves most: Raithe, the God Killer. As the Fhrey overlords marshal their army and sorcerers to crush the rebellion, old loyalties will be challenged while fresh conspiracies will threaten to undo all that Persephone has accomplished. In the darkest hour, when hope is all but lost, new heroes will rise . . . but at what terrible cost? Magic, fantasy, and mythology collide in Michael J. Sullivan's Legends of the First Empire series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR

The gods have been proven mortal and new heroes will arise as the battle continues in the sequel to Age of Myth—from the author of the Riyria Revelations and Riyria Chronicles series. In Age of Myth, fantasy master Michael J. Sullivan launched readers on an epic journey of magic and adventure, heroism and betrayal, love and loss. Now the thrilling saga continues as the human uprising is threatened by powerful enemies from without—and bitter rivalries from within. Raithe, the God Killer, may have started the rebellion by killing a Fhrey, but long-standing enmities dividing the Rhunes make it all but impossible to unite against the common foe. And even if the clans can join forces, how will they defeat an enemy whose magical prowess renders them indistinguishable from gods? The answer lies across the sea in a faraway land populated by a reclusive and dour race who feel nothing but disdain for both Fhrey and mankind. With time running out, Persephone leads the gifted young seer Suri, the Fhrey sorceress Arion, and a small band of misfits in a desperate search for aid—a quest that will take them into the darkest depths of Elan. There, an ancient adversary waits, as fearsome as it is deadly. Magic, fantasy, and mythology collide in Michael J. Sullivan's Legends of the First Empire series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR

The Wheel of Time® is a PBS Great American Read Selection! Now in development for TV! Since its debut in 1990, The Wheel of Time® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. The seals of Shayol Ghul are weak now, and the Dark One reaches out. The Shadow is rising to cover humankind. In Tar Valon, Min sees portents of hideous doom. Will the White Tower itself be broken? In the Two Rivers, the Whitecloaks ride in pursuit of a man with golden eyes, and in pursuit of the Dragon Reborn. In Cantorin, among the Sea Folk, High Lady Suroth plans the return of the Seanchan armies to the mainland. In the Stone of Tear, the Lord Dragon considers his next move. It will be something no one expects, not the Black Ajah, not Tairen nobles, not Aes Sedai, not Egwene or Elayne or Nynaeve. Against the Shadow rising stands the Dragon Reborn... TV series update: "Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as ABC's "Agents of SHIELD," the Netflix series "Hemlock Grove," and the NBC series "Chuck." Red Eagle partners Rick Selvage and Larry Mondragon will executive produce along with Radar's Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan's widow Harriet McDougal serving as consulting producer." —Variety The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altai By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In the third mysterious tale of Eerie-on-Sea, it's almost Ghastly Night, and the Shadowghast—an ancient spirit in a lantern—lurks in wait for the power to enslave the town. In this third adventure, shipwrecked orphan Herbert Lemon, Lost-and-Founder at the Grand Nautilus Hotel, must square off with a creature of town lore as he confronts a shadow from his past. While other towns celebrate Halloween, in Eerie-on-Sea it's Ghastly Night, and a grim spirit in a lantern awaits its moment. Legend has it that if people fail to light manglewick candles on Ghastly Night, and if no showman conjures shadow puppets on the pier as an offering, the insulted Shadowghast will seize and devour the shadows of the living. This year, a professional theater troupe has been summoned, including a raven-haired magician named Caliastra with startling news of Herbie's origins. No sooner have the players checked into the hotel than townspeople start vanishing into thin air, including the guardian of Herbie's best friend, Violet Parma. It's up to Herbie and Violet to separate truth from sleight of hand and solve the mystery of the Shadowghast lantern before darkness swallows them all.

"The Ship of Shadows" by H. Bedford-Jones. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously

edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

Kelley Armstrong's New York Times bestselling Darkest Powers trilogy is collected here for the first time! **The Summoning:** Chloe is locked up in Lyle House, a "special home" for troubled teens. Yet the home isn't what it seems. There is definitely more to Chloe's housemates than meets the eye. The question is, whose side are they on? It's up to her to figure out the dangerous secrets behind Lyle House . . . before its skeletons come back to haunt her. **The Awakening:** Chloe Saunders is a living science experiment--not only can she see ghosts, but she was genetically altered by a sinister organization called the Edison Group. She's a teenage necromancer whose powers are out of control, which means she can raise the dead without even trying. Now Chloe's running for her life with three of her supernatural friends--a charming sorcerer, a cynical werewolf, and a disgruntled witch--and they have to find someone who can help them before the Edison Group catches them. **The Reckoning:** Chloe Saunders's life is not what you would call normal. First of all, she can't figure out how she feels about a certain antisocial werewolf or his charming brother--who just happens to be a sorcerer. Then there's the fact that she's running for her life from an evil corporation that's trying to kill her and her supernatural friends. And finally, she's a genetically altered necromancer who can raise the dead, rotting corpses and all, without even trying. But Chloe has a plan. And the end is very near.

When sixteen-year-old Sadelyn Hanson washes up on the shores of Windwaithe Island, her beauty and the strange marks on her wrist make superstitious locals suspect she is a mermaid. Feigning amnesia, Sade hides a far worse secret: she was sailing to her own murder trial when she was thrown overboard by the real killer, the cunning and cruel Captain Westwood. Sade's quiet effort to rebuild her life on the island is threatened when she meets an actual young merman. Unable to speak his language, Sade still longs for the warm companionship he offers, despite the locals' dire legends about merfolk and their dark magic. But her confused feelings for the impossible boy become the least of her problems when Captain Westwood's ship docks at Windwaithe. With nowhere to escape, Sade must trust in the one person who doesn't fear the merfolk. A woman who had dealings with them herself-years ago

Sea of Shadows Doubleday Canada

A thrilling new series soars above the competition and redefines middle-grade fantasy fiction for a new generation! The seven dragon tribes have been at war for generations, locked in an endless battle over an ancient, lost treasure. A secret movement called the Talons of Peace is determined to bring an end to the fighting, with the help of a prophecy -- a foretelling that calls for great sacrifice. Five dragonets are collected to fulfill the prophecy, raised in a hidden cave and enlisted, against their will, to end the terrible war. But not every dragonet wants a destiny. And when the select five escape their underground captors to look for their original homes, what has been unleashed on the dragon world may be far more than the revolutionary planners intended . . .

Originally published in 1968, Ursula K. Le Guin's *A Wizard of Earthsea* marks the first of the six now beloved Earthsea titles. Ged was the greatest sorcerer in Earthsea, but in his youth he was the reckless Sparrowhawk. In his hunger for power and knowledge, he tampered with long-held secrets and loosed a terrible shadow upon the world. This is the tumultuous tale of his testing, how he mastered the mighty words of power, tamed an ancient dragon, and crossed death's threshold to restore the balance. This ebook includes a sample chapter of *THE TOMBS OF ATUAN*.

THE DEFENDERS OF THE LAND! As Britain struggles under a burgeoning fascist government, Prime Minister Derek Drake plays the man of the people, while simultaneously purging the country of "undesirables." When bike courier and subversive graffiti artist Ajia Snell runs into trouble with the authorities, she finds herself recruited by living incarnations of Britain's ancient legends, from Oberon, King of the Faeries to Robin Hood. As Drake tightens his grip on the country's soul, only Ajia and her new allies can stop him...

One of fantasy's finest next-generation storytellers continues to break new ground. Michael J. Sullivan's trailblazing career began with the breakout success of his *Riyria* series: full-bodied, spellbinding fantasy adventures whose imaginative scope and sympathetic characters won a devoted readership and comparisons to fantasy masters Brandon Sanderson, Scott Lynch, and J.R.R. Tolkien himself. Now *Age of Myth* inaugurates an original five-book series. Since time immemorial, humans have worshipped the gods they call Fhrey, truly a race apart: invincible in battle, masters of magic, and seemingly immortal. But when a god falls to a human blade, the balance of power between humans and those they thought were gods changes forever. Now only a few stand between humankind and annihilation: Raithe, reluctant to embrace his destiny as the God Killer; Suri, a young seer burdened by signs of impending doom; and Persephone, who must overcome personal tragedy to lead her people. The *Age of Myth* is over. The time of rebellion has begun. Magic, fantasy, and mythology collide in Michael J. Sullivan's *Legends of the First Empire* series: **AGE OF MYTH • AGE OF SWORDS • AGE OF WAR**

The second book in a big, breathtaking new trilogy that blends fantasy, romance, horror, and pulse-pounding action, from #1 New York Times bestselling author Kelley Armstrong. Sisters Moria and Ashyn are the Keeper and Seeker of Edgewood. Or at least, they were. Their village is gone. Their friends have betrayed them. And now, they are all but prisoners in court, forced to watch and wait while the Emperor decides whether to help the children of Edgewood, who remain hostages of the treacherous Alvar Kitsune. But when the emperor finally sends the girls on a mission to rescue the children--accompanied by Prince Tyrus and a small band of men--the journey proves more perilous than any of them could have imagined. With lies and unrest mounting in the empire, Moria and Ashyn will have to draw on every bit of influence and power they possess to unite their people and avert an all-out war.

It all begins with a letter. Fall in love with Penguin Drop Caps, a new series of twenty-six collectible and hardcover editions, each with a type cover showcasing a gorgeously illustrated letter of the alphabet. In a design collaboration between Jessica Hische and Penguin Art Director Paul Buckley, the series features unique cover art by Hische, a

superstar in the world of type design and illustration, whose work has appeared everywhere from Tiffany & Co. to Wes Anderson's recent film *Moonrise Kingdom* to Penguin's own bestsellers *Committed* and *Rules of Civility*. With exclusive designs that have never before appeared on Hische's hugely popular Daily Drop Cap blog, the Penguin Drop Caps series debuted with an 'A' for Jane Austen's *Pride and Prejudice*, a 'B' for Charlotte Brönte's *Jane Eyre*, and a 'C' for Willa Cather's *My Ántonia*. It continues with more perennial classics, perfect to give as elegant gifts or to showcase on your own shelves. R is for Rushdie. Set in an exotic Eastern landscape peopled by magicians and fantastic talking animals, Salman Rushdie's classic children's novel *Haroun and the Sea of Stories* inhabits the same imaginative space as *Gulliver's Travels*, *Alice in Wonderland*, and *The Wizard of Oz*. Haroun, a 12-year-old boy sets out on an adventure to restore the poisoned source of the sea of stories. On the way, he encounters many foes, all intent on draining the sea of all its storytelling powers.

With nearly 2 million books in print, this Little Apple series is H-O-T, hot. The SECRET is out -- DROON is the series that kids, parents, and teachers are talking about! There's no place like home! Eric and his friends have finally restored the Rainbow Stairs, but that was the easy part. Now Gethwing is loose in the Upper World, and the Moon Dragon is causing big trouble. Eric, Julie, and Neal have to protect their town, but they're up against mysterious creatures, strangely-behaving parents, and powerful magic. Can the kids stop Gethwing before he destroys the Upper World -- for good?

Space-obsessed 12-year-old Paola Santiago and her two best friends, Emma and Dante, know the rule: Stay away from the river. It's all they've heard since a schoolmate of theirs drowned a year ago. Pao is embarrassed to admit that she has been told to stay away for even longer than that, because her mother is constantly warning her about La Llorona, the wailing ghost woman who wanders the banks of the Gila at night, looking for young people to drag into its murky depths. Hating her mother's humiliating superstitions and knowing that she and her friends would never venture into the water, Pao organizes a meet-up to test out her new telescope near the Gila, since it's the best stargazing spot. But when Emma never arrives and Pao sees a shadowy figure in the reeds, it seems like maybe her mom was right. . . . Pao has always relied on hard science to make sense of the world, but to find her friend she will have to enter the world of her nightmares, which includes unnatural mist, mind-bending monsters, and relentless spirits controlled by a terrifying force that defies both logic and legend.

When a boy with no past arrives at a survival academy, his extraordinary abilities shine through, but will they be enough to save his friends? Alone in an unfamiliar world, fourteen-year-old Peran is suffering from amnesia. With society still consumed by decades-old war and the ancient sorcery of the Stoneborn warriors, he finds refuge in an academy of combat and survival. But Peran struggles to fit in, and when he defeats opponents beyond his skill, fellow students suspect his extraordinary abilities, leaving even his friends to wonder who -- or what -- he really is. When out testing their skills, his dorm-mate falls victim to a coffin-mouth viper and only the Elin Shard can save him. Peran sets out to find the magical artifact, but to succeed against the legendary predators he encounters, he must first confront his true identity. *Legends Awake* is the First Book of Legends - a YA fantasy series by Alex Stiles. If you like character driven stories, set in a whole new world with fantastic creatures and a rich history, then you'll love this debut novel. Pick up your copy of *Legends Awake* and discover this exciting new author today!

Unlock the mysteries and magic within *League of Legends*, one of the world's most popular video games, in this encyclopedic and collectible companion book that explores the game's epic lore. Embark on a journey through the realms of Runeterra in this first-ever collectible companion book, published to celebrate the game's tenth anniversary. Spanning the farthest reaches of this universe and venturing into uncharted territory, this encyclopedic compendium connects players to the rich storytelling that inspires all the action. Inside, you'll find: An expedition through eleven regions, chronicling conflicts, entrenched rivalries, and covert alliances Hundreds of illustrations, including never-before-seen maps and artwork Insights into the heroes, flora, fauna, architecture, politics, and technologies from all corners of this world Original narratives that bring the cultures of Runeterra to life *League of Legends* is an online game played by millions of people around the world, offering endless engagement with an expanding roster of champions, frequent updates, and a thriving esports scene. This volume is an essential reference for fans everywhere.

"Twin sisters Ashyn and Moria must embark on a a dangerous journey when the spirits they're charged with protecting turn vengeful"--

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