

Storm Raiders Age Of Magic A Kurtherian Gambit Series Storms Of Magic Book 1

Now optioned as a TV series for HBO, with executive producer George R. R. Martin! An award-winning literary author enters the world of magical realism with her World Fantasy Award-winning novel of a remarkable woman in post-apocalyptic Africa. In a post-apocalyptic Africa, the world has changed in many ways; yet in one region genocide between tribes still bloodies the land. A woman who has survived the annihilation of her village and a terrible rape by an enemy general wanders into the desert, hoping to die. Instead, she gives birth to an angry baby girl with hair and skin the color of sand. Gripped by the certainty that her daughter is different—special—she names her Onyesonwu, which means "Who fears death?" in an ancient language. It doesn't take long for Onye to understand that she is physically and socially marked by the circumstances of her conception. She is Ewu—a child of rape who is expected to live a life of violence, a half-breed rejected by her community. But Onye is not the average Ewu. Even as a child, she manifests the beginnings of a remarkable and unique magic. As she grows, so do her abilities, and during an inadvertent visit to the spirit realm, she learns something terrifying: someone powerful is trying to kill her. Desperate to elude her would-be murderer and to understand her own nature, she embarks on a journey in which she grapples with nature, tradition, history, true love, and the spiritual mysteries of her culture, and ultimately learns why she was given the name she bears: Who Fears Death.

Daring dragon-riders fight to save a uniquely magical world from destruction by vengeful outcasts, in Storm Riders by Margaret Weis and Robert Krammes In a world where magic is intrinsic to the fabric of everyday life, two kingdoms, centuries-long enemies, have long sought a powerful magical weapon that will win them lasting dominance. But neither realm is ready when they are both attacked by the Bottom-Dwellers, a bitter people whose own land was destroyed, and who now live only to take vengeance on those they blame for a wretched life in the storm-tossed abyss they inhabit. Using contramagic strengthened by blood sacrifice to attack the world above, they threaten to bring down whole cities, or even the island kingdoms themselves. Freya and Rosia are forced to put aside their age-old conflict to defend themselves, or risk losing everything. As the Bottom-Dwellers' contramagic eats away at the magic of the dragons that helps protect the world above, a former dragon-riding hero gathers a ragtag group to form a new dragon brigade, the one desperate hope of the two kingdoms to defeat the fiends who threaten their world. As the effects of contramagic bring the world ever closer to disaster, the new dragon brigade fight the vengeful adversary. Their high-flying heroics will be to no avail, though, unless they can somehow uncover forbidden knowledge, long hidden by the Church, without which they will never be able to prevent the world's destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

Soon to be a major motion picture from the producers of Spider-Man: Into the Spider-Verse! In a future when humans are believed to be extinct, what will one curious robot do when it finds a girl who needs its help? Humans went extinct thirty years ago. Now the world is ruled by machines. And twelve-year-old robot XR_935 is just fine with that. Without humans around, there is no war, no pollution, no crime. Every member of society has a purpose. Everything runs smoothly and efficiently. Until the day XR discovers something impossible: a human girl named Emma. Now, Emma, XR, and two other robots must embark on a dangerous voyage in search of a mysterious point on a map. But how will they survive in a place where rules are never broken and humans aren't even supposed to exist? And what will they find at the end of their journey? Narrated in the first person (first robot?) by XR, The Last Human blends humor and action with moments of poignancy to tell a story about friendship, technology, and challenging the status quo no matter the consequences. It's not just about what it means to be a robot. It's about what it means to be a human.

These Rebel Waves

The Last Human

The Revenge of Magic

War Storm

Shadow Raiders

Right Hand Riley Trident is lithe and fast, her tongue every bit as sharp as her sword. Her and her partner, the massive brute William Teller, are new-age knights sworn to defend the kingdom of New Perth. But dark days are on the horizon Rumors swirl of a dark mage to the North. A man who's harvesting magic from people, using it to strengthen himself. He's amassing an army, and his sights are set on New Perth. With the fate of the kingdom at stake, Riley and William embark on a journey putting them on a collision course with this mage... and with their own mortality. Will their fighting prowess prove enough to vanquish the dark mage and his legion of followers, or are they doomed to a fate amongst the harvested?

Frank Hinkle and his friends must stop Zed from achieving his ultimate goal: saving the world. In King's Crossing, Wisconsin, lives a nine-year-old girl who can pull on time. Residents of the town know odd details about the future, and there's a twisting tree growing in a park near the center of town. It's here Zed has chosen to enact the final phase of his plan to defeat the ancient beings who pursue him. And it's here that Frank, Sophie, and Mason will make their stand against both Zed and his enemies. The final chapter of the Deadlock Trilogy is upon us.

“ Perfect for fans of Rick Riordan. ” —Booklist When long-dead magical creatures are discovered all around the world, each buried with a book of magic, only children can unlock the dangerous power of the books in this start to an “ imaginative and exciting ” (Brandon Mull, #1 New York Times bestselling author) series from the author of the New York Times bestselling Story Thieves! Thirteen years ago, books of magic were discovered in various sites around the world alongside the bones of dragons. Only those born after “ Discovery Day ” have the power to use the magic. Now, on a vacation to Washington, DC, Fort Fitzgerald ’ s father is lost when a giant creature bursts through the earth, attacking the city. Fort is devastated, until an opportunity for justice arrives six months later, when a man named Dr. Opps invites Fort to a government-run school, the Oppenheimer School, to learn magic from those same books. But life ’ s no easier at the school, where secrets abound. What does Jia, Fort ’ s tutor, know about the attacks? Why does Rachel, master of destructive magic, think Fort is out to destroy the school? And why is Fort seeing memories of an expelled girl every time he goes to sleep? If Fort doesn ’ t find out what ’ s hiding within the Oppenheimer School, more attacks will come, and this time, nothing will stop them!

Hunting the skies is not for the faint-hearted. In a world where water is scarce and deadly jellyfish swim through the sky, overprotected Christien dreams of excitement, adventure, and even a bit of danger. When he meets the exotic and alluring Jenine and her family of cloud hunters, he becomes determined to fulfill his dreams and see what this nomadic tribe of people is all about. The cloud hunters are set apart from society with their darker, heavily tattooed skin and the distinctive scars on their faces. Christien has been fascinated by them for years, and when Jenine invites him on a hunting expedition, he is only too eager to join her on the sky ship. But this is no ordinary cloud hunting trip—Christien finds that he’s been brought along to help rescue Jenine’s father, who’s being held prisoner on the Forbidden Isles. Will their elaborate rescue plan succeed? Will Christien take up the cloud hunters' offer to become one of them—scars and all? Or will Christien find that there is something even more important to him than adventure in the high skies? In a richly imaginative tale, perfect for both boys and girls as they launch themselves into the world of fiction as independent readers, Alex Shearer creates a Dahl-esque fantasy that roams through realms of magic, wonder, and adventure.

The Jungle Book

House of Enchanted: The Revelations of Oriceran

Anchoress Series Book One

The Broken Clock

Never Submit

High school senior Ben takes his younger brother Noah and three friends to their family's abandoned cabin, where Noah is frightened by the legendary mothman but the others do not believe him.

Can a clever young inventor uncover a ruthless pirate's heart of gold? Thrilling sea adventure takes on a hint of steampunk in the second book by the author of the acclaimed Hour of the Bees. When her parents, the great marine scientists Dr. and Dr. Quail, are killed in a tragic accident, eleven-year-old Fidelia Quail is racked by grief -- and guilt. It was a submarine of Fidelia's invention that her parents were in when they died, and it was she who pressed them to stay out longer when the raging Undertow was looming. But Fidelia is forced out of her mourning when she's kidnapped by Merrick the Monstrous, a pirate whose list of treasons stretches longer than a ribbon eel. Her task? Use her marine know-how to retrieve his treasure, lost on the ocean floor. But as Fidelia and the pirates close in on the prize, with the navy hot on their heels, she realizes that Merrick doesn't expect to live long enough to enjoy his loot. Could something other than black-hearted greed be driving him? Will Fidelia be able to master the perils of the ocean without her parents -- and piece together the mystery of Merrick the Monstrous before it's too late?

A crucial scientific discovery threatens the balance of power between the rival empires of Freya and Rosia, where magic is intrinsic and incorporated into their technological devices.

They say that behind every great man is a great woman...but what if that woman is a Werewolf? THIS IS A MONSTER BOOK – We have taken pains to price the book low. (Craig is crying in the corner, don't mention I reduced it to what you see). The readers LOVE the Nomad! "This series is one of the best I've ever read." "This is the series that keeps on going with great writing and wonderful characters." "I absolutely love this series, and hate the wait at the same time between books." The Forsaken have gone into hiding, and Terry sends the Force de Guerre's tactical teams on missions around the globe to root the evil ones out. When Ted can no longer keep the pod flying, things heat up quickly in a race to corner and finish Mister Smith. Nomad's Force starts nearly one-hundred years before Michael's return to earth and the events that happen in Justice Is Calling. What does the mundane look like when gearing up for war? This snippet is a taste of that. How can TH keep the blade sharp when no enemy stands before him? What will his kids do? Always his children, but not children. The FDG finds out how small they really are when they have to search the world for their enemy. And the New Schwabenland pod is getting old and doesn't charge like it used to. Is Terry's dominance waning?

Mindstorms

The Daily Show (The Book)

Who Fears Death

Above the Storm (Book One of the Storm Below)

The Kurtherian Gambit

A thrilling new fantasy series—full of deadly magic, double crosses, and a dangerous quest in a new world—from Sara Raasch, the New York Times bestselling author of the Snow Like Ashes series. Adeluna is a soldier. Five years ago, she helped the magic-rich island of Grace Loray overthrow its oppressor, Agrid, a country ruled by religion. But adjusting to postwar life has not been easy. When an Argridian delegate vanishes during peace talks with Grace Loray’s new Council, Argrid demands brutal justice—but Lu suspects something dangerous is at work. Devereux is a pirate. As one of the stream raiders who run rampant on Grace Loray, he scavenges the island’s magic plants and sells them on the black market. But after Argrid accuses raiders of the diplomat’s abduction, Vex becomes a target. An expert navigator, he agrees to help Lu find the Argridian—but the truth they uncover could be deadlier than any war. Benat is a heretic. The crown prince of Argrid, he harbors a secret obsession with Grace Loray’s forbidden magic. When Ben’s father, the king, gives him the shocking task of reversing Argrid’s fear of magic, Ben has to decide if one prince can change a devout country—or if he’s building his own pyre. As conspiracies arise, Lu, Vex, and Ben will have to decide who they really are. . . . and what they are willing to become for peace.

Here in a vast lost valley, society has split into two: the Wanderers, who team together to battle against the elements and each other in the harsh world of the desert, and those who live in the pyramid-city of Arcone, whose closed environment and tightly controlled society enable them to maintain a more civilized existence in the face of an environmentally devastated planet. Conflict is inevitable. . . . Kean is a Wanderer, adopted into a team that has protected him since he was a child. Essa lives with her parents in the pyramid, and chafes at the mental and physical restrictions the government enforces to protect its people. But when a rogue Wanderer plans an attack on the city to gain its resources for his people, Kean and Essa's paths collide with an impact that will alter their lives forever. The next in a line of postapocalyptic coming-of-age stories that began with Lois Lowry's masterpiece The Giver and moved on through the Hunger Games series, Wanderer is a journey of danger, growth, friendship, and hope for a new generation.

I'm at the mercy of a fallen angel.I work for the Order of Magica, the supernatural version of the FBI. Sounds fun, right? Except I spend my days chained to my desk, writing reports, and wishing that I was out solving crimes. Well, be careful what you wish for. When my best friend is abducted, my life in Chicago turns upside down.I'll do anything to get her back-even work with Damian Malek, a wanted criminal, notorious crime lord, and dangerous fallen angel. He's hot, lethal, and he's the only one who can help me master my dangerous powers. I don't want anyone to know about my magic, but I have no choice if I want to save my friend.Here's the catch: if the Order finds out that I'm working with Damian, I'll get canned. Maybe even hunted for what I am. But if I don't give him what he wants, he'll reveal my secret to the world.

It's been over a century since the humans lost the war for Earth. Cities have been reclaimed by nature, and the planet is quiet and empty by day. At night, feral vampires-more beast than man- roam the lands, hungry for blood. The few thousand surviving humans live on a massive airship that circles the Earth, moving with the rotation of the planet so it's always in sunlight. Alexandria Goddard is a member of the elite Ground Mission Team, a group tasked with making dangerous runs to the planet's surface for the supplies needed to keep the ship airborne. But even as the team fights for their people's survival, dangerous forces are working against them. A growing movement aboard the airship believes it's time for humans to resettle the Earth, and they are willing to go to extreme measures to make their vision a reality. As the situation aboard the ship becomes more desperate, Alex and her team discover a terrifying secret about the vampires infesting the Earth. P.T. Hylton, author of Regulation 19 and the Zane Holloway series, and Jonathan Benecke, a bold new voice in science fiction, bring you a post-apocalyptic vision of a world where vampires rule, humanity is on the run, and safety is an illusion as fleeting as a shadow.

The Line Unbroken

Astra

Age of Magic - a Kurtherian Gambit

Crown of Feathers

True Raiders

She missed the war, but she'll be damned if she loses her chance for revenge. Born an Arcadian, but raised as an exile among the Druids, Arryn has trained hard her whole life to bring justice to the man who destroyed her life. The problem? Some girl from the Boulevard beat her to it... With Adrien dead, and his ashes scattered to the wind, Arryn can finally return to the city she once called home to learn the truth about her family. But powerful forces work in the shadows, carrying on Adrien's evil vision, and threatening to draw Arcadia back into the darkness. Arryn might just get to fulfill that vow for vengeance after all... Set on the foundation laid by the Kurtherian Gambit Series, The Arcadian Druid tells an entirely new story in the Age of Magic--and of the heroes and villains who battle for control of its destiny.

In the brief pause between apocalypses, one woman standing for honor, courage, and commitment will bring the UnknownWorld back from the brink. WWDE+210 - Earth is silent. Sarah Jennifer Walton had turned her back on humanity after losing everything. Now she's their only hope. Civilization has fallen in all but a few places as the Madness ravages Europe and Asia. America is the last holdout against the corruption causing nanocytes to malfunction. Bethany Anne is far away fighting for the survival of the entire universe, unaware that her technology has turned on humanity. Earth needs a protector from Bethany Anne's line, and the Kurtherian Lilith has found her champion. Sarah Jennifer might not be Bethany Anne's last blood descendant on Earth, but she's the only one with the ability to unite Salem's Weres and magic users and shape them into a force capable of facing the Madness head on. Join her in The Line Unbroken as she takes her first steps on the road to the Age of Magic.

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

First of a thrilling fantasy adventure series set on the Dark World, where society is ranked according to its colour clan and the most precious commodity is light. In all the world there is only one place that ever sees the sun. A seven-towered castle built upon a mountain high above the desolate ice lands below. Tal is getting ready for the Day of Ascension - a day when all the 13-year-old Chosen from the Castle of Seven Towers enter the spirit world of Aenir. Then his father disappears with the family's Primary Sunstone. Without it, Tal cannot enter Aenir and bind himself to a Spiritshadow - a guardian being, both protector and friend. Tal tries to steal a Sunstone, but during his act of thievery is thrown off the Castle of Seven Towers by a powerful Spiritshadow Keeper. He falls down to the iceworld below, where he is captured by Icecarls. To save his life, he must team up with Milla - a Shield-Maiden-in-training - and offer his aid to the nomads. Which complicates his task immeasurably...

Regulation 19

Unlawful Passage: Age Of Magic

A Kurtherian Gambit Series

The Untold Story of the 1909 Expedition to Find the Legendary Ark of the Covenant

Acts of Mercy

Mages. Sirens. Demons. Dragons. Gryphons. A Federal Paranormal Unit. Attackers of magic. The Mercy Temple Chronicles will hook you! Mercy Temple lives in a world where paranormals are a thing. Humans know of their existence, but the two species don’t interact. Or so it is thought. She works for a bounty hunter, doing any job he needs done. From killing someone, to finding someone, to bringing them in. She has a love/hate relationship with the bounty hunter. He knows her secret and that’s how he keeps her working for him. But still, he pays her well. Rafael is a demon. He isn’t a good guy, but not a bad guy either. He wants to know Mercy’s secret, but he has one of his own. He works for the Federal Paranormal Unit. Undercover. And he is hunting the same person she is. Warning: Unputdownable action-packed fantasy, with mages, sirens,

demons, dragons, gryphons and a Federal Paranormal Unit.

Chosen to infiltrate an alternate world to retrieve a priceless relic, fifteen-year-old Vanessa bends the rules to find her missing father and prove he's no traitor. What she finds is a destiny she neither expected nor wanted. Failure could destroy her family. And the people she was born to protect.

Frank Hinkle is thrilled when he is unexpectedly released from prison, but after a few days in his hometown he's going to wish he had stayed safely behind bars. Things have changed in Rook Mountain, Tennessee, since Frank went away. His brother Jake has been missing for seven years, a fact no one bothered to share with Frank. His fun-loving buddy Will is now a somber man known for his violent enforcement of the town's bizarre new laws. Frank's sister-in-law Christine has a freezer chest containing a collection of illegal objects and a severed head. As Frank will soon learn, the only thing worse than being in Rook Mountain is being outside of it. Outside of town is where the Unfeathered sing their terrible song and wait for night to fall.

A boy grows to manhood while attempting to subdue the evil he unleashed on the world as an apprentice to the Master Wizard.

Storm Riders

Into The Maelstrom

The Fall

Nomad's Force

Wanderer

The Truth will set you free, but what happens when the Truth is a Lie?Rhona and her paladin brother Alastar belong to a holy people who have waged war on witches and warlocks and their clans from the highlands. But when she uses magic to save his life, their world is thrown upside down. On the run, having left all they knew behind they have to rely on those who hate Paladins. All magic is evil, the High Paladin taught... But Alastar starts to understand that he might have been mislead.If his sister uses magic, and she isn't evil...what does that mean for his beliefs?Brother and sister soon find themselves aligned with magic users and thrown in with the clans in a war against sorcerers and paladins alike, with only one hope of uniting the land--the legendary Sword of Light. It was lost years ago, and quest after quest by the holy paladins could not retrieve it.When you know the truth about magic... anything is possible.Set on the foundation laid by the Kurtherian Gambit Series, Shades of Light tells an entirely new story in the Age of Magic--and of the heroes and villains who battle for control of its destiny.

True Raiders is The Lost City of Z meets The Da Vinci Code, from critically acclaimed author Brad Ricca. This book tells the untold true story of Monty Parker, a British rogue nobleman who, after being dared to do so by Ava Astor, the so-called “most beautiful woman in the world,” headed a secret 1909 expedition to find the fabled Ark of the Covenant. Like a real-life version of Raiders of the Lost Ark, this incredible story of adventure and mystery has almost been completely forgotten today. In 1908, Monty is approached by a strange Finnish scholar named Valter Juvelius who claims to have discovered a secret code in the Bible that reveals the location of the Ark. Monty assembles a ragtag group of blueblood adventurers, a renowned psychic, and a Franciscan father, to engage in a secret excavation just outside the city walls of Jerusalem. Using recently uncovered records from the original expedition and several newly translated sources, True Raiders is the first retelling of this group's adventures- in the space between fact and faith, science and romance.

“Absolutely unforgettable.” —Kendare Blake, #1 New York Times bestselling author of the Three Dark Crowns series “A beautifully told story about justice, sisterhood, and warrior women.” —Shea Ernshaw, New York Times bestselling author of The Wicked Deep “Epic in the truest sense.” —Quill and Quire An Ember in the Ashes meets Three Dark Crowns in this lush debut fantasy novel about a girl who disguises herself as a boy to join a secret group of warriors that ride phoenixes into battle. I had a sister, once... In a world ruled by fierce warrior queens, a grand empire was built upon the backs of Phoenix Riders—legendary heroes who soared through the sky on wings of fire—until a war between two sisters ripped it all apart. I promised her the throne would not come between us. Sixteen years later, Veronyka is a war orphan who dreams of becoming a Phoenix Rider from the stories of old. After a shocking betrayal from her controlling sister, Veronyka strikes out alone to find the Riders—even if that means disguising herself as a boy to join their ranks. But it is a fact of life that one must kill or be killed. Rule or be ruled. Just as Veronyka finally feels like she belongs, her sister turns up and reveals a tangled web of lies between them that will change everything. And meanwhile, the new empire has learned of the Riders’ return and intends to destroy them once and for all. Sometimes the title of queen is given. Sometimes it must be taken. Crown of Feathers is an epic fantasy about love’s incredible power to save—or to destroy. Interspersed throughout is the story of A Valkyra Ashfire, the last Rider queen, who would rather see her empire burn than fall into her sister’s hands.

Remnants of the Storm Lost in a forgotten part of antebellum Mississippi lays an ancient treasure of mythical proportions. America is tearing itself asunder. The issues of slavery and state's rights have divided the fledgling nation and only war will resolve the future of the North American continent. Half a world away, France under Emperor Napoleon III dominates the European mainland, but a hidden threat lies right next door. A potentially new and powerful German nation is awakening, a nation seeking vengeance. Cast into these events, Corporal Gunther Schroeder, a young Union soldier whose hellish experience at Shiloh has persuaded him to join an elite force of Raiders under the famous General Grierson. Their mission; go behind enemy lines to disrupt Confederate General Pemberton's forces and lay the groundwork for the takedown of Vicksburg, the Gibraltar of the South. Lieutenant Jacob Parker, a Confederate soldier who has the knack of being at the right place at the right time. Serving as courier and scout, his skills at getting the most valued of secrets to the right people are legendary and crucial to the South's very survival. The "Widow" Maria La Blotte, she is a woman of supreme intelligence and cunning; a mysterious and beautiful French woman of royal pedigree. She seeks the massive treasure which will save her country and dynasty from impending doom, and she and her agents will stop at nothing to get it. Centered on historical events, especially the Battle of Shiloh and Grant's Vicksburg campaign, Remnants of the Storm is the first book of a multi-generational series that weaves a tale of intrigue and adventure for the ages.

An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests

These Divided Shores

Wicked Wish

The Dark Mage

Race to the Bottom of the Sea

The Kingdom of Virgo has lived in peace for thousands of years...until now. The humans from Terran have always been real assholes to the witches of Virgo. Now a silent war is brewing, and the timing couldn't be worse. Princess Azure will soon be crowned queen of the Kingdom of Virgo. In the Dark Forest a powerful potion-maker has been murdered. Charmsgood was the only wizard who could stop a deadly virus plaguing Virgo. He also knew about the devastation the people from Terran had done to the forest. Azure must protect her people. Mend the Dark Forest. Create alliances with savage beasts. No biggie, right? But on coronation day everything changes. Princess Azure isn't who she thought she was and that's a big freaking problem. Welcome to The Revelations of Oriceran. A magical world tied to Earth, and nothing like it.

Riding Astra makes Lily feel closer to her mom—even if Lily’s dad blames horses for her mother’s death At thirteen, Lily O’Neil dreams of riding Arabian endurance horses in the Sierra Nevada foothills like her mom once did—before her fatal accident. Now, Lily’s father has forbidden her from going near horses ever again—he’s even sold her beloved pony, Domino. But Grams understands that horses are Lily’s life, just like they were for her mom. Astra Atomica is Lily’s favorite, a graceful gray Arabian mare with the potential to become a great champion. Lily’s mom saw it too—she rode the spirited animal to several victories—and Lily knows that the freak accident wasn’t Astra’s fault any more than it was her mother’s. Lily’s secret dream is to ride Astra all the way to the Tevin Cup, like her mother had planned to do. If only she can make her father see how much her bond with Astra means to her, and how much riding meant to her mother.

Even heroes need a vacation. Unfortunately, Hannah and her friends chose the wrong beach. The Oracle needs help. She's dying, and only Ezekiel knows that the world will die along with her. Hannah and her team take up the call without hesitation. The only problem? It takes a freaking long time to cross the world. While putting their quest on hold for a much needed rest stop and resupply, Karl, Hadley and Laurel get captured by some angry locals, who accuse them of kidnapping their leader's son. Hannah and Parker head to the rescue, leaving Gregory alone to guard the airship on a remnant infested hilltop. What could possibly go wrong? Unlawful Passage explores the magical land of Irth beyond the Arcadian Valley. It's a fast and fun romp guaranteed to keep you laughing and pumping your fist all the way to the end.

A thrilling sequel to These Rebel Waves—full of deadly magic, double crosses, and a revolution—from Sara Raasch, the New York Times bestselling author of the Snow Like Ashes series. Perfect for fans of Shannon Hale, Leigh Bardugo, and Marissa Meyer. As a child, she committed unforgivable acts to free Grace Loray from King Elazar of Argrid. Now Elazar's plan to retake the island has surpassed Lu's darkest fears: He's holding her and his son, Ben, captive in an endlessly shifting prison, forcing them to make a weapon that will guarantee Elazar's success. Escape is impossible—unless Lu becomes the ruthless soldier she hoped never to be again. Vex failed to save Lu and Ben—and that torments him as much as his Shaking Sickness. With the disease worsening, Vex throws himself into the rebellion against Argrid. The remaining free armies are allied with the stream raider syndicates—and getting them to cooperate will take a strength Vex thought burned on a pyre six years ago. Imprisoned, betrayed, and heartbroken, Ben is determined to end his father's rampage. Watching Elazar sway the minds of Grace Loray as he did those of Argrid, Ben knows he has to play his father's game of devotion to win this war. But how can a heretic prince defeat the Pious God? As armies clash and magic rises, Lu, Vex, and Ben will confront their pasts . . . or lose their futures forever.

Shades of Light

Children, Computers, And Powerful Ideas

The Cloud Hunters

A Wizard of Earthsea

A Queen in Hiding

One Last Hail Mary attack by those on Earth goes awry when the Queen herself shows up with John Grimes along for the ride. Five puppies have plans that surprise everyone. The Queen has a problem, and her closest friends travel to Earth to find her a solution. It's time for an audience with the King of Yoll, and he isn't going to like the outcome. Not one bit. He has a secret he has been hiding, and those sneaky Aliens in space find out what it is, and turn it against him. It's time to release the Queen Bitch for her final clean-up of Kurtherians - This area of the Galaxy will never be the same, again. So grab your favorite drink, recline in your favorite chair or bed or couch, and relax for just a moment or two, because... Bethany Anne is BACK!

Hundreds in the Valley and in Craigston have died at the hands of ex-Arcadian guards who have made camp south of the Heights. They are the remnants of the evil Adrien hired and trained to be just as cold and ruthless as he was. Arryn has hunted them down, planning to end their terror. The problem? She's not the only one searching for them, and her problem has just gotten much bigger. Storm Raiders have found their way south and have joined with Esmerelda, the new leader of the ex-Arcadian army. Now, Arryn must find a way to put an end to all the destruction and help a strange, new race of people who have suffered great loss at the Raiders' hands.

Even though he was once his biggest rival, Jake Jarvis is thrilled when Spencer Solomon agrees to join the Diamonds cross-country team to compete in the Barry's Bay provincial championships. Everyone is pumped, everyone is focused, and Jake has to admit, he really likes their chances. At the last moment, Spencer informs the team that he can't go. Jake is furious. But when Spencer explains that he's worried about leaving his wheelchair-bound father alone, Jake gets to work on finding a solution to get Spencer and the Diamonds back on track.

The #1 New York Times bestselling Red Queen series comes to a stunning conclusion in War Storm. VICTORY COMES AT A PRICE. Mare Barrow learned this all too well when Cal's betrayal nearly destroyed her. Now determined to protect her heart—and secure freedom for Reds and newbloods like her—Mare resolves to overthrow the kingdom of Norta once and for all . . . starting with the crown on Maven's head. But no battle is won alone, and before the Reds may rise as one, Mare must side with the boy who broke her heart in order to defeat the boy who almost broke her. Cal's powerful Silver allies, alongside Mare and the Scarlet Guard, prove a formidable force. But Maven is driven by an obsession so deep, he will stop at nothing to have Mare as his own again, even if it means demolish everything—and everyone—in his path. War is coming, and all Mare has fought for hangs in the balance. Will victory be enough to topple the Silver kingdoms? Or will the little lightning girl be forever silenced? In the epic conclusion to Victoria Aveyard's stunning series, Mare must embrace her fate and summon all her power . . . for all will be tested, but not all will survive. Plus don't miss Realm Breaker! Irresistibly action-packed and full of lethal surprises, this stunning fantasy series from Victoria Aveyard, #1 New York Times bestselling author of the Red Queen series, begins where hope is lost and asks: When the heroes have fallen, who will take up the sword?

The Savage Earth

Remnants of the Storm

The Mothman's Shadow

Running Behind

Knight's Creed

Debut author Sarah Kozloff offers a breathtaking and cinematic epic fantasy of a ruler coming of age in A Queen in Hiding first in the quartet of The Nine Realms series. Four books. Four months. Nine Realms. Readers will be able to binge this amazing fantasy series with beautiful interlocking art across the spines of all four books. Orphaned, exiled and hunted, Cerulia, Princess of Weirandale, must master the magic that is her birthright, become a ruthless guerilla fighter, and transform into the queen she is destined to be. But to do it she must win the favor of the spirits who play in mortal affairs, assemble an unlikely group of rebels, and wrest the throne from a corrupt aristocracy whose rot has spread throughout her kingdom. The Nine Realms Series #1 A Queen in Hiding #2 The Queen of Raiders #3 A Broken Queen March 2020 #4 The Cerulean Queen April 2020 At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Shock of Fate

Age Of Magic - A Kurtherian Gambit Series

The Arcadian Druid: Age Of Magic - A Kurtherian Gambit Series