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A fearless heroine.... A tale of brother against brother.... A battle for hope and freedom. Two brothers born into a race of Travelers—prophets able to journey to different realms of consciousness—have just discovered that their long lost father may still be alive. Gabriel, who could be humanity's savior, and his guardian, Maya, want to protect him. Michael wants to destroy him and with it humanity's hope for freedom. As they race across the globe, their frantic search puts them on a collision course, and the fate of the world hangs in the balance. From #1 New York Times bestselling author Terry Goodkind comes The

First Confessor, the prequel to the Sword of Truth In a time before legends had yet been born... Married to the powerful leader of her people, safe among those gifted with great ability, Magda Searus is protected from a distant world descending into war. But when her husband, a man who loved life and loved her, unexpectedly commits suicide, she suddenly finds herself alone. Because she is ungifted herself, without her husband she no longer has standing among her people, and she finds herself isolated in a society that seems to be crumbling around her. Despite her grief, she is driven to find the reasons behind why her husband would do such a thing--why he would abandon her and her people at such a profoundly dangerous time. Though she is not gifted, she begins to discover that there may be more to her husband's suicide than anyone knew. What she finds next, no one is willing to believe. Without anyone to help her, she knows that she must embark on a mission to find a mysterious spiritist, if she even exists, so that she may speak with the dead. This quest may also be her last chance to unravel what is really behind the mysterious events befalling her people. What she discovers along the way is that the war is going far

worse than she had known, and that the consequences of defeat will be more terrifying for her and her people than she could have imagined. As mortal peril begins to close in around her, Magda learns that she is somehow the key to her people's salvation. Journey with Magda Searus into her dark world, and learn how true legends are born. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. In an underground club, a high-ranking public official spends his secret nights indulging in fantasies as exciting as they are depraved. For a seductive employee of the Dungeon, it's her job to fulfill them. But she's playing a far more dangerous game - one of blackmail, politics and murder that reaches into the shadow world of the GhostWalkers, and the creation of a spectacular, one-of-a-kind new weapon of defense. But when a dictator makes his own catastrophic moves, the GhostWalkers have no choice but to bring in two major players - a man and woman both driven by passion and revenge. Both expendable. Both with nothing left to lose. Something has gone terribly wrong. Mel and his friends have been locked in Deep Trouble prison in the Mirrorscape,

while their evil Mirrorshades - who look exactly like them - are free to cause havoc in Vlam. Luckily, their old friends Goldie and Pilfer - the invisible burglar - are on hand to help them break out and try to prove their innocence. But arson, forgery and theft are the least of what their doubles have been up to. They're involved in a plot that could destroy our heroes. The race to find the mysterious Mirrortree is on! Can the real Mel, Ludo and Wren defeat their enemies in time? The third funny, past-paced adventure in the fantastical world of the Mirrorscape. When Henry gets called back to the Faerie Realm to help his friends, Holly and Pyrgus, he has to be braver and more resourceful than he could ever have thought possible. When Pyrgus and Holly are confronted with their greatest fear, they too have to prove themselves to be courageous beyond their own expectations. With the help of Mr Fogarty and the marvellous Madame Cardui, the futures of these brilliant young protagonists are worked out in a masterful plot that will hold the reader gripped from start to finish. A young boy encounters a brontosaurus in his grandmother's garden. Fifteen-year-old Creel is floored when her

aunt suggests they sacrifice her to a dragon to attract the attention of a marriageable knight. But when the dragon appears, Creel bargains for her life - and ends up with an unusual pair of blue slippers. It's not until the slippers are stolen by a princess that Creel learns a terrible truth: the slippers are made from the hide of a dragon queen, and enable the wearer to control all the dragons in the land. Now under the command of the princess, who is eager to start a war, the dragons begin to attack the city. Creel must join forces with the king's son and others to break the slippers' hold before the princess and the dragons destroy the city - or before the king's archers kill the dragons - whichever comes first.

Spearpoint, the last human city, is an atmosphere-piercing spire of vast size. Clinging to its skin are the zones, a series of semi-autonomous city-states, each of which enjoys a different - and rigidly enforced - level of technology. Horsetown is pre-industrial; in Neon Heights they have television and electric trains ... Following an infiltration mission that went tragically wrong, Quillon has been living incognito, working as a pathologist in the district morgue. But when a near-dead angel drops

onto his dissecting table, Quillon's world is wrenched apart one more time, for the angel is a winged posthuman from Spearpoint's Celestial Levels - and with the dying body comes bad news. If Quillon is to save his life, he must leave his home and journey into the cold and hostile lands beyond Spearpoint's base, starting an exile that will take him further than he could ever imagine. But there is far more at stake than just Quillon's own survival, for the limiting technologies of the zones are determined not by governments or police, but by the very nature of reality - and reality itself is showing worrying signs of instability ... On Arborium, the last forested island in the future, 14-year-old Ark lives in a mile-high city set in the tree tops. But Ark overhears a plot to rob Arborium of its wood, a natural resource more precious than gold. Can he stop the plan and save his home before it's too late? Juniper Berry's parents are the most beloved actor and actress in the world-but Juniper can't help but feel they haven't been quite right lately. And she and her friend Giles are determined to find out why. On a cold and rainy night, Juniper follows her parents as they sneak out of the house and enter the

woods. What she discovers is an underworld filled with contradictions: one that is terrifying and enticing, lorded over by a creature both sinister and seductive, who can sell you all the world's secrets bound in a balloon. For the first time, Juniper and Giles have a choice to make. And it will be up to them to confront their own fears in order to save the ones who couldn't. M.P.

Kozlowsky's debut is a modern-day fairy tale of terror, temptation, and ways in which it is our choices that make us who we are. New York Times bestselling author Peter V. Brett returns to his groundbreaking Demon Cycle series with this enthralling novella—the latest story set in his much-loved fantasy world. Each night, the world is overrun by bloodthirsty demons. For centuries, humanity survived only by hiding behind defensive wards—magical symbols with the power to repel the demons. Now, the rediscovery of long-forgotten combat wards has given them the magic they need to fight back. In Tibbet's Brook, the fighting wards have brought change, but the factions and grudges of a troubled past remain. Selia Square, the woman they call Barren, has long been the force that holds the Brook together. As a terrifying new threat emerges, she rallies

her people once again. But Selia has a past of her own. And in a small community the personal and the political can never be divided. If Tibbet's Brook is to survive, Selia must uncover memories she has buried deep—the woman she once was, the woman she once loved—and retell their story. Complex pictures representing over seven thousand words beginning with each letter of the alphabet are accompanied by keys that identify each object. The best-selling mouse author Geronimo Stilton is back with another cheesy adventure! Halloween is a few days away when all of the pumpkins in New Mouse City disappear! There's a thief on the loose, and the thief wants to stop Halloween. At the same time, all of the mice in New Mouse City receive an invitation for a free trip to the brand new Mystery Mouse Theme Park. Geronimo knows something strange is going on, but will he and his detective friend Hercule Poirat be able to solve the mystery in time to save Halloween? Large-format book of weird/fantasy/science fiction poetry by SF master Brian W. Aldiss, with suitably Gothic drawings and coloured illustrations (reminiscent of Escher's work but without the trompe l'oeuil effects) by talented artist Mike Wilks. Here is a once-

in-a-lifetime opportunity, a guided tour of the Weather Works, a unique sprawling factory where the weather is made. Open this enchanting volume and wander through Mike Wilks's atmospheric wonderland. Visit chamber after chamber, each filled with fascinating machinery dutifully churning out the weather in all its variations. Skate through the ice and sleet compartment, and sweat through the burning-hot halls where liquid sunshine bubbles in vats. Marvel at the revolutionary wonders being wrought in Research, and bask in the radiant colors of Rainbow Hall. Notice how the guide grows visibly older and more harried as the tour progresses, and keep a sharp eye on the mysterious pet, who seems intent on wreaking havoc! Charming and challenging, The Weather Works is a metaphorical epic of finely interwoven art and verse, destined to earn a place as a classic illustrated work for readers of all ages. A puzzle asks readers to search among the 707 paired animals that populate Noah's ark for the single creature that is without a mate **MAX MCDANIELS LIVES** *a quiet life in the suburbs of Chicago, until the day he stumbles upon a mysterious Celtic tapestry. Many strange people are interested in Max and his tapestry. His discovery leads*

him to Rowan Academy, a secret school where great things await him. But dark things are waiting, too. When Max learns that priceless artworks and gifted children are disappearing, he finds himself in the crossfire of an ancient struggle between good and evil. To survive, he'll have to rely on a network of agents and mystics, the genius of his roommate, and the frightening power awakening within him. Translated into twenty-two languages. Toby Lolness may be just one and a half millimeters tall, but he's the most wanted person in his world -- the world of the great oak Tree. Toby's father has made a groundbreaking discovery: the Tree itself is alive, glowing with vital energy, and there may even be a world beyond it. Greedy developers itch to exploit this forbidden knowledge, risking permanent damage to their natural world. But Toby's father has refused to reveal his findings, causing the family to be exiled to the lower branches. Only Toby has managed to escape -- but for how long? And how can he bear to leave his parents to their terrible fate? Reading level: RL 3 ; Ages: 7-10. Newbery Medal winner Kelly Barnhill spins a wondrously different kind of fairy-tale: In most fairy tales, princesses are beautiful,

dragons are terrifying, and stories are harmless. But this isn't most fairy tales... Princess Violet is plain, reckless, and quite possibly too clever for her own good. Particularly when it comes to telling stories. One day she and her best friend, Demetrius, stumble upon a hidden room and find a peculiar book. A forbidden book. It tells a story of an evil being, called the Nybbas, imprisoned in their world. The story cannot be true--not really. But then the whispers start. Violet and Demetrius, along with an ancient, scarred dragon--the last dragon in existence, in fact--may hold the key to the Nybbas's triumph or its demise. It all depends on how they tell the story. After all, stories make their own rules. Iron Hearted Violet is a story about the power of stories, our belief in them, and how one enchanted tale changed the course of an entire kingdom. A 2012 Andre Norton Award Finalist A Parents' Choice Gold Award Winner Ian Macdonald's RIVER OF GODS, painted a vivid picture of a near future India, 100 years after independence. It revolutionised British SF for a new generation by taking a perspective that was not European or American. BRASYL will do the same for South America's largest and most vibrant country.

A story that begins in the favelas, the slums of Rio, and quickly expands to take in drugs, corruption, and a frightening new technology that allows access to all the multiple worlds that have slipped into existence in other planes everytime we make a decision. This is rich, epic SF that opens our eyes to the world around us and posits mind-blowing alternative sciences. It is a landmark work in modern SF from one of its most respected practitioners. The first installment of a new trilogy takes readers into the Mirrorscape--an amazing world accessible through paintings that is limited only by an artist's imagination. Award-winning author Michael Swanwick returns to the gritty, post-industrial faerie world of his New York Times Notable Book *The Iron Dragon's Daughter* with the standalone adventure fantasy *The Iron Dragon's Mother*. Kirkus-Best Science Fiction and Fantasy of 2019 *The Verge*-New Science Fiction and Fantasy Books to Check Out in June Caitlin of House Sans Merci is the young half-human pilot of a sentient mechanical dragon. Returning from her first soul-stealing raid, she discovers an unwanted hitchhiker. When Caitlin is framed for the murder of her brother, to save herself she must disappear

into Industrialized Faerie, looking for the one person who can clear her. Unfortunately, the stakes are higher than she knows. Her deeds will change her world forever. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. *The Dark Intercept* by Julia Keller is the beginning of a "riveting" (Emmy Laybourne) science fiction adventure that challenges the voluntary surrender of liberties for the perception of safety. When the state controls your emotions, how hard will you fight to feel free? In a radiant world of endless summer, the Intercept keeps the peace. Violet Crowley, the sixteen-year-old daughter of New Earth's Founding Father, has spent her life in comfort and safety. Her days are easy thanks to the Intercept, a crime-prevention device that monitors emotion. But when her long-time crush, Danny Mayhew, gets into a dangerous altercation on Old Earth, Violet launches a secret investigation to find out what he's hiding. An investigation that will lead her to question everything she's ever known about Danny, her father, and the power of the Intercept. Much like the device itself, *The Dark Intercept* will get under your skin. "The Dark Intercept

grabbed me from the first page and shook me until the last." —Emmy Laybourne, author of *Berserker, Sweet, and the Monument* 14

trilogy "A rare, literary feat." —Gennifer Albin, *New York Times* bestselling author of the *Crewel World* trilogy *The Dark Intercept* is a Library and Information Technology Association (LITA) Excellence in Children's and Young Adult Science Fiction Notable List selection! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. The artist Mike Wilks set out in the 1980s to depict as many words as possible in twenty-six images corresponding to the alphabet. His four-year painting odyssey resulted in a suite of magnificent compilations, all minutely detailed, masterfully rendered, and slightly surreal. Each image contains hundreds of items all starting with the same letter. It is a mind-blowing and enjoyably engaging task to attempt to identify all of the objects. One wonders at the artist accomplishing this seemingly Herculean artistic endeavor. The reader need not go crazy, however, trying to name all of the words represented in the images (at last count, 7,825!). Numbered line drawings accompanied by lists of words serve as keys

to the paintings. In examining the paintings carefully, one can check one's finds against the keys and in doing so will discover new words, as well as take delight in the process of examining the art carefully. It's art appreciation and a game of discovery, all in one. The images in this book were first published in 1986 in the best-selling *The Ultimate Alphabet*, and later in *The Annotated Ultimate Alphabet*, in which keys to the images were included. Now, *The Ultimate Alphabet: Complete Edition* brings these two volumes together in this deluxe slipcase edition. One volume presents the paintings with introductory text by the artist; the other offers the keyed drawings and alphabetical lists of words. There has never been anything like Mike Wilks's *The Ultimate Alphabet*, and it's high time for it to come back into print, in this revised *Complete Edition*. This is a tale involving kidnap, invisible burglary, tunnel-licking monsters and a battalion of moth bodyguards. Mel, Ludo and Wren are battling a new enemy – the sinister order of Ters, who have created storms over the city of Vlam. After a cry for help from a land in the *Mirrorscape*, the three friends go back into that strange and unpredictable world. They

make new friends - and enemies - as they attempt to prevent the storms that threaten Vlam with a plague of demons. But the Ters and the terrifying demon-slayer Morg are sniffing at their heels. And it seems there is a traitor in their midst. The fate of more than one world is balanced on the tip of a brush...This story is an imaginative tour de force from a visual master that will have you on the edge of your seat.

Belladonna Johnson can see ghosts. It's a trait she's inherited from her mother's side of the family, like blue eyes or straight hair. And it's a trait she could do without, because what twelve-year-old wants to be caught talking to someone invisible? It is convenient, though, after Belladonna's parents are killed in a car accident. They can live with her the same as always, watching the same old TV shows in their same old house. Nothing has changed . . . until everything changes. One night, with no warning, they vanish into thin air—along with every other ghost in the world. It's what some people think ghosts are supposed to do, but Belladonna knows it's all wrong. They may not be living, but they're not supposed to be gone. With the help of her classmate Steve, a master of sneaking and

spying, Belladonna is left to uncover what's become of the spirits and to navigate a whole world her parents have kept well-hidden. If she can't find her way, she'll lose them again—this time for good. Three ordinary children are brought together by extraordinary events. . . Giuseppe is an orphaned street musician from Italy, who was sold by his uncle to work as a slave for an evil padrone in the U.S. But when a mysterious green violin enters his life he begins to imagine a life of freedom. Hannah is a soft-hearted, strong-willed girl from the tenements, who supports her family as a hotel maid when tragedy strikes and her father can no longer work. She learns about a hidden treasure, which she knows will save her family -- if she can find it. This enchanting Newbery Honor Book is a "magical find" (School Library Journal). Half moorfolk and half human, and unable to shape-shift or disappear at will, Moql threatens the safety of the Band. So the Folk banish her and send her to live among humans as a changeling. Named Saaski by the couple for whose real baby she was swapped, she grows up taunted and feared by the villagers for being different, and is comfortable only on the moor, playing strange music on her

bagpipes. As Saaski grows up, memories from her forgotten past with the Folks slowly emerge. But so do emotions from her human side, and she begins to realize the terrible wrong the Folk have done to the humans she calls Da and Mumma. She is determined to restore their child to them, even if it means a dangerous return to the world that has already rejected her once. "A strong . . . new trilogy, invoking just a little Harry Potter and Series of Unfortunate Events along the way."—Realms of Fantasy Siblings

Kate, Michael, and Emma have been in one orphanage after another for the last ten years, passed along like lost baggage. Yet these unwanted children are more remarkable than they could possibly imagine. Ripped from their parents as babies, they are being protected from a horrible evil of devastating power, an evil they know nothing about. Until now. Before long, Kate, Michael, and Emma are on a journey through time to dangerous and secret corners of the world . . . a journey of allies and enemies, of magic and mayhem. And—if an ancient prophecy is true—what they do can change history, and it's up to them to set things right. "A new Narnia for the tween set."—The New York Times "[A] fast-paced, fully

imagined fantasy."—Publishers Weekly "Echoes of other popular fantasy series, from "Harry Potter" to the "Narnia" books, are easily found, but debut author Stephens has created a new and appealing read . . ."—School Library Journal, Starred Review Winner of the inaugural Chicken House/London Times Children's Fiction Competition, which called it "a funny, clever, towering adventure." Because of climate change, much of 23rd-century England is underwater. Poor Lilly is out fishing with her trusty first mate, Cat, when greedy raiders pillage the town--and kidnap the Prime Minister's daughter. Her village blamed, Lilly decides to find the girl. Off she sails, in secret. And with a ransom: a mysterious talking jewel. Along the way she forms a wary friendship with Zeph, a punky raider boy. "If I save the Prime Minister's daughter," Lilly reasons, "he's sure to reward me." Little does Lilly know that it will take more than grit to outwit the tricky, treacherous piratical tribes! Nidali, the rebellious daughter of an Egyptian-Greek mother and a Palestinian father, narrates the story of her childhood in Kuwait, her teenage years in Egypt (to where she and her family fled the 1990 Iraqi invasion), and her family's last flight to

Texas. Nidali mixes humor with a sharp, loving portrait of an eccentric middle-class family, and this perspective keeps her buoyant through the hardships she encounters: the humiliation of going through a checkpoint on a visit to her father's home in the West Bank; the fights with her father, who wants her to become a famous professor and stay away from boys; the end of her childhood as Iraq invades Kuwait on her thirteenth birthday; and the scare she gives her family when she runs away from home. Funny, charming, and heartbreaking, *A Map of Home* is the kind of book *Tristram Shandy* or *Huck Finn* would have narrated had they been born Egyptian-Palestinian and female in the 1970s.

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