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Chasing Power

Hugo and Nebula Award-winning author Samuel R. Delany's epic fantasy—the first in a series—explores power, gender, and the nature of civilization. A boy of the bustling, colorful docks of port Kolhari, during a political coup, fifteen-year-old Gorgik, once his parents are killed, is taken a slave and transported to the government obsidian mines at the foot of the Faltha mountains. When, in the savagely primitive land of Nevèryon, finally he wins his freedom, Gorgik is ready to lead a rebellion against the rulers of this barely civilized land. His is the through-story that, now in the background, now in the foreground, connects these first five stories, in Tales of

Neveryon—and, indeed, all the eleven stories, novellas, and novels that comprise Delany’s epic fantasy series, *Return to Neveryon*, where we can watch civilization first develop money, writing, labor, and that grounding of all civilizations since: capital itself. In these sagas of barbarism, new knowledge, and sex, you’ll find far more than in most sword-and-sorcery. They are an epic feat of language, an ironic analysis of the foundations of civilization, and a reminder that no weapon is more powerful than a well-honed legend. This “eminently readable and gorgeously entertaining” (*The Washington Post Book World*) novel reads “as if Umberto Eco had written about Conan the Barbarian” (*USA Today*). This ebook features an illustrated biography of Samuel R. Delany including rare images from his early career.

Alkarra Awakening

Filled with political intrigue, violent magic, and malevolent spirits, the mesmerizing second book in Sarah Beth Durst’s *Queens of Renthia* epic fantasy trilogy. Everything has a spirit: the willow tree with leaves that kiss the pond, the stream that feeds the river, the wind that exhales fresh snow . . . And those spirits want to kill you. It’s the first lesson that every Renthian learns. Not long ago, Daleina used her strength and skill to survive those spirits and assume the royal throne. Since then, the new queen has kept the peace and protected the humans of her land. But now for all her power, she is hiding a terrible secret: she is dying. And if she leaves the world before a new heir is ready, the spirits that inhabit her beloved

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realm will run wild, destroying her cities and slaughtering her people. Naelin is one such person, and she couldn't be further removed from the Queen—and she wouldn't have it any other way. Her world is her two children, her husband, and the remote village tucked deep in the forest that is her home, and that's all she needs. But when Ven, the Queens champion, passes through the village, Naelin's ambitious husband proudly tells him of his wife's ability to control spirits—magic that Naelin fervently denies. She knows that if the truth of her abilities is known, it will bring only death and separation from those she loves. But Ven has a single task: to find the best possible candidate to protect the people of Aratay. He did it once when he discovered Daleina, and he's certain he's done it again. Yet for all his appeals to duty, Naelin is a mother, and she knows her duty is to her children first and foremost. Only as the Queen's power begins to wane and the spirits become emboldened—even as ominous rumors trickle down from the north—does she realize that the best way to keep her son and daughter safe is to risk everything. Sarah Beth Durst established a place of dark wonder in *The Queen of Blood*, and now the stakes are even higher as the threat to the Queen and her people grows both from within and beyond the borders of Aratay in this riveting second novel of the Queens of Renthia series.

Book of a Thousand Days

In 1919, 17-year-old Hattie leaves the Montana prairie—and her sweetheart Charlie—to become a

female reporter in San Francisco, in the sequel to *Hattie Big Sky*, that was written, in part, to answer many questions that readers posed about the irrepressible Hattie.

Race the Sands

“National Velvet with monsters and a big helping of palace intrigue, *Race the Sands* is monstrous (literally), heartwarming, and empowering in equal measure. An incredibly fun and inspiring read.” – Katherine Arden, *New York Times* bestselling author of *The Bear and the Nightingale* In this epic standalone fantasy, the acclaimed author of the *Queens of Renithia* series introduces an imaginative new world in which a pair of strong and determined women risk their lives battling injustice, corruption, and deadly enemies in their quest to become monster racing champions. Life, death, and rebirth—in Becar, who you are in this life will determine your next life. Yet there is hope—you can change your destiny with the choices you make. But for the darkest individuals, there is no redemption: you come back as a kekok, a monster, and are doomed to be a kekok for the rest of time. Unless you can win the Races. After a celebrated career as an elite kekok rider, Tamra became a professional trainer. Then a tragic accident shattered her confidence, damaged her reputation, and left her nearly broke. Now, she needs the prize money to prevent the local temple from taking her daughter away from her, and that means she must once again find a winning kekok . . . and a rider willing to trust her. Raia is desperate to get away from

her domineering family and cruel fiancé. As a kekok rider, she could earn enough to buy her freedom. But she needs a first-rate trainer. Impressed by the inexperienced young woman's determination, Tamra hires Raia and pairs her with a strange new kekok with the potential to win—if he can be tamed. But in this sport, if you forget you're riding on the back of a monster, you die. Tamra and Raia will work harder than they ever thought possible to win the deadly Becaran Races—and in the process, discover what makes this particular kekok so special.

Fire & Heist

Never underestimate the power of a volatile witch. Still reeling in the wake of her mother's death, sixteen-year-old Bianca Monroe is forced to move to Chatham Castle. Not even the sudden appearance of ancient dragons in haunted Letum Wood nor her two best friends can distract her from the strength of her deep, dark rage. Her grief puts her magical powers into chaos, endangering any witch around her. She has six months left to destroy the curse that will kill her and fulfill her contract with the most cunning enemy of all: her former teacher Miss Mabel. Bianca must make a choice: learn to control her restless powers, or let the powers control her. *Alkarra Awakening* is the second book in the thrilling new fantasy collection the Network Series. It's a haunting tale about tragedy, loss, and the power of moving on.

It's a Wonderful Death

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Examines the tragic history of the Middle East in an epic tale that recreates the turbulent era from World War I to the early decades of the existence of the state of Israel

The Diviners

Naturally quiet since birth, Mina and her stormbeast, Pixit, lead others like themselves in defying authority and attempting to spread the truth that Alorria's idyllic weather comes at a steep cost.

Vessel

When the goddess Bayla fails to take over Liyana's body, Liyana's people abandon her in the desert to find a more worthy vessel, but she soon meets Korbyn, who says the souls of seven deities have been stolen and that he needs Liyana's help to find them.

Drink, Slay, Love

What Lily Carter wants most in the world is to attend Princeton University just like her grandfather. When she finally visits the campus, Grandpa surprises her: She has been selected to take the top-secret Legacy Test. Passing means automatic acceptance to Princeton. Sweet! Lily's test is to find the Ivy Key. But what is she looking for? Where does she start? As she searches, Lily is joined by Tye, a cute college boy with orange and black hair who says he's her guard. That's weird. But things get seriously strange when a

gargoyle talks to her. He tells her that there are two Princetons—the ordinary one and a magical one—and the Key opens the gate between them. But there are more secrets that surround Lily. Worse secrets. When Lily enters the magical Princeton, she uncovers old betrayals and new dangers, and a chance at her dream becomes a fight for her life. Soon Lily is caught in a power struggle between two worlds, with her family at its center. In a place where Knights slay monsters, boys are were-tigers, and dragons might be out for blood, Lily will need all of her ingenuity and courage—and a little magic—to unite the worlds and unlock the secrets of her past and her future.

The Girl Who Could Not Dream

This atmospheric fantasy is, “from the gripping first line, a fast-paced, thought-provoking, and stirring story of sacrifice” (Kirkus Reviews, starred review). Liyana has trained her entire life to be the vessel of a goddess. The goddess will inhabit Liyana’s body and use magic to bring rain to the desert. But Liyana’s goddess never comes. Abandoned by her angry tribe, Liyana expects to die in the desert. Until a boy walks out of the dust in search of her. Korbyn is a god inside his vessel, and a trickster god at that. He tells Liyana that five other gods are missing, and they set off across the desert in search of the other vessels. For the desert tribes cannot survive without the magic of their gods. But the journey is dangerous, even with a god’s help. And not everyone is willing to believe the trickster god’s tale. The closer she grows to Korbyn, the less Liyana wants to disappear to make way for

her goddess. But she has no choice: She must die for her tribe to live. Unless a trickster god can help her to trick fate—or a human girl can muster some magic of her own.

The Haj

Set in the magical world of Renthia, *The Queen of Blood* is Sarah Beth Durst's ambitious entry into adult epic fantasy. With the danger of Peter Brett's *The Warded Man*, heart of Naomi Novik's *Uprooted*, and lyricism of Patrick Rothfuss' *The Name of the Wind*, this is the first chapter in a series destined to be a classic. Everything has a spirit: the willow tree with leaves that kiss the pond, the stream that feeds the river, the wind that exhales fresh snow . . . But the spirits that reside within this land want to rid it of all humans. One woman stands between these malevolent spirits and the end of humankind: the queen. She alone has the magical power to prevent the spirits from destroying every man, woman, and child. But queens are still just human, and no matter how strong or good, the threat of danger always looms. With the position so precarious, young women are chosen to train as heirs. Daleina, a seemingly quiet academy student, is under no illusions as to her claim to the throne, but simply wants to right the wrongs that have befallen the land. Ven, a disgraced champion, has spent his exile secretly fighting against the growing number of spirit attacks. Joining forces, these daring partners embark on a treacherous quest to find the source of the spirits' restlessness—a journey that will test their courage and trust, and

force them to stand against both enemies and friends to save their land . . . before it's bathed in blood.

Tales of Nevèryon

World Fantasy Award-Winner First time available in an e-book edition "Rich and regal." —The New York Times Young Sybel, the heiress of powerful wizards, needs the company of no-one outside her gates. In her exquisite stone mansion, she is attended by exotic, magical beasts: Riddle-master Cyrin the boar; the treasure-starved dragon Gyld; Gules the Lyon, tawny master of the Southern Deserts; Ter, the fiercely vengeful falcon; Moriah, feline Lady of the Night. Sybel only lacks the exquisite and mysterious Liralen, which continues to elude her most powerful enchantments. But Sybel's solitude is to be shattered when a desperate soldier arrives bearing a mysterious child. Soon Sybel will discover that the world of men is full of love, deceit, and the temptations of vast power.

Thief Eyes

A dark, epic fantasy about a girl who must rethink everything she believes after she is betrayed and hunted by the religion that raised her—from Megan Bannen, author of *The Bird and the Blade*. Perfect for fans of *The Winner's Curse* and *The Girl of Fire and Thorns*. Gelya is a Vessel, a girl who channels the word of the One True God through song. Cloistered with the other Vessels of her faith, she believes—as all Ovinists do—that a saint imprisoned Elath the Great Demon centuries ago, saving humanity from

earthly temptation. When Gelya stumbles into a deadly cover-up by the Ovinists' military, she reluctantly teams up with Tavik, an enemy soldier, to survive. Tavik believes that Elath is actually a mother goddess who must be set free, but while he succeeds in opening Her prison, he inadvertently turns Gelya into Elath's unwilling human vessel. Now the church that raised Gelya considers her a threat. In a race against the clock, she and Tavik must find a way to exorcise Elath's presence from her body. But will this release stop the countdown to the end of the world, or will it be the cause of the earth's destruction? And as Tavik and Gelya grow closer, another question lingers between them: What will become of Gelya?

Vessel

Vampire romance takes a snarky turn in this humorous novel, coming soon to TV screens as a Lifetime Original Movie! Pearl is a sixteen-year-old vampire...fond of blood, allergic to sunlight, and mostly evil...until the night a sparkly unicorn stabs her through the heart with his horn. Oops. Her family thinks she was attacked by a vampire hunter (because, obviously, unicorns don't exist), and they're shocked she survived. They're even more shocked when Pearl discovers she can now withstand the sun. But they quickly find a way to make use of her new talent. The Vampire King of New England has chosen Pearl's family to host his feast. If Pearl enrolls in high school, she can make lots of human friends and lure them to the King's feast—as the entrées. The only problem? Pearl's starting to feel the twinges of a

conscience. How can she serve up her new friends—especially the cute guy who makes her fangs ache—to be slaughtered? Then again, she’s definitely dead if she lets down her family. What’s a sunlight-loving vamp to do?

Drift

If you had one chance to change your future, would you? Now in paperback! Seventeen-year-old RJ always gets what she wants. So when her soul is accidentally collected by a distracted Grim Reaper, somebody in the afterlife better figure out a way to send her back from the dead or heads will roll. But in her quest for mortality, she becomes a pawn in a power struggle between an overzealous archangel and Death Himself. The tribunal presents her with two options: she can remain in the lobby, where souls wait to be processed, until her original lifeline expires, or she can replay three moments in her life in an effort to make choices that will result in a future deemed worthy of being saved. It sounds like a no-brainer. She’ll take a walk down memory lane. How hard can changing her future be? But with each changing moment, RJ’s life begins to unravel, until this self-proclaimed queen bee is a social pariah. Is walking among the living worth it if she has to spend the next sixty years as an outcast?

Into the Wild

The natural magic of the classic *The Island of the Blue Dolphins* meets the danger and courage of *The*

Hunger Games in this dazzling, intricate stand-alone fantasy novel set in award-winning author Sarah Beth Durst's beloved world of Renthia. Life is precious and precarious on the islands of Belene. Besieged by a capricious ocean full of malicious spirits, the people of the islands seek joy where they can. Mayara, one of the island's fearless oyster divers, has found happiness in love. But on the day of her wedding to the artist Kelo, a spirit-driven storm hits the island with deadly force. To save her loved ones, Mayara reveals a dangerous secret: she has the power to control the spirits. When the storm ends, she is taken into custody by the queen's soldiers and imprisoned with other women like her. They vary in age and social status, but to many they are heroes who will aid the country or witches that will sacrifice themselves trying. No matter who they are, the women are sent to a terrifying place—an island filled with bloodthirsty nature spirits, and left without food, water, shelter, or any tools except their own instincts and magic. Whoever survives the Island of Testing will be declared heirs to the queen. But no matter if she wins or loses, Mayara knows that the life she dreamed of is gone.

The Forgotten Beasts of Eld

When a beautiful princess refuses to marry the prince her father has chosen, her father is furious and locks her in a tower. She has seven long years of solitude to think about her insolence. But the princess is not entirely alone - she has her maid, Dashti. Petulant and spoiled, the princess eats the food in their meagre store

as if she were still at court, and Dashti soon realises they must either escape or slowly starve. But during their captivity, resourceful Dashti discovers that there is something far more sinister behind her princess's fears of marrying the prince, and when they do break free from the tower, they find a land laid to waste and the kingdom destroyed. They were safe in the tower, now they are at the mercy of the evil prince with a terrible secret. Thrilling, captivating, and a masterful example of storytelling at its best. The princess's maid is a feisty and thoroughly modern heroine, in this wonderfully timeless story.

The Queen of Sorrow

From the critically acclaimed author of *Eyes Like Stars* We are such stuff as dreams are made on. Act Two, Scene One Growing up in the enchanted Théâtre Illuminata, Beatrice Shakespeare Smith learned everything about every play ever written. She knew the Players and their parts, but she didn't know that she, too, had magic. Now, she is the Mistress of Revels, the Teller of Tales, and determined to follow her stars. She is ready for the outside world. Enter BERTIE AND COMPANY But the outside world soon proves more topsy-turvy than any stage production. Bertie can make things happen by writing them, but outside the protective walls of the Théâtre, nothing goes as planned. And her magic cannot help her make a decision between— Nate: Her suave and swashbuckling pirate, now in mortal peril. Ariel: A brooding, yet seductive, air spirit whose true motives remain unclear. When Nate is kidnapped and taken

prisoner by the Sea Goddess, only Bertie can free him. She and her fairy sidekicks embark on a journey aboard the Théâtre's caravan, using Bertie's word magic to guide them. Along the way, they collect a sneak-thief, who has in his possession something most valuable, and meet The Mysterious Stranger, Bertie's father—and the creator of the scrimshaw medallion. Bertie's dreams are haunted by Nate, whose love for Bertie is keeping him alive, but in the daytime, it's Ariel who is tantalizingly close, and the one she is falling for. Who does Bertie love the most? And will her magic be powerful enough to save her once she enters the Sea Goddess's lair? Once again, LISA MANTCHEV has spun a tale like no other—full of romance, magic, adventure, and fairies, too—that readers won't want to put down, even after the curtain has closed.

Roar and Sparkles Go to School

Support current educational initiatives with a ready-to-use tool that will help you with selection, motivation, and skill building relative to titles published within the last five years. • Helps librarians promote new fiction and nonfiction to teens and to build literacy • Supports the new national and state standards through learning extensions • Offers read-alikes for titles popular with teens • Features skill-building exercises • Includes selection criteria that speak to appropriateness and appeal

The Deepest Blue

During one month in the autumn of election year 2000, scores of movie-business strivers are focused on one goal: getting a piece of an elusive, but surely huge, television saga, the one that opens with Huns sweeping through Mongolia and closes with a Mormon diviner in the Las Vegas desert; the sure-to-please-everyone multigenerational TV miniseries about diviners, those miracle workers who bring water to perpetually thirsty (and hungry and love-starved) humankind. Among the wannabes: Vanessa Meandro, hot-tempered head of Means of Production, an indie film company; her harried and varied staff; a Sikh cab driver, promoted to the office of -theory and practice of TV; a bipolar bicycle messenger, who makes a fateful mis-delivery; two celebrity publicists, the Vanderbilt girls; a thriller writer who gives Botox parties; the daughter of an L.A. big-shot, who is hired to fetch Vanessa's Krispy Kremes and more; a word man who coined the phrase -- inspired by a true story; and a supreme court justice who wants to write the script. A few true artists surface in the course of Moody's rollicking but intricately woven novel, and real emotion eventually blossoms for most of Vanessa's staff at Means of Production, even herself. *The Diviners* is a cautionary tale about pointless ambition; a richly detailed look at the interlocking worlds of money, politics, addiction, sex, work, and family in modern America; and a masterpiece of comedy that will bring Rick Moody to a still higher level of appreciation.

Hattie Ever After

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Trapped in a strange town at the edge of the desert, Lauren searches for answers and her life's purpose after learning she will only be able to leave town once she figures out what's missing in her life.

The Reluctant Queen

Isobel, haunted by the memory of Varen, goes to Baltimore where she confronts the dark figure known as the Poe Toaster, succeeds in interrupting his ritual, and discovers a way to return to the dream-world, where she must face a new adversary.

Catalyst

Exploring the power of stories and storytelling, Sarah Beth Durst presents the mesmerizing adventure of a girl made of living stone who braves unforeseen dangers and magical consequences on a crucial quest to save her family. Mayka and her stone family were brought to life by the stories etched into their bodies. Now time is eroding these vital marks, and Mayka must find a stonemason to recarve them. But the search is more complex than she had imagined, and Mayka uncovers a scheme endangering all stone creatures. Only someone who casts stories into stone can help—but whom can Mayka trust? Where is the stonemason who will save them? Action and insight combine in this magical coming-of-age novel as the young heroine realizes the savior she's been searching for is herself.

The Blue Sword

To raise his family out of poverty, seventeen-year-old Tenjat joins a dangerous defense against the naga monsters that gnaw at his drifting island's foundation.

Ice

Haley's mother disappeared while on a trip to Iceland, and a year later, when her father takes her there to find out what happened, Haley finds herself deeply involved in an ancient saga that began with her Nordic ancestors.

The Spy Princess

Living in a world where magic is outlawed, Sadima's special gift to speak to the animals binds her to two young men who are determined to restore magic to their poor village in order to save the people they love. Reprint.

LORD OF LA PAMPA

When Cassie was little her grandmother would tell her stories about the Arctic... stories about snow and ice, about a beautiful castle made of ice, and about her mother, who made a deal with the Polar Bear King and was swept away to the ends of the earth to become a prisoner of the trolls. Cassie is older now and has no time for fairytales and talking animals, or lies about her dead mother. Living with her father at the Arctic research centre, she is determined to become a leading scientist and researcher. But when Cassie comes face to face with a mysterious polar

bear, one that defies all scientific fact or knowledge, she begins realise that the fairytales could actually be true. Armed with the knowledge that her mother might be alive, Cassie makes a deal with the Polar Bear King, and embarks on a dangerous journey against time to save her. But her agreement with the Polar Bear King comes with consequences she never bargained for, and before her journey's end Cassie will discover the true meaning of love and family, and loss. A compelling romantic fantasy set in the beautiful frozen Arctic.

Conjured

Soulswift

Just right for fans of Tamora Pierce and Patricia C. Wrede! When twelve-year-old Lady Lilah decides to disguise herself and sneak out of the palace one night, she has more of an adventure than she expected--for she learns very quickly that the country is on the edge of revolution. When she sneaks back in, she learns something even more surprising: her older brother Peitar is one of the forces behind it all. The revolution happens before all of his plans are in place, and brings unexpected chaos and violence. Lilah and her friends, leaving their old lives behind, are determined to help however they can. But what can four kids do? Become spies, of course!

Enchanted Ivy

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The Queen of Blood

Beware the Wild?it bites. Ever since Julie Marchen helped defeat the fairytale world of the Wild, life?s been pretty much back to normal. That is, as normal as life can be for a girl whose mom is Rapunzel. Yes, that Rapunzel. Then the Wild mysteriously releases Zel?s prince (Julie?s dad!)?a rescue-minded hero who crashes full-speed ahead into the 21st century! (YOU try teaching a 500-year-old prince to use a seatbelt.) Julie?s over the moon, but when a wicked Fairy Godmother kidnaps Sleeping Beauty and reawakens the Wild, Julie and her dad set off on an action-packed adventure to save the distressed damsel? and the world. If they can?t, they?ll spend eternity in a fairytale.

Spark

Twelve-year-old Zoe's rescue kitten quickly becomes a giant, talking cat that Zoe and her friend Harrison must keep hidden, especially since there are rumors of other strange creatures in their town.

The Stone Girl's Story

"A perfect combination of adventure, humor, and pure imagination!" —Jessica Day George, New York Times best-selling author of Tuesdays at the Castle "Funny, scary, and endlessly inventive." —Bruce Coville, author of Jeremy Thatcher, Dragon Hatcher Sophie

loves the hidden shop below her parents' bookstore, where dreams are secretly bought and sold. When the dream shop is robbed and her parents go missing, Sophie must unravel the truth to save them. Together with her best friend—a wisecracking and fanatically loyal monster named Monster—she must decide whom to trust with her family's carefully guarded secrets. Who will help them, and who will betray them?

Perchance to Dream

A Newbery Honor Book and a modern classic of young adult fantasy, *The Blue Sword* introduces the desert kingdom of Damar, where magic weaves through the blood and weaves together destinies. New York Times–bestselling and award-winning author Robin McKinley sets the standard for epic fantasy and compelling, complex heroines. Fans of Sarah J. Maas, Leigh Bardugo, and Rae Carson will delight in discovering the rich world of Damar. Harry Crewe is a Homelander orphan girl, come to live in Damar from over the seas. She is drawn to the bleak landscape, so unlike the green hills of her Homeland. She wishes she might cross the sands and climb the dark mountains where no Homelander has ever set foot, where the last of the old Damarians, the Free Hillfolk, live. Corlath is the golden-eyed king of the Free Hillfolk, son of the sons of the legendary Lady Aerin. When he arrives in Harry's town to ally with the Homelanders against a common enemy, he never expects to set Harry's destiny in motion: She will ride into battle as a King's Rider, bearing the Blue Sword,

the great mythical treasure, which no one has wielded since Lady Aerin herself. Legends and myths, no matter how epic, no matter how magical, all begin somewhere.

Out of the Wild

The battle between vicious spirits and strong-willed queens that started in the award-winning *The Queen of Blood* and continued in the powerful *The Reluctant Queen* comes to a stunning conclusion in *The Queen of Sorrow*, the final volume of Sarah Beth Durst's *Queens of Renthia* trilogy. Queen Daleina has yearned to bring peace and prosperity to her beloved forest home—a hope that seemed doomed when neighboring forces invaded Aratay. Now, with the powerful Queen Naelin ruling by her side, Daleina believes that her dream of ushering in a new era can be realized, even in a land plagued by malevolent nature spirits who thirst for the end of human life. And then Naelin's children are kidnapped by spirits. Nothing is more important to her than her family, and Naelin would rather watch the world burn than see her children harmed. Blaming the defeated Queen Mercot of Semo for the kidnapping, Naelin is ready to start a war—and has the power to do it. But Mercot has grander plans than a bloody battle with her southern neighbors. Taking the children is merely one step in a plot to change the future of all Renthia, either by ending the threat of spirits once and for all . . . or plunging the world into chaos.

Skin Hunger

Eve has a new home, a new face, and a new name-but no memories of her past. She's been told that she's in a witness protection program. That she escaped a dangerous magic-wielding serial killer who still hunts her. The only thing she knows for sure is that there is something horrifying in her memories the people hiding her want to access-and there is nothing they won't say-or do-to her to get her to remember. At night she dreams of a tattered carnival tent and buttons being sewn into her skin. But during the day, she shelves books at the local library, trying to not let anyone know that she can do things-things like change the color of her eyes or walk through walls. When she does use her strange powers, she blacks out and is drawn into terrifying visions, returning to find that days or weeks have passed-and she's lost all short-term memories. Eve must find out who and what she really is before the killer finds her-but the truth may be more dangerous than anyone could have ever imagined.

Enshadowed

Rapunzel tries to live a normal life after her escape from the Wild and the fairy tale plots it imposes, but when the Wild takes over her town, it is her daughter Julie who tries to prevent everyone from being trapped in a story.

Promoting Great Reads to Improve Teen Reading: Core Connections with Booktalks and More

Fans of Cassandra Clare and Julie Kagawa will devour this contemporary fantasy about a teen were-dragon who must steal her first treasure. But a dark discovery during her heist could put her family in incredible danger. In Sky Hawkins's family, leading your first heist is a major milestone--even more so than learning to talk, walk, or do long division. It's a chance to gain power and acceptance within your family, and within society. But stealing your first treasure can be complicated, especially when you're a wyvern--a human capable of turning into a dragon. Embarking on a life of crime is never easy, and Sky discovers secrets about her mother, who recently went missing, the real reason her boyfriend broke up with her, and a valuable jewel that could restore her family's wealth and rank in their community. With a handpicked crew by her side, Sky knows she has everything she needs to complete her first heist, and get her boyfriend and mother back in the process. But then she uncovers a dark truth about were-dragon society--a truth more valuable and dangerous than gold or jewels could ever be.

The Missing

Lies, secrets, and telekinesis--will they save Kayla, or destroy her?

The Lost

The first day of school can be scary but Roar and Sparkles the dragons will help kids get over their fears of a new experience. Roar is worried about his first

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day at school. He's worried that he'll have to do really hard things, like molt his scales and fly over a volcano. And what if his teacher doesn't like dragons? Big sister Sparkles reassures Roar That school is fun. And when the first day of school arrives, Roar finds his worries melt away. He meets new friends, plays dragon games, listens to fun stories, and finds a way to thank his sister for support. Roar and Sparkles Go to School is a sweet story about the anxieties children may feel about attending school for the first time, as well as a comforting tale about the bond between siblings. Sarah Beth Durst's imaginative and playful script is enhanced by Ben Whitehouse's modern and fresh illustrations to create a book that's sure to squelch first-day-of-school worries for children.

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