

## Companions Of The Night Vivian Vande Velde

A beautiful ghost appears to a troubled teen and shows her the heartbreaking secrets of her family's past Fifteen-year-old Teresa has fallen in love—with a ghost. The handsome man that she's passed on the street a few times captures her attention, and she thinks he notices her too. But when the man suddenly appears inside her home, hovering in the air and passing through solid furniture, Teresa realizes this isn't going to be a typical crush. The ghost is Brother Rush, a man tied to Teresa's past, who has come to show her the ways her life has special meaning, and that her problems at school and at home are not what they seem.

Having fallen for a human boy, a beautiful teenage werewolf must battle both her packmates and the fear of the townspeople to decide where she belongs and with whom. Simultaneous.

A sixteen-year-old will give anything to be with her true love—even though he died two hundred years ago. . . . A sopping-wet little dead girl stalks a teen who had nothing to do with her death—honest! . . . A heartless man dances with his wife—after she's passed away. From the hilarious to the horrific, master storyteller Vivian Vande Velde explores the world of the dead—and the undead—in this surprisingly moving collection of unnerving tales.

"In World War II France, two sisters face frightening situations and respond in ways they never thought possible as bravery and resistance take different forms in each of their actions"--

A boy is trapped in a possessed car that has stalled in the path of an oncoming train. A girl is dragged into a crypt during a field trip to an eighteenth-century cemetery. A group of friends meet their fate after an unsettling visit with a backwoods psychic. And that's just the beginning. Celebrated author Vivian Vande Velde is at her spine-tingling best in this collection of thirteen scary stories, all of which take place on Halloween night. With tales that range from the disturbing to the downright gruesome, this is one collection that teens will want to read with the lights on . . . and the doors locked.

Weiland, a changeling who can assume many forms, is desperate to escape the sorceress who uses him and others as tools for her vengeance, until he meets a thief named Shile, who offers to help free him from the grasp of the sorceress. The magical saga of the women behind King Arthur's throne. "A monumental reimagining of the Arthurian legends . . . reading it is a deeply moving and at times uncanny experience. . . . An impressive achievement."—The New York Times Book Review In Marion Zimmer Bradley's masterpiece, we see the tumult and adventures of Camelot's court through the eyes of the women who bolstered the king's rise and schemed for his fall. From their childhoods through the ultimate fulfillment of their destinies, we follow these women and the diverse cast of characters that surrounds them as the great Arthurian epic unfolds stunningly before us. As Morgaine and Gwenhwyfar struggle for control over the fate of Arthur's

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kingdom, as the Knights of the Round Table take on their infamous quest, as Merlin and Viviane wield their magics for the future of Old Britain, the Isle of Avalon slips further into the impenetrable mists of memory, until the fissure between old and new worlds' and old and new religions' claims its most famous victim.

“The Companions is the best novel [R.A.] Salvatore has ever written. It’s insanely courageous, profoundly powerful, masterfully constructed, and easily Salvatore’s most ambitious work to date.”—Paul Goat Allen, BarnesandNoble.com

“After a quarter of a century, R.A. Salvatore just keeps getting better and better, and The Companions is another masterful leap forward for one of the greatest fantasy epics of all time.” —Philip Athans, best-selling author of Annihilation and The Haunting of Dragon’s Cliff This latest installment in New York Times best-selling author R.A. Salvatore's beloved fantasy saga, The Companions moves Salvatore's signature hero Drizzt into a new era of the Forgotten Realms. As Drizzt's fate hangs in the balance, he reflects on the lives of the trusted allies who stood by his side throughout his early life--the friends now known as the Companions of the Hall. Meanwhile, the first stirrings of the Sundering begin. Wrongly convicted of murder and punished by being sealed in the tomb with the dead man, seventeen-year-old Selwyn enlists the help of a witch and the resurrected victim to find the true killer.

Wendy isn't as blind as a bat--there are bats that can see better than she can. Which is why, when her new glasses break, she's all too happy to wear the dorky pair of sunglasses she finds on the lawn. They seem to match her prescription, and that's all that matters if she's going to be able to make it through her school day. But the glasses correct her vision too much. She begins to see things that no one else can see: cheerful corpses, frightening crones disguised as teenyboppers, and portals to other worlds--places where people are all too aware of the magical properties of her new shades . . . and will do anything to get them.

Companions of the Night Houghton Mifflin Harcourt

Jessica isn't your average teenager. Though nobody at her high school knows it, she's a published author. Her vampire novel Tiger, Tiger has just come out under the pen name Ash Night. Jessica often wishes she felt as comfortable with her classmates as she does among the vampires and witches of her fiction. She has always been treated as an outsider at Ramsa High. But two new students have just arrived in Ramsa, and both want Jessica's attention. She has no patience with overly friendly Caryn, but she's instantly drawn to handsome Alex, a cocky, mysterious boy who seems surprisingly familiar. If she didn't know better, she'd think Aubrey, the alluring villain from Tiger, Tiger had just sprung to life. That's impossible, of course; Aubrey is a figment of her imagination. Or is he? Nail-bitingly suspenseful, here is the deliciously eerie follow-up to In the Forests of the Night, by the remarkable fifteen-year-old novelist Amelia Atwater-Rhodes.

"A romp filled with language play and just plain nonsense. . . . Everyone gets his, her, or its due; goodness is rewarded; and evil punished oh-so-wickedly."— The Horn Book High above the mountain village of Fracture, trouble is brewing. The sorceress Lady Lamorna wants a skull-studded gown of deep black velvet, but her treasure chest is empty of gold. That doesn't stop her,

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however, from kidnapping, blackmailing, and using more than a little magic to get what she needs. Will her plans be foiled by the heroic Gracie Gillypot, two chatty bats, a gallant (if scruffy) prince, the wickedest stepsister ever, a troll with a grudge, and some very ancient crones?

A teen girl races against the clock to prevent a terrible tragedy in this time travel suspense thriller that will keep middle grade and young adult readers on the edges of their seats By both society's measure and her own, fifteen-year-old Zoe Mahar is pretty much a loser. Then one day she ducks into Spencerport Savings and Loan simply to get out of the rain—and witnesses a bank robbery gone horrifyingly wrong. The good news is that Zoe has a unique ability: she can play back time and repeat events. But it's not an unlimited deal—she can only jump 23 minutes, and her first playback creates an even more disastrous outcome. Zoe has only ten tries to get it right before this particular 23 minutes becomes irreversible. But in the process of trying to become the heroine she doesn't believe she can be, Zoe will learn about herself—and realize that there is more to who she is than she thought.

A girl finds herself running through the forest at the edge of a village with no memory of anything, even her own name, and later learns that she might be twelve-year-old Isabelle, believed to be stolen by a witch six years before.

Though there are lines he will not cross, Darius Lindsey has become the favored plaything of bored, wealthy society ladies. He contracts one final engagement with the pretty, sweet, Lady Vivian Longstreet, in hopes that meeting his obligations to Vivian will free him from the financial constraints making his life hell. Darius finds that the bargain he thought would cost him the last of his self-respect instead resurrects both his honor and his heart.

In this fantasy adventure, a teenage girl accused of witchcraft and sentenced to death by dragon finds an unexpected friend—and maybe something more. Fifteen-year-old Alys is not a witch. But that doesn't matter—the villagers think she is and have staked her out on a hillside as a sacrifice to the local dragon. It's late, it's cold, and it's raining, and Alys can think of only one thing—revenge. But first she's got to escape, and even if she does, how can one girl possibly take on an entire town alone? Then the dragon arrives—a dragon that could quite possibly be the perfect ally.... An ALA Quick Pick for Reluctant Young Adult Readers A New York Public Library Book for the Teen Age “Wicked wit and charm . . . as well as a gutsy heroine and a sexy dragon.” —Booklist “Alys herself is a worthy heroine, with a capricious gift for irony. A thoughtful mainstream fantasy.” —Publishers Weekly “[A] dark, bittersweet romance.” —Kirkus Reviews

Recounting his first two hundred years of life, a vampire tells of his erotic alliance with Claudia, whose passions are forever locked up in the body of a child

The classic political satire about an imaginary ideal world by one of the Renaissance's most fascinating figures. Named after a word that translates literally to “nowhere,” Utopia is an island dreamed up by Thomas More, a devout Catholic, English statesman, and Renaissance humanist who would be canonized as a saint centuries after he was executed for choosing God over king. More's novel introduces us to Utopia's society and its customs. It is a place of no private property and no lawyers; of six-hour workdays and simple ways; and, intriguingly, of a combination of values that blend the traditional with the highly controversial, from euthanasia to married priests to slavery. Remarkably

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thought-provoking, it is a novel that asks us to question what makes a perfect world—and whether such a thing is even possible.

Trapped in the dangerous game of Heir Apparent, Giannine is forced to obtain a magic ring, find stolen treasure, solve the dwarf's stupid riddles, and slay a dragon--among other challenges--in order to survive. 20,000 first printing.

Don't miss the latest gripping, high-stakes thriller from Wattpad sensation Natasha Preston, author of the New York Times Bestseller, *The Cellar*. Of course, the dress was white. This is what I'm supposed to die in, I thought. Not many people knew what their last outfit would be. I pulled it over my head. It fit me perfectly. It had long, loose fitting sleeves, a modest neckline, and waves of material on the skirt. I hated it. There were no shoes, and I was afraid I'd have to run through the forest barefoot but there weren't a lot of options. Besides, I'd run barefoot over a bed of nails to get away. "Scarlett, are you ready?" he called. I looked in the mirror and took a deep breath. Time to fight for my life. Scarlett Garner doesn't remember anything before the age of four--until a car accident changes everything. She starts to remember pieces of a past that frighten her. A past her parents hid from her...and a secret that could get her killed.

As the peaceful King Arthur reigns, the five-year-old daughter of Lady Alayna, newly widowed of the village-wizard Toland, is abducted by knights who leave their barn burning and their only servant dead. Reprint.

A National Indie Bestseller  
TIME's Best 100 Fantasy Books of All Time  
An NPR Best Book of 2020  
A Booklist's Top 10 First Novel for Youth  
A BookPage Best Book of 2020  
A CPL "Best of the Best" Book  
A Publishers Weekly Best Book of 2020  
A BuzzFeed Best YA SFF Book of 2020  
A Shelf Awareness Best Book of 2020  
An AICL Best YA Book of 2020  
A Kirkus Best YA Book of 2020  
A Tor Best Book of 2020  
PRAISE "Groundbreaking." —TIME "Deeply enjoyable from start to finish." —NPR "Utterly magical." —SyFyWire "Atmospheric and lyrical...a gorgeous work of art." —BuzzFeed "One of the best YA debuts of 2020. Read it." —Marieke Nijkamp FIVE STARRED REVIEWS ? "A fresh voice and perspective." —Booklist, starred review ? "A unique and powerful Native American voice." —BookPage, starred review ? "A brilliant, engaging debut." —Kirkus Reviews, starred review ? "A fast-paced murder mystery." —Publishers Weekly, starred review ? "A Lipan Apache Sookie Stackhouse for the teen set." —Shelf-Awareness, starred review  
A Texas teen comes face-to-face with a cousin's ghost and vows to unmask the murderer. Elatsoe—Ellie for short—lives in an alternate contemporary America shaped by the ancestral magics and knowledge of its Indigenous and immigrant groups. She can raise the spirits of dead animals—most importantly, her ghost dog Kirby. When her beloved cousin dies, all signs point to a car crash, but his ghost tells her otherwise: He was murdered. Who killed him and how did he die? With the help of her family, her best friend Jay, and the memory great, great, great, great, great, great grandmother, Elatsoe, must track down the killer and unravel the mystery of this creepy town and its dark past. But will the nefarious townsfolk and a mysterious Doctor stop her before she gets started? A breathtaking debut novel featuring an asexual, Apache teen protagonist, Elatsoe combines mystery, horror, noir, ancestral knowledge, haunting illustrations, fantasy elements, and is one of the most-talked about debuts of the year.

A bright and hilarious romp from Vivian Vande Velde, the award-winning author of *The Princess Imposter*.

Grace Pizzelli is the average one, nothing like her brilliant older sister, Emily, who works for Rasmussem, creators of the world's best virtual reality games. The games aren't real, though—or at least they weren't. Now Emily has hidden herself inside a pink and sparkly game meant for little girls. No one knows why, or how to convince her to come back out, and the technology can't keep her safe for much longer. Grace may consider herself average, but she's the only one who can save Emily. So Grace enters the game, hoping to talk her sister out of virtual suicide before time runs out. Otherwise Emily will die—for real.

The Edgar Award–winning author of *Never Trust a Dead Man* puts a terrifying spin on what should be a typical night in a small town. Sixteen-

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year-old Kerry has got a tough night ahead of her. What begins as a simple lost-and-found trip to the laundromat to rescue her little brother's stuffed koala bear turns into a nightmarish odyssey of murder, vampires, and—quite possibly—true love. “Interview with a Vampire for the learner's permit set.” —The Horn Book “A freshly written thriller, an offbeat love story, an engaging twist on the vampire novel, and an exciting tale of moral complexity . . . . Point [this] book at the Lois Duncan fans as well as Anne Rice followers, and get out of the way.” —The Bulletin “[Vande Velde] is a master at taking traditional fairy-tale-like themes and making them fresh and totally unique. Companions of the Night . . . does that for the vampire story . . . . The narrative is tightly wound, keeping readers ready for excitement and action.” —Emma Carbone, New York Public Library

Once upon a time there was a very nice but very plain princess named Jennifer, who, following proper fairy-tale protocol, fell for a very handsome but very conceited prince named Alexander. When Alexander offends a powerful witch, it falls to Jennifer to save him. In the course of doing so, she meets a wizard and soon wonders if she's such a proper fairy-tale princess after all--a good little princess would love Alexander, but does she?

Companions draws together Hesselholdt's four short novels centring on a young woman, Camilla, and her circle of friends.

A young princess, Lylene apprentices herself to a wizard in order to gain the power to rescue her older sister, kidnapped during her wedding by armed knights, and, armed with her new magic, she joins forces with a couple of handsome outlaw companions as she embarks on her quest. Original.

Presents eight twists on the traditional tale of Little Red Riding Hood, exploring such issues as why most characters seem dim-witted and what, exactly, is the theme.

Zoe is wary when, in the dead of night, the beautiful yet frightening Simon comes to her house. Simon seems to understand the pain of loneliness and death and Zoe's brooding thoughts of her dying mother. Simon is one of the undead, a vampire, seeking revenge for the gruesome death of his mother three hundred years before. Does Simon dare ask Zoe to help free him from this lifeless chase and its insufferable loneliness?

After sixteen-year-old vampire Pearl Sange is stabbed through the heart by a were-unicorn, she develops non-vampire-like traits that lead her to save her high school classmates from the Vampire King of New England.

On Halloween, six-year-old Sarah encounters a witch who repays her kindness by making her magic wand real for the night, resulting in a series of wishes come true that the witch then has to fix.

When sixteen-year-old Kerry Nowicki helps a young man escape from a group of men who claim he is a vampire, she finds herself faced with some bizarre and dangerous choices. Reprint. 15,000 first printing.

In these innovative essays, Vivian Sobchack considers the key role our bodies play in making sense of today's image-saturated culture. Emphasizing our corporeal rather than our intellectual engagements with film and other media, Carnal Thoughts shows how our experience always emerges through our senses and how our bodies are not just visible objects but also sense-making, visual subjects. Sobchack draws on both phenomenological philosophy and a broad range of popular sources to explore bodily experience in contemporary, moving-image culture. She examines how, through the conflation of cinema and surgery, we've all

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"had our eyes done"; why we are "moved" by the movies; and the different ways in which we inhabit photographic, cinematic, and electronic space. Carnal Thoughts provides a lively and engaging challenge to the mind/body split by demonstrating that the process of "making sense" requires an irreducible collaboration between our thoughts and our senses.

Fifth grader Amy Prochenko is wildly unpopular. Then one day Amy meets Sherlock, a dog on the run from a university lab. Sherlock is not like other dogs: He can talk, he's smarter than most of Amy's classmates--and he needs Amy's help. Suddenly Amy's life is full of danger and excitement, and she finds she is becoming, of all things, popular. Best of all, she discovers in Sherlock the sort of friend she's always longed for--and one she must protect no matter what the cost.

Elizabeth has to find a way to reveal the truth about her teacher, Miss Turtledove--who is a hungry troll--before Miss Turtledove's teaching techniques become even more hair-raising.

Sarah Vida is a witch and a vampire hunter — and a loner. Christopher Ravena is a vampire trying to pass as a normal high school student who wants to know Sarah better. Drawn to him despite her better judgment, Sarah's forced to admit that there's room for gray in her otherwise black-and-white world of good versus evil — until she meets Nikolas, Christopher's twin and one of the most hunted vampires in history.

Sixteen-year-old Nyssa uses her ability to see into people's dreams to discover who murdered her parents six years ago. If Howard had known the old hag was a witch, he never would have taunted her. But he did, and she did what witches do--cursed him--and now he's a goose! Howard is desperate to become a human again. But the only way to break the curse is to do three good deeds. How can you help others when you've got webbed feet, wings for hands, and can't say anything but "Honk"?

When sixteen-year-old Kerry Nowicki helps a young man escape from a group of men who claim he is a vampire, she finds herself faced with some bizarre and dangerous choices.

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