

## The Bone Quill

Matt and Emily Calder's travels through time come to a thrilling conclusion in the third book of the Hollow Earth trilogy as the siblings struggle to close Hollow Earth—and keep the monsters inside. Twins Matt and Emily Calder may be divided by time, but they are united in their mission to close Hollow Earth before the monsters inside can destroy the world. The key to success lies with their Animare talents: they can draw things into life and travel in time through art. But there are monsters outside Hollow Earth as well. Monsters intent on taking control of the beasts for themselves. And the worst monster of all is their own father...

An action-packed, instant best-seller in the UK! Hitch a ride on this global adventure from Own Voices debut author Nizrana Farook. Chaya, a nobleman's rebellious, outspoken, no-nonsense daughter, just can't resist the shiny temptations the king's palace has to offer. But playing Robin Hood for her impoverished community doesn't come without risks, and when Chaya steals the queen's jewels from a bedside table—a messy getaway jeopardizes the life of a close friend. After an equally haphazard prison break, Chaya barely escapes on the king's prized elephant! With leeches and revolution lurking in the jungle, Chaya leads her companions on a thrilling adventure. After leaving her village as a thief, can she return as a hero? Or will Chaya's sticky fingers be the beginning—or the end—of everything for the intrepid gang? Own Voices debut author Nizrana Farook spins an exciting, page-turning tale in a lush, vibrant, fictional Sri Lankan setting and featuring themes of friendship and loyalty, risk and reward, and heroism. A great middle grade escapist novel and readaloud! Discussion guide available.

Man of Bone is a psychologically taut, harrowing novel that takes the reader hostage when Ottawan Bill Burrridge is thrust into the nightmare of third-world terrorism. Burrridge has moved his family to the South Pacific "island paradise" of Santa Irene on his first diplomatic posting. This is a country that has been dominated by a longtime dictator and is now threatened by an uprising of the revolutionary Kartouf. It is also a country where village boys routinely disappear and their bodies are found weeks later – and where a young diplomat from Canada suddenly finds himself shackled to a prison wall, in stifling heat and terror. Written in riveting prose, often edged with dark humour, Man of Bone takes us on a mesmerizing journey to the depths and peaks of the human spirit.

"With an iron fist, the Great Library controls the knowledge of the world, ruthlessly stamping out all rebellion and in the name of the greater good forbidding the personal ownership of books. Jess Brightwell has survived his introduction to the sinister, seductive world of the Library, but serving in its army is nothing like what he envisioned. His life and the lives of those he cares for have been altered forever. His best friend is lost, and Morgan, the girl he loves, is locked away in the Iron Tower, doomed to a life apart from everything she knows. Embarking on a mission to save one of their own, Jess and his band of allies make one wrong move and suddenly find themselves hunted by the Library's deadly automata and forced to flee Alexandria, all the way to London. But Jess's home isn't safe anymore. The Welsh army is coming, London is burning, and soon Jess must choose between his friends, his family, and the Library, which is willing to sacrifice anything and anyone in the search for ultimate control"--

This wonderful tale transports the reader from the city to the forests and fells of Northern England. Under a boundless starry sky, the unforgettable Sylvia Carr reconnects with the ancient past and discovers what it really means to be young in the world today. Sylvia, brave hearted and rebellious, moves into wild Northumberland from the city of Newcastle. She feels alien in this huge, silent, seemingly empty landscape, but then she meets Gabriel, a strange yet familiar boy. As they roam the forests and fells together, she sees nature with new eyes. She becomes aware that the past is all around her, and is deep inside herself. From the wing of a dead buzzard, they create a hollow bone - the kind of flute that was created and used in rituals in the distant past. This is a book of hope and joy - a book that celebrates humanity and explores the deep connections between ourselves and nature. It is timely and original. It speaks to young people about what it really is to be a human being alive today." Spell-binding... impossible to resist... breathless, intoxicating prose. [Almond's] books seem to exist in their own otherworldly universe, outside all the trends in modern publishing, yet resolutely of the now." The Glasgow Herald "David Almond's books are strange, unsettling wild things - unfettered by the normal constraints of children's literature. They are, like all great literature, beyond classification." The Guardian "[David Almond] is that rare thing - a writer of lucid, mature elegance, who can still see the world through adolescent eyes." The Daily Telegraph "A writer of visionary Blakean intensity." The Times "A master storyteller." The Independent Winner of the Quebec Writers' Federation Paragraphe Hugh MacLennan Prize for Fiction Beena and Sadhana are sisters who share a bond that could only have been shaped by the most unusual of childhoods — and by shared tragedy. Orphaned as teenagers, they have grown up under the exasperated watch of their Sikh uncle, who runs a bagel shop in Montreal's Hasidic community of Mile End. Together, they try to make sense of the rich, confusing brew of values, rituals, and beliefs that form their inheritance. Yet as they grow towards adulthood, their paths begin to diverge. Beena catches the attention of one of the "bagel boys" and finds herself pregnant at sixteen, while Sadhana drives herself to perfectionism and anorexia. When we first meet the adult Beena, she is grappling with a fresh grief: Sadhana has died suddenly and strangely, her body lying undiscovered for a week before anyone realizes what has happened. Beena is left with a burden of guilt and an unsettled feeling about the circumstances of her sister's death, which she sets about to uncover. Her search stirs memories and opens wounds, threatening to undo the safe, orderly existence she has painstakingly created for herself and her son. Saleema Nawaz's characters compel us, intrigue us, and delight us with their raw, complicated humanity, and her sentences sing in the gorgeous cadences of a writer who chooses every word with the utmost care. Heralded across Canada for the power and promise of her debut collection, Mother Superior, Nawaz proves with Bone and Bread that she is one of our most talented and unique storytellers.

A brilliantly imagined epic fantasy of honor, glory, and warfare, Call of the Bone Ships is the action-packed sequel to David Gemmell Award-nominated RJ Barker's The Bone Ships. Dragons have returned to the Hundred Isles. But their return heralds only war and destruction. When a horde of dying slaves are discovered in the bowels of a ship, Shipwife Meas and the crew of the Tide Child find themselves drawn into a vicious plot that will leave them questioning their loyalties and fighting for their lives. The Tide Child Trilogy The Bone Ships Call of the Bone Ships For more from RJ Barker, check out: The Wounded Kingdom Age of Assassins Blood of Assassins King of Assassins

Collects Old Man Quill #1-6. Peter Quill finally grew up. He used to be Star-Lord, but it's been some time since he's gone by that name. Taking over for his father as the emperor of Spartax, Quill put a life of spacefaring adventure behind him for one of leadership and responsibility. But things didn't go as planned. Decades have passed, and Peter is haunted by tragedy. Down and out, his existence means nothing - until the former Guardians of the Galaxy drag him out of his funk for one last mission! The heist of a lifetime - and Quill's harrowing last shot at redemption - takes him back to a transformed Earth. But the Wastelands are a

dangerous place, with Gladiator and the Universal Church of Truth closing in! And the shadow of Doom hangs over the Guardians' every move.

In this original Outlander novella, Diana Gabaldon reveals what really happened to Roger MacKenzie Wakefield's parents. Orphaned during World War II, Roger believed that his mother died during the London Blitz, and that his father, an RAF pilot, was killed in combat. But in *An Echo in the Bone*, Roger discovers that this may not be the whole story. Now, in "A Leaf on the Wind of All Hallows," readers learn the truth. Praise for Diana Gabaldon's Outlander series "All you've come to expect from Gabaldon . . . adventure, history, romance, fantasy."—The Arizona Republic, on *An Echo in the Bone* "A grand adventure written on a canvas that probes the heart, weighs the soul and measures the human spirit across ten generations."—CNN, on *The Fiery Cross* "Escapist historical fiction at its best."—San Antonio Express-News, on *Drums of Autumn* "A feast for ravenous readers of eighteenth-century Scottish history, heroism and romance."—Kirkus Reviews, on *Outlander*

To save the Great Library, the unforgettable characters from *Ink and Bone*, *Paper and Fire*, and *Ash and Quill* put themselves in danger in the next thrilling adventure in the New York Times bestselling series. The opening moves of a deadly game have begun. Jess Brightwell has put himself in direct peril, with only his wits and skill to aid him in a game of cat and mouse with the Archivist Magister of the Great Library. With the world catching fire, and words printed on paper the spark that lights rebellion, it falls to smugglers, thieves, and scholars to save a library thousands of years in the making...if they can stay alive long enough to outwit their enemies.

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

A New York Times, Publishers Weekly, and IndieBound bestseller! Balancing epic and intensely personal stakes, bestselling author Adam Silvera's *Infinity Son* is a gritty, fast-paced adventure about two brothers caught up in a magical war generations in the making. Growing up in New York, brothers Emil and Brighton always idolized the Spell Walkers—a vigilante group sworn to rid the world of specters. While the Spell Walkers and other celestials are born with powers, specters take them, violently stealing the essence of endangered magical creatures. Brighton wishes he had a power so he could join the fray. Emil just wants the fighting to stop. The cycle of violence has taken a toll, making it harder for anyone with a power to live peacefully and openly. In this climate of fear, a gang of specters has been growing bolder by the day. Then, in a brawl after a protest, Emil manifests a power of his own—one that puts him right at the heart of the conflict and sets him up to be the heroic Spell Walker Brighton always wanted to be. Brotherhood, love, and loyalty will be put to the test, and no one will escape the fight unscathed.

"Fans of Palahniuk and Irvine Welsh will relish the graphic fight sequences and gritty social commentary" in this novel about two very different young men (Rocky Mountain News). Everything has been handed to Paul Harris, the son of a wealthy southern Ontario businessman. But after a vicious beating shakes his world, he descends into the realm of hardcore bodybuilders and boxing gyms, seeking to become a real man, reveling in suffering. Rob Tully, a working-class teenager from upstate New York, is a born boxer. He trains with his father and uncle, who believe a gift like his can change their lives—but he struggles under the weight of their expectations. Now these two young men's paths are about to cross . . .

A thrilling journey into the minds of African elephants as they struggle to survive. If, as many recent nonfiction bestsellers have revealed, animals possess emotions and awareness, they must also have stories. In *The White Bone*, a novel imagined entirely from the perspective of African elephants, Barbara Gowdy creates a world whole and separate that yet illuminates our own. For years, young Mud and her family have roamed the high grasses, swamps, and deserts of the sub-Saharan. Now the earth is scorched by drought, and the mutilated bodies of family and friends lie scattered on the ground, shot down by ivory hunters. Nothing—not the once familiar terrain, or the age-old rhythms of life, or even memory itself—seems reliable anymore. Yet a slim prophecy of hope is passed on from water hole to water hole: the sacred white bone of legend will point the elephants toward the Safe Place. And so begins a quest through Africa's vast and perilous plains—until at last the survivors face a decisive trial of loyalty and courage. In *The White Bone*, Barbara Gowdy performs a feat of imagination virtually unparalleled in modern fiction. Plunged into an alien landscape, we orient ourselves in elephant time, elephant space, elephant consciousness and begin to feel, as Gowdy puts it, "what it would be like to be that big and gentle, to be that imperiled, and to have that prodigious memory."

In 1907 Vancouver, Canada, after helping unearth a skeleton to be returned for burial in China, fourteen-year-old Bing experiences strange events that cause him to confront his fear of both ghosts and of his father.

In this fresh and innovative middle grade fantasy, imagination matters most in a world where art can keep monsters trapped—or set them free. Lots of twins have a special connection, but twelve-year-old Matt and Emily Calder can do way more than finish each other's sentences. Together, they are able to bring art to life and enter paintings at will. Their extraordinary abilities are highly sought after, particularly by a secret group who want to access the terrors called Hollow Earth. All the demons, devils, and evil creatures ever imagined are trapped for eternity in the world of Hollow Earth—trapped unless special powers release them. The twins flee from London to a remote island off the west coast of Scotland in hopes of escaping their pursuers and gaining the protection of their grandfather, who has powers of his own. But the villains will stop at nothing to find Hollow Earth and harness the powers within. With so much at stake, nowhere is safe—and survival might be a fantasy.

After his family is forced into a life of poverty on the harsh streets of Calcutta and his father goes missing, Anand encounters a stranger who

asks him to watch over his magical conch, and that meeting soon leads Anand on an important journey into the high mountains to bring the conch back to its rightful home. Reader's Guide available. Reprint.

Imagination is a powerful thing. There are three things in this world that seventeen-year-old Rémy would guard with his life: his gold pendant, his blues harmonica and his mother's journal. This is all he has left of his murdered family. And he believes these objects will lead him to their killers. Rémy can't hunt them down alone. He needs Matt and Em Calder, twins who can bring art to life and travel through paintings. For, like them, Rémy has supernatural powers. He is a Conjuror, descendant of an ancient bloodline that can change reality with music.

When her father wills her a cabin on land in rural Manitoba, Alexandra meets a young man who shares her Indian heritage and her experience of being haunted by spirits. Reprint.

Humanity has nearly destroyed its world through global warming, but now an even greater evil lurks. The indigenous people of North America are being hunted and harvested for their bone marrow, which carries the key to recovering something the rest of the population has lost: the ability to dream. In this dark world, Frenchie and his companions struggle to survive as they make their way up north to the old lands. For now, survival means staying hidden—but what they don't know is that one of them holds the secret to defeating the marrow thieves. "Miigwans is a true hero; in him Dimaline creates a character of tremendous emotional depth and tenderness, connecting readers with the complexity and compassion of Indigenous people. A dystopian world that is all too real and that has much to say about our own." Kirkus Reviews  
When she turns twelve, Camrose is given a letter that was sent to her by her deceased great-grandmother asking her to find an ancient bone flute and return it to its rightful owner.

Gather round for soup fit for the king in this vibrant twist on a classic fable. With brightly colored art and engaging characters, this retelling of the well-known Stone Soup story will captivate young readers. Noko the traveling porcupine arrives in a village. He's denied food and a place to sleep by all the animals he meets. Finally he's granted a fire and a large pot of water. He adds a few of his quills to make his famous quill soup, which he says the king loves! Slowly but surely, everyone contributes ingredients--carrots, beans, and more. Will the soup feed them all?

With the future of the Great Library in doubt, the unforgettable characters from Ink and Bone must decide if it's worth saving in this thrilling adventure in the New York Times bestselling series. The corrupt leadership of the Great Library has fallen. But with the Archivist plotting his return to power, and the Library under siege from outside empires and kingdoms, its future is uncertain. Jess Brightwell and his friends must come together as never before, to forge a new future for the Great Library...or see everything it stood for crumble.

Writer and competitive swimmer Angie Abdou, tells the tale of Digger, an 85 kilo wrestler, and Sadie, a 26-year-old speed skater, as they near the end of their athletic careers, and are forced to confront the question: what happens to athletes when their bodies are too old and injured to compete?

Jess Brightwell believes in the value of the Library, but the majority of his knowledge comes from illegal books obtained by his family, who are involved in the thriving black market. Jess has been sent to be his family's spy, but his loyalties are tested in the final months of his training to enter the Library's service.

A vibrant, heartwarming graphic novel about two irresistible cat friends on a journey to find their forever home—a journey inspired by the magic of art and storytelling. Cilla and Betto are two friends who need a place to call home. The docks in Valletta are too wet, and the scraps of food too scarce. The city's streets are too busy, and the humans too unreliable. But what about the quiet garden from old kitten tales—a place where all cats are welcome, and the humans are always kind? Could the stories really be true? As Cilla and Betto embark on a grand adventure to find out, they begin to spin a tale of their own—one that will take them through the art and stories of many journeyers who came before, and that will bring them to a surprising destination.

An African tightrope walker who can't die gets embroiled in a secret society's deadly gladiatorial tournament in this thrilling historical fantasy set in an alternate 1880s London, perfect for fans of *The Last Magician* and *The Gilded Wolves*. As an African tightrope dancer in Victorian London, Iris is used to being strange. She is certainly a strange sight for leering British audiences always eager for the spectacle of colonial curiosity. But Iris also has a secret that even "strange" doesn't capture...? She cannot die. Haunted by her unnatural power and with no memories of her past, Iris is obsessed with discovering who she is. But that mission gets more complicated when she meets the dark and alluring Adam Temple, a member of a mysterious order called the Enlightenment Committee. Adam seems to know much more about her than he lets on, and he shares with her a terrifying revelation: the world is ending, and the Committee will decide who lives...and who doesn't. To help them choose a leader for the upcoming apocalypse, the Committee is holding the Tournament of Freaks, a macabre competition made up of vicious fighters with fantastical abilities. Adam wants Iris to be his champion, and in return he promises her the one thing she wants most: the truth about who she really is. If Iris wants to learn about her shadowy past, she has no choice but to fight. But the further she gets in the grisly tournament, the more she begins to remember—and the more she wonders if the truth is something best left forgotten.

"Twins Matt and Em are animare. They have the ability to bring art to life, but someone wants to use their power to unleash demons from Hollow Earth where they are locked away. A journey through time will be necessary if Matt and Em are to stop this plot"--

A hunted community. A haunted author. A horror that spans centuries. Men are disappearing from Toronto's gay village. They're the marginalized, the vulnerable. One by one, stalked and vanished, they leave behind small circles of baffled, frightened friends. Against the shifting backdrop of homophobia throughout the decades, from the HIV/AIDS crisis and riots against raids to gentrification and police brutality, the survivors face inaction from the law and disinterest from society at large. But as the missing grow in number, those left behind begin to realize that whoever or whatever is taking these men has been doing so for longer than is humanly possible. Woven into their stories is David Demchuk's own personal history, a life lived in fear and in thrall to horror, a passion that boils over into obsession. As he tries to make sense of the relationship between queerness and horror, what it means for gay men to disappear, and how the isolation of the LGBTQ+ community has left them profoundly exposed to monsters that move easily among them, fact and fiction collide and reality begins to unravel. A bold, terrifying new novel from the award-winning author of *The Bone Mother*.

Dot, whose name reflects her stature, has always had big dreams—but her dreams have to be put on hold while she searches for the truth about her parents. She gets a job as a seamstress at a lakeside resort in rural Ontario and falls hard for Eddie, a charming local boy who is equal parts helpful and distracting as Dot investigates her past. Searching for answers to questions about her birth, Dot learns more than she ever wanted to about the terrible effects of war, the legacy of deceit—and the enduring nature of love. Part of the SECRETS—a series of seven linked novels that can be read in any order.

*The Bone Shard Daughter* is an unmissable debut from a major new voice in epic fantasy — a stunning tale of magic, mystery, and revolution in which the former heir to the emperor will fight to reclaim her power and her place on the throne. "One of the best debut fantasy novels of the year." — BuzzFeed News "An amazing start to a new trilogy." — Culturess "It grabs you by the heart and the throat from the first pages and doesn't let go." — Sarah J. Maas The emperor's reign has lasted for decades, his mastery of bone shard magic powering the animal-like constructs that maintain law and order. But now his rule is failing, and revolution is sweeping across the Empire's many islands. Lin is the emperor's daughter and spends her days trapped in a palace of locked doors and dark secrets. When her father refuses to recognise her as heir to the throne, she vows to prove her worth by mastering the forbidden art of bone shard magic. Yet such power carries a great cost, and when the revolution reaches the gates of the palace, Lin must decide how far she is willing to go to claim her birthright - and save her people. "One of the best debut fantasy novels of the year." — BuzzFeed News "An amazing start to a new trilogy." — Culturess "It grabs you by the heart

and the throat from the first pages and doesn't let go." —Sarah J. Maas "Epic fantasy at its most human and heartfelt . . . inventive, adventurous and wonderfully written." —Alix E. Harrow "Utterly absorbing. I adored it." —Emily Duncan "A thoroughly fantastic read." —Kevin Hearne "Stewart's debut is sharp and compelling. It will hook readers in and make them fiercely anticipate the rest of the series." —Booklist "Groundbreaking epic fantasy for a new age." —Tasha Suri "Begins with a spark of intrigue that ignites into a thrilling adventure." —Hafsah Faizal

On a lonely wharf a clerk in an ink-blue coat inspects bales and bales of paper that hold a poet's accumulated left-hand pages—the unwritten, the withheld, the unexpressed, the withdrawn, the restrained, the word-shard. In *The Blue Clerk* renowned poet Dionne Brand stages a conversation and an argument between the poet and the Blue Clerk, who is the keeper of the poet's pages. In their dialogues—which take shape as a series of haunting prose poems—the poet and the clerk invoke a host of writers, philosophers, and artists, from Jacob Lawrence, Lola Kiepja, and Walter Benjamin to John Coltrane, Josephine Turalba, and Jorge Luis Borges. Through these essay poems, Brand explores memory, language, culture, and time while intimately interrogating the act and difficulty of writing, the relationship between the poet and the world, and the link between author and art. Inviting the reader to engage with the resonant meanings of the withheld, Brand offers a profound and moving philosophy of writing and a wide-ranging analysis of the present world.

Orphaned by the Border Wars, Alina Starkov is taken to become the protégée of the mysterious Darkling, who trains her to join the magical elite in the belief that she is the Sun Summoner, who can destroy the monsters of the Fold.

Herbert Slewg and his hapless, video game–addicted neighbor Alex Filby have stumbled upon what Einstein could only theorize about: a wormhole through the space/time continuum. They travel 100 years into the future of their no-longer-boring town and are mistaken for alien slayers . . . in a world run by a benevolent alien race with cheerful Australian accents and uncomfortably fake facial hair. Herbert, Alex, and their mutual crush, Sammi Clementine, century-hop across time in order to outwit a disgruntled “G’Dalien. By foiling his evil plot, they save the planet and become 22nd-century hometown heroes in this smart-alecky (but friendly), inventive, wry, and very visual creation.

Sherlock Holmes is an unparalleled genius. Warlock Holmes is an idiot. A font of arcane power, certainly. But he’s brilliantly dim. Frankly, he couldn’t deduce his way out of a paper bag. The only thing he has really got going for him are the might of a thousand demons and his stalwart companion. Thankfully, Dr. Watson is always there to aid him through the treacherous shoals of Victorian propriety... and save him from a gruesome death every now and again.

Bone Quill Simon and Schuster

The unforgettable characters from *Ink* and *Bone* and *Paper* and *Fire* unite to save the Great Library of Alexandria from itself in this electrifying adventure in the New York Times bestselling series. Hoarding all the knowledge of the world, the Great Library jealously guards its secrets. But now a group of rebels poses a dangerous threat to its tyranny.... Jess Brightwell and his band of exiles have fled London, only to find themselves imprisoned in Philadelphia, a city led by those who would rather burn books than submit. But Jess and his friends have a bargaining chip: the knowledge to build a machine that will break the Library's rule. Their time is running out. To survive, they'll have to choose to live or die as one, to take the fight to their enemies--and to save the very soul of the Great Library....

All three books of John & Carole E. Barrowman's HOLLOW EARTH trilogy. Book 1: HOLLOW EARTH. Book 2: THE BONE QUILL. Book 3: THE BOOK OF BEASTS. Long ago, the Order of Era Mina bound all the beasts of myth and legend into the pages of a single tome. They called the prison they had created the Hollow Earth – a nightmare world built to keep our world safe. Over centuries, their Order grew strong: the men and women with the power to bind and animate the magic of this world learned to live in secret among us, watched over by their constant companions, the Guardians. Each Animarus was tasked with the protection of this world. Each Guardian was tasked with the protection of an Animarus. And in time the history of the Order was forgotten, their relics lost, and the Hollow Earth became nothing but a story. Now, twelve-year-old twins Matt and Emily Calder are about to discover this world for themselves...

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