

The Goblin King Shadowlands 1 Shona Husk

The city burned beneath the Dreaming Moon. In the ancient city-state of Gujaareh, peace is the only law. Upon its rooftops and amongst the shadows of its cobbled streets wait the Gatherers - the keepers of this peace. Priests of the dream-goddess, their duty is to harvest the magic of the sleeping mind and use it to heal, soothe . . . and kill those judged corrupt. But when a conspiracy blooms within Gujaareh's great temple, Ehiru - the most famous of the city's Gatherers - must question everything he knows. Someone, or something, is murdering dreamers in the goddess' name, stalking its prey both in Gujaareh's alleys and the realm of dreams. Ehiru must now protect the woman he was sent to kill - or watch the city be devoured by war and forbidden magic. Dreamblood Duology
The Killing Moon
The Shadowed Sun
For more from N. K. Jemisin, check out: The Inheritance Trilogy
The Hundred Thousand Kingdoms
The Broken Kingdoms
The Kingdom of Gods
The Inheritance Trilogy (omnibus edition)
Shades in Shadow: An Inheritance Triptych (e-only short fiction)
The Awakened Kingdom (e-only novella)
The Broken Earth series
The Fifth Season
The Obelisk Gate

After the curse that enslaved him is broken, Meryn must once again learn to walk in the realm of men and finds his salvation in nurse Nadine Gilbert who brings out his long-buried human side. Original.

In order to succeed in World of Warcraft Classic, you will need a lot of gold. In addition to the thousands of gold you will spend on your spells, mounts, gear, enchantments, and respecs, you will also need to consistently purchase large quantities of consumables and utility items to stay competitive in serious raiding/PvP. Without enough gold, you will always be outclassed by players who do have enough. However, accumulating gold is very difficult in World of Warcraft. By the time The Burning Crusade was about to launch, World of Warcraft (WoW) had 8 million active subscribers with likely millions more accounts that were created but stopped subscribing at some point. Out of the millions of players who played the game, there was not a single recorded instance of someone hitting the gold cap (~215,000 gold) on one character. This means it is more common for someone to be a billionaire in America (about 1 out of 600,000) than it is for someone to have 215,000 gold. This is why I have compiled the most comprehensive, optimal, and practical guide on gold making in World of Warcraft Classic. I played the original WoW through Wrath of the Lich King with a Hunter main and Druid alt and have played on 3 different vanilla WoW private servers where I have over 25 level 60 characters and amassed hundreds of thousands of gold among them. My love of the game evolved past raiding and PvPing and I became consumed by the economic PvP (competing against other goblins to earn more gold). With WoW Classic's release, I am happy to finally share everything I have learned about making gold. This book will cover the most optimal and practical strategies for gold making while discarding the less optimal

ones that are often repeated in popular guides. This book will also include resources such a full list of level appropriate mobs to grind while leveling, a full list of the most lucrative twink items in the level 19 and 29 brackets, a full list of the most lucrative BoE limited supply vendors to camp, a step by step action plan for the launch of Classic WoW and much much more.

A spirit hunter is the target of deadly danger and Otherworldly lust in a paranormal thriller by the New York Times bestselling author of Vampire Academy. Eugenie Markham is a powerful shaman who does a brisk trade banishing spirits and fey who cross into the mortal world. Call her a mercenary if you want, but it's just business to her. Until now. Hired to find a teenager who's been taken to the Otherworld, Eugenie encounters a startling prophecy—one that uncovers dark secrets about her past and claims that her first-born will threaten the future of the world. Now Eugenie is a hot target for every ambitious demon in the Otherworld, and the ones who don't want to knock her up want her dead. Eugenie handles a Glock as smoothly as she wields a wand, but she needs some formidable allies for a job like this. She finds them in Dorian, a seductive fairy king with a taste for bondage, and Kiyo, a gorgeous shape-shifter who redefines animal attraction. But with enemies growing bolder and time running out, the greatest danger is yet to come, and it lies in the dark powers that are stirring to life within Eugenie herself. "Storm Born is my kind of book -- great characters, dark worlds, and just the right touch of humor. A great read."

--Patricia Briggs

With the unique ability to see pixies, trolls, and Fae comes danger. And Serafina Richards is about to learn just how much. Off to college with her best friend, Sera can't wait to embark on new adventures, but she never expected one of them would involve her being stolen away by Fae sentries. Upon arriving in Fae territory, she learns her fate isn't to become a nurse, as she had always dreamed, but rather to compete against twenty-three other women in a contest full of untold danger and high-risk tasks. She can return to Earth and a normal life if she completes the contest victorious, but dangerous forests, life-threatening obstacles, and soul-sucking monsters are the least of Sera's worries. The Seelie Prince and Unseelie King have taken an interest in her, and it's marked her as enemy number one to her fellow contestants. Fans of Bella Forrest and Faith Hunter will be glued to the pages as they read to find out if Sera will finish the contest...or be stuck in the Fae Realm forever in *STOLEN BY DARKNESS* by USA Today bestselling author Samantha Britt. Scroll up and one click to start this highly addicting paranormal fantasy series.

A 2015 Whitney Award Nominee! A powerful story of loss, second chances, and first love, reminiscent of Sarah Dessen and John Green. When Oakley Nelson loses her older brother, Lucas, to cancer, she thinks she'll never recover. Between her parents' arguing and the battle she's fighting with depression, she feels nothing inside but a hollow emptiness. When Mom suggests they spend a few months in California with Aunt Jo, Oakley isn't sure a change of scenery will

alter anything, but she's willing to give it a try. In California, Oakley discovers a sort of safety and freedom in Aunt Jo's beach house. Once they're settled, Mom hands her a notebook full of letters addressed to her—from Lucas. As Oakley reads one each day, she realizes how much he loved her, and each letter challenges her to be better and to continue to enjoy her life. He wants her to move on. If only it were that easy. But then a surfer named Carson comes into her life, and Oakley is blindsided. He makes her feel again. As she lets him in, she is surprised by how much she cares for him, and that's when things get complicated. How can she fall in love and be happy when Lucas never got the chance to do those very same things? With her brother's dying words as guidance, Oakley knows she must learn to listen and trust again. But will she have to leave the past behind to find happiness in the future? Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

Through the Shadowlands: Where the touch of silver was protection, power and peril through battle, blood and sacrifice—only thus could the world be saved.... Or so the bards sing. But at the dawning of the world, Catrione, a gifted Druid, knew only that the realms of Shadowland and Sidhe faced the gravest of danger from the goblin hordes and treacherous mortals. Now wary allies come together to wreak a spell to avert evil magicks, but the cost will be high. For much is needed to make the Silver Caul, and the songs don't speak of the price demanded. There will be duplicity and deceit, battle and blood and sacrifices—willing and unwilling. Only through death will the balance of life be preserved. For now...

The most reckless and fierce of the MacLeod brothers, Quinn is a prisoner of the god inside him, tormented by his inability to save his family from slaughter. His fury governs him, and day by day he loses himself to the darkness in his soul. But Quinn has a profound yearning for a woman's love.... Raised by Druids, the achingly beautiful Marvail is as spellbinding as the ancient magic that surges through her body. To Quinn, she is most desirable woman he has ever known. But to his enemy Deirdre, she is the perfect bait to lure Quinn into her trap. Once the two lovers are in her wicked grasp, their passion will be put to the ultimate test... The third novel in Donna Grant's paranormal and historical romance series *Dark Sword*, *Wicked Highlander* is an "enthraling ... superbly written story" (RT Book Reviews).

The Breakfast Club meets *Pretty Little Liars* in Gretchen McNeil's witty and suspenseful novel about four disparate girls who join forces to take revenge on high school bullies and create

dangerous enemies for themselves in the process. Bree, Olivia, Kitty, and Margot have nothing in common—at least that's what they'd like the students and administrators of their elite private school to think. The girls have different goals, different friends, and different lives, but they share one very big secret: They're all members of Don't Get Mad, a secret society that anonymously takes revenge on the school's bullies, mean girls, and tyrannical teachers. When their latest target ends up dead with a blood-soaked "DGM" card in his hands, the girls realize that they're not as anonymous as they thought—and that someone now wants revenge on them. Soon the clues are piling up, the police are closing in . . . and everyone has something to lose.

A USA TODAY BESTSELLER! A historical novel inspired by true events, Kelli Estes's brilliant and atmospheric debut is a poignant tale of two women determined to do the right thing and the power of our own stories. The smallest items can hold centuries of secrets... Inara Erickson is exploring her deceased aunt's island estate when she finds an elaborately stitched piece of fabric hidden in the house. As she peels back layer upon layer of the secrets it holds, Inara's life becomes interwoven with that of Mei Lein, a young Chinese girl mysteriously driven from her home a century before. Through the stories Mei Lein tells in silk, Inara uncovers a tragic truth that will shake her family to its core—and force her to make an impossible choice. A touching and tender book for fans of Marie Benedict, Susanna Kearsley, and Duncan Jepson. Ollie left it all behind: a new home, friends who saw her as something more than a fragile shadow walker and a budding relationship with Kane. It was all in an effort to shield Asher, who should never have been able to escape the Shadowlands. Now her money is gone, her hopes of saving other shadow walkers has slipped through her fingers, and Kane won't speak to her. She's been abducted by leprechauns, who think she committed an unspeakable crime. The vampires want her dead and there's a crawler blowing up End of the Rainbows. Kane might not want to work with her, but he's going to have to because all hell is breaking loose in Boston. In this sequel to the New York Times bestseller 99 Days, perfect for fans of Jenny Han and Morgan Matson, Molly Barlow finds herself in Europe on her summer vacation, desperately trying to forget everything that happened a year ago. But over the course of nine days and nine nights, her whole life will be turned upside down once more. . . . Molly Barlow isn't that girl anymore. A business major at her college in Boston, she's reinvented herself after everything that went down a year ago... After all the people she hurt and the family she tore apart. Slowly, life is getting back to normal. Molly has just said I love you to her new boyfriend, Ian, and they are off on a romantic European vacation together, starting with scenic London. But there on a tube platform, the past catches up to her in the form of Gabe, her ex, traveling on his own parallel vacation with new girlfriend Sadie. After comparing itineraries, Ian ends up extending an invite for Gabe and Sadie to join them on the next leg of their trip, to Ireland. And Molly and Gabe can't bring themselves to tell the truth about who they once were to each other to their new significant others. Now Molly has to spend 9 days and 9 nights with the boy she once loved, the boy whose heart she shredded, without Ian knowing. Will she make it through as new and improved Molly, or will everything that happened between her and Gabe come rushing back?

This is the book that started it all! The basis for the smash hit Tony Award-winning Broadway musical, Gregory Maguire's breathtaking New York Times bestseller Wicked views the land of Oz, its inhabitants, its Wizard, and the Emerald City, through a darker and greener (not rosier) lens. Brilliantly inventive, Wicked offers us a radical new evaluation of one of the most feared and hated characters in all of literature: the much maligned Wicked Witch of the West who, as Maguire tells us, wasn't nearly as Wicked as we imagined.

So, you've just discovered that the person who has tormented, mocked and humiliated you for the past three years is lying in the school parking lot, bleeding internally from a hit and run accident. No one else is around and you need to get to a life-and-death family emergency of

your own before it is too late. What would you do? Oh, did I mention you have the secret ability to heal others just by touching them? This is just one of the many situations 13-year-old Willow Krimble must face in this Web Novel, *A Girl Named Willow Krimble*. Willow lives with her mother and older brother, Wyatt; she loves hanging out with her best friend, the feisty and sarcastic Razzel Fiora, and she has a close relationship with her grandmother. Seems pretty normal, right? It might be if the two most popular girls in middle school, Shayla Stergus and Snella Burenbine, did not taunt and remind her, on a daily basis, that she was born without her left leg. Forced to maneuver through obstacles most teenagers would not need to tackle, Willow is suddenly blessed (or cursed?) with the unusual power to heal others through touch. Ever selfless, Willow's desire to help the injured and sick thrusts her into a world where she is given immense responsibility, putting the needs of others before her own, all the while trying to maintain her secret. Willow's adolescent journey takes her through an emotional cyclone where she finds joy and purpose in helping an array of patients, from an old man with Alzheimer's, to a mauled animal in a pet store. But Willow soon finds out there are limitations to her ability and, no matter how hard she might try, she cannot save everyone. Through the intermingling of joy and pain, Willow is repeatedly tested to discover just how strong she can be, how strong she has been her entire life, and how everyone possesses the ability to effect another person's world, with or without a secret power.

New York Times bestselling author JAYNE CASTLE Capturing the “lively sensuality” (Library Journal) of the passion-filled, near-future space colony of St. Helen's, the wildly popular alter ego of bestselling author Jayne Ann Krentz delivers “delectably entertaining paranormal romantic suspense” (Booklist)! Ever since a false tabloid story ruined her reputation and her interior design business, Zinnia Spring has been labeled the “Scarlet Lady” of St. Helen's. Now, headstrong Zinnia makes a living using her psychic abilities—a highly prized skill that attracts the attention of another planetary outcast, Nick Chastain. The rough-edged casino owner craves what he doesn't have— respectability—and he enlists Zinnia to help find his father's journal and dig up answers to his own mysterious past. Zinnia doesn't have to be psychic to know what else Nick wants; soon they're reaching the electrifying heights of ecstasy—and danger. For when a ruthless killer crosses their search, it will take everything in their power to keep their feet on terra firma and survive a deadly trap!

An all-new official prequel novel to *Shadowlands*, the next expansion for Blizzard Entertainment's legendary online game *World of Warcraft* “The Horde is nothing!” With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas's whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor'themar Theron, Baine Bloodhoof, First Arcanist Thalysra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.

Candy Quackenbush's adventures in the Abarat are getting stranger by the hour.

Why has the Lord of Midnight sent his henchman after her? Why can she suddenly speak words of magic? Why is the world familiar? Candy and her companions must solve the mystery of her past before the forces of Night and Day clash and Absolute Midnight descends upon the islands. A final war is about to begin. . . .

Friends, partners, and professionals. So just why is this case coming between them? In a Victorian London ruled by the blood-drinking elite, Perry Lowell is a logical and accomplished Nighthawk: a rogue blue blood who tracks murderers and thieves for the Guild. So when she and her charming-but-reckless partner, Garrett, are charged with finding a missing theatre starlet, it should be a simple solve. But with an entire theatre of suspects, including a flirtatious understudy and whispers of a Clockwork Menace haunting the place, tension is brewing between the pair of them. Can they come together to solve the case—or will it be too late, when the murderer turns his gaze on Perry herself? Don't miss any of the London Steampunk: The Blue Blood Conspiracy books! Book 1: Mission: Improper. Book 2: The Mech Who Loved Me. Book 3: You Only Love Twice. Book 4: To Catch A Rogue. Book 5: Dukes Are Forever

To claim the throne the fairy prince must marry a human. It took years for Jacqueline Ara to put her life back together after Felan was summoned back to Court, and never returned. Fairies ruined her life once before so never again. But then Felan shows up, with the same dazzle and promises.

Unwillingly Entwined... There is more danger than usual in the Otherworld of the Sidhe and the mortal world of the Shadowlands. An unlikely group of conspirators—both mortal and Sidhe—plot to overthrow both thrones. They have stolen the silver caul that protected the borders between the realms—and set into motion a most perilous war.... A Blacksmith's Daughter, A Sidhe Lady, A Mortal Queen Three women stand against the encroaching evil. All they have is a girl's love for her father, a lady's for her queen—and a queen's for her country. Nessa, Delphinea and Cecily are each driven by a personal destiny, yet share a fierce sense of love, justice and determination to protect what is theirs. Will the spirit and strenght of these women be enough to turn back the tide of the goblin hordes waiting to overrun the kingdoms? Perhaps. But the battle must still be fought....

Enter and explore the World of Warcraft with this ultimate visual guide World of Warcraft: The Ultimate Visual Guide reveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the

distant past to the modern era.

For every athlete or sports fanatic who knows she's just as good as the guys. This is for fans of *The Running Dream* by Wendelin Van Draanen, *Grace, Gold, and Glory* by Gabrielle Douglass and *Breakaway: Beyond the Goal* by Alex Morgan. The summer before Caleb and Tessa enter high school, friendship has blossomed into a relationship . . . and their playful sports days are coming to an end. Caleb is getting ready to try out for the football team, and Tessa is training for cross-country. But all their structured plans derail in the final flag game when they lose. Tessa doesn't want to end her career as a loser. She really enjoys playing, and if she's being honest, she likes it even more than running cross-country. So what if she decided to play football instead? What would happen between her and Caleb? Or between her two best friends, who are counting on her to try out for cross-country with them? And will her parents be upset that she's decided to take her hobby to the next level? This summer Caleb and Tessa figure out just what it means to be a boyfriend, girlfriend, teammate, best friend, and someone worth cheering for. "A great next choice for readers who have enjoyed Catherine Gilbert Murdock's *Dairy Queen* and Miranda Kenneally's *Catching Jordan*."—SLJ "Fast-paced football action, realistic family drama, and sweet romance...[will have] readers looking for girl-powered sports stories...find[ing] plenty to like."—Booklist "Tessa's ferocious competitiveness is appealing."—Kirkus Reviews "[The Football Girl] serve[s] to illuminate the appropriately complicated emotions both of a young romance and of pursuing a dream. Heldring writes with insight and restraint."—The Horn Book

The decadence of the fairy realm is a lure few can resist... Caspian Mort is an antique dealer who can feel the history in anything he touches, a gift he inherited from his father, the Crown Prince of Annwyn. Hidden from the fairy court to protect him from his father's rivals, he longs to go home. After her grandmother's death, Lydia Callaway must get the contents of the house she inherited valued. That means letting a stranger paw through her grandmother's things. But Caspian is not what she expected. He's interested in the history, not just the scandals that still linger in whispers. While Lydia laughs off the rumors of a ghost, Caspian doesn't. Caspian knows the creature bumping around the house is a banished fairy determined to find a way home to Annwyn and cause trouble. Caspian and Lydia are thrown into a conspiracy to bring down Caspian's father. They must fight the banished fairy and her allies together. But the deeper Lydia is drawn into Caspian's world the more danger she is in. When the Hunter of Annwyn summons Caspian to Court he may be lost to her forever.

800x600 An unsuspecting woman learns of her highborn heritage and finds herself entangled in a war between the Gods themselves. Red Riding Hood returns to New York in search of a serial killer who is anything but what he seems. Before she was the Goblin Queen there was only the princess Olivia. A small child whose dark lust and blood thirsty obsession against the Goblins that slaughtered her family would lead her to discover a greater power hidden within. An evil power that would consume all she was and all she could ever be until only the evil that is the Goblin Queen remained. And see for the first time the full origin of the greatest evil to

inhabit the Grimm Universe...The Dark One himself! The hot new series that spotlights the Heroes and Villains of the Grimm Universe is collected here for the first time EVER! This profoundly moving memoir is the remarkable and inspiring true story of Sandra Uwiringiyimana, a girl from the Democratic Republic of the Congo who tells the tale of how she survived a massacre, immigrated to America, and overcame her trauma through art and activism. Sandra was just ten years old when she found herself with a gun pointed at her head. She had watched as rebels gunned down her mother and six-year-old sister in a refugee camp. Remarkably, the rebel didn't pull the trigger, and Sandra escaped. Thus began a new life for her and her surviving family members. With no home and no money, they struggled to stay alive. Eventually, through a United Nations refugee program, they moved to America, only to face yet another ethnic disconnect. Sandra may have crossed an ocean, but there was now a much wider divide she had to overcome. And it started with middle school in New York. In this memoir, Sandra tells the story of her survival, of finding her place in a new country, of her hope for the future, and how she found a way to give voice to her people.

"I've loved every one of Susanna's books! She has bedrock research and a butterfly's delicate touch with characters—sure recipe for historical fiction that sucks you in and won't let go!"—DIANA GABALDON, #1 New York Times bestselling author of *Outlander* *An Ancient Castle*, *A Tragic Love*, and *A Web of Secrets Begins to Unravel...* Emily Braden has stopped believing in fairy tales and happy endings. When her fascinating but unreliable cousin Harry invites her on a holiday to explore the legendary town of Chinon, and promptly disappears—well, that's Harry for you. As Emily makes the acquaintance of Chinon and its people, she begins to uncover dark secrets beneath the charm. Legend has it that during a thirteenth-century siege of the castle that looms over the city, Queen Isabelle, child bride of King John, hid a "treasure of great price." And in the last days of the German occupation during World War II, another Isabelle living in Chinon, a girl whose love for an enemy soldier went tragically awry. As the dangers of the past become disastrously real, Emily is drawn ever more deeply into a labyrinth of mystery as twisted as the streets and tunnels of the ancient town itself. Don't miss the next enchanting novel from Susanna Kearsley, *Bellewether*, coming August 2018! Other bestselling books by Susanna Kearsley: *The Winter Sea* *A Desperate Fortune* *The Firebird*

"It's the rarest author who can pull off laugh-out-loud hilarious, profound, and breathlessly romantic, all in the most sparkling prose. That shortlist includes Rainbow Rowell, Nicola Yoon, and now, Carlie Sorosiak."—Jeff Zentner, Morris Award-winning author of *The Serpent King* and *Goodbye Days* Last June, the summer camp Quinn's family owns in Winship, Maine, was still a magical place. A place where wild blueberries grew no matter the season, a legendary sea monster lurked in the waters, and Quinn fell in love with her best friend, Dylan. Then the accident happened. Now it's winter, the magic has drained from Quinn's life, and she knows it's her fault. But the new boy in town, Alexander, doesn't see her as the monster she believes herself to be. As Quinn lets herself open up again, she begins to understand the truth about love, loss, and monsters—real and imagined. Perfect for fans of Morgan Matson, Jenny Han, and Jandy Nelson, this wondrous novel was proclaimed "a striking examination of love—of friends, of family, of self—as well as of grief" by ALA Booklist in a starred review.

Ka-Zar is back from the dead -- with a whole new, terrifying set of powers! The alien Cotati murdered him. The Savage Land brought him back. Lord Plunder has returned -- with a new and vastly different perspective! Now united with Shanna the She-Devil in a mystical merging of life energies, Ka-Zar has new abilities, new needs...and new enemies. An ancient evil has surfaced in the prehistoric refuge known as the Savage Land -- one that is rapidly reshaping the forgotten world and its inhabitants. Now, Ka-Zar and Shanna must fight together to protect their home and family! But their son Matthew has plans of his own... Don't miss this spectacular adventure through the lost lands by Zac Thompson and Germán García!

COLLECTING: Ka-Zar Lord Of The Savage Land (2021) 1-5

The afterlives await in this sprawling compendium, lovingly crafted by the World of Warcraft game team and official Blizzard Entertainment historian Sean Copeland. What lies beyond the veil of death? Journey past this mortal coil and discover the secrets of the afterlives. Study the practices around death and dying on Azeroth, then follow a Broker through the groves of Ardenweald, over the gleaming towers of Bastion, and into the depths of the Maw for a detailed voyage unlike any other. Featuring gorgeous artwork never glimpsed by mortal eyes, a stunning fold-out map, and fresh secrets straight from the game team, *Grimoire of the Shadowlands and Beyond* is made to be treasured for eternity. In his authorial debut, Blizzard Entertainment historian Sean Copeland opens the vaults of both World of Warcraft and his years of hidden knowledge for all curious souls.

Dai King enchants and falls in love with Amanda, whose ill daughter leaves her with little time for a love life, but Dai is willing to risk anything, including a return to the Shadowlands and its goblin horde, to heal Amanda's daughter.

AN OTHERWORLDY INTRIGUE... With the courts of both the Sidhe's Otherworld and the mortals' Shadowlands in contention, nothing seems safe anymore. Now blacksmith's daughter Nessa is caught up in political and military intrigues that might loose the goblin horde.

Widowed queen Cecily is fighting for a throne she never expected to have. And Delphinea, lady in waiting to the Faery throne, is caught between the powers of Sidhe and her destiny. **A DESPERATE PERIL** The first battles are over, and devastation wracks both lands. With Nessa crossing between worlds to further understanding of each people, Cecily and Delphinea must fight to contain the evil that edges ever closer. Because their honor demands that their countries come before anything—even love. And life...

The Goblin King Sourcebooks, Inc.

IN THIS STUNNING FIRST BOOK FROM NANCY GIDEON'S SIZZLING NEW SERIES, A TENACIOUS COP AND HER SHAPE-SHIFTING ENEMY SACRIFICE EVERYTHING FOR FORBIDDEN DESIRE. ALL SHE WANTS IS REVENGE. New Orleans homicide detective Charlotte Caissie is dedicated to bringing down the crime boss responsible for her father's murder. Using Jimmy Legere's mysterious and irresistible right-hand man is a dangerous gamble, and not only due to his reputation as more monster than man. Because her feelings for Max Savoie are . . . complicated. **THEN HE RISKS HIS LIFE TO SAVE HERS.** Rescued from the swamps as a child, Max exists silently in Legere's shadow, heeding only his voice—until Charlotte Caissie awakens his emotions and tests his loyalties. Stepping outside his cautious rules threatens more than just his heart. He could expose his darkest secret. **NOW THEY'RE BOTH IN OVER THEIR HEADS.** Testing boundaries they weren't meant to cross means facing the truth about who and what they are—and what they need from each other. If Max is the murderer she seeks, Charlotte could be his next victim. She can't afford to trust any man. Good thing Max isn't one.

Four hundred years ago, Nik was tricked by his lover and left stranded as a powerless, but immortal, human. Now he craves only one thing: to reclaim the book that was once his tail and become a water Elemental again. Unfortunately, he can only locate the book when someone touches the pages. This time he won't be left high and dry. Isla is left a beautiful leather-bound book in her great-aunt's will, perfect for using during her life drawing classes. However, she can't bring herself to mark the translucent pages until a compelling crimson-haired stranger strips for art. Nik is torn. Years of enforced humanity have given him a conscience. Despite his best efforts at remaining a heartless water Elemental, he is failing. He is falling for Isla, who has no idea she holds the power of the oceans, and his heart, in her hands.

What if when you died, no one would ever know you were all that stood between man and the enemy? When Jonathan Tibbs awakes in a puddle of his own blood, there isn't a scratch on him to explain it. In the weeks to follow, he comes to find he's been drafted for a war with a violent otherworldly species. A war that only he can remember. Now, the man Jonathan

imagined himself becoming is no longer the man who can endure his future. The first installment in this science fiction action adventure series, *The Never Hero* is a gritty and honest look at the psychological journey of a man forced to forge himself into a weapon. Abandoned with little guidance, and at the mercy of a bargain struck far outside his reach, Jonathan races to unlock the means to surmount the odds, and understand the mystery behind a conflict raging outside of time and memory. In the end, the real question is what Jonathan is willing to become to save a planet that will never see his sacrifice.

Now a Disney Channel Original Movie, Megan Shull's smart and funny twist on *Freaky Friday* is perfect for fans of Wendy Mass, Jerry Spinelli, and Jon Scieszka! This middle grade novel is an excellent choice for tween readers in grades 5 to 6, especially during homeschooling. It's a fun way to keep your child entertained and engaged while not in the classroom. With one random wish, Jack and Ellie are living life in each other's shoes. He's her. And she's him. ELLIE assumed popular guys didn't worry about body image, being perfect, or talking to girls, but acting like you're cool with everything is tougher than it looks. JACK thought girls had it easy—no fights with bullies, no demanding dads, no power plays—but facing mean girls at sleepovers and getting grilled about your period is way harder than taking a hit to the face at sports practice. Now they're dealing with each other's middle school dramas—locker room teasing, cliques, video game battles, bra shopping, and a slew of hilariously awkward moments—until they hopefully switch back! Told in both Jack's and Ellie's voices, *The Swap* offers a fresh and honest take on tween friendship, all while exploring more serious themes of family, loss, empathy, and what it really means to be yourself. And as Jon Scieszka says, it's "seriously, truly, fearlessly funny!"

After the devastating battle at the Tower of Charm, Croaker leads the greatly diminished Black Company south, in search of the lost Annals. The Annals will be returned to Khatovar, eight thousand miles away, a city that may exist only in legend...the origin of the first Free Companies. Every step of the way the Company is hounded by shadowy figured and carrion-eating crows. As they march every southward, through bug infested jungle, rivers dense with bloodthirsty pirates, and cities, dead and living, haunted by the passage of the Company north, their numbers grow until they are thousands strong. But always they are watched--by the Shadowmasters--a deadly new enemy: twisted creature that deal in darkness and death: powerful, shadowy creatures bent on smothering the world in their foul embrace. This is the first round in a deadly game, a game that the Black Company cannot ea hope to win. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Max Sumner and his three best friends, Harley, Ernie, and Natalia—who form the secret club *The Grey Griffins*—seem to be the only people in their very normal Minnesota town to notice that strange things have started to happen. When creatures like goblins and fairies and unicorns, all characters from a card game the *Grey Griffins* play, begin to make appearances in Max's backyard, Max and his friends know something is terribly wrong. And it's up to them to stop the wicked creatures of the cards from destroying their town—indeed, their world. A thrilling, new legend is born in the first book of the *Grey Griffins'* magical adventures. When a beautiful mortal woman summons him to grant a wish, Roan, cursed by a Druid millennia ago to lead a solitary existence in the *Shadowlands*, sees her as his salvation. Original.

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