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A Team of Their Own

The first book in the epic Evermen Saga. Ella and her brother, Miro, are orphans, their parents killed long ago in the ongoing struggle against the mad Emperor. From the day Ella witnesses an enchanter using his talents to save Miro from drowning, she knows what she wants to be. But the elite Academy of Enchanters expects tuition fees and knowledge. Determined, Ella sells flowers and studies every book she can. Meanwhile, Miro dreams of becoming one of the world's finest swordsmen, wielding his nation's powerful enchanted weapons in defense of his homeland. A dark force rises in the east, conquering all in its path, and Miro leaves for the front. When the void Miro left is filled by Killian, a charming stranger from another land, Ella finds herself in love. But Killian has a secret, and Ella's actions will determine the fate of her brother, her homeland, and the world.

The Shadow Gypsy

Omen is a young warrior with a knack for finding trouble. Nobody's surprised when he unwittingly makes a deal with an undead alchemist. In over his head, Omen has to band together with the notorious prince of Hex to battle bloodthirsty giants, devious Night Dwellers, and arcane magic — all while trying to survive in the city's infamous arena fights. But when Omen accidentally frees a talking cat, total disaster can't be averted. In the shadows of the city, an ancient evil awaits. Can our young heroes protect the cat and the people of Hex, or will they end up as an undead nightmare's main course? "Full of wonder, humor, and adventure, this is the rare series guaranteed to thrill young and old alike." "More fun than a box of kittens" "Enchanting, mysterious & snarfully funny" Grab a copy and join the adventure!

Nightblade

Stories of magic, superstition, and witchcraft were strictly forbidden in the little town of Salem Village. But a group of young girls ignored those rules, spellbound by the tales told by a woman named Tituba. When questioned about their activities, the terrified girls set off a whirlwind of controversy as they accused townspeople after townspeople of being witches. Author Shirley Jackson examines

in careful detail this horrifying true story of accusations, trials, and executions that shook a community to its foundations.

The Weight of Honor (Kings and Sorcerers--Book 3)

NEW YORK TIMES BESTSELLER “An inspiring story that manages to be painful, honest, shocking, bawdy and hilarious.” —The New York Times Book Review From stand-up comedian, actress, and breakout star of *Girls Trip*, Tiffany Haddish, comes *The Last Black Unicorn*, a sidesplitting, hysterical, edgy, and unflinching collection of (extremely) personal essays, as fearless as the author herself. Growing up in one of the poorest neighborhoods of South Central Los Angeles, Tiffany learned to survive by making people laugh. If she could do that, then her classmates would let her copy their homework, the other foster kids she lived with wouldn't beat her up, and she might even get a boyfriend. Or at least she could make enough money—as the paid school mascot and in-demand Bar Mitzvah hype woman—to get her hair and nails done, so then she might get a boyfriend. None of that worked (and she's still single), but it allowed Tiffany to imagine a place for herself where she could do something she loved for a living: comedy. Tiffany can't avoid being funny—it's just who she is, whether she's plotting shocking, jaw-dropping revenge on an ex-boyfriend or learning how to handle her newfound fame despite still having a broke person's mind-set. Finally poised to become a household name, she recounts with heart and humor how she came from nothing and nowhere to achieve her dreams by owning, sharing, and using her pain to heal others. By turns hilarious, filthy, and brutally honest, *The Last Black Unicorn* shows the world who Tiffany Haddish really is—humble, grateful, down-to-earth, and funny as hell. And now, she's ready to inspire others through the power of laughter.

Plague of Shadows

From the New York Times bestselling author of *Nickel and Dimed* comes a brave, frank, and exquisitely written memoir that will change the way you see the world. Barbara Ehrenreich is one of the most important thinkers of our time. Educated as a scientist, she is an author, journalist, activist, and advocate for social justice. In *LIVING WITH A WILD GOD*, she recounts her quest—beginning in childhood—to find “the Truth” about the universe and everything else: What's really going on? Why are we here? In middle age, she rediscovered the journal she had kept during her tumultuous adolescence, which records an event so strange, so cataclysmic, that she had never, in all the intervening years, written or spoken about it to anyone. It was the kind of event that people call a “mystical experience”—and, to a steadfast atheist and rationalist, nothing less than shattering. In *LIVING WITH A WILD GOD*, Ehrenreich reconstructs her childhood mission, bringing an older woman's wry and erudite perspective to a young girl's impassioned obsession with the questions that, at one point or another, torment us all. The result is both deeply personal and cosmically sweeping—a searing memoir and a profound reflection on science, religion, and the human condition. With her signature combination of intellectual rigor and uninhibited imagination, Ehrenreich offers a true literary achievement—a work that has the power not only to entertain but amaze.

Quakeland

Apprentice warlocks Augum, Bridget and Leera have reunited with their legendary mentor, Anna Atticus Stone. But her epic battle with the diabolical Lord of the Legion has taken a toll, and now she suffers from a deadly arcane fever. To revive her, Augum will have to earn the respect of a warrior people by facing his childhood tormentors. Meanwhile, Augum and Leera's feelings for each other are complicated by the upcoming Star Feast, a magical midnight dance to mark Endyear. Their revelry will have to be short-lived, however, for a perilous quest beckons—the trio must infiltrate an ancient castle that will pit them against enemies old and new, while testing every ounce of their skill and courage. VALOR is the third novel in the fantasy coming of age series THE ARINTHIAN LINE.

Arcane Artifacts and Curious Curios

Augum, Bridget and Leera want only to study new spells and make their legendary mentor proud. But when she unexpectedly departs on a crucial quest, they run afoul of a devious old witch and are forced to make a hasty getaway—straight into the hands of a notorious maniac known as the Blade of Sorrows. Prisoners of the Blade and his sadistic apprentice, the trio must face their greatest challenge yet: escape using nothing but an ancient spell with some nasty side effects. But more than their lives are at stake, for an entire kingdom's hopes rest with their mentor—and she's heading for a deadly trap.

Cracking the Cube

A journalist and aspiring “speedcuber” attempts to break into the international phenomenon of speed-solving the Rubik’s Cube—think chess played at the speed of Ping-Pong—while exploring the Cube’s rise to iconic status around the globe and the lessons that can be learned through solving it. When Hungarian professor Ernő Rubik invented the Rubik’s Cube (or, rather, his Cube) in the 1970s out of wooden blocks, rubber bands, and paper clips, he didn’t even know if it could be solved, let alone that it would become the world’s most popular puzzle. Since its creation, the Cube has become many things to many people: one of the bestselling children’s toys of all time, a symbol of intellectual prowess, a frustrating puzzle with 43.2 quintillion possible permutations, and now a worldwide sporting phenomenon that is introducing the classic brainteaser to a new generation. In *Cracking the Cube*, Ian Scheffler reveals that cubing isn’t just fun and games. Along with participating in speedcubing competitions—from the World Championship to local tournaments—and interviewing key figures from the Cube’s history, he journeys to Budapest to seek a meeting with the legendary and notoriously reclusive Rubik, who is still tinkering away with puzzles in his seventies. Getting sucked into the competitive circuit himself, Scheffler becomes engrossed in solving Rubik’s Cube in under twenty seconds, the quasi-mystical barrier known as “sub-20,” which is to cubing what four minutes is to the mile: the difference between the best and everyone else. For Scheffler, the road to sub-20 is not just about memorizing algorithms or even solving the Rubik’s Cube. As he learns from the many gurus who cross his path, from pint-sized kids to engineering professors, it’s about learning to solve yourself.

Hawkmaiden

A journey around the United States in search of the truth about the threat of earthquakes leads to spine-tingling discoveries, unnerving experts, and ultimately the kind of preparations that will actually help guide us through disasters. It's a road trip full of surprises. Earthquakes. You need to worry about them only if you're in San Francisco, right? Wrong. We have been making enormous changes to subterranean America, and Mother Earth, as always, has been making some of her own. . . . The consequences for our real estate, our civil engineering, and our communities will be huge because they will include earthquakes most of us do not expect and cannot imagine—at least not without reading Quakeland. Kathryn Miles descends into mines in the Northwest, dissects Mississippi levee engineering studies, uncovers the horrific risks of an earthquake in the Northeast, and interviews the seismologists, structural engineers, and emergency managers around the country who are addressing this ground shaking threat. As Miles relates, the era of human-induced earthquakes began in 1962 in Colorado after millions of gallons of chemical-weapon waste was pumped underground in the Rockies. More than 1,500 quakes over the following seven years resulted. The Department of Energy plans to dump spent nuclear rods in the same way. Evidence of fracking's seismological impact continues to mount. . . . Humans as well as fault lines built our "quakeland". What will happen when Memphis, home of FedEx's 1.5-million-packages-a-day hub, goes offline as a result of an earthquake along the unstable Reelfoot Fault? FEMA has estimated that a modest 7.0 magnitude quake (twenty of these happen per year around the world) along the Wasatch Fault under Salt Lake City would put a \$33 billion dent in our economy. When the Fukushima reactor melted down, tens of thousands were displaced. If New York's Indian Point nuclear power plant blows, ten million people will be displaced. How would that evacuation even begin? Kathryn Miles' tour of our land is as fascinating and frightening as it is irresistibly compelling.

Arcane

The New York Times bestselling author of the Seven Wonders series and of books in the 39 Clues series, Peter Lerangis, brings us the final installment of the thrilling Max Tilt trilogy. Max Tilt thinks his luck is finally changing, thanks to his great-great-great-grandfather Jules Verne's unfinished, unpublished manuscript, *The Lost Treasures*. Using the clues Verne left behind, Max and his cousin Alex were able to bottle the magical healing elements needed to cure his mother's illness just in the nick of time. But then Max and Alex discover that the vials were stolen by their former friend, Bitsy. She has plans to use them to save the world—but her plans might be much more deadly than they seem. And so now it's up to Max and Alex to stop her before it's too late. Working against the odds, the two kids glean clues from one of Verne's best-loved books, *Journey to the Center of the Earth*. In it, they discover a map to their most dangerous destination yet—the very core of the world. And so now the two cousins are off on their most unlikely, most important quest yet—literally to save the world! It's the final installment of the riveting adventure series from master storyteller and New York Times bestselling author Peter Lerangis.

A Realm of Shadows (Kings and Sorcerers--Book 5)

Clash

When a cunning enemy enslaves the kingdom, a famed warlock-knight must survive a gauntlet of perils to save his people. Augum Stone is only sixteen and already a legend. He heard his name chanted in the arena by tens of thousands. He vanquished a notorious tyrant and ended a war. And he revived a warlock-knight order that lay dormant for generations. But these feats came with a price

The White Tower

Living with a Wild God

At fifteen, Chance Fortunato has seen more evil than most people ever will. Indentured by his father to the demon count Dulka, he's been taught dark magick and forced to do his Infernal master's dirty work for eight years. But now Chance has figured out a way to defeat his master and free himself. His new life with his mother and sister is far from easy, and freedom has its own perils. Normal life is hard enough, but even in a mundane looking high school, there are paranormal threats from both sides of the mystical fence. When his new mentor is murdered, Chance knows he is the only one who can track the killer down. To bring his mentor's killer to justice, Chance will have to fight evil on its own terms, and discover if that makes him a heroor a monster.

Serpent's Gift

Orphaned by an assassin's blade, Besmir spends his youth on the fringes of society. He grows into a hunstman of some note, suitable to put food on the Duke's table, if unfit to join the meal. His simple, meager life is thrown into chaos when he finds himself approached by Zaynorth, an illusion mage who has come in search of Besmir, bearing a remarkable truth: the huntsman is far more than he knows himself to be. Along with his apprentice, Keluse, Besmir follows Zaynorth to a new and distant land where he will vie for a throne stolen by the very man responsible for his parents death. In Heart of a Huntsman, an orphan of noble birth must rally the people of a foreign land to his cause and lead them against a treacherous king - one whose army includes the very legions of Hell.

Night's Gift

Second Quest is a stand-alone graphic novella inspired by Zelda. It's an original story about a young woman from a small town in the sky who begins to suspect that the legends about her home aren't true.

He Drank, and Saw the Spider

It should have been a case like any other: a missing princess, a king willing to pay in gold for her return. But before he realizes it, sword jockey Eddie LaCrosse is swept up in a web of mystery and deceit involving a brutally murdered royal heir, a queen accused of an unspeakable crime, and the tragic past he thought he'd left

behind. In order to uncover the answers he seeks, Eddie must delve into the dark underbelly of society while digging deep into his own private history, drawing past and present together. Vast conspiracies, women both beautiful and deadly, and a centuries-old revenge scheme are only a few of the pieces in a lethal puzzle. The Sword-Edged Blonde is a tour-de-force foray into a realm of action, intrigue, and murder.

Dark Jenny

Fourteen-year-old Augum and friends Bridget and Leera dream of becoming warlocks, but with the kingdom in chaos, it will take courage, sacrifice and an iron will to make that dream come true. The three friends navigate an ancient abandoned castle, endure grueling training, challenge old mysteries and learn that a bond forged in tragedy might be the only thing to save them from a ruthless enemy.

A Demon in Silver (War of the Archons)

In a world where magic has vanished, rival nations vie for power in a continent devastated by war. When a young woman demonstrates magical talent for the first time in decades there are those that will kill to obtain her power. But the girl finds that guardians can come from the most unlikely places.

Valor

The Shadow Sister Ryana, the very Shadow of Death, is marrying her beloved and joining his gypsy clan. War took her innocence, and now she's determined to rebuild her life. But religious cults are springing up, and the gypsies come under attack. Ryana's best friend in the Sisters, Jelena, has fled to join one of the cults, and the senior Sister asks Ryana to find out why. Too late, Ryana discovers their enemies have a sweet and seductive weapon, one that has turned Jelena into her enemy. Ryana is betrayed, kidnapped and her will stolen. She must regain it if she is to defend her clan and the Shadow Sisters. If she fails, it means the end of both her families--her new gypsy clan and the Sisters she swore to defend.

Burden's Edge

For a thousand years magic has been outlawed and its wielders rounded up and taken to The White Tower for purging. Those unfortunate enough to be born with the gift struggle every day to keep their identities hidden. The Jun'ri have ruled over the Van'ae since the fall of the wizard order, but the winds of change are beginning to shift. Magic is on the rise. Those that seek to exploit it as well as those that seek to defend it will once again be forced to stand and fight. At sixteen, TY knows he's different. With the arrival of the Black Watch in Easthaven, his family is forced to reveal a secret that threatens to strip away everything he held to be true. The answer to who he is will not only threaten his life, but the lives of everyone around him. Thrown into an age old war, Ty is forced to use the one thing he fears the most in order to survive . . . magic. No prisoner has ever escaped the White Tower. FERRIN is determined to be the first. After enduring extensive torture by a sadistic

Inquisitor, Ferrin is told that he will suffer the Chambers of Purging if he does not help them create magic-infused weapons for their growing army. As Guardian Protector to the High King, AYRION is no stranger to battle. With a neighboring kingdom threatening war, dark creatures of magic growing at an alarming rate, and a hidden enemy plotting from within the palace walls, he has no choice but to unleash his twin blades before everything he holds dear is ripped away. VALTOR, Arch Chancellor of the White Tower and newly promoted advisor to Prince Dakaran, has been using his position to not only round up any and all gifted wielders as he works to build an army for what he perceives will be an epic battle between those with magic and those without.

The Witchcraft of Salem Village

The New York Times bestselling author of the Seven Wonders series and of books in the 39 Clues series, Peter Lerangis, brings us the hair-raising, edge-of-your-seat second installment of the Max Tilt trilogy. When thirteen-year-old Max Tilt stumbled across his great-great-great-grandfather Jules Verne's unfinished, unpublished manuscript, *The Lost Treasures*, he thought he had the answer to all his problems, but nothing in life is ever that easy. With his mom's illness getting worse again, Max needs to figure out a way to save his family—now more than ever. So Max and his cousin Alex revisit *The Lost Treasures*, and they find a clue that just might be the key to a cure. It's the story of Verne's seemingly impossible recovery from a near-fatal gunshot wound. Somehow, after being shot, Verne didn't just survive, he thrived. And the book hints that he was only able to do so after collecting magical healing elements that he'd saved from a race around the world. Piecing together hints from Verne's *Around the World in 80 Days* and his lost manuscript, Max and Alex realize there's a way to save Max's mom if they're daring enough to try. It's a race against time in the second installment of the action-packed adventure series from master storyteller and New York Times bestselling author Peter Lerangis.

The Last Black Unicorn

"Augum, Bridget and Leera take on their final epic quest: defeating the Lord of the Legion. But how much will they have to sacrifice to save the kingdom from his tyranny?"--

Heart of a Huntsman

Wrongly accused of poisoning a member of the queen's personal guard, sword-for-hire Eddie LaCrosse struggles to find the real killer in order to prevent his own execution, a case that exposes a sinister plot against the throne.

Honor's Price

"An action packed fantasy sure to please fans of Morgan Rice's previous novels, along with fans of works such as *The Inheritance Cycle* by Christopher Paolini.... Fans of Young Adult Fiction will devour this latest work by Rice and beg for more."
--The Wanderer, A Literary Journal (regarding *Rise of the Dragons*) The #1

Bestselling series, with over 400 five star reviews on Amazon! A REALM OF SHADOWS is book #5 in Morgan Rice's bestselling epic fantasy series KINGS AND SORCERERS (which begins with RISE OF THE DRAGONS, a free download)! In A REALM OF SHADOWS, Kyra finds herself in the midst of a burning capital, attacked by a host of dragons, clinging for life. With her beloved homeland destroyed, The Flames down and the trolls pouring in, Kyra must urgently quest to Marda to retrieve the magic weapon before it is too late—even if it takes her into the very heart of darkness. Duncan finds himself trapped, with the others, in the burning capital, and he uses all his wits to find his men, attempt escape, and rally his forces to regroup and attack Pandesia. Across the kingdom, Merk sails with King Tarnis' daughter through the Bay of Death as they abandon the Tower of Kos and sail for the warrior isle of Knossos. Pursued by Vesuvius and his army of trolls, crossing the world's most treacherous waters, they know they have little chance to reach the isle, and even less chance of escape. Dierdre and Marco survive the tidal wave that destroyed Ur only to find their beloved city under water. With everyone they knew and loved lost and dead, they must pick up the pieces and journey to the one person they know who is left alive: Kyra. Alec, meanwhile sails back for Escalon with the people of The Lost Isles, holding the precious sword that might just change everything. But none expect to encounter a land destroyed, a land that is now teeming with dragons. With its strong atmosphere and complex characters, A REALM OF SHADOWS is a sweeping saga of knights and warriors, of kings and lords, of honor and valor, of magic, destiny, monsters and dragons. It is a story of love and broken hearts, of deception, ambition and betrayal. It is fantasy at its finest, inviting us into a world that will live with us forever, one that will appeal to all ages and genders. Book #6 in KINGS AND SORCERERS will be published soon. "If you thought that there was no reason left for living after the end of the Sorcerer's Ring series, you were wrong. Morgan Rice has come up with what promises to be another brilliant series, immersing us in a fantasy of trolls and dragons, of valor, honor, courage, magic and faith in your destiny. Morgan has managed again to produce a strong set of characters that make us cheer for them on every page....Recommended for the permanent library of all readers that love a well-written fantasy." --Books and Movie Reviews, Roberto Mattos (regarding Rise of the Dragons)

The Demon's Apprentice

When Ancestor's Valley of tombs is threatened by visitors from the stars, archaeologist Gordon Mitchell and his team from StarBridge struggle to salvage the burial sites, until a team member is brutally killed. Original.

Enchantress

When an archaeological find beneath the surface of the Starbridge Academy's asteroid base threatens to destroy their dreams for the future, instructor Serge and student Heather spring into action. Original.

Children of the Blessing

Minalan gave up a promising career as a professional warmage to live the quiet life

of a village spellmonger in the remote mountain valley of Boval. It was a peaceful, beautiful little fief, far from the dangerous feudal petty squabbles of the Five Duchies, on the world of Callidore. There were cows. Lots of cows. And cheese. For six months things went well: he found a quaint little shop, befriended the local lord, the village folk loved him, he found a sharp young apprentice to help out, and best yet, he met a comely young widow with the prettiest eyes . . . Then one night Minalan is forced to pick up his mageblade again to defend his adopted home from the vanguard of an army of goblins - gurvani, they call themselves - bent on a genocidal crusade against all mankind. And that was the good news. The bad news was that their shamans were armed with more magical power than has been seen since the days of the ancient Imperial Magocracy - and their leader, a mysterious, vengeful force of hate and dark magic, is headed directly to Boval Vale, along with a massive invading army of gurvani. The good people of Boval and their spellmonger have only one choice: to hole up in the over-sized Boval Castle and hope they can endure a siege against hundreds of thousands of goblins. When the people look to him for hope, Minalan does his best, but the odds are depressing: there are multitudes of goblins, and they want Boval Vale as a staging ground for a vengeful invasion of the whole Five Duchies. Add to his troubles a jealous rival mage, a motley band of mercenaries, a delusional liege lord who insists victory is at hand despite the hordes at his door, a dour castellan, a moody, pregnant girlfriend and a catty ex-girlfriend who specializes in sex magic - all trapped in a stinking, besieged castle with no hope of rescue, and you'll understand why Minalan is willing to take his chances with the goblins. All that stands between the gurvani horde and the people of the Five Duchies is one tired, overwhelmed baker's son who wanted nothing more than to be a simple village spellmonger!

Max Tilt: Enter the Core

The Falcon's Call! From the moment Dara of Westwood spied the Silver Headed Raptor nesting in Rundeval Peak, the precocious redheaded twelve-year-old girl was enchanted. The youngest daughter of the Master of the Wood lived in ramshackle Westwood Hall, in the independently-minded Westwood estate of Sevendor. Her determination to capture a baby falcon and train it wasn't hampered by the fact that Dara had never climbed a mountain, had never been trained in falconry, or even remotely had permission from her father to do it. Dara wanted the falcon . . . and the only thing in her way was the mountain, an angry mother falcon, and her own fears. But the daring climb up Rundeval and actually capturing the fledgling falcon is just the beginning of her troubles. Actually learning falconry and training the willful bird is a responsibility she had barely considered. Worse, there is trouble afoot in the domain: a new lord has come to rule over Sevendor and all of her people, replacing the corrupt old Sir Erantal. While everyone welcomes the change, the new lord is a wizard: a magelord, the first of his kind in four hundred years: Lord Minalan the Spellmonger. And he's not alone. He's brought thousands of oddly-dressed Wilderlanders with him, families escaping the wars in the west . . . and settling in Sevendor. Within weeks of holding his first court as lord of Sevendor, the wizard's magic begins to cause problems. Magelord Minalan turns Sevendor Castle, the entire mountain of Rundeval, and a good portion of the Westwood -including Dara's home - into enchanted white stone when a spell goes unexpectedly awry one fateful night. As a result, Dara learns that she, too, may become a mage someday. Soon after she discovers that she can see

through her falcon's eyes and share her thoughts, the talents of a beastmaster, opening up a brilliant new world for her. The folk of the valley have enough to eat for the first time in a generation, there are wizards all over Sevendor, and the castle glows with a magic light at night. The fortunes of the Westwood estate rise. But the Magelord finds foes as well as friends in Sevendor. Though prosperity flows from the Magelord's benevolent rule, the changes are frightening to some who have lost power since the Magelord came. Outside the Westwood, the other natives of the domain are upset by their magical lord and his strange new people, and there are whispers of rebellion. And outside of the domain, the neighboring lords, urged on by sinister forces, conspire to plunge Sevendor into war - with Dara and her family along with it! What can one girl and her falcon do? When the Magelord leaves on business and his enemies close in on her home, Dara discovers she may hold the answer to saving them all! The fate of the entire domain rests with Dara of Westwood, the girl they'll call the Hawkmaiden!

Spellmonger

Olivia Stensrud, a beloved daughter of the Lakota Wolf Clan, lives a charmed life in a world recovering from the nuclear attacks seventy-five years earlier. When she is stolen by a feral cat-shifter who insists she's his mate, the men of her clan track her down and take her back. Sent away to safety, Olivia finds it impossible to forget the handsome savage who lives according to nature's law. Kit is heartbroken. A mate is a rare thing for his kind to find. Her father promised to kill him if he ever came near Olivia again, but Kit can't give up such a precious treasure. Determined to make himself a fit mate for a Daughter of the Wolf Clan, Kit goes to live with humans and learn their civilized ways. Will the thin veneer of culture be enough to win her heart? Or will her menfolk drive him off before he even has a chance to court her? Read the story of Tracker and Tami's daughter!

The Sword-Edged Blonde

In this era of the Boomerang Generation, here at last is a full and frank guide to avoiding the need to move back in with your parents. Rob Carrick of The Globe and Mail is one of Canada's most trusted and widely read financial experts. His latest book is the first by anyone to target financial advice specifically at young adults graduating from university or college and moving into the workforce, into the housing market and into family life. Financial beginners, in other words. Carrick offers what can only be described as a wealth of information, on the full life cycle of financial challenges and opportunities young people face, including saving for a post-secondary education and paying off student debts, establishing a credit rating, basic banking and budgeting, car and home buying, marriage and raising children of their own, and insurance. The book is mindful throughout that parents have a big role to play in all this. It addresses young readers throughout but regularly asks them to see things from their parents' perspective. In that way, Rob Carrick is able to offer advice to both generations. He even recognizes that in these difficult times, moving back in with the folks is sometimes a short-term necessity. So there is a section devoted to such important questions as: Should your parents be charging you rent? For that and many thousands of dollars' worth of other reasons, this is a book that every parent needs to buy for each of their kids, plus one for themselves. From the Trade Paperback edition.

Letters to a Young Scientist

From Jeff Wheeler, the Wall Street Journal bestselling author of the Kingfountain novels, comes an epic new series of warring kingdoms, deadly family rivalries, and fearless loyalty. Uneasy lies the head that wears a crown. A brutal war of succession has plunged the court of Kingfountain into a power struggle between a charitable king who took the crown unlawfully and his ambitious rival, Devon Argentine. The balance of power between the two men hinges on the fate of a young boy ensnared in this courtly intrigue. A boy befittingly nicknamed Ransom. When the Argentine family finally rules, Ransom must make his own way in the world. Opportunities open and shut before him as he journeys along the path to knighthood, blind to a shadowy conspiracy of jealousy and revenge. Securing his place will not be easy, nor will winning the affection of Lady Claire de Murrow, a fiery young heiress from an unpredictably mad kingdom. Ransom interrupts an abduction plot targeting the Queen of Ceredigion and earns a position in service to her son, the firstborn of the new Argentine dynasty. But conflict and treachery threaten the family, and Ransom must also come to understand and hone his burgeoning powers--abilities that involve more than his mastery with a blade and that make him as much a target as his lord.

Knight's Ransom

"The only time I put it down was when I fell asleep reading!" ★★★★★ A coming of age story set in a world where kings are the puppets of trapped demons and demigods influence events from their hidden city. Children of the Blessing is the first book in the Lemurian Chronicles, an epic fantasy series, and is perfect for fans of Robert Jordan, Brandon Sanderson, Raymond E. Feist and other great fantasy authors. Long before the world of man, demons and demigods battled for dominance. After the demons were finally bound in the Well of Sacrifice, the system of good and evil became tentatively balanced. Now that balance is threatened. Marked at birth by the gods, Renn and Avaris set in motion an ancient prophecy that promises to shift the balance of power, so dark forces will rule unchecked. With armies and a host of magic users at his command, the Grand Warlock, Khan Devin, is determined to use the boys to fix his place as the unchallenged ruler of man. When Renn comes of age, his family is attacked and his home destroyed by Khan's followers. Joining other teenage Lore users, Renn has to make the perilous journey across the continent to reach the safety of Elder Island to be trained by the Lore Masters, with Khan Devin determined to stop them at every step. Far to the north, Avaris is abandoned and left for dead by his father, the high clan chief, who fears his blessed child. Now on his own, Avaris fights for survival with the help of an outcast necromancer. But when Avaris's tribe is attacked by Khan's evil creatures and the survivors taken as slaves, Avaris must find a way to free his people. He follows the evil creatures to the Cragg Mountains, where he must face the full forces of the evil side of the Lore. Renn and Avaris must defeat Kahn Devin and his dark forces before the demons are unleashed and the world devolves into never-ending despair . . . which means Renn and Avaris must accomplish the impossible and change their destiny. "The author does a phenomenal job in creating for the reader a magical world that is both suspenseful and compelling. I love a book that can seamlessly blend my reality with its world of fantasy and magic. Perry Morris's book, Children of the Blessing, does just that."

--Peg Glover, Write-Escape.com

Olivia's Mate

Pulitzer Prize-winning biologist Edward O. Wilson imparts the wisdom of his storied career to the next generation. Edward O. Wilson has distilled sixty years of teaching into a book for students, young and old. Reflecting on his coming-of-age in the South as a Boy Scout and a lover of ants and butterflies, Wilson threads these twenty-one letters, each richly illustrated, with autobiographical anecdotes that illuminate his career—both his successes and his failures—and his motivations for becoming a biologist. At a time in human history when our survival is more than ever linked to our understanding of science, Wilson insists that success in the sciences does not depend on mathematical skill, but rather a passion for finding a problem and solving it. From the collapse of stars to the exploration of rain forests and the oceans' depths, Wilson instills a love of the innate creativity of science and a respect for the human being's modest place in the planet's ecosystem in his readers.

How Not to Move Back in With Your Parents

Mercenary Eddie LaCrosse discovers that the teen whose father he failed to rescue from a bear attack 16 years ago now needs his help in the latest novel of the series following *Wake of the Bloody Angel*.

Legend

Anna Stone, on the run from the Legion, tasks the trio with a dangerous new quest that could turn the tide in the war. But when Harvus pushes Augum too far, a brazen act of rebellion plunges everyone into mortal peril

Riven

When a young man chooses a forbidden calling, he must prove his worth . . . or watch his kingdom fall. Sixteen-year-old Augum Stone is a warlock prodigy suffocating under the weight of expectations. Students idolize him. Nobles plot to exploit him. Commoners think he's a miracle-maker. And with invasion looming, his already war-weakened kingdom expects him to be its champion. But Augum doesn't want to be a pawn in someone else's game. He'll forge his own path: that of the Arcaner—not a warlock or a knight, but a lethal combination of both. Legend says Arcaners once had the power to summon dragons. If true, it could change everything. Resurrecting the Arcaner path comes with consequences, however. Scandal. Malice. Treachery. And a harrowing test of character. He must survive. He must prove he's worthy of an ancient path. And he must save the kingdom . . . before it's too late. * * * Sever Bronny is the Amazon bestselling author of the epic coming of age Arinthian Line series. *Burden's Edge* paperback page count: 410 Genres: Young adult fantasy, sword and sorcery, coming of age, fantasy, action and adventure, epic, mystery. Explicit language: Mild Violence: Mild to medium To receive advance notice of Sever Bronny's releases go to severbronny.com/contact and subscribe to the newsletter.

Max Tilt: 80 Days or Die

The inspiring, unlikely story of the American, Canadian, South Korean and even North Korean women who joined together to form Korea's first Olympic ice hockey team. Two weeks before the opening ceremony of the 2018 Winter Olympics, South Korea's women's hockey team was forced into a predicament that no president, ambassador or general had been able to resolve in the sixty-five years since the end of the Korean War. Against all odds, the group of young women were able to bring North and South Korea closer than ever before. The team was built for this moment. They had been brought together from across the globe and from a wide variety of backgrounds—concert pianist, actress, high school student, convenience store worker—to make history. Now the special kinship they had developed would guide them through the biggest challenge of their careers. Suddenly thrust into an international spotlight, they showed the powerful meaning of what a unified Korea could resemble. In *A Team of Their Own*, Seth Berkman goes behind the scenes to tell the story of these young women as they became a team amid immense political pressure and personal turmoil, and ultimately gained worldwide acceptance on a journey that encapsulates the truest meanings of sport and family.

Ancestor's World

"An action packed fantasy sure to please fans of Morgan Rice's previous novels, along with fans of works such as *The Inheritance Cycle* by Christopher Paolini.... Fans of Young Adult Fiction will devour this latest work by Rice and beg for more." --*The Wanderer*, A Literary Journal (regarding *Rise of the Dragons*) The #1 Bestselling series! *THE WEIGHT OF HONOR* is book #3 in Morgan Rice's bestselling epic fantasy series *KINGS AND SORCERERS* (which begins with *RISE OF THE DRAGONS*, a free download)! In *THE WEIGHT OF HONOR*, Kyra finally meets her cryptic uncle, and is shocked to discover he is not the man she expected. She embarks on a period of training which will test her stamina and her frustration, as she soon encounters the limits of her power. Unable to summon her dragon, unable to search deep within, and feeling an urgency to help in her father's wars, Kyra doubts if she will ever become the warrior she thought she was. And when she meets a mysterious boy, more powerful than her, deep in the forest, she wonders what her future really has in store for her. Duncan must descend the peaks of Kos with his new army and, vastly outnumbered, launch a risky invasion on the capital. If he wins, waiting behind its ancient walls, he knows, will be the old king and his nest of nobles and aristocrats, all with their own agendas, all of them as quick to betray as they are to embrace. Unifying Escalon may, indeed, be harder than freeing it. Alec, in Ur, must tap his unique skills in the forge to aid the resistance if they have any chance of defending against the looming Pandesian invasion. He is awestruck when he encounters Dierdre, the strongest girl he has ever meet. The time she has a chance to make a stand against Pandesia, and as she bravely faces off, she who wonders if her father and his men will have her back this time. Alec, in Ur, must tap his unique skills in the forge to aid the resistance if they have any chance of defending against the looming Pandesian invasion. He is awestruck when he encounters Dierdre, the strongest girl he has ever met. This time she has a chance to make a stand against Pandesia, and as she bravely faces off, she wonders if her father and his men will have her back this time. Vesuvius

leads his Troll nation across a vulnerable Escalon, devastating the land, while Theos, enraged at what becomes of his son, is on a rampage himself, and will not stop until all of Escalon is aflame. With its strong atmosphere and complex characters, THE WEIGHT OF HONOR is a sweeping saga of knights and warriors, of kings and lords, of honor and valor, of magic, destiny, monsters and dragons. It is a story of love and broken hearts, of deception, ambition and betrayal. It is fantasy at its finest, inviting us into a world that will live with us forever, one that will appeal to all ages and genders. Book #4 in KINGS AND SORCERERS will be published soon. "If you thought that there was no reason left for living after the end of the Sorcerer's Ring series, you were wrong. Morgan Rice has come up with what promises to be another brilliant series, immersing us in a fantasy of trolls and dragons, of valor, honor, courage, magic and faith in your destiny. Morgan has managed again to produce a strong set of characters that make us cheer for them on every page....Recommended for the permanent library of all readers that love a well-written fantasy." --Books and Movie Reviews, Roberto Mattos (regarding Rise of the Dragons) "[The novel] succeeds—right from the start.... A superior fantasy...It begins, as it should, with one protagonist's struggles and moves neatly into a wider circle of knights, dragons, magic and monsters, and destiny....All the trappings of high fantasy are here, from soldiers and battles to confrontations with self....A recommended winner for any who enjoy epic fantasy writing fueled by powerful, believable young adult protagonists." --Midwest Book Review, D. Donovan, eBook Reviewer (regarding Rise of the Dragons) "A plot-driven novel that's easy to read in a weekend...A good start to a promising series." --San Francisco Book Review (regarding Rise of the Dragons)

Second Quest

Ryuu is a boy orphaned by violence at a young age. Found by a wandering warrior, he learns he may have more strength than he ever imagined possible. A quiet child, Moriko is forced into a monastic system she despises. Torn from her family and the forest she grew up in, she must fight to learn the skills she'll need to survive her tutelage under the realm's most dangerous assassin. Young, beautiful, and broke, Takako is sold to pay for her father's debts. Thrust into a world she doesn't understand and battles she didn't ask for, she must decide where her loyalties lie. When their lives crash together in a Kingdom on the brink of war, the decisions they make will change both their lives and their Kingdom forever. If they can stay alive.

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