

Luck In The Shadows

Master spies Seregil and Alec are no strangers to peril. Their assignments, nightrunning for wizards and nobles, have led them into many deadly situations. But sometimes the greatest danger can lurk beneath a Traitor's Moon. . . . Wounded heroes of a cataclysmic battle, Seregil and Alec have spent the past two years in self-imposed exile, far from their adopted homeland, Skala, and the bitter memories there. But as the war rages on, their time of peace is shattered by a desperate summons from Queen Idralain, asking them to aid her daughter on a mission to Aurënen, the very land from which Seregil was exiled in his youth. Here, in this fabled realm of magic and honor, he must at last confront the demons of his dark past, even as Alec discovers an unimagined heritage. And caught between Skala's desperate need and the ancient intrigues of the Aurënfäie, they soon find themselves snared in a growing web of treachery and betrayal. Willie Sterner's skill as a painter brought him to a fateful meeting with the renowned Oskar Schindler and helped him evade death at the hands of the Nazis.

Enemies make the best allies. Louie Thorne is good at only one thing. Killing. She knows peace only when she kills and this relentless thirst drives her to hunt the world's worst crime lords. But when her cancer-stricken aunt makes a dying wish, Louie is torn between her own dark nature and a promise made to the only family she has left. Enter Konstantine, bastard son of the crime lord who killed Louie's family, and now the leader of the Ravens--a ruthless crime faction from Florence's underworld. He didn't rise to power without making enemies and now one of those enemies has made Konstantine the most hunted man alive. Konstantine's only hope of reclaiming his throne is to trust the woman who wants him dead...

A classic fantasy/mystery from critically acclaimed novelist John Bellairs Lewis thought the amulet would bring him good luck--instead, it brought nothing but evil. Lewis is sure that Grandpa Barnavelt's 1859 lucky coin is really a magic talisman in disguise. With its power, he could do anything he wanted--like get back at bully Woody Mingo. But as soon as he begins wearing the coin around his neck, strange things start to happen. Mysterious letters arrive in the dead of night. A strange, shadowy figure seems to be tracking him. And when Lewis finally gets his revenge on Woody, he feels as if someone else is inside his body, urging him to go even further. Has Lewis awakened a force beyond his control?

"A new star is rising in the fantasy firmament...teems with magic and spine-chilling amounts of skullduggery."--Dave Duncan, author of *The Great Game* When young Alec of Kerry is taken prisoner for a crime he didn't commit, he is certain that his life is at an end. But one thing he never expected was his cellmate. Spy, rogue, thief, and noble, Seregil of Rhiminee is many things--none of them predictable. And when he offers to take on Alec as his apprentice, things may never be the same for either of them. Soon Alec is traveling roads he never knew existed, toward a war he never suspected was brewing. Before long he and Seregil are embroiled in a sinister plot that runs deeper than either can imagine, and that may cost them far more than their lives if they fail. But fortune is as unpredictable as Alec's new mentor, and this time there just might be...Luck in the Shadows.

In a mythic Scotland, two unlikely heroes must make a dangerous journey to save their people. Agatha is a Hawk, brave and fierce, who protects her people by patrolling the high walls of their island home. She is proud of her job, though some in her clan whisper that it is meant to keep her out of the way because of the condition she was born with. Jaime, thoughtful and anxious, is an Angler, but he hates the sea. Worse, he's been chosen for a duty that the clan hasn't required for generations: to marry. The elders won't say why they have promised him to a girl in a neighboring clan, but there are rumors of approaching danger. When disaster strikes and the clan is kidnapped, it is up to Agatha and Jaime to travel across the haunted mainland of Scotia to Norveg, with help along the way from a clan of nomadic Highland bull riders and the many animals who are drawn to Agatha's extraordinary gift of communication. Thrilling and dark yet rich with humor and compassion, this is the first book in the Shadow Skye trilogy, written by a wonderful new voice in fantasy and introducing a welcome new kind of hero.

Welcome to Mithgar, Dennis L. McKiernan's classic bestselling fantasy series of adventure where legends are forged in the fires of sorcery.... For as long as she can remember, the Elven Lady Arin has been besieged by visions from the past—or the future. But none has ever left her so shaken as the one that foretells the fall of Mithgar: images of raging dragons and brutal legions laying waste to everything in their path signifying a devastating war that will threaten the land. There is more to the prophecy than a warning—riddles within the vision that Arin must decipher if she is to prevent the forthcoming destruction. And it will take a journey across countless leagues—connected to a relic of immense power known as the Dragonstone—to find the answers to Mithgar's salvation....

In a future where the Population Police enforce the law limiting a family to only two children, Luke, an illegal third child, has lived all his twelve years in isolation and fear on his family's farm in this start to the Shadow Children series from Margaret Peterson Haddix. Luke has never been to school. He's never had a birthday party, or gone to a friend's house for an overnight. In fact, Luke has never had a friend. Luke is one of the shadow children, a third child forbidden by the Population Police. He's lived his entire life in hiding, and now, with a new housing development replacing the woods next to his family's farm, he is no longer even allowed to go outside. Then, one day Luke sees a girl's face in the window of a house where he knows two other children already live. Finally, he's met a shadow child like himself. Jen is willing to risk everything to come out of the shadows—does Luke dare to become involved in her dangerous plan? Can he afford not to?

The Gap series comes to a shattering climax in a cataclysmic showdown that will mean either the survival of all humankind . . . or its absorption and annihilation. Drifting in space, sabotaged by a crewman tainted with an alien mutagen, the starship Trumpet broadcasts to any ship in range the formula of the mutagen's antidote—a drug the United Mining Companies has suppressed for its own sinister purposes. Aboard the crippled ship, the fugitives and survivors—Morn Hyland, an ex-UMCP cop, Angus Thermopyle, a newly freed cyborg, and unwilling saboteur Ciro Vasaczk—must make a desperate gamble. Pursued by the UMCP ship Punisher, threatened by the return of an Amnion combat vessel, they will hijack the police craft by any means necessary—and take it back to Earth.

Instant #1 New York Times Bestseller! See the Grishaverse come to life on screen with *Shadow and Bone*, now a Netflix original series. The wolves are circling and a young king will face his greatest challenge in the explosive finale of the instant #1 New York Times—bestselling *King of Scars* Duology. *The Demon King*. As Fjerda's massive army prepares

to invade, Nikolai Lantsov will summon every bit of his ingenuity and charm—and even the monster within—to win this fight. But a dark threat looms that cannot be defeated by a young king's gift for the impossible. The Stormwitch. Zoya Nazyalensky has lost too much to war. She saw her mentor die and her worst enemy resurrected, and she refuses to bury another friend. Now duty demands she embrace her powers to become the weapon her country needs. No matter the cost. The Queen of Mourning. Deep undercover, Nina Zenik risks discovery and death as she wages war on Fjerda from inside its capital. But her desire for revenge may cost her country its chance at freedom and Nina the chance to heal her grieving heart. King. General. Spy. Together they must find a way to forge a future in the darkness. Or watch a nation fall. An Imprint Book Read all the books in the Grishaverse! The Shadow and Bone Trilogy (previously published as The Grisha Trilogy) Shadow and Bone Siege and Storm Ruin and Rising The Six of Crows Duology Six of Crows Crooked Kingdom The King of Scars Duology King of Scars Rule of Wolves The Language of Thorns: Midnight Tales and Dangerous Magic The Severed Moon: A Year-Long Journal of Magic Praise for the Grishaverse "A master of fantasy." —The Huffington Post "Utterly, extremely bewitching." —The Guardian "This is what fantasy is for." —The New York Times Book Review "[A] world that feels real enough to have its own passport stamp." —NPR "The darker it gets for the good guys, the better." —Entertainment Weekly "Sultry, sweeping and picturesque. . . Impossible to put down." —USA Today "There's a level of emotional and historical sophistication within Bardugo's original epic fantasy that sets it apart." —Vanity Fair "Unlike anything I've ever read." —Veronica Roth, bestselling author of Divergent "Bardugo crafts a first-rate adventure, a poignant romance, and an intriguing mystery!" —Rick Riordan, bestselling author of the Percy Jackson series

Do you have a real relationship with God, or do you just have a religion? Do you know God, or do you just know about God? In *How Big Is Your God?* Paul Coutinho, SJ, challenges us to grow stronger and deeper in our faith and in our relationship with God—a God whose love knows no bounds. To help us on our way, Coutinho introduces us to people in various world religions—from Hindu friends to Buddhist teachers to St. Ignatius of Loyola—who have shaped his spiritual life and made possible his deep, personal relationship with God.

An original new series, with heart-pounding suspense and surprising twists. Meet Louie Thorne. They didn't kill her--and they'll soon regret it. When DEA agent Jack Thorne's house is stormed by vengeful drug lords, both he and his wife are shot dead. Only his daughter Louie survives--by using a terrifying power that defies reason. Piecing together a life in his absence, Louie embraces her gift and her rage under the force of a single need: revenge. She will destroy the men that took her family. No matter the cost, no matter how many bullets, she won't stop until justice has been well and truly served. Praise for *Shadows in the Water* ????? "An amazing book with a unique premise!" ????? "Dark and suspenseful, *Shadows in the Water* sends tingles down your spine!" ????? "The main character is a serial killer, but it's cool. She only kills the bad guys." ????? "This book is well done. It grabs you and doesn't want to let go no matter how tired you are and need to sleep." ????? "Something really different in the supernatural/power type of story. I thoroughly enjoyed this book with plenty of suspense, well-drawn characters, and a really unusual premise." ????? "Such a great book! I can't wait to read the next one!" ????? "Taut, well written, and absorbing!" ????? "One of the best supernatural thrillers." ????? "I really liked this book." ????? "From the moment Lou disappears in the bath, I was hooked!" Don't miss any of Kory M. Shrum's gripping Louie Thorne thrillers: SHADOWS IN THE WATER * UNDER THE BONES * DANSE MACABRE * CARNIVAL * DEVIL'S LUCK

With the Leran threat laid to rest, Alec and Seregil are now able to turn their attention to the ancient evil which threatens their land. The Plenimarans, at war with Skalans, have decided to defeat their ancient enemy by raising up the Dead God, Seriamaius. The early attempts at this reincarnation--masterminded by the sinister Duke Mardus and his sorcerous minion Vargul Ashnazai--once left Seregil in a sorcerous coma. Now, an ancient prophecy points to his continuing role in the quest to stop Mardus in his dread purpose. Seregil's friend and Mentor, the wizard Nysander, has long been the guardian of a deadly secret. In a secret, silver-lined room hidden well beneath the Oreska, he has served for most of his 300 years as the keeper of a nondescript clay cup. But this cup, combined with a crystal crown and some wooden disks, forms the Helm of Seriamaius, and any mortal donning the reconstructed Helm will become the incarnation of the god on earth. Nysander holds the cup and Mardus the wooden disks--one of which was responsible for Seregil's coma--but the crown must still be located. Threatened under pain of death by Nysander to keep his quest a secret even from his loyal companion, Alec, Seregil is dispatched to find the last missing piece of the Helm so that he and Nysander can destroy it. But this is only the beginning of one of his deadliest journeys ever, for the prophecy also holds that four will come together in a time of darkness, and gradually all that Seregil values is placed at risk as he, Alec, Nysander and Micum are drawn into a deadly web of terror and intrigue.

From NYT bestselling author Brent Weeks comes the first novel in his breakout fantasy trilogy in which a young boy trains under the city's most legendary and feared assassin, Durzo Blint. For Durzo Blint, assassination is an art--and he is the city's most accomplished artist. For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned to judge people quickly--and to take risks. Risks like apprenticing himself to Durzo Blint. But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics--and cultivate a flair for death. Devour this blockbuster tale of assassination and magic by Brent Weeks, which has delighted readers all over the world--with over one million copies in print! Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Night Angel: The Complete Trilogy (omnibus) Perfect Shadow: A Night Angel Novella (e-only) The Way of Shadows: The Graphic Novel For more from Brent Weeks, check out: Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White The Black Company, courageous mercenaries serving the Lady, battles the evil rebel forces falsely professing to follow the White Rose, a long-dead heroine, and discovers the

mute girl they rescued is the true White Rose reborn

Another exciting adventure from the #1 New York Times best-selling series! The darkest secrets are the hardest to bring to light.... Sylvestri Yarrow is on a streak of bad luck with no end of sight. She's been doing her best to keep the family cargo business going after her mom's death, but between mounting debt and increasing attacks by the Nihil on unsuspecting ships, Syl is in danger of losing all she has left of her mother. She heads to the galactic capital of Coruscant for help, but gets sidetracked when she's drawn into a squabble between two of the Republic's most powerful families over a patch of space on the frontier. Tangled up in familial politics is the last place Syl wants to be, but the promise of a big payoff is enough to keep her interested... Meanwhile, Jedi Knight Vernestra Rwoh has been summoned to Coruscant, but with no idea of why or by whom. She and her Padawan Imri Cantaros arrive at the capital along with Jedi Master Cohmac Vitus and his Padawan, Reath Silas—and are asked to assist with the property dispute on the frontier. But why? What is so important about an empty patch of space? The answer will lead Vernestra to a new understanding of her abilities, and take Syl back to the past...and to truths that will finally come out of the shadows. Don't miss any of the adventure and excitement of Star Wars: The High Republic! Into the Dark by Claudia Gray A Test of Courage by Justina Ireland Race to Crashpoint Tower by Daniel José Older

Sometimes the price of destiny is higher than anyone imagined.... Dark Magic, Hidden Destiny For three centuries a divine prophecy and a line of warrior queens protected Skala. But the people grew complacent and Erius, a usurper king, claimed his young half sister's throne. Now plague and drought stalk the land, war with Skala's ancient rival Plenimar drains the country's lifeblood, and to be born female into the royal line has become a death sentence as the king fights to ensure the succession of his only heir, a son. For King Erius the greatest threat comes from his own line — and from Illior's faithful, who spread the Oracle's words to a doubting populace. As noblewomen young and old perish mysteriously, the king's nephew — his sister's only child — grows toward manhood. But unbeknownst to the king or the boy, strange, haunted Tobin is the princess's daughter, given male form by a dark magic to protect her until she can claim her rightful destiny. Only Tobin's noble father, two wizards of Illior, and an outlawed forest witch know the truth. Only they can protect young Tobin from a king's wrath, a mother's madness, and the terrifying rage of her brother's demon spirit, determined to avenge his brutal murder....

Vowing to return to his father--the city storyteller--his lost gift of speech, Haroun begins a quest that introduces him to a mad bus driver, the Shadow Warriors, and the land of darkness.

'A masterfully crafted, brutally compelling Norse-inspired epic' Anthony Ryan THE GREATEST SAGAS ARE WRITTEN IN BLOOD. A century has passed since the gods fought and drove themselves to extinction. Now only their bones remain, promising great power to those brave enough to seek them out. As whispers of war echo across the land of Vigrið, fate follows in the footsteps of three warriors: a huntress on a dangerous quest, a noblewoman pursuing battle fame, and a thrall seeking vengeance among the mercenaries known as the Bloodsworn. All three will shape the fate of the world as it once more falls under the shadow of the gods. Set in a brand-new, Norse-inspired world, and packed with myth, magic and bloody vengeance, The Shadow of the Gods begins an epic new fantasy saga from bestselling author John Gwynne. Further praise for The Shadow of the Gods 'Visceral, heart-breaking and unputdownable' Jay Kristoff 'A satisfying and riveting read. The well-realised characters move against a backdrop of a world stunning in its immensity. It's everything I've come to expect from a John Gwynne book' Robin Hobb 'A masterclass in storytelling . . . epic, gritty fantasy with an uncompromising amount of heart' FanFiAddict 'Quintessential Gwynne honed to perfection . . . The Shadow of the Gods is absolutely stunning, one hell of an epic series opener and a spectacular dose of Viking-flavoured fantasy' The Tattooed Book Geek 'Reminds me of all that I love in the fantasy genre. The Shadow of the Gods is an action-packed cinematic read' Fantasy Hive

The key to success lies in getting to the top, right? Wrong. Not everyone can be in charge but, more importantly, not everyone should want to be. Richard Hytner, Deputy Chairman of Saatchi & Saatchi, thinks it's time to celebrate the second-in-commands, the consiglieri: from Merlin, to Al Gore, Rasputin to Machiavelli. These are the deputies, the Vice Presidents, the C-suite, the department heads - lieutenants, advisers, and counselors - whose influence determines the fate of boardrooms, corporations, and nations. While supremacy comes with drawbacks and influence, authority and power can be found in much more interesting places than the CEO's chair. Consiglieri: Leading from The Shadows brings together historical examples from Harry Hopkins to William Seward, conversations with contemporary second-in-commands like Tony Blair and Sir Alex Ferguson, and unique insights into Stalin, JFK, and Winnie the Pooh. A mirror for contemporary 'No. 2's' and a theoretical map for future consiglieri, the book traverses an array of powerful advisers from the White House to the Vatican, across international business, sports, and entertainment, as well as citing provocative research from psychology and academia.

"Kingdom of Shadows must be called a spy novel, but it transcends genre, as did some Graham Greene and Eric Ambler classics."—The Washington Post Paris, 1938. As Europe edges toward war, Nicholas Morath, an urbane former cavalry officer, spends his days working at the small advertising agency he owns and his nights in the bohemian circles of his Argentine mistress. But Morath has been recruited by his uncle, Count Janos Polanyi, a diplomat in the Hungarian legation, for operations against Hitler's Germany. It is Morath who does Polanyi's clandestine work, moving between the beach cafés of Juan-les-Pins and the forests of Ruthenia, from Czech fortresses in the Sudetenland to the private gardens of the déclassé royalty in Budapest. The web Polanyi spins for Morath is deep and complex and pits him against German intelligence officers, NKVD renegades, and Croat assassins in a shadow war of treachery and uncertain loyalties, a war that Hungary cannot afford to lose. Alan Furst is frequently compared with Eric Ambler, Graham Greene, and John le Carré, but Kingdom of Shadows is distinctive and entirely original. It is Furst at his very best. Praise for Kingdom of Shadows "Kingdom of Shadows offers a realm of glamour and peril that are seamlessly intertwined and seem to arise effortlessly from the author's consciousness."—Janet Maslin, The New York Times "Subtly spun, sensitive to nuances, generous with contemporary detail and information discreetly conveyed. . . . It's hard to overestimate Kingdom of Shadows."—Eugen Weber, Los Angeles Times "A triumph: evocative, heartfelt, knowing and witty."—Robert J. Hughes, The Wall Street Journal "Imagine discovering an unscreened espionage thriller from the late 1930s, a classic black- and- white movie that captures the murky allegiances and moral ambiguity of Europe on the brink of war. . . . Nothing can be like watching Casablanca for the first time, but Furst comes closer than anyone has in years."—Walter Shapiro, Time

"Love The Wheel of Time? This is about to become your new favorite series." --B&N SF & Fantasy Blog A young man with forbidden magic finds himself drawn into an ancient war against a dangerous enemy in book one of the Licanius Trilogy, the series that fans are heralding as the next Wheel of Time. As destiny calls, a journey begins. It has been twenty years since the godlike Augurs were overthrown and killed. Now, those who once served them -- the Gifted -- are spared only because they have accepted the rebellion's Four Tenets, vastly limiting their powers. As a Gifted, Davian suffers the consequences of a war lost before he was even born. He and others like him are despised. But when Davian discovers he wields the forbidden power of the Augurs, he and his friends Wirr and Asha set into motion a chain of events that will change everything. To the west, a young man whose fate is intertwined with Davian's wakes up in the forest, covered in blood and with no memory of who he is... And in the far north, an

ancient enemy long thought defeated begins to stir. The Licanius Trilogy is a series readers will have a hard time putting down--a relentless coming-of-age epic from the very first page. "Storytelling assurance rare for a debut . . . Fans of Robert Jordan and Brandon Sanderson will find much to admire."-- Guardian The Licanius TrilogyThe Shadow of What Was LostAn Echo of Things to ComeThe Light of All That Falls

I could smell him - or rather the booze on his breath - before he even opened the door, but my sense of smell is pretty good, probably better than yours. So begins this fabulous, funny new detective novel featuring Bernie, a slightly down-at-heel PI; and his off sider, Chet, a dog - and the captivating narrator of the story. Chet may have flunked out of police school (I'd been the best leaper in K-9 class, which had led to all the trouble in a way I couldn't remember exactly, although blood was involved), but he's just as much a detective as Bernie - superior, sometimes, in his insight into human foibles. In Dog On It, their first adventure, Chet and Bernie investigate the disappearance of a teenage girl who may or may not have been kidnapped, but who's definitely gotten herself mixed up with some very unsavoury characters. With their most treacherous mission yet behind them, heroes Seregil and Alec resume their double life as dissolute nobles and master spies. But in a world of rivals and charmers, fate has a different plan.... After their victory in Aurënen, Alec and Seregil have returned home to Rhíminee. But with most of their allies dead or exiled, it is difficult for them to settle in. Hoping for diversion, they accept an assignment that will take them back to Seregil's homeland. En route, however, they are ambushed and separated, and both are sold into slavery. Clinging to life, Seregil is sustained only by the hope that Alec is alive. But it is not Alec's life his strange master wants—it is his blood. For his unique lineage is capable of producing a rare treasure, but only through a harrowing process that will test him body and soul and unwittingly entangle him and Seregil in the realm of alchemists and madmen—and an enigmatic creature that may hold their very destiny in its inhuman hands.... But will it prove to be savior or monster?

Luck in the ShadowsThe Nightrunner Series, Book ISpectra

The Ultimate Book of Shadows for the New Generation This book has everything a teen Witch could want and need between two covers: a magickal cookbook, encyclopedia, dictionary, and grimoire. It relates specifically to today's young adults and their concerns, yet is grounded in the magickal work of centuries past. Information is arranged alphabetically and divided into five distinct categories: (1) Shadows of Religion and Mystery, (2) Shadows of Objects, (3) Shadows of Expertise and Proficiency, (4) Shadows of Magick and Enchantment, and (5) Shadows of Daily Life. It is organized so readers can skip over the parts they already know, or read each section in alphabetical order. Features By the author of the best-selling Teen Witch and mother of four teen Witches A jam-packed learning and resource guide for serious young Witches All categories are discussed in modern terms and their associated historical roots Includes endnotes and footnotes that cite sources or add clarification A training companion to Teen Witch and To Ride a Silver Broomstick

Dark secrets always come to light...Some people might dream of inheriting a hotel somewhere as picturesque as Buckhorn, Montana. To Casey Crenshaw, though, her late grandmother's property is a white elephant to be sold as quickly as possible. The place has been boarded up for years, and locals have murmured about ghost sightings ever since a young woman was murdered there. But it's not the imaginary ghosts that worry Casey—it's the flesh-and-blood man who's throwing a wrench into all her plans. Finn James intends to find out what really happened at the hotel years ago. Not even the capable, highly independent redhead who owns it will stop him. But though the quest draws Finn and Casey together, digging into the past is dangerous, especially when there are others determined to keep the truth hidden—by any means necessary...

Seregil--thief, con artist, and spy in the employ of the queen's wizard--takes an apprentice in his struggle against a surreal world of intrigue, magic, and politics engineered by Plenimar, the queen's ancient foe. Original.

Avoiding other humans because of the curse placed on him, Caithe mac Sliabhan nevertheless aids a strange couple who claim to be husband and wife but look like twins to Caith and who are under the spell of a witch. Original.

Publishers Weekly "Top 10 Book of the Year" selection "Begins as entertaining slapstick, subtly metamorphoses into fable. . . . As [the narrator's] vivid imaginary world fuses with reality this deceptively ethereal novel advances toward a dark and startling finale." —Wall Street Journal Laid off from his job, Damián Lobo obsessively imagines himself as a celebrity being interviewed on TV. After committing an act of petty theft at an antiques market, he finds himself trapped inside a wardrobe and delivered to the seemingly idyllic home of a husband, wife, and their internet-addicted teenage daughter. There, he sneaks from the shadows to serve as an invisible butler, becoming deeply and disastrously involved with his unknowing host family. Every thread of the plot is ingeniously tied together, creating a potent admixture of parable, love story, and thriller. Millás masterfully reveals the everyday as innately surreal as he renders the unbelievable tangible and the trivial fantastical, and full of dark humor. Juan José Millás is the recipient of Spain's most prestigious literary prizes: the Premio Nadal, Premio Planeta, and Premio Nacional de Narrativa. A regular contributor to El País, Millás has also won many awards for his journalism. He is the author of several short story collections and works of nonfiction as well as over a dozen novels, including From the Shadows, the first of his novels to be published in North America. He lives in Madrid.

In the new novel in the #1 New York Times-bestselling series, Lt. Eve Dallas is about to walk into the shadows of her husband's dangerous past... While Eve examines a fresh body in Washington Square Park, her husband, Roarke, spots a man among the onlookers he's known since his younger days on the streets of Dublin. A man who claims to be his half brother. A man who kills for a living—and who burns with hatred for him. Eve is quick to suspect that the victim's spouse—resentful over his wife's affair and poised to inherit her fortune—would have happily paid an assassin to do his dirty work. Roarke is just as quick to warn her that if Lorcan Cobbe is the hitman, she needs to be careful. Law enforcement agencies worldwide have pursued this cold-hearted killer for years, to no avail. And his lazy smirk when he looked Roarke's way indicates that he will target anyone who matters to Roarke...and is confident he'll get away with it. Eve is desperate to protect Roarke. Roarke is desperate to protect Eve. And together, they're determined to find Cobbe before he finds them—even if it takes them across the Atlantic, far outside Eve's usual jurisdiction...

Set against the background of the antebellum slave trade, Drums and Shadows traces the persistence of African heritage in the culture of blacks living on the Georgia coast in the 1930s. In the later years of the depression, members of the Georgia Writers' Project visited and interviewed blacks, many of whose grandparents, smuggled into slavery as late as 1858, had passed on the customs and beliefs of their African past. Seeking evidence of African traditions, the project's workers questioned the blacks about conjure--the curses and potions responsible for turns of luck, illnesses, and even death--about dreams that often determine the course of daily life, and about spirits and other apparitions as real as walking, breathing people.

Shadow is a man with a past. But now he wants nothing more than to live a quiet life with his wife and stay out of trouble. Until he learns that she's been killed in a terrible accident. Flying home for the funeral, as a violent storm rocks the plane, a strange man in the seat next to him introduces himself. The man calls himself Mr. Wednesday, and he knows more about Shadow than is possible. He warns Shadow that a far bigger storm is coming. And from that moment on, nothing will ever be the same...

To reclaim his powers, wizard Felix Harrowgate must restore the magical talisman known as the Virtu-by confronting the dark sorcerer who destroyed it.

Sometimes revenge is the road to salvation. Louie Thorne understands this. When her parents were brutally shot dead in their home, Louie found the strength to go on only by armoring herself with the quest for vengeance. She found the criminals that took everything from her--and ended their lives--despite what it cost her. So when fellow huntress Diana Dennard crosses Louie's path, in pursuit of a dangerous pedophile, Louie refuses to interfere. She understands the need governing Diana's every move--even if the woman's methods toe the line of madness. As Lou is dragged into Diana's hunt, Diana's mask slips. The game turns dark. Suddenly the bad guys aren't Diana's only target and Lou finds herself between a dangerous and conniving psychopath and the ones she loves. Will Louie's dark power be enough to protect them? Or will the coldest heart win...

The Mayan god of death sends a young woman on a harrowing, life-changing journey in this dark, one-of-a-kind fairy tale inspired by Mexican folklore. "A spellbinding fairy tale rooted in Mexican mythology . . . Gods of Jade and Shadow is a magical fairy tale about identity, freedom, and love, and it's like nothing you've read before."—Bustle NEBULA AWARD FINALIST • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • Tordotcom • The New York Public Library • BookRiot The Jazz Age is in full swing, but Casiopea Tun is too busy cleaning the floors of her wealthy grandfather's house to listen to any fast tunes. Nevertheless, she dreams of a life far from her dusty small town in southern Mexico. A life she can call her own. Yet this new life seems as distant as the stars, until the day she finds a curious wooden box in her grandfather's room. She opens it—and accidentally frees the spirit of the Mayan god of death, who requests her help in recovering his throne from his treacherous brother. Failure will mean Casiopea's demise, but success could make her dreams come true. In the company of the strangely alluring god and armed with her wits, Casiopea begins an adventure that will take her on a cross-country odyssey from the jungles of Yucatán to the bright lights of Mexico City—and deep into the darkness of the Mayan underworld. Praise for Gods of Jade and Shadow "A dark, dazzling fairy tale . . . a whirlwind tour of a 1920s Mexico vivid with jazz, the memories of revolution, and gods, demons, and magic."—NPR "Snappy dialog, stellar worldbuilding, lyrical prose, and a slow-burn romance make this a standout. . . . Purchase where Naomi Novik, Nnedi Okorafor, and N. K. Jemisin are popular."—Library Journal (starred review) "A magical novel of duality, tradition, and change . . . Moreno-Garcia's seamless blend of mythology and history provides a ripe setting for Casiopea's stellar journey of self-discovery, which culminates in a dramatic denouement. Readers will gladly immerse themselves in Moreno-Garcia's rich and complex tale of desperate hopes and complicated relationships."—Publishers Weekly (starred review)

When Alec of Kerry is taken prisoner, he is certain that his life is at an end. But one thing he never expected was his cellmate. Seregil of Rhiminee is many things - none of them unpredictable. And when he offers to take Alec on as his apprentice, things may never be the same for either of them.

The Luck Uglies face their greatest enemies in this thrilling sequel to the critically acclaimed first book in the series, hailed by Kirkus in a starred review as "a sparkling must-read"! The Luck Uglies is a perfect match for fans of Chris Colfer's Land of Stories books and Joseph Delaney's Last Apprentice series. This second installment ratchets up the humor, charm, and adventure, taking the series to brand-new heights! Rye O'Chanter was shocked to discover that her father was the leader of the notorious band of outlaws known as the Luck Uglies. Now she too has been declared a criminal in her own village, and she must flee to the strange and remote Isle of Pest while her father faces off against the Luck Uglies' bitter rivals, the Fork-Tongue-Charmers, on the mainland. But all bets are off when the battle moves to the shores of Pest. To defeat the Fork-Tongue Charmers, Rye must defy a deranged earl, survive a test meant to judge the grit of the fiercest men, and lead the charge in defending the island against a strangely familiar enemy, which means uncovering some long-buried family secrets.... The first Luck Uglies book was named an ALA Notable Children's Book as well as a New York Public Library Title for Reading and Sharing, and it won the Cybil Award for Middle Grade Speculative Fiction.

It's the Roaring Twenties in foggy San Francisco. Prohibition is on, inhibitions are low, and dark magic is rolling into town... Archaeologist Lowe Magnusson is packing something everyone wants. The djed amulet, a priceless Egyptian artifact, will fetch Lowe a hefty paycheck from one of San Francisco's wealthiest. But when the handsome Swede runs into his patron's uptight daughter, what he once considered easy money becomes maddeningly complicated... Cursed with deadly spirits as her constant companions, curator Hadley Bacall must keep calm to hold her dangerous specters at bay and prevent them from lashing out at anything—or anyone. Trouble is, Lowe is driving her crazy, but her father needs the artifact he's transporting. While Hadley can feel the amulet's power, she can't fathom the destruction—or the desire—it's about to stir up.

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