

Under Seas Shadow

Still the Shadows is a terrifying look into the darkness. This book includes four chilling tales designed to make your pulse race.

Follow the antics of Elmo Jenkins, the quintessential, earnest young church intern as he learns the ropes in a large metropolitan church. Simultaneously hilarious and thought-provoking, this trilogy canonizes the ongoing adventures of the staff at First Church.

His eyes were open now, watching the path of the tiny flame. If you continue your path, little spark, you will cause great harm. I must burn! I must live! There are places where your glow and heat are welcome. Find them, do not destroy the dwellings or take the lives of my people! For a second, he seemed to wink out of existence but then blazed back with renewed vigor. Thrall knew what he had to do. He lifted his hand. Forgive me, Brother Flame. But I must protect my people from the harm you would cause them. I have requested, I have begged, now I warn. The spark seemed to spasm, and yet he continued on his lethal course. Thrall, grim-faced, clenched his hand hard. The spark flared defiantly, then dwindled, finally settling down to nothing more than the faintest of glowing embers. For now, he would no longer do anyone harm. The threat had ended, but Thrall was reeling. This was not the way of the shaman with the elements. It was a relationship of mutual respect, not of threats and control and, in the end, destruction. Oh, the Spirit of Fire could never be extinguished. It was far greater than anything any shaman, or even group of shaman, could ever attempt to do to him. He was eternal, as all the spirits of the elements were. But this part of him, this elemental manifestation, had been defiant, uncooperative. And he had not been alone. He was part of a disturbing trend of elements that were sullen and rebellious rather than cooperative. And in the end, Thrall had had to completely dominate him. Other shaman were now calling rain to soak the city in case there was another aberrant spark that persisted in its course of devastation. Thrall stood in the rain, letting it soak him, pour off his massive green shoulders, and drip down his arms. What in the name of the ancestors was happening? New York Times bestselling and award-winning author Christie Golden has written thirty-five novels and several short stories in the fields of science fiction, fantasy and horror. Among her many projects are over a dozen Star Trek novels and several original fantasy novels. An avid player of World of Warcraft, she has written two manga short stories and several novels in that world (Lord of the Clans, Rise of the Horde, Arthas: Rise of the Lich King, and The Shattering: Prelude to Cataclysm) with more in the works. She has also written the StarCraft Dark Templar Trilogy, Firstborn, Shadow Hunters, and Twilight. Forthcoming is Devils' Due, a StarCraft II novel focusing on the unlikely friendship between Jim Raynor and Tychus Findlay. Golden is also currently writing three books in the major nine-book Star Wars series Fate of the Jedi, in collaboration with Aaron Allston and Troy Denning. Her first two books in that series, Omen and Allies, are on shelves now. Golden currently lives in Colorado. She welcomes visitors to her website, www.christiegolden.com. *** Thrall, wise shaman and the warchief of the Horde, has sensed a disturbing change . . . Long ago, Azeroth's destructive native elementals raged across the world until the benevolent titans imprisoned them within the Elemental Plane. Despite the titans' intervention, many elementals have ended up back on Azeroth. Over the ages, shaman like Thrall have communed with these spirits and, through patience and dedication, learned to soothe roaring infernos, bring rain to sun-scorched lands, and otherwise temper the elementals' ruinous influence on the world of Azeroth. Now Thrall has discovered that the elementals no longer heed the shaman's call. The link shared with these spirits has grown thin and frayed, as if Azeroth itself were under great duress. While Thrall seeks answers to what ails the confused elements, he also wrestles with the orcs' precarious future as his people face dwindling supplies and growing hostility with their night elf neighbors. Meanwhile, King Varian Wrynn of Stormwind is considering violent action in response to mounting tensions between the Alliance and the Horde, a hard-line approach that threatens to alienate those closest to him, including his son, Anduin. The conflicted young prince has set out to find his own path, but in doing so, he risks becoming entangled in political instability that is setting the world on edge. The fate of Azeroth's great races is shrouded in a fog of uncertainty, and the erratic behavior of the elemental spirits, troubling though it is, may only be the first ominous warning sign of the cataclysm to come.

From the author of the Cavalier Trilogy and the Steel Lord Series, comes a new adventure with Jonas Kanrene, once a Cavalier to Shyann, now her Shadow Knight. Join Jonas as he takes on the mantle of his new role, protecting the lands of Kraawn from the evil forces that wish to see it black and burning. Thought to be just a story sang by bards to ale infused patrons, a legend of a demon, a tale told to weary children before bed, is found to be much more than that. A demon that terrorized the land of Rothar long ago is freed once again, and its anger and desire for blood is unquenchable. An intricate plot develops as two kingdoms, ancient enemies, work to pacify their grievances through a political marriage, all the while the awakened demon is building a new army, servants who will help it unleash its fury on the lands once again. Jonas Kanrene, Shadow Knight to Shyann, finds himself, along with his faithful night wolf, Tulari, farther west than he has ever been, brought there to face the demon and destroy it forever. For if they cannot prevail, then the demon will litter the lands with carnage never seen before.

After normal high-schooler Yoko is whisked away to another world by Keiki, a holy man who claims she is the heir to the kingdom of Kei, she is left only with a magical sword, a gem, and questions about her destiny as she fights for her throne.

When a mermaid attempts to lure her into the sea, fourteen-year-old Adrienne, who lives in a superstitious island community, must choose between the promise of an underwater paradise and those she loves.

The fate of the world lies in their hands... Discover the magic, adventure and romance in award-winning author Christie Golden's The Final Dance Trilogy. Now, you can get all three books in one handy bundle: On Fire's Wings, In Stone's Clasp, and exclusively in eBook format, Under Sea's Shadow.

When Gabriel appears on a dark and stormy night, he seems just like any other twelve year-old... except for the scars that cover his back and the fact that he has no memory of his past. The wealthy couple who rescue Gabriel promise to help him find his parents, but their mysterious behavior soon leads him to wonder if they really are who they appear to be. Gabriel's new friends Jodi and Pete try to prepare him for the strange adventures that await, but they may already be too late. Gabriel suddenly finds himself in a world where no one can be trusted; a world filled with shadowy monsters, cruel villains, and dark conspiracies. As he pieces together his mysterious past, Gabriel has to wonder: Is it truly his destiny to save the world from the Shadowlords, or is he actually one of them?

The girl you love vanishes - you search and search. No trace is found. You see someone who looks so like her - she looks at you but does not know you, no recognition flickers. Is it a mirage, dream or desperate hope? She likes you. You ask and she comes with you. Her mind sees only sunlight. You see dark shadowed edges. Can you remake your life with a person who holds no memory of you? An unknown girl appears on an aboriginal community in far north Queensland. She has no memory of any life before, no one knows her. The people in the community say she just arrived one day. Who is she? Where has she come from? She looks like a missing backpacker, Susan, but her name is Jane. Her past life is an unknown place from where she knows no one. She is trying to make a new life without any connections to her past. This is the final book of the Crocodile Spirit Dreaming Series. It tells the story of an English backpacker who went travelling in Outback Australia with a man who loved crocodiles, and how her life turned into a horror nightmare. She finally gets her freedom only to disappear. Her name was Susan. She was on trial for murder when she vanished. She had been just released on bail, despite pleading guilty, when new evidence indicating self-defense was found. She was also pregnant and expecting twins. Since she disappeared only a pair of shoes she was wearing have been found. They were next to a waterhole full of crocodiles. It is feared that she and her unborn children are dead, taken by crocodiles. More than a year has passed without any other trace of her. An inquest has made an open finding on her disappearance. Is there a link between missing Susan and this girl, Jane, who turns up out of nowhere, knowing no one, remembering nothing? Can this girl, Jane, build a new and happy life with her two small children. Can whatever tragedy haunted her past be overcome? This is the story of the remaking of a new life from the broken shell of the old - and how memories of the old threaten to tear apart the new. And at the dark edge lurks an ancient creature of the deep, a being whose lineage is the long lost Australian Aboriginal Dreamtime, the time when the spirits made this land. Yet beyond this dark is a new place where sunlit shadows dance.

An exciting new collection of poems from "the Allen Ginsberg of Japan" (Kenneth Rexroth)

In a world where heroes were forced into retirement in the aftermath of a nuclear attack on America Michael Sanders must rise to the occasion and discover what it means to live and rise up from underneath The Long Shadow.

The Guild of Navigators has ruled the Aion Sea for centuries, using their fleet of mystical ships to collect trade for the Aurelian Empire. Now the Emperor is dead. For Calder Marten, Captain of The Testament, the Emperor's death is not an end, but an opportunity. He and his crew seek the legendary Heart of Nakothi, an artifact that could raise a second Emperor...and earn Calder a fortune. But they're not the only ones who want the Heart. The Consultant's Guild, an ancient order of spies and assassins, will stop at nothing to keep the world in chaos. They seek to destroy the Heart, and prevent the world from uniting under a single Emperor ever again. On the seas, a man works to restore the dying Empire. In the shadows, a woman seeks to destroy it. Will you explore the seas here with Calder? Or will you walk the shadows with Shera, in the parallel novel "Of Shadow and Sea"?

Secrets hidden in the darkness of the sea... Stolen at birth by her sea-lord father, Copper is returned to her mother, the queen, to experience life on their island home. But something is missing within her, for she is without a soul. Copper is adrift and alone until strangers come with Companion creatures and tell her of her destiny. For Copper is the Sea Dancer, one of five elements incarnate, and the fate of the world depends on the Dancers joining. Yet there are those who would pervert the Dancers' destiny, and an Emperor who will stop at nothing to prevent them from finding one another. As conspiracies unfold, and secrets are pierced, the upwelling of power that Copper controls is put to the test. The uneasy marriage of land and sea is about to break apart. And all hangs on Copper's choice...

Ashlyn Woods can't wait to put her past behind her and start her life over as a normal college student. But her plans take an unexpected turn when she discovers that she is a Soterian: a person who develops amazing powers when the balance of good and evil shifts too far in evil's favor. Soon she and the other Soterians are learning to use their powers to prevent California from being plunged into chaos. But they quickly discover that they're up against a much more dangerous enemy than they anticipated. And when Ashlyn meets Kai, a devastatingly gorgeous guitar player, she realizes she must sacrifice more than she ever imagined.

In an alternative 17th Century Northern Germany, Trudi von Hippe buys more than she bargained for at the Hagen Carnival: a new pair of eyes. Thirty years later, Karl Yangler must arrange and conduct a decadent birthday party for Trudi, whom he has met before. But they are both in danger from the designs of her brother and questionable help from those who may be friends or enemies or both.

This in-depth study of U.S. involvement in the modern Middle East carefully weighs the interplay of domestic, cultural, religious, diplomatic, international, and military events in one of the world's most troubled regions. • Hundreds of alphabetically organized entries on wars, political events, religious and cultural issues, and diplomatic initiatives, as well as in-depth essays on background material, area and regional analyses, and biographical entries • An introduction by General Anthony Zinni, USMC (Ret), former commander in chief of U.S. Central Command • A chronologically arranged final volume comprised of primary and contemporary documents with individual introductions • A detailed chronology of events • Cross-references and books for further reading appended to each entry • A bibliography of over 450 books that are the latest in the field

Working with a supernatural enemy is Kelia's only hope of solving her father's murder. But her investigation puts her own life in danger. The Society's sole purpose is to protect the general population from vicious Sea Shadows, and Kelia's their top Slayer. But when her father is murdered and her handler insists it's suicide, she starts to question whether The Society really has her best interests at heart. Now, to solve her father's death, Kelia must work with an unexpected ally: Drew Knight, an infamous Sea Shadow and the most beautiful creature Kelia has ever set eyes upon. A Sea Shadow who, without intending to, just may show her who the real enemy is...and it'll only cost her one unnamed favor to be collected at a future date. But after her affiliation with Drew Knight is discovered, Kelia is forced to choose between what she's known since the beginning of her existence...or a dark, terrifying truth that puts her life at risk. Find out who dies and who survives in SEA OF DARKNESS, the first installment of The Vampire Pirate Saga, an exciting new urban fantasy romance readers of Sarah J Maas and Karen Marie Moning are sure to devour! Scroll Up and One Click to start Binge Reading the series today!

KEYWORDS: urban fantasy, fantasy, vampire books free, fantasy books free

Arana Telanri, a Druid of the Clan of the Flame Spiders, has lived in the Forest of Ruvano all her life. For most of that life, she has been the guardian of the elven capitol known as Qualilari. However, the queen of the elves has commanded she leave her beloved home and lead an expedition to the Southern Jungle. She, along with one thousand of her people, must blaze a trail through a vast, dangerous and largely unexplored territory to reach their new home. Throughout the journey Arana must face her own doubts and fears as she leads her people through conflict and the cold shadow of death to their new home. *Whisper of Fate* is the first book in the *Under a Sea of Stars* trilogy and the first step along Arana's journey to a destiny she could never have imagined."

The Rangers of Laerean are the protectors of the people, the heroes of Hir. Their exploits are legendary and their great deeds recounted in tales across the ages. These are the stories that will be told for generations. When the Ranger Baric meets the exotic and alluring woman from Vaar'da, *Whisper*, he agrees to assist her on what seems a simple rescue mission that soon turns into something far more complicated than he expected. Seeking the source of her recurring nightmares, they discover an artifact of unimaginable power that was likely the cause of the Great Disruption, which destroyed all of Hir, over two thousand years ago. Their journey soon becomes a deadly and suicidal quest into the Great Divide, an area of Hir where men fear to travel, into the realm of the demonic Manenase, who live under a great volcano in the center of the Boiling Sea. Gathering a small army of Rangers, they delve deep into the bowels of the volcano, Mount Scorch, on a journey to prevent another earth-shattering disruption that could destroy their entire world. The fate of Hir depends on the courage and skills of the heroic Rangers and their small Vaar'da companion, as they struggle to save the world from impending disaster and face their greatest challenge, and where Baric must face the destiny he foresaw in a dream, many years before.

Sir Arthur Ignatius Conan Doyle DL (22 May 1859 - 7 July 1930) was a Scottish physician and writer who is most noted for his fictional stories about the detective Sherlock Holmes, which are generally considered milestones in the field of crime fiction. He is also known for writing the fictional adventures of a second character he invented, Professor Challenger, and for popularising the mystery of the *Mary Celeste*. He was a prolific writer whose other works include fantasy and science fiction stories, plays, romances, poetry, non-fiction, and historical novels. Sherlock Holmes is a fictional detective created by Scottish author and physician Sir Arthur Conan Doyle, a graduate of the University of Edinburgh Medical School. A London-based "consulting detective" whose abilities border on the fantastic, Holmes is famous for his astute logical reasoning, his ability to adopt almost any disguise, and his use of forensic science skills to solve difficult cases. Holmes, who first appeared in publication in 1887, was featured in four novels and 56 short stories. The first novel, *A Study in Scarlet*, appeared in *Beeton's Christmas Annual* in 1887 and the second, *The Sign of the Four*, in *Lippincott's Monthly Magazine* in 1890. The character grew tremendously in popularity with the first series of short stories in *The Strand Magazine*, beginning with "A Scandal in Bohemia" in 1891; further series of short stories and two novels published in serial form appeared between then and 1927. The stories cover a period from around 1880 up to 1914. All but four stories are narrated by Holmes's friend and biographer, Dr. John H. Watson; two are narrated by Holmes himself ("The Blanched Soldier" and "The Lion's Mane") and two others are written in the third person ("The Mazarin Stone" and "His Last Bow"). In two stories ("The Musgrave Ritual" and "The Gloria Scott"), Holmes tells Watson the main story from his memories, while Watson becomes the narrator of the frame story. The first and fourth novels, *A Study in Scarlet* and *The Valley of Fear*, each include a long interval of omniscient narration recounting events unknown to either Holmes or Watson.

Greg Gilmore fought hard against returning to Hershey, PA. He has trouble breathing in a town with so many Morrisons running around. Janine Morris, a woman as deeply entrenched in secrets and special military skills as him, only adds to his discomfort. Keeping his family safe is his number one goal. So why do Janine's haunted amber eyes keep enticing him to throw away all his cares and concerns to join forces with a woman who could bring all his enemies right down on the Morrison Family?

The Purple Morrow is destroyed. However, its promise endures in the form of a champion, mankind's only hope against the destruction spawned by an ancient, sinister evil. The Rovers have invaded the Southernlands, forcing the inhabitants deeper south for respite. Ex-Rover commander Kelen arrives in Swill, a defunct desert town, with revenge in mind. There he encounters the Shadow Man who reveals the truth of his past, including the disturbing origin of a mysterious mark on his forearm. Kelen tries to fight destiny, but soon learns the Shadow will not relent until a terrible prophecy is fulfilled. As Marathana quails under the threat of burgeoning darkness, Jeru's clan looks to him to lead. Jeru, however, knows his path lies elsewhere. Leaving everything behind, he braves the Badlands, a hellish desert only the hardiest dare go, to find the Storyteller who can awaken the latent spirit of the Papilion within him. Jeru learns much in that place of desolation, including one truth which could turn destiny on its head. Now more than ever, Kelen, the Wolf of the North, threatens everything he holds dear. Jeru must choose: save those he loves, or sacrifice them to save Marathana.

Shadow Me 2: Let's Speak Kinyarwanda! contains a series of thirty-seven dialogues designed to help you speak and understand Kinyarwanda quickly. Familiarize yourself with Kinyarwanda used in everyday situations such as meeting and greeting someone for the first time, going to the market, making a purchase, talking about the weather, ordering coffee at a local cafe, enjoying a meal with a family, and much more. Build your vocabulary with the glossaries included. Enhance your listening comprehension with the free audio recordings available for download.* *See inside for details.

Reflects on the magnificence of God's creation of the world.

Ages 4-10. Inspire wonder and awe for the ocean and its real-life animals through this undersea Halloween adventure! Ray the flashlight fish is a unique fish with the ability to glow whenever

he gets scared. This wonderful talent might just prove useful as he attends his very first Halloween party at an old sunken shipwreck in the moonlit ocean shallows. Join Ray on his adventure as he bravely explores the dimly lit ship and encounters the strangest of creatures. While they may initially give Ray a fright, he soon realizes that his friends the ghost crab, the vampire squid, the goblin shark and many more are the perfect friends to spend time with at Halloween!

When Aislinn Amon's father disappears, her mother drags her from New York to Indiana where she is to attend a new boarding school - Source High. At Source High, Aislinn finds herself in a whole other world than what she knew. Everyone has something supernatural about them, including her. Soon, she finds that she's not the normal, rebel, messed up teenage girl she thought she was. Her friends try to help her along the way when trouble comes knocking on her door. People die, she finds herself falling in love with, something she swore she'd never do, and secrets start to form. Can Aislinn cope with everything that's happening? Can she handle the life she's been forced to deal with? Or will she crack under the heavy pressures laid upon her seventeen-year-old shoulders?

Over the hills and far away, a man suddenly finds after being struck by lightning that he is no longer walking in the Cumbrian Fells but is somewhere else entirely. Where that is, however, he does not know. The hills and mountains, lush green forests and the sea pounding at the shore are all unfamiliar and seem to beckon to him, drawing him from the paths and into the land itself. Yet he has little time to familiarise himself with these tantalising new sights and sounds that call to him before an unfortunate accident ends with him destroying a lighthouse and soon after a trading vessel that belongs to a mysterious ruler known only as, "The Keel." Soon he is abducted by the shipwrecked crew and they decide to take him to their master to stand trial for the wanton destruction of his property. There is, however, one problem. The journey overland through the countryside that is a mystery to him will take weeks to cover, and the journey grows hazardous as they walk further across the fertile green plains and mountains of a place he now knows to be called, "Felastia." It all started with the mysterious woman: the red-headed girl who would arrive at his place of work unannounced and ask to be fed. Yet she is more than she looks, for he cannot seem to either shake her from his thoughts, but neither can he find her. She seems to have vanished into thin air. Or has she? But there are others in this land that are waiting for him: mysterious spheres of light that seem to follow his every move, spying on him. There are servants of darkness that seem to be showing an unhealthy interest in him too, for forces are abroad that are seeking him out for purposes known only to themselves, and soon he will find himself embroiled in a war, his part in which is to prove to be the adventure - and journey - of a lifetime. "Lost in Translation" is the first part of "Into the Light," and the start of a new epic fantasy trilogy from Michael White. It is a fantasy adventure for lovers of lands strange and magical where can be found mountains to climb and forests to enter. Over the hills and far away, Paul has travelled far into the lands of Felastia though he has yet to have his reckoning with the mysterious figure known only as, "The Keel." His adventures have been many and the strange magical land he finds himself in continues to enchant him at every turn. Yet he knows now that there are dangers too in this land of magic and beauty. Marked by the strange Shadow creatures and the Green Man himself, a battle rages within him for dominance, and his reluctance to choose a side sees within him the danger that he may fade and become mist, dispersed by the wind and lost to all. Now though the mysterious woman known only to him as Aoife has been found, and it is time for him to pick a side, for she has great need of him, as do the nations of Felastia, for war approaches, and soon events will combine to over-run them all. "The Road of the Sun" is part two of "Into the Light," a new trilogy from Michael White. It is a fantasy adventure for lovers of lands strange and magical where can be found mountains to climb and forests to enter. "Into the Light" comprises of two books: "Lost in Translation" and "The Road of the Sun."

Talsy and Chanter return to the peaceful vale, where she gives birth to his son - a creature of the chaos. Travain has stunted Mular powers and a Trueman personality, making him dangerous and unpredictable, and he is also angry at his father's apparent neglect. Mular, however, do not care for their children, who are born fully formed and independent. Travain grows quickly, and is everything Chanter warned Talsy he might be. Chanter finds the last piece of the broken Staff of Law and makes it whole, but the laws are lost. His first son is born on the eastern continent they left behind so long ago, but he is blinded by strange golden lights in his mind. He names himself Law, and finds shelter in a hive of semi-ants. The next generation are manants, and attack him, forcing Law to flee into the chaos. In his search for shelter, he travels to the western continent, where Truemen capture him. The wind informs Chanter of his plight, and Talsy insists that they save him. That means venturing into the chaos once more, and now it is far worse than it was before.

Kelley Armstrong, #1 New York Times bestselling author, takes an exciting new direction with this big, breathtaking blend of fantasy, romance, horror, and pulse-pounding action, perfect for fans of Graceling and Game of Thrones. Twin sisters Moria and Ashyn were marked at birth to become the Keeper and the Seeker of Edgewood, beginning with their sixteenth birthday. Trained in fighting and in the secret rites of the spirits, they lead an annual trip into the Forest of the Dead. There, the veil between the living world and the beyond is thinnest, and the girls pay respect to the spirits who have passed. But this year, their trip goes dreadfully wrong. With all the heart-stopping romance and action that have made her a #1 New York Times bestselling author, and set in an unforgettably rich and dangerous world, this first epic book in the Age of Legends trilogy will appeal to Kelley Armstrong's legions of fans around the world and win her many new ones.

Necromancy is not a study for the weak at heart, mind or soul. It is a study for those who desire true mastery over life and death... It is true power - the power to overcome death itself, to grant one's self immortality and to raise armies of untiring, unflinching and unwavering soldiers who unquestioningly obey your every command... It is the seductive whispers of shadows, the chilling breath of a wraith and the wet bloody kiss of a Mohrg... I can teach you the secrets of necromancy. I can make you immortal. I can show you the paths to power. But it will cost you... For there is always a price to pay... Servants of Shadow is the latest in our series of racial guidebooks. We bring you five new necromancy-themed character race options to fill that dark hole in your hearts. Within are three new races, three templates, new archetypes and prestige classes, dozens of feats, traits and magic. Everything you need to resurrect your campaign and necromantic character options!

Alone in a strange world and torn by grief, a vampire accepts the hospitality of the local lord. But can the vampire trust him once he discovers the land's dark connection to his own quest for revenge? From the Trade Paperback edition.

In this story, shadows are depicted as parental figures. Parentals provide coverings and are essential to us discovering our identity. Authors Jelina Sheppard and Karter Sheppard tell a story of a little boy born without his covering. Join the boy with no shadow as he discovers how amazing and unique he is, with or without his shadow. We don't always have what we want, but the sun will always provide us with what we need when we need it most. Until then, "Just remember, you're still awesome times three..." Jelina Sheppard is the mother of four-year-old Karter and needed a creative approach to encourage her son when asked about his father. Her passion for writing and love for her son pushed her to create *The Boy With No Shadow*.

When sixteen-year-old Sadelyn Hanson washes up on the shores of Windwaithe Island, her beauty and the strange marks on her wrist make superstitious locals suspect she is a mermaid. Feigning amnesia, Sade hides a far worse secret: she was sailing to her own murder trial when she was thrown overboard by the real killer, the cunning and cruel Captain Westwood. Sade's quiet effort to rebuild her life on the island is threatened when she meets an actual young merman. Unable to speak his language, Sade still longs for the warm companionship he offers, despite the locals' dire legends about merfolk and their dark magic. But her confused feelings for the impossible boy become the least of her problems when Captain Westwood's ship docks at Windwaithe. With nowhere to escape, Sade must trust in the one person who doesn't fear the merfolk. A woman who had dealings with them herself-years ago

Gracanica, Kosovo, 1689: Elena, an Albanian peasant girl, has sacrificed her own future to keep her family from starving, but one horrific night they are taken from her, murdered by monsters out of her nightmares. She seeks refuge at the nearby monastery, where she meets Stjepan, a Serbian monk familiar with creatures that stalk the night. Elena longs to return to her farm, but piecing her life back together may be impossible. Stjepan draws her into a dark conspiracy involving an ancient brotherhood, and as war looms, a stranger named Lek appears, threatening to overturn everything she thought she knew about her family and herself.

Sarajevo, Bosnia and Herzegovina, 1999: Since surviving the showdown between the vampire Yasamin and the terrorist group Sleyman's Blade, Adam Mire has lived in hiding, posing as an unassuming Czech librarian. His life is upended again, however, when a new threat arises—one intent on using Dracula's legacy to unleash another wave of violence across the already war-ravaged nation. Meanwhile, Clara MacIntosh, the love Adam left behind, has come to Eastern Europe to find him. While tracking him down, she becomes entangled in a string of grisly murders—deaths Adam is investigating as well. As they both follow clues literally written in blood, time runs short to unmask the killer before history comes full-circle and chaos engulfs the region again.

From A to Z, the Penguin Drop Caps series collects 26 unique hardcovers—featuring cover art by Jessica Hische. It all begins with a letter. Fall in love with Penguin Drop Caps, a new series of twenty-six collectible and hardcover editions, each with a type cover showcasing a gorgeously illustrated letter of the alphabet. In a design collaboration between Jessica Hische and Penguin Art Director Paul Buckley, the series features unique cover art by Hische, a superstar in the world of type design and illustration, whose work has appeared everywhere from Tiffany & Co. to Wes Anderson's recent film *Moonrise Kingdom* to Penguin's own bestsellers *Committed* and *Rules of Civility*. With exclusive designs that have never before appeared on Hische's hugely popular Daily Drop Cap blog, the Penguin Drop Caps series debuted with an 'A' for Jane Austen's *Pride and Prejudice*, a 'B' for Charlotte Brönte's *Jane Eyre*, and a 'C' for Willa Cather's *My Ántonia*. It continues with more perennial classics, perfect to give as elegant gifts or to showcase on your own shelves. Z is for Zafón.

Barcelona, 1945: A city slowly heals in the aftermath of the Spanish Civil War. Daniel, an antiquarian book dealer's son who mourns the loss of his mother, finds solace in what he finds in the "cemetery of lost books," a mysterious book entitled *The Shadow of the Wind*, by one Julián Carax. But when he sets out to find the author's other works, he makes a shocking discovery: someone has been systematically destroying every copy of every book Carax has written. In fact, Daniel may have the last of Carax's books in existence. Soon Daniel's seemingly innocent quest opens a door into one of Barcelona's darkest secrets—an epic story of murder, madness, and doomed love.

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

Kate's visit to Yalta with her doctor father embroils her in a dangerous mystery concerning sunken treasure and police corruption.

As the release nears for Blizzard Entertainment's long-anticipated *StarCraft II* computer game, the epic *Dark Templar* trilogy reaches an explosive climax. After the seeming defeat of the dark archon Ulrezaj on the protoss homeworld of Aiur, Jake and Rosemary become separated as they flee through the newly repaired warp gate. Rosemary finds herself with the other refugee protoss on Shakuras, while Jake is catapulted elsewhere. But Jake does not have long to live: their enemies are regrouping, and Zamara's essence must be separated from Jake's mind before time runs out.

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