

Fight And Flight (Magic 2 0 Book 4)

The adventures of an American hacker in Medieval England continue as Martin Banks takes his next step on the journey toward mastering his reality-altering powers and fulfilling his destiny. A month has passed since Martin helped to defeat the evil programmer Jimmy, and things couldn't be going better. Except for his love life, that is. Feeling distant and lost, Gwen has journeyed to Atlantis, a tolerant and benevolent kingdom governed by the Sorceresses, and a place known to be a safe haven to all female time-travelers. Thankfully, Martin and Philip are invited to a summit in Atlantis for all of the leaders of the time-traveler colonies, and now Martin thinks this will be a chance to try again with Gwen. Of course, this is Martin Banks we're talking about, so murder, mystery, and high intrigue all get in the way of a guy who just wants one more shot to get the girl. The follow-up to the hilarious Off to Be the Wizard, Scott Meyer's Spell or High Water proves that no matter what powers you have over time and space, you can't control rotten luck.

To protect his ward Ciri, Geralt of Rivia sends her to train with the sorceress Yennefer. But all is not well within the Wizard's Guild in the second novel of the Witcher, Andrzej Sapkowski's groundbreaking epic fantasy series that inspired the hit Netflix show and the blockbuster video games. Geralt is a Witcher: guardian of the innocent; protector of those in need; a defender in dark times against some of the most frightening creatures of myth and legend. His task now is to protect Ciri. A child of prophecy, she will have the power to change the world for good or for ill—but only if she lives to use it.
Witcher collections
The Last Wish
Sword of Destiny
Witcher novels
Blood of Elves
The Time of Contempt
Baptism of Fire
The Tower of Swallows
Lady of the Lake
Season of Storms
Hussite Trilogy
The Tower of Fools
Warriors of God
Translated from original Polish by David French

'Mysterious, all-consuming and pretty damn good' Closer
'Humour, heartbreak, drama, and passion.' The Reading Café
A series of serendipitous encounters lead to sizzling romance in this new book from the New York Times bestselling author of On Dublin Street and Hero . . . The universe is conspiring against Ava Breevort. She's flying home to Boston for the saddest of reasons when her emotional cloud becomes a real one - of volcanic ash. Stranded, her last ditch attempt to salvage the trip is thwarted by an arrogant Scotsman, who steals a first class seat out from under her. Then over the course of their journey home, their antagonism somehow lands them in bed for the steamiest layover Ava's ever had. And that's all it is - jet-lag induced insanity - until Caleb, AKA Mr Arrogant Himself, shows up on her doorstep. Pure chance has landed Caleb in Boston, but he's determined to enjoy himself - and Ava - while he's there. Ava gives in because a) her heart is safe since she barely likes Caleb, b) his existence in her life is temporary and c) it's by a mile high club the best sex of her life. When his stay in Boston becomes permanent, Ava must decide whether to fight her feelings for him or give into them. And even if she does decide to risk her heart on Caleb, there is no guarantee her stubborn Scot will want to risk his heart on her . . . 'Heartwarming, sizzling and captivating. . . . [Young's characters] are complex, a little flawed, and at their core good people struggling to make it in this crazy world. . . . ' Caffeinated Book Reviewer
'Ridiculously incendiary chemistry.' Dear Author
'Scotland's answer to E. L. James' Sunday Post
'A true gift for storytelling' Daily Record
'Young writes stories that stay with you long after you flip that last page.' Under the Covers

While still in their early stages of magic training, Daja, Briar, Tris, and Sandry find themselves in an unexpected battle to defend their school against the attacks of Priate Queen Pahua. Reprint.

Harpy Gumbo

Broke In Magic - Book 2

The Temple of the Twelve

The Shock and Vibration Bulletin

Raven Flight: Shadowfell 2

More than 6 million readers around the world have improved their lives by reading The Magic of Thinking Big. First published in 1959, David J Schwartz's classic teachings are as powerful today as they were then. Practical, empowering and hugely engaging, this book will not only inspire you, it will give you the tools to change your life for the better - starting from now. His step-by-step approach will show you how to: - Defeat disbelief and the negative power it creates - Make your mind produce positive thoughts - Plan a concrete success-building programme - Do more and do it better by turning on your creative power - Capitalise on the power of NOW Updated for the 21st century, this is your go-to guide to a better life, starting with the way you think.

2 Magic Lands novels in one omnibus! Ray's people spend their entire lives in a floating world. They are born, live, and die in this water-soaked place. Now Ray and Tall must go into the wilds alone and return with one of the great ones to prove themselves and to win the hearts of the girls they love. But their paths are much more challenging than either ever imagines.

Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged.

This useful two-volume set will provide buyers of subject encyclopedias with a substantial amount of valuable information they can use in making their purchasing decisions. It will also provide all types of librarians and their patrons with a quick, one-stop method for locating the appropriate subject encyclopedias for their needs and for locating articles in the 100 encyclopedias. Librarians who specialize in bibliographic instruction will also find it to be a useful tool for teaching students how to locate needed information.

Fight and Flight

The Undertakers

Spell Or High Water

Arrow's Flight

Jonathan Livingston Seagull

On A World Supported On The Back Of A Giant Turtle (Sex Unknown), A Glee­ful, Explosive, Wickedly Eccentric Expedition Sets Out. There S An Avaricious Buy Inept Wizard, A Naïve Tourist Whose Luggage Moves On Hundreds Of Dear Little Legs, Dragons Who Only Exist Ifyou Believe In Them, And Of Course The Edge Of The Planet

In difficult times, what children really need is hope. This collection, packed with short stories, poems, essays and pictures from the very best children's authors and illustrators, aims to provide just that. Within its pages you'll find animal friends from insects to elephants, high-flying grandmas, a homesick sprite, the tooth fairy, and even extra-terrestrial life. This new edition has 133 contributions from children's authors and illustrators, including Lauren Child, Anthony Horowitz, Catherine Johnson, Michael Morpurgo, Onjali Q. Raúf, Axel Scheffler and Jacqueline Wilson. A donation from every sale will go to NHS Charities Together, in gratitude for the incredible efforts of all those who worked in hospitals over the quarantine period. The following proceeds from this ebook will be donated to NHS Charities Together: 35% of publisher's net receipts or at least £1.00 per copy. NHS Charities Together is a charity registered in England and Wales (registered charity no. 1186569)

Nicole Glover delivers the second book in her exciting Murder & Magic series of historical fantasy novels featuring Hetty Rhodes and her husband, Benjy, magic practitioners and detectives living in post-Civil War Philadelphia. Nothing bothers Hetty and Benjy Rhodes more than a case where the answers, motives, and the murder itself feel a bit too neat. Raimond Duval, a victim of one of the many fires that have erupted recently in Philadelphia, is officially declared dead after the accident, but Hetty and Benjy's investigation points to a powerful Fire Company known to let homes in the Black community burn to the ground. Before long, another death breathes new life into the Duval investigation: Raimond's son, Valentine, is also found dead. Finding themselves with the dubious honor of taking on Valentine Duval as their first major funeral, it becomes clear that his passing was intentional. Valentine and his father's deaths are connected, and the recent fires plaguing the city might be more linked to recent community events than Hetty and Benji originally thought. The Undertakers continues the adventures of murder and magic, where even the most powerful enchantments can't always protect you from the ghosts of the past . . .

#1 New York Times bestselling author and master of horror Stephen King teams up with Bev Vincent of Cemetery Dance to present a terrifying collection of sixteen short stories (and one poem) that tap into one of King's greatest fears—air travel—featuring brand-new stories by King and Joe Hill, “an expertly compiled collection of tales that entertain and scare” (Booklist). Stephen King hates to fly, and he and co-editor Bev Vincent would like to share their fear of flying with you. Welcome to Flight or Fright, an anthology about all the things that can go horribly wrong when you’re suspended six miles in the air, hurtling through space at more than 500 mph, and sealed up in a metal tube (Like-gulp!–a coffin) with hundreds of strangers. Here are all the ways your trip into the friendly skies can turn into a nightmare, including some we’ll bet you’ve never thought of before... but now you will the next time you walk down the jetway and place your fate in the hands of a total stranger. Featuring brand-new “standouts” (Publishers Weekly) by Joe Hill and Stephen King, as well as fourteen classic tales and one poem from the likes of Richard Matheson, Ray Bradbury, Roald Dahl, Dan Simmons, Sir Arthur Conan Doyle, and many others, Flight or Fright is, as King says, “ideal airplane reading, especially on stormy descents.Even if you are safe on the ground, you might want to buckle up nice and tight.” Each story is introduced by Stephen King and all will have you thinking twice about how you want to reach your final destination.

Complete Magic Lands Books 1 & 2 Omnibus: The Complete Series

Keith Earls: Fight Or Flight

The Book of Hopes

The Ultimate Book for Understanding and Managing Stress

17 Turbulent Tales

Fight and Flight

The war was over except for the crew of the T.S.S. Phoenix. Lost deep in enemy space, crippled, but not dead. The odds of survival were stacked against them, but they were still determined to fight their way back towards allied space.On New Terra, Roy O'Hara had discovered peace for his spirit and joy in a simple life. Yet he had only fulfilled a portion of the Commander's Prophecy. It told of a darkness that would fall on his new home from the stars and he would be called upon once again to save them all.The Alliance turned a blind eye to the sudden growth of the Sa'larie Empire just beyond their borders, but some in the intelligent community could see the clues of a new threat. A covert team is sent to discover the truth of the alien's goals and they discover much more than they could have ever imagined.Different paths of unlikely allies and new foes will intersect in the skies and on the ground of New Terra once again, where everything will change and destinies will collide.

The first book in a new series and a thrilling debut from ER doctor turned novelist Tom Miller, The Philosopher’s Flight is an epic historical fantasy set in a World-War-I-era America that “[begins] with rollicking fierceness that grabs readers from its opening lines and doesn’t loosen its grip or lessen its hold all the way through. Miller’s writing is intoxicating” (Associated Press). HE’S ALWAYS WANTED TO FLY LIKE A GIRL. Eighteen-year-old Robert Weekes is one of the few men who practice empirical philosophy—an arcane, female-dominated branch of science used to summon the wind, heal the injured, and even fly. He’s always dreamed of being the first man to join the US Sigilry Corps’ Rescue and Evacuation Department, an elite team of flying medics, but everyone knows that’s impossible: men can barely get off the ground. When a shocking tragedy puts Robert’s philosophical abilities to the test, he rises to the occasion and wins a scholarship to study philosophy at Radcliffe College—an all-women’s school. At Radcliffe, Robert hones his flying skills and strives to win the respect of his classmates, a host of formidable and unruly women. Robert falls hard for Danielle Hardin, a disillusioned young hero of the Great War turned political radical. But Danielle’s activism and Robert’s recklessness attract the attention of the same fanatical anti-philosophical group that Robert’s mother fought against decades before. With their lives in mounting danger, Robert and Danielle band together with a team of unlikely heroes to fight for Robert’s place among the next generation of empirical philosophers—and for philosophy’s very survival against the men who would destroy it. “Part thriller, part romance, part coming-of-age fantasy, The Philosopher’s Flight…is as fun a read as you’ll come across.. Miller has already set a high bar for any book vying to be the most entertaining novel of [the year]” (BookPage). Tom Miller writes with unrivaled imagination, ambition, and humor. The Philosopher’s Flight is both a fantastical reimagining of American history and a beautifully composed coming-of-age tale for anyone who has ever felt like an outsider. Mattie and Brewster are normal, typical 16-year-old twins who live with their normal, boring parents: Martin and Gwen Banks. Normal and boring, that is, until the day their father's best friend shows up at their house - dressed in what appears to be a bathrobe. The next thing Mattie and Brewster know, their parents are frozen like human statues in their living room, the guy in the bathrobe has vanished, and they need to find answers - fast. The twins set off on a quest to discover the truth of their parents' lives. Along the way they find secrets, lies, magic, time travel, strange new friends, stranger new enemies, and a really weird dirigible (which, they're told repeatedly, is not a blimp). It is a twisted and bizarre trail that, they hope, will lead them to the man they blame for their parents' peril: Phillip.

Flight from Big Tangle

The Vexed Generation

The Philosopher's Flight

Fight or Flight

Kaylee used to love to fly. With two pilots for parents, how could she not? But when her father's plane goes down and neither the wreckage nor his body is found, she develops a terror of flying. She is too afraid to convince her mother to take her back to the Caribbean to search for her father. And she is haunted by fear whenever her mother goes up to fight fires in a water bomber. Kaylee escapes her fear and her grief on treks with her dog, Sausage, through the forest, the Big Tangle, near her home. But, one day, fire follows her into the forest and events conspire against her until the only escape is resting on pontoons at the dock on Booker Bay.

Discover a land of enchantment, legend, and adventure in this first book of the Immortals series, featuring an updated cover for longtime fans and fresh converts alike, and including an all-new afterword from Tamora Pierce. Thirteen-year-old Daine has always had a special connection with animals, but only when she's forced to leave home does she realize it's more than a knack—it's magic. With this wild magic, not only can Daine speak to animals, but she can also make them obey her. Daine takes a job handling horses for the Queen's Riders, where she meets the master mage Numair and becomes his student. Under Numair's guidance, Daine explores the scope of her magic. But she encounters other beings, too, who are not so gentle. These terrifying creatures, called Immortals, have been imprisoned in the Divine Realms for the past four hundred years—but now someone has broken the barrier. And it's up to Daine and her friends to defend their world from an Immortal attack.

Martin and his friends discovered that their world is computer generated and that by altering the code, they could alter reality. They traveled back in time to Medieval England to live as wizards. Almost everything they've done since then has, in one way or another, blown up in their faces.So of course they decide to make dragons. It does not go well.As the wizards struggle to control their creations and protect innocent citizens, they try new things (most of which they don't enjoy), meet new people (most of whom are angry at them), and fight epic battles (most of which they lose).But their biggest challenge may be a young girl who knows that the wizards created the dragons and is determined to make them pay. On her side she has powerful allies, a magical artifact, and a faithful if not particularly helpful dog.Fight and Flight is a rollicking tale of bravery, wonder, love, revenge, greed, discovery, deception, and animal husbandry.

Augie and the Green Knight is about 20,000 words long, and is a retelling of when King Arthur's court encounters a strange giant Green Knight. In this book, we get to hear the Green Knight's side of the story through the lens of a young nerdy girl named Augie.

Subject Encyclopedias

The Last Flight of the Phoenix

Gigas Monstrum: Book II

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration

Dragon Flight

Follows the adventures of Talia as she travels the land as a Herald of Valdemar in the second book in the classic epic fantasy Arrows trilogy Talia could scarcely believe that she had finally earned the rank of full Herald. Yet though this seemed like the fulfillment of all her dreams, it also meant she would face trials far greater than those she had previously survived. For now Talia must ride forth to patrol the kingdom of Valdemar, dispending Herald's justice throughout the land. But in this realm beset by dangerous unrest, enforcing her rulings would require all the courage and

skill Talia could command—for if she misused her own special powers, both she and Valdemar would pay the price!

Twelve-year-old Isaveth eagerly accepts an opportunity to study at the most exclusive magical school in the city but her scholarship might prove be more a trap than a gift.

When you discover the world is a computer program, and you figure out that by altering the code you can time travel and perform acts that seem like magic, what can possibly go wrong?Pretty much everything.Just ask Brit, who has jumped around in time with such abandon that she has to coexist with multiple versions of herself. Now, Brit the Elder finds that her memories don't match Brit the Younger's. And there's the small matter of a glitch that's making Brit the Elder's body fritz out. Brit the Elder's ex-boyfriend Phillip wants to help her, but he'll have to keep it secret from his current girlfriend, Brit the Younger, who can't stand her future self.Meanwhile, Martin is trying to protect Phillip from a relentless attacker he somehow hasn't noticed; Gwen is angry because Martin accidentally proposed to her; Gary tries to help the less fortunate, with predictably disastrous results; and an old nemesis might have to be the one to save them all.In Out of Spite, Out of Mind, our fearless wizards discover the biggest glitch in their world's program may well be themselves.

"Includes the rediscovered part four"—Cover.

Out of Spite, Out of Mind

The Cursed Amulet

A Novel

The Dark Flight Down

A Little Taste of Poison

Sweeping, mesmerising gothic fantasy full of magic and intrigue, from award-winning author, Marcus Sedgwick. The action-packed and enthralling conclusion to THE BOOK OF DEAD DAYS. Welcome to a world of dark magic, lurking evil and beguiling mystery. Following their thrilling journey in THE BOOK OF DEAD DAYS, Boy and Willow are plunged into a world of gilded finery and splendour as they are held captive in the palace of the Emperor Frederick. But beneath its golden veneer lies cruelty, madness and desperation. They must face terrible danger as they confront the whirlwind furies of the Emperor and the calculating ambitions of his confidante, Maxim. What's more, they must follow a deadly trail which will lead them to the Phantom . . . The truth about Boy's identity is one among many shattering secrets as THE BOOK OF DEAD DAYS is opened for the final time.

Evil has already destroyed her heart – now it wants to ruin the world. Trini is built for murder. A harpy who escaped a lifetime of abuse, she struggles with everything and her fight or flight instincts leave blood and tears in her wake. Wellie is pulled in a direction he never expects – to Trini's spirit. He searches to find her, convinced that she is the one for him. Whether he can survive her is another matter. Deep in the center of New Orleans the intersection of real and magical worlds is hidden – a portal now under attack by dark forces. The Vapors are determined to upend the balance between light and dark. Their plot is to force the portal to open, but there is one problem – Trini holds the key. The course of humanity hinges on Trini's ability to overcome her past. Standing at the edge of another Dark Ages, Wellie is willing to die to protect Trini. The question is – is Trini willing to let go and live for him? If you love a fast-paced good vs. evil tale, grab Harpy Gumbo! (Book-2 of the Broke in Magic series).

A magic pudding who changes from steak and kidney to jam roll and apple dumpling in seconds. A walking, talking dessert that never runs out of pleasing things to eat. A koala bear, named Bunyip Bluegum, A sailor named Bill Barnacle, and Sam Sawnoff the penguin have a wonderful hilarious magical adventure defending the Pudding against thieves who want it for themselves.

A number of books have been published explaining how we can manage stress. But how can we truly manage our own stress effectively unless we begin to understand what is happening inside us and what the factors are that initiate our personal stress response? If we understand stress more thoroughly including our own levels of stressmeaning when stress is actually motivating and helpful versus when it is debilitating and destructivethen we can more specifically learn to manage our own stress. This book initially explains stress, what happens within us, the relationship between stress and emotional intelligence, the four conditions that cause stress, how the brain works under stress, and the relationship between stress and mindset and automatic thinking. In the second half of the book we discuss managing stress based on what was discussed in the first half of the book. Rather than throwing out general ideas for stress management the book presents physical strategies for managing stress, mental strategies for managing stress, emotional strategies for managing stress, and spiritual strategies for managing stress. Spiritual strategies include looking at our values, beliefs, traditions, and how we evaluate success in addition to any religious views we might hold. Stress is natural. How we manage it does not have to be a mystery.

The Magic of Thinking Big

An Unwelcome Quest

My Life

The Book of Dead Days

The Brain, the Mind, and the Person Within

The second book in the Shadowfell trilogy from the acclaimed author of the Sevenwaters series WINNER OF THE SIR JULIUS VOGEL AWARD FOR BEST YOUTH NOVEL "The mysterious, dangerous and beautiful world created by Marillier is constructed impeccably," Sun Herald Neryn thought she had lost everything and could trust no one, not even her mysterious companion, Flint. But when she finds refuge at the rebel base of Shadowfell and discovers her canny gift as a Caller, she feels the first stirrings of hope. Now she faces a perilous journey with the rebel Tali and the Good Folk, who shadow her steps. She must find the three Guardians who can teach her how to use her unwieldy gift - one that it is rumoured could amass a powerful army. Can Neryn master her magical power to save Alban from King Keldec's stranglehold? Or will she be too late? "A new book by Juliet Marillier is always a cause for celebration" Kate Forsyth Fans of Marion Zimmer Bradley, Isobelle Carmody and Robin Hobb will love Juliet Marillier.

Five days of glorious gothic alchemy and evil . . . An atmospheric, page-turning and powerful novel of sorcery and desperate magic by award-winning author Marcus Sedgwick. Shortlisted for the Guardian Children's Fiction prize and the Edgar Allan Poe Award. The days between 27 December and New Year's Eve are dead days - days when spirits roam and magic shifts restlessly just beneath the surface of our everyday lives. There is a man, Valerian, whose time is running out. He must pay the price for the pact he made with evil so many years ago. His servant is Boy, a child with no name and no past - a child he treats with contempt, but who serves his master well and finds solace in the company of his only friend, Willow. Unknown to any of them, it is Boy who holds the key to their destiny. Set in dark, threatening cities and the frozen countryside in a distant time, THE BOOK OF DEAD DAYS conjures a spell-binding story as Valerian, Boy and Willow battle to stop time and cling to life.

The dragons are back and they're bigger and badder than ever before in this brilliant sequel to Dragonskin Slippers

An io9 Can't Miss Science Fiction and Fantasy title in March 2014. Martin Banks is just a normal guy who has made an abnormal discovery: he can manipulate reality, thanks to reality being nothing more than a computer program. With every use of this ability, though, Martin finds his little "tweaks" have not escaped notice. Rather than face prosecution, he decides instead to travel back in time to the Middle Ages and pose as a wizard. What could possibly go wrong? An American hacker in King Arthur's court, Martin must now train to become a full-fledged master of his powers, discover the truth behind the ancient wizard Merlin...and not, y'know, die or anything.

User Guide, Review Citations, and Keyword Index

Augie and the Green Knight

Off to Be the Wizard

Wild Magic

The Enduring Mystery of the Soul

The brain, with its nearly one hundred billion neurons, is the most complex structure in the universe, and we are living in a period of revolutionary advancements in neuroscience. Yet scientists and skeptics often frame these findings in ways that challenge the Christian worldview. Many professionals and popularizers claim that human beings are their brains, and that all human behavior and experience are merely by-products of brain physiology. In The Brain, the Mind, and the Person Within, professor of psychology Mark Cosgrove not only explains what the brain is and what it does but also corrects common misinterpretations and demonstrates that what we know about the brain coheres with the teachings of Scripture. He contends that humans are unities of soul and body in which both the spiritual and the physical interact. From this perspective, he presents informative overviews of contemporary debates about the brain, including consciousness, free will, "God spots," personhood, and life after death. The better we understand the brain, the better we understand ourselves and our exquisite design that reflects the wisdom of the Creator. Thoughtful readers will find this to be a fascinating, accessible survey of this unique part of the body and the profound theological and technological issues surrounding it.

After several near-disastrous conflicts, Kaspar, Talwin and Amafi uncover the new nest of the Nighthawks plotting against the royal house of Kesh. But when they attempt to warn the emperor, it becomes clear that the nobles are already Varen's slaves, both willing and unwitting.

Fourteen-year-old Suli must stop the most powerful witch her country has ever seen.If she fails, her country will starve, her animal friends could die, and wise women's magic will be lost forever.The only healer and wise woman for her village, fourteen-year-old Suli jumps at an invitation from the wild geese to fly with them to the Arctic. During a rest break, she saves a young girl from being beaten, and has to decide what do with her.The leader of the wild geese advises her to go home. A strange illness is spreading among all the animals in the countryside, and only a wise woman will know if the cause is magical. Perhaps it's related to the Prime Minister's campaign of rounding up wise women and imprisoning them, claiming their magic is really witchcraft. Arta, the young girl Suli rescued, insists on going with her, saying she'll be her apprentice, in spite of the danger.As they journey to her village, Suli stumbles across the Prime Minister's plans to take over the country. She suspects he's using powerful magic to control what people believe, and such misuse of magic could unbalance all the magic in the country, or drain it away entirely.Animals are dying. Wise women's magic is disappearing. And Suli's teacher, Tala, has mysteriously disappeared. The animals beg Suli to help them, as wise women always have.But even with the help of her crow teacher, a former witch, and her animal allies, can Suli stop the Prime Minister and restore magic to her land when her own magic is gone?Praise for The Third Kind of Magic, Crow Magic Book One:The two things I dreamed of doing as a child were to fly and to talk to animals. This marvelous children's book brought this reader back to that happiest of times when everything was possible and wishes could come true.--Ginny Rorby, winner of the ALA Schneider Family Book AwardThe Cursed Amulet continues Suli's adventures from The Third Kind of Magic.

Ever since Martin Banks and his fellow computer geeks discovered that reality is just a computer program to be happily hacked, they've been jaunting back and forth through time, posing as medieval wizards and having the epic adventures that other nerds can only dream of having. But even in their wildest fantasies, they never expected to end up at the mercy of the former apprentice whom they sent to prison for gross misuse of magic and all-around evil behavior. Who knew that the vengeful Todd would escape, then conjure a computer game packed with wolves, wenches, wastelands, and assorted harrowing hazards--and trap his hapless former friends inside it? Stripped of their magic powers, the would-be wizards must brave terrifying dangers, technical glitches, and one another's company if they want to see Medieval England--and their favorite sci-fi movies on VHS--ever again. Can our heroes survive this magical mystery torture? Or will it only lead them and their pointy hats into more peril?

Words and Pictures to Comfort, Inspire and Entertain

The Colour of Magic

A Deal with the Elf King

THE MAGIC PUDDING

Tris's Book

Perfect for fans of A Court of Thorns and Roses and Uprooted, this stand-alone, fantasy romance about a human girl and her marriage to the Elf King is impossible to put down! The elves come for two things: war and wives. In both cases, they come for death. Three-thousand years ago, humans were hunted by powerful races with wild magic until the treaty was formed. Now, for centuries, the elves have taken a young woman from Luella's village to be their Human Queen. To be chosen is seen as a mark of death by the townsfolk. A mark nineteen-year-old Luella is grateful to have escaped as a girl. Instead, she's dedicated her life to studying herbology and becoming the town's only healer. That is, until the Elf King unexpectedly arrives... for her. Everything Luella had thought she'd known about her life, and herself, was a lie. Taken to a land filled with wild magic, Luella is forced to be the new queen to a cold yet blisteringly handsome Elf King. Once there, she learns about a dying world that only she can save. The magical land of Midscape pulls on one corner of her heart, her home and people tug on another... but what will truly break her is a passion she never wanted. A Deal with the Elf King is a complete, stand-alone novel, inspired by the tales of Hades and Persephone, as well as Beauty and the Beast, with a "happily ever after" ending. It's perfect for fantasy romance fans looking for just the right amount of steam and their next slow-burn and swoon-worthy couple.

The Time of Contempt

Flight of the Nighthawks

The Complete Edition

Flight or Fright