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KEY=AMULET - HAMILTON MCDANIEL

PRINCE OF THE ELVES: A GRAPHIC NOVEL (AMULET #5)

Scholastic Inc. *Kazu Kibuishi's #1 NEW YORK TIMES bestselling series is now available in eBook! Emily survived the chaos of the Guardian Academy, but Max Griffin has stolen the Mother Stone. With it, the Elf King forges new Amulets that will give him the power to invade and destroy the nation of Windsor. Emily and her friends lead the soldiers of the Cielis Guard in a fight to stop him, but Max stands in their way. Emily seeks information from the Voice of her Amulet, but instead she discovers the Voice is much more sinister than she ever could have imagined.*

PRINCE OF THE ELVES

Emily survived the chaos of the Guardian Academy, but Max Griffin has stolen the Mother Stone. With it, the Elf King forges new Amulets that will give him the power to invade and destroy the nation of Windsor. Emily and her friends lead a fight to stop him, but will Max stand in their way?

SUPERNOVA (AMULET #8)

Graphix *Kazu Kibuishi's thrilling #1 New York Times bestselling series continues!*

A DEAL WITH THE ELF KING

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 COMPLETE BOOK OF AMULETS & TALISMANS

Llewellyn Worldwide Examine the infinite variety of charms and fetishes found in every civilization, from the distant past to the present. Learn the entire history of these tools, their geography, how they are part of each man and woman's search for connection with spiritual forces, and how to make and use them. Loaded with hundreds of illustrations, this is the ultimate reference guide.

AMULET

Graphix This boxset includes the first 8 books of the Amulet series.

ESCAPE FROM LUCIEN: A GRAPHIC NOVEL (AMULET #6)

Scholastic Inc. Kazu Kibuishi's #1 *NEW YORK TIMES* bestselling series continues! Navin and his classmates journey to Lucien, a city ravaged by war and plagued by mysterious creatures, where they search for a beacon essential to their fight against the Elf King. Meanwhile, Emily heads back into the Void with Max, one of the Elf King's loyal followers, where she learns his darkest secrets. The stakes, for both Emily and Navin, are higher than ever.

FIRELIGHT (AMULET #7)

Graphix The unforgettable seventh installment of Kazu Kibuishi's #1 *New York Times* bestselling series! Emily, Trellis, and Vigo visit Algos Island, where they can access and enter lost memories. They're hoping to uncover the events of Trellis's mysterious childhood--knowledge they can use against the Elf King. What they discover is a dark secret that changes everything. Meanwhile, the Voice of Emily's Amulet is getting stronger, and threatens to overtake her completely.

THE STONEKEEPER

After the death of their father, Emily and Navin move with their mother to their deceased great-grandfather's home. The house proves to be dangerous and leads them into an underground world inhabited by demons, robots, and talking animals.

THE LAST COUNCIL: A GRAPHIC NOVEL (AMULET #4)

Scholastic Inc. Kazu Kibuishi's #1 *NEW YORK TIMES* bestselling series is now available in eBook! Emily and her friends think they'll find the help they need in Cielis, but something isn't right. Streets that were once busy are deserted, and the

townspeople who are left live in crippling fear. Emily is escorted to the Academy where she's expected to compete for a spot on the Guardian Council, the most powerful Stonekeepers. But as the number of competitors gets smaller and smaller, a terrible secret is slowly uncovered--a secret that, if left buried, means certain destruction of everything Emily fights for.

A PRINCE'S ERRAND

Tales of the Amulet *A Prince's Errand*, Book One of Tales of the Amulet begins an exciting new epic fantasy saga. Several millennia ago a war raged between the factions of dragonkind. With their world ravaged, the Kaldean Alliance forged the Amulet of Draconic Control and the Tethering Stone, and banished their foes to other realms, saving Kalda from utter destruction. Fearing the power of the Amulet, the survivors secreted it away. But now knowledge of the Amulet has resurfaced--and in the wrong hands, war could erupt anew. **A PRINCE'S ERRAND** Long ago, men harnessed the Channels of Power, creating tevisrals--devices capable of manifesting magic. But men weren't the only ones to accomplish such feats. Dragons crafted the most sophisticated tevisrals. These shaped the world, defining civilization of man and elf alike. Over the centuries, the people of Kalda have fallen into a dark age, where elves are estranged from men and dragons have retreated into legend. Tevisrals are scarce and men are willing to trade everything for them. But there are some who wish to bury the past, and in their lands, possessing tevisrals is tantamount to treason. Still, daring men scour the world in search of Kalda's past. One such man, the scholar Krindal, seeks an ancient order known as the Keepers of Truth and Might. He yearns for their knowledge, long feared lost. Prince Kaescis Midivar also searches for these Keepers. The assassination of his uncle, the emperor of Mindolarn, killed his hopes of peace with his empire's enemies. His empire's survival hinges upon unearthing the Keepers' secrets. An aging warrior, Cornar Dol'shir, longs to be home with his wife. But his retirement must wait, as his band of adventurers is recruited to help find the Keepers' hidden temple on the Isle of Klindala. Haunted by his tragic past, Iltar, the Son of Adrin, does not join in the search for the Keepers. Instead, he seeks to unravel the mysteries held within a volume of prophecy foretelling the advent of the Unspoken One and the return of the Crimson Eye. His search takes him to the Empire of Mindolarn, where all is not as it seems. An ancient war was won by a simple amulet. It brought peace, but in the wrong hands it could spell a doom the likes of which no world has ever seen. May the Crimson Eye remain hidden for all time...

TALES OF THE AMULET

SHORT-STORY ANTHOLOGY

THE STONEKEEPER: A GRAPHIC NOVEL (AMULET #1)

Scholastic Inc. Kazu Kibuishi's #1 NEW YORK TIMES bestselling series is now available in eBook! After the tragic death of their father, Emily and Navin move with their mother to the home of her deceased great-grandfather, but the strange house proves to be dangerous. Before long, a sinister creature lures the kids' mom through

a door in the basement. Em and Navin, desperate not to lose her, follow her into an underground world inhabited by strange creatures, robots, and talking animals. Eventually, they enlist the help of a small mechanical rabbit named Miskit. Together with Miskit, they face the most terrifying monster of all, and Em finally has the chance to save someone she loves.

ESCAPE FROM LUCIEN

Navin and his classmates journey to Lucien, a city ravaged by war and plagued by mysterious creatures, where they search for a beacon essential to their fight against the Elf King. Meanwhile, Emily heads back into the Void with Max, where she learns his darkest secrets.

THE CLOUD SEARCHERS

Emily, Navin, and their crew of resistance fighters charter an airship and set off in search of the lost city of Cielis. The mysterious Leon Redbeard is their guide, and there's a surprising new addition to the crew: the Elf King's son, Trellis. But is he an ally or a enemy?

THE LAST COUNCIL

Scholastic Inc. After chasing the monster that kidnapped their mother, Emily and Navin find themselves in a magical world of man-eating demons and shadowy enemies, where they must learn to control an amulet given to them by their grandfather.

GHOSTS: A GRAPHIC NOVEL

Scholastic Incorporated From Raina Telgemeier, the #1 New York Times bestselling, multiple Eisner Award-winning author of *Smile*, *Drama*, and *Sisters!* Catrina and her family are moving to the coast of Northern California because her little sister, Maya, is sick. Cat isn't happy about leaving her friends for Bahía de la Luna, but Maya has cystic fibrosis and will benefit from the cool, salty air that blows in from the sea. As the girls explore their new home, a neighbor lets them in on a secret: There are ghosts in Bahía de la Luna. Maya is determined to meet one, but Cat wants nothing to do with them. As the time of year when ghosts reunite with their loved ones approaches, Cat must figure out how to put aside her fears for her sister's sake -- and her own. Raina Telgemeier has masterfully created a moving and insightful story about the power of family and friendship, and how it gives us the courage to do what we never thought possible.

AMULET

SEVEN BOOK COLLECTION [BOX SET]

Graphix COMIC STRIP FICTION / GRAPHIC NOVELS (CHILDREN'S / TEENAGE). After tragedy strikes their family, Emily and Navin move with their mother into the old, mysterious home of their great-grandfather. On their first night in the strange house, Emily and Navin's mum is kidnapped by a tentacled creature. Determined to rescue

her, Emily and Navin are led into a world of robots, talking animals, flying ships, new friends ... and enemies. Emily learns that she is a Stonekeeper and essential to the survival of this world, and that her incredible story is only just beginning. This collection includes *The Stonekeeper*, *The Stonekeeper's Curse*, *The Cloud Searchers*, *The Last Council*, *Prince of the Elves*, *Escape From Lucien* and *Firefight*. Ages 9+

THE STONEKEEPER'S CURSE

Scholastic Australia Emily and Navin's mother is still in a coma from the arachnoid's poison, and there's only one place to find help: Kanalis, the bustling, beautiful city of waterfalls. But when Em, her brother, and Miskit and the rest of the robotic crew aboard the walking house reach the city, they quickly realize that seeking help is looking for trouble, dangerous trouble.

FINAL FANTASY XIV PICTURE BOOK

THE NAMAZU AND THE GREATEST GIFT

Square Enix Books A whimsical, heartwarming picture book for Final Fantasy XIV fans young and old! When their river starts running dry, the catfish-like Namazu set out on a quest to bring the rain. They meet an odder otter who just might be able to help, but first they'll have to find "something no one has ever seen." Will the Namazu be able to find this precious thing? Will they be able to make it rain?! Created by the Final Fantasy XIV development team, written by lead story designer Banri Oda, and illustrated by concept artist Hiroyuki Nagamine, this adorable tale will delight readers of all ages.

CRUSH

Yen Press LLC Following the overwhelming success of *AWKWARD* and *BRAVE*, Svetlana Chmakova's award winning *Berrybrook Middle School* series continues with its next installment - *CRUSH!* Jorge seems to have it all together. He's big enough that nobody really messes with him, but he's also a genuinely sweet guy with a solid, reliable group of friends. The only time he ever really feels off his game is when he crosses paths with a certain girl... But when the group dynamic among the boys starts to shift, will Jorge be able to balance what his friends expect of him versus what he actually wants?

RISE OF THE WOLF (MARK OF THE THIEF #2)

Scholastic Inc. Nic may have escaped enslavement in the mines outside of Rome, but his troubles are far from over. The Praetor War -- the battle to destroy Rome from within -- is in full force, and Nic is caught in the crossfire. The secretive Praetors are determined to unlock a powerful amulet -- one sure to bring the empire to its knees. Worse, the Praetors believe Nic holds the key to finding this amulet, and they will stop at nothing to steal it, even if that means harming the people Nic holds most dear. When the Praetors capture Nic's mother, Nic knows he must do anything to save her. He challenges the Praetors to a chariot race. If he wins, they will release his mother. But if he loses, he must hand over a magic that will certainly bring about

the end of Rome as well as his own life. Can Nic once again harness his magic and gather the strength to defeat his enemies? Or will he lose his mother and bear witness to Rome's destruction?

MORALS AND DOGMA OF THE ANCIENT AND ACCEPTED SCOTTISH RITE OF FREEMASONRY

THE DARK NECROMANCER

Zangari & Zangari An ancient secret has found its way into the hands of a powerful wielder of necrotic magic named Iltar. The Dark Necromancer follows Iltar and his loyal companions as they embark on an epic quest to re-forge the Au'misha'k; an amulet of immense power that turned the tide of a thousand year war between that factions of dragonkind that ruled Iltar's world of Kalda centuries ago. Iltar's journey is fraught with adventure, intrigue and deception. From the dangers of Draco Isola to the majestic ruinous city of Merda, The Dark Necromancer is riveting with excitement.

COPPER

Scholastic Inc. Copper and his dog Fred enjoy a series of imaginative adventures, from soaring through marvelous worlds to sailing, surfing and shrimp racing, in a collection of new and previously web-posted comics from the creator of the Amulet series. Simultaneous.

THE LADY OF THE LAKE

FAERY MAGICK

SPELLS, POTIONS, AND LORE FROM THE EARTH SPIRITS

Red Wheel/Weiser Travel down a pathway to the Faery realm, and bring enchantment into your life. With over 100 spells, rituals, and journeys, this practical book is designed to help you in matters of romance, love, and beauty, as well as home, health, protection, and wealth. Collectively known as the "Sidhe" or "the Bright People," Faery beings exist halfway between the material and spiritual, mortal and deity. Hands-on information and techniques in this book includes: origins, history, and lore; living Faery traditions, Faery Wicca, and Faery Shamanism; The Golden Rules of the Faery realm; the best days, times, and locations for Faery Magick; how to attract Faeries with foods, brews, herbs, flowers, crystals incense, and essentials oils; how to set up your Faery magick altar by gathering and consecrating your Faery Magick altar tools; how to open and close your Faery Magick Circle; and empowering, easy-to-do Faery magick spells, rituals, and journeys.

THE ART OF WOLFWALKERS

Abrams The official behind-the-scenes art book for four-time Academy Award-nominated animation studio Cartoon Saloon's and their co-producer Melusine's stunning new animated fantasy adventure, WolfWalkers Cartoon Saloon,

the Irish animation studio behind the Academy Award-nominated films *The Secret of Kells* (2009), *Song of the Sea* (2014), and *The Breadwinner* (2017), and their co-producer Melusine Productions, returns in 2020 with their latest feature, *WolfWalkers*, directed by Tomm Moore and Ross Stewart. To be released later this year theatrically, followed by streaming on Apple TV+, this mythic tale tells the story of a young hunter named Robyn, and her unlikely friendship with a wild girl living among wolves. Filled with exclusive hand-drawn sketches, paintings, interviews, and digital renderings that showcase Cartoon Saloon's unique artistic style, *The Art of WolfWalkers* takes fans behind the scenes of one of animation's most celebrated studios. Through exclusive commentary and interviews with cast and crew, renowned animation critic and historian Charles Solomon showcases the craft and skill behind some of the most lovingly detailed and imaginative 2-D animation currently being produced. Featuring a foreword by award-winning animator James Baxter and an afterword by Cartoon Saloon cofounder and codirector of *WolfWalkers* Tomm Moore and codirector Ross Stewart, *The Art of WolfWalkers* is a must-have for animation fans everywhere.

ENDURING LIES

THE RWANDAN GENOCIDE IN THE PROPAGANDA SYSTEM, 20 YEARS LATER

CreateSpace *The Rwandan genocide of 1994 has been called the "fastest, most efficient killing spree of the twentieth century. In 100 days, some 800,000 Tutsi and politically moderate Hutu were murdered. The United States did almost nothing to try to stop it" (U.S. Ambassador to the United Nations Samantha Power, writing in 2002). In their book, Enduring Lies: The Rwandan Genocide in the Propaganda System, 20 Year Later (The Real News Books), Edward S. Herman and David Peterson challenge these beliefs. With sections devoted to "The 'Rwandan Genocide' by the Numbers," the Tutsi-led Rwandan Patriotic Front's October 1990 invasion of Rwanda from Uganda and Paul Kagame's ensuing 46-month war of conquest, the April 6, 1994 shoot-down of the Hutu President Juvénal Habyarimana's jet on its return to Kigali, universally regarded as the event that triggered the mass bloodshed which followed, the mythical Hutu "conspiracy to commit genocide" against the country's minority Tutsi population, the West's alleged "failure to intervene" to stop the killings, Kagame Power's triumph in Rwanda and its spread to the neighboring Democratic Republic of Congo, with a death toll running in the millions, and to the pernicious role played by the U.S., U.K., and Canadian governments, as well as by the United Nations, human rights groups, the media and intellectuals in promulgating a false history of 1994 Rwanda, the authors cross-examine what they call the "standard model" of the Rwandan genocide. "A brilliant dissection of the Western propaganda system on Rwanda," writes Christopher Black, a Canadian attorney and the lead defense counsel before the International Criminal Tribunal for Rwanda.*

THE MOON DRAGON (THE SECRETS OF DROON #26)

Scholastic Inc. *A hidden door. A magical staircase. Discover the world of Droon! There's no place like home! Eric and his friends have finally restored the Rainbow Stairs, but that was the easy part. Now Gethwing is loose in the Upper World, and the Moon Dragon is causing big trouble. Eric, Julie, and Neal have to protect their town, but they're up against mysterious creatures, strangely-behaving parents, and powerful magic. Can the kids stop Gethwing before he destroys the Upper World -- for good?*

THE BOOK OF TALISMANS

Lulu.com

THE SHADE OF DEATH

Hachette Children's Books

WINTERBORNE HOME FOR MAYHEM AND MYSTERY

HMH Books For Young Readers *Five orphans. Two sword-wielding vigilantes. One mansion. No rules. April thought she had her happy ending. After all, she has her new house and new friends and new guardian. But she also has a very big new secret. The kids of Winterborne House are the only ones who know that Gabriel Winterborne--famous billionaire and terrible cook--is really a sword-wielding vigilante. What they don't know is that he's not the only one. When a masked figure breaks in, looking for something--or someone--it's clear that Gabriel has met his match, and now no one is safe. April and her friends will have to solve a decades-old mystery in order to hang on to the most important thing in the world: each other.*

THE BOOK OF IMAGINARY BEINGS

Random House *Few readers will want, or be able, to resist this modern bestiary. Borges' cunning and humorous commentary is sheer delight.*

DROW OF THE UNDERDARK

This supplement provides the definitive treatise on the drow, arguably the games most evocative evil race. Everything readers want to know about drow and their subterranean homeland can be found in this tome.

THE PRISONER OF TARDALIM

Tales of the Amulet *From the multi-award winning authors of A Prince's Errand comes an enthralling prequel that expands the world of Kalda. Tor's rebellion war against the Mindolarn Empire has delivered a crippling blow, the death of Emperor Mentas. Seeking aid from their allies, the Mindolarn Empire turns to the Principality of Soroth, and their society of mages, the Sorothian Magical Order. In an effort to aid the empire, the Order's council calls for an expedition to travel to the nethermost reaches of the world, the Abodine Wasteland. There they must venture to a reliquary of ancient tevisrals-magical objects-rumored to be hidden within crystal ruins*

leftover from a fabled war now long forgotten. Among those heading to the perilous wastes is Amendal Aramien, a conjurer with a quick-wit, keen mind, and a licentious appetite. Forced into this expedition, Amendal begrudgingly enters the depths of the reliquary. What he unearths will forever change his life and set the stage for the return of a Dark God. *The Prisoner of Tardalim* is the first prequel novel of *TALES OF THE AMULET*, a bold epic as detailed as it is entertaining. *TALES OF THE AMULET* Several millennia ago a war raged between the factions of dragonkind. With their world ravaged, the Kaldean Alliance forged the Amulet of Draconic Control and the Tethering Stone, and banished their foes to other realms, saving Kalda from utter destruction. Fearing the power of the Amulet, the survivors secreted it away. But now knowledge of the Amulet has resurfaced-and in the wrong hands, war could erupt anew. Also available in hardcover, paperback, and audiobook. Other books published by LOK Publishing *TALES OF THE AMULET A Prince's Errand, Book One of Tales of the Amulet Companion Stories A Thief's Way, Companion Story One Prequel Novels The Prisoner of Tardalim, Prequel Novel One*

TOME OF MAGIC

PACT, SHADOW, AND TRUENAME MAGIC

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new game mechanics, character options, a

HOUSE OF EARTH AND BLOOD

Bloomsbury Publishing USA *"Half-Fae, half-human Bryce Quinlan loves her life. By day, she works for an antiques dealer, selling barely legal magical artifacts, and by night, she parties with her friends, savoring every pleasure Lunathion-otherwise known as Crescent City-has to offer. But it all comes crumbling down when a ruthless murder shakes the very foundations of the city-and Bryce's world. Two years later, her job has become a dead end, and she now seeks only blissful oblivion in the city's most notorious nightclubs. But when the murderer attacks again, Bryce finds herself dragged into the investigation and paired with an infamous Fallen angel whose own brutal past haunts his every step. Hunt Athalar, personal assassin for the Archangels, wants nothing to do with Bryce Quinlan, despite being ordered to protect her. She stands for everything he once rebelled against and seems more interested in partying than solving the murder, no matter how close to home it might hit. But Hunt soon realizes there's far more to Bryce than meets the eye-and that he's going to have to find a way to work with her if they want to solve this case. As Bryce and Hunt race to untangle the mystery, they have no way of knowing the threads they tug ripple through the underbelly of the city, across warring continents, and down to the darkest levels of Hel, where things that have been sleeping for millennia are beginning to stir.."*

THE SECRET WORLD OF ARRIETTY PICTURE BOOK

Viz Media *A family of miniature people who live beneath the floor of a country house, borrowing things they need from the humans, are forced to leave their home when their teen-aged daughter, Arietty, is seen by a human.*

RACES OF THE WILD

DUNGEONS AND DRAGONS SUPPLEMENT

This new D&D sourcebook details various races that dwell in the wilderness, offering Dungeons & Dragons(players extensive information on the classic races of elves and halflings, new rules, information for interaction, new spells, and new magic items attuned to each race.