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After the gasp-inducing cliffhanger ending of *The Frozen Crown*, the exciting conclusion to the epic story of Askia—a warrior, witch, and queen-to-be—as she confronts the monster that stole her throne...and is holding her prisoner to steal her magic. “ Complex worldbuilding and fascinating characters propel the intricate plot to a deeply satisfying climax. Sword-and-sorcery fans won ’ t be able to put down this gripping tale of female solidarity and triumph. ” — Publishers Weekly (starred review)

The Empire of Vishir has lost its ruler, and the fight to save Seravesh from the Roven Empire is looking bleak. Moreover, Askia has been captured by power-hungry Emperor Radovan, who plans on making her his wife simply so he can take her magic as his own, killing her in the process. Aware of his ex-wives ’ fates, Askia must find a means of avoiding this doom, not only for the sake of Seravesh, but now for Vishir as well. She must put both nations first and remember Ozura ’ s advice: you must play the game in order to survive.

Askia was born a soldier, but now it ’ s time to become a spy. But it ’ s hard to play a game where the only person who knows the rules wants to kill her. And time is a factor. The jewel Radovan has put around her neck will pull her power from her in thirty days. Worse, Vishir might not even have that long, as the two heirs to the throne are on the verge of civil war. Without any hope for help from the south, without any access to her magic,

alone in a hostile land, Askia is no closer to freeing her people than she was when she fled to Vishir. In the clutches of a madman, the only thing she's close to is death. Yet she'd trade her life for a chance to save Seravesh. The problem: she may not have that choice. A girl's quest to find her father leads her to an extended family of magical fighting booksellers who police the mythical Old World of England when it intrudes on the modern world. From the bestselling master of teen fantasy, Garth Nix. In a slightly alternate London in 1983, Susan Arkshaw is looking for her father, a man she has never met. Crime boss Frank Thringley might be able to help her, but Susan doesn't get time to ask Frank any questions before he is turned to dust by the prick of a silver hatpin in the hands of the outrageously attractive Merlin. Merlin is a young left-handed bookseller (one of the fighting ones), who with the right-handed booksellers (the intellectual ones), are an extended family of magical beings who police the mythic and legendary Old World when it intrudes on the modern world, in addition to running several bookshops. Susan's search for her father begins with her mother's possibly misremembered or misspelt surnames, a reading room ticket, and a silver cigarette case engraved with something that might be a coat of arms. Merlin has a quest of his own, to find the Old World entity who used ordinary criminals to kill his mother. As he and his sister, the right-handed bookseller

Vivien, tread in the path of a botched or covered-up police investigation from years past, they find this quest strangely overlaps with Susan ' s. Who or what was her father? Susan, Merlin, and Vivien must find out, as the Old World erupts dangerously into the New. American Library Association "Best Books for Young Adults" From the author of Ender's Game, an unforgettable story about young Alvin Maker: the seventh son of a seventh son. Born into an alternative frontier America where life is hard and folk magic is real, Alvin is gifted with the power. He must learn to use his gift wisely. But dark forces are arrayed against Alvin, and only a young girl with second sight can protect him. Includes an excerpt of Orson Scott Card's new novel, THE LOST GATE! The Tales of Alvin Maker series Seventh Son Red Prophet Prentice Alvin Alvin Journeyman Heartfire The Crystal City At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. The book, "" Antiquities of the Jews; Book - I "" , has been considered important throughout the human history, and so that this work is never forgotten we have made efforts in its preservation by republishing this book in a modern format for present and future generations. This whole book has been reformatted, retyped and designed. These books are not made of scanned copies and hence the text is clear and readable. Game of Thrones fans will love the New York Times bestselling

Abhorsen series. Sabriel, the first installment in the trilogy, launched critically acclaimed author Garth Nix onto the fantasy scene as a rising star. Dark Secrets, Deep Love, and Dangerous Magic Sent to a boarding school in Ancelstierre as a young child, Sabriel has had little experience with the random power of Free Magic or the Dead who refuse to stay dead in the Old Kingdom. But during her final semester, her father, the Abhorsen, goes missing, and Sabriel knows she must enter the Old Kingdom to find him. She soon finds companions in Mogget, a cat whose aloof manner barely conceals its malevolent spirit, and Touchstone, a young Charter Mage long imprisoned by magic, now free in body but still trapped by painful memories. As the three travel deep into the Old Kingdom, threats mount on all sides. And every step brings them closer to a battle that will pit them against the true forces of life and death—and bring Sabriel face-to-face with her own destiny. “ Sabriel is a winner, a fantasy that reads like realism. Here is a world with the same solidity and four-dimensional authority as our own, created with invention, clarity and intelligence. ” —Philip Pullman, author of His Dark Materials trilogy Tal and Milla are only one step away from death, while the evil that has controlled their world for so long is about to triumph. If the Veil is lifted, nothing can save the Dark World. Their one glimmer of hope is to confront the monster Sharrakor and regain the violet keystone.

Retells with pop-up images the Old Testament story of the Tower of Babel. The first book in the blockbuster series, *The Keys to the Kingdom*, by internationally acclaimed author Garth Nix. Moving between our familiar world and bizarre other realms where nothing is predictable, Nix delivers a thrilling adventure-fantasy of breathtaking scope and ingenuity. Arthur Penhaligon is not supposed to be a hero. He is, in fact, supposed to die an early death. But then he is saved by a key shaped like the minute hand of a clock. Arthur is safe - but his world is not. Along with the key comes a plague brought by bizarre creatures from another realm. A stranger named Mister Monday, his avenging messengers with blood-stained wings, and an army of dog-faced Fetchers will stop at nothing to get the key back - even if it means destroying Arthur and everything around him. Desperate, Arthur ventures into a mysterious house - a house that only he can see. It is in this house that Arthur must unravel the secrets of the key - and discover his true fate. Out-of-this-world magical adventure series for teens from the award-winning, New York Times bestselling author of *Sabriel* and the *Old Kingdom* series. Seven days. Seven keys. One very unlikely hero. Four of the seven trustees have been defeated and their Keys taken, but for Arthur Penhaligon, the week is still getting worse. His friends have been captured by the Piper, and the New Nithling army still controls most of the Great

Maze. Meanwhile, Superior Saturday is causing trouble wherever she can, including turning off all the elevators in the House and blocking the Front Door to prevent escape. Amidst all this trouble, Arthur must weigh an offer from Lady Friday that is either a cunning trap for the Rightful Heir, or a golden opportunity he must seize before Superior Saturday or the Piper beats him to it. The race to find the secret of the Middle House is on - and Arthur is in the thick of it. Twins Jaide and Jack Shield discover that their father and grandmother are "wardens," tasked with defending portals and humanity from evil, but their lives change forever when they learn that they share the same powers. The violet keystone: "As they walk the line between success and destruction, Tal and Milla search for hope in a realm where old wars throw the ultimate power up for the control of anyone strong enough to hold it." -- Pub. The Newbery Honor Book and New York Times Bestseller that is historical fiction with a hint of mystery about living at Alcatraz not as a prisoner, but as a kid meeting some of the most famous criminals in our history. Al Capone Does My Shirts has become an instant classic for all kids to read! Today I moved to Alcatraz, a twelve-acre rock covered with cement, topped with bird turd and surrounded by water. I'm not the only kid who lives here. There are twenty-three other kids who live on the island because their dads work as guards or cooks or doctors or

electricians for the prison, like my dad does. And then there are a ton of murderers, rapists, hit men, con men, stickup men, embezzlers, connivers, burglars, kidnappers and maybe even an innocent man or two, though I doubt it. The convicts we have are the kind other prisons don't want. I never knew prisons could be picky, but I guess they can. You get to Alcatraz by being the worst of the worst. Unless you're me. I came here because my mother said I had to.

A Newbery Honor Book
A New York Times Bestseller
A People magazine "Best kid's Book"
An ALA Book for Young Adults
An ALA Notable Book
A School Library Journal Best Book of the Year
A Kirkus Reviews Editor's Choice
A San Francisco Chronicle Best Book of the Year
A Publishers Weekly Best Book of the Year
A Parents' Choice Silver Honor Book
A New York Public Library "100 Titles for Reading and Sharing" Selection
A New York Public Library Best Book for the Teen Age

*"Choldenko's pacing is exquisite. . . . [A] great read."—Kirkus Reviews, starred review

*"Exceptionally atmospheric, fast-paced and memorable!"—Publishers Weekly, starred review

*"The story, told with humor and skill, will fascinate readers."—School Library Journal, starred review

"Al is the perfect novel for a young guy or moll who digs books by Gordon Korman, or Louis Sachar."—Time Out New York for Kids

"Funny situations and plot twists abound!"—People magazine

"Heartstopping in some

places, heartrending in others, and most of all, it is heartwarming."—San Francisco Chronicle

From renowned fantasy author of the Old Kingdom series, Garth Nix, comes a dystopian fantasy perfect for fans of Hunger Games and Divergent. Imagine a world where your fourteenth birthday is your last and where even your protector may not be trusted.... In a futuristic urban wasteland, evil Overlords have decreed that no human shall live a day past their fourteenth birthday. On that Sad Birthday, the children of the Dorms are taken to the Meat Factory, where they will be made into creatures whose sole purpose is to kill. The mysterious Shade—once a man, but now more like the machines he fights—recruits the few teenagers who escape into a secret resistance force. With luck, cunning, and skill, four of Shade's children come closer than any to discovering the source of the Overlords' power—and the key to their downfall. But the closer they get, the more ruthless Shade seems to become.

First of a thrilling fantasy adventure series set on the Dark World, where society is ranked according to its colour clan and the most precious commodity is light. In all the world there is only one place that ever sees the sun. A seven-towered castle built upon a mountain high above the desolate ice lands below. A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and

teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred New epic fantasy in the grand tradition—including a never-before-published Song of Ice and Fire story by George R. R. Martin! Fantasy fiction has produced some of the most unforgettable heroes ever conjured onto the page: Robert E. Howard's Conan the Barbarian, Michael Moorcock's Elric of

Melniboné, Fritz Leiber's Fafhrd and the Gray Mouser. Classic characters like these made sword and sorcery a storytelling sensation, a cornerstone of fantasy fiction—and an inspiration for a new generation of writers, spinning their own outsize tales of magic and swashbuckling adventure. Now, in *The Book of Swords*, acclaimed editor and bestselling author Gardner Dozois presents an all-new anthology of original epic tales by a stellar cast of award-winning modern masters—many of them set in their authors' best-loved worlds. Join today's finest tellers of fantastic tales, including George R. R. Martin, K. J. Parker, Robin Hobb, Scott Lynch, Ken Liu, C. J. Cherryh, Daniel Abraham, Lavie Tidhar, Ellen Kushner, and more on action-packed journeys into the outer realms of dark enchantment and intrepid derring-do, featuring a stunning assortment of fearless swordsmen and warrior women who face down danger and death at every turn with courage, cunning, and cold steel. **FEATURING SIXTEEN ALL-NEW STORIES:** "The Best Man Wins" by K. J. Parker "Her Father's Sword" by Robin Hobb "The Hidden Girl" by Ken Liu "The Sword of Destiny" by Matthew Hughes " 'I Am a Handsome Man,' Said Apollo Crow" by Kate Elliott "The Triumph of Virtue" by Walter Jon Williams "The Mocking Tower" by Daniel Abraham "Hrunting" by C. J. Cherryh "A Long, Cold Trail" by Garth Nix "When I Was a Highwayman" by Ellen Kushner "The Smoke of Gold Is Glory" by Scott Lynch

“ The Colgrid Conundrum ” by Rich Larson “ The King ’ s Evil ” by Elizabeth Bear “ Waterfalling ” by Lavie Tidhar “ The Sword Tyraste ” by Cecelia Holland “ The Sons of the Dragon ” by George R. R. Martin And an introduction by Gardner Dozois “ When fine writer and expert editor [Gardner] Dozois beckons, authors deliver—and this surely will be one of the year ’ s essential anthologies. ” —Kirkus Reviews (starred review)

War has come to the Willful Institute. It has come to the first realm. For years Alva has trained, developed weapons and tactics never seen in the ten realms. Now Alva moves in the background, supporting the Adventurer's Guild. No band of fighters, no sect looking to gain individual honors. The armies of Alva were forged together in Alva dungeon. Tempered in body, in mind, in mana. Supported by Alvan traders, crafters, they reclaimed the lost floors of their home. They captured Vuzgal and defended it in the vicious battlefield realm. Now Alva is going to war. Their abilities, their skills tested head on. One individual is strong. A nation focused, a nation brought together for a single goal. It is something that could shake the very foundations of the ten realms. A beast stirs in the Beast Mountain Range, raising their eyes to the higher realms. It is time Erik and Rugrat stepped out of the shadows. The fantastic conclusion to Garth Nix's New York Times bestselling series. On the seventh day, there was a choice. The

House is falling apart, and when it is destroyed, all existence will be destroyed with it. Arthur Penhaligon and his friends Leaf and Suzy are caught in the chaos, separated by events but drawn together in their fight to survive. They must use every power at their disposal—magical or practical—to defeat the enemies attacking them from all sides. For Arthur, the most formidable challenge comes from Lord Sunday, the most elusive of the Trustees of the Will. Lord Sunday's magic is unlike anything Arthur has encountered before—and his secrets have the potential to destroy not only Arthur, but also all the people he holds dear. On Monday, Arthur Penhaligon was just an ordinary boy thrust into an extraordinary situation. From Tuesday to Saturday, he emerged as the Rightful Heir to the Architect who created everything within the House. Now, on Sunday, he will face a choice of astonishing proportions—and a remarkable conclusion to a completely unforeseen adventure. Fifth book of the thrilling fantasy adventure series, *THE SEVENTH TOWER*, from international bestselling author, Garth Nix. The Dark World is in danger, for the Veil protecting it is vulnerable. A war is brewing among the Underfolk rebels, the fierce Icecarls, and a hidden, shadowy evil that is just now letting itself be known. As shadows rage, ancient spells return, illusion reigns, and corruption threatens, the search for hope is the bravest quest. It is up to two young heroes,

Tal and Milla, to fend off their own darkness in order to save their world from destruction. There is mystery, magic and imagination at work here. And the Seventh Tower is the key to it all. The much-loved Grimm's fairy tale that inspired Tangled, going back to its roots From New York Times bestselling authors Garth Nix and Sean Williams, a chivalrous adventure featuring a very unlikely knight, an admirably stubborn girl, and a talking sword. It is strange enough that Odo and Eleanor have stumbled upon a sword in a dried-up river outside their village. It is even stranger that Odo is able to remove it from where it's buried. And it's REMARKABLY strange when the sword starts to talk. Odo and Eleanor have unearthed Biter, a famous fighter from earlier times. By finding Biter, Odo instantly becomes a knight—a role he is exquisitely unsuited for. Eleanor, however, would make a PERFECT knight—but she's not the one with the sword. Finding Biter is only the start—boy, girl, and sword must soon go on a quest to save their kingdom from threats in both human and dragon form, in this new fantasy triumph from Garth Nix and Sean Williams. She was the one who got away... “ Action-packed tension...a compelling romantic thriller ” from the New York Times- bestselling author (Publishers Weekly). If At First You Don't Succeed It's been seven years since the Seattle Strangler terrorized the city. His victims were all young, pretty, their lifeless bodies found wrapped in a home-

sewn white dress. But there was one who miraculously escaped death, just before the Strangler disappeared. . . Kill Lara Church has only hazy memories of her long-ago attack. What she does have is a home in Austin, a job, and a chance at a normal life at last. Then Texas Ranger James Beck arrives on her doorstep with shattering news: The Strangler is back. And this time, he's in Austin. . . And Kill Again. . . He's always craved her, even as he killed the others. For so long he's been waiting to unleash the beast within. And this time, he'll prove he holds her life in his hands--right before he ends it forever... "Dark and disturbing, a well-written tale of obsession and murder." —Kat Martin Praise for the novels of Mary Burton "Will have readers sleeping with the lights on." --Publishers Weekly on *Before She Dies* (starred review) "Terrifying. . .this chilling thriller is an engrossing story." --Library Journal on *Merciless Fourth* of the thrilling fantasy adventure series set on the Dark World, where society is ranked according to its colour clan and the most precious commodity is light. Tal and Milla are no longer alone in their quest. They have been joined by the rebel Underfolk led by Crow, Tal's old foe. But now they must all work together to discover the secrets of the Castle and the Dark World they all inhabit before it is too late. The darkness is growing deeper. The shadows are growing stronger. And Tal and Milla are in greater danger than ever before... A new

anthology celebrating the witches and sorcerers of epic fantasy—featuring stories by George R. R. Martin, Scott Lynch, Megan Lindholm, and many others! Hot on the heels of Gardner Dozois ’ s acclaimed anthology *The Book of Swords* comes this companion volume devoted to magic. How could it be otherwise? For every Frodo, there is a Gandalf . . . and a Saruman. For every Dorothy, a Glinda . . . and a Wicked Witch of the West. What would Harry Potter be without Albus Dumbledore . . . and Severus Snape? Figures of wisdom and power, possessing arcane, often forbidden knowledge, wizards and sorcerers are shaped—or misshaped—by the potent magic they seek to wield. Yet though their abilities may be godlike, these men and women remain human—some might say all too human. Such is their curse. And their glory. In these pages, seventeen of today ’ s top fantasy writers—including award-winners Elizabeth Bear, John Crowley, Kate Elliott, K. J. Parker, Tim Powers, and Liz Williams—cast wondrous spells that thrillingly evoke the mysterious, awesome, and at times downright terrifying worlds where magic reigns supreme: worlds as far away as forever, and as near as next door. **FEATURING SIXTEEN ALL-NEW STORIES:**
“ The Return of the Pig ” by K. J. Parker “ Community Service ” by Megan Lindholm “ Flint and Mirror ” by John Crowley “ The Friends of Masquelayne the Incomparable ” by Matthew Hughes “ The Biography of a

Bouncing Boy Terror: Chapter Two: Jumping Jack in Love ” by Ysabeau S. Wilce “ Song of Fire ” by Rachel Pollack “ Loft the Sorcerer ” by Eleanor Arnason “ The Governor ” by Tim Powers “ Sungrazer ” by Liz Williams “ The Staff in the Stone ” by Garth Nix “ No Work of Mine ” by Elizabeth Bear “ Widow Maker ” by Lavie Tidhar “ The Wolf and the Manticore ” by Greg Van Eekhout “ The Devil ’ s Whatever ” by Andy Duncan “ Bloom ” by Kate Elliott “ The Fall and Rise of the House of the Wizard Malkuril ” by Scott Lynch Plus George R. R. Martin ’ s classic story “ A Night at the Tarn House ” and an introduction by Gardner Dozois Praise for The Book of Magic “ In The Book of Magic, you get everything you expect and more! Assembling seventeen great authors in one place is a difficult job but this book, with a lot of help from editor Gardner Dozois, does just that. . . . This compilation is a treat for any who love a good fantasy tale. ” —Geeks of Doom

Mike Auburn dangles above the city of Chicago from the beams of a half-built skyscraper. He is seconds from plummeting towards the circuit board of buildings and streetlights below, but oblivion is not what he seeks—it ’ s the dead. Obsessed with discovering evidence of the afterlife, Mike ’ s death-defying stunts have brought him closer than ever to lifting the veil of reality, always just out of reach. However, his ventures to the edge have not gone unnoticed, and a mysterious organization by the name

“ O ’ Neill ” seeks to recruit him to their own cause: preparing the city for impending Ragnarok, the end of the world as they know it. Before long, a world ruled by scientific method and rational thinking is challenged by the supernatural—luring the dead, the damned, and the demons that have long awaited the return of magic, and they will stop at nothing to bring it back for good. Suddenly, Mike is at the center of a battle between the forces of reason, of good, of evil...and everything in between. Enter the world of Septimus Heap, Wizard Apprentice. Magyk is his destiny. A powerful necromancer plans to seize control of all things Magykal. He has killed the Queen and locked up the Extraordinary Wizard. Now with Darke Magyk he will create a world filled with Darke creatures. But the Necromancer made one mistake. A vital detail he has overlooked means there is a boy who can stop him - the only problem is, the boy doesn't know it yet. For the Heap family, life as they know is about to change, and the most fantastically fast-paced adventure of confused identities, magyk and mayhem, begin. A long time ago, darkness fell upon the Castle. A veil was created over the world, upholding the rule of magic. One war ended ... and another silently began. Tal has spent his whole life in the darkness. He knows nothing else of the world. Far below the Castle, there lives an Icecarl warrior named Milla. Her fate and Tal's are irreversibly linked. Together they will discover

the secrets behind the veil - and the forces desperately trying to tear it apart. From dream worlds to nightmare visions, brilliant magic to fierce combat, this is an epic story of darkness, light, and all the shades in between. Even as he grows stronger and closer to discovering the secret of his identity, Arthur must face further dangers and conflicts as he struggles to attain the Sixth Key from the powerful Saturday. Tal has led a sheltered life in a mysterious castle of seven towers, but all that changes when danger strikes. 'Wise and wondrous' - Holly Black

Garth Nix is on hilarious form as he spins his very own fairy tale, featuring Princess Anya, who, with her loyal dog, must embark on a terribly important (capital Q) Quest to acquire the ingredients for a reversal lip balm, the vital item needed to change a frog back to a prince . . . oh, and save her kingdom from her villainous step(step)father. Winner of the Mythopoeic Fantasy Award for Children's Literature, 2018 A brilliantly funny take on fairytales and quests for younger readers. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 13.0px Georgia; color: #232323; -webkit-text-stroke: #232323} span.s1 {font-kerning: none} Hailed as "the most radical repackaging of the Bible since Gutenberg", these Pocket Canons give an up-close look at each book of the Bible. Bestselling author Garth Nix's amazing Seventh Tower series is back--now with a great new look! The Dark World is a place of ice, wind, and fury. A veil of black

covers the sky. In all the world, only the Castle shines with light. Tal and Milla are struggling to make it to the Castle, each on a dangerous mission. For Tal, a Chosen, the Castle is home--even though he is not welcome anymore. For Milla, an Icecarl warrior, the Castle is a strange and mysterious place. Her presence is a threat that the Castle dwellers want to stop...at any cost. Sinister forces are conspiring against them. It will take all their strength to survive. Ancient evil vies against prophecy, and out of chaos a hero emerges... The realm of Faladir has known centuries of peace, until now. Of old, the Kingshield Knights were founded. They were warriors and men of learning. The six of them wandered the land and dispensed wisdom, knowledge and justice. But they bore a sacred charge greater still. Their solemn trust was to guard against a primal evil. But they have fallen to its lure. Dark things stir. Beasts of nightmare stalk the land and haunt the skies. Blood-drenched sorcery casts its shadow over the realm. Ancient prophecy foretold that when the Kingshield Knights failed the Seventh Knight would rise to challenge them. But the knights know this, and they seek to kill him before he comes into his destiny. But fate will not be denied. And the Seventh Knight will stand tall to defy the powers of darkness... "The Masque of the Red Death", originally published as "The Mask of the Red Death: A Fantasy", is an 1842 short story by American writer Edgar Allan Poe.

The story follows Prince Prospero's attempts to avoid a dangerous plague, known as the Red Death, by hiding in his abbey. He, along with many other wealthy nobles, hosts a masquerade ball within seven rooms of the abbey, each decorated with a different color. In the midst of their revelry, a mysterious figure disguised as a Red Death victim enters and makes his way through each of the rooms. Prospero dies after confronting this stranger, whose "costume" proves to contain nothing tangible inside it; the guests also die in turn. Poe's story follows many traditions of Gothic fiction and is often analyzed as an allegory about the inevitability of death, though some critics advise against an allegorical reading. Many different interpretations have been presented, as well as attempts to identify the true nature of the titular disease. The story was first published in May 1842 in *Graham's Magazine* and has since been adapted in many different forms, including a 1964 film starring Vincent Price. An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students. Castle society is based on the order that the Underfolk are servants to the Chosen, the Spiritshadows are bound to humans, and Icecarl warriors are an outside threat to the order. Tai and Milla, with the help of two Spiritshadows from the dreamworld of Aenir, and a fierce band of Underfolk rebels, must uncover a dark conspiracy. Hugo Award finalist Daniel Polansky crafts

an innovative, mind-bending fantasy mystery in *The Seventh Perfection*. When a woman with perfect memory sets out to solve a riddle, the threads she tugs on could bring a whole city crashing down. The God-King who made her is at risk, and his other servants will do anything to stop her. To become the God-King's Amanuensis, Manet had to master all seven perfections, developing her body and mind to the peak of human performance. She remembers everything that has happened to her, in absolute clarity, a gift that will surely drive her mad. But before she goes, Manet must unravel a secret which threatens not only the carefully prepared myths of the God-King's ascent, but her own identity and the nature of truth itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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