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SHANIYA TREVINO

Hero at the Fall HarperCollins

The gorgeous and darkly compelling sequel to *The Crown's Game*—perfect for fans of *Red Queen* and *Shadow and Bone*. A New York Times bestseller! Magic is growing, shadows are rising, and the throne is at stake... Russia is on the brink of great change. Pasha's coronation approaches, and Vika is now the Imperial Enchanter, but the role she once coveted may be more difficult—and dangerous—than she ever expected. Pasha is grappling with his own problems—his legitimacy is in doubt, the girl he loves loathes him, and he believes his best friend is dead. When a challenger to the throne emerges—and with the magic in Russia growing rapidly—Pasha must do whatever it takes to keep his position and protect his kingdom. For Nikolai, the ending of the *Crown's Game* stung deeply. Although he just managed to escape death, Nikolai remains alone, a shadow hidden in a not-quite-real world of his own creation. But when he's given a second chance at life—tied to a dark price—Nikolai must decide just how far he's willing to go to return to the world. With revolution on the rise, dangerous new magic rearing up, and a tsardom up for the taking, Vika, Nikolai, and Pasha must fight—or face the destruction of not only their world but also themselves.

The Forgotten Book Hachette UK

The breathtaking finale to the "New York Times"-bestselling series. Armed with only her revolver, her wits, and her untamable Demdji powers, Amani Al'Hiza must rally her skeleton crew of rebels for a rescue mission through the unforgiving desert to a place that, according to maps, doesn't exist.

UnStrung Penguin

A final deadly game will reveal the darkest secrets in the City of Sin in the thrilling conclusion of this "decadent and delicious" YA fantasy trilogy (Kirkus Reviews). Return to the City of Sin, where the perilous final game is about to begin . . . The players? Twenty-two of the most powerful, most notorious people in New Reynes. With no choice but to play, Enne and Levi are desperate to forge

new alliances and bargain for their safety. But any misstep could turn deadly when a far more dangerous opponent appears on the board—one plucked straight from the city's most gruesome legends. While Levi hides behind a mask of false promises, Enne is finally forced out from behind hers. As the game takes its final, vicious turn, these two must decide once and for all whether to be partners or enemies. Because in a game for survival, there are no winners . . . There are only monsters.

UnBound Simon and Schuster

What if every story you'd ever heard was true? Jack killed the giants. Red slayed the wolf. Rapunzel fled the tower. But the greatest one of all, had yet to be told. Once upon a time, the magical Kingdom of Avalon was left to wither and die after the Snow Queen encased it in ice. Its former citizens are now refugees. Which is why crown prince Alex and his protectors are stuck in... Arizona. Tala Makiling has lived her life as an outsider. Her family curse, the one that's doomed her to be a spellbreaker, someone who destroys magic, hasn't won her too many friends. Except Alex, who trusts her and her family to keep his royal identity a secret. And then one night, a famous creature of legend, the Firebird, appears in their tiny town, reigniting hope for their abandoned homeland. Alex and Tala team up with a ragtag group of new friends to journey back to Avalon. Their path is filled with danger—from deadly prophecies, to terrifying ice wolves, a traitor among them, and the Snow Queen herself. But if they succeed... their story would be legendary. "A great read for fans of fairy tales, myths and legends... Come for the adventure, stay for the sassy jerkwad firebird."—Kendare Blake, #1 New York Times bestselling author of the *Three Dark Crowns* series Gripping, fantastical, and delightfully funny, *Wicked As You Wish* is perfect for readers looking for: young adult magic, mythology, and folklore LGBTQ representation diverse characters creative new takes on classic stories fresh and dazzling world building Praise for *Wicked As You Wish*: "Glorious."—Shelf Awareness "Combining legends, myths, fairy tales, and classic children's literature from Oz to Neverland, *Chupeco* (The Bone Witch) creates an enchanting story that is both a feast for the senses and a unique spin on the hero's journey...A nail-biting quest that

introduces a gripping new series."—STARRED review, Publishers Weekly "...A truly original novel. A deftly executed melding of folklore and reality grounded in contemporary issues."—STARRED review, Kirkus

King of Fools Feiwel & Friends

Born in the backseat of a moving car, Carmel Fishkill was unceremoniously pushed into a world that refuses to offer her security, stability, love. At age thirteen, she begins to fight back. Carmel Fishkill becomes Fishkill Carmel, who deflects her tormenters with a strong left hook and conceals her secrets from teachers and social workers. But Fishkill's fierce defenses falter when she meets eccentric optimist Duck-Duck Farina, and soon they, along with Duck-Duck's mother, Molly, form a tentative family, even as Fishkill struggles to understand her place in it. This fragile new beginning is threatened by the reappearance of Fishkill's unstable mother and by unfathomable tragedy.

The Crown's Fate Candlewick Press

Pelippé Trueblood is a giantsblood—one of the great mariners of House Tru. Raised on the mighty ship Cay, he's chosen at nineteen for a perilous voyage predicted in ancient prophecy. Young and unseasoned, Trueblood fears the gods may have picked the wrong man for the job. Worse, prophecy demands he be accompanied by Fen il-Kheir, and nothing in Trueblood's life at sea has prepared him for this dangerous new crew member. Fen is a kheiron—a creature with the ability to shift between man and horse. With a dark past, little love for humans and less love for ships, Fen proves a reluctant passenger whose secrets about Trueblood could jeopardize not only the voyage, but the future of the world. A feud of the gods. Ships built by giants. Spice that makes the world beautiful. Flying horses. Murder and misery. Belonging and bravery. Sailors, centaurs, warriors, queens, courtesans and storytellers. A tapestry of mythology and human experience, *The Voyages of Trueblood Cay* is both Javier Landes' love letter to his life, and Suanne Laqueur's most adventurous love story.

The Gilded Cage Berkley

Tara, an Indian-American junior at Brierly prep school, feels her world dramatically change when a mirror planet to Earth is

discovered and she, in this new era of scientific history, reconsiders her self and possible selves.

The Library of Fates Sourcebooks, Inc.

The *Minecrafter's Cookbook* brings the Overworld to life with over 40 fantastic, Minecraft-themed recipes that kids and parents can make together. From main courses that will fill your hunger bar; to enchanted snacks that Alex and Steve couldn't survive without; to party-friendly, game-themed desserts and potion drinks, there is plenty in this book to enchant young gamers and their families. Kids will love the accompanying illustrations of their favorite characters and scenes, while parents will appreciate the simple, step-by-step directions to guide them as they craft. The *Minecrafter's Cookbook* makes cooking an irresistible adventure: Includes photos of each finished item, plus colorful illustrations of popular Minecrafting scenes and characters for maximum fun. Features over 40 kid-friendly meals, drinks, and desserts including Beetroot Stew, Golden Apples, Grass Block Brownies, and Creeper Crispies! Encourages young gamers to power down and enjoy family time in the kitchen The delicious recipes in this book are sure to make spending time together a whole lot more fun!

The Silvered Serpents Macmillan Children's Books

Picking up the pieces after the chilling events of the previous year isn't easy, but the Grace siblings are determined. Wolf is back after a mysterious disappearance, and everyone's eager to return to normal. Except Summer, the youngest Grace. Summer has a knack for discovering the truth—and something is troubling her. But exposing secrets is a dangerous game, and it's not one Summer can win alone. At Summer's behest, the coven comes back together, drawing their erstwhile friend River back into the fold. But as the coven's powers magnify, Wolf's behavior becomes unpredictable—and Summer must question the nature of the friend she so loves. This riveting sequel to *The Graces* is saturated with magic, the destructive cost of power, and the nature of forgiveness.

Stone Cold Little, Brown Books for Young Readers

The epic finale to *The Bone Witch* series! As Tea's dark magic eats away at her, she must save the one she loves most, even while her life—and the kingdoms—are on the brink of destruction. Perfect for readers of Leigh Bardugo's *Ninth House* and Holly Black's *The Cruel Prince*! In the Eight Kingdoms, none have

greater strength or influence than the asha, who hold elemental magic. But only a bone witch has the power to raise the dead. Tea has used this dark magic to breathe life into those she has loved and lost...and those who would join her army against the deceitful royals. But Tea's quest to conjure a shadowglass, to achieve immortality for the one person she loves most in the world, threatens to consume her. Tea's heartsglass only grows darker with each new betrayal. Her work with the monstrous azi, her thirst for retribution, her desire to unmask the Faceless—they all feed the darkrot that is gradually consuming her heartsglass. She is haunted by blackouts and strange visions, and when she wakes with blood on her hands, Tea must answer to a power greater than the elder asha or even her conscience. Tea's life—and the fate of the kingdoms—hangs in the balance. Thrilling and atmospheric, this bestselling series is perfect for readers looking for *Memoirs of a Geisha* meets dark fantasy stories with diverse representation and multicultural influences original worldbuilding and captivating writing witch and wizard series for teens and adults *The Bone Witch Series: The Bone Witch (Book 1) The Heart Forger (Book 2) The Shadowglass (Book 3)* Praise for *The Shadowglass*: "Satisfying." —Foreword "A must-purchase." —School Library Journal "A worthy conclusion to a story that is, at its core, about love and letting go." —Kirkus Reviews

The King of Crows: The Diviners 4 Simon and Schuster

The Girl from Everywhere, the first of two books, blends fantasy, history, and a modern sensibility. Its sparkling wit, breathless adventure, multicultural cast, and enchanting romance will dazzle readers of Sabaa Tahir and Leigh Bardugo. As the daughter of a time traveler, Nix has spent sixteen years sweeping across the globe and through the centuries aboard her father's ship. Modern-day New York City, nineteenth-century Hawaii, other lands seen only in myth and legend—Nix has been to them all. But when her father gambles with her very existence, it all may be about to end. Rae Carson meets *Outlander* in this epic debut fantasy. If there is a map, Nix's father can sail his ship, *The Temptation*, to any place and any time. But now that he's uncovered the one map he's always sought—1868 Honolulu, the year before Nix's mother died in childbirth—Nix's life, her entire existence, is at stake. No one knows what will happen if her father changes the past. It could erase Nix's future, her dreams, her adventures . . . her connection with the charming Persian thief, Kash, who's been

part of their crew for two years.

The Minecrafter's Cookbook St. Martin's Griffin

The final installment of the *Timekeeper* trilogy. The crew of the *Prometheus* is intent on taking down the world's clock towers so that time can run freely. Now captives, Colton, Daphne, and the others have a stark choice: join the *Prometheus's* cause or fight back in any small way they can and face the consequences. But Zavier, leader of the terrorists, has a bigger plan—to bring back the lost god of time. As new threats emerge, loyalties must shift. No matter where the *Prometheus* goes—Prague, Austria, India—nowhere is safe, and every second ticks closer toward the eleventh hour. Walking the line between villainy and heroism, each will have to choose what's most important: saving those you love at the expense of the many, or making impossible sacrifices for the sake of a better world.

The Curses Simon and Schuster

A boldly original novel about justice, independence and resisting oppression that introduces a remarkable new voice in YA literature *Life in Bearmouth* is one of hard labour, the sunlit world above the mine a distant memory. Reward will come in the next life with the benevolence of the Mayker. New accepts everything - that is, until the mysterious Devlin arrives. Suddenly, Newt starts to look at Bearmouth with a fresh perspective, questioning the system, and setting in motion a chain of events that could destroy their entire world. In this powerful and brilliantly original debut novel, friendship creates strength, courage is hard-won and hope is the path to freedom. Liz Hyder is a writer, experienced workshop leader and award-winning arts PR consultant. She has a BA in drama from the University of Bristol and, in early 2018, won the Bridge Award/Moniack Mhor's Emerging Writer Award. She is currently working on her second book and a range of other creative projects. *Bearmouth* is her debut novel.

The Shadowglass Jenika Snow

From indie horror author and bestselling sensation Ania Ahlborn, this brand-new supernatural thriller questions: how far would you go for success, and what would you be capable of if the promise of forever was real? With his marriage on the rocks and his life in shambles, washed up crime writer Lucas Graham is desperate for a comeback. So when he's promised exclusive access to notorious cult leader and death row inmate Jeffrey Halcomb, the opportunity is too good to pass up. Lucas leaves New York for the scene of the

crime—a split-level farmhouse on the gray-sanded beach of Washington State—a house whose foundation is steeped in the blood of Halcomb's diviners; runaways who, thirty years prior, were drawn to his message of family, unity, and unconditional love. Lucas wants to tell the real story of Halcomb's faithful departed, but when Halcomb goes back on his promise of granting Lucas exclusive information on the case, he's left to put the story together on his own. Except he is not alone. For Jeffrey Halcomb promised his devout eternal life...and within these walls, they're far from dead.

[Wicked As You Wish](#) HarperCollins

After growing up on a farm in Virginia, Walthingham Hall in England seems like another world to sixteen-year-old Katherine Randolph. Her new life, filled with the splendor of upper class England in the 1820s, is shattered when she discovers the corpse of her brother George in a lake on the estate—the tragic accidental drowning of a young man, the coroner reports, despite the wound to George's head. Katherine is expected to observe the mourning customs and get on with her life, but she can't accept that her brother's death was an accident. A bitter poacher prowls the estate, and strange visitors threaten the occupants of the house. There's a rumor, too, that a wild animal stalks the woods of Walthingham. Can Katherine retain her sanity long enough to find out the truth? Or will her brother's killer claim her life, too?

[Within These Walls](#) Henry Holt and Company BYR Paperbacks

The realms are dying, and only the heirs can save the city - but at what cost. The Four Realms - Life, Death, Light, and Darkness - all converge on the city of dusk. For each realm there is a god, and for each god there is an heir. But the gods have withdrawn their favour from the once vibrant and thriving city. And without it, all the realms are dying. Unwilling to stand by and watch the destruction, the four heirs—Risha, a necromancer struggling to keep the peace; Angelica, an elemental with her eyes set on

the throne; Taesia, a shadow-wielding rogue with rebellion in her heart; and Nik, a soldier who struggles to see the light- will sacrifice everything to save the city. But their defiance will cost them dearly. 'For Sim's most devoted fans' - Publishers Weekly 'A lot to love' - Kirkus Reviews

[A Dead Man's Guide to Dragongrin](#) Imprint

Step into an opulent world filled with risk, romance, and revenge and find out whether two unlikely heroes can save the world and stop corruption. For seven long years, while she was imprisoned on a debtor's ship, Amaya Chandra had one plan: to survive. But now, survival is not enough. She has people counting on her; counting on her for protection, for leadership, for vengeance. And after escaping Moray by the skin of her teeth, she's determined to track down the man who betrayed her and her friends. Cayo Mercado has lost everything: his money, his father, his reputation. Everything except his beloved sister. But he's well on his way to losing her, too, with no way to afford the treatment for her deadly illness. In a foreign empire also being consumed by ash fever, Cayo has no choice but to join Amaya in uncovering the mystery of the counterfeit currency, the fever, and how his father was involved in their creation. But Cayo still hasn't forgiven Amaya for her earlier deception, and their complicated feelings for each other are getting harder and harder to ignore. Through glittering galas, dazzling trickery, and thrilling heists, Cayo and Amaya will learn that the corruption in Moray goes far deeper than they know, and in the end the only people they can trust are each other.

Chainbreaker Pushkin Press

A Publishers Weekly Most Anticipated Young Adult Book of Spring 2017! In the captivating start to a new, darkly lyrical fantasy series for readers of Leigh Bardugo and Sabaa Tahir, Tea can raise the dead, but resurrection comes at a price... Let me be clear: I never intended to raise my brother from his grave, though

he may claim otherwise. If there's anything I've learned from him in the years since, it's that the dead hide truths as well as the living. When Tea accidentally resurrects her brother from the dead, she learns she is different from the other witches in her family. Her gift for necromancy means that she's a bone witch, a title that makes her feared and ostracized by her community. But Tea finds solace and guidance with an older, wiser bone witch, who takes Tea and her brother to another land for training. In her new home, Tea puts all her energy into becoming an asha—one who can wield elemental magic. But dark forces are approaching quickly, and in the face of danger, Tea will have to overcome her obstacles...and make a powerful choice. *Memoirs of a Geisha* meets *The Name of the Wind* in this brilliant new fantasy series by Rin Chupeco!

[Scavenge the Stars](#) Simon and Schuster

Lira, a famous siren, must prove herself by stealing the heart of the man, a siren-hunting prince who's threatening her race in this action-packed debut.

[Firestarter](#) Harlequin

#1 New York Times bestselling author of the *House of Night* series, P.C. Cast, brings us *Wind Rider*, an epic fantasy set in a world where humans, their animal allies, and the earth itself has been drastically changed. A world filled with beauty and danger and cruelty... A madman has driven Mari, Nik, and their Pack from the only home they have ever known. He will stop at nothing until they are obliterated from the earth. Mari knows their only chance of survival is to reach the plains of the Wind Riders, a legendary people known for their bond with their remarkable horses and their unmatched riding abilities. Driven by love and unshakable determination, Mari, and her Companion, Nik chart a perilous journey as they seek safety and sanctuary. The God of Death is looming closer and if the Pack is cast from the plains by the Wind Riders, they will not survive.