

The Gatekeepers 4 Necropolis By Anthony Horowitz

While working with the Australian Secret Service on a dangerous mission, teenaged spy Alex Rider uncovers information about his parents.

First in a new series. "Never a dull moment for our ordinary-girl-turned-demon-fighting-princess Kiranmala in this hilarious, action-packed romp.

Also, there is snot. It's, like, everywhere."--Lisa McMann, "New York Times"-bestselling author of The Unwanteds series.

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?

A remarkable adventure by award-winning author Matthew J. Kirby brings a fantastical American West filled with secrets and spies and terrifying creatures to vivid life. In this

extraordinary adventure story, Billy Bartram, his father, and a secret society of philosophers and scientists venture into the American wilderness in search of the lost people of the Welsh Prince Madoc, seeking aid in the coming war against the French. Traveling in a flying airship, the members of the expedition find their lives frequently endangered in the untamed American West by terrifying creatures, a party of French soldiers hot on their trail, and the constant threat of traitors and spies. Billy will face hazards greater than he can ever imagine as, together with his father, he gets caught up in the fight for the biggest prize of all: America. THE LOST KINGDOM is an epic journey filled with marvelous exploits, courage and intrigue, and a bold reimagining of a mythical America. Matthew J. Kirby brings his signature storytelling prowess and superb craft to this astonishing story of fathers and sons, the beginnings of a nation, and wonder-filled adventure. Visualizing the Afterlife in the Tombs of Graeco-Roman Egypt How Nikola Tesla Lit Up the World

Necropolis. Book 4

Demon Underground

Day of the Dragon

The classic novel from Newbery Medalist and National Book Award winner Louis Sachar (Holes), with a brand-new cover! David is only trying to be cool when he helps some of the popular kids steal Old Lady Bayfield's cane. But when the plan backfires, he's the one the "old witch" curses. Now David can't seem to do anything right. The cool kids taunt him and his only friends are freaks. He even walks into Spanish class with his fly unzipped! And when he finally gets up the nerve to ask out a cute girl, his pants fall down in midsentence. Is it the Bayfield curse at work? Or is David simply turning into a total loser?

After his experiences at Raven's Gate, 14-year-old Matt Freeman thinks his days of battling evil are over. But soon he is pulled into another adventure when he discovers a second gate exists. Matt and his friend Richard travel to Peru and, assisted by a secret organization, follow a series of clues to the gate's whereabouts.

Alfred Kropp was just trying to survive high school when his guardian uncle gets him roped into a suspicious get-rich-quick scheme that changes his life forever: stealing Excalibur - the legendary sword of King Arthur. But after Alfred unwittingly delivers the sword into the hands of the enemy, he sets off on an unlikely quest to try to right his wrong and save the world from

imminent destruction. This gripping, fast-paced, and often hilarious novel is both a thrilling adventure story and an engaging account of one boy's coming of age. From the team that brought you The 39 Clues and Spirit Animals comes a brand new epic Egyptian adventure! The adventure continues in Book 2! When Alex's mother uses the Ancient Egyptian Book of the Dead to bring him back from the brink of death, she inadvertently summons a slew of other spirits from the underworld. In Book 2, Alex and his best friend Ren head to London, where people are going missing, treasures are disappearing, and a blood rain is pouring from the skies. Can they stop a powerful Death Walker from destroying the city? Read the book, then continue the adventure online! Build an Egyptian tomb of your own, hide treasure and protect it with traps, then challenge your friends to play through! Michael Northrop is the New York Times bestselling author of TombQuest, an epic book and game adventure series featuring the magic of ancient Egypt. He is also the author of Trapped, an Indie Next List Selection, and Plunked, a New York Public Library best book of the year and an NPR Backseat Book Club selection. An editor at Sports Illustrated Kids for many years, he now writes full-time from his home in New York City. Learn more at www.michaelnorthrop.net.

Peeps

The Assassins of Isis

Abarat: Days of Magic, Nights of War

**Amulet Keepers (TombQuest, Book 2)
Stormbreaker**

The thrilling sequel to instant New York Times bestseller All the Stars and Teeth, called “captivating” by Tomi Adeyemi, “Vicious and alluring” by Hafsa Faizal, and “phenomenal” by Adrienne Young. Now author Adalyn Grace is back with more high seas adventure in All the Tides of Fate, this electrifying fantasy, perfect for fans of Stephanie Garber’s Caraval and Sarah J. Maas’s Throne of Glass series. Through blood and sacrifice, Amora Montara has conquered a rebellion and taken her rightful place as queen of Visidia. Now, with the islands in turmoil and the people questioning her authority, Amora cannot allow anyone to see her weaknesses. No one can know about the curse in her bloodline. No one can know that she’s lost her magic. No one can know the truth about the boy who holds the missing half of her soul. To save herself and Visidia, Amora embarks on a desperate quest for a mythical artifact that could fix everything—but it comes at a terrible cost. As she tries to balance her loyalty to her people, her crew, and the desires of her heart, Amora will soon discover that the power to rule might destroy her. An Imprint Book Praise for All the Stars and Teeth: “Jam-packed with

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swashbuckling adventure, swoonworthy romance, and dark, lush magic.” - Christine Lynn Herman, author of The Devouring Gray “If an epic sea fantasy filled with strange pirates and vengeful mermaids speaks to your interests, well...we may have found your favorite book ever....a tale of magic and second chances that’s fresh and thrilling in equal measure.” -Entertainment Weekly One of Buzzfeed's "Most Anticipated YA Books of 2020"

Before there were bats like Shade, Marina or even Goth, there was a young chiropter—a small arboreal glider—named Dusk. . . . It is 65 million years ago, during a cataclysmic moment in the earth’s evolution, and Dusk, just months old, has no way of knowing he will play a pivotal role in creating a new world. What he does know is that he is different from the other newborn chiropters. Not content to use his large sails to glide down from the giant sequoia tree, Dusk discovers that if he flaps quickly enough, he can fly. But this strange gift that makes him feel like an outcast from the colony will also make him its saviour. After most of the colony is savagely massacred by the felids—the earth’s first mammalian carnivores—Dusk must lead his fellow chiropters to a new

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home, and a new life. Against a tableau of disappearing dinosaurs and the ascent of the mammal kingdom, Opiel has created an adventure fantasy that sets the stage for the birth of the bats, the story of the forebears of Shade, the beloved hero of the Silverwing series. As with all Silverwing books, it is impossible to simply read Opiel's Darkwing; each of us enters a world of convincing characters, warring theologies, incredible natural history and a story that roars through head, heart and imagination. A tale that can be read as a stand-alone or as a prequel, Darkwing will be a welcome new classic for the millions of Kenneth Opiel fans.

Saving the multiverse is no game in this New York Times bestseller! When the Demon Queen shows up in her bedroom, smelling of acid and surrounded by evil-looking bees, twelve-year-old Kiranmala is uninterested. After all, it's been weeks since she last heard from her friends in the Kingdom Beyond, the alternate dimension where she was born as an Indian princess. But after a call to action over an interdimensional television station and a visit with some all-seeing birds, Kiran decides that she has to once again return to her homeland, where society is fraying, a terrible game

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show reigns supreme, and friends and foes alike are in danger. Everyone is running scared or imprisoned following the enactment of sudden and unfair rules of law. However, things are a lot less clear than the last time she was in the Kingdom Beyond. Kiran must once again solve riddles and battle her evil Serpent King father -- all while figuring out who her true friends are, and what it really means to be a hero.

A warrior struggles to prevent the collapse of the civilization he swore to protect. A young grand admiral seeks vengeance. An emotionless conqueror faces a crisis of conscience...and the fate of the galaxy hangs in the balance. After her homeworld suffers a devastating attack, Grand Admiral Nayasar Khariah wants nothing more than vengeance upon the Galactic Alliance, the interplanetary civilization that had expelled her people and then refused to punish the organizers of the attack. Her opportunity finally comes when she meets Executor Darkclaw, who has been tasked with conquering the Galactic Alliance- to be followed by the rest of the galaxy-by his master, the all-powerful energy being known only as the High Lord. Things abruptly change, however, when Darkclaw unexpectedly starts

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feeling emotions he does not understand, and finds himself heretically questioning the only purpose he has ever known—irrevocably altering his view of the ongoing war. Meanwhile, within the Galactic Alliance, Second Scion Dalcon Oresh, member of an order dedicated to preserving the it, struggles to stop the Alliance's bleeding, the source of which may not be entirely external. Darkclaw's friendship with Nayasar will be pushed to its breaking point, Nayasar's relationships with her closest friends and loved ones will be strained as her quest for vengeance becomes more and more a personal obsession, and Dalcon must determine who he can truly trust. All the while, the imminent existential threat of the High Lord looms over everything, and the key to stopping him, and saving not just the Alliance, but the entire galaxy, may only be found in the remains of an ancient, powerful race, and the creations they left behind...

Quite a Ride

Stirring the Storm: The Shapeshifter 5

Raven's Gate

A Selection of Topographical and
Administrative Terms in the Documents of
the Theban Necropolis

Never Say Die

After the death of the uncle who had been his guardian, fourteen-year-old Alex Rider is coerced to continue his uncle's dangerous work for Britain's intelligence agency, MI6.

Clive Barker, author of The Thief of Always, delivers an epic battle filled with fantasy and adventure that readers won't want to put down! All things in their time . . . Candy Quackenbush's adventures in the Abarat are getting stranger by the hour. Why has the Lord of Midnight sent his henchman after her? Why can she suddenly speak words of magic? Why is this world familiar? Candy and her companions must solve the mystery of her past before the forces of Night and Day clash and Absolute Midnight descends upon the islands. A final war is about to begin. . . . Don't miss this second book in Clive Barker's New York Times bestselling Abarat series. In this exciting finale Dax and his friends are moved to the country in a bid to keep their identities a secret, but are the special forces who are transporting them their allies, or are the Children of Limitless Ability being used as pawns in a much bigger scheme? Once again it is Dax who's at the centre of things - it's him they want most of all. But who are 'they'? And who's the brains behind this master plan? Dax must save his friends from being sold as commodities to the highest bidder, and in the process find out who his mother really is and how he and his friends ended up with such amazing powers.

Alex Rider is now an IMDBtv original series! The

world's greatest teen spy is back in action in a thrilling new mission: destroy once and for all the terrorist organization SCORPIA. Americans may have purchased more than 6 million copies of Alex's adventures, but now, more than ever, we all need his heroics. Following the events of Scorpia Rising, Alex relocates to San Francisco as he slowly recovers from the tragic death of his best friend and caregiver, Jack Starbright, at the hands of terrorists working for SCORPIA. With Jack gone, Alex feels lost and alone, but then, out of the blue, he receives a cryptic email--just three words long, but enough to make Alex believe that Jack may be alive. Armed with this shred of hope, Alex boards a flight bound for Egypt and embarks on a dubious quest to track Jack down. Yet SCORPIA knows Alex's weakness. And the question of whether Jack is alive soon takes a backseat to a chilling new terrorist plot--one that will play with Alex's mind as he grasps the magnitude of what is at stake. From Egypt to France to Wales, from luxury yachts to abandoned coal mines, Alex traverses a minefield of dangers and cryptic clues as he fights to discover the truth. The #1 New York Times bestselling series, perfect for fans of James Bond and Jason Bourne, is back with a vengeance! Praise for Never Say Die: "Once again amid races, chases, hails of bullets, and increasingly spectacular explosions, the teenage James Bond pulls off one awesome feat of derring-do after another. [This] fresh caper . . . roars along to a (naturally) explosive climax."—Booklist "In his usual

***breakneck fashion, Horowitz whisks Alex from one improbable situation to another . . . this installment is sure to please Alex's legions of fans."*—Kirkus Reviews**

Snakehead

The Power of Five

The Ancient Egyptian Economy

The Serpent's Secret

Through Hermopolitan Lenses

Half-human and half-demon, Allay has finally warmed up to her new life feeding off the customers at her downtown bar when she finds herself brokering a truce between New York City's most powerful demons. But when she senses assassins around every corner, Allay hides out of sight and underground-until combatants in the growing war tempt her back above the surface...

Pandora the cat becomes a lighthouse keeper and saves the life of Seabold the dog, and together the two of them create a family with three young mice rescued from the sea.

14-year-old twins Jamie and Scott Tyler are performing a mind-reading act in a dingy theatre. But when a sinister multinational corporation, Nightrise, kidnaps Scott, Jamie is left alone - and wanted for murder.

In *Through Hermopolitan Lenses* Wael Sherbiny presents a pioneering study and detailed analysis of the so-called Book of Two Ways based on all the original and hitherto unpublished sources of this pictorial-textual composition from ancient Egypt.

An Alex Rider Special from Philomel Books

A Handbook of Egyptian Religion

The Lost Kingdom

Oblivion

A Story of Ambition, Politics and Murder Set in Ancient Egypt

Alex Rider will soon be a star in his

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very own TV series! Meet the orphan turned teen superspy who's saving the world one mission at a time—from #1 New York Times bestselling author! They said his uncle Ian died in a car accident. But Alex Rider knows that's a lie, and the bullet holes in the windshield prove it. Yet he never suspected the truth: his uncle was really a spy for Britain's top secret intelligence agency. And now Alex has been recruited to find his uncle's killers . . . Alex Rider's is debut mission is packed with bonus material - including an extra Alex Rider short story, a letter from Anthony Horowitz, and much more! From the author of Magpie Murders and Moriarty. "Slam-bang action, spying and high-tech gadgets . . . a non-stop thriller!"—Kirkus Reviews

For the first time in its one-hundred-and-twenty-five-year history, the Arthur Conan Doyle Estate has authorized a new Sherlock Holmes novel. Once again, The Game's Afoot... London, 1890. 221B Baker St. A fine art dealer named Edmund Carstairs visits Sherlock Holmes and Dr John Watson to beg for

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their help. He is being menaced by a strange man in a flat cap - a wanted criminal who seems to have followed him all the way from America. In the days that follow, his home is robbed, his family is threatened. And then the first murder takes place. Almost unwillingly, Holmes and Watson find themselves being drawn ever deeper into an international conspiracy connected to the teeming criminal underworld of Boston, the gaslit streets of London, opium dens and much, much more. And as they dig, they begin to hear the whispered phrase—the House of Silk—a mysterious entity that connects the highest levels of government to the deepest depths of criminality. Holmes begins to fear that he has uncovered a conspiracy that threatens to tear apart the very fabric of society. The Arthur Conan Doyle Estate chose the celebrated, #1 New York Times bestselling author Anthony Horowitz to write *The House of Silk* because of his proven ability to tell a transfixing story and for his passion for all things Holmes. Destined to become an instant classic, *The House of Silk*

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*brings Sherlock Holmes back with all the nuance, pacing, and almost superhuman powers of analysis and deduction that made him the world's greatest detective, in a case depicting events too shocking, too monstrous to ever appear in print...until now. Presented with an unexpected assignment, Alex Rider's greatest nemesis, Yassen Gregoravich, recalls his life and the path that led him to become an assassin while his one-time friend, Alex's uncle, became a spy. Evil has been unleashed on the world and only five children - with special powers - can save it. Matt and the others desperately need to find Scarlett, the final gatekeeper, who has been trapped in Hong Kong, where puddles of water turn into puddles of blood, where ghosts, demons and hideous creatures stalk the streets. Living in a City of the Dead
The Book of the Dead
All the Tides of Fate
The Cloud Searchers
The Gatekeepers #4: Necropolis*

To stop the evil corporation Nightrise from unleashing its devastating power around the globe, fifteen-year-old Matt

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and three other Gatekeepers travel to Hong Kong to find Scarlet, the final Gatekeeper, whose fate is inextricably joined to their own.

Having escaped from Hong Kong, fifteen-year-old Matt and four other Gatekeepers take an ultimate stand against a destructive evil force that has unleashed a decimating storm as part of a plot to end the world.

The mysterious Sebaus--a sect taking its name from demons--has stolen a powerful secret, and the wrath of the fiery Hatusu knows no bounds. But when the empire's great military hero, General Suten, is bitten to death by vipers, it appears events have spiraled out of her control. Meanwhile, a dark shadow lies across the Temple of Isis. The peace of this holy place, renowned as an oasis of calm and healing, has been disturbed. Four of the Hesets, the temple handmaids, have vanished without a trace. Will Lord Amerotke, Pharaoh's Chief Judge, unravel the mysteries before further violence erupts? Or will he find the perpetrators in league with forces beyond his jurisdiction? Reproduction of the original: The Book of the Dead by E. A. Wallis Budge

The Extraordinary Adventures of Alfred Kropp
Game of Stars (Kiranmala and the Kingdom Beyond #2)

Evil Star

Russian Roulette

3000–30 BCE

In this thrilled, action-packed 13-page E-special, Alex Rider's training is put to the test! Just a few months into his new life as Britain's top superspy, Alex Rider is in need of some serious r&r. But what should have been a fun, relaxing

vacation on the south of France turns deadly. Alex will need to use all of his training to get out of this tight spot, because there's more than just his life at stake in this nail-biting story.

The first economic history of ancient Egypt employing a New Institutional Economics approach and covering the entire pharaonic period, 3000-30 BCE." Reprint of the English edition originally published in 1907.

David Baldacci is back with The Keeper, the follow up to his instant #1 global bestseller and award-winning YA fantasy debut The Finisher. Vega Jane was always told no one could leave the town of Wormwood. She was told there was nothing outside but the Quag, a wilderness filled with danger and death. And she believed it - until the night she stumbled across a secret that proved that everything she knew was a lie. Now Vega and her best friend Delph must find a way to make it across this terrifying land of bloodthirsty creatures and sinister magic. But the Quag is worse than Vega Jane's darkest imagining. It's a living, breathing prison designed to keep enemies out and the villagers of

Wormwood in. The Quag will throw everything at Vega. It will try to break her. It will try to kill her. And survival might come at a price not even Vega is willing to pay. Master storyteller David Baldacci unleashes a hurricane of action and adrenalin that takes readers to breaking point in this second instalment in the Vega Jane series.

***A Sherlock Holmes Novel
Necropolis***

Electrical Wizard

The Boy Who Lost His Face

Studies on the So-called Book of Two Ways in Ancient Egypt

To stop the evil corporation Nightrise from unleashing its devastating power around the globe, fifteen-year-old Matt and three other Gatekeepers travel to Hong Kong to find Scarlett, the final Gatekeeper, whose fate is inextricably joined to their own.

An introduction to the pioneering ideas of a leading contributor to modern electrical engineering includes coverage of such topics as his rivalry with Thomas Edison, his innovations in the field of alternating current and his history-changing role in the development of such inventions as remote controls, fluorescent lights and cell phones.

A year ago, Cal Thompson was a college freshman more interested in meeting girls and

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partying than in attending biology class. Now, after a fateful encounter with a mysterious woman named Morgan, biology has become, literally, Cal's life. Cal was infected by a parasite that has a truly horrifying effect on its host. Cal himself is a carrier, unchanged by the parasite, but he's infected the girlfriends he's had since Morgan. All three have turned into the ravening ghouls Cal calls Peeps. The rest of us know them as vampires. It's Cal's job to hunt them down before they can create more of their kind. . . . Bursting with the sharp intelligence and sly humor that are fast becoming his trademark, Scott Westerfeld's novel is an utterly original take on an archetype of horror.

The stakes get higher in #1 NYT bestselling author Anthony Horowitz's latest masterpiece. As the fourth novel in the spellbinding Gatekeepers series begins, the world is under the greatest threat it's ever known. The evil corporation Nightrise has amassed an immense amount of power . . . and the devastating force of the Old Ones is about to be unleashed around the globe. To stop this from happening, Matt and three of the Gatekeepers head to Hong Kong--not just the modern city of skyscrapers and wealth, but the secretive underworld beneath. In Hong Kong they will meet the final Gatekeeper, a girl named Scarlet, whose fate is inextricably joined to their own....

The Storm

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Nightrise

The Keeper

Darkwing

The Story of an Assassin

Matt has always know he has unusual powers. Raised in foster care, he is sent to Yorkshire on a rehabilitation programme, only to find himself in the midst of sinister goings-on centring on a battle between eight guardians and a group of devil worshippers seeking to release evil ones who must be stopped.

A Greater Duty

The House of Silk