

Amber And The Hidden City

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Embark on an epic journey with Amber as she stumbles upon the legendary hidden city, a place shrouded in ancient mystery and untold wonders. Discover the secrets of a lost civilization and follow Amber's quest through its enchanting, forgotten streets.

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Amber and the Hidden City

Thirteen year old Amber Robinson's life is full of changes. Her parents are sending her to a private school away from her friends, and high school looms before her. But little does she know that her biggest change awaits in a mysterious city hidden from the world for a thousand years. Why? Amber's grandmother is a princess from this magical kingdom of Marai. She's been summoned home to use her special abilities to select the new king but she no longer has the gift, and her daughter was never trained for the task. That leave only one person with the ability to save the city: Amber! But there are those who are determined that Amber never reaches Marai and they will do anything to stop her. Prepare yourself for an exciting adventure that spans from the Atlanta suburbs to the grasslands of Mali. It's a story of a girl who discovers her hidden abilities and heritage in a way that surprises and entertains.

Amber and the Hidden City

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Hidden City

Young Adult paranormal adventure

Hidden City

When the city suffers, everyone suffers. Steven Hines listened to the city and the city spoke. Cleveport told him she was sick. With his unnatural connection to her, that meant Hines was sick too. But when his friend, Detective Abby Jones, comes to him for help investigating a series of deaths with no discernible cause, Hines can't say no. Then strange fungal growths begin to appear in the streets, affecting anyone who gets too close, turning them into violent lunatics. As the mayhem escalates and officials start to seal Cleveport off from the rest of the world, Hines knows the trouble has only just begun. Praise for Alan Baxter and *Hidden City* "Hidden City is a delicious supernatural noir, the song of a city of the lost with both Chanderlesque and Lovecraftian undernotes and distant echoes of Jim Butcher's *Harry Dresden*. But it is very much its own thing, razor sharp, dark, compelling, cosmic and strangely touching all at once. Highly recommended." – William Meikle, author of *The Ghost Club* "Poisonous fungi? Check. Murderous transformations? Check. Deep-down, bad-to-the bone evil? Check. Good old-fashioned horror? Check. Enter *Hidden City* at your peril." - Angela Slatter, World Fantasy award-winning author of *The Bitterwood Bible* and *Other Recountings*. "Creepy. Visionary. Catastrophic. Apocalyptic. These are words occurring frequently in discussions of horror. But Alan Baxter's *Hidden City* encapsulates them all to an unusually high degree." – Michael R. Collings

Broadening Critical Boundaries in Children's and Young Adult Literature and Culture

This collection of essays explores a wealth of topics in children's and young adult (YA) literature and culture. The contributions include an examination of the Watchbird cartoons by Munro Leaf and their attempts to teach morals and manners; an ethnographic study about the role of public youth librarians; and an exploration of the role popular video games can play in the secondary classroom. Other topics investigated here encompass the presentation of environmentalism in Hayao Miyazaki's films, psychological analyses, and the role of race, gender, and culture in children's and YA literature.

Mind the Gap

Fleeing her mother's murderers, a London teenager discovers an underground world of thieves and ghosts in this dark urban fantasy series debut. Jasmine Towne and her mother have always been taken care of by men known only as the Uncles. But Jazz was raised to always beware. And she discovers why on the day she finds her paranoid mother murdered. Her mother's last words, scrawled in her own blood, demand action: JAZZ HIDE FOREVER. Seeking cover in the London Underground, Jazz slips through a mysterious gate—and seemingly through time. Inside an abandoned city of bomb shelters and forgotten Tube stations, she finds temporary refuge with a gang of petty thieves. But flashes of the past, spectral and haunting, share the tunnels with no regard for the living. Now Jazz must ask herself a difficult question: how long can she hide from the terrors of both her worlds? "Magical realism at its finest...with mystery, magic, ghosts and a fascinating subterranean world."—Sfrevu.com

Hidden City

Teacher & reader recommended YA series! A must read for fans of *Supernatural*, *The Queen's Gambit* and old school *Buffy: The Vampire Slayer*. Teachers call *Hidden City* "Engaging," and "Delightful!" Readers say "I couldn't put it down!" Stacy is "A heroine I wish I was friends with," and the story is "A rockin' good time!" *Hidden City* is addictive modern fantasy at its most enjoyable. Thought-provoking and entertaining with a cast of diverse and honest characters who mix coming of age heart with supernatural action, *Hidden City* satisfies and "totally delivers!" Furlong is an author to be watched. This debut novel is a suspenseful dip into the supernatural world underlying the reality we see every day. Fresh, compelling and page turning, this book is a gem. SYNOPSIS Stacy Goldman is a garden-variety Jewish girl from New York. Except she's a chess champion. And she doesn't believe in anything she can't prove. Especially monsters. When Stacy moves from NYC to Richmond, Virginia in the wake of 9/11, she enrolls in the academically aggressive St. Ignatius Prep in order to graduate early and get home to New York. At St. Ig's, she falls in with two other outsiders, Finder, the only Black girl and owner of the highest GPA in school and her white boyfriend, Tully, a vegetarian fencer and rugby star with a secret even Finder doesn't know. After Stacy interrupts a strange attack outside a diner, Finder & Tully reveal Richmond's biggest secret - the city is home to a supernatural subculture run by a monster as old as the city itself. Ruled by logic and strategy, but having seen something she can't explain, Stacy struggles with what is real and what is not, including her own faith. When an alleged supernatural creature comes to Stacy needing help to defend himself and his children from the city's cruel and manipulative vampire leader, she employs her undeniable chess prowess and must discover her own untapped belief in the unimaginable to save not only his life but those of herself and her friends.

The Hidden City

In this epic fantasy series for fans of George R. R. Martin and Robin Hobb, Jewel Markess must contend with deadly court politics, and visions of looming magical threats. Orphaned and left to fend for herself in the slums of Averalaaan, Jewel Markess—Jay to her friends—meets an unlikely savior in Rath, a man who prowls the ruins of the undercity. Nursing Jay back to health is an unusual act for a man who renounced his own family long ago, and the situation becomes stranger still when Jay begins to form a den of other rescued children in Rath's home. But worse perils lurk beneath the slums: the demons that once nearly destroyed the Essalieyan Empire are stirring again, and soon Rath and Jay will find themselves targets of these unstoppable beings.

Abandoned London

Despite London's gleaming surface, the city has another side, one of secrets, dilapidation, and mystery. Wander through disused Underground stations; ornate Victorian sewers and waterworks; crumbling but beautiful Art Deco cinemas and empty swimming pools; bombed-out churches and eerie docklands; and ruined mansions and overgrown cemeteries, all haunting relics from a time gone by. Arranged thematically from transport and industry to residential and recreational, these entries cover both the modern city and the historical metropolis.

The Hidden City

When the youngest son Xavier, of the corrupt king from the hidden city suddenly appears in Ophelia's world, she soon realizes that her quest is not going to be as straight-forward as she had hoped. With not only her brother Thomas' life in the balance but her entire world as well, Lia must gather her friends, her courage, and her newfound knowledge to keep the hidden city locked away, and her world safe once and for all.

The Devil in Amber

Lucifer Box - the gorgeous butterfly of King Bertie's reign, portraitist, dandy and terribly good secret agent - is feeling his age. Assigned to observe the activities of fascist leader Olympus Mons and his fanatical Amber Shirts in a snow-bound 1920s New York, Box finds himself framed for a vicious murder. Using all his native cunning, Box escapes aboard a vessel bound for England armed only with a Broadway midget's suitcase and a string of unanswered questions. What lies hidden in the bleak Norfolk convent of St Bede? What is 'the lamb' that Olympus Mons searches for in his bid for world domination? And what has all this to do with a medieval prayer intended to summon the Devil himself? From the glittering sophistication of Art Deco Manhattan to the eerie Norfolk coast and the snow-capped peaks of Switzerland The Devil in Amber takes us on a thrilling ride that pits Lucifer Box against the most lethal adversary of his career : the Prince of Darkness himself.

Field Notes From a Hidden City

Against the background of austere and beautiful Aberdeen, Woolfson observes the seasons, the streets and the quiet places of her city over the course of a year. She considers the geographic, atmospheric and environmental elements which bring diverse life forms together in close proximity, and in absorbing prose writes of the animals among us: the birds, the rats and squirrels, the spiders and the insects. Her close examination of the natural world leads her to question our prevailing attitudes to urban and non-urban wildlife, and to look again at the values we place on the lives of individual species.

Bloodfeather Lullaby

When a map leads to a hidden city brimming with strange magic, how many secrets will they unveil... Violet longs for an adventurous life. After she learns her aunt Lark is missing, she volunteers to save her. With only an injured falcon and a crude map to follow, she sets off into uncharted waters. Disaster compels her to seek aid from a stranger, but his hidden motives soon become impossible to ignore. Nox may be the only one who suspects the evil forces formerly plaguing Dracwood are still festering. Along with his bonded cat, he joins the search for Lark. It's not long before the hunter becomes the hunted. A beguiling beauty may hold the key to his captivity, but only if he wins the deadly game he's forced to play. Ryon lives in service to the gods, desperate to right a wrong with the rare magic they wield. One day they gift him an impossible treasure and present him with a riddle. When the answer leads to unexpected danger, will he have the courage to face it? Can they survive sailing into the unknown, or will the journey be their doom... Bloodfeather Lullaby is the first book in the Bloodsong Trilogy. It's

perfect for fans of fantasy adventure, slowburn romance, unique magic, animal companions, and epic quests of good vs. evil.

The Hidden City (the City Unknown)

Two innocent, retired gentlemen seeking knowledge of hidden tribes in the Himalayas are victims of a monstrous evil determined to kill them. They escape a succession of traps laid against them by their own wit and quick action, leaving them breathless, but undeterred.

Extraordinary Cities

'Peter J. Taylor has produced a sweeping, empirically grounded, defense of cities as fundamental building blocks of long-term, large scale social structures; a way of freeing social science from state-centric bias; and indeed, mankind's hope. However, the single greatest strength of this complex, seductive, argument is the insistence on treating cities relationally, as process. Here the key to understanding the significance of cities is by studying them in terms of the dynamic networks they form and in their relations to states.' – Richard E. Lee, Binghamton University, US 'The founding father of the famous Globalization and World Cities research network and think-tank on worldwide links between cities presents this fascinating overview on cities in geohistory. By moving cities to the centre stage, Peter Taylor proposes that concern for states tell only part of the macro-social story of humanity. Cities have been, and are, the engines of innovation. This impressive new book provides new insights into why cities succeed or fail. The book is in the class with broadminded presentations like Jared Diamond's book *Guns, Germs and Steel*.' – Christian Matthiessen, University of Copenhagen, Denmark and President, International Geographical Union's Commission on Urban Geography 'This is a "big" book by Peter Taylor. It tells of the extraordinary world-making powers of cities across the ages, it explains why a state-centric social science has constrained recognition of these powers over the last two centuries, and it outlines a new "indisciplinarity" to help us make sense of a human condition increasingly forged out of the urban. Anyone troubled by the social sciences as we know them, ought to read this book.' – Ash Amin, Cambridge University, UK and author, *Land of Strangers* Accepting that cities are extraordinary, this book provides an original city-centred narrative of human creativity, past, present and future. In this innovative, ambitious and wide-ranging book, Peter Taylor demonstrates that cities are the epicenters of human advancement. In exploring cities as sites through which economies flourish, by harnessing the creative potential of myriad communication networks, the author considers cities from varying temporal and spatial perspectives. Four stories of cities are told: the origins of city networks; the domination of cities by world-empires; the genesis of a singular modern creative interval in which innovation culminates in today's globalised cities; and finally, the need for cities to act as centres for human creativity to produce a more resilient global society in the current crisis century. Providing a long-term view through which to consider the role of cities in attending to incipient crises of the twenty-first century, this closely argued thesis will prove essential for students and scholars of urban studies, geography and sociology, and all with a professional interest in, or personal fascination for, cities.

The City of Dusk

'A glorious tapestry of magic and murderous gods' - BuzzFeed News 'Fans of A Darker Shade of Magic and All of Us Villains will want to pick this up' - BookRiot 'A delightful, complex, intimate yet explosive debut adult fantasy' - Strange Horizons **DARKNESS FALLS. GODS RISE.** 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 metropolis. And without it, all the realms are dying. Unwilling to stand by and watch the destruction, the four heirs - Angelica, an elemental with her eyes set on the throne; Risha, a necromancer fighting to keep the peace; Nikolas, a soldier who struggles to see the light; and Taesia, a shadow-wielding rogue with a reckless heart - will become reluctant allies in the quest to save their city. But their rebellion will cost them dearly. Set in a world of bone palaces and shadow magic, of vengeful gods and defiant chosen ones, *The City of Dusk* is Tara Sim's crackling adult fantasy debut.

Toby the Trilby and the Hidden City

The third volume in Philip Pullman's incredible *HIS DARK MATERIALS* trilogy. First published in 2000, and acclaimed as a modern masterpiece, it won the UK's top awards for children's literature. "We're going to the land of the dead and we're going to come back." Will and Lyra, whose fates are bound together by powers beyond their own worlds, have been violently separated. But they must find each

other, for ahead of them lies the greatest war that has ever been-and a journey to a dark place from which no one has ever returned...

Amber Spyglass

Phonics for Pupils with Special Educational Needs is a complete, structured, multisensory programme for teaching reading and spelling, making it fun and accessible for all. This fantastic seven-part resource offers a refreshingly simple approach to the teaching of phonics, alongside activities to develop auditory and visual perceptual skills. Specifically designed to meet the needs of pupils of any age with special educational needs, the books break down phonics into manageable core elements and provide a huge wealth of resources to support teachers in teaching reading and spelling. Book 1: Building Basics introduces basic sounds and explores their relationship with letters. It focuses on sounds and letters where there is a simple 1:1 correspondence between the two, and explores the sounds in simple words that follow the pattern of vowel-consonant or consonant-vowel-consonant. Sounds are grouped into seven sets, with each set containing more than 50 engaging activities, including: sound story, dynamic blending, reading race, spot the word and spelling challenge. Thorough guidance is provided on how to deliver each activity, as well as a lesson planner template, handy word lists and posters for teachers and teaching assistants to use to support learning. Each book in the series gradually builds on children's understanding of sounds and letters and provides scaffolded support for children to learn about every sound in the English language. Offering tried and tested material which can be photocopied for each use, this is an invaluable resource to simplify phonics teaching for teachers and teaching assistants and provide fun new ways of learning phonics for all children. This book is accompanied by a companion resource, 'Phonics for Pupils with Complex SEND', to be used alongside the Phonics for Pupils with Special Educational Needs programme. The activities from Books 1-6 of the programme are adapted to be accessible for non-verbal pupils, including AAC users, and those with physical disabilities.

Phonics for Pupils with Special Educational Needs Book 1: Building Basics

Beneath the quaint surf town of Indigo Bay, an enormous cavern harbors a hidden city of unspeakable vice. The few who know of it do not speak of it. Those who protect it rule us all with the wealth of the world. Amber Collins doesn't find it odd that music makes her violently ill (just another unfortunate circumstance in her unfortunate life). But only certain music. The kind that moves you. She never listens to it. Deep below the foundation of The City Beneath, Initial Noise has seen Amber and wants her to free it. You have no idea what that means. Amber doesn't, either. Not yet.

William's House

Ian Prescott's destiny lies hidden in a past he can't remember and a future he can only imagine, as he traverses the galaxy to destroy the mage who assassinated his parents. Ten years have passed since Ian survived the first devastating attempt on his life. Now, Lord Turok has returned to finish the job he started. After killing the hellhound sent to eviscerate him, Ian journeys to another world where Celtic legends spring to life to save his imprisoned aunt and banish Lord Turok to the underworld for all eternity. Only the flaming sword, Brander, has the power and the magic to return Lord Turok to the underworld, but all magic comes with a price. Will Ian risk losing his soul to save his aunt's life, stop a bloody civil war, and avenge his parents' murder? How much is a single life worth?

Colors of the Initial Noise

"Urban realism meets dark fantasy in this spine-tingling [and] wonderfully creepy thriller of a ghost story" exploring New Orleans history (Publishers Weekly, starred review). Max Corbett has returned to New Orleans for the funeral of his former girlfriend, Gabrielle Doucette, but between the destruction wrought by Hurricane Katrina and the devastation of his ruined relationship, the city feels alien. At Gabrielle's graveside, Max meets a man who tells him of a real magic practitioner—not some Bourbon Street phony—who could open a window to the past and send a warning to Gabrielle. Maybe Max can even deliver the warning in person? The man offers Max a cheap map and sends him on his way. But it turns out this quest is not so easy. When Max comes to his first stop, he is drawn into the fabric of history to witness dark and violent periods. And with each passing step, a grim conspiracy is revealed... "Golden and Lebbon vividly evoke the rich, enduring character of New Orleans, as well as spinning a compelling fantasy yarn that builds momentum as Max works his way through the city's history." —Booklist

The Scions of Faerie: The Faerie Chronicles Book 1

Grace Lynn Stevenson is an eighteen year old girl who recently moved with her wealthy parents to a new city. When she meets Sebastian at her new private school, she's inexplicably drawn to him and his strange tattoos.

The Map of Moments

More than eighty designs--iconic, archaic, quotidian, and taboo--that have defined the arc of human reproduction. While birth often brings great joy, making babies is a knotty enterprise. The designed objects that surround us when it comes to menstruation, birth control, conception, pregnancy, childbirth, and early motherhood vary as oddly, messily, and dramatically as the stereotypes suggest. This smart, image-rich, fashion-forward, and design-driven book explores more than eighty designs--iconic, conceptual, archaic, titillating, emotionally charged, or just plain strange--that have defined the relationships between people and babies during the past century. Each object tells a story. In striking images and engaging text, *Designing Motherhood* unfolds the compelling design histories and real-world uses of the objects that shape our reproductive experiences. The authors investigate the baby carrier, from the Snuggli to BabyBjörn, and the (re)discovery of the varied traditions of baby wearing; the tie-waist skirt, famously worn by a pregnant Lucille Ball on *I Love Lucy*, and essential for camouflaging and slowly normalizing a public pregnancy; the home pregnancy kit, and its threat to the authority of male gynecologists; and more. Memorable images--including historical ads, found photos, and drawings--illustrate the crucial role design and material culture plays throughout the arc of human reproduction. The book features a prologue by Erica Chidi and a foreword by Alexandra Lange. Contributors Luz Argueta-Vogel, Zara Arshad, Nefertiti Austin, Juliana Rowen Barton, Lindsey Beal, Thomas Beatie, Caitlin Beach, Maricela Becerra, Joan E. Biren, Megan Brandow-Faller, Khiara M. Bridges, Heather DeWolf Bowser, Sophie Cavoulacos, Meegan Daigler, Anna Dhody, Christine Dodson, Henrike Dreier, Adam Dubrowski, Michelle Millar Fisher, Claire Dion Fletcher, Tekara Gainey, Lucy Gallun, Angela Garbes, Judy S. Gelles, Shoshana Batya Greenwald, Robert D. Hicks, Porsche Holland, Andrea Homer-Macdonald, Alexis Hope, Malika Kashyap, Karen Kleiman, Natalie Lira, Devorah L Marrus, Jessica Martucci, Sascha Mayer, Betsy Joslyn Mitchell, Ginger Mitchell, Mark Mitchell, Aidan O'Connor, Lauren Downing Peters, Nicole Pihema, Alice Rawsthorn, Helen Barchilon Redman, Airyka Rockefeller, Julie Rodelli, Raphaela Rosella, Loretta J. Ross, Ofelia Pérez Ruiz, Hannah Ryan, Karin Satrom, Tae Smith, Orkan Telhan, Stephanie Tillman, Sandra Oyarzo Torres, Malika Verma, Erin Weisbart, Deb Willis, Carmen Winant, Brendan Winick, Flora Koplin Winston

Amber Frost

Life is always hard for the gypsies, who live to their own rhythm and their own rules, but since Oliver Cromwell had seized control of England, life had been harder - and drabber - than ever. But now life for the Finch tribe has gone even more horribly wrong. They have been accused of vagrancy and murder, and thrown into gaol with only three weeks to live. The only members of the family to escape are 13-year-old Emilia and her cousin Luka. They have been entrusted to find the six charms and bring them together again. Then, perhaps, the gypsies could once again have some luck... And the Finch tribe could walk free. What Emilia and Luka do not realise is that there is a price to be paid for each lucky charm, and that the cost may prove too high... 28th August - 3rd September, 1658: Luka and Emilia travel to London to find the last of the Graylings tribe, who has married a Puritan lawyer and turned her back on her past. As well as all the perils of the capital city, the children must escape the vengeful Coldham, and still get to Kingston-Upon-Thames in time to rescue their families. But then, on the anniversary of his greatest victory, the Lord Protector Oliver Cromwell is mysteriously stricken down... Will everything change? And can the children save their family in time? The thrilling conclusion to the Chain of Charms series. Winner of the Aurealis Award for Best Children's Long Fiction 2007

Designing Motherhood

A wealth of information on ancient Egypt.

The Butterfly in Amber: Chain of Charms 6

A decade after the losing battle Fred started, his family is left poor and mostly friendless. Fred uses his rare magical abilities to help the town and his one close friend. But things turn backwards when he seems to upset the town's old enemy and endanger everyone -- again. Is there any chance to repair his reputation after another deadly mistake?

The Encyclopedia of Ancient Egypt

"Twenty Theatres to See Before You Die is a love letter to British theatre. Join Amber Massie-Blomfield as she veers off the beaten track to discover the pasts and present of the UK's most unique performance spaces. Taking in incredible locations, unusual histories and vital communities, this is a testament to thriving in unlikely circumstances, as

Hidden

Philadelphia possesses an exceptionally large number of places that have almost disappeared—from workshops and factories to sporting clubs and societies, synagogues, churches, theaters, and railroad lines. In *Philadelphia: Finding the Hidden City*, urban observers Nathaniel Popkin and Peter Woodall uncover the contemporary essence of one of America's oldest cities. Working with accomplished architectural photographer Joseph Elliott, they explore secret places in familiar locations, such as the Metropolitan Opera House on North Broad Street, the Divine Lorraine Hotel, Reading Railroad, Disston Saw Works in Tacony, and mysterious parts of City Hall. Much of the real Philadelphia is concealed behind facades. Philadelphia artfully reveals its urban secrets. Rather than a nostalgic elegy to loss and urban decline, Philadelphia exposes the city's vivid layers and living ruins. The authors connect Philadelphia's idiosyncratic history, culture, and people to develop an alternative theory of American urbanism, and place the city in American urban history. The journey here is as much visual as it is literary; Joseph Elliott's sumptuous photographs reveal the city's elemental beauty.

Twenty Theatres to See Before You Die

Marley Dias, the powerhouse girl-wonder who started the #1000blackgirlbooks campaign, speaks to kids about her passion for making our world a better place, and how to make their dreams come true! Marley Dias, the powerhouse girl-wonder who started the #1000blackgirlbooks campaign, speaks to kids about her passion for making our world a better place, and how to make their dreams come true! In this accessible guide with an introduction by Academy Award-nominated filmmaker Ava DuVernay, Marley Dias explores activism, social justice, volunteerism, equity and inclusion, and using social media for good. Drawing from her experience, Marley shows kids how they can galvanize their strengths to make positive changes in their communities, while getting support from parents, teachers, and friends to turn dreams into reality. Focusing on the importance of literacy and diversity, Marley offers suggestions on book selection, and delivers hands-on strategies for becoming a lifelong reader.

Philadelphia

In her remarkable fantasy debut, Selene weaves a lush and thrilling story of sacrifice, secrets, and star-crossed love, taking place in a Parisian-inspired world where the sun never sets.

Marley Dias Gets It Done: And So Can You!

An enchanting novel intertwining folklore, the magical realm of the fairy folk, mysterious intrigue, and superstition with drug addiction, smuggling, and possibly murder. A delightful discovery for lovers of fantasy.

Amber & Dusk

Two Sudanese "lost boys." Both fathers murdered during civil war. Both mothers forced into exile where the only law was violence. To survive, the boys became ruthless loners and child soldiers, until they found mystic mentors who transformed them into their true destinies. One: known to the streets as the Supreme Raptor; the other: known to the Greeks as Horus, son of Osiris. Separated by seven thousand years, and yet connected by immortal truth. Born in fire. Baptized in blood. Brutalized by the wicked. Sworn to transform the world and themselves. They are the Alchemists of Kush.

Lud-in-the-Mist

Many hundreds of years ago, the city of Ember was created by the Builders to contain everything needed for human survival. It worked - but now the storerooms are almost out of food, crops are blighted, corruption is spreading through the city and worst of all - the lights are failing. Soon Ember could be engulfed by darkness-But when two children, Lina and Doon, discover fragments of an ancient parchment, they begin to wonder if there could be a way out of Ember. Can they decipher the words from long ago and find a new future for everyone? Will the people of Ember listen to them?

The Alchemists of Kush

You are pursued by the shadows of death, girl. the weight you will carry is more than any mortal should bear. But bear it you must.' Meg Farmer doesn't believe in magic and she certainly doesn't believe that she has inherited the Blessing, despite her mother's best hopes and prayers. But when an ancient sliver of amber reveals the truth, Meg's life is changed forever. She is called to the city to be trained as a Seer - against the wishes of those who think a woman should be kept from such knowledge.this path takes her into unknown territory, especially when she unwittingly opens a portal into the grey dust of Se'eya, the world of the ancient Andrakian Dragonlords. And there finds a trapped soul...

The City of Ember

Fantasy novelist C.E. Murphy turns to the oldest known variant of Beauty and the Beast to retell a beloved fairy tale with fresh twists.

The Amber Legacy

Kidnapped at the age of 11 from his home in Benin, Africa, Olaudah Equiano spent the next 11 years as a slave in England, the U.S., and the West Indies, until he was able to buy his freedom. His autobiography, published in 1789, was a bestseller in its own time. Cameron has modernized and shortened it while remaining true to the spirit of the original. It's a gripping story of adventure, betrayal, cruelty, and courage. In searing scenes, Equiano describes the savagery of his capture, the appalling conditions on the slave ship, the auction, and the forced labor. . . . Kids will read this young man's story on their own; it will also enrich curriculum units on history and on writing.

Roses In Amber

The City anthology is a unique creation. It's a concept anthology, a collection of stories where eighteen different authors share their vision of a single idea. It's Cyberfunk, cyberpunk stories that play with future concepts from an African/African American perspective. Most of all it's engaging, exciting, thought provoking and fun. Like the inhabitants, the City is perceived in various ways by the various writers. Some stories intersect, some diverge, but they all entertain. The result is a journey into a unique world described by unique and engaging voices.

The Kidnapped Prince

Sparks fly and tension soars when a gutsy 21st century lawyer meets a 19th century Pinkerton agent in a Colorado mining town!Fast-paced Western adventure with a railroad war, gunslingers, dinosaur bones, and romance... Amber Kelly, mining lawyer and amateur paleontologist, visits her family's 19th century log cabin in the Colorado mountains, and discovers a puzzle box hidden in a 200-year-old loom. Inside the box is a brooch engraved with a Gaelic inscription. After reciting the words, an earthy-scented fog engulfs Amber and whisks her off to Leadville, Colorado, in the year 1878. Within minutes of arriving in the infamous boomtown, she witnesses a horrifying accident.Pinkerton Agent Daniel Grant, a widower on assignment to the Rio Grande Railroad, sees his son fall into the path of a freight wagon. Terrified, he knows he can't reach him in time. Amber sprints toward the boy, grabs him, and drags him to safety. Although Daniel is grateful to Amber for saving his son's life, he quickly becomes suspicious of her legal knowledge, odd passion for hunting dinosaur bones, and the inability to answer simple questions about her identity.Olivia Kelly, real estate Broker and former litigator, is distraught over her sister's disappearance. With the assistance of her client, former NYPD detective Connor O'Grady, they search the cabin for clues to Amber's whereabouts. Connor recognizes the puzzle box and is convinced Amber has gone back in time. But where? With the help of his friends, David and Kenzie McBain, they identify two possibilities: Morrison and Canon City, Colorado, in the late 1870s. A plan to rescue Amber is immediately put into action.The time travelers are drawn into the middle of two wars: a ruthless and

competitive bone war between two noted paleontologists, and a desperate railroad war between the Santa Fe and the Rio Grande. Their involvement in these wars puts at risk the future of paleontology, the outcome of a sensational legal battle, and the health and hearts of two couples, a ten-year-old boy, and a dog named Ripley. Scroll up and grab a copy today.

The City

The Amber Brooch