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The Redwall series is soon to be a Netflix original movie! In this twelfth book of the masterful Redwall epic, storyteller Brian Jacques goes back in time to the days before Redwall, revealing with dramatic poignancy the legend of the first of the magnificent Redwall warriors--Luke, father of Martin. Joined by Trimp the Hedgehog, Dinny Foremole, and Gonff--the ever-mischievous Prince of Mousethieves--it is that legend Martin hopes to discover when he embarks on a perilous journey to the northland shore, where his father abandoned him as a child. There, within the carcass of a great red ship--broken in half and wedged high up between pillars of stone--he finally uncovers what

he has been searching for: the true story of the evil pirate stoat, Vilu Daskar, and the valiant warrior who pursued him relentlessly over the high seas, seeking to destroy Vilu at all costs, even if it meant deserting his only son. Perfect for fans of T. A. Barron's Merlin saga, John Flanagan's Ranger's Apprentice series, and J. R. R. Tolkien's Lord of the Rings series. "Swashbuckling adventures told with great gusto."—Chicago Tribune "This book is likely to appeal to adolescent readers who have found a friend in the Harry Potter stories."—The ALAN Review This sweet holiday book—part of the Legends series from Zonderkidz—explores the true story behind the tradition of baking Christmas cookies and sharing them with others, inspiring kids to become cheerful givers themselves and showing them how they can share the story of Christmas with those around them. Inside, you and your children can discover: How Christmas cookies were invented as a way to help the needy and share the story of Jesus's birth Why giving is better than receiving, and why it's important to give to others during the holidays The history behind each common Christmas cookie shape, and how they can be used to tell others about God's love for us When Jack's mom decides to make Christmas cookies, Jack learns the real story behind the first Christmas cookies, and how a family used the baked goods as a way to feed the needy and share the truths behind the first Christmas. Soon, Jack has an opportunity to share a cookie and a story with a stranger as well. The Legend of the Christmas Cookie is: Perfect as a gift for boys and girls ages 4-8, grandchildren, and nieces and nephews Ideal as a family reading tradition for Advent, Christmas, or anytime in the holiday season Great as a gift for people who love the history behind Christmas and holiday traditions If you enjoy The Legend of the Christmas Cookie, check out other books in the Legends series: The Legend of the Candy Cane, The Legend of Saint Nicholas, The Legend of the Christmas Stocking, The Legend of the Christmas Tree, and The Legend of the Easter Egg. A timely study of why the fascination with Napoleon has endured for two centuries Strange lights begin showing up all over town. Strangers, too, who have a glow, a shimmery shine, strolling the streets in silence. Legendary phantom folk called The Gathers whose mission might just be to get light out into the world. "Gracefully interweav[es] Arthurian legend, realistic and magical elements, humor, and heartbreak . . . an engrossing conclusion to a notable series." —Booklist In this final installment of the Squire's Tale series, Terence and his fellow Knights of the Round Table must come together in a last stand to save Camelot. The characters Gerald Morris has brought to life throughout his series—Terence and Gawain, Lynet and Gaheris, Luneta and Rhience, Dinadan and Palomides—each have an important role to play in this climactic final conflict. Maintaining their faith, selflessness, and honor, Arthur's court bands together to try to defeat Morgause and Mordred and banish the

dark magic from England forever. "Morris pulls off a spectacular conclusion to his humane and witty Squire's Tales series as destructive intrigues both provide a backdrop for a fan-pleasing reunion of favorite figures from past episodes and lead up to the final battle between Arthur and his brilliant, hideously warped son Mordred . . . Well done." –Kirkus Reviews (starred review) "The knights' simplicity, honor, and kitchen-table philosophizing will continue to entrance readers, straight through to the end of this thrilling, elegiac, hope-from-the-ashes saga." –The Horn Book (starred review) "In this final title in the series, Morris once again makes the adventure, excitement, and magic of King Arthur and his court accessible to every reader . . . An excellent end to a worthwhile and well-written series that can be recommended to reluctant and skilled readers alike." –School Library Journal

In his author-illustrator debut, Coretta Scott King-John Steptoe—and Africana Book Award-winning illustrator Charly Palmer spins a tall tale about a neighborhood basketball hero. Have you ever heard of Gravity? No, not gravity, the centrifugal force pulling us to the Earth. I'm talking about Gravity--the greatest ball player to ever lace up a pair of sneakers. Gravity is the new kid on the Hillside Projects basketball team, the Eagles. He once jumped so high that his teammates went out for ice cream before he came back down. With Gravity on their side, the Eagles feel unstoppable. They're ready to win "The Best of the Best," Milwaukee's biggest and baddest pick-up basketball tournament. But when they face-off with the Flyers in the final round, the winningest team in the whole city, they realize that it may take a little more than Gravity to bring them to victory. Here is a clever, energetic story about the unsung superstars walking among us, complete with vivid art and heartfelt themes of teamwork, loyalty, friendship, and fun. Legendary thief, lethal assassin, powerful sorcerer... The elusive man known as Nightfall struggles between his criminal past and his present obligation to protect the King in this epic fantasy duology. He has been known by countless names and terrifying deeds throughout the lands of mankind—thief, magic wielder, swordsman, assassin, adventurer. But chief among those names and perhaps the most dangerous of his personae is that of Nightfall, a man—or perhaps the legendary demon himself—gifted with unique powers which any sorcerer would kill to possess. Yet though Nightfall has always escaped his pursuers by moving on to new realms, new identities, and new enterprises, even the cleverest of beings must occasionally slip. And when this master of the night finally falls prey to a royal trap, he finds the consequences beyond even his ability to evade. Bound by sorcery and oath to guard and guide a young prince on his quest, Nightfall will need every trick and talent at his command to keep both himself and his idealistic young charge from death at the hands of unknown betrayers. Talks about how the

legend of zombies started, what events cause zombies to appear, how they behave, and examples of zombies from other cultures. Link must defeat evil at every turn in his perilous quest to help Princess Zelda! A deluxe box set of exclusive hardcover editions. Contains all five best-selling volumes of the The Legend of Zelda: Legendary Edition series. The battle for Hyrule and the Sacred Realm has begun! A young boy named Link must defeat evil on his long, perilous quest to find the spiritual stones that hold the key to the Triforce, and deliver them to Zelda, princess of the land of Hyrule. The legend of the Howl-0-Ween scare shall pass on! (Based on the short films, A Not So Hollow Halloween and The Howl-0-Ween Scare) A boy named Austin after he comes back from school, sees his mother pulling an old looking book from the basement. It was about the legend of the Howl-0-Ween scare, a story about a howl-some wolf that prowls around in Halloween, and his mother wanted to share it with him, just like of how the legend had been read through multiple generations thanks to the creation of it from her great grandfather, and wanted to read it to Austin to continue passing on the legend. But Austin wanted to prove if the legend still was true or not, and he decided to come together with a best friend to give him company named William, and give it a new, fresh meaning, with a surprise awaiting them! Think you have mastered The Legend Of Zelda Think again! It's Dangerous to go alone. Take this.... This unofficial guide as over 150 pages of everything you need to know to become the hero that saves Hyrule. Find every heart piece, secret caves and detailed strategies on how to beat each boss in every dungeon. This is the game that started it all! Not only is this the first game in this legendary franchise but this game is the reason we can save our progress in video games today! Yes, it's all because of the original Legend Of Zelda. Take a look inside this guide and you will be getting a brief history on this game, what made it so popular and the impact it had on the gaming world. It doesn't matter if you play it on the NES Classic or the original NES, this game is a favorite on everybody's list. First time players or longtime masters will LOVE this guide! Inside get the best tips on: What items to collect before heading into the first dungeon Detailed maps for each dungeon and were all the special items are How to find hidden caves throughout Hyrule Multiple maps of the Overworld with hidden locations and items marked Maps for BOTH the first and second quest The best and fastest way to defeat all the bosses including Ganon! And More Don't delay, BUY THIS GUIDE today and discover some of the best secrets that The Legend Of Zelda has to offer! In Chinese legend, the princess Miaoshan defied her father by refusing to marry, and pursued her austere religious vocation to the death, but returned to life to be his saviour and the saviour of all mankind. The story is inseparable from the female bodhisattva Guanyin, whose cult dominated religious life at all levels in

traditional China and is still powerful in rural China today. Miaoshan herself became a lasting symbol of the tension in women's lives between individual spiritual fulfilment and the imperatives of family duty. The previous edition of this book was the first full monograph on the subject. It deals with the story's background, early history, and more developed later versions, bringing much of this material to the attention of modern readers for the first time. It analyses the basic sources, many of them in Buddhist scripture, and the overall pattern of development. It finally offers a range of interpretations which discover here myths of religious celibacy, of filial piety, and of ritual salvation of the dead. The legend of Miaoshan spans the uncertain boundaries between Chinese popular literature, theatre, and religion, and this book directly addresses students of those fields. But it holds a larger significance for those interested in the position of women in traditional society, and students of comparative literature and folklore will find here a version of the 'King Lear' story. This new edition takes account of epigraphical evidence, discovered and accessed since the time of first publication, which enriches and refines the discussion. This and other additional evidence, introduced for the sake of a more complete picture, leave the argument and conclusions of the original study still essentially intact. A laugh-out-loud funny new children's book from the author of *The Day the Crayons Quit*. The Legend of Rock Paper Scissors reveals the epic tale behind everyone's favourite playground game! "A sprawling fantasy saga . . . Caleb Carr boldly goes where he's never gone before."—USA Today Legend meets history in this mesmerizing novel from #1 New York Times bestselling author Caleb Carr. Demonstrating the rich storytelling, skillful plotting, and depth of research he showcased in *The Alienist*, Carr has written a wildly imaginative, genre-bending saga that redefines the boundaries of literature. Some years ago, a remarkable manuscript long rumored to exist was discovered: *The Legend of Broken*. It tells of a prosperous fortress city where order reigns at the point of a sword—even as scheming factions secretly vie for control of the surrounding kingdom. Meanwhile, outside the city's granite walls, an industrious tribe of exiles known as the Bane forages for sustenance in the wilds of Davon Wood. At every turn, the lives of Broken's defenders and its would-be destroyers intertwine: Sixt Arnem, the widely respected and honorable head of the kingdom's powerful army, grapples with his conscience and newfound responsibilities amid rumors of impending war. Lord Baster-kin, master of the Merchants' Council, struggles to maintain the magnificence of his kingdom even as he pursues vainglorious dreams of power. And Keera, a gifted female tracker of the Bane tribe, embarks on a perilous journey to save her people, enlisting the aid of the notorious and brilliant philosopher Caliphestros. Together, they hope to exact a ruinous

revenge on Broken, ushering in a day of reckoning when the mighty walls will be breached forever in a triumph of science over superstition. Breathtakingly profound and compulsively readable, Caleb Carr's long-awaited new book is an action-packed, multicharacter epic of a medieval clash of cultures—in which new gods collide with old, science defies all expectation, and virtue comes in many guises. Brimming with adventure and narrative invention, *The Legend of Broken* is an exhilarating and enthralling masterwork.

Praise for *The Legend of Broken* “An excellent and old-fashioned entertainment . . . *The Legend of Broken* seamlessly blends epic adventure with serious research and asks questions that men and women grappled with in the Dark Ages and still do today.”—*The Washington Post* “[A] colossal effort . . . a fantasy epic . . . meant as an allegory, a cautionary tale for our precarious times. To make his points, Carr has summoned a dream team of soldiers, wizards, and tiny forest folk.”—*The New York Times Book Review* “Carr keeps the action hurtling along with a steady diet of gruesome murders and political betrayals. And he clearly wants modern readers to see something of their own world in the political corruption and greed that ultimately doom Broken.”—*The Boston Globe*

Two of Washington Irving's classic short stories have been adapted for young readers. When Ichabod Crane enters the village of Sleepy Hollow, he is enthralled by its ghost stories—until he becomes the center of one. Then, the strange disappearance of Rip Van Winkle has been the talk of his village for twenty years, yet it's only been a night's sleep for Rip! The mysteries of the old Dutch settlements are retold in the Calico Illustrated Classics adaptation of Irving's *The Legend of Sleepy Hollow and Rip Van Winkle*. “Legend doesn't merely survive the hype, it deserves it.” From the New York Times bestselling author of *The Young Elites*

What was once the western United States is now home to the Republic, a nation perpetually at war with its neighbors. Born into an elite family in one of the Republic's wealthiest districts, fifteen-year-old June is a prodigy being groomed for success in the Republic's highest military circles. Born into the slums, fifteen-year-old Day is the country's most wanted criminal. But his motives may not be as malicious as they seem. From very different worlds, June and Day have no reason to cross paths - until the day June's brother, Metias, is murdered and Day becomes the prime suspect. Caught in the ultimate game of cat and mouse, Day is in a race for his family's survival, while June seeks to avenge Metias's death. But in a shocking turn of events, the two uncover the truth of what has really brought them together, and the sinister lengths their country will go to keep its secrets. Full of nonstop action, suspense, and romance, this novel is sure to move readers as much as it thrills. Though Johnny Appleseed is a folk hero, he was also a real person—John Chapman. Chapman's life became legendary as he planted

apple trees across the Midwest of the United States in the 1800s. In this entertaining volume, readers will learn about an extraordinary man and his love of nature as well as the parts of the legend that probably aren't true. Historic images and fun fact boxes add to the appealing content. An in-depth exploration of the localization of Nintendo's blockbuster franchise from Japanese to English. Archeology meets X-files leading to an apocalyptic battle between ultimate good and evil in this scientific fictional action packed adventure of teenage self-discovery fueled by the hero's compassion and courage. - Alison Mason, award winning screenwriter, Finding Jenua Varak

Kaloustian is fifteen years old in his freshman year of high school. He lives in Los Angeles, California with his mom, dad, and two brothers. He likes to play basketball, travel, and spend time with his friends and family. This is his debut novel. The first full reconstruction of and investigation into the vibrant and fascinating legend of King Seleucus, successor to Alexander the Great. Long, long ago, the ancient people of the forest gathered around warm fires and told the tale of a time long past, when the land known as "Michigane" was covered with ice and snow. For thousands of years the cruel North Wind ruled the land North of Up North, chasing away the gentle, benevolent winds from the East, West and South. Winter stayed the whole year round, so nothing could live in Michigane. Not until an old warrior and a young boy traveled through the frigid cold with nothing but warm hearts and an old pair of mittens was there hope that the frozen land would eventually come to life.

Trinka Hakes Noble is the noted author of numerous award-winning picture books including *The Scarlet Stockings Spy*, the ever-popular *Jimmy's Boa* series and *Meanwhile Back at the Ranch* (both featured on *Reading Rainbow*). Her many awards include ALA Notable Children's Book, Booklist Children's Editors' Choice, IRA-CBC Children's Choice, Learning: The Year's Ten Best, and several Junior Literary Guild Selections. Trinka makes her home in Bernardsville, New Jersey. *The Legend of Michigan* is the 20th book that Gijsbert van Frankenhuyzen has illustrated for Sleeping Bear Press. His other titles include *The Legend of Sleeping Bear*, the #1 Midwest bestselling *Legend of the Petoskey Stone*, and Texas Bluebonnet runner-up *Mercedes and the Chocolate Pilot*. Gijsbert and his family live in Bath, Michigan. Through regressive hypnosis a lost legend of the history of mankind has been retrieved from the recesses of time. Did the American Indians descend from the inhabitants of an alien spacecraft that crashed in the Alaska-Canada region thousands of years ago? *Starcrash* indicates that aliens continued to come to Earth, some intentionally and by accident, throughout our history. In order to adjust to harsh conditions they were forced to interbreed with the local aborigines. This was the only way to insure the survival of their race. Does their blood still flow in the veins of certain American Indian tribes? In the middle of the nineteenth

century, twelve-year-old Jimmy Spoon leaves his Mormon family in Utah and ends up living with the Shoshoni Indians as the younger brother of Chief Washakie. Reprint. 25,000 first printing. Percy Jackson meets Indiana Jones in the final installment of the New York Times bestselling epic adventure Seven Wonders! Jack, Marco, Cass, and Aly's quest to find the seven magic orbs buried beneath each of the Seven Wonders of the Ancient World has hit a perilous snag. King Uhla'ar has kidnapped Aly and taken her and an orb back through a rift in time. A giant, merciless behemoth guards the opening, and so Jack and his friends realize that their only hope to rescue Aly is to rush to find the rest of the lost Loculi. This mission takes them around the world—to the Temple of Artemis to fend off a mighty army and then to the Lighthouse of Alexandria, where they wind up swallowed in the belly of a beast. But before all is said and done, they must return to where it all began, to Atlantis, to save Aly, themselves...and the world. Don't miss The Legend of the Rift, the epic finale to Peter Lerangis's earth-shattering, New York Times bestselling adventure series, Seven Wonders. The fantastic Legend team of Kathy-jo Wargin and Gijsbert van Frankenhuyzen have another beautiful book to add to the Sleeping Bear and Mackinac Island stories. A Grandmother's love for her grandchildren is magically portrayed in "The Legend of the Loon". A perfect addition to your collection, this book remains true to the heartwarming qualities you've come to expect from these legendary storytellers. In spring, the hills and meadows of Texas and Wyoming are ablaze with the reds, oranges, and yellows of the Indian Paintbrush. How this striking plant received its name is told in an old Indian legend. Many years ago, when the People traveled the Plains, a young Indian boy had a Dream-Vision in which it was revealed that one day he would create a painting that was as pure as the colors of the evening sky at sunset. The boy grew up to become the painter of the tribe, but although he found a pure white buckskin for a canvas and made paints from the brightest flowers and the reddest berries, he could not capture the sunset. How the young Indian artist finally fulfills his Dream-Vision is lovingly told and illustrated by Tomie dePaola, in words and pictures that capture the spirit and beauty of this dramatic legend. Korra must decide who to trust as the fate of the Earth Kingdom hangs in the balance! On the eve of its first elections, the Earth Kingdom finds its future endangered by its past. Even as Kuvira stands trial for her crimes, vestiges of her imperial ambitions threaten to undermine the nation's democratic hopes. But when Korra, Asami, Mako, and Bolin don't all see eye-to-eye as to the solution, drastic measures will be taken to halt a new march to war! Written by series co-creator Michael Dante DiMartino and drawn by Michelle Wong (Goosebumps: Download and Die), with consultation by Bryan Konietzko, this is the official continuation of the beloved television series!

How to tell your closest friends you might not make it? That is the question that torments Josh. Can the world of light provide the courage to face one's deepest fears? The five teens discover a hidden place in The Land of Good Dreams with a legend carved into the wall. One of them knows it's about them as they harbor a painful secret they have yet to share among the others. Samantha continues to grow closer to her foster family, but how will she handle the unexpected event she wasn't prepared for? This uplifting story continues to deepen their friendships, heal their brokenness, and prepare them for what is coming. If you loved the first two books, this next one will pull you into the series on a whole new level and reveal more depths of all your favorite characters. The Land of Good Dreams' magical world of light awaits you. Get it now and return to the story. Morgan touches the hearts of readers through a folk tale in which a man learns the true meaning of Christmas. Readers who discover this stirring legend will find prayers for each of the 12 days before Christmas, girded with beloved passages of appropriate Scripture. In the year 2258, Donovan Knight, Army Specialist, lives in a world of significant scientific and technological advances. Global climate change is a thing of the past, extinct species have been resurrected, and the planet's resources have been replenished... But Donovan doesn't live in a perfect world: his grandfather, a scientific genius, suffers from a mysterious illness that keeps him permanently hospitalized, terrorist numbers have increased dramatically across the nation, and Donovan is sent on a mission to save the human race from a deadly biological attack—a mission that will force him to leave his family and one from which he may never return. The introduction (p.3-5) describes the history of the Department of Welsh and its professors (formerly the Department of Celtic) at Cardiff. The Legend of SeaWalker unfolds in Wyland's imagination, and his many diving adventures throughout the world. This is the first book in the trilogy of SeaWalker's adventures – and readers won't want to miss it! A young baby, SeaWalker, is lost at sea in the Bermuda Triangle where he is rescued by a family of dolphins. Miraculously, they take him to the deepest part of the ocean where he metamorphizes into a new species of sea creature who is able to communicate telepathically with all the creatures of the sea, from the largest blue whales to the smallest crustaceans. Born to bridge the two worlds above and below the ocean, SeaWalker not only survives the harsh ocean environment, but soon becomes the leader of his dolphin tribe. His epic journey not only takes him to the deepest depths of the sea but leads to incredible encounters with space aliens' sinister plans for all life on earth. The Expanded Edition Guide to The Legend of Zelda: Breath of the Wild is a 512-page hardcover guidebook covering everything in the main game as well as the two Expansion Pass DLC packs "The Master Trials" and "The Champions' Ballad". INCLUDES:

Expansion Pass concept art gallery; dedicated chapters covering both Expansion Passes; Reference and Analysis chapter; Maps chapter; all-new hardcover and an extensive 4-page Index. GUIDE DETAILS Maps Chapter: a dedicated 36-page atlas of Hyrule showing the exact location of all Korok seeds and treasure chests. Reference & Analysis Chapter: contains a farming manual showing how to acquire all items of prime interest efficiently; the best weapons and armor upgrades; the most effective recipes; the most lucrative gemstone mining spots; amiibo; merchants and much more. Expansion Pass Chapters: 34 pages dedicated to "The Master Trials" and "The Champions' Ballad". 100% AUTHORITATIVE: all side quests, all shrines of Trials and all information about collectible items fully mapped out; also includes optional challenges, mini-games, unlockables, Easter eggs, and more. At-a-glance Walkthroughs: annotated maps and screenshots show the optimal way through every quest and dungeon. Large map poster: two-sided and fully-annotated – covering the immense game area. Concept art: direct from the development team and beautifully laid out across two sections: 16 pages of concept art from "The Master Trials" and "The Champions' Ballad" as well as a 16-page art tour of the main game. Puzzle Master: every single puzzle and riddle unraveled with refined, visual solutions. Expert Combat Strategy: practical, reproducible tactics to crush all enemies and bosses. Comprehensive references: exhaustive appraisals of all items and monsters – including key parameters that are hidden in the game. Premium hardcover: with guide pages printed on superior-quality art paper. EASE OF USE: Instant searches, print navigation systems, extensive 4-page index and detailed map poster give you immediate access to the information you need. The young maiden Leelinau is forbidden from going into the Spirit Wood. But Leelinau so enjoys her time spent there with the Pukwudjinees (the tiny fairies of the forest) that she risks playing with them time and time again. The legend explores the resistance many of us harbor of entering adulthood. This is the fifth title written by Kathy-jo Wargin and illustrated by Gijsbert van Frankenhuyzen in our Legend series which currently has 400,000 copies in print. The Legend of the Sleeping Bear, the title that began the series, is the official State of Michigan children's book. "Leelinau was so happy to be in the Spirit Wood once again that she began to dance all around. Then she sat down amidst a mess of large tree roots that fit like a chair made just for her. But this time, as she sat there to rest, she heard strange whispers. At first, Leelinau thought it sounded like baby robins trying to catch their first breaths, or ferns being tossed back and forth in the wind. But Leelinau wasn't quite sure, so she listened more carefully. She heard more whispers, and then voices. Leelinau became frightened. Her heart pounded like a large drum in her chest, and her throat felt tight and narrow." Bigfoot. Sasquatch. Skunk Ape. He's everywhere. The most well-known

cryptid in American history, Bigfoot is as feared as he is loved. The subject of thousands of stories, this creature has been pegged as a monster terrorizing the woods, a supernatural entity stealthily living among us with an otherworldly agenda, or simply an animal trying to live a life of seclusion. With various theories and beliefs abounding, research and discussion have become a hobby for many, and even an occupation for some. In *The Legend of Bigfoot: Leaving His Mark on the World*, T. S. Mart and Mel Cabre reveal the myths, personal stories, and pop culture surrounding the legendary icon. Featuring more than 80 images recreating the Bigfoot's appearance from firsthand accounts and folktales, *The Legend of Bigfoot* showcases the many faces of the creature. Included are the Boston Bahumagosh, which is said to weigh up to 400 pounds, stand up to 10 feet tall, and terrorize the Boston area; the Honey Island Swamp Monster--also known as the Louisiana Wookiee--who roams the Louisiana swamps with yellow or red eyes; and the Wendigo, placed between 7 and 15 feet tall with long, yellow fangs and yellow-tinted skin. Half phantom, half beast, the Wendigo lives in the forest and dates back to the earliest Native American legends. Featuring legends, culture, and history from across the globe, *The Legend of Bigfoot* brings the famed cryptid to life in this entertaining and accessible guide.

A boy discovers his destiny could totally stink in the first book in this riotously funny middle-grade fantasy-adventure trilogy. Risk-averse Greg Belmont is content with being ordinary. He's got a friend--that's right, just one--at his fancy prep school, and a pretty cool dad. The problem is, Greg isn't ordinary . . . he's actually an honest-to-goodness, fantastical Dwarf! He discovers the truth the day his dad brings home a gross new tea--one that awakens bizarre abilities in Greg. Then a murderous Bro-Troll kidnaps his dad and Greg is whisked away to the Underground, where Dwarves have lived for centuries right beneath the streets of Chicago. With the help of some awesome new friends and a talking ax, Greg learns all about the history of the Dwarves, which has been marked with tales of epic failure since the dawn of time. However, the return of the magic they once wielded means big changes are afoot, escalating tensions with the Dwarves' sworn enemy: the Elves. Brimming with humor and action, Chris Rylander's *The Legend of Greg* turns dwarf lore on its head, delivering an adventure readers won't be able to resist. A morally profound chamber piece, *A Legend of the Future* is a critique of morality. It takes place inside a spaceship after a crash takes place during a failed mission to Titan, one of the Saturn moons. The journey home forces the crew to face its innermost fears while coexisting with each other in a state of desperation. This mesmerizing novel, recalling Arthur C. Clarke's *2001: Space Odyssey*, is a roman a clef about the intense pressures--economic, ideological, psychological--inside Socialist Cuba. Praise for *A Legend of the*

Future "The best science fiction writer in Cuba; the only possible debate is which of his works is the best.... His trilogy of *Spiral*, *A Legend of the Future*, and *Year 200* is still the best of Cuban science fiction.... With a very refined style and well-established scientific-social background, Agustín's work surprises through its humanistic content. His concerns surrounding the meaning of life and the evolution of human beings put him in a privileged place among national writers." –Cuenta Regresiva "The best and most popular novelist of this genre that the Island has ever given.... He is considered one of the principal exponents of Cuban science fiction, and he was undoubtedly the one who knew how to best combine solid scientific formation as plots and attractive characters with a confidence well-based in humanity's socialist future." –Yoss "One of the best science fiction writers in Cuba—and, until [his death], one of the best Cuban story tellers alive.... Today Agustín de Rojas' work, from *Spiral* through *Catharsis* and *Society*, is admired by cult readers, pro-government thinkers, and elitists alike." –Félix Luis Viera, *Cubaencuentro* "The most elevated figure in Cuban science fiction." –Axxón Agustín de Rojas (1949-2011) is the patron saint of Cuban science fiction. A professor of the history of theater at the Escuela de Instructores de Arte in Villa Clara, he is the author of a canonical trilogy of novels: *Espiral* (*Spiral*, 1982), for which he was awarded the David Prize; *La leyenda del futuro* (*The Legend of the Future*, 1985) and *El año 200* (*The Year 200*, 1990), all scheduled for publication in English translation by Restless Books. While influenced by Ray Bradbury and a translator of Isaac Asimov into Spanish, he aligned himself with the Soviet line of socialist realism defined by the brothers Arkady and Boris Strugatsky as well as by Ivan Antonovich Yefremov, author of *The Andromeda Nebula*, made into a movie directed by Yevgeni Sherstobitov and admired by de Rojas. In Cuban literature, he is said to have begun writing after reading Miguel Collazo's *El viaje* (*The Journey*). After the fall of the Soviet Union, de Rojas stopped writing science fiction and embraced other themes such as Christianity, about which he wrote a novel called *El publican* (1997), about the disciples of Jesus Christ, that was awarded the Dulce María Loynaz Prize. He spent his last years persuaded—and persuading others—that Fidel Castro did not exist. Nick Caistor is a British journalist, non-fiction author, and translator of Spanish and Portuguese literature. He has translated Cesar Aira, Paulo Coelho, Eduardo Mendoza, Juan Marsé, and Manuel Vázquez Montalban, and he has twice won the Valle-Inclán Prize for translation. He regularly contributes to Radio 4, the BBC World Service, the Times Literary Supplement, and the Guardian. He lives in Norwich, England. This little-known, but age-old tale of an enduring friendship between an Ojibwe girl and a Dakotah boy chronicles how their kindness toward each other gives the beautiful land of

Minnesota its name. Illustrations. 6/06.

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