

Hero Gone 9

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Monster Harper Collins

At a time when we are all asking questions about identity, grief, and how to stand up for what is right, this book by the author of *A Thousand Questions* will hit home with young readers who love Hena Khan and Varian Johnson—or anyone struggling to understand recent U.S. history and how it still affects us today. Yusuf Azeem has spent all his life in the small town of Frey, Texas—and nearly that long waiting for the chance to participate in the regional robotics competition, which he just knows he can win. Only, this year is going to be more difficult than he thought. Because this year is the twentieth anniversary of the 9/11 terrorist attacks, an anniversary that has everyone in his Muslim community on edge. With “Never Forget” banners everywhere and a hostile group of townspeople protesting the new mosque, Yusuf realizes that the country’s anger from two decades ago hasn’t gone away. Can he hold onto his joy—and his friendships—in the face of heartache and prejudice?

The Outsiders Harper Collins

A boy confronts prejudice and intolerance in this striking, “emotionally honest coming-of-age story” (Publishers Weekly) set on the American homefront during World War II, from the acclaimed author of *Search and Destroy* and *Soldier Boys*. Dirty. Lazy. Good-for-nothing. Jay Thacker is used to being called names because his dad is half Navajo. But he gets a chance at a new life and a new identity when he and his mom move to the small town of Delta, Utah, to live with Jay’s grandfather. In Delta, Jay can convince everyone, and maybe even himself, that his dad—who is missing in action as he fights in WWII—is really a POW and military hero, and not gone forever. As the summer wears on and Jay finds himself growing up a little faster than he expected, he learns to look at some truths that had previously been impossible to face. Truths about his father; about Ken, his new friend from the Japanese internment camp nearby; and about himself, too. In this understated and moving story, Dean Hughes offers a glimpse at the

choices a boy must make as he decides what kind of man he’ll one day be.

You Choose! Penguin

Imagine you could go anywhere, with anyone and do anything! Where would you live? Where would you sleep? Who would be your friends? Go on - you choose! With the help of Nick Sharratt’s illustrations, this book looks at a whole range of scenarios where choosing is made fun.

The Hero with a Thousand Faces Electric Monkey

Set against the bleak winter landscape of New England, *Ethan Frome* is the story of a poor farmer, lonely and downtrodden, his wife Zeena, and her cousin, the enchanting Mattie Silver. In the playing out of this short novel’s powerful and engrossing drama, Edith Wharton constructed her least characteristic and most celebrated book.

The Hero of Ages Bollingen Foundation

Four years after the Perdido Beach dome went down, the alien virus that created it is still wreaking havoc, and virus-infested rock has created a new set of humans with mutant powers. Rockborn gang members Dekka, Shade, Cruz, Malik, Armo, and Francis are fresh off their defeat of Dillion Poe and in need of answers to some very pressing questions about their own powers: who are the Dark Watchers? And what is this Fourth Dimension that only Francis can access? But heroes don’t get down time. When the alien-virus infested rock hits New York, a new foe, Bob Markovic, rises amongst the newly rockborn. Markovic’s arrogance and lack of a moral compass already made him unbearable. With his newfound power to inflict a deadly disease, he could send all of humanity into a living hell. As they try to find their footing on morally gray grounds, the Rockborn Gang will have to make some tough decisions if they want to save the world. Michael Grant bids farewell to the globally bestselling *Gone* universe with the finale to the *Monster* trilogy.

Beowulf Oxford University Press

NOW A NETFLIX ORIGINAL SERIES • “Gone for Good contains more plot twists than you can count, with a jarring revelation in nearly every chapter. . . . [Harlan] Coben has crafted a taut thriller with a slew of compelling characters. . . . As subtle as a shotgun, and just as effective.” —San Francisco Chronicle As a boy, Will Klein had a hero: his older brother, Ken. Then, on a warm suburban night in the Kleins’ affluent New Jersey neighborhood, a young woman—a girl Will had once loved—was found brutally murdered in her family’s basement. The prime suspect: Ken Klein. With the evidence against him overwhelming, Ken simply vanished. And when his shattered family never heard from Ken again, they were sure he was gone for good. Now eleven years have passed. Will has found proof that Ken is alive. And this is just the first in a series of stunning revelations as Will is forced to confront startling truths about his brother—and himself. As a violent mystery unwinds around him, Will knows he must press his search all the way to the end. Because the most

powerful surprises are yet to come. “ Coben stands on the accelerator and never lets up. . . . The action is seamless, clear, and riveting. ” —People (Page-turner of the Week)

Gone Dell

Examines myths and folk tales from around the world in an attempt to understand the symbolism of the hero as it appears in the mythologies and religions of mankind.

Ancient Ruins HarperCollins

Acclaimed author Michael Grant delivers a stunning follow-up to the globally bestselling *Gone* series—perfect for fans of Stephen King ’ s suspenseful writing. It ’ s been four years since a meteor hit Perdido Beach and everyone disappeared. Everyone, except the kids trapped in the FAYZ—an invisible dome that was created by an alien virus. Inside the FAYZ, animals began to mutate and teens developed dangerous powers. The terrifying new world was plagued with hunger, lies, and fear of the unknown. Now the dome is gone and meteors are hitting earth with an even deadlier virus. Humans will mutate into monsters and the whole world will be exposed. As some teens begin to morph into heroes, they will find that others have become dangerously out of control . . . and that the world is on the brink of a monstrous battle between good and evil. “ Ratchets up the gore and action, and features a diverse cast of characters. An evocative, intricately plotted companion series. ” —ALA Booklist Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero*

The Old Man and the Sea Random House

Saved from a Yugoslavian firing squad by his old nemesis, Brigadier Charles Ferguson, terrorist Sean Dillon agrees to help the British government prevent the secrets from a Nazi diary from being revealed. (Adventure & Suspense)

Gone for Good Penguin

Plague, Michael Grant's fourth book in the bestselling *Gone* series, will satisfy dystopian fans of all ages. It's been eight months since all the adults disappeared. *Gone*. They've survived hunger. They've survived lies. But the stakes keep rising, and the dystopian horror keeps building. Yet despite the simmering unrest left behind by so many battles, power struggles, and angry divides, there is a momentary calm in Perdido Beach. But enemies in the FAYZ don't just fade away, and in the quiet, deadly things are stirring, mutating, and finding their way free. The Darkness has found its way into the mind of its Nemesis at last and is controlling it through a haze of delirium and confusion. A highly contagious, fatal illness spreads at an alarming rate. Sinister, predatory insects terrorize Perdido Beach. And Sam, Astrid, Diana, and Caine are plagued by a growing doubt that they'll escape—or even survive—life in the FAYZ. With so much turmoil surrounding them, what desperate choices will they make when it comes to saving themselves and those they love? “ Grant ’ s sf-fantasy thrillers continue to be the very definition of a page-turner. ” —ALA Booklist Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero*

BZRK Reloaded Harper Collins

The third book in Michael Grant's New York Times bestselling *Gone* series, *Lies* is another heart-in-your-throat page-turner, both chilling and thought-provoking. It's been seven months since all the adults disappeared. *Gone*. It happens in one night. A girl who died now walks among the living; Zil and the Human Crew set fire to Perdido Beach, and amid the flames and smoke, Sam sees the figure of the boy he fears the most: Drake. But Drake is dead. Sam and Caine defeated him along with the Darkness—or so they thought. As Perdido Beach burns, battles rage: Astrid against the Town Council; the Human Crew versus the mutants; and Sam against Drake, who is back from the dead

and ready to finish where he and Sam left off. And all the while deadly rumors are raging like the fire itself, spread by the prophetess Orsay and her companion, Nerezza. They say that death is a way to escape the FAYZ. Conditions are worse than ever and kids are desperate to get out. But are they desperate enough to believe that death will set them free? “ Disturbing, brilliantly plotted, and boasting a balanced mix of action and scheming. ” —ALA Booklist Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero*

Dead and Gone Simon and Schuster

Gideon the Ninth is the first book in the New York Times and USA Today Bestselling *Locked Tomb* Trilogy, and one of the Best Books of 2019 according to NPR, the New York Public Library, Amazon, BookPage, Shelf Awareness, BookRiot, and Bustle! WINNER of the 2020 Locus Award and Crawford Award Finalist for the 2020 Hugo, Nebula, Dragon, and World Fantasy Awards “ Unlike anything I ’ ve ever read. ” —V.E. Schwab “ Lesbian necromancers explore a haunted gothic palace in space! ” —Charles Stross “ Deft, tense and atmospheric, compellingly immersive and wildly original. ” —The New York Times The Emperor needs necromancers. The Ninth Necromancer needs a swordswoman. Gideon has a sword, some dirty magazines, and no more time for undead nonsense. Tamsyn Muir ’ s *Gideon the Ninth* unveils a solar system of swordplay, cut-throat politics, and lesbian necromancers. Her characters leap off the page, as skillfully animated as arcane revenants. The result is a heart-pounding epic science fantasy. Brought up by unfriendly, ossifying nuns, ancient retainers, and countless skeletons, Gideon is ready to abandon a life of servitude and an afterlife as a reanimated corpse. She packs up her sword, her shoes, and her dirty magazines, and prepares to launch her daring escape. But her childhood nemesis won ’ t set her free without a service. Harrowhark Nonagesimus, Reverend Daughter of the Ninth House and bone witch extraordinaire, has been summoned into action. The Emperor has invited the heirs to each of his loyal Houses to a deadly trial of wits and skill. If Harrowhark succeeds she will become an immortal, all-powerful servant of the Resurrection, but no necromancer can ascend without their cavalier. Without Gideon ’ s sword, Harrow will fail, and the Ninth House will die. Of course, some things are better left dead. **THE LOCKED TOMB TRILOGY BOOK 1: *Gideon the Ninth* BOOK 2: *Harrow the Ninth* BOOK 3: *Alecto the Ninth*** At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Missing in Action Good Press

The werewolves and shifters come out of the closet and throw the small town of Bon Temps into a tailspin in the ninth novel in the #1 New York Times bestselling *Sookie Stackhouse* series—the inspiration for the HBO® original series *True Blood*. Except for cocktail waitress Sookie Stackhouse, folks in Bon Temps, Louisiana, knew little about vamps—and nothing about Weres. Until now. The Weres and shifters have finally revealed their existence to the ordinary world, and the backlash may have claimed the life of someone Sookie knew. But her determination to find out who is responsible for the murder is put aside in the face of a far greater danger. A race of unhuman beings—older, more powerful, and more secretive than vampires or werewolves—is preparing for war. And Sookie will find herself an all-too-human pawn in their battle...

Hunger Wheeler Publishing, Incorporated

It's been three months since everyone under the age of fifteen became trapped in the bubble known as the FAYZ. Three months since all the adults disappeared. *Gone*. Food ran out weeks ago. Everyone is starving, but no one wants to figure out a solution. And each day, more and more kids are evolving, developing supernatural abilities that set them apart from the kids without powers.

Tension rises and chaos is descending upon the town. It's the normal kids against the mutants. Each kid is out for himself, and even the good ones turn murderous. But a larger problem looms. The Darkness, a sinister creature that has lived buried deep in the hills, begins calling to some of the teens in the FAYZ. Calling to them, guiding them, manipulating them. The Darkness has awakened. And it is hungry.

Hero Vintage

The #1 New York Times Bestseller, USA Today Book of the Year, now a major motion picture starring Emily Blunt. The debut psychological thriller that will forever change the way you look at other people's lives, from the author of *Into the Water* and *A Slow Fire Burning*. "Nothing is more addicting than *The Girl on the Train*." —Vanity Fair "The *Girl on the Train* has more fun with unreliable narration than any chiller since *Gone Girl*. . . . [It] is liable to draw a large, bedazzled readership." —The New York Times "Marries movie noir with novelistic trickery. . . hang on tight. You'll be surprised by what horrors lurk around the bend." —USA Today "Like its train, the story blasts through the stagnation of these lives in suburban London and the reader cannot help but turn pages." —The Boston Globe "Gone Girl fans will devour this psychological thriller." —People EVERY DAY THE SAME Rachel takes the same commuter train every morning and night. Every day she rattles down the track, flashes past a stretch of cozy suburban homes, and stops at the signal that allows her to daily watch the same couple breakfasting on their deck. She's even started to feel like she knows them. Jess and Jason, she calls them. Their life--as she sees it--is perfect. Not unlike the life she recently lost. UNTIL TODAY And then she sees something shocking. It's only a minute until the train moves on, but it's enough. Now everything's changed. Unable to keep it to herself, Rachel goes to the police. But is she really as unreliable as they say? Soon she is deeply entangled not only in the investigation but in the lives of everyone involved. Has she done more harm than good?

Villain Independently Published

The first in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi saga, *Gone* is a page-turning thriller that invokes the classic *The Lord of the Flies* along with the horror of Stephen King. In the blink of an eye, everyone disappears. Gone. Except for the young. There are teens, but not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. Hunger threatens. Bullies rule. A sinister creature lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: on your birthday, you disappear just like everyone else. . . . "A potent mix of action and thoughtfulness—centered around good and evil, courage and cowardice—renders this a tour de force that will leave readers dazed, disturbed, and utterly breathless." —ALA Booklist (starred review) Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero*

Plague Harper Collins

The struggle of three brothers to stay together after their parent's death and their quest for identity among the conflicting values of their adolescent society.

Gone Series Complete Collection Macmillan

From the men and women associated with the American Revolution and Civil War to the seminal figures in the struggles for civil and women's rights, Americans have been fascinated with and drawn to icons of great achievement, or at least reputation. But who spins today's narratives about American

heroism, and to what ends? In a nation so wracked with division, is there any contemporary consensus about the enduring importance of our heroes or what traits they embody? Can heroes survive in our environment of 24/7 media coverage and cynicism about the motives of those who enter the public domain? In *Where Have All the Heroes Gone?*, Bruce G. Peabody and Krista Jenkins draw on the concept of the American hero to address these questions and to show an important gap between the views of political and media elites and the attitudes of the mass public. The authors contend that important changes over the past half century, including the increasing scope and power of new media and people's deepening political distrust, have drawn both politicians and producers of media content to the hero meme. However, popular reaction to this turn to heroism has been largely skeptical. As a result, the conversations and judgments of ordinary Americans, government officials, and media elites are often deeply divergent and even directly opposed. Exploring and being able to show these dynamics is important not just for understanding what U.S. heroism means today, but also in helping to wrestle with stubborn and distinctively American problems. Investigating the story of American heroes over the past five decades provides a narrative that can teach us about such issues as political socialization, institutional trust, and political communication.

Hunger: A Gone Novel HarperCollins

Thom Creed, the gay son of a disowned superhero, finds that he, too, has special powers and is asked to join the very League that rejected his father, and it is there that Thom finds other misfits whom he can finally trust.

Lord of the Flies Five Star (ME)

Acclaimed author Michael Grant's globally bestselling *Gone* series continues with *Villain*, where old foes return and new ones rise, with action-packed scenes, gory battles, and plot twists that will leave readers scrambling for more. It's been four years since the events of *GONE*. The Perdido Beach dome is down, but the horrors within have spread. The alien virus-infested rock that created the FAYZ is creating monsters—monsters that walk the cities and countryside, terrorizing all. There are tanks in the street and predator drones in the sky, doomed efforts to stop the disintegration of civilization. Into this chaos comes a villain with the power to control anyone with just the sound of his voice. Dillon Poe wanted to be a comedian once . . . but everyone made fun of him. Dillon the loser. Dillon the freak. Now he's sending thousands to their death. Who's laughing now? The only people who can stop a superpowered villain are superpowered heroes. Dekka, Shade, Cruz, Malik, Armo, and a new mutant with unmatched powers, are all that stand in Dillon's way. But when the lines begin to blur between hero and villain—some begin to wonder who's really the monster. Praise for *Monster*: "Ratchets up the gore and action, and features a diverse cast of characters. An evocative, intricately plotted companion series." —ALA Booklist Read the entire series: *Gone Hunger Lies Plague Fear Light Monster Villain Hero*