

The Dark Realm Feyland 1 Anthea Sharp

Feyland Fifteen Minutes The Dark Realm The First Adventure Faery Worlds Wicked Lovely An Earthly Knight Ellie and the Prince Feyland Water Faeries Feyland: Books 4-6 Feyland How To Babysit A Changeling Exile's Gate Faerie Swap The Keepers of the House Player's Option: Heroes of the Feywild All He Desires The Rest Falls Away The Incrementalists Class-A Threat (Disgardium Book #1) Morgan Rice: Epic Fantasy Bundle Elfhome Flirt Club The Faerie Guardian Rebel Nation Marny Spark Mr. Drake and My Lady Silver (Tales of Aylfenhome, 4) The Jewel of Bas Ready Player One PS, I Love You Tales of Feyland and Faerie The Sea King's Daughter: A Celtic Little Mermaid Retelling Brea's Tale Chronicle Worlds Feyland Tales Royal Nahtaia Elfhome

Feyland

A member of a secret near-immortal society dedicated to slowly making the world a better place faces wrenching choices during a gathering in Las Vegas, where the survival of the society and the fate of the world has been put at risk by the increasingly unstable woman he loved. Co-written by the best-selling author of *Dzur*.

Fifteen Minutes

Jump into the waves, and enter the world of Faerie! On a rock by the shore sits a mermaid fair Dreaming of her lost lover as she combs her hair Kelpies, and selkies, and the great snakes of the sea All stop and listen as she sings of a love never to be For the sailor she saved from those dark, storm-tossed waves Got back on his ship, and sailed away Now the mermaid's alone, with broken-hearted dreams And far, far away the sailor stares out at the sea Fifteen stories about mermaids, kelpies, and other magical water creatures. What if the Loch Ness monster is more than a myth? Where did the Lady of the Lake go after leaving Avalon? Can a mermaid ever truly leave the sea, and follow her lover to land? This collection includes fifteen tales about sirens, kelpies, mermaids, sea monsters, naiads, and other enchanted creatures of the water. Enjoy the magic and wonder of these watery tales of Faerie!

The Dark Realm

The Keepers of the House is a novel of immense power that builds slowly, in layers, to an overarching realization both terrible and satisfying. It is the story of William Howland and Margaret Carmichael and their love for each other, told by William's granddaughter, Abigail. Seven generations of Howland family lore are handed down to Abigail by her grandfather, whose own story, however, he does not fully reveal to her. When searing information about William comes to light after his death, Abigail must face the fury and judgment of the entire county. Abandoned, isolated, and yet exhilarated, she heeds the gaze of her ancestors and with incisiveness bordering on madness acts to keep the Howland legacy intact.

The First Adventure

What if a high-tech VR game opened a gateway to the treacherous Realm of Faerie? For fans of GameLit and fairy tales alike, come explore the bestselling world of Feyland in these eleven stories from award-winning and bestselling authors. Ranging from the poignant to the gritty, the clever to the deeply thoughtful, these tales bring to life a near-future reality where immersive gaming enfolds the player, and dangerous magic is only a pixel away

WOLF HUNT - Phaedra Weldon
THE BLACK RABBIT - Joseph Robert Lewis
TO CATCH A HOBGOBLIN - Eric Kent Edstrom
WHITE LILY - Harrison Kayne
GETTING GOOD - Brigid Collins
THROUGH THE TRAPDOOR - Marilyn Peake
THE GATES OF GOLD MOUNTAIN - Jon Frater
WORK BOOTS - Caroline A. Gill
THE FEY BARD - Roz Marshall
EMMA: A FEYLAND DRYAD - Deb Logan
THE BUG IN THE DARK COURT - Anthea Sharp

KEYWORDS: Faeries, Cyberpunk, GameLit, Portal Fantasy, Coming of Age, Disabilities, Differently Abled, Heroic Fiction, Science Fantasy, Virtual Reality, Immersive Gaming, MMO, Teen Romance, litRPG, Bestselling Series, Fae, Seelie Court, Unseelie Court, Folktales

Faery Worlds

From USA Today bestselling author Anthea Sharp, a richly-imagined fantasy romance uniting an adventurous young woman and a fearsome Dark Elf warrior, in a magical tale reminiscent of Beauty and the Beast. Deep in the Darkwood, a mystic portal awaits Mara Geary faces a bleak future in the village of Little Hazel until, on the eve of her seventeenth birthday, strange glowing lights beckon her into the mysterious shadows under the trees. She follows, hoping for adventure. What she finds is her destiny Prince of the Hawthorne Court, Brannon Luthinor has spent his life becoming a powerful warrior in order to save his people. Now, on the eve of war, his fate is rapidly approaching. Thrown together, Bran and Mara forge an unlikely alliance. But in the face of evil, will they be able to trust their lives - and their hearts - to one another?

KEYWORDS: Fantasy romance, YA romance, adventure, Beauty and the Beast, portal fantasy, elves, magic, fairy tales, love, prophecy, coming of age

Wicked Lovely

Sixteen years ago, a plague wiped out nearly all of humanity. The Company's vaccine stopped the virus's spread, but society was irrevocably changed. Those remaining live behind impenetrable city walls, taking daily doses of virus suppressant and relying on The Company for continued protection. They don't realize that everything they've been told is a lie... Clover Donovan didn't set out to start a revolution—quiet, autistic, and brilliant, she's always followed the rules. But that was before they forced her into service for the Time Mariners. Before they condemned her brother to death, compelling him to flee the city to survive. Before she discovered terrifying secrets about The Company. Clover and the Freaks, her ragtag resistance group, are doing their best to spread the rebellion and stay under The Company's radar. But when their hideout is discovered, they are forced, once again, to run. Only this time, The Company has special plans for Clover, plans that could risk her life and stop the uprising in its tracks...

An Earthly Knight

Ellie and the Prince

When two self-professed middle school drama geeks--Isabelle and Annie (a.k.a. Cisco and The Bean)--fail at their attempts in romance, they start Flirt Club, an after school support group for similarly afflicted friends who decide to take decisive and strategic action with hilarious and touching results.

Feyland

Eight tales of Faerie magic and adventure, spanning the centuries from Ancient Ireland to a near-distant future. Includes new, exclusive content! **BENEATH THE KNOWE** Can music overcome fey magic? When the chieftain's infant son is stolen away by the fey folk of the Bright Court, Maeve Donnelly journeys beneath the faerie hill to save the child. Her only weapon is a simple pennywhistle, and the music running in her bard-gifted blood. **FAE HORSE** Accused as witch, Eileen must flee for her life, leaving her village and true love behind. With her pursuers closing in, she chances across a strange black horse - but does she dare to pay the price of escape? **BREAKING THE BROWNIE CODE** *New, exclusive content* Feeyah MacGuire is not very good at being a Brownie—but when she breaks the sacred code of their kind she faces banishment... or worse. **MUSIC'S PRICE** Jeremy Cahill's gifted cello playing calls the creatures of Faerie to him. As a boy, his Irish grandmother crafts him a charm to keep the fair folk at bay—but when it finally fails, Jeremy must face the terrifying power of Faerie...alone. **FEYLAND: THE FIRST ADVENTURE** Jennet Carter never thought hacking into her dad's new epic-fantasy sim-game would be so exciting or dangerous. Behind the interface, dark forces lie in wait, leading her toward a battle that will test her to her limits and cost her more than she ever imagined. **HOW TO BABYSIT A CHANGELING** When a mortal boy is exchanged for a hideous faerie creature, Marny Fanalua steps up to help her friends in their battle against the Dark Court. *NOTE* The events in this novella occur simultaneously with Feyland: The Twilight Kingdom. Reading the complete Feyland Trilogy first is recommended if you would like to avoid spoilers. **TRINKET** Violet Yamaguchi can't wait to play the immersive new computer game, Feyland--but she doesn't suspect the game wants something in return **BREA'S TALE: ARRIVAL** When a faerie girl is sent on a mission to the mortal world, she must learn to navigate the intricacies of life among humans - but will she survive undetected? *NOTE* This story falls in between Spark and Royal in the Feyguard books, but it can be read as a stand-alone without spoiling anything. Keywords: litRPG, cyberpunk, YA fantasy, teen adventure, Celtic mythology, historical fantasy, Fantasy Short Story Collection

Water Faeries

This book enables players to weave elements of the Feywild into their existing and future characters. It contains exciting new character builds and options that are thematically rooted to the Feywild, a wild and verdant plane of arcane splendor, full of dangerous and whimsical creatures.

Feyland: Books 4-6

She's fae. He's human. When he accidentally follows her back into the magic realm, a deadly plot is set in motion. ****Binge-read the complete series now!**** - - - Rule: Never reveal yourself to a human. I swear I didn't break this rule. I had my glamour in place. I saved the guy's life, just as I was assigned to do. And then he looked at me. Looked at me. Rule: Never bring a human into the fae realm. Technically, this wasn't my fault either. He followed me. But the Guild doesn't see it that way. Assignment status? Failed. I'm months away from graduating top of my class, and now Nate has ruined everything. If I can get him back home without killing him, maybe I can salvage my guardian future. Except there's way more going on here than I suspected. Someone else is after Nate. Someone intent on unearthing long-forgotten secrets and immense power. Next thing I know, we're tangled up in a plot more dangerous than anything I've had to fight my way out of before. Bonus complication? I think I'm falling for Nate - - - Graduation is the least of Violet's problems in this bestselling YA fantasy series packed with dazzling magic, page-turning action, family secrets, and swoon-worthy romance. Binge-read the complete series now! - - - Readers' reviews: "The most addictive series I have ever read!" "Seriously so amazing!" "I adored this book, devoured it! A very talented author, who works magic with words and scenes." If you enjoyed The Faerie Guardian, check out the other Creepy Hollow books! Next in the series is The Faerie Prince.

Feyland

Six full-length novels – each the first book in six fan-favorite series by bestselling, award-winning fantasy authors! Discover the many worlds of Faerie in these novels filled with love, adventure, and – of course – Fae Magic. (best for readers 14 and up)

How To Babysit A Changeling

When a mortal boy is exchanged for a hideous faerie creature, Marny Fanalua steps up to help her friends in their battle against the Dark Court. (70 page Feyland novella.) *NOTE * The events in this novella occur simultaneously with Feyland: The Twilight Kingdom. Reading the complete Feyland Trilogy first is recommended to avoid spoilers. Keywords: Urban Fantasy, YA Action Adventure, Cyberpunk, Fairy Tales, Fae Folklore, Coming of Age

Exile's Gate

From Samuel Peralta, creator of the bestselling Future Chronicles speculative fiction anthology series, comes a line of anthologies charting new territories within a shared universe, within already-existing worlds. In Chronicle Worlds: Feyland, twelve leading speculative fiction authors present standalone stories set in the imaginative world created by USA Today bestselling author Anthea Sharp, where the gateway to the very real realm of faerie is an immersive, virtual reality computer game, Feyland. Discover Feyland. Discover Chronicle Worlds.

Faerie Swap

~ USA Today bestselling YA Fantasy - The first three books in one epic digital bundle ~ Faeries. VR games. A boy from the wrong side of the tracks, and the girl he's afraid to love What if a high-tech computer game was a gateway to the treacherous Realm of Faerie? "Ms. Sharp is a master storyteller The Feyland books have found a prized place on my all-time favorite books list."—Rebecca McKinnon, *The Crooked Word* "This is a great series that deserves more attention. The books are quick and exciting reads, and if you like stories based on fairy tales, or if you enjoyed both the portrayal of the fae in *Mercy Thompson* and *October Daye* and the virtual world of *Ready Player One*, you will love this series."—Kate, *Epic Chocolate Fantasy* "The series has come full circle with the great cast of characters and events that take place. Would recommend for everyone!"—Jen, *What's on the Bookshelf* KEYWORDS: Bestselling Young Adult Fantasy Series, Coming-of-age, Fairies, Fairy Tales and Retellings, Celtic Folklore, Science Fantasy, MMO Gaming, Action Adventure, Magic Realms, Cyberpunk, litRPG, GameLit, *Ready Player One*, *Warcross*, *Caravel*, *Graceling*, Julie Kagawa, Sarah J. Maas, *Court of Thorns and Roses*, *Cinder*, Marissa Mayer, Melissa Marr, *Portal Fantasy*, *Virtual Reality*, Tam Lin, Tamlin

The Keepers of the House

Stolen away by the faeries Two parallel tales of a changeling's adventures in the real world and a boy's experience in the treacherous and magical Dark Court of the Faerie Realm. Making unexpected allies along the way, will either of them be rescued, or will Korrigan and *The Bug* be forced to dwell forever in a world not their own? Includes the linked Feyland novellas *How to Babysit a Changeling* and *The Bug in the Dark Court* *Plus a bonus story!* REAL CHALLENGE: A Spark Jaxley Adventure Sometimes, the true test isn't what you think... Top-rated gamer Spark Jaxley has made it to the World Championships, ready to give the competition her all. The stakes are high, the gaming is fierce, and her entire future is riding on the outcome. In the end, will she make the right choice? KEYWORDS: Changeling, folklore, YA action adventure, Holly Black, *Unseelie Court*, faerie, fae, stolen away child, *Feyguard*, Melissa Marr, *Spiderwick*

Player's Option: Heroes of the Feywild

Prequel to the USA Today bestselling FEYLAND series - award-winning Urban Fantasy/GameLit! High-tech gaming and ancient magic collide when a computer game opens a gateway to the treacherous Realm of Faerie. Jennet Carter never thought hacking into her dad's new epic-fantasy sim-game would be so exciting... or dangerous. Behind the interface, dark forces lie in wait, leading her toward a battle that will test her to her limits and cost her more than she ever imagined. Read the rest of the Feyland Series - now available on Google Play! KEYWORDS: YA Coming of Age, litRPG, computer gaming, MMO fiction, cyberpunk, fantasy, fairytales, faerie lore, portal fantasy, adventure. litRPG, GameLit

All He Desires

The Rest Falls Away

From USA Today bestselling author Anthea Sharp, a rich, poignant retelling of a classic fairy tale Deep beneath the Irish Sea lies a kingdom beyond mortal men's imagining Until one day a fisherman finds a beautiful maiden washed ashore. She cannot speak to him in any voice, yet her yearning shines from her eyes. But with forces of land and sea arrayed between them, will they ever find their happy ending? *Winner of the International Digital Awards for best YA Short Story, The Sea King's Daughter is a fairy tale retelling of approximately 45 pages. KEYWORDS: Little Mermaid, Celtic Myth, Irish Legend, Historical Fantasy, Fairy Tale Retelling, Award winning fantasy, short fantasy, happy ending, Romantic Fantasy

The Incrementalists

Morgaine must meet her greatest challenge—Gault, who is both human and alien, and also seeks control of the world and its Gate. She will meet the true Gatemaster—a mysterious lord with power as great, or greater, than her own.

Class-A Threat (Disgardium Book #1)

~ The USA Today bestselling Feyland series continues - where high-tech gaming meets the treacherous Realm of Faerie ~ THE REAL WORLD Headed to the big city for a summer internship, Marny Fanalua is glad to leave her hometown and its creepy connection with the Realm of Faerie behind. Drastic heroics in Feyland are what her friends do - she's just trying to figure out where she fits in the real world. IS NO ESCAPE Livestream gaming star and entrepreneur Nyx Spenser isn't sure why he's able to create incredibly realistic simulations straight out of the game of Feyland, but he plans to share his crazy new talent by opening an all-ages hangout called Club Mysteria. FROM THE GAME As the boundaries between the human world and the dangerous Realm of Faerie weaken, Marny and Nyx must forge an alliance to repair the damage he's done - before it's too late. KEYWORDS: Bestselling Young Adult Fantasy Series, Coming-of-age, Fairies, Fairy Tales and Retellings, Celtic Folklore, Science Fantasy, MMO Gaming, Action Adventure, Magic Realms, Cyberpunk, litRPG, GameLit, Ready Player One, Warcross, Caravel, Jumanji, Graceling, Julie Kagawa, Sarah J. Maas, Court of Thorns and Roses, Cinder, Marissa Mayer, Melissa Marr, Portal Fantasy, Virtual Reality, Urban Fantasy, POC, Samoan heroine, mixed-race couple, IR romance, BBW teen, body positivity

Morgan Rice: Epic Fantasy Bundle

While traveling Caroline Huntington is injured and trained doctor Alex Trentham does his best to care for her after years of not practicing. However, as time progresses, he finds it more and more difficult to hide his feelings for her.

Elfhame

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets The Matrix.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade

Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—HuffPost "An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart."—CNN "A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader."—Boston Globe "Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate."—NPR "[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own."—iO9

Flirt Club

Serving as Controller of Magical Creatures at the illustrious Faraway Castle resort, Ellie Calmer knows her place. She is a servant, and she has no business thinking about handsome Prince Omar, a regular visitor at the resort, much less talking to him! But then a unicorn on the resort grounds attacks a party of riders, frightening the guests, and a band of young and adventurous nobles decide to hunt it down. Suddenly Ellie needs Omar's help. She knows something must be wrong to have driven the unicorn to such desperate extremes. Can she and Omar find the unicorn before it's too late? And will she somehow protect her heart against the irresistible attraction she feels for the kind and gentle prince?

The Faerie Guardian

Rebel Nation

~ USA Today bestselling Fantasy~ Ready Player One with Faeries! "Anyone and everyone who enjoys fantasy, gaming, a great story, amazing characters, incredible writing, worlds that are so alive they don't stay within the pages - MUST read this. If you haven't started this series yet, do not wait another second. You won't regret it!" - The Crooked Word WHEN A GAME Feyland is the most immersive VR game ever designed, and Jennet Carter is the first to play the prototype. But she doesn't suspect the virtual world is close enough to touch — or that she'll be battling for her life against the Dark Queen of the faeries. TURNS REAL Tam Linn is the perfect hero — in-game. Too bad the rest of his life is seriously flawed. The last thing he needs is rich-girl Jennet prying into his secrets, insisting he's the only one who can help her. WINNING IS EVERYTHING Together, Jennet and Tam enter the Dark Realm of Feyland, only to discover that the entire human world is in danger. Pushed to the limit of their abilities, they must defeat the Dark Queen... before it's too late. RAVE REVIEWS for FEYLAND: "Jennet was a character that I fell in love

with instantly. She is a girl who loves video games, has a great sense of competition, and is just tough enough without being overbearing." -- 5 Star review from Hopelessly Devoted Bibliophile "5 stars! If you like faeries, a touch of sci-fi and old ballads, this is definitely the story for you." --Watercolor Moods "Feyland was such a quick and engrossing read I couldn't help but read it in one sitting! It flowed seamlessly and was so vivid I felt like I was right there in the dark realm. It's packed with action, magic, and of course faeries! Does it get any better than that?! Nope, I can't wait to read the rest of this series!" -- Book Addict "With a fresh twist on the faery lore, Feyland: The Dark Realm will find its way into your mind - and your heart. Forget that this is a faery book. It's more than that. It's the story of a boy, a girl, and their brilliant strength." -- The Reviews News

KEYWORDS:
Bestselling Young Adult Fantasy Series, Coming-of-age, Fairies, Fairy Tales and Retellings, Celtic Folklore, Science Fantasy, MMO Gaming, Action Adventure, Magic Realms, Cyberpunk, litRPG, GameLit, Ready Player One, Warcross, Caravel, Graceling, Julie Kagawa, Sarah J. Maas, Court of Thorns and Roses, Cinder, Marissa Mayer, Melissa Marr, Portal Fantasy, Virtual Reality, ACOTAR, Tam Lin, Tamlin, Dark Fae, WoW, World of Warcraft, gamer fiction, books for teens, books for boys, books for girls, YA reader, best book

Marny

Morgan Rice is the #1 bestselling and USA Today bestselling author of the epic fantasy series THE SORCERER'S RING, comprising seventeen books; of the #1 bestselling series THE VAMPIRE JOURNALS, comprising twelve books; of the #1 bestselling series THE SURVIVAL TRILOGY, a post-apocalyptic thriller comprising two books (and counting); of the epic fantasy series KINGS AND SORCERERS, comprising six books; and of the new epic fantasy series OF CROWNS AND GLORY. Morgan's books are available in audio and print editions, and translations are available in over 25 languages. Morgan loves to hear from you, so please feel free to visit www.morganricebooks.com to join the email list, receive a free book, receive free giveaways, download the free app, get the latest exclusive news, connect on Facebook and Twitter, and stay in touch! This bundle includes the first book in three of Morgan Rice's #1 Bestselling series—THE SORCERER'S RING, KINGS AND SORCERERS and OF CROWNS AND GLORY—all here in one convenient place! This bundle offers a great introduction to Morgan Rice's epic fantasy series with over 200,000 words of reading! In the #1 Bestseller A QUEST OF HEROES, Thorgrin, a special 14 year old boy, the least loved of his father, learns he has powers he does not understand. An outsider, he must fight for acceptance as he strives to become a warrior, to join the King's Legion, and as he falls in love with the king's 16 year old daughter. Most of all, he must learn who he really is, and why his destiny is so important. "THE SORCERER'S RING has all the ingredients for an instant success: plots, counterplots, mystery, valiant knights, and blossoming relationships replete with broken hearts, deception and betrayal. It will keep you entertained for hours, and will satisfy all ages. Recommended for the permanent library of all fantasy readers." --Books and Movie Reviews, Roberto Mattos

The #1 Bestseller, RISE OF THE DRAGONS, tells the epic coming of age story of Kyra, 15, who dreams of becoming a famed warrior, like her father, though she is the only girl in a fort of boys. She struggles to understand her special skills and mysterious inner power, and comes to realize she is different than the others. But a secret is being kept from her about her birth and the prophecy surrounding her, leaving her

only to wonder. When Kyra comes of age and her father tries to wed her off, she refuses and journeys out on her own, into a dangerous wood, where she encounters a wounded dragon—and ignites a series of events that will change the kingdom forever. “RISE OF THE DRAGONS succeeds—right from the start.... A superior fantasy...It begins, as it should, with one protagonist's struggles and moves neatly into a wider circle of knights, dragons, magic and monsters, and destiny....All the trappings of high fantasy are here, from soldiers and battles to confrontations with self....A recommended winner for any who enjoy epic fantasy writing fueled by powerful, believable young adult protagonists.” --Midwest Book Review, D. Donovan, eBook Reviewer In SLAVE, WARRIOR, QUEEN (OF CROWNS AND GLORY--BOOK 1), 17 year old Ceres, a beautiful, poor girl in the Empire city of Delos, lives the harsh and unforgiving life of a commoner. By day she delivers her father's forged weapons to the palace training grounds, and by night she secretly trains with them, yearning to be a warrior in a land where girls are forbidden to fight. With her pending sale to slavehood, she is desperate. 18 year old Prince Thanos despises everything his royal family stands for. He abhors their harsh treatment of the masses, especially the brutal competition—The Killings—that lies at the heart of the city. He yearns to break free from the restraints of his upbringing, yet he, a fine warrior, sees no way out.

Spark

Rule #3: Don't stare at invisible faeries. Aislinn has always seen faeries. Powerful and dangerous, they walk hidden in mortal world. Aislinn fears their cruelty—especially if they learn of her Sight—and wishes she were as blind to their presence as other teens. Rule #2: Don't speak to invisible faeries. Now faeries are stalking her. One of them, Keenan, who is equal parts terrifying and alluring, is trying to talk to her, asking questions Aislinn is afraid to answer. Rule #1: Don't ever attract their attention. But it's too late. Keenan is the Summer King who has sought his queen for nine centuries. Without her, summer itself will perish. He is determined that Aislinn will become the Summer Queen at any cost—regardless of her plans or desires. Suddenly none of the rules that have kept Aislinn safe are working anymore, and everything is on the line: her freedom; her best friend, Seth; her life; everything. Faerie intrigue, mortal love, and the clash of ancient rules and modern expectations swirl together in Melissa Marr's stunning 21st century faery tale.

Mr. Drake and My Lady Silver (Tales of Aylfenhame, 4)

There was a boy-God, sleeping through eternity. And there were his "Stone of Life" and the androids he had created of matter and energy. And there was a world that was to die from the machinations of the androids' diabolic minds. There were Mouse and Ciaran to stem the death-flood—two mortals fighting the immortals' plans for conquest.

The Jewel of Bas

The USA Today bestselling FEYLAND series continues - YA Urban Fantasy/GameLit full of magic, adventure, and a touch of romance. Rich-boy gamer Royal Lassiter

lives on easy mode—until everything falls apart. Dark faeries are plotting to invade the mortal world, his controlling mom has turned home into enemy territory, and he can't deny his irresistible attraction to newcomer Brea, despite the danger lurking in her mysterious eyes. Forced to undertake a perilous mission for the Dark Queen of Faerie, Brea Cairgead finds living among humans and hiding her true nature as one of the fey folk a fearsome challenge—especially when her emotions prove all too vulnerable to a certain human boy. Torn between impossible loyalties, she must serve her queen... though it may cost her heart. Can love between mortal and fey ever have a happy ending? Keywords: Young Adult Coming of Age, Fantasy, Faeries, Fae, Portal Fantasy, Celtic Myths and Legends, Teen Romance, Science Fantasy, Bestselling Fantasy Series, MMO, Computer Gaming, Cyberpunk, litRPG, Gamelit, Ready Player One, Warcross, Caravel

Ready Player One

Once a mortal girl, Brea Cairgead discovers her magical heritage and escapes the human world to dwell in the Realm of Faerie. But fate has more in store for Brea than a simple existence as one of the fey folk, and when she runs afoul of the Dark Queen, she must embark on an adventure that will change her future forever.

PS, I Love You

Holly couldn't live without her husband Gerry, until the day she had to. They were the kind of young couple who could finish each other's sentences. When Gerry succumbs to a terminal illness and dies, 30-year-old Holly is set adrift, unable to pick up the pieces. But with the help of a series of letters her husband left her before he died and a little nudging from an eccentric assortment of family and friends, she learns to laugh, overcome her fears, and discover a world she never knew existed.

Tales of Feyland and Faerie

Taking up the family legacy of vampire slaying on the eve of her social debut, Victoria Gardella Grantworth finds herself juggling her new role with her growing attraction to two men as she is called upon to take on a powerful master vampire.

The Sea King's Daughter: A Celtic Little Mermaid Retelling

“Danger, desire, and a deliciously different Victorian setting.” - Booklist Injured while on the Isle of Crete, Miss Caroline Huntington is taken to the island's darkly enigmatic British doctor, Alex Trentham. At first put off by his gruff manner, she soon realizes there is far more to this handsome, wounded man than meets the eye. Dr. Alex Trentham fled England, vowing not to return, but he never bargained for the beautiful and vivacious Caroline to enter his life. As she recovers, the carefully constructed walls around his heart start to crumble under the force of emotions he cannot allow himself to feel. When danger threatens, Caroline must return to England, leaving Alex behind. But the distance cannot withstand the force of their longing, and Alex is drawn back to the woman he loves—and the tragedy in his past that could cost him everything. KEYWORDS: Victorian Romantic Adventure,

Passionate Romance, Crete, Mediterranean, Exotic Locale, Gothic

Brea's Tale

Zack Dylan has a dream. He wants to sing on the biggest stages, for the biggest crowds, and he'll do whatever it takes to make it come true. But Zack also made a promise to his college sweetheart when he left Kentucky to compete on the popular TV show Fifteen Minutes: If he made it, nothing would change him or his faith in God. Overnight, Zack becomes the nation's most popular contestant, a country singer comparable to a young Tim McGraw. As his star rises, Zack is often asked to compromise and quiet his beliefs. Just as he's on the verge of winning it all, his choices lead him to the brink of personal disaster. Meanwhile, a former Fifteen Minutes winner is searching for meaning amidst her own private losses. Can she warn Zack about the real price of fame? Or will Zack lose everything he loves for his fifteen minutes of glory?

Chronicle Worlds

After accidentally shrinking a human boy, Nahtaia, a mischievous moon-faery, is stripped of her powers by the Jaydūrian goddesses called, the Voices. With the help of a childhood enemy named Oren, Nahtaia must find a way to change the human back to his natural state before her mistake is discovered by the leaders of the fae. But a journey through the forests of Jaydūr is long and arduous for an impatient faery with no wings, and even more so for the two traveling with her.

Feyland Tales

Faeries. Computer games. A boy from the wrong side of the tracks, and the girl he's forbidden to love~ Book 3 in the Feyland trilogy - Award-winning YA Urban Fantasy ~THEIR LAST CHANCE...Jennet Carter and Tam Linn are almost out of time. Feyland, the most immersive computer game ever designed, is about to be released into the world—along with the Realm of Faerie's dangerous magic.WIN THE GAME...The faeries, desperate to break free from their realm, have set treacherous plans in motion. Despite magical allies of their own, Jennet and Tam have no idea what dire threats await, both in-game and out.OR DIE TRYING...Battling for their lives against the united powers of the Dark Queen and Bright King, Jennet and Tam's quest to stop the fey takes them into the perilous Twilight Kingdom, where illusion reigns—and magic can break all the rules.

Royal

The novel has been voted the best Russian LitRPG release of 2018 and won the first prize at the LitRPG competition held by a leading Russian literary site litnet.com. Read the opening chapters here - magicdomebooks.blogspot.com/2019/01/disgardium-class-threat-by-dan.html Our future. Noncitizens and individuals of low social standing can only find work in one place - the virtual world of Disgardium. And that might mean mining ore; it could just as well mean cleaning pigsties or washing dishes in a tavern, but that's about as glamorous as it gets. Fifteen-year-old schoolboy Alex has dreams of working as

a space guide. All he can think about is the stars, but life gets in the way and now his only path to achieving that goal is through the game.

Nahtaia

What if a high-tech game was a gateway to the treacherous Realm of Faerie? Superstar gamer Spark Jaxley's life might look easy, but she's part of an elite few who guard a shocking secret; the Realm of Faerie exists, and its dark magic is desperate for a foothold in the mortal world. Aran Cole hacks code and sells his gaming cheats on the black market. It's barely a living, and one he's not proud of. But when he turns his skills to unlocking the secrets behind Feyland-the most exciting and immersive game on the market-he discovers power and magic beyond his wildest dreams. Spark's mission is clear; pull Aran from the clutches of the fey folk and restore the balance between the worlds. But can she risk her life for someone who refuses to be rescued?

Elfhame

~ The USA Today bestselling Feyland series continues with Books 4-6 now in one ebook boxed set! Over 800 pages of adventure, gaming, faerie magic, and a touch of romance, plus two bonus short stories. Grab the entire collection and save over 30% off buying individually. SPARK - Pro gamer Spark Jaxley risks everything to journey deep into the Realm of Faerie to save a computer hacker, only to find out he doesn't want to be rescued... ROYAL - When a new girl attends Crestview High, Roy Lassiter can't help being drawn to her, but she carries a dark secret that could destroy his world. MARNY - Marny Fanalua heads to the big city, glad to leave the creepy magic of the Realm of Faerie behind, but discovers there's no escape from Feyland... Bonus story 1 - Brea's Tale: Arrival - Find out a bit more about the mysterious Brea and how she came into the mortal world. Bonus story 2 - Trinket - Another short adventure in the game of Feyland, featuring a new character, Violet. Keywords: For fans of cyberpunk, MMOs, fairy tales, magic, quests, epic battles, romance, friendship, litRPG, coming of age, ancient ballads, futuristic virtual reality, Gamelit, Caravel, Warcross, Ready Player One, Graceling, Sarah J. Maas

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)