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Conor and Grace are twins, recently orphaned after their widowed father's death. Rather than being adopted by the town's busy-bodies, they decide to set sail in their father's lastpossession, his sailing boat. But a vicious storm sees their boat capsize and the twins are separated. Two mysterious ships sail to their rescue - each picking up one twin before disappearing into the mist. Conor wakes to find himself on a pirate ship and is soon being trained up with a cutlass. Meanwhile Grace finds herself locked in a darkened room, as the vampirates wait for night to fall and their feasting to begin... Determined to find each other, yet intrigued by their new shipmates, the twins are about to embark on the biggest adventure of their lives... An exciting piratical adventure that tells the story of young Jim, a boy washed up as a baby onto a hidden island, cared for by his wonderful family of animals; life as a lighthouse keeper is full of fun and adventure until one day a pirate ship is spotted - bringing with it unwanted and dangerous answers to Jim's past. The second book in Justin Somper's Allies & Assassins series delivers another twisted tale of high-stakes betrayal and political machinations set amid a lush medieval background. The newly crowned Prince Jared, ruler of All Archenfield, has inherited a kingdom in crisis. The murder of his older brother has revealed a traitorous plot in his court, calling into question who, if anyone, Jared can trust as he ascends the throne. Now the realm is on the brink of invasion from the brutal princes of Paddenburg and Jared must travel to neighboring kingdoms in search of allies to defend his throne. Little does he know that an even more dangerous plot is hatching in the Archenfield court--one that threatens to remove Jared from power. One put in motion by the very people he left in charge. A bloody war is raging across the oceans, with the Pirate Federation and Nocturnals in alliance against the renegade Vampirates, led by Sidorio and Lola. Nothing will stop either one from making their presence dangerously known in battle. Connor and Grace Tempest each have important roles to play in the war - he as a pirate warrior at the heart of the fight; she as a powerful healer working with the war-wounded. As the twins face their greatest challenges to date, old allies and foes return to play their part in the ultimate battle of Pirate versus Vampirate. In this - the conclusion of this sequence of VAMPIRATES novels, the stakes are higher than ever. Relationships will change. An army of the dead will return to fight. There will be new threats and new alliances and characters will die before the ending which will see Grace and Connor poised to start momentous new journeys. In the words of Obsidian Darke, "So it ends, so it begins." Sixteen-year-old Jared is the newly crowned Prince of All Archenfield, ascending the throne after his older brother's mysterious death. But Jared feels reluctant and unprepared to rule the Princedom and its dangerous and

powerful court. Like each Prince of All Archenfield before him, Jared must rely on the Council of Twelve to advise him. But he knows he can just as easily be at their mercy--especially when it appears that one of the Twelve might have orchestrated his brother's untimely death. Propelled by his rage over the loss of his brother and wary of all his advisors, Jared can trust only Asta: a clever, strong-willed girl from the settlements, currently serving as the Physician's apprentice. Asta and Jared take it upon themselves to hunt down his brother's assassin--though the assassin may be hunting them, as well. Murder, betrayal, and intrigue abound in Justin Somper's thrilling YA series debut. Exploring the political machinations of the medieval-esque court and the lives that hang in the balance, *Allies & Assassins* is a gripping tale of a teen torn between duty and revenge. Celebrate the power of love and friendship in this beautiful book that features vibrant artwork, die-cut pages, and the inspiring message that when we work together, we can affect change. Each of us is wonderful and special on our own. But when we team up with friends, family, and even those whom we don't know, we can make amazing things happen. This inspiring book, which features vibrant artwork and die-cut pages, takes readers on a journey to understand that while we are able to accomplish much on our own, we will achieve even more, and be able to affect real change, when we join with others. In this sequel to the New York Times bestselling *Charlie Thorne and the Last Equation*—which #1 New York Times bestselling author Chris Grabenstein called “a real page-burner”—Charlie searches for Charles Darwin's hidden treasure in South America. Charlie Thorne is a genius. Charlie Thorne is a fugitive. Charlie Thorne isn't even thirteen. After saving the world, Charlie is ready to take it easy in the Galapagos Islands. That is, until she's approached by the mysterious Esmeralda Castle, who has a code she knows only Charlie can decipher. In 1835, Charles Darwin diverted his ship's journey so he could spend ten months in South America on a secret solo expedition. When he returned, he carried a treasure that inspired both awe and terror in his crew. Afterward, it vanished, never to be seen again... But Darwin left a trail of clues behind for those brave and clever enough to search for it. Enter Charlie Thorne. In a daring adventure that takes her across South America, Charlie must crack Darwin's 200-year-old clues to track down his mysterious discovery—and stay ahead of the formidable lineup of enemies who are hot on her tail. When an ancient hidden treasure is at stake, people will do anything to find it first. Charlie may be a genius, but is she smart enough to know who she can trust? For Connor, these are testing times aboard notorious pirate ship, *The Diablo* - not least when Captain Wrath's obnoxious nephew Moonshine joins the crew. And, as things reach breaking point, Connor finds himself crossing a line from which there is no return. Meanwhile Grace and Lorcan journey to Sanctuary, a mountain retreat presided over by vampire guru, Mosh Zu Kamal. If anyone can heal Lorcan's blindness, it's Mosh Zu, but he's more interested in Grace. Combatting danger on all sides, Grace realises her fate is inextricably bound up with the vampires... For use in schools and libraries only. Shipwrecked and separated after their father's death, siblings Connor and Grace must use the skills their father taught them and their own wits to battle out of danger and reunite before more harm befalls them. There's a new ship of vampires roaming the seas, leaving a trail of fear and devastation in its wake. When a high-profile pirate is slain, the Pirate Federation takes decisive action and begins training up a ship of dedicated vampire hunters. The team will be led by newly appointed Captain, Cheng Li and will include pirate prodigy Connor Tempest. Meanwhile, Connor's twin sister Grace enjoys a bittersweet reunion with their mother. Sally Tempest has some important and shocking news that will leave the twins facing a very uncertain future. Grace journeys with Lorcan Furey to Sanctuary, the mountaintop retreat run by Mosh Zu Kamal, which offers healing for troubled Vampires. At Sanctuary, Grace discovers amazing new powers but falls prey to fresh dangers and temptations - including charismatic "Vaquero Vampire" Johnny Desperado. Back on *The Diablo*, Connor is caught up in plans for a daring heist,

devised by pirate brothers Molucco and Barbaro Wrathe. Connor is assigned the role of protector of Molucco's wayward nephew, Moonshine Wrathe. Moonshine proves a loose cannon and Connor is forced to commit an act of violence, which shocks him to his core. Meanwhile, newly sired Vampirate Stukeley finds himself wrestling between the life he has left behind and the dark realm opening up before him. This poignant and heartwarming story explores the many faces of sadness and addresses the importance of mental health in a child-friendly way. A small boy creates a shelter for his sadness so that he can visit it whenever he needs to, and the two of them can cry, talk, or just sit. The boy knows that one day his sadness may come out of the shelter, and together they will look out at the world and see how beautiful it is. In this timely consideration of emotional wellbeing, Anne Booth has created a beautiful depiction of allowing time and attention for difficult feelings. Stunningly atmospheric illustrations by David Litchfield personify sadness as a living being, allowing young readers to more easily connect with the story's themes of emotional literacy. When Connor Tempest and his swashbuckling pirate buddies get a rare break in their duties, they're in the mood for fun, sun and adventure. A chance meeting with the crew of The Lorelei seems to offer all that and more. Soon, Connor and co are learning to freedive into the amazing world far beneath the ocean's surface. But the pirates are further out of their depth than they realise. Under the water, danger is lurking - and it's going to take everything they've got to get out alive... Emmy is brilliant at the computer game, Illusory Isles. Her avatar is a powerful fire elemental with magma claws and flaming breath. When Emmy's gaming video gets a front-page feature, thousands of devoted fans flock to watch her battle the ultimate online baddie, the Mulch Queen herself. Life at school is the exact opposite. Emmy is friendless and bullied by Vanessa AKA the Queen of Mean. To Vanessa and her gang, Emmy is a weirdo with bad handwriting, horrible fashion sense and no dad. But if Emmy can take on the Mulch Queen online, perhaps she also find a way to take on Vanessa too? Emmy decides to level up and solve this puzzle alone. But then Emmy discovers that Mulch Queens and Mean Queens are much easier to face when you have a little help from new friends . . . From award winning author Lucy Strange comes a thrilling story of six sisters who must fight against circumstance and fate, gorgeously told and steeped in history and legend. On a poor farm surrounded by marshlands, six sisters -- Grace, Willa, Freya, and triplets Deedee, Darcy, and Dolly -- live in fear of their father and the superstition that haunts him: The Curse of the Six Daughters. Their beloved grandmother tries to protect them, but the future seems bleak. When the Full Moon Fayre makes a rare visit to Hollow-in-the-Marsh, the girls slip out to see the famous Shadow Man, an enigmatic puppeteer. Afterwards, oldest sister Grace is missing. Following the Full Moor Fayre and into the Lost Marsh, Willa will have to battle her inner doubts and the legends that have haunted her family. Can she save her sister from one fate, and yet outrun her own? The thrilling new novel from acclaimed author Lucy Strange, author of The Secret of Nightingale Wood, The Ghost of Midnight Lake and the Waterstones Prize-shortlisted Our Castle by the Sea. A laugh-out-loud book about an inventive, proactive little girl who decides she needs a new friend. When Suzy's family moves, she finds that everybody is too busy to play with her. So, taking matters into her own hands, she puts up a FRIEND WANTED poster. When a big bear turns up and ticks all her boxes (likes cookies, coloring, and dress-up), he seems perfect--except for one thing, he WON'T WEAR SHOES! But does this matter to Suzy, who absolutely loves shoes? This is an adorable, heartwarming story about an unusual friendship. The book teaches children to understand and appreciate each other's differences and that best friends don't always need to like the same things. Sharon Davey's funny, quirky illustrations complement her words, making this a must-have picture book. Valor is under arrest for the attempted murder of the crown prince. Her parents are outcasts from the royal court, her sister is banished for theft of a national treasure, and now Valor has been sentenced to life imprisonment at Demidova, a prison built from

stone and ice. But that's exactly where she wants to be. For her sister was sent there too, and Valor embarks on an epic plan to break her out from the inside. No one has escaped from Demidova in over three hundred years, and if Valor is to succeed she will need all of her strength, courage and love. If the plan fails, she faces a chilling fate worse than any prison ... An unforgettable story of sisterhood, valour and rebellion, *Prisoner of Ice and Snow* will fire you up and melt your heart all at once. Perfect for fans of Katherine Rundell, Piers Torday and Cathryn Constable. For the first time ever, fans of *Minecraft* and the hit series *Diary of an 8-Bit Warrior* can enjoy these fun and fully illustrated graphic novels. This new graphic novel series is an adaptation of the best-selling *Diary of an 8-Bit Warrior* series. Readers will reconnect once again with their favorite characters in a familiar *Minecraft* world and embark on new, heart-pounding adventures. Runt is not a village boy like all the others. Growing carrots doesn't really interest him and selling them interests him even less. All he wants is to be a warrior! One day, he gathers up all his courage and decides to head off on a journey. He meets a zombie who dreams of being a human, and together, they set off on an extraordinary journey. Follow these two unlikely friends as they trek across the *Minecraft* universe in search of excitement and a little bit of danger—now in graphic novel format. 'A total page-turner...very moving and touching.' JACQUELINE WILSON A brilliantly funny and wonderfully warm-hearted story about love, family, and what it means to be different. Sydney thinks her mum Amy is the best mum in the world - even if she is a bit different. When everyone else kept growing, Amy got to four feet tall and then stopped right there. The perfect height, in Sydney's opinion: big enough to reach the ice cream at the supermarket, small enough to be special. Sydney's dad died when she was only five, but her memories of him, her mum's love and the company of her brave big sister Jade means she never feels alone . . . But when the family are forced to move house, things get tricky. Sydney and Jade must make new friends, deal with the bullies at their new school and generally figure out the business of growing up in a strange new town. And Sydney doesn't want to grow up - not if it means getting bigger than her mum... While Connor and the Pirate Federation attempt to stop a new ship of vampirates, his twin sister Grace and their long-lost mother Sally reunite, and Sally reveals some news that is devastating for the twins. While Connor and the Pirate Federation attempt to stop a new ship of vampirates, his twin sister Grace and their long-lost mother Sally reunite, and Sally reveals some news that is devastating for the twins. As fans of the *Vampirates* series know, nothing is quite as it seems when *Vampirates* and pirates are involved, so twins Connor and Grace have to keep up their guards. But with every new challenge pulling them farther apart, it seems that the time has finally come for the twins to explore their separate fates. Grace, unable to forget the blindness she caused her Vampirate friend Lorcan, chooses to journey with him to see if his sight can be restored. As for Connor, he must endure the latest addition to the *Diablo* crew: Captain Wrath's awful nephew, who seems to dislike him from the very start. Will both twins find success, and what will it take to bring them back together? WHEN TOMAS AND HIS SON, Peter, settle in Chust as woodcutters, Tomas digs a channel of fast-flowing waters around their hut, so they have their own little island kingdom. Peter doesn't understand why his father has done this, nor why his father carries a long, battered box, whose mysterious contents he is forbidden to know. But Tomas is a man with a past: a past that is tracking him with deadly intent, and when the dead of Chust begin to rise from their graves, both father and son must face a soulless enemy and a terrifying destiny. There's a new ship of vampirates roaming the seas, leaving a trail of fear and devastation in its wake. When a high-profile pirate is slain, the Pirate Federation takes decisive action and begins training up a ship of dedicated vampire hunters. Amongst the dynamic crew is young pirate prodigy Connor Tempest. Meanwhile, Connor's twin sister Grace enjoys a bittersweet reunion with their mother, Sally, who has some important and shocking news for her daughter. As Grace

uncovers the truth about her family's past, she realises that she and Connor face a daunting and uncertain future. In this sequel to *Vampirates: Demons of the Ocean*, there's a traitor aboard the *Diablo* and enemies at every turn. As the danger intensifies, Grace discovers a place where her twin brother Connor could learn more about the pirate way without risking his life: the elite Pirate Academy. Will Connor choose an education by sea or by school, and will Grace be forced to follow him wherever he goes? From the author of *The Monsters Know What They're Doing* comes a follow-up strategy guide with MOAR! monster tactics for *Dungeon Masters* playing fifth edition *Dungeons & Dragons*. Keith Ammann's first book based on his popular blog, *The Monsters Know What They're Doing*, unpacks strategies, tactics, and motivations for creatures found in the *Dungeons & Dragons Monster Manual*. Now, in MOAR! *Monsters Know What They're Doing*, he analyzes the likely combat behaviors of more than 100 new enemies found in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. Your campaign will never be the same! When an evil faerie steals Yanni's baby sister and swaps her for a changeling, Yanni is swept into a dangerous race against time to get her back. But faeries delight in tricks and rescuing her won't be easy. With the help of his cousin, Amy, and the reluctant changeling, Yanni must travel to goblin palaces and battle-swept oceans, discovering ancient treasures and secrets along the way. Yanni will need every drop of courage and even a few tricks of his own, if he's to outwit the faerie and save his sister. Acclaimed author-illustrator Satoshi Kitamura (*Hat Tricks*) celebrates human connection and community in this hopeful story about a boy, a benevolent shopkeeper, and a shared smile. A small boy has saved all his pocket money, and today's the day he'll buy something special just for himself! There's lots to see and smell at the market, from tasty pies to colorful toys and noisy instruments. But before he can even make up his mind, disaster strikes, and he loses his money down a drain. Oh no! But wait, what's this? A store called the Smile Shop? Could he buy a smile? A small one, perhaps, to cheer himself? Featuring charming, classic illustrations reminiscent of Maurice Sendak and Tomie dePaola, Satoshi Kitamura's *The Smile Shop* is an absorbing story of community, self-worth, and the effect of a smile shared between two people. An apt parable for a time when smiles and expressions of warmth are in high demand. A defiant, moving and joyful picture book about the power of protest and the importance of books. From the winner of the Macmillan Prize 2019, *We Want Our Books* is a stunningly illustrated story that shows how any child has the power to change the world. Rosa wants a book. But when she gets to the library, she finds it is closed. What could be the end of the story is just the beginning, as Rosa and her sister Maria try everything they can think of to bring their community together and fight to get back their precious library. A picture book that features big subjects in a child-friendly way, with beautiful artwork, making this the perfect discussion starter for curious children. From debut author and illustrator, Jake Alexander, winner of the Creative Conscience Gold Medal. Considered the major source of information about piracy in the early 18th century, this fascinating history by the author of *Robinson Crusoe* profiles the deeds of Edward (Blackbeard) Teach, Captain Kidd, Anne Bonny, others. 'Immensely, cheerily silly' Guardian Dog lost in space? Grown an extra head and don't know why? Pocket money stolen by a green blob? You need the Space Detectives! Connor and Ethan are spending their summer holidays aboard the world's first orbiting city, Starville (basically Beverley Hills in space!). The amazing space station is bursting with celebrities and the mega-rich. But Connor and Ethan are too busy selling ice cream to see the sights. However, neither of our heroes can resist a mystery and when they discover the space station is hurtling on a collision course with the moon (eep!) they know they need to step in. This is a case for the SPACE DETECTIVES! Can Connor and Ethan find the culprit and save Starville from its impending doom? LOOK OUT FOR SPACE DETECTIVES: EXTRA WEIRD CREATURES Prince Jared is under attack from enemies on all sides. In seven days, the principdom of Archenfield will be invaded by its deadly rival - Paddenburg.

Prince Jared determines to cross the borders and, in a race against time, recruit what strategic alliances he can. As the Prince and his team ride out, his cousin Axel Blaxland launches his own bid for the throne. Each member of the Council of Twelve falls prey to persuasion and manipulation as dangerous secrets and rivalries begin to emerge. From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeons & Dragons*. In the course of a *Dungeons & Dragons* game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

Minnie and her stepfather, Dan, are stuck in their small cabin at the foot of the mountain struggling to come to terms with the death of her mother – and each other. But when Minnie and her friend Billy discover four giant footprints on a mountain trail, everything changes. Kaayii and his clan have to move across the mountain to escape huge forest fires, but find their ancient paths blocked by new holiday cabins... As Minnie and Kaayii's paths unexpectedly entwine, can they help each other, and heal their families? A mind-bending adventure from the author of *Brightstorm!* A year after the death of her older brother, Prue Haywood's family is still shattered by grief. But everything changes when a stranger arrives at the farm. A new, incredible technology has been discovered in the city of Medlock, where a secretive guild of inventors have developed a way to capture spirits of the dead in animal-like machines, bringing them back to life. Prue knows that the "Ghost Guild" might hold the key to bringing her brother back, so she seizes the stranger's offer to join as an apprentice. But to find her brother, she needs to find a way to get the ghost machines to remember the people they used to be. Yet if Prue succeeds, all of society could come apart...

Teach your little ones to soothe their worries and practice gratitude every day in this gorgeous, uplifting picture book that encourages mindfulness. Whenever I am feeling sad or life feels hard or wrong or bad, I focus for a little while on little things that make me smile . . . What are the things that make YOU feel happy? From swinging high on playground swings to licking melting ice cream, there are lots of small things that can cheer up a grey day. This reassuring, uplifting picture book celebrates the little things that bring us joy and happiness. We all have bad days and sad days, but sometimes it's the smallest things that make us smile! Loved *The Princess Diaries*, *Once Upon a Time* and *Girl Online*? Then you'll love *Undercover Princess!* Lottie Pumpkin is an ordinary girl who longs to be a princess, attending Rosewood Hall on a scholarship. Ellie Wolf is a princess who longs to be ordinary, attending Rosewood Hall to avoid her royal duties in the kingdom of Maradova. When fate puts the two fourteen-year-olds in the same dorm, it seems like a natural solution to swap identities: after all, everyone mistakenly believes Lottie to be the princess anyway. But someone's on to their secret, and at Rosewood nothing is ever as it seems... From YouTube personality Connie Glynn, AKA Nooderella, comes her debut novel, the first in *The Rosewood Chronicles* series. The perfect book for teenage girls, join Lottie and Ellie at the mystical and magical Rosewood Hall. 'The Hideaway by Pam Smy is a work of art. Smy is the genius writer and illustrator of the stunning Thornhill. Smy takes children's books to another level. Highly recommend.' - David Walliams

The wonderful long-awaited second novel from Pam Smy, celebrated author and illustrator of *Thornhill*. *The Hideaway* tells the story of a

boy, Billy McKenna, who runs away from a difficult situation at home and takes refuge in an overgrown graveyard. While hiding there he meets an elderly man who is tending the graves in preparation for a day in November when something magical is set to happen. The book is written in two alternating narratives, both different aspects of the same story. One thread tells of Billy's experience of hiding away in the graveyard, his mixed-up feelings and emotions, and the supernatural events he eventually witnesses. The other tells of his mother's situation at home and the police search for Billy. Covering themes of family, childhood, separation and reunion, domestic violence and doing the right thing, this is an important and beautiful book for middle grade readers right up to adults. Billy's story is illustrated throughout with tonal and textured black and white drawings, until the event on All Souls' Eve, when the text gives way to a series of double page images of the supernatural happening. The Hideaway is a compelling, exciting and emotional story that will stay with you long after you finish the last page. An adventurous merman and kind fisherman find love and each other in this gorgeous update to the Little Mermaid story. Winner of the Polari Prize, the UK's first and largest LGBTQ+ book award. Far out at sea and deep below whispering waves lives a merman searching for a partner. In the forbidden world above, a kind fisherman wonders if something more is waiting for him beyond the horizon. When they find each other under a star-filled sky, their love will change both of their worlds. Celebrate queer joy and the uniting power of love with this award-winning, inclusive retelling of a classic fairy tale.

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