



## CORINNE

Corinne is extraordinary for many reasons. She is independent, adventuresome, and bold. Corinne can scale a tree or a cliff better than a woodland creature. She has an uncanny knack for growing things. She can also whip up a fish stew to rival any adult on the island. And when her family and friends are threatened, Corinne is immediately ready to fight for them, proving that what makes Corinne especially extraordinary is that she loves deeply and is willing to do whatever it takes to save them all.

## DRU

Dru is the youngest of the seven Rootsingh children. She sticks close to her mother's silk sari, and she weathers the teasing of others because she is small and shy. But Dru is also brave and observant, and she raises the first flag of suspicion that the beautiful woman who's caught the islanders' eyes may not be all she seems. When Dru's best friend and the people of the island are in trouble, she finally leaves the comfort of her mother and uses her small size to do something big.

## BOUKI

What would he do with a mother, or any other adult, for that matter? Bouki and his little brother have been alone for as long as he can remember, living in the open air, showering (but only if absolutely necessary) in the rain, liberating the occasional pastry from the baker's shelf that would certainly have gone to waste otherwise. Bouki understands the way the world works: sometimes you must steal your daily bread, sometimes you must play tricks on others for your amusement, and sometimes you must fight for your friends.

## MALIK

Bouki's little brother is sharp, small, and silent—all nice qualities to have in difficult situations, and for a little boy living with just his brother, there are plenty. Malik has learned to spot danger from afar and devise the perfect plans to handle it. He is probably also the best slingshot shooter on the island, but don't tell Bouki that. Malik understands more than anyone else that being quiet has its advantages.

## THE WHITE WITCH

The White Witch is a half-jumbie, living part of her life in the world of people, and part with the creatures that live in the forest. She will use her magic to help anyone—for the right price. She can heal any number of ailments with her herbs and potions. And sometimes—but only sometimes—you can get her advice for free. The one thing that the witch can't handle is a jumbie bent on revenge. Even her magic isn't strong enough for that.



## SEVERINE

This jumbie has no name that a human can speak, and no body that a human can understand, and no family that a human would want to be a part of. But she does have the ability to transform into something that looks like a woman, and take a name that sounds like a woman's, and do anything she can to get a family of her own, even if it means destroying her beloved sister's family in the process.

## PIERRE

Seawater runs in Pierre's veins. He cannot be far from the sea for long. They even say that his father was king of the fish-folk. But since the day his daughter Corinne was born, every time Pierre leaves her on land to fish, his heart feels tethered to the ground where she walks. Things were easier when Corinne's mother was still alive, but now . . . Now Pierre hopes to find a new mother for Corinne, thinking she might need more of a family. But Pierre is wrong about that. He does not realize how wrong until it is too late.