

Photo by Y. Zhou

Vivian Zhou

is a graduate of Sheridan College's bachelor of animation program. After working on a multitude of animated shows and award-winning short films as a storyboard artist and occasionally a director, she is now following her dream of creating her own comics. Her short comics can be found printed in anthologies and zines. She currently resides in Nova Scotia, Canada, where she can be found trying to draw with squid ink. Visit her online at vivianzhou.ca.

Also available as an ebook.
Jacket art © 2025 by Vivian Zhou
Jacket design by Marisa Rother



Praise for *Atana and the Firebird*

- "A gently lyrical, beautifully drawn story."
—FAITH ERIN HICKS, NEW YORK TIMES BESTSELLING AND EISNER AWARD-WINNING AUTHOR
- "Zhou's art matches the charming nature of the characters beautifully."
—ALA BOOKLIST
- "Atana and her friends live in a world as beautiful as it is mysterious, and their adventure is one readers will want to share."
—ETHAN ALDRIDGE, NEW YORK TIMES BESTSELLING AUTHOR OF *ESTRANGED*
- "An engaging magic system paired with an endearing and plucky cast make for a quick-paced adventure."
—PUBLISHERS WEEKLY
- "Deftly drawn with candy-coated hues, this is perfect for those looking for a sweet, cozy adventure."
—REIMENA YEE, AUTHOR OF *SÉANCE TEA PARTY* AND *MY AUNT IS A MONSTER*
- "Lovers of the genre will find plenty to enjoy."
—KIRKUS REVIEWS
- "An elegant and mystical start to a tale that's truly captivating."
—AMANDA CASTILLO, COAUTHOR OF THE *MAPMAKERS* SERIES
- "Readers looking for a magical story will be satisfied."
—SCHOOL LIBRARY JOURNAL

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ISBN 978-0-06-307595-5

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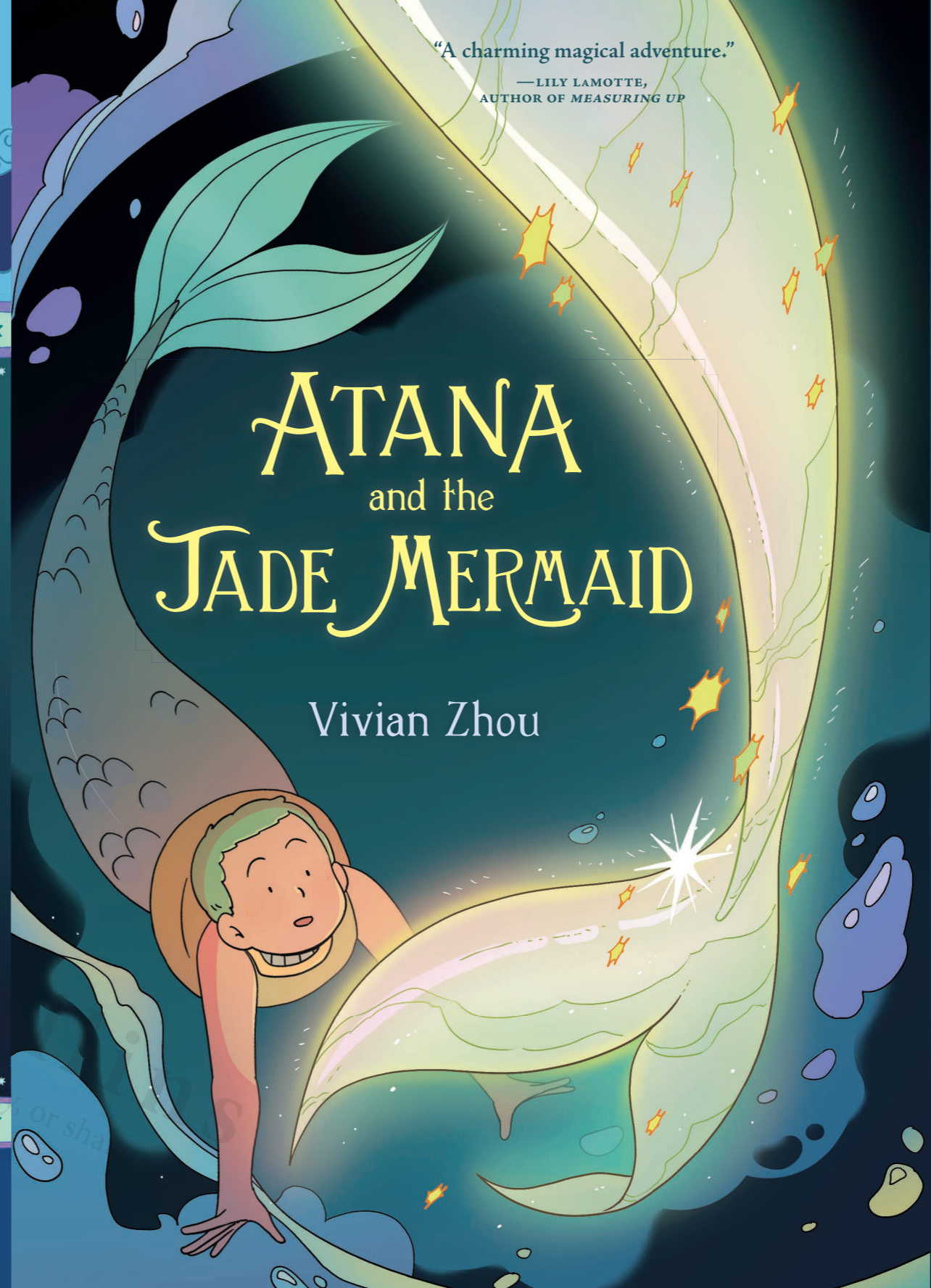
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ATANA and the JADE MERMAID

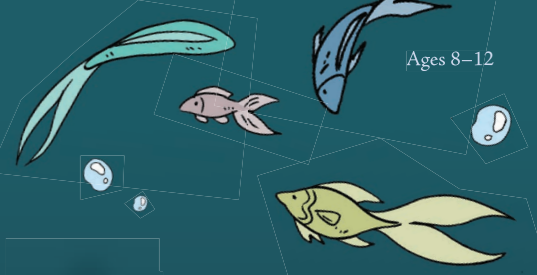
Zhou



"A charming magical adventure."
—LILY LAMOTTE,
AUTHOR OF *MEASURING UP*

ATANA and the JADE MERMAID

Vivian Zhou



Ages 8–12

Atana may be one step closer to discovering her past, but it didn't come without a cost. Though the mermaid and her companions—Ren, the last known firebird; and Cosmos, her witch guard-turned-friend—narrowly escaped the Witch Queen, time is running short. They may have foiled the Queen's plans to use Ren to revive their world's broken magic cycle, but Ren is still growing weaker by the minute . . .

Atana and Cosmos are determined to help their friend recover, but Ren's priorities are elsewhere. After discovering that the firebirds of old are responsible for destroying the flow of magic for all beings, she is determined to right her people's wrongs.

When Atana resolves to join this quest, her past—lurking deep below the seas—threatens to destroy not only their friendship, but also their very chance at restoring the balance of magic itself. After a lifetime of dreaming of finding a home below the water, is Atana willing to leave behind everything she's fought for on land?



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ATANA and the JADE MERMAID



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For nainai and laolao.

ATANA and the JADE MERMAID

Also by Vivian Zhou
Atana and the Firebird

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Library of Congress Control Number: TK
ISBN 978-0-06-307594-8 (pbk.) — ISBN 978-0-06-307595-5

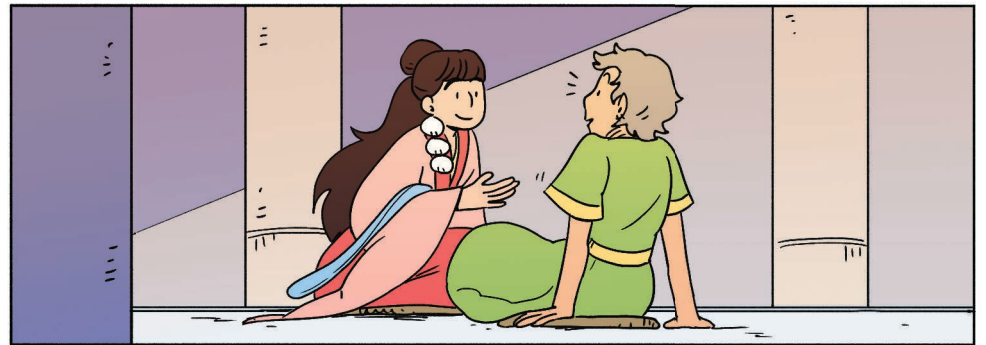
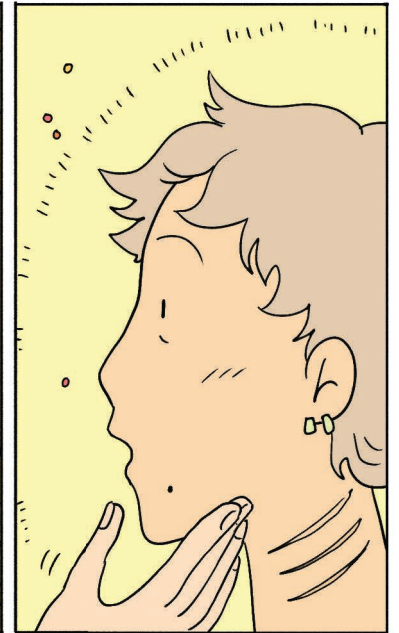
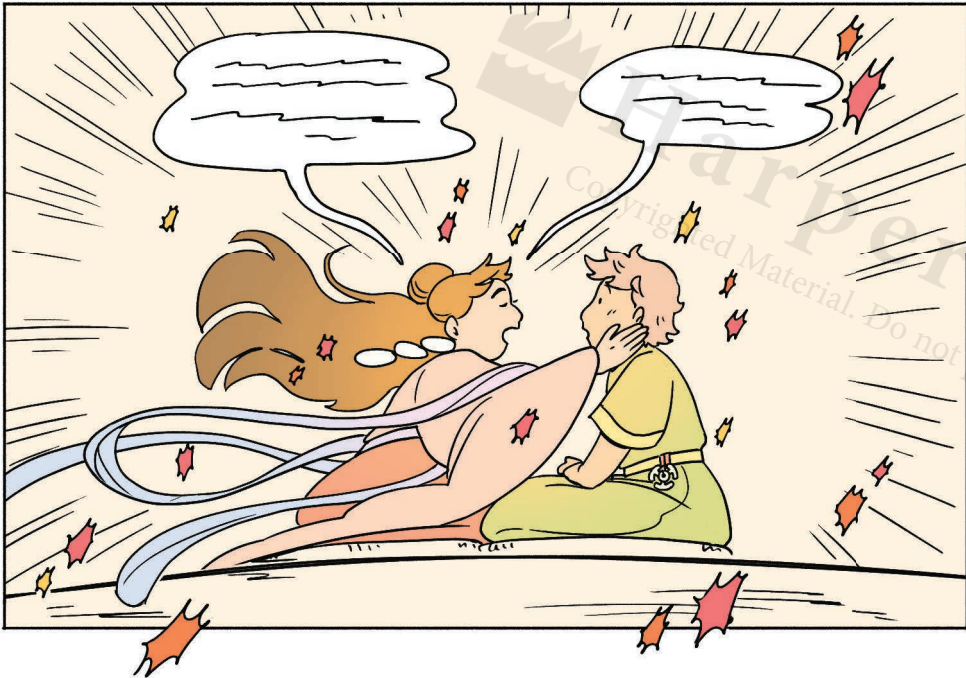
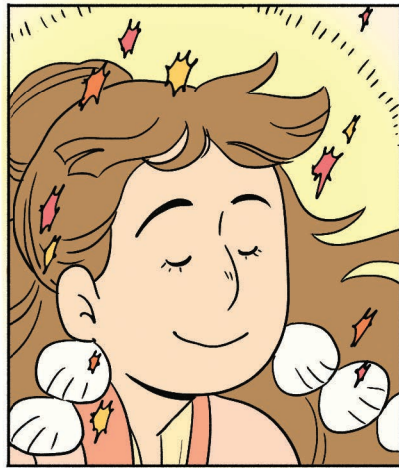
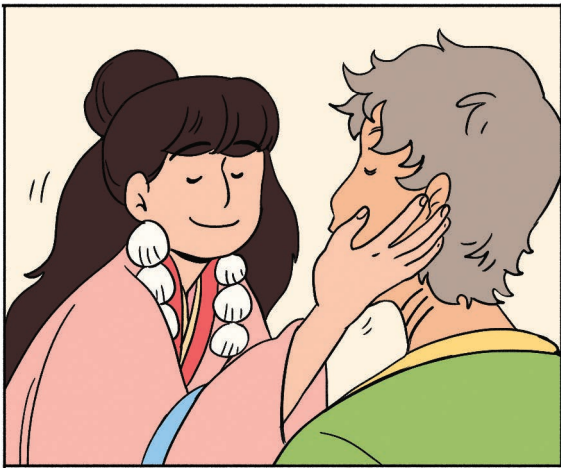
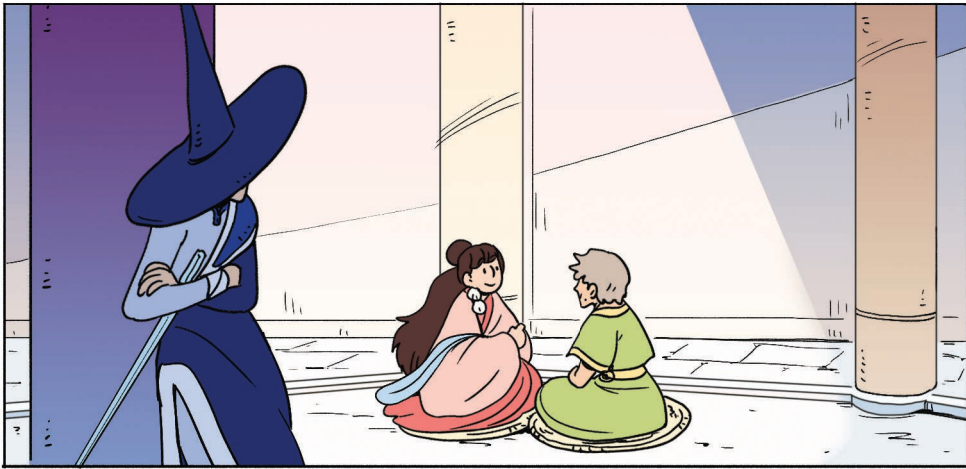
The artist used Adobe Photoshop to create the digital illustrations for this book.
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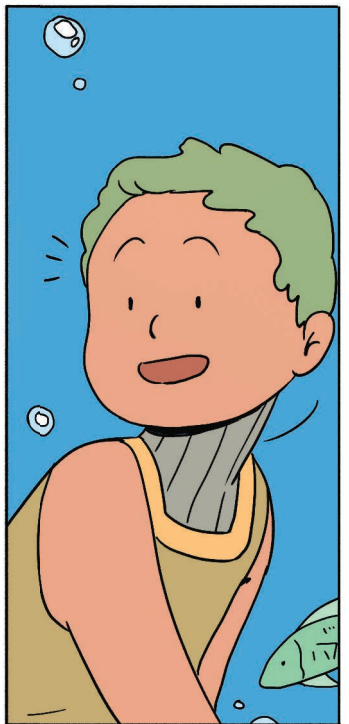
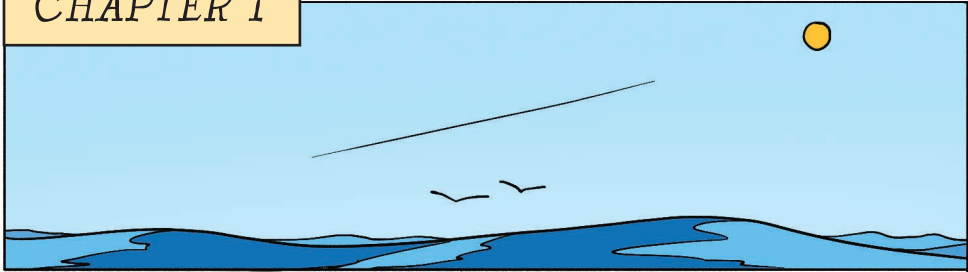
By Vivian Zhou

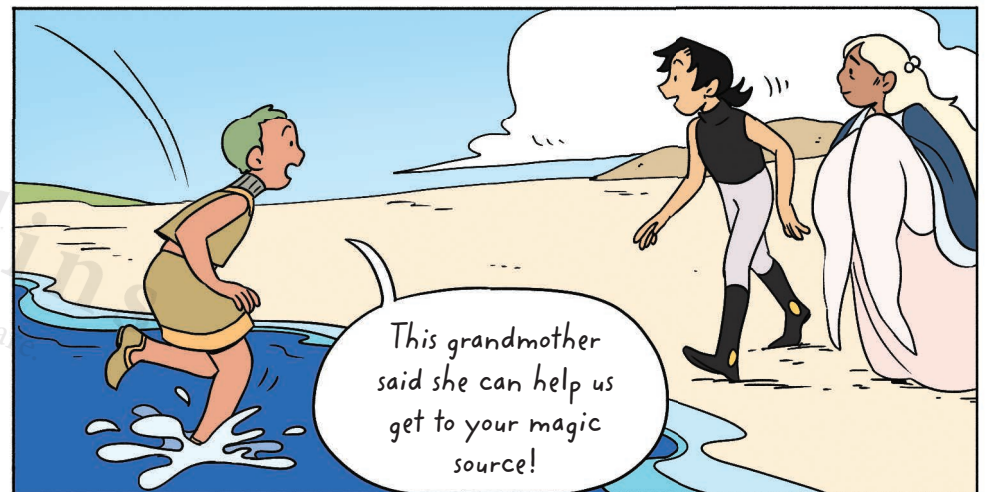
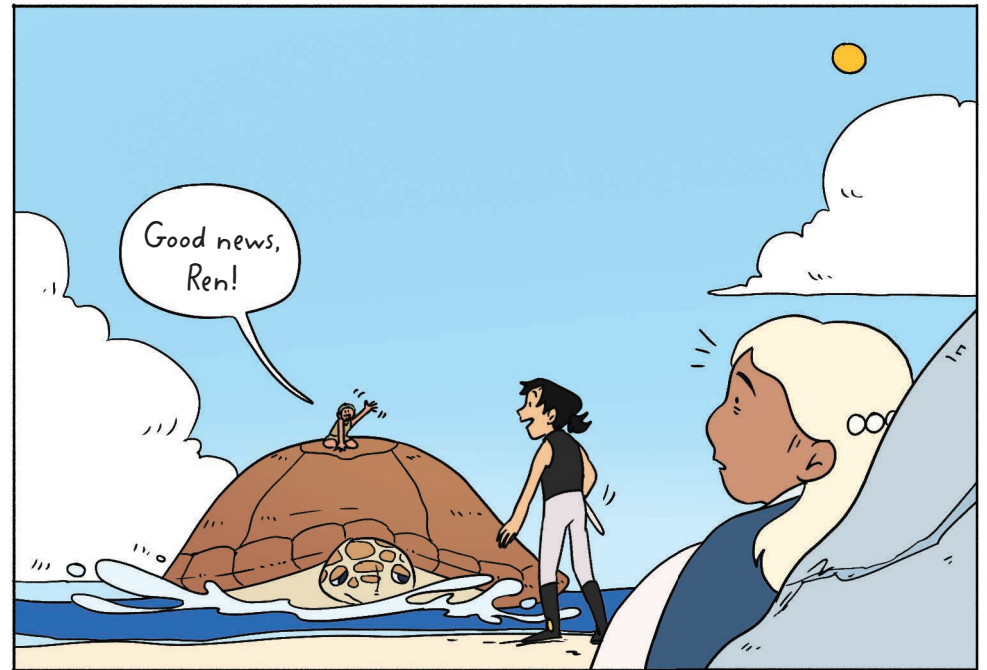
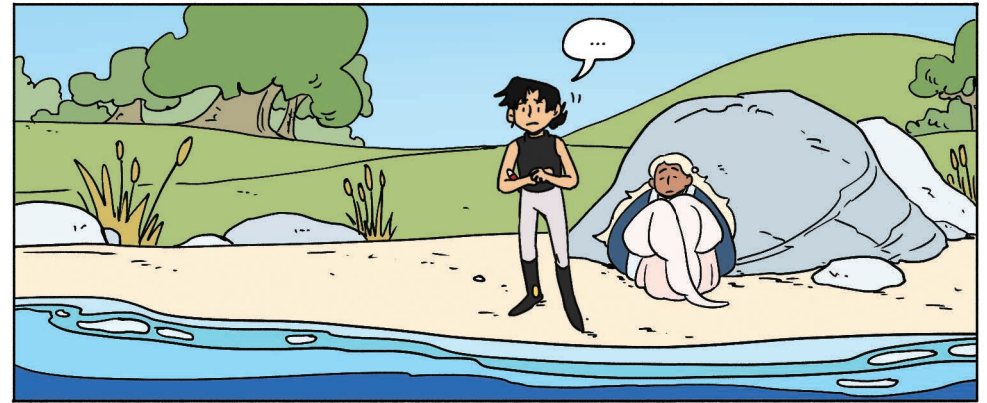
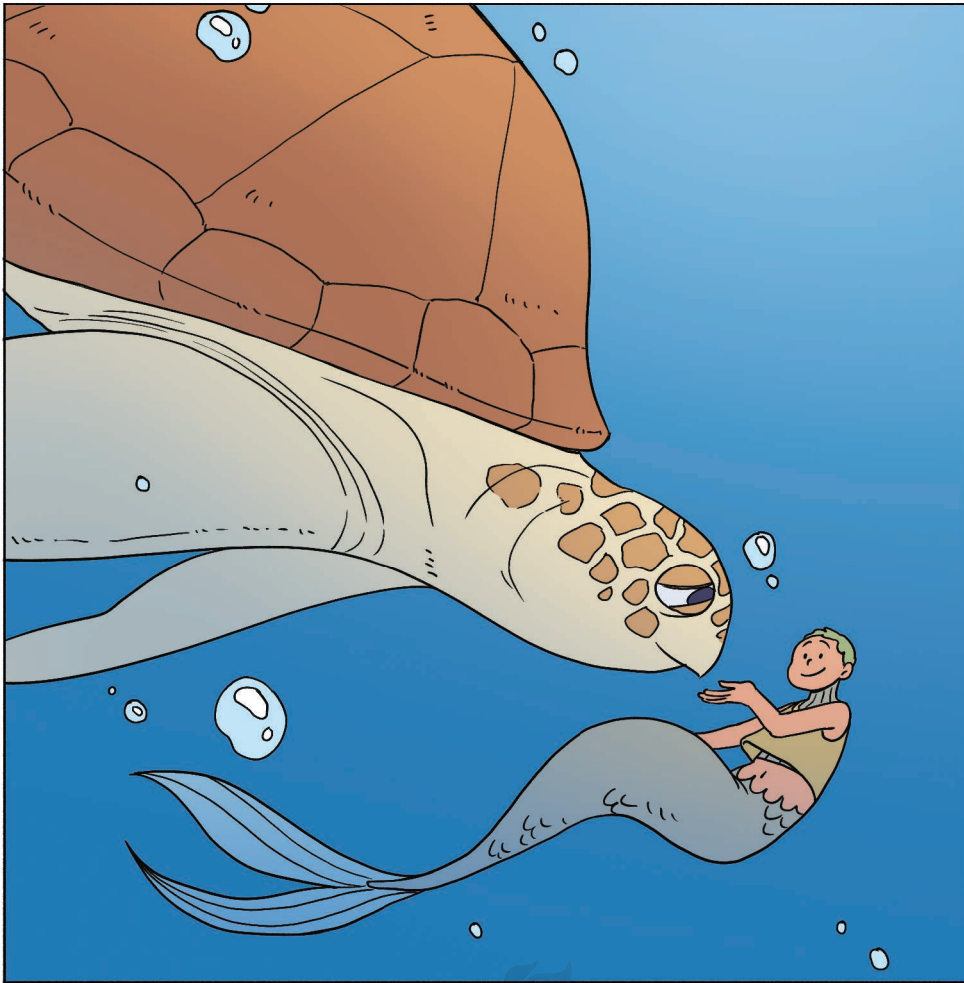


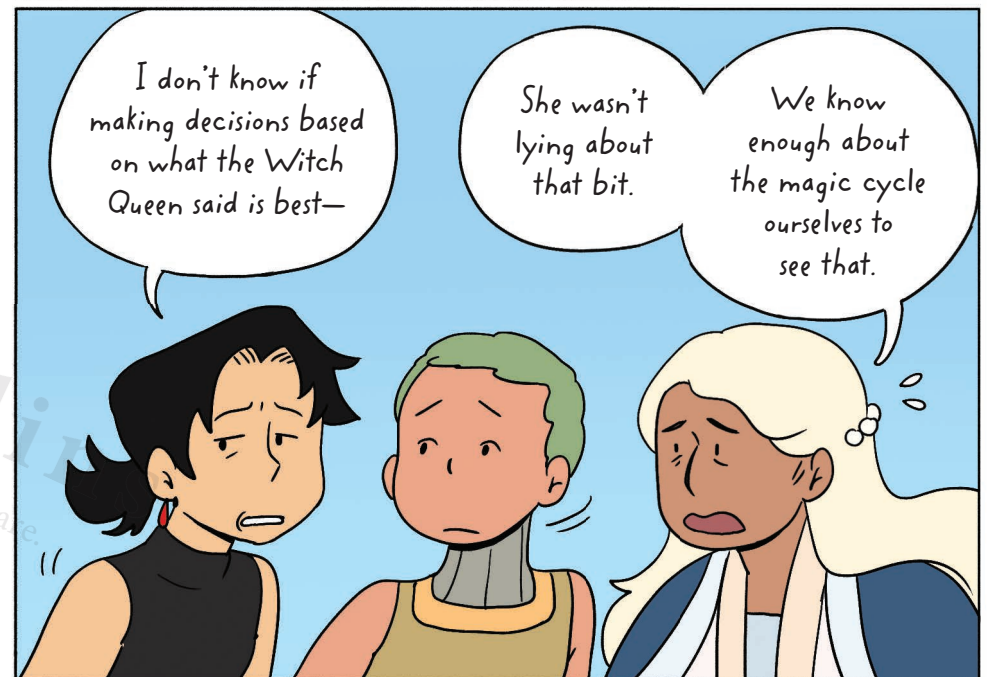
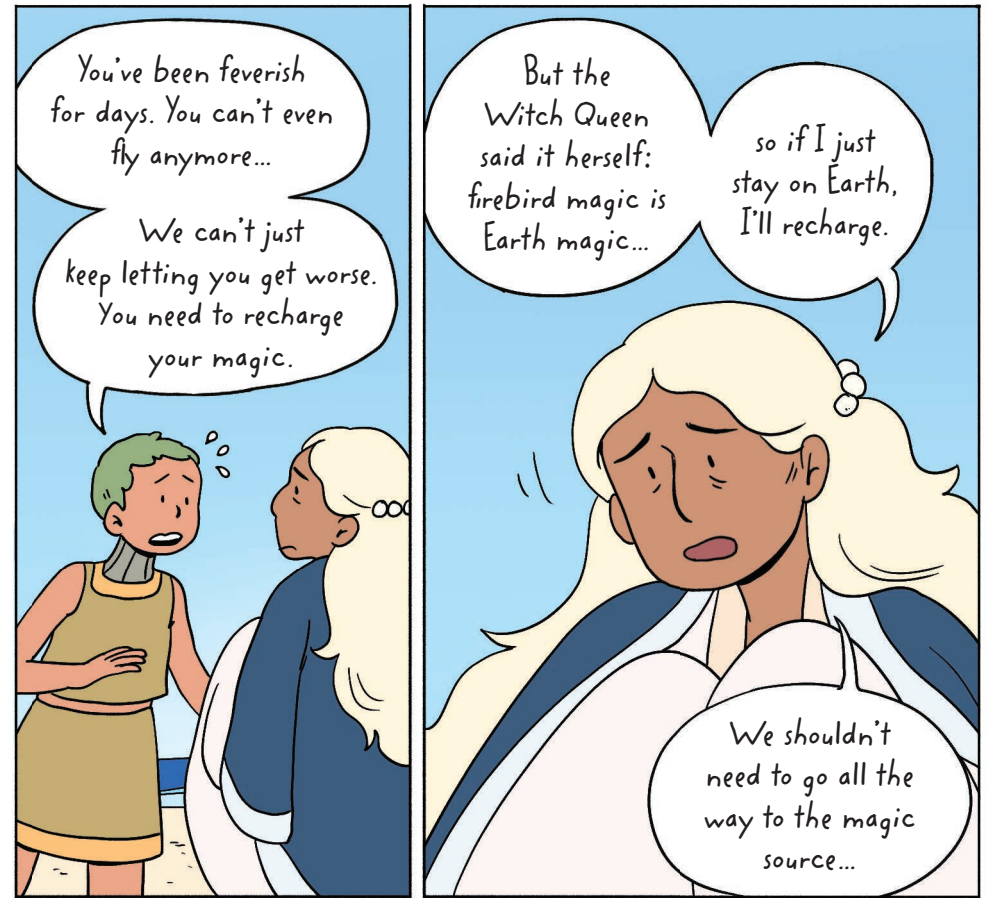
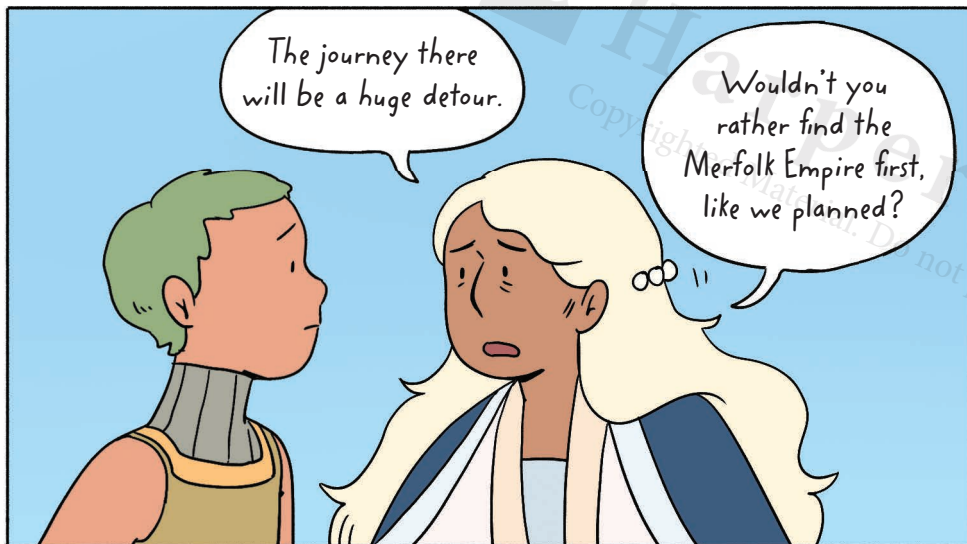
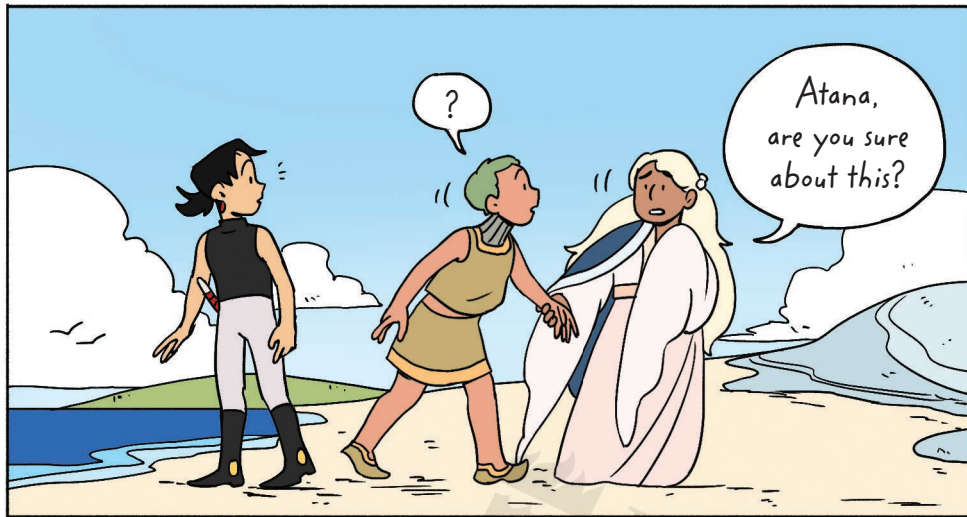
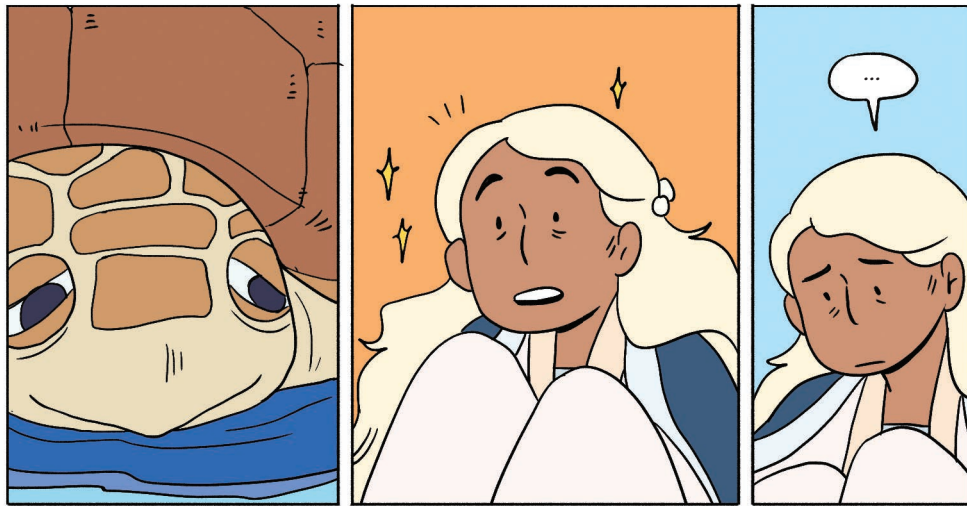
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CHAPTER 1









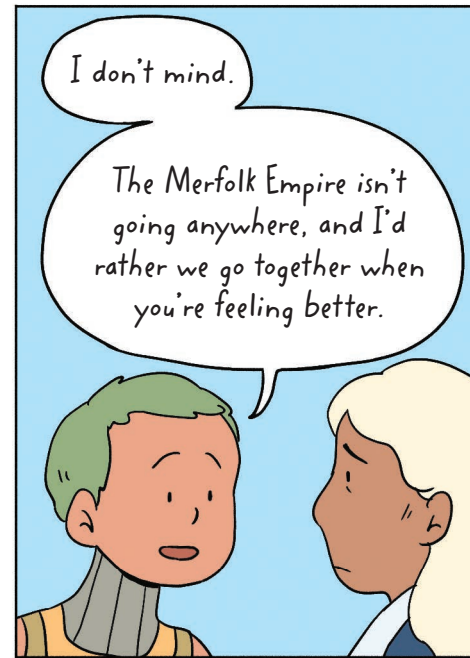
That might be true, but what happened to you isn't a regular loss of magic.

You were almost drained of all the magic in your body!

We need to get you better before we travel anywhere else.

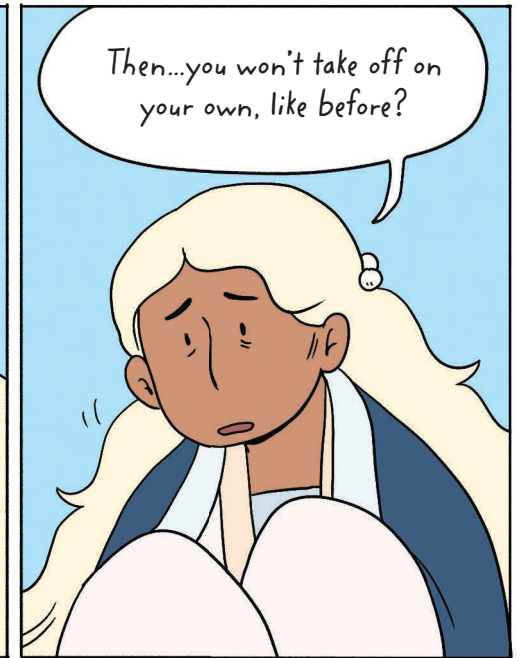


But you've already waited so long to go home. I don't want to delay that any more...



I don't mind.

The Merfolk Empire isn't going anywhere, and I'd rather we go together when you're feeling better.



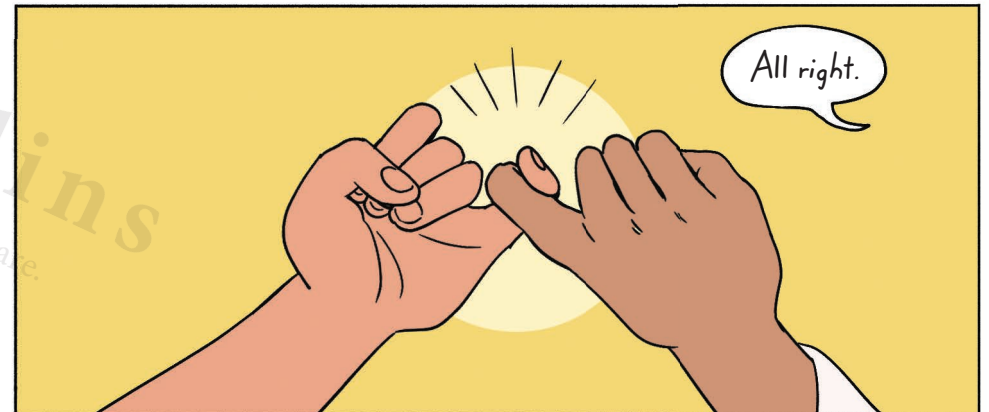
Then...you won't take off on your own, like before?



I won't.

I promise.

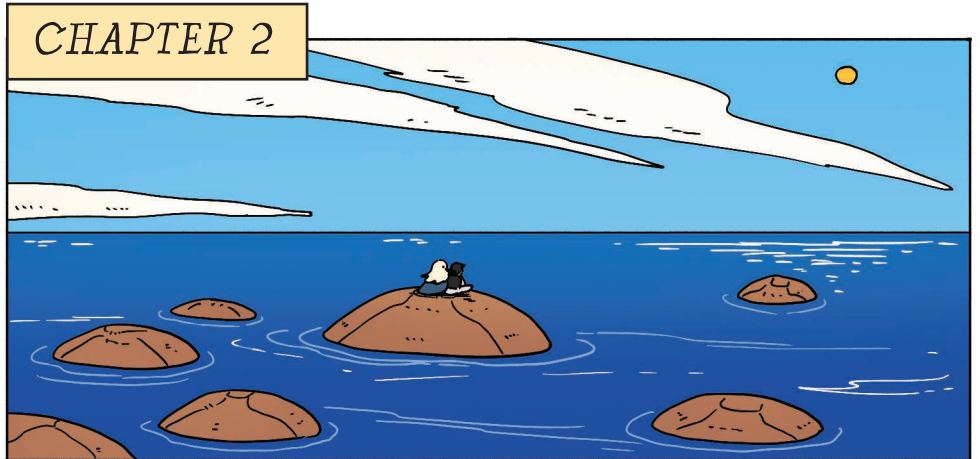
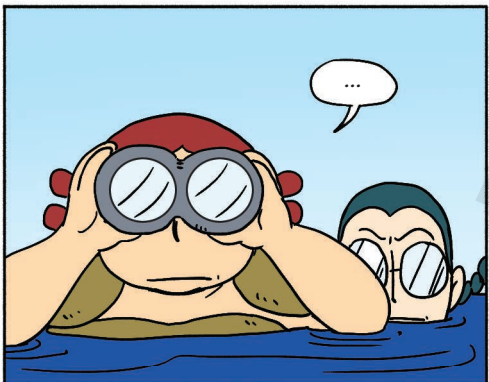
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All right.



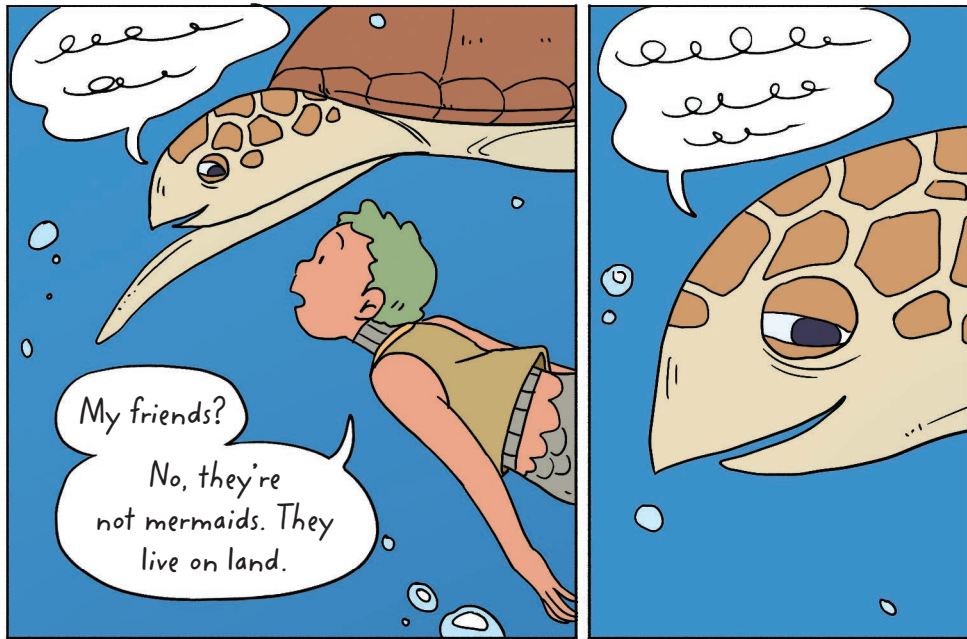
Meanwhile, at Atana's old cottage...



CHAPTER 2

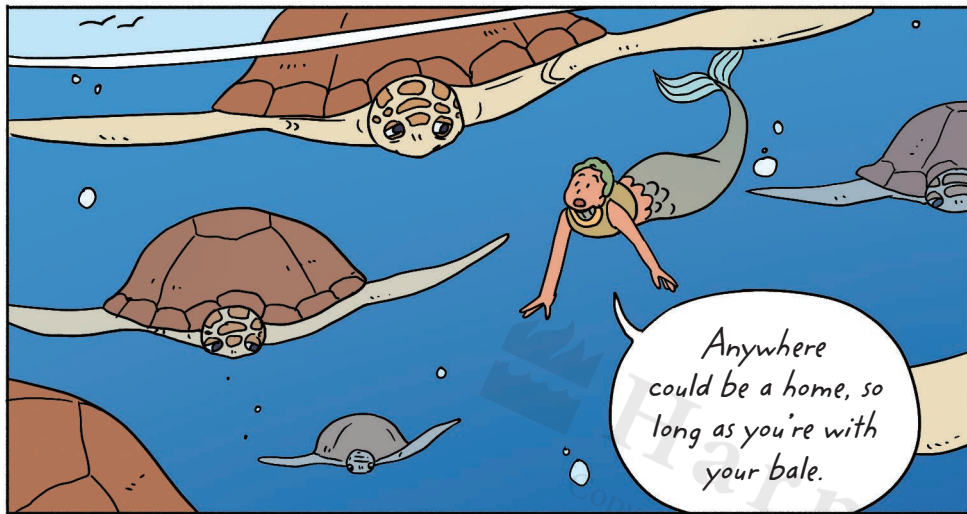


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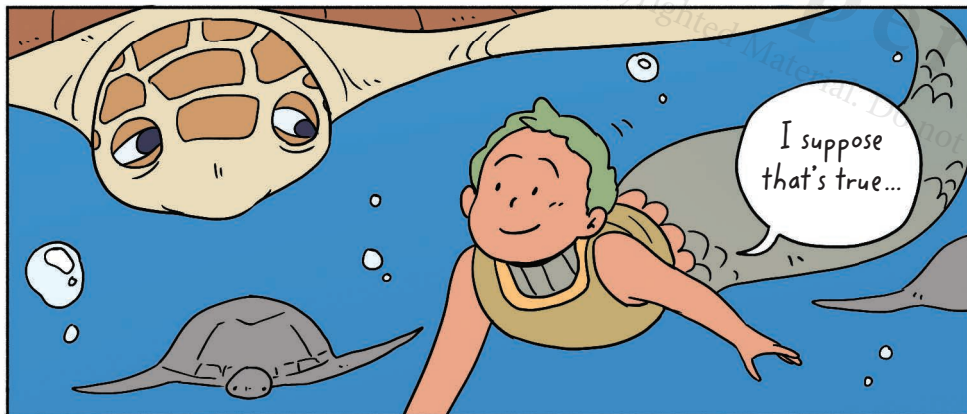


My friends?

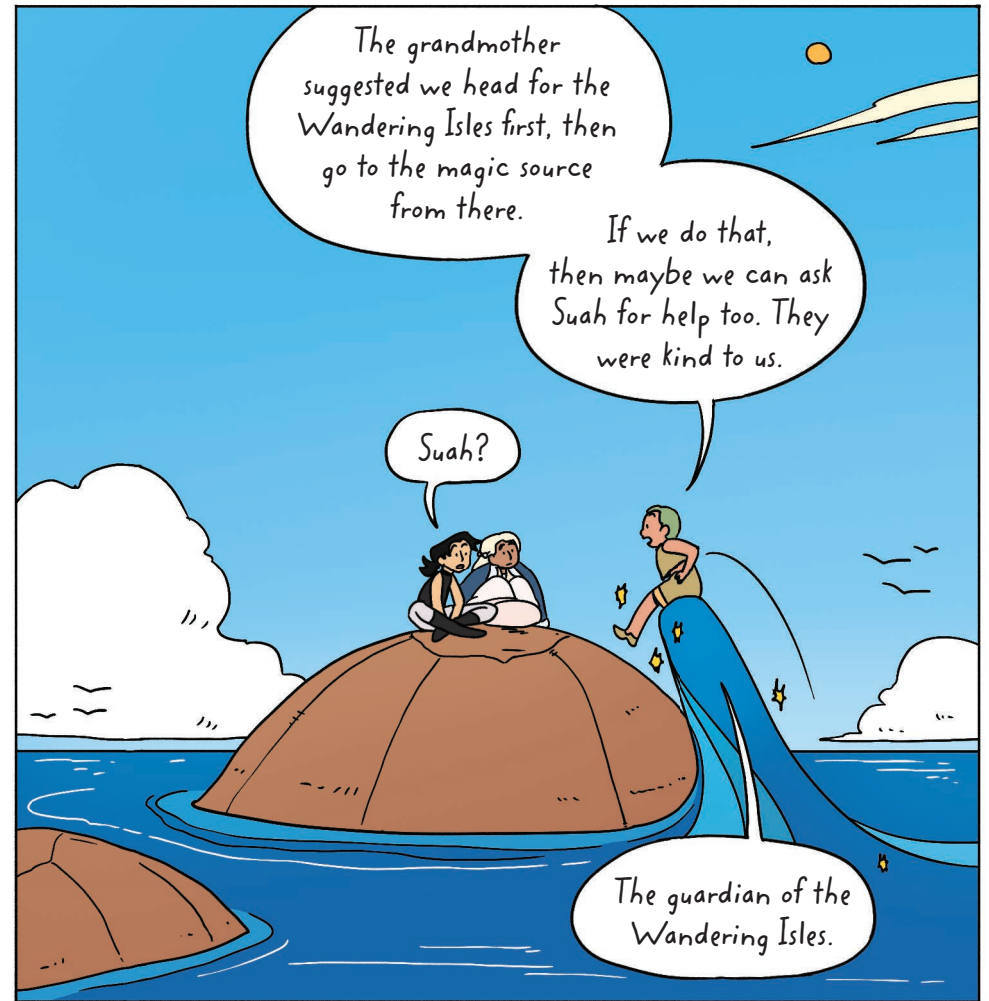
No, they're not mermaids. They live on land.



Anywhere could be a home, so long as you're with your bale.



I suppose that's true...

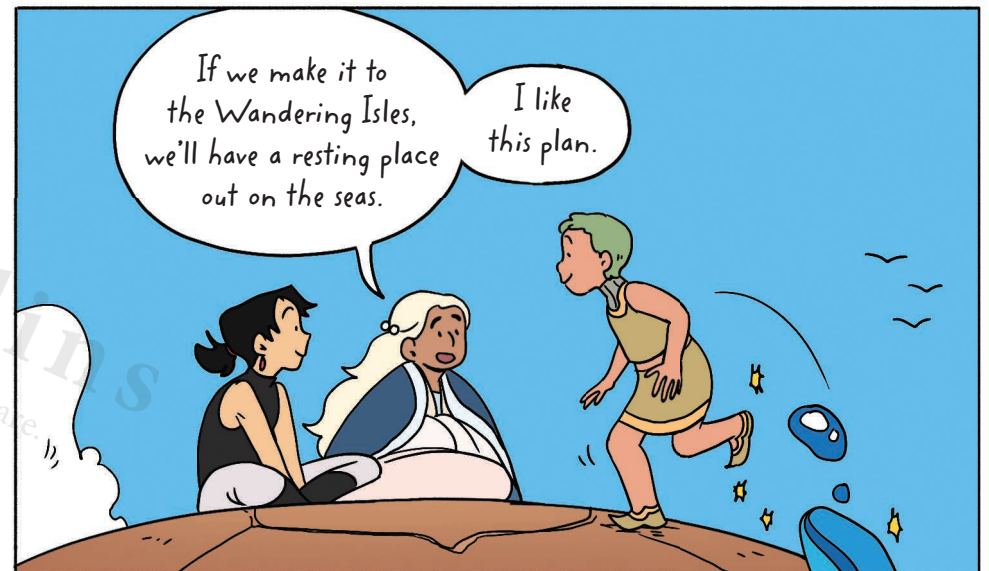


The grandmother suggested we head for the Wandering Isles first, then go to the magic source from there.

If we do that, then maybe we can ask Suah for help too. They were kind to us.

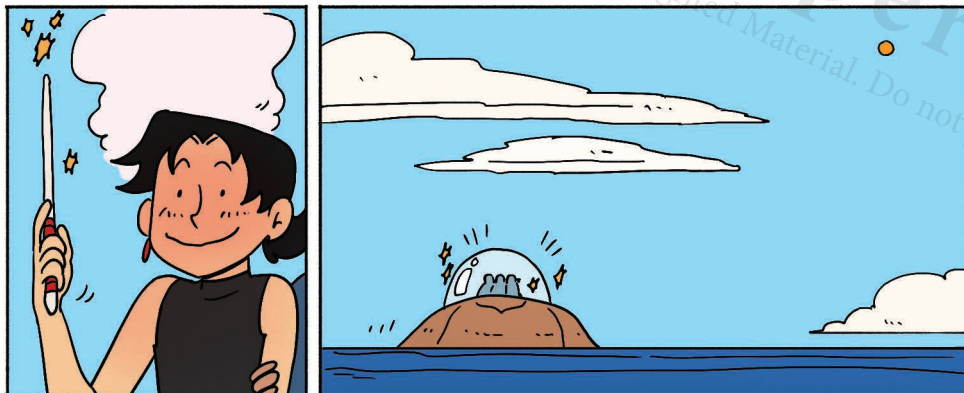
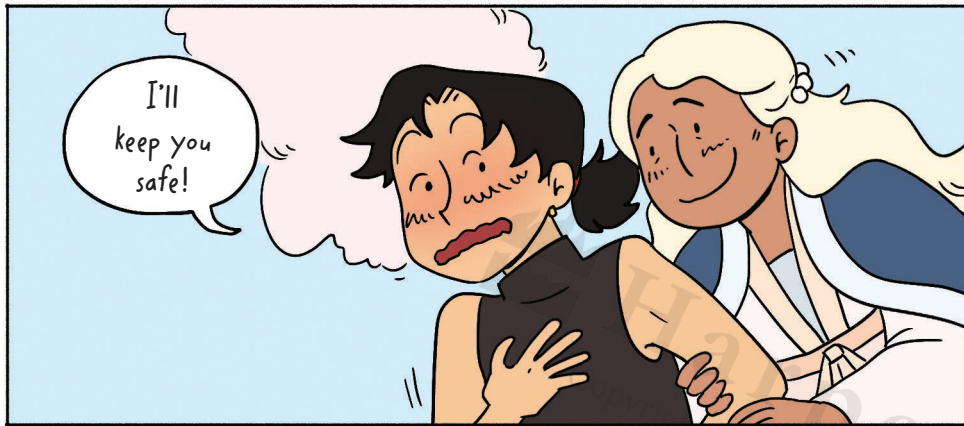
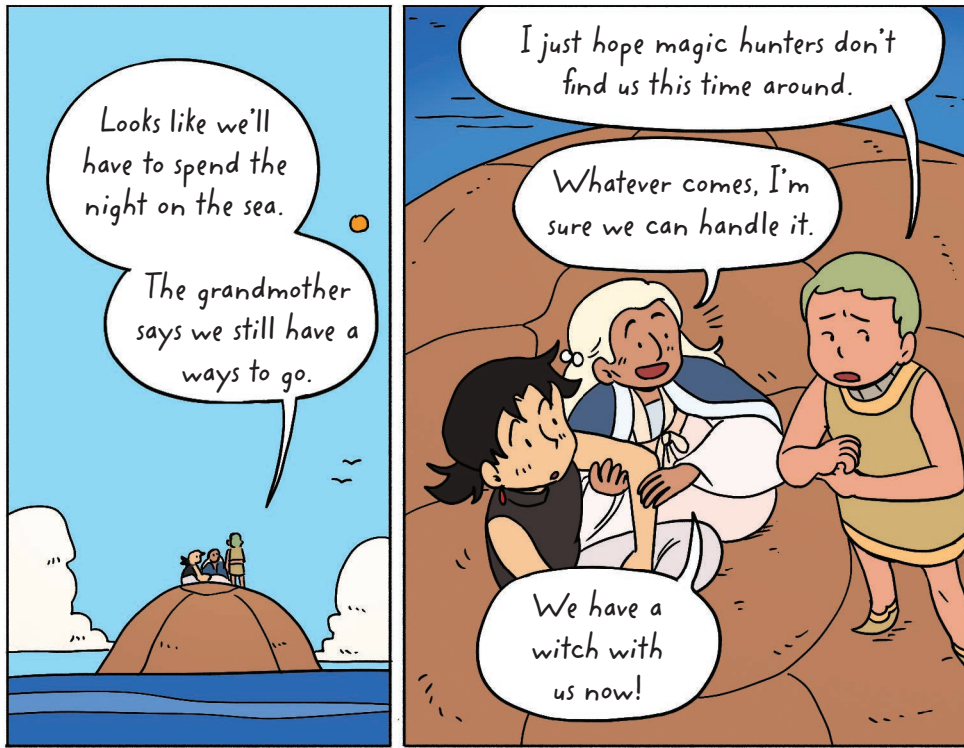
Suah?

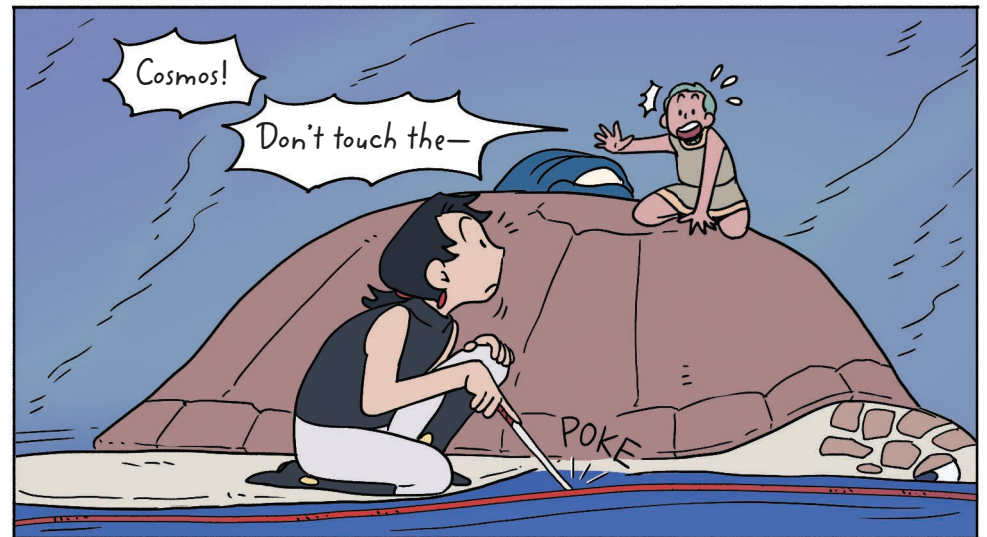
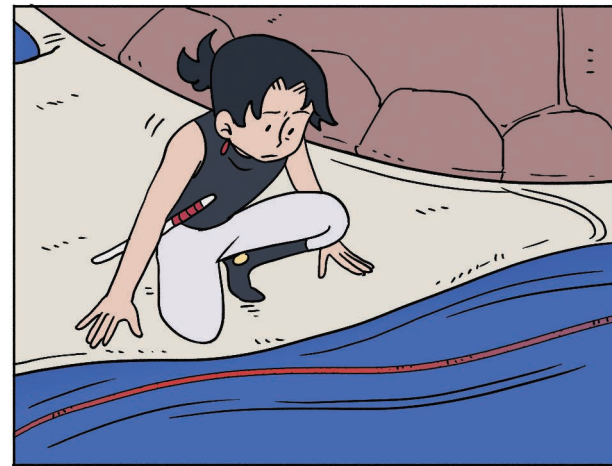
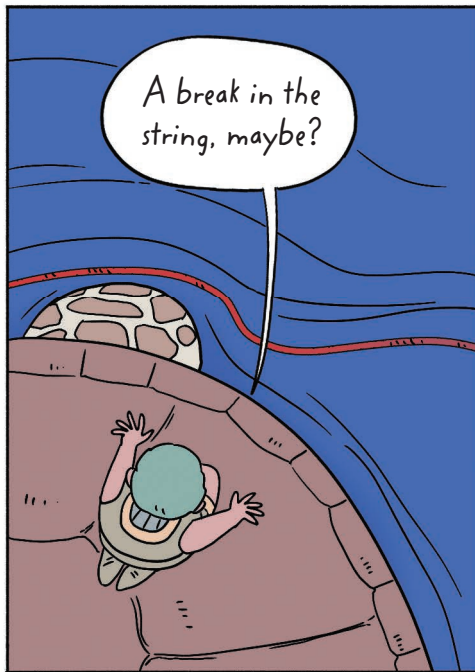
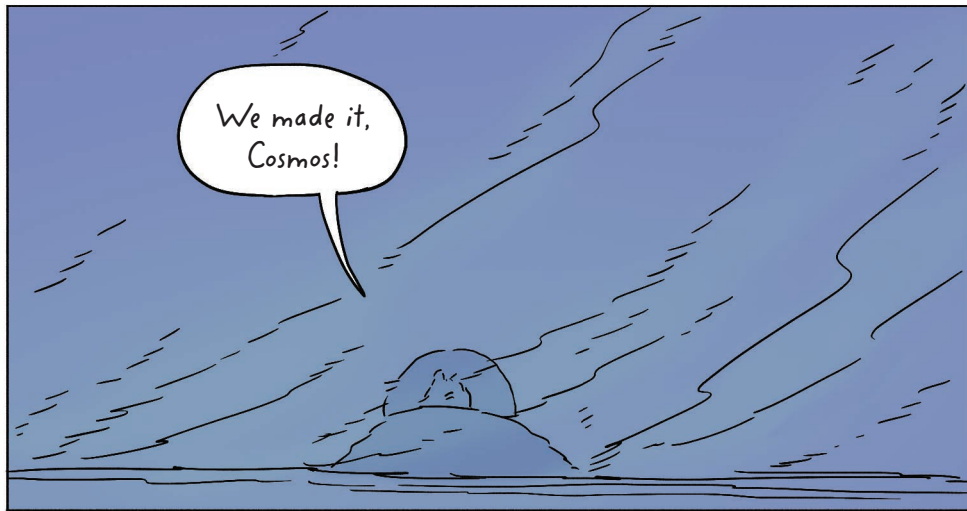
The guardian of the Wandering Isles.

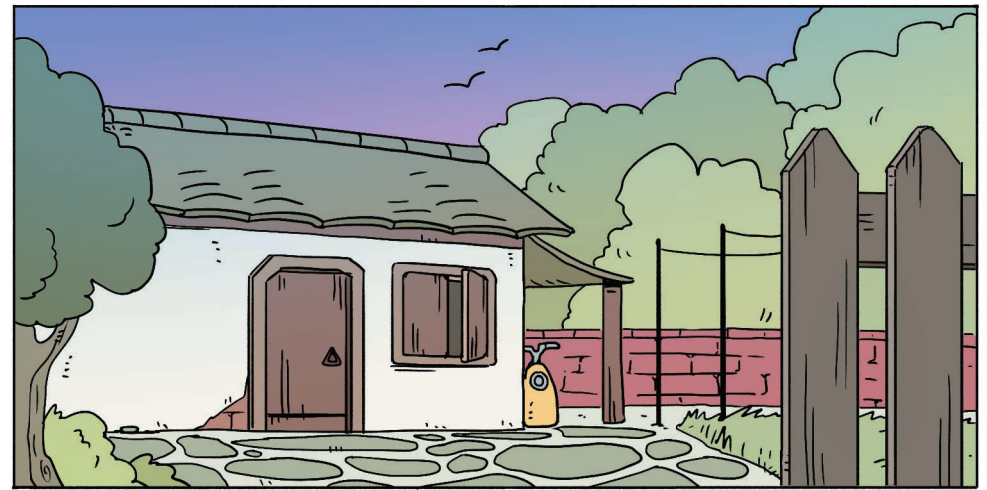
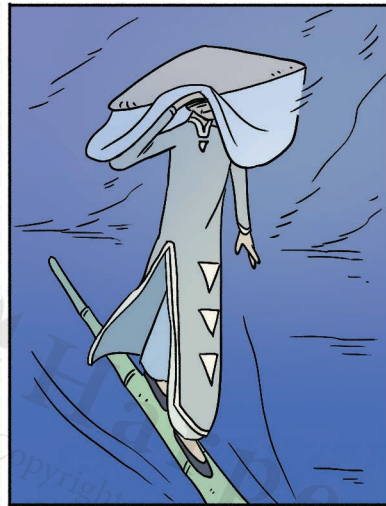
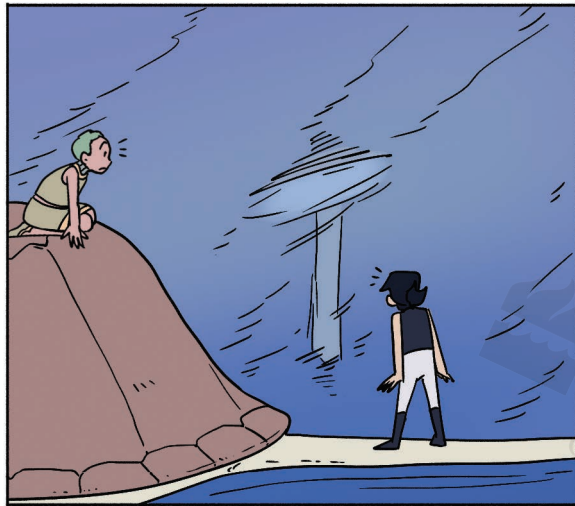


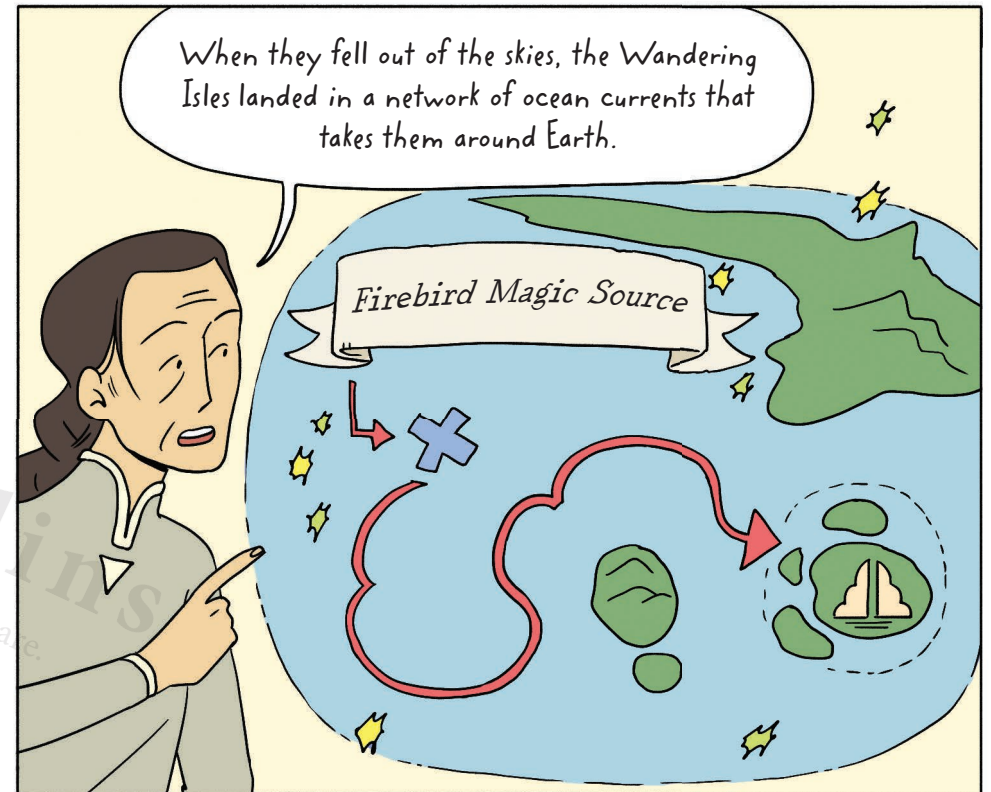
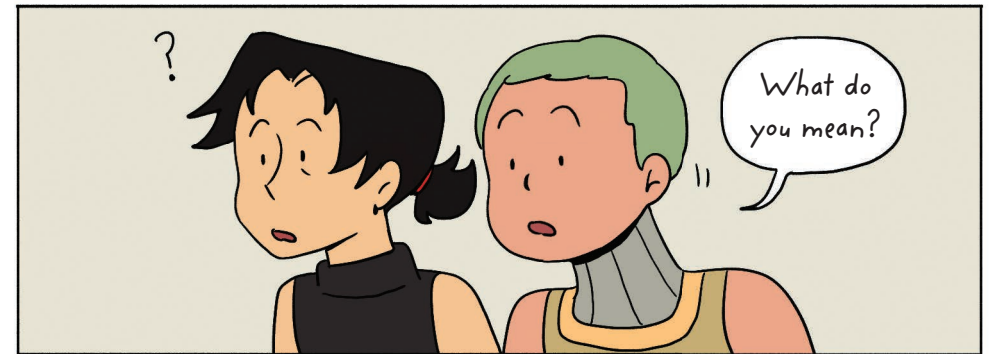
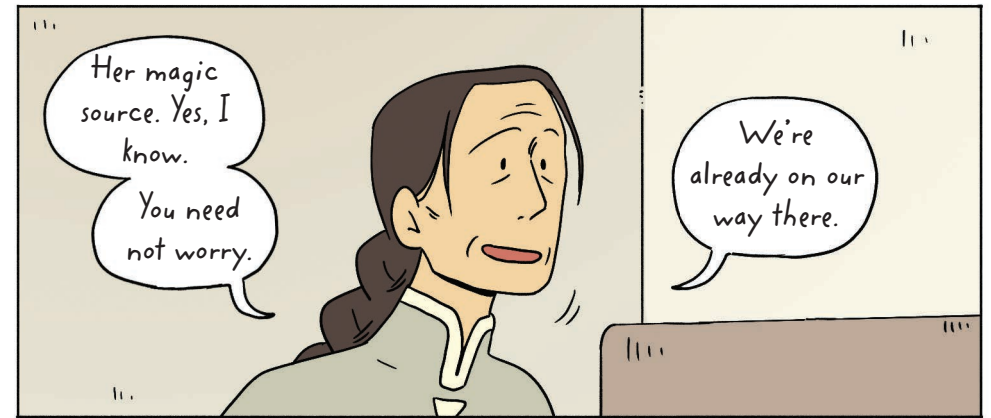
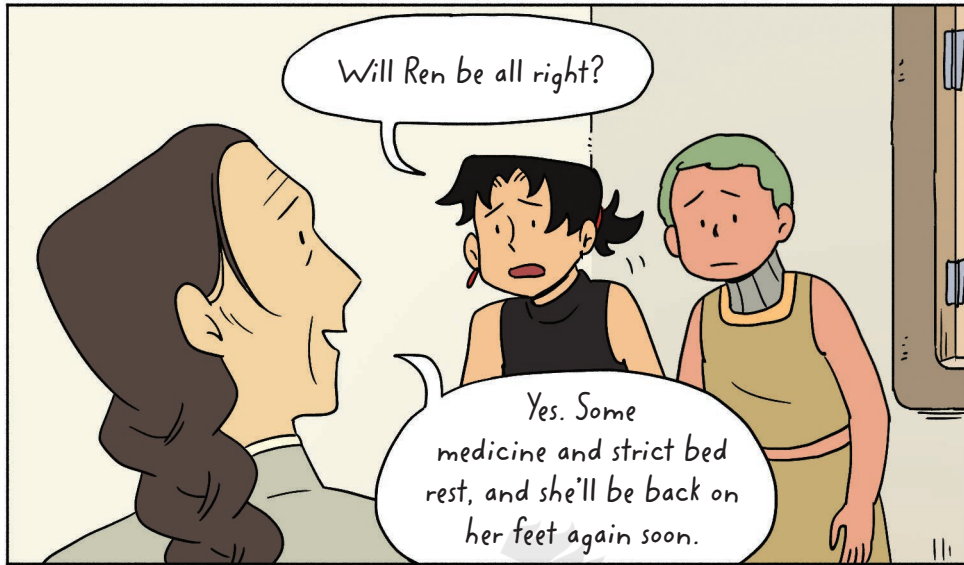
If we make it to the Wandering Isles, we'll have a resting place out on the seas.

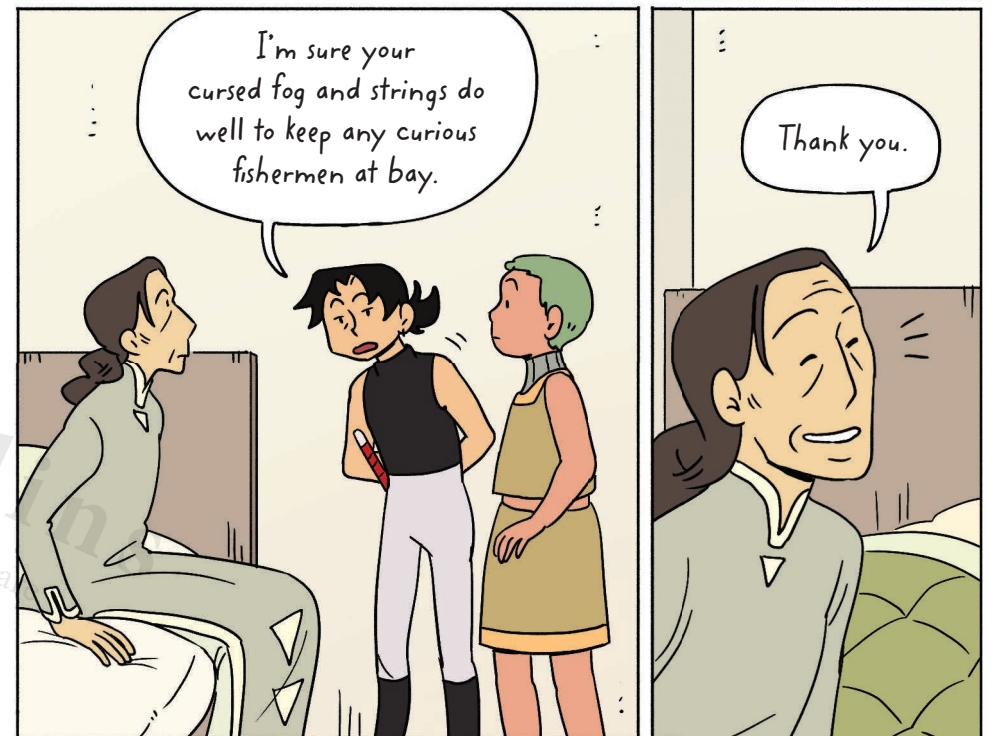
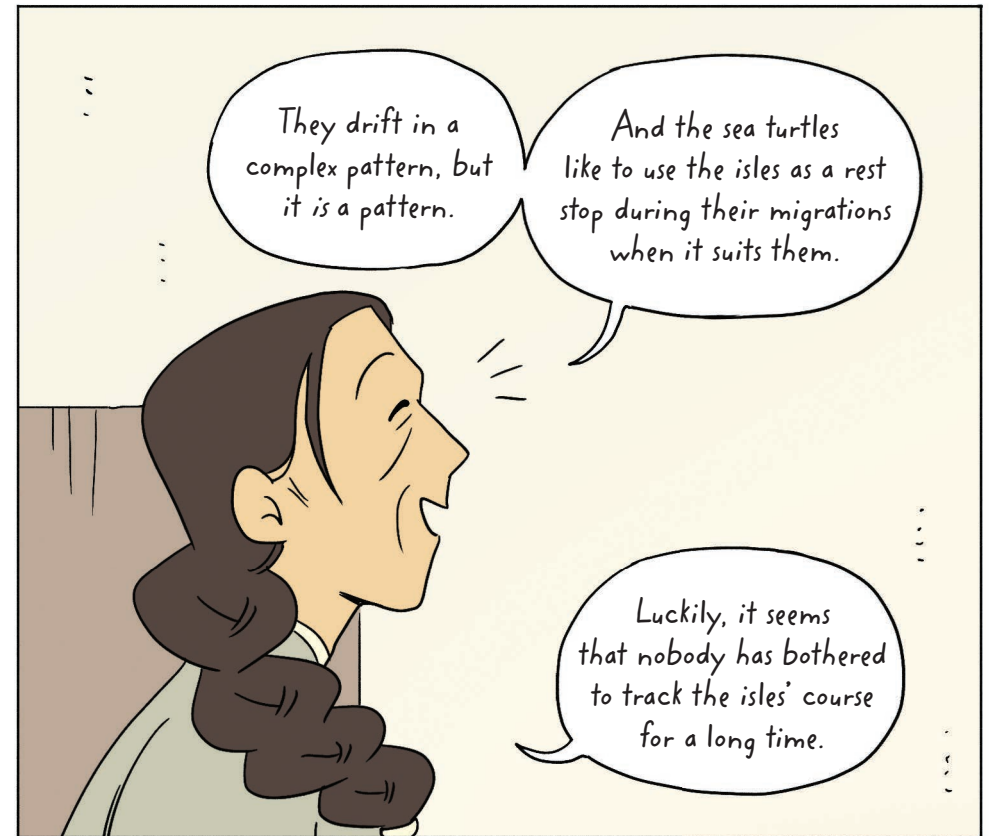
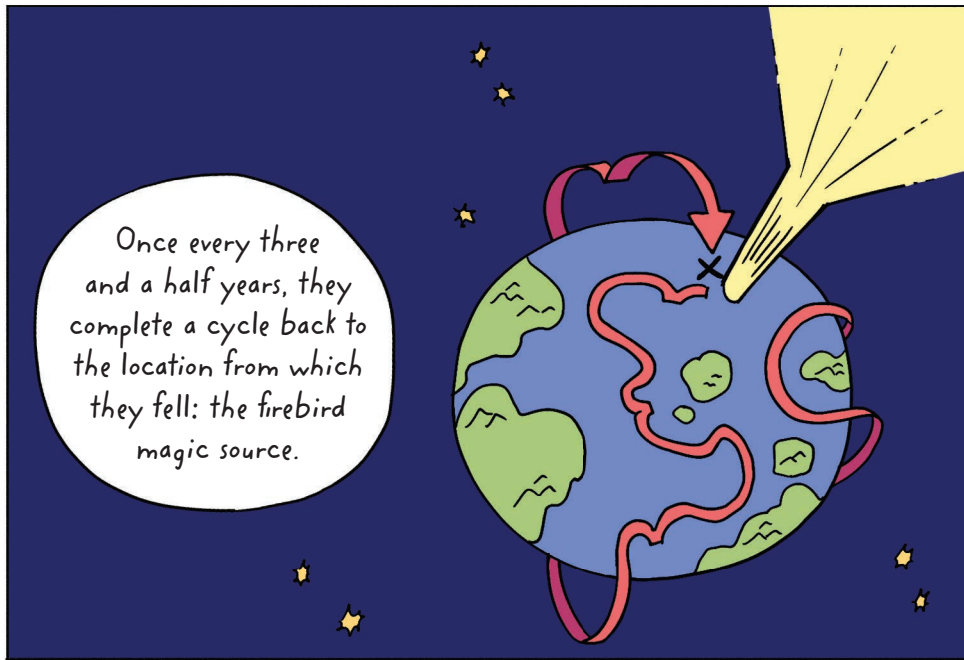
I like this plan.

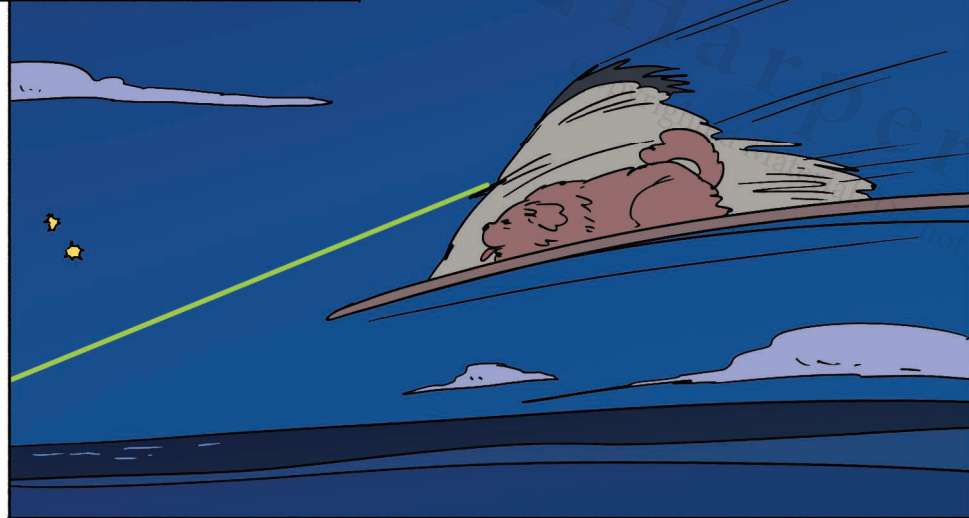
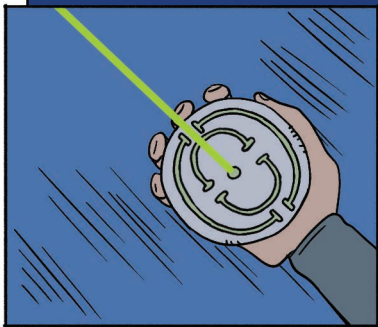
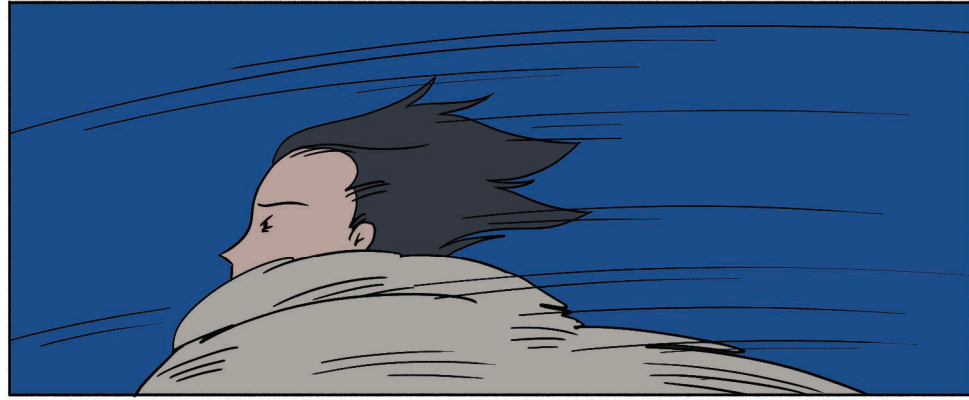
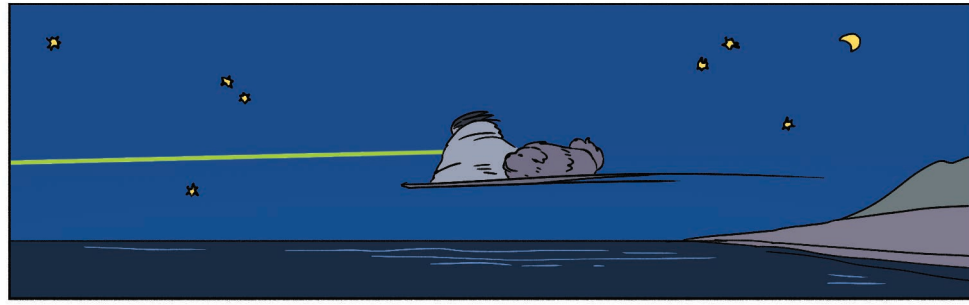




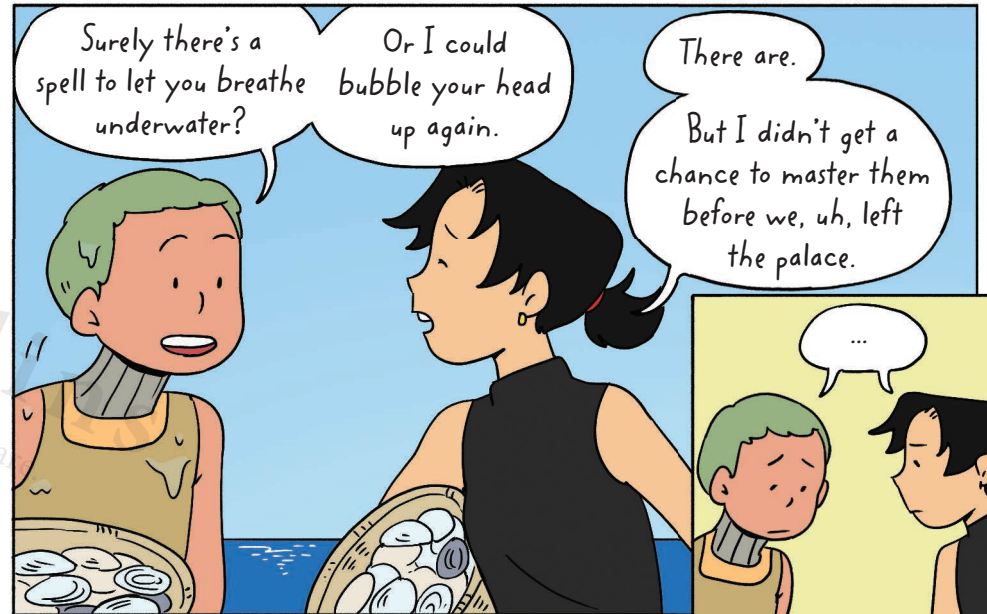
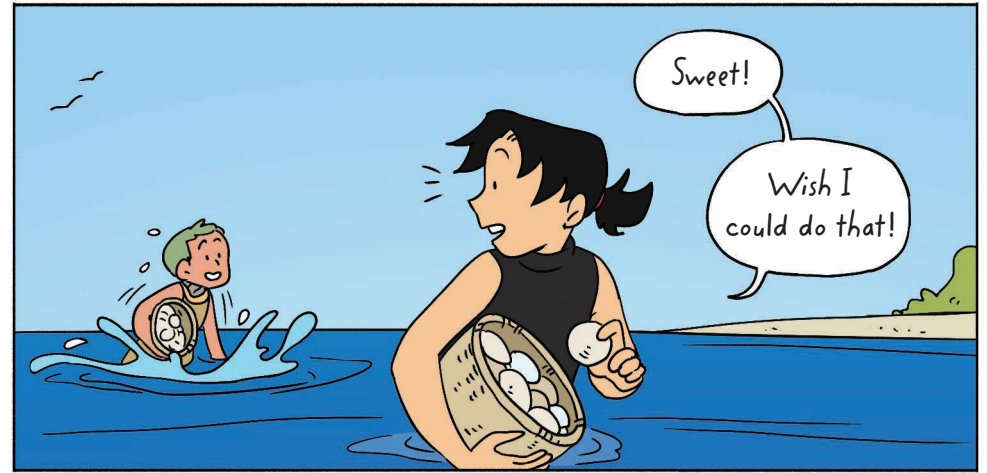
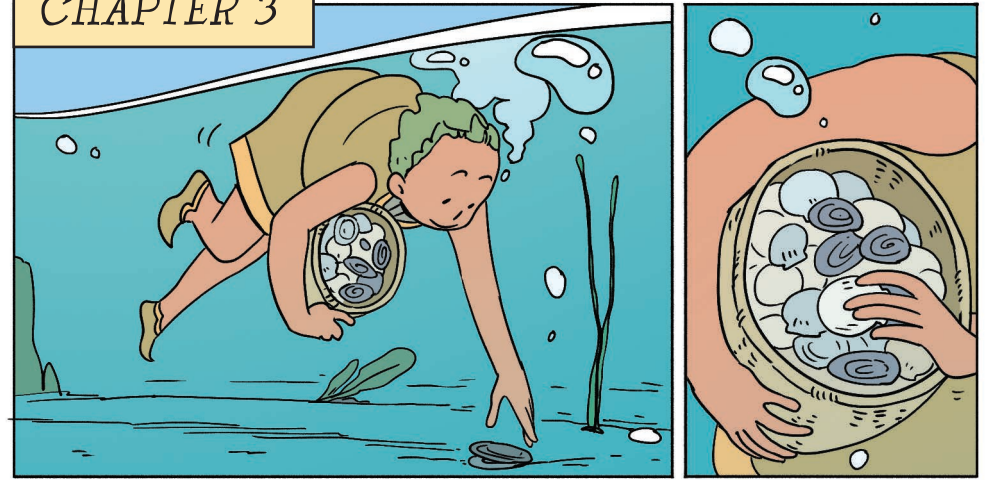








CHAPTER 3



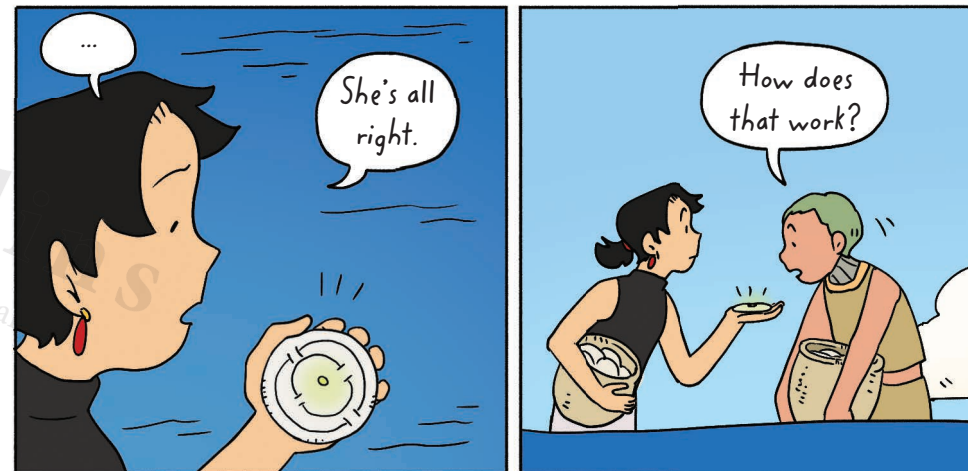
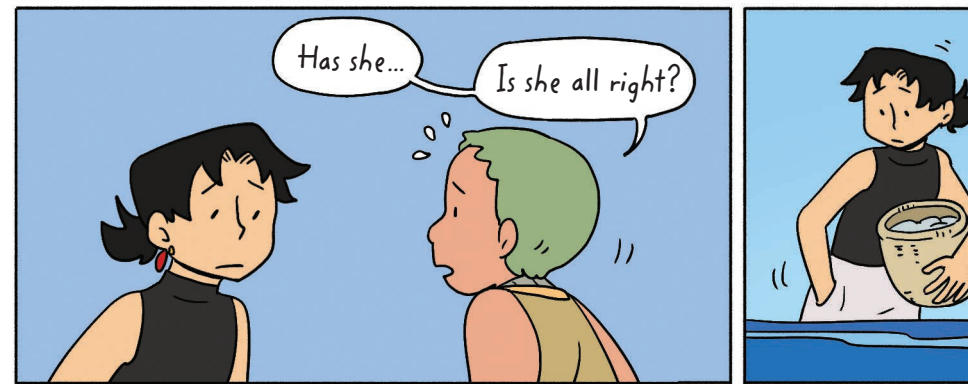
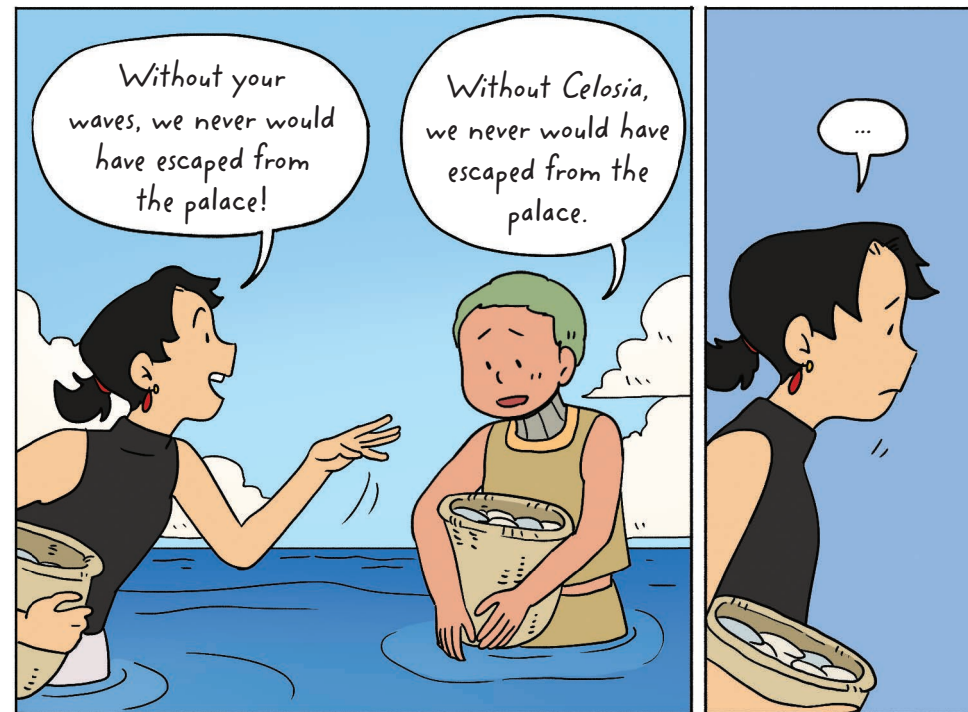
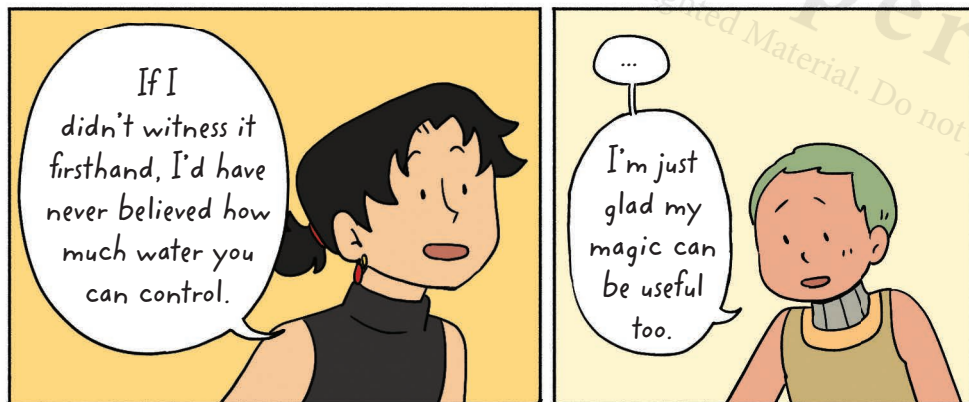
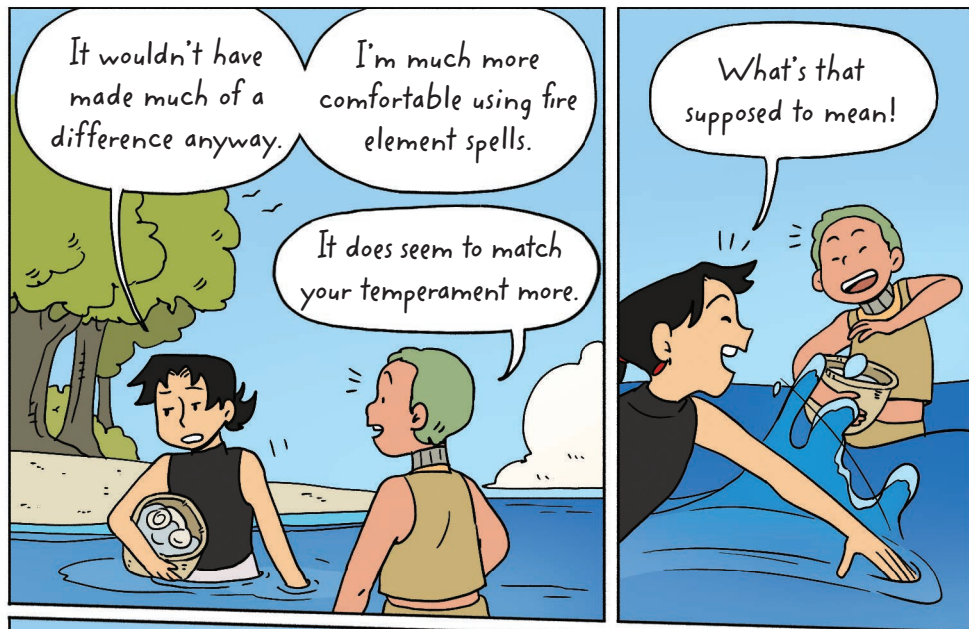
Surely there's a spell to let you breathe underwater?

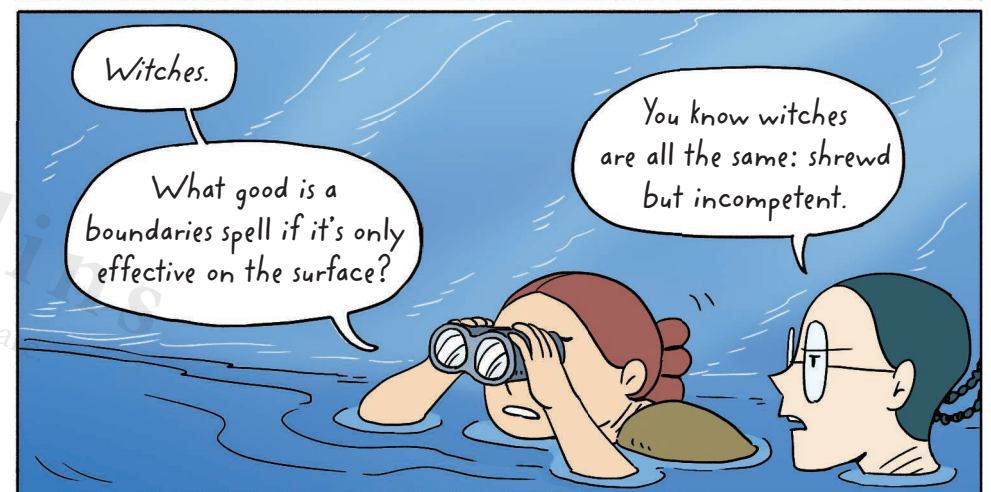
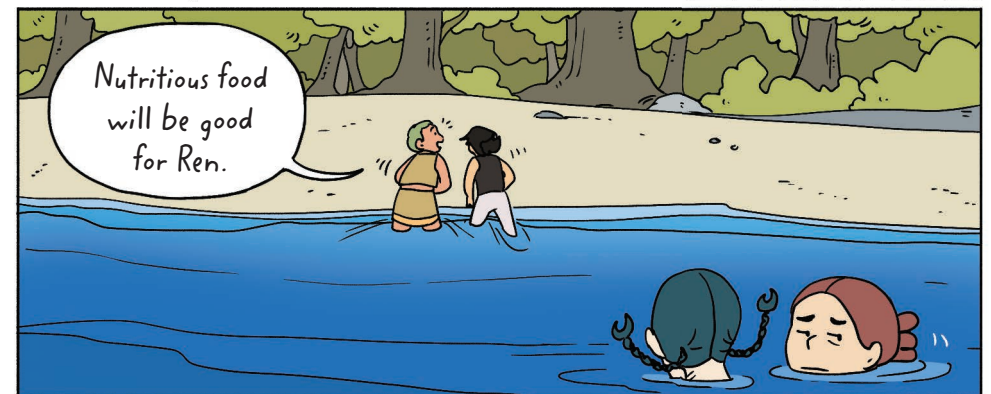
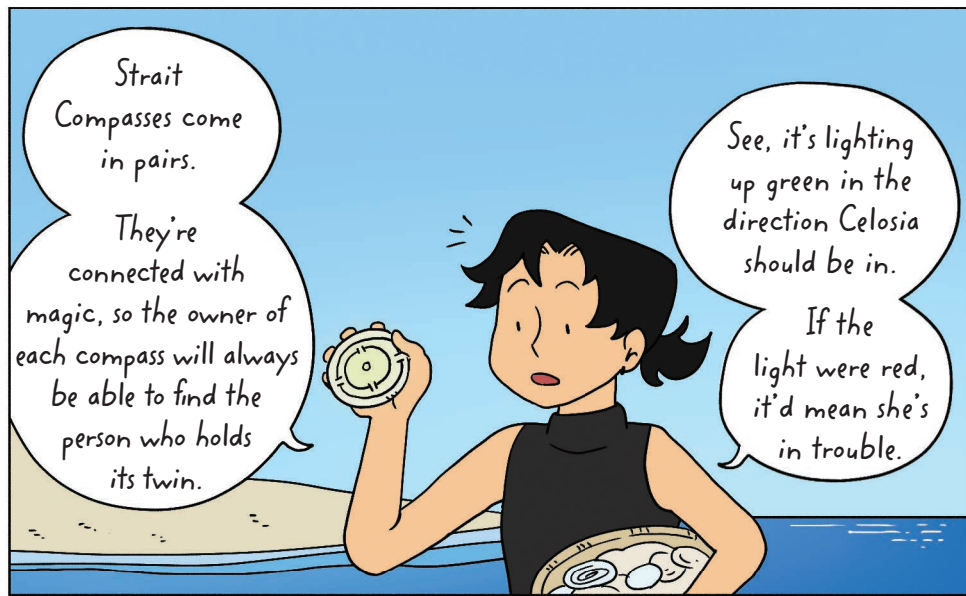
Or I could bubble your head up again.

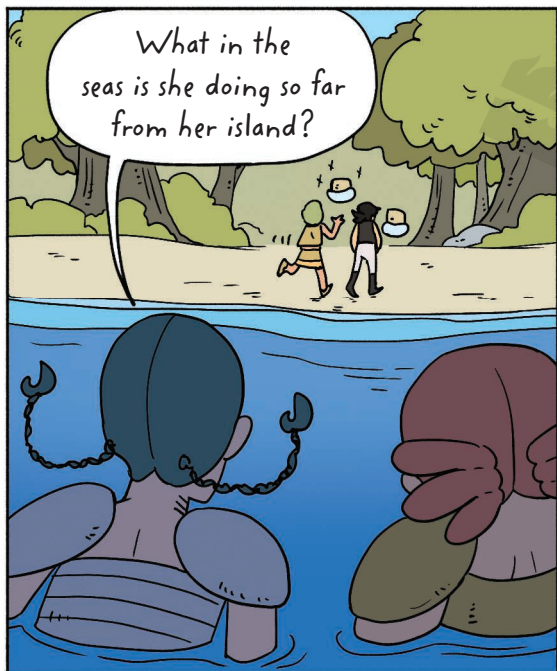
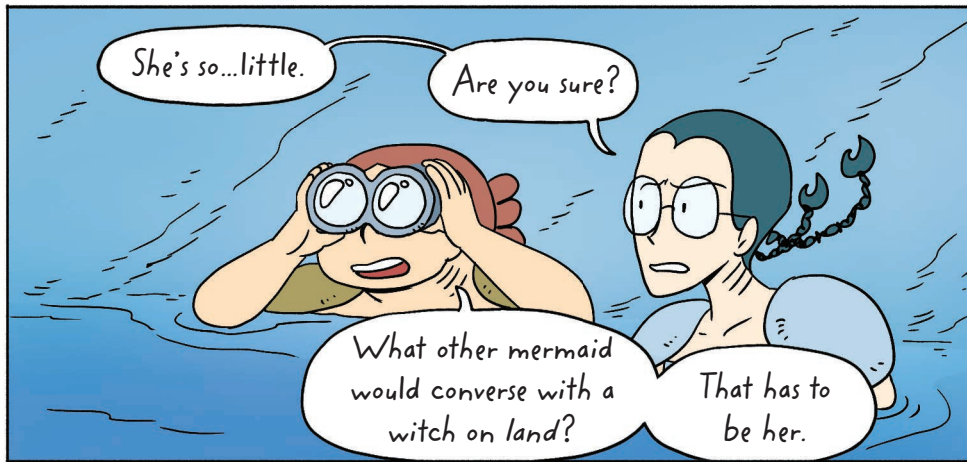
There are. But I didn't get a chance to master them before we, uh, left the palace.

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CHAPTER 4

