

A Most Magical Girl

Fight like a magical girl in this paperback original contemporary fantasy in which a Harajuku fashionista battles mutants-and social anxiety-by teaming up with an elite group of outcasts. Perfect for those obsessed with the technicolor worlds of Sailor Moon, The Umbrella Academy, and the Marvel Cinematic Universe. Holly Roads uses Harajuku fashion to distract herself from tragedy. Her magical girl aesthetic makes her feel beautiful-and it keeps the world at arm's length. She's an island of one, until advice from an amateur psychic expands her universe. A midnight detour ends with her vs. exploding mutants in the heart of San Francisco. Brush with destiny? Check. Waking up with blue blood, emotions gone haywire, and terrifying strength that starts ripping her wardrobe to shreds? Totally not cute. Hunting monsters with a hot new partner and his unlikely family of mad scientists? Way more than she bargained for.

IT'S A MAGICAL GIRL WORLD! Just when things seem to be cooling down, a mysterious transfer student arrives to turn up the heat! Annabelle is a powerful magical girl from America, but what's she doing in Japan? It's a clash of cultures in the sixth volume of this blasphemous and ultra-modern take on the magical girl genre!

Ten-year-old Jennifer Day lives in a small mining

town full of secrets. Trying to make sense of the sudden death of her teenage sister, Beth, she looks to the adult world around her for answers. As she recounts the final months of Beth's life, Jennifer sifts through the lies and the truth, but what she finds are mysteries, miracles, and more questions. Was Beth's death an accident? Why couldn't Jennifer—or anyone else—save her? Through Jennifer's eyes, we see one girl's failure to cross the threshold into adulthood as her family slowly falls apart.

Magical girls meet military warfare--now with an anime! When the Earth was threatened by the sudden appearance of undead creatures, a group of young women blessed with powers from a mysterious source rose to defeat them. Now, after three years of apparent peace, the same malevolent creatures have resurfaced. Five magical girls are once again conscripted to war as the Magical Girl Special Ops force, to defend mankind from an unholy nemesis!

They're an elite group of teenage girls with magical powers who have sworn to protect our planet against dark creatures . . . as long as they can get out of class! Known as the Zodiac Starforce, these high-school girls aren't just combating math tests. They're also battling monsters--not your typical afterschool activity! But when an evil force from another dimension infects team leader Emma, she must work with her team of magically powered friends to save

herself--and the world--from the evil Diana and her mean-girl minions! From Kevin Panetta (Bravest Warriors) and Paulina Ganucheau (TMNT: New Animated Adventures, Bravest Warriors), this super-fun and heartfelt story of growing up and friendship--with plenty of magical-girl fighting action--delivers the most exciting new ensemble cast in comics! Collects Zodiac Starforce #1-#4

Transform into your most magical self with this one-of-a-kind, manga inspired self-care guide designed to help you discover and harness your inner power-anime style! Inspired by the wand-wielding, crime-fighting magical girls in your favorite animes and mangas, The Magical Girl's Guide to Life teaches you how your self-care journey starts by uncovering the magical girl within. With fun exercises, journal prompts, and personality tests, you'll quickly learn everything you need to know about your magical girl self, including your magical girl name, what type of power you possess, and what cute companion will perfectly complement your magical girl journey. Once your magical girl identity is locked in, you'll learn how to take on the world and continue your self-growth by: Discovering your magical girl gang Punching fear in the face/defining your monster Developing your magical girl beauty routine Finding love after fighting crime And more! With gorgeous illustrations and entertaining animated characters, The Magical Girl's Guide to Life reveals how self-

love, sisterhood, and magic go together. Perfect for fans of anime and manga like Sailor Moon, Cardcaptor Sakura, and more!

Black, queer, magical girls save the world with the power of friendship and fantastic hair.

Jake Blatowski can't wait for high school--basketball, calculus, and a cafeteria that isn't under investigation by the health department. But he'll have to wait: A computer malfunction has assigned him to the fifth grade! It's bad enough that he bangs his knees on the desks or that Miss Percy is going over long division . . . again . . . but Jake has to sit next to Dana Volt, a perpetually surly troublemaker determined to make his life a living hell. Worse yet, Dana secretly belongs to a coalition of girls that protects humanity from the horde of deadly monsters plaguing the city--monsters that have chosen Jake as their next target! Jake's no hero; he just wants to make it to varsity tryouts. But now the impulsive and moody Dana is the only one who can save Jake from certain death--and Jake is the only one who can save Dana from herself.

Who will be the last magical girl standing? It's a battle between the hunters and the hunted in this life-or-death magical-girl manhunt game, now at its climax. One after another, the girls fall as the surrounding barrier's time limit draws closer. The line between friend and foe has blurred--it's every magical girl for herself. Which one will make it out of this bloodbath alive?

Discover a land of enchantment, legend, and adventure in this first book of the Immortals series, featuring an updated cover for longtime fans and fresh converts alike, and including an all-new afterword from Tamora Pierce. Thirteen-year-old Daine has always had a special connection with animals, but only when she's forced to leave home does she realize it's more than a knack—it's magic. With this wild magic, not only can Daine speak to animals, but she can also make them obey her. Daine takes a job handling horses for the Queen's Riders, where she meets the master mage Numair and becomes his student. Under Numair's guidance, Daine explores the scope of her magic. But she encounters other beings, too, who are not so gentle. These terrifying creatures, called Immortals, have been imprisoned in the Divine Realms for the past four hundred years—but now someone has broken the barrier. And it's up to Daine and her friends to defend their world from an Immortal attack.

How to save a dragon: 1) Assemble equipment. Water, Weet-Bix, sugar, syringe, sticky tape, scissors. 2) Believe in everything. Pip never wants to go home. She likes to sit at the waterhole at dusk and remember Mika, her best friend. At home her mother's not the same since her boyfriend moved in. They don't laugh anymore and Pip has to go to bed early, turn off her light and pretend she doesn't exist. When she finds a half-dead creature at the waterhole, everything changes. She knows she has to save this small dragon and return it to where it comes from. But how? A story about surviving and saving those you love, by the multi-award-winning author of Lenny's

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Book of Everything. 'I'm in love with this book. Dragon Skin is surprising, beautiful, unique. The characters are wonderfully drawn - tough but vulnerable, hurt but hopeful, damaged but strong. They've lodged themselves in my heart forever.' Katrina Nannestad, award-winning author of *We Are Wolves*

A Most Magical Girl Yearling

Magical girls meet military warfare--now with an anime! When the Earth was threatened by the sudden appearance of undead creatures, a group of young women blessed with powers from a mysterious source rose to defeat them. Now, after three years of apparent peace, the same malevolent creatures have resurfaced. Five magical girls are once again conscripted to war as the Magical Girl Special-Ops force, to defend mankind from an unholy nemesis!

THE END IS NIGH The Magical Girls are fighting desperately to complete their mission! Can Aya save the people who have been turned to sperm and take back her family?! The final battle is here and the whole world is at stake!

Anne Jones is a 15 year old girl. Anne thinks of herself as being very ordinary, but she has the extraordinary dream of being a super hero or more specifically a magical girl! On her way home from school, a stranger runs into Anne and leaves behind a suitcase. What will she find inside? Will she achieve her dreams of becoming a magical girl? Who is the mysterious boy that Anne meets? This debut graphic novel by rising YouTube artist Rebekah Anne (aka Learn2DrawManga) is a great read for all ages.

"Holy Batman, this is a gorgeous, heartbreaking, heartwarming book." --R.J. Palacio, #1 New York Times bestselling author of *Wonder* Perfect for readers who love *Liar and Spy*, *Counting by 7s*, and *Bridge to Terabithia*, a heartwarming and transformative novel about family, loss, and never giving up from beloved author Karen Foxlee. Lenny Spink is the sister of a giant. Her little brother, Davey, suffers from a rare form of gigantism and is taunted by other kids and turned away from school because of his size. To escape their cruel reality, Lenny and Davey obsess over the entries in their monthly installment of Burrell's Build-It-at-Home Encyclopedia set. Lenny vows to become a beetle expert, while Davey decides he will run away to Canada and build a log cabin. But as Davey's disease progresses, the siblings' richly imagined world becomes harder to cling to in this deeply moving and original novel about grief, family, and wonder. "An imaginative and surprisingly tender story of the unbreakable bond between siblings."--Booklist, starred review "Lyrical and emotionally complex."--Kirkus "The heart of this story--and the magic of it--is the devotion of these two siblings who together navigate the harsh realities of life and loss."--Publishers Weekly "Foxlee's writing is infused with a hint of magic, just as the animals and places that Lenny and Davey read about fill their lives with curiosity and joy."--SLJ

The demon running rampant within Shirokane Shinobu is out of control and out for blood! Rintarou puts himself right in its path, ready for a fight--but does he have the strength to take down a demon? The stakes reach new

heights in the penultimate volume of this doomsday take on magical girls!

Magical machines, wizards, witches, mysterious underworlds, a race against time - and two most magical girls. Annabel Grey has been brought up to be a very proper Victorian young lady. But being 'proper' isn't always easy - especially when you can sometimes see marvellous (as well as terrifying) things in puddles. But parlour tricks such as these are nothing compared to the world that Annabel is about to enter... After the rather sudden departure of her mother, Annabel is sent to live with her aunts. They claim to be Shoreditch witches, and from a very old family line of them too. They're keen to introduce Annabel to their world of transformation, potions and flying broomsticks (which seem to have strong personalities of their own) but are horrified when Annabel announces not only does she not know any magic, young ladies shouldn't believe in such things. But before Annabel has time to decide whether she does or not, she is swept into an urgent quest. The trees of Highgate have been whispering to Kitty - an extraordinary urchin of a girl, who Annabel's aunts seem very fond of - and so have the fairies. They talk of a terrible, dark magic that wants to devour all of London. And of a most magical girl who might be able to stop it . . . This sparkling and enchanting story is sure to bewitch you, so curl up in front of the fire, and prepare to be swept away . . .

Zelie Adebola remembers when the soil of Or sha hummed with magic. Burners ignited flames, Tiders beckoned waves, and Zelie s Reaper mother summoned

forth souls. But everything changed the night magic disappeared. Under the orders of a ruthless king, maji were killed, leaving Zelig without a mother and her people without hope.

Kii and the others made it through the wormhole and into the future, but their troubles are far from over. The time of Himeji Wataru's revival and the beginning of his destructive ritual has arrived. With only seconds left until his body is restored, the group from the past had better act quick if they want to save the universe!

Rose is used to traveling around with her alcoholic father but connects with the people of a small, coastal Australian town, especially Pearl and reclusive Edie, who teaches her to sew a dress for the Harvest Festival while a mystery unfolds.

In 1970s Ohio, Lenny and her younger brother, Davey, who suffers from a rare form of gigantism, cope with his declining health by poring over each installment of Burrell's Build-It-at-Home Encyclopedia Set.

(Volume 1) The hit social network game "The Magical Girl Raising Project" selects one out of every tens of thousands of players to become a real life magical girl. The lucky chosen girls gain magic powers as well as incredibly good fortune, and spend their days blissfully. But one day, an absolute announcement declares that the number of magical girls has risen too high and must be cut down to half. Sixteen young maidens are thrust into a merciless, deadly contest to survive...but how many will come out the other side?

A whole new batch of magical girls! During what was supposed to be a typical after-school club meeting, a

small fairy named Toko appears out of nowhere with incredible news: All seven attendees have what it takes to become full-fledged magical girls! In exchange for their newfound abilities, they promise to save Toko from the evil mages who are hunting her down. But the girls may be in over their heads, as these bad guys have special magical girl powers of their own...

From the bestselling and multi-award-winning author of Lenny's Book of Everything comes a magical tale about a girl who saves a dragon and rescues her family.

From the author of Ophelia and the Marvelous Boy comes the story of a friendship between two girls set in Victorian England, with magical machines, wizards, witches, a mysterious underworld, and a race against time. Annabel Grey is primed for a proper life as a young lady in Victorian England. But when her mother suddenly disappears, she's put in the care of two eccentric aunts who thrust her into a decidedly un-ladylike life, full of potions and flying broomsticks and wizards who eat nothing but crackers. Magic, indeed! Who ever heard of such a thing? Before Annabel can assess the most ladylike way to respond to her current predicament, she is swept up in an urgent quest. Annabel is pitted against another young witch, Kitty, to rescue the sacred Moreover Wand from the dangerous underworld that exists beneath London. The two girls outsmart trolls, find passage through a wall of faerie

bones, and narrowly escape a dragon, but it doesn't take long for Annabel to see that the most dangerous part of her journey is her decision to trust this wild, magical girl. Sparkling with Karen Foxlee's enchanting writing, this is a bewitching tale of one important wand and two most magical girls.

"[Foxlee's] heroines have grit and heart, and they are willing to get dirty. And they do. Foxlee's nicely wry tone and moments of incongruous humor break up the tension, while Annabel's race against time in a harrowing journey deep under London keeps the pages turning. Deliciously complex and convincingly detailed."--Kirkus Reviews, Starred Review "Kids who enjoyed Foxlee's *Ophelia and the Marvelous Boy* and fans of Hardinge's *Cuckoo Song* will find similar otherworldly appeal in this enthralling adventure."--The Bulletin, Starred review

"Memorable for its vivid imagery and stylish, thoughtful prose."--Horn Book Magazine

The new series by *Magical Girl Apocalypse* creator Kentaro Sato, now with an anime *Asagiri Aya* is a young girl who has fallen victim to bullies at her school. Looking for a way to escape her troubles, she looks to the Internet for distraction, when a mysterious website called "Magical Girl Site" appears. Simply viewing the page is all it takes to hurtle Aya headlong into the deadly world of the *Magical Girl Apocalypse*. There, it's fight or die, against a seemingly endless array of savagely

adorable, frilly-skirted killing machines, each armed with magical powers and an unquenchable thirst for blood and chaos.

Ophelia, a timid eleven-year-old girl grieving her mother, suspends her disbelief in things non-scientific when a boy locked in the museum where her father is working asks her to help him complete an age-old mission.

Make some magic in this colorful, interactive picture book from the author/illustrator of the Hello, World board book series! Do you know that you're a magician? In this interactive book, use your fingers to perform all kinds of magic tricks. Tap a hat to make a bunny appear, recite a spell to make books bigger, say "Gone-zo!" to make a ship disappear, and much more. But beware: the clever magic tricks don't always turn out the way you'd expect!

Reminiscent of Hervé Tullet's *Press Here*, kids—and adults!—are sure to want to read this book again and again as they perfect their magic skills.

Who likes doing homework? Not Josephine Plum! So, she has invented her very own homework machine. However, it seems her homework machine wants to invent something, too. Are Josephine's homework worries over forever? Or are they only just beginning?

The violence continues in the 4th installment of *Magical Girl Raising Project*. Numbers dwindle as alliances grow. Do these girls have what it takes to

win it all!?

A young witch must pass a coming-of-age quest or risk losing her magic forever in this enchanting fantasy -- perfect for fans of Kiki's Delivery Service and Aru Shah and the End of Time. Sometimes all you need is a pinch of magic... Eva Evergreen is determined to earn the rank of Novice Witch before her thirteenth birthday. If she doesn't, she'll lose her magic forever. For most young witches and wizards, it's a simple enough test: One: Help your town, do good all around. Two: Live there for one moon, don't leave too soon. Three: Fly home by broomstick, the easiest of tricks. The only problem? Eva only has a pinch of magic. She summons heads of cabbage instead of flowers and gets a sunburn instead of calling down rain. And to add insult to injury, whenever she overuses her magic, she falls asleep. When she lands in the tranquil coastal town of Auteri, the residents expect a powerful witch, not a semi-magical girl. So Eva comes up with a plan: set up a magical repair shop to aid Auteri and prove she's worthy. She may have more blood than magic, but her "semi-magical fixes" repair the lives of the townspeople in ways they never could have imagined. Only, Eva's bit of magic may not be enough when the biggest magical storm in history threatens the town she's grown to love. Eva must conjure up all of the magic, bravery, and cleverness she can muster or Auteri and her dreams of

becoming a witch will wash away with the storm.

Winner of the 2017 Newbery Award The New York Times Bestseller An Entertainment Weekly Best Middle Grade Book of 2016 A New York Public Library Best Book of 2016 A Chicago Public Library Best Book of 2016 An Amazon Top 20 Best Book of 2016 A Publishers Weekly Best Book of 2016 A School Library Journal Best Book of 2016 Named to Kirkus Reviews' Best Books of 2016 2017 Booklist Youth Editors' Choice Every year, the people of the Protectorate leave a baby as an offering to the witch who lives in the forest. They hope this sacrifice will keep her from terrorizing their town. But the witch in the Forest, Xan, is kind. She shares her home with a wise Swamp Monster and a Perfectly Tiny Dragon. Xan rescues the children and delivers them to welcoming families on the other side of the forest, nourishing the babies with starlight on the journey. One year, Xan accidentally feeds a baby moonlight instead of starlight, filling the ordinary child with extraordinary magic. Xan decides she must raise this girl, whom she calls Luna, as her own. As Luna's thirteenth birthday approaches, her magic begins to emerge--with dangerous consequences. Meanwhile, a young man from the Protectorate is determined to free his people by killing the witch. Deadly birds with uncertain intentions flock nearby. A volcano, quiet for centuries, rumbles just beneath the earth's surface. And the woman with the Tiger's heart is on the prowl . . .

Kurorogi Rei won, erasing everything from existence and creating a new planet to rule. Now, the sole survivors of that annihilation--Kii, Tsukune, and the future Tsukune--must do the impossible: save a world that has already been destroyed.

Kinky-haired blerd Juniper Bray used to believe in magic, until she lost her best friend: her grandmother. Now this 15-year-

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old shy girl is going on her dad's research trip to a farm hundreds of miles away to stay with a family she barely knows and the opposite of a best friend, her new arch nemesis, Bree McKinney. Little does she know the next few months Juniper will discover magical powers she never knew she had, stumble into her first crush and well, quite frankly, save the world. Juniper Leaves is a fantastical coming-of-age tale of a girl who learns to let go, live a little, and best of all, believe in herself, all by her sixteenth birthday.

Placed in the care of two eccentric aunts who introduce her to an unladylike life of potions, broomsticks, and wizards, Annabel Grey becomes swept up in a quest to claim a sacred wand from London's dangerous underworld.

SUGAR AND SPICE-BUT NOT PLAYING NICE! Magical girls like Snow White and La Pucelle have dreamed of the day they'd become one of the lucky few chosen to protect N City. But those dreams quickly turn into a nightmare when the Magical Girl Raising Project management office issues a decree--there are simply too many magical girls! Oops! Time to cull the number by...half ? Half sounds good. Don't worry--retirement just means...you die. Good luck, girls!

Sugar and spice--but not playing nice! The hit smartphone game Magical Girl Raising Project is not only free, but one in tens of thousands of players will win real-life powers. In N City, sixteen of these lucky girls help the city's citizens--until upper management announces that each week, the least productive magical girl will lose her gifts. But this is no ordinary contest, and as the rules become increasingly sadistic, the competition to keep their powers becomes a vicious battle for the girls' very lives...

Megan Conroy thinks she has problems; she's struggling to pass math and with only one year of high school left she still has no idea what she wants to do with her life. She certainly never thought she'd become a witch. A near miss from a

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speeding car triggers an inexplicable rush of power within her, leading to strange, recurring dreams and encounters with even stranger creatures. After being saved from a demon by her classmate Finn, she finally starts getting some answers. Meg, he explains, is now an awakened witch; a person whose dormant magic has been brought out by trauma. Real witches, she learns, are nothing like the broomstick-riding figures she's used to from movies. The descendants of an ancient tribe who made an alliance with the Fae, Witani are born with magic and have the ability to see the spirits who oversee the natural world. She receives another shock looking through study abroad brochures when she finds a picture of the same standing stone from her dreams. This prompts her to choose Scotland as her destination, where the stone is located. As she's drawn ever deeper into the secret world of magic and Fae, she wrestles with the dilemma of whether or not to tell her parents about her new life. But it's not long before she has far more to worry about. Her arrival in Scotland sets a series of events in motion that will change her forever; bringing with it new friends, love, and danger.

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