

Jinx Sage Blackwood

Discover the fantasy and wonder of *The Magic Thief*, the first book in Sarah Prineas's acclaimed middle grade fantasy series! Diana Wynne Jones, author of *Howl's Moving Castle*, said: "I couldn't put it down. Wonderful, exciting stuff." In a city that runs on a dwindling supply of magic, a young boy is drawn into a life of wizardry and adventure. Conn should have dropped dead the day he picked Nevery's pocket and touched the wizard's *locus magicalicus*, a stone used to focus magic and work spells. But for some reason he did not. Nevery finds that interesting, and he takes Conn as his apprentice on the provision that the boy find a *locus* stone of his own. But Conn has little time to search for his stone between wizard lessons and helping Nevery discover who—or what—is stealing the city of Wellmet's magic.

A quiet visit with her grandparents turns into a lesson in the fluidity of time for Polly O'Keefe when she meets several strangers from overlapping temporal planes and, with them, plays a key role in a prehistoric confrontation. Simultaneous.

This funny fractured fairy tale goes behind the scenes of *Rumpelstiltskin*. New York Times Bestselling author Liesl Shurtliff "spins words into gold [Kirby Larson, Newbery Honor winner]." In a magic kingdom where your name is your destiny, 12-year-old Rump is the butt of everyone's joke. But when he finds an old spinning wheel, his luck seems to change. Rump discovers he has a gift for spinning straw into gold. His best friend, Red Riding Hood, warns him that magic is dangerous, and she's right. With each thread he spins, he weaves himself deeper into a curse. To break the spell, Rump must go on a perilous quest, fighting off pixies, trolls, poison apples, and a wickedly foolish queen. The odds are against him, but with courage and friendship—and a cheeky sense of humor—he just might triumph in the end. A Texas Bluebonnet finalist and winner of the ILA award for middle grade fiction, Rump is perfect for fans of Gail Carson Levine's *Ella Enchanted* or Adam Gidwitz's *A Tale Dark and Grimm*. And don't miss Liesl Shurtliff's other fairy tale retellings: *Jack: The True Story of Jack and the Beanstalk* and *Red: The True Story of Red Riding Hood*. "A fresh riff on the Grimm Brothers' *Rumpelstiltskin*, told with wit from the impish point of view of the troublemaker himself." —People "Lighthearted and inventive, Rump amusingly expands a classic tale." —Brandon Mull, #1 New York Times bestselling author of *Fablehaven*.

This reimagining of the Robin Hood legend tells the story of the young boy behind the bandit hero's rise to fame. Will Shackley is the son of a lord, and though just thirteen, he's led a charmed, protected life and is the heir to Shackley House, while his father is away on the Third Crusade with King Richard the Lionheart. But with King Richard's absence, the winds of treason are blowing across England, and soon Shackley House becomes caught up in a dangerous power struggle that drives Will out of the only home he's ever known. Alone, he flees into the dangerous Sherwood Forest, where he joins an elusive gang of bandits readers will immediately recognize. How Will helps a drunkard named Rob become one of the most feared and revered criminals in history is a swashbuckling ride perfect for anyone who loves heroes, villains, and adventure.

From the creators of the New York Times bestselling *Wildwood Chronicles* comes an original, humorous, and fast-paced middle grade novel about a band of child pickpockets—imagine *The Invention of Hugo Cabret* meets *Oliver Twist*. It is an ordinary Tuesday morning in April when bored, lonely Charlie Fisher witnesses something incredible. Right before his eyes, in a busy square in Marseille, a group of pickpockets pulls off an amazing robbery. As the young bandits appear to melt into the crowd, Charlie realizes with a start that he himself was one of their marks. Yet Charlie is less alarmed than intrigued. This is the most thrilling thing that's happened to him since he came to France with his father, an American diplomat. So instead of reporting the thieves, Charlie defends one of their cannons, Amir, to the police, under one condition: he teach Charlie the tricks of the trade. What starts off as a lesson on pinches, kicks,

and chumps soon turns into an invitation for Charlie to join the secret world of the whiz mob, an international band of child thieves who trained at the mysterious School of Seven Bells. The whiz mob are independent and incredibly skilled and make their own way in the world—they are everything Charlie yearns to be. But what at first seemed like a (relatively) harmless new pastime draws him into a dangerous adventure with global stakes greater than he could have ever imagined.

A princess and a peasant girl embark on a dangerous quest to outwit a warning foretelling the fall of the Monarchy. In the center of the verdant Monarchy lies Dreadwillow Carse, a desolate bog the people of the land do their best to ignore. Little is known about it except an ominous warning: If any monarch enters Dreadwillow Carse, then the Monarchy will fall. Twelve-year-old Princess Jeniah yearns to know what the marsh could conceal that might topple her family's thousand-year reign. After a chance meeting, Princess Jeniah strikes a secret deal with Aon, a girl from a nearby village: Aon will explore the Carse on the princess's behalf, and Jeniah will locate Aon's missing father. But when Aon doesn't return from the Carse, a guilt-stricken Jeniah must try and rescue her friend—even if it means risking the entire Monarchy. In this thrilling modern fairytale, Brian Farrey has created an exciting new world where friendship is more powerful than fate and the most important thing is to question everything.

A fantastical adventure through the world of the Cloud Hunters. In a world where islands float above the sun and Cloud Hunters sail the skies for water, orphans Gemma and Martin live with their 120-year-old great, great, grand aunt Peggy and the sky-cat Botcher on a remote rock miles from civilisation. When Peggy decides they should visit City Island to register at school, the group embarks on a trip that will take them through uncharted territories, navigating a very dangerous sky. Encountering cloud pirates, sky rats and an axe murdering motel owner, Gemma and Martin must learn to fend for themselves, and fight for what's right in a perilous world. In this sequel to Alex Shearer's CLOUD HUNTERS, SKY RUN returns to a fantasy world filled with adventure, escapism and a sense of magic at every turn.

Like Gail Carson Levine's books, Merrie Haskell's middle grade fantasy adventure Handbook for Dragon Slayers mixes magic, mythical creatures, thrilling action, and a wonderful cast of characters. Political upheaval sends Princess Tilda fleeing from her kingdom in the company of two hopeful dragon slayers. The princess never had any interest in chasing dragons. The pain from her crippled foot was too great, and her dream was to write a book. But the princess finds herself making friends with magical horses, facing the Wild Hunt, and pointing a sword at fire-breathing dragons. While doing things she never imagined, Tilda finds qualities in herself she never knew she possessed. Handbook for Dragon Slayers is a deeply satisfying coming-of-age tale wrapped in a magical adventure story.

From the author of the bestselling Warriors and Seekers books comes a thrilling new animal fantasy series. In Survivors, Erin Hunter shows readers the world through the eyes of dogs, as she did with cats and bears in her earlier series. The Empty City begins with the Big Growl, a devastating earthquake that changes Lucky's world forever. Lucky has always been a Lone Dog, but now he needs a Pack in order to stay alive, so he teams up with a group of Leashed Dogs who have been separated from their owners. Lucky's vivid point of view and the pulse-pounding action make for the start of an addictive series. The time has come for dogs to rule the wild! Supports the Common Core State Standards

Adam's father is developing cutting-edge research on virtual electronic game-playing when suddenly he disappears—and Adam finds himself being hunted by men with guns, and worse—a savage, man-eating dinosaur. Is the dinosaur real, or just part of the game? Where is his father? And what happens when your video game turns into real life? Steve Cole has combined gaming, dinosaurs, and a heart-pounding chase to

create a suspenseful thriller that's impossible to put down.

The highly acclaimed first book of a fantasy adventure series set in a mysterious forest, starring a daring new hero. "Readers will thrill to journey with Jinx" (SLJ, starred review), a wizard's apprentice, as he sets off on a quest through the dangerous Urwald, a magical forest full of wizards and were-creatures, and discovers that it is more complex than he could imagine, and that it needs him more than he could ever guess. This humorous and smart tween fantasy adventure is perfect for fans of Septimus Heap, The Sisters Grimm, and Fablehaven. Supports the Common Core State Standards

Nian is a boy with a destiny. Taken from his home and family to live in the House of Truth, he must practise his skills of mind-reading, weather lore and manipulation of matter. Once he has achieved mastery, he will become one of the elect, a Lord of Truth. There's only one problem. Nian doesn't want to become a Lord of Truth. He just wants to get away. But his only means of escape is to step into another world. To be precise, into Jacob's front room. In Essex. Just before tea time. Nian doesn't speak English, he doesn't know what to do with a toaster, and he's got no idea what those roaring lumps of metal speeding down the road are. The truth is, this is going to be interesting...

JinxHarper Collins

Join a tough eleven-year-old as she faces down zombie rabbits, alien mobs, and Puppet Cartels while trying to find her missing twin in Sarah Cannon's imaginative middle-grade debut, Oddity. Welcome to Oddity, New Mexico, where normal is odd and odd is normal. Ada Roundtree is no stranger to dodging carnivorous dumpsters, distracting zombie rabbits with marshmallows, and instigating games of alien punkball. But things haven't been the same since her twin sister, Pearl, won the town's yearly Sweepstakes and disappeared . . . Along with her best friend, Raymond, and new-kid-from-Chicago Cayden (whose inability to accept being locked in the gym with live leopards is honestly quite laughable), Ada leads a self-given quest to discover Oddity's secrets, even evading the invisible Blurmonster terrorizing the outskirts of town. But one of their missions goes sideways, revealing something hinky with the Sweepstakes . . . and Ada can't let it go. Because, if the Sweepstakes is bad, then what happened to Pearl?

It's 1895, and after the death of her mother, 16-year-old Gemma Doyle is shipped off from the life she knows in India to Spence, a proper boarding school in England. Lonely, guilt-ridden, and prone to visions of the future that have an uncomfortable habit of coming true, Gemma's reception there is a chilly one. To make things worse, she's being followed by a mysterious young Indian man, a man sent to watch her. But why? What is her destiny? And what will her entanglement with Spence's most powerful girls - and their foray into the spiritual world - lead to?

Jinx's Magic is the second book in Sage Blackwood's highly acclaimed fantasy-adventure series, Jinx. This humorous and smart tween trilogy set in a magical forest is perfect for fans of Angie Sage's Septimus Heap, Michael Buckley's the Sisters Grimm, and Brandon Mull's Fablehaven. "Readers will thrill to journey with Jinx" (Jinx, School Library Journal, starred review), a daring young wizard's apprentice, as he travels from his home in the Urwald to an unfamiliar desert land in search of ancient magic. He needs that magic badly—there are forces threatening the Urwald from all sides. The

more he learns, however, the clearer it becomes that this quest will require more than the magic of a solitary wizard's apprentice, and soon he'll have to call upon all of the Urwald—witches, werewolves, wizards, and trees—for help.

"From the critically acclaimed author of *Vox* comes a suspenseful new novel that explores a disturbing alternate reality where the government has legalized eugenics. Elena Fairchild is a teacher at one of the state's new elite schools, where children undergo routine tests for their quotient (Q). Those who don't measure up are placed in the many state boarding schools that have cropped up under a new government mandate--Elena's daughter, Freddie, is one of them. In order to be with Freddie, Elena immediately requests to transfer to the state school. To her horror, she learns that the children are receiving the bare minimum of instruction. Instead, they spend their days making handcrafted goods--valuable commodities in the age of machine-made products. What began as a shock quickly becomes a nightmare as Elena discovers the terrifying atrocities inflicted upon the students. Not only have their test scores been tampered with, but they're also unwitting subjects of experiments, one of which tests a new method of chemical sterilization. The plan? To render all adolescents with undesirable quotients infertile...and Freddie may be next in line"--

It's not every day that your evil stepdad abandons you in the deep, dark forest of the Urwald. And it's not every day that a wizard rescues you from the clutches of gnarly trolls. But for Jinx, this isn't turning out to be a very normal sort of day... The bubbling cauldrons and coloured potions of the wizard's house are a world away from the life Jinx has left behind. Even the walls are soaked in magic, and it's not long before Jinx begins to unlock his own rare powers. But Simon Magus is no ordinary wizard. He seems to need something from Jinx - something dark. And Jinx begins to wonder: can he trust Simon... at all?

Jinx has become the leader of the Urwald, and now the magical forest is under attack. Jinx's people expect him to lead them into battle, but the terrifying Bonemaster is stealing Jinx's magic and has captured his wizard master, Simon Magus. Jinx must make a dangerous journey into the icy depths beneath the Glass Mountains, to rescue Simon and defeat the Bonemaster. Only then will he be able to unite the Urwald and fight off the invaders. He is the forest's only hope. Fire and ice, good and evil, magic and knowledge: all collide in this action-packed conclusion to the acclaimed Jinx trilogy.

From the author of the acclaimed Jinx trilogy comes a spellbinding fantasy, perfect for fans of the *School for Good and Evil* series, about a young heroine fighting to save a world that would dare to tame her. Chantel would much rather focus on her magic than on curtsying, which is why she often finds herself in trouble at Miss Ellicott's School for Magical Maidens. But when Miss Ellicott mysteriously disappears along with all the other sorceresses in the city, Chantel's behavior becomes the least of her problems. Without any magic protecting the city, it is up to Chantel and her friends to save the Kingdom. On a dangerous mission, Chantel will discover a crossbow-wielding boy, a dragon, and a new, fiery magic that burns inside her—but can she find the sorceresses and transform Lightning Pass into the city it was meant to be?

After the death of his older brother, Daniel Anderson became engrossed in recording details about dead people, how they died, and whether their deaths mattered but he is eventually drawn back into interaction with the living.

It's frogs versus scorpions in this new series by professional football player Trevor Pryce. For years, the frogs of the Amphibilands have lived in safety—protected by an elite group of poisonous frogs named the Kulipari and by the dreamcasting spell of the turtle king that cloaks their lands in mystery. Now the spell is threatened by the Spider Queen, a talented spellcaster, and Lord Marmoo, leader of the scorpions. With the Kulipari off training in secret, the Amphibilands have never been so vulnerable. Enter Darel, a young frog who dreams of joining the Kulipari, despite his utter lack of poison and limited fighting skills. With the help of a motley crew of friends, Darel has the chance to become the warrior of his dreams. Cool animals,

thrilling action, and a bit of natural science—this novel, illustrated in full color by acclaimed comics artist Sanford Greene, is sure to be a major hit with boys. Praise for *An Army of Frogs* "This little frog should find fans among readers of the *Warriors* and *Redwall* sagas." —Kirkus Reviews "Pryce builds tension as the frogs figure out how to deploy their varied skills and reach the ancient turtle king who long ago placed a protective spell over their land. The violent but not overly graphic action is well matched by Greene's dynamic and plentiful full-color illustrations." —Booklist "In this fast-paced tale, Pryce finds just the right balance between brutality and bravery, friendship and betrayal, and loss and discovery. A must-have, winning adventure that is nearly impossible to put down." —School Library Journal "Greene's color full-page illustrations have the richly saturated look of Marvel comic books, and there's a superhero feel to the various fighting poses Darel and his pals take." —The Bulletin of the Center for Children's Books "This clever fantasy series featuring frogs versus scorpions, set in Australia, makes for pleasant reading." —Library Media Connection

A boy goes on the run in this fast-paced fantasy debut. Can a zero become a hero? Testing Day is supposed to be a day of celebration for Al Pilgrommor. Born into a wealthy family, he expects to follow in his successful father's footsteps. Of course, that all depends on the rank number Al receives at the testing. The higher the rank he has tattooed onto his neck, the better his life will be. To his surprise and horror, Al is revealed to be rank zero, the lowest of the low. He's now not only an outcast - he's also a danger to his entire family. So Al goes on the run, fleeing the brutal Cullers, men who hunt down zeroes . . . and put them to death. Cast out of his home, cut off from his friends, and armed with only a sword and his wits, Al is reduced to just surviving. As he meets other outcasts, however, he begins to suspect that he is a pawn in a larger game - and that he might have the power to tip the scales in a high-stakes struggle between man and dragon.

Does history have a ghost of a chance? Eddie, Adam, David. Three boys, three generations, one gift: the ability to travel through time. Through a portal of dreams, they can appear as ghosts, wherever and whenever they want. The first boy, Eddie, is the genius who has sworn to protect the past and carry on the dreamwalker's code. The second, Adam, is a haunter, a dream-terrorist, dead-set on changing history for his own nefarious ends. The third, David, is the neophyte who must fight for the future by keeping the other two apart! Can he surf the time warps, back and forth between 1940s London and today, to save the present from oblivion? A thrilling new middle grade fantasy from Texas Bluebonnet award winner Joel Ross, author of *The Fog Diver*. Packed with adventure and humor and filled with goblins, royals, and magic, this is a tale of unlikely heroes who embark on a daring quest. Boot boy Ji is tired of scrubbing soles and untangling shoelaces. He doesn't want to bow and scrape. All he wants is freedom—for himself and his friends. He decides to risk everything for a chance to accompany a young nobleman to the Diadem Rite, a magical ritual that chooses the heir to the Summer Crown. Ji doesn't care about crowns or ceremonies, but he vows that this trip will grant him and his friends new lives, far away from boots and bowing. What Ji doesn't know is that he and his friends have a dangerous part to play in the Diadem Rite. One that will change them forever.

The young wizard Jinx concludes his suspenseful and dryly humorous adventures in the magical forest of the Urwald with this third installment in the series that ALA Booklist says "deserves a permanent place in the children's fantasy pantheon, with *Narnia* and *Earthsea*" (*Jinx's Magic*, starred review). This action-packed conclusion is perfect for readers of fantasy adventure series such as *Septimus Heap*, the *Sisters Grimm*, and *Fablehaven*. The forest is under attack and its magic is fading. Can Jinx summon enough of his magic—the bright fire within him—to rescue Simon, defeat the Bonemaster, unite the Urwald, and fight off the invaders? He is the Urwald's only hope. . . .

It's not easy being Jinx. Jean Honeychurch hates her boring name (not Jean Marie, or

Jeanette, just . . . Jean). What's worse? Her all-too-appropriate nickname, Jinx. Misfortune seems to follow her everywhere she goes—even to New York City, where Jinx has moved to get away from the huge mess she caused in her small hometown. Her aunt and uncle welcome her to their Manhattan town house, but her beautiful cousin Tory isn't so thrilled. . . . In fact, Tory is hiding a dangerous secret—one that could put them all in danger. Soon Jinx realizes it isn't just bad luck she's been running from . . . and that the curse she has lived under since the day she was born may be the only thing that can save her life.

The thirteenth thrilling novel in the internationally bestselling Skulduggery Pleasant series, SEASONS OF WAR will test the Skeleton Detective and Valkyrie like never before...

A group of gifted middle-school students must band together to save their town, as well as a fantasy world, from monsters.

A suspenseful sci-fi escapade plucks two children out of the ocean for a thrilling adventure. Thirteen-year-old Aluna has lived her entire life under the ocean with the Coral Kampii in the City of Shifting Tides. But after centuries spent hidden from the Above World, her colony's survival is at risk. The Kampii's breathing necklaces are failing, but the elders are unwilling to venture above water to seek answers. Only headstrong Aluna and her friend Hoku are stubborn and bold enough to face the terrors of land to search for way to save their people. But can Aluna's fierce determination and fighting skills and Hoku's tech-savvy keep them safe? Set in a world where overcrowding has led humans to adapt - growing tails to live under the ocean or wings to live on mountains - here is a ride through a future where greed and cruelty have gone unchecked, but the loyalty of friends remains true.

For fans of The Chronicles of Narnia comes the first book in the Wildwood Chronicles, the New York Times bestselling fantasy adventure series by Colin Meloy, lead singer of the Decemberists, and Carson Ellis, acclaimed illustrator of The Mysterious Benedict Society. In Wildwood, Prue and her friend Curtis uncover a secret world in the midst of violent upheaval—a world full of warring creatures, peaceable mystics, and powerful figures with the darkest intentions. And what begins as a rescue mission becomes something much greater as the two friends find themselves entwined in a struggle for the very freedom of this wilderness. A wilderness the locals call Wildwood. Wildwood captivates readers with the wonder and thrill of a secret world within the landscape of a modern city. It feels at once firmly steeped in the classics of children's literature and completely fresh at the same time. The story is told from multiple points of view, and the book features more than eighty illustrations, including six full-color plates, making this an absolutely gorgeous object. Supports the Common Core State Standards

Hunting the skies is not for the faint-hearted. In a world where water is scarce and deadly jellyfish swim through the sky, overprotected Christien dreams of excitement, adventure, and even a bit of danger. When he meets the exotic and alluring Jenine and her family of cloud hunters, he becomes determined to fulfill his dreams and see what this nomadic tribe of people is all about. The cloud hunters are set apart from society with their darker, heavily tattooed skin and the distinctive scars on their faces. Christien has been fascinated by them for years, and when Jenine invites him on a hunting expedition, he is only too eager to join her on the sky ship. But this is no ordinary cloud hunting trip—Christien finds that he's been brought along to help rescue Jenine's father, who's being held prisoner on the Forbidden Isles. Will their elaborate rescue plan succeed? Will Christien take up the cloud hunters' offer to become one of them—scars and all? Or will Christien find that there is something even more important to him than adventure in the high skies? In a richly imaginative tale, perfect for both boys and girls as they launch themselves into the world of fiction as independent readers, Alex Shearer creates a Dahl-esque fantasy that roams through realms of magic, wonder, and adventure.

With a mysterious key, eleven-year-old Lin enters Sylvor, the secret home to all dead animals who ever loved a child, where she is reunited with her pet Rufus,

and together they try to find the Winter Prince to help save it from destruction. The humorous science writer offers a tour of the human digestive system, explaining why the stomach doesn't digest itself and whether constipation can kill you.

The ultimate guide to spotting and avoiding monsters with artwork from Jonny Duddle.

The Golden Compass meets the digital age! When a coding star enters an elite technology academy, she discovers a world of competition, intrigue, and family secrets—plus a robotic companion that isn't what it seems. Lacey Chu is a girl who codes. She has always dreamed of working as an engineer for MONCHA, the biggest tech firm in the world and the company behind the "baku"—a customizable "pet" with all the capabilities of a smartphone. But when Lacey is rejected by the elite academy that promises that future, she's crushed. One night, Lacey comes across the broken form of a highly advanced baku. After she repairs it, the cat-shaped baku she calls Jinx opens its eyes and somehow gets her into her dream school. But Jinx is different than any other baku she's ever seen...He seems real. As Lacey settles into life at school, competing with the best students in a battle of the bakus that tests her abilities, she learns that Jinx is part of a dangerous secret. Can Lacey hold on to Jinx and her dreams for the future? *Jinxed* is the perfect... middle grade book for girls who are passionate about coding summer reading chapter book for kids 9-12 science fiction book for kids 9-12 engineer academy book robot book for kids "With a sharp eye toward the rising awareness of device addiction and a keen sense of wonder, McCulloch's tale is a feast for the imagination that celebrates women in STEM fields."—Publisher's Weekly, **STARRED** review "I raced through this book...a little bit Golden Compass and all adventure."—Amie Kaufman, New York Times bestselling author

Jinx can do brilliant magic and he is becoming better than his wizard master, Simon. But someone or something is slowly killing the deep forest that Jinx loves, and destroying his people as well. It's up to Jinx to save them, but he is still struggling to understand his gifts, and his powers come from the very forest that is being destroyed. Before long, Jinx realizes that the terrifying Bonemaster, with his equally brilliant magic, is involved. When the Bonemaster captures Simon, Jinx sets off on an adventure through the forest to protect all he holds dear, and to try to hold on to his own precious magic.

A young boy named Jinx encounters magic and danger as he grows up in the deep, dark forest known as the Urwald and discovers that the world beyond—and within—the Urwald is more complex than he could ever imagine. 40,000 first printing.

Joel Ross debuts a thrilling adventure series in which living in the sky is the new reality and a few determined slum kids just might become heroes. This Texas Bluebonnet selection—a fantasy filled with daring and hope and a wonderfully imaginative world—is perfect for fans of Rick Riordan and Brandon Mull. Once the

Fog started rising, the earth was covered with a deadly white mist until nothing remained but the mountaintops. Now humanity clings to its highest peaks, called the Rooftop, where the wealthy Five Families rule over the lower slopes and floating junkyards. Thirteen-year-old Chess and his friends Hazel, Bea, and Swedish sail their rickety air raft over the deadly Fog, scavenging the ruins for anything they can sell to survive. But now survival isn't enough. They must risk everything to get to the miraculous city of Port Oro, the only place where their beloved Mrs. E can be cured of fogsickness. Yet the ruthless Lord Kodoc is hot on their trail, for Chess has a precious secret, one that Kodoc is desperate to use against him. Now Chess will face any danger to protect his friends, even if it means confronting what he fears the most.

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