

Brightly Woven Alexandra Bracken

X-Venture Xplorers #2 Star Wars: A New Hope The Princess, the Scoundrel, and the Farm Boy Beyond the Night Never Fade (Bonus Content) Passenger City of Spells Into the Crooked Place Enclave Passenger The Okay Witch Bright We Burn Doodleville The Last Life of Prince Alastor Pawcasso A Dangerous Collaboration Through the Dark: A Darkest Minds Collection Dev1at3 (Deviate) Cyclopedia Exotica Call Me Iggy Sparks Rise (The Darkest Minds, Book 2.5) In the Afterlight Lore Norrway Book 1: The Black Bull Of Norrway Toads and Diamonds Funny Girl Click'd Brightly Woven The Modern Faerie Tales Paranorthern Swap'd The Darkest Minds Wayfarer The Darkest Legacy Little Witches In Time The Mirror: Broken Wish Brightly Woven: The Graphic Novel The Dreadful Tale of Prosper Redding The Reapers Are the Angels The Rising Dark

X-Venture Xplorers #2

Into the Crooked Place begins a gritty two-book YA fantasy series from Alexandra Christo, the author of *To Kill a Kingdom*. The streets of Creije are for the deadly and the dreamers, and four crooks in particular know just how much magic they need up their sleeve to survive. Tavia, a busker ready to pack up her dark-magic wares and turn her back on Creije for good. She'll do anything to put her crimes behind

her. Wesley, the closest thing Creije has to a gangster. After growing up on streets hungry enough to swallow the weak whole, he won't stop until he has brought the entire realm to kneel before him. Karam, a warrior who spends her days watching over the city's worst criminals and her nights in the fighting rings, making a deadly name for herself. And Saxony, a resistance fighter hiding from the very people who destroyed her family, and willing to do whatever it takes to get her revenge. Everything in their lives is going to plan, until Tavia makes a crucial mistake: she delivers a vial of dark magic—a weapon she didn't know she had—to someone she cares about, sparking the greatest conflict in decades. Now these four magical outsiders must come together to save their home and the world, before it's too late. But with enemies at all sides, they can trust nobody. Least of all each other.

Star Wars: A New Hope The Princess, the Scoundrel, and the Farm Boy

A collection of humorous stories from over two dozen contemporary female writers, as well as autobiographical essays, comics, poems, and comic strips.

Beyond the Night

Book three in the hit series that's soon to be a major motion picture starring

Amandla Stenberg and Mandy Moore--now with a stunning new look and an exclusive bonus short story that delves into the mind of Clancy Gray. Ruby can't look back. Fractured by an unbearable loss, she and the kids who survived the government's attack on Los Angeles travel north to regroup. Only Ruby can keep their highly dangerous prisoner in check. But with Clancy Gray, there's no guarantee you're fully in control, and everything comes with a price. When the Children's League disbands, Ruby rises up as a leader and forms an unlikely allegiance with Liam's brother, Cole, who has a volatile secret of his own. There are still thousands of other Psi kids suffering in government "rehabilitation camps" all over the country. Freeing them--revealing the government's unspeakable abuses in the process--is the mission Ruby has claimed since her own escape from Thurmond, the worst camp in the country. But not everyone is supportive of the plan Ruby and Cole craft to free the camps. As tensions rise, competing ideals threaten the mission to uncover the cause of IANN, the disease that killed most of America's children and left Ruby and others with powers the government will kill to keep contained. With the fate of a generation in their hands, there is no room for error. One wrong move could be the spark that sets the world on fire.

Never Fade (Bonus Content)

After training to become a Huntress and being partnered with a mysterious Hunter named Fade, Deuce, who has only lived underground, is exiled topside with Fade,

where they must survive the gangs who live among the ruins of the city.

Passenger

'A RIVETING EMOTIONAL READ THAT KEPT ME ON THE EDGE!' -- Melissa Marr, author of the bestselling Wicked Lovely series, on The Darkest Minds Sam didn't think things could get worse at Thurmand rehabilitation camp. Then the Reds arrive. Everyone assumed the kids with firepower had been killed years ago. Instead they were taken away, brainwashed, and returned as terrifyingly effective guards. To her horror, Sam recognizes one of them: Lucas, the one spark of light in Sam's dark childhood. Lucas has a deadly secret - he beat the brutal training that turned his fellow Reds into mindless drones. When Sam defends herself against an attack by a vile PSF guard and faces a harrowing punishment, Lucas must risk everything to save her. Don't miss the thrilling novella that connects the second and third novels in the New York Times bestselling series The Darkest Minds. MORE PRAISE FOR THE DARKEST MINDS 'The story's quick-paced action leads to a heartbreaking cliffhanger that will have readers eager for the next book ' -- Publishers Weekly 'Haunting Bracken creates a gripping and terrifying dystopian world.' -- Kirkus Reviews 'HELL TO THE YES, I love this story and these characters so much!!' -- Goodreads 'THE DARKEST MINDS was, without a doubt, one of the best books I have read!' -- Goodreads

City of Spells

Prosper Redding is the only unexceptional member of his very successful family, that is, until he discovers a demon living inside him. Turns out, Prosper's great-great-great-great-great-something grandfather made, and then broke - a contract with a malefactor, a demon who exchanges fortune for eternal servitude. Now Alastor, the malefactor, has reawakened and is intent on destroying the Redding fortune, unless they can kill him in the body he inhabits, which, oh, wait, that's Prosper, and why is his grandmother coming at him with a silver blade? In danger from both the demon trying to take over his soul and the family that would rather protect their fortune than their own kin, Prosper narrowly escapes with the help of his long lost Uncle Barnabas and Barnabas's daughter, Nell, a witch in training. According to Barnabas and Nell, they have only days to break the family curse and find a way to banish Alastor back to the demon realm. Until then, Prosper has to deal with Alastor's vengeful mutterings inside his head (not to mention his nasty habit of snacking on spiders). And, every night, Alastor's control over his body grows stronger. . . As the deadline to the curse draws nearer, Prosper and Nell realize there's more at stake than just the Redding family fortune. . . that there might be something else out there, something worse than Alastor, that could destroy the balance between the human and demon realms and change the world as they know it forever.

Into the Crooked Place

Violin prodigy Etta Spencer had big plans for her future, but a tragic accident has put her once-bright career at risk. Closely tied to her musical skill, however, is a mysterious power she doesn't even know she has. When her two talents collide during a stressful performance, Etta is drawn back hundreds of years through time. Etta wakes, confused and terrified, in 1776, in the midst a fierce sea battle. Nicholas Carter, the handsome young prize master of a privateering ship, has been hired to retrieve Etta and deliver her unharmed to the Ironwoods, a powerful family in the Colonies—the very same one that orchestrated her jump back, and one Nicholas himself has mysteries ties to. But discovering she can time travel is nothing compared to the shock of discovering the true reason the Ironwoods have snared her in their web. Another traveler has stolen an object of untold value from them, and, if Etta can find it, they will return her to her own time. Out of options, Etta and Nicholas embark on a perilous journey across centuries and continents, piecing together clues left behind by the mysterious traveler. But as they draw closer to each other and the end of their search, the true nature of the object, and the dangerous game the Ironwoods are playing, comes to light—threatening to separate her not only from Nicholas, but her path home forever.

Enclave

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Book two in the hit series that's soon to be a major motion picture starring Amandla Stenberg and Mandy Moore--now with a stunning new paperback look and an exclusive bonus short story featuring Vida before she joined the League. Ruby never asked for the abilities that almost cost her her life. Now she must call upon them on a daily basis, leading dangerous missions to bring down a corrupt government and breaking into the minds of her enemies. Other kids in the Children's League call Ruby 'Leader', but she knows what she really is: a monster. When Ruby is entrusted with an explosive secret, she must embark on her most dangerous mission yet: leaving the Children's League behind. Crucial information about the disease that killed most of America's children and turned Ruby and the others who lived into feared and hated outcasts has survived every attempt to destroy it. But the truth is only saved in one place: a flashdrive in the hands of Liam Stewart, the boy Ruby once believed was her future and who now wouldn't recognize her. As Ruby sets out across a desperate, lawless country to find Liam and answers about the catastrophe that has ripped both her life and America apart she is torn between old friends and the promise she made to serve the League. Ruby will do anything to protect the people she loves. But what if winning the war means losing herself?

Passenger

Book one in the hit series that's soon to be a major motion picture starring

Amandla Stenberg and Mandy Moore--now with a stunning new look and an exclusive bonus short story featuring Liam and his brother, Cole. When Ruby woke up on her tenth birthday, something about her had changed. Something alarming enough to make her parents lock her in the garage and call the police. Something that got her sent to Thurmond, a brutal government "rehabilitation camp." She might have survived the mysterious disease that killed most of America's children, but she and the others emerged with something far worse: frightening abilities they cannot control. Now sixteen, Ruby is one of the dangerous ones. But when the truth about Ruby's abilities--the truth she's hidden from everyone, even the camp authorities--comes out, Ruby barely escapes Thurmond with her life. On the run, she joins a group of kids who escaped their own camp: Zu, a young girl haunted by her past; Chubs, a standoffish brainiac; and Liam, their fearless leader, who is falling hard for Ruby. But no matter how much she aches for him, Ruby can't risk getting close. Not after what happened to her parents. While they journey to find the one safe haven left for kids like them--East River--they must evade their determined pursuers, including an organization that will stop at nothing to use Ruby in their fight against the government. But as they get closer to grasping the things they've dreamed of, Ruby will be faced with a terrible choice, one that may mean giving up her only chance at a life worth living.

The Okay Witch

After her Click'd catastrophe, Allie Navarro is determined to redeem herself. So when the class gets an assignment to create a mobile game from recycled code, Allie pairs up with Courtney, her best friend from CodeGirls camp, to create the perfect app: Swap'd. Kids buy, sell, and trade stuff at school all the time. Candy. Clothes. Video games. Slime. Why not make a fiercely competitive, totally anonymous, beat-the-clock game out of it? Once Swap'd is in full-swing, Allie is certain that it's the answer to all her problems. She's making quick cash to help Courtney buy that really expensive plane ticket to come visit her. It's giving her an excuse to have an actual conversation with her super-secret crush. And it looks like she might finally beat her archenemy-turned-friend, Nathan. She's thought of everything. Or? has she? The second book in the Click'd series by New York Times best-selling author Tamara Ireland Stone weaves together middle school friendship, first crushes, and serious coding skills in another fun, fast-paced, and empowering novel that will have readers cheering Allie on from the first page to the last.

Bright We Burn

The tumultuous, edge-of-your-seat conclusion to the New York Times bestselling AND I DARKEN series--the epic saga that reads like HBO's Game of Thrones . . . if it were set in the Ottoman Empire. Who will live? Who will die? And who will rule triumphant? Haunted by the sacrifices he made in Constantinople, Radu is called

back to the new capital. Mehmed is building an empire, becoming the sultan his people need. But Mehmed has a secret: as emperor, he is more powerful than ever . . . and desperately lonely. Does this mean Radu can finally have more with Mehmed . . . and would he even want it? Lada's rule of absolute justice has created a Wallachia free of crime. But Lada won't rest until everyone knows that her country's borders are inviolable. Determined to send a message of defiance, she has the bodies of Mehmed's peace envoy delivered to him, leaving Radu and Mehmed with no choice. If Lada is allowed to continue, only death will prosper. They must go to war against the girl prince. But Mehmed knows that he loves her. He understands her. She must lose to him so he can keep her safe. Radu alone fears that they are underestimating his sister's indomitable will. Only by destroying everything that came before--including her relationships--can Lada truly build the country she wants. Claim the throne. Demand the crown. Rule the world. "Rich . . . A worthy end to a powerful saga." --Booklist "Exciting, complex, and faithful to the feelings that drive human beings in love and conflict. . . . Highly recommended." --SLJ "An intense, engrossing read." --Kirkus PRAISE FOR NOW I RISE: "Gorgeous, rich, and rewarding." --Booklist, Starred Review "Absolutely devastating in the best way." --Kirkus Reviews, Starred Review "A+, 5 knives." --Amie Kaufman, New York Times bestselling coauthor of the STARBOUND and ILLUMINAE FILES trilogies "Fierce, epic, and crazy fun." --Melissa Albert, New York Times bestselling author of The Hazel Wood PRAISE FOR AND I DARKEN: "A dark jewel of a story, one that gleams with fierce, cunning characters--absolutely riveting." --Alexandra Bracken,

#1 New York Times bestselling author of Passenger "A dark, gritty, and seriously badass epic that will have you dying for more . . . required reading for every feminist fantasy fan." --BuzzFeed "Evocative . . . this book takes no prisoners." --NPR

Doodleville

Sixteen-year-old Elva has a secret. She has visions and strange powers that she will do anything to hide. She knows the warnings about what happens to witches in their small village of Hanau. She's heard the terrible things people say about the Witch of the North Woods, and the malicious hunts that follow. But when Elva accidentally witnesses a devastating vision of the future, she decides she has to do everything she can to prevent it. Tapping into her powers for the first time, Elva discovers a magical mirror and its owner—none other than the Witch of the North Woods herself. As Elva learns more about her burgeoning magic, and the lines between hero and villain start to blur, she must find a way to right past wrongs before it's too late. *The Mirror: Broken Wish* marks the first book in an innovative four-book fairy-tale series written by Julie C. Dao, Dhonielle Clayton, Jennifer Cervantes, and L. L. McKinney, following one family over several generations, and the curse that plagues it.

The Last Life of Prince Alastor

Three exclusive stories from three amazing Darkest Minds characters: Liam, Vida and Clancy. Liam and Cole have the kind of bond only brothers share. But the League demands a lot from its members, and even the closest bonds can be broken. Vida has been on the run a long time. So when she and her sister find a place with a crew near Venice Beach, it feels like they might finally have a home. But Vida's powers are growing, and if she can't control them she'll put everything at risk. Clancy Gray's mind is a place nobody would dare enter. There are secrets hidden there, about his past, about his motives but in every mind, there's a doorway This is the perfect addition to the hit series that's soon to be a major motion picture starring Amandla Stenberg and Mandy Moore. Have you read every book? The Darkest Minds, Never Fade, In the Afterlight and Through the Dark are all available now.

Pawcasso

Holly Black's acclaimed Modern Faerie Tales series is now available in this special bind-up edition featuring all three books! Sixteen-year-old Kaye is a modern nomad. Fierce and independent, she travels from city to city with her mother's rock band until an ominous attack forces Kaye back to her childhood home. There,

amid the industrial, blue-collar New Jersey backdrop, Kaye soon finds herself as an unwilling pawn in an ancient power struggle between two rival faerie kingdoms—a struggle that could very well mean her death. This special bind-up edition includes *Tithe*, *Valiant*, and *Ironside*.

A Dangerous Collaboration

Through the Dark: A Darkest Minds Collection

In the wake of a climactic battle in the ruined city of Babel, two former best friends suddenly find themselves on opposite sides of the same quest in the second installment of the *LIFEL1K3* trilogy by the bestselling coauthor of *The Illuminae Files*.

Dev1at3 (Deviate)

Remy Lai, the award-winning creator of *Pie in the Sky* makes her middle-grade graphic novel debut, *Pawcasso*, about the unexpected friendship between the shyest girl in class and the coolest canine in town. "It's tail-wagging entertaining!" —Kelly Yang, *New York Times* bestselling author of *Front Desk Every Saturday*,

Pawcasso trots into town with a basket, a shopping list, and cash in paw to buy groceries for his family. One day, he passes eleven-year-old Jo, peering out the window of her house, bored and lonely. Astonished by the sight of an adorable basket-toting dog on his own, Jo follows Pawcasso, and when she's seen alongside him by a group of kids from her school, they mistake her for Pawcasso's owner. Excited to make new friends, Jo reluctantly hides the truth and agrees to let "her" dog model for an art class the kids attend. What could go wrong? But what starts as a Chihuahua-sized lie quickly grows Great Dane-sized when animal control receives complaints about a dog roaming the streets off-leash. With Pawcasso's freedom at stake, is Jo willing to spill the truth and risk her new friendships? "A beautifully drawn and delightful story bursting with art, books, and fun!" —Maria Scrivan, New York Times bestselling author of *Nat Enough* and *Forget Me Nat*

Cyclopedia Exotica

For fans of Svetlana Chmakova's *Awkward* and Raina Telgemeier's *Smile* comes an inventive new story from Cardboard Kingdom creator Chad Sell about a group of young artists who must work together when one of their own creations becomes a monster. Drew is just a regular artist. But there's nothing ordinary about her art. Her doodles are mischievous . . . and rarely do they stay in Doodleville, the world she's created in her sketchbook. Instead, Drew's doodles prefer to explore the world outside. But after an inspiring class trip to the Art Institute of Chicago--where

the doodles cause a bit too much trouble--Drew decides it's time to take her artistic talents to the next level. Enter the Leviathan--Levi, for short. He's bigger and better than anything Drew has ever created before. He's a monster, but a friendly one. That is, until Levi begins to wreak havoc on Drew's other doodles--and on the heroes her classmates have dreamt up. Levi won't be easily tamed, and it seems there is a link between the monster's bad behavior and Drew's feelings. With the help of her loyal art club friends, will she be able to save Doodleville--and Levi--before it's too late?

Call Me Iggy

Every family has secrets - but not every family has a secret pact with a demon. The thrilling second book in the darkly comic PROSPER REDDING series - with enough twists and turns to make every reader dizzy. Perfect for fans of Lemony Snicket, Jonathan Stroud and Skulduggery Pleasant. Prosper is the only unexceptional Redding in his remarkable family. So, when he discovers that an 800-year-old demon called Prince Alastor is responsible for their luck - and that this demon is currently living inside him - he's more than a little surprised. Worse luck, now Prosper needs a favour from him. Prosper's sister Prue has fallen into the clutches of evil queen Pyra, and only Alastor can help get her back. The fiendish prince agrees to be Prosper's guide through the demon realm under one condition - Prosper must enter into a contract of eternal servitude to him in the afterlife. With

Prue in mortal danger, Prosper has no choice but to agree. Can Prosper rescue his sister and ever make it out alive, and if he does, will his afterlife be damned for all eternity?

Sparks Rise (The Darkest Minds, Book 2.5)

I've been orphaned by my time. The timeline has changed. My future is gone. Etta Spencer didn't know she was a traveler until the day she emerged both miles and years from her home. Now, robbed of the powerful object that was her only hope of saving her mother, Etta finds herself stranded once more, cut off from Nicholas—the eighteenth century privateer she loves—and her natural time. When Etta inadvertently stumbles into the heart of the Thorns, the renegade travelers who stole the astrolabe from her, she vows to finish what she started and destroy the astrolabe once and for all. Instead, she's blindsided by a bombshell revelation from their leader, Henry Hemlock: he is her father. Suddenly questioning everything she's been fighting for, Etta must choose a path, one that could transform her future. Still devastated by Etta's disappearance, Nicholas has enlisted the unlikely help of Sophia Ironwood and a cheeky mercenary-for-hire to track both her and the missing astrolabe down. But as the tremors of change to the timeline grow stronger and the stakes for recovering the astrolabe mount, they discover an ancient power far more frightening than the rival travelers currently locked in a battle for control. . . a power that threatens to eradicate the timeline

altogether. From colonial Nassau to New York City, San Francisco to Roman Carthage, imperial Russia to the Vatican catacombs, New York Times #1 best-selling author Alexandra Bracken charts a gorgeously detailed, thrilling course through time in this stunning conclusion to the Passenger series.

In the Afterlight

IN TIME is an e-novella that has been written to provide a bridge between the releases of THE DARKEST MINDS and NEVER FADE Don't miss this exciting short story that connects THE DARKEST MINDS to its much-anticipated sequel, NEVER FADE! Gabe's life has been devastated in the wake of the economic crash. the only option left for someone like him to escape his tragic past is to leave his small town behind and to attempt to become a skiptracer. this already almost impossible task is made all the more difficult by his first score, a young girl who won't speak, but who changes his life in ways he could never imagine. Ages: 12+

Lore

Allie Navarro can't wait to show her best friends the app she built at CodeGirls summer camp. Click'd pairs users based on common interests and sends them on a fun (and occasionally rule-breaking) scavenger hunt to find each other. And it's a

hit. By the second day of school, everyone is talking about Click'd. Watching her app go viral is amazing. Leaderboards are filling up! Everyone's making new friends. And with all the data Allie is collecting, she has an even better shot at beating her archenemy, Nathan, at the upcoming youth coding competition. But when Allie discovers a glitch that threatens to expose everyone's secrets, she has to figure out how to make things right, even if that means sharing the computer lab with Nathan. Can Allie fix her app, stop it from doing any more damage, and win back the friends it hurt—all before she steps on stage to present Click'd to the judges? New York Times best-selling author Tamara Ireland Stone combines friendship, coding, and lots of popcorn in her fun and empowering middle-grade debut.

Norway Book 1: The Black Bull Of Norway

Toads and Diamonds

From the hit series that's soon to be a major motion picture starring Amandla Stenberg and Mandy Moore—now with a stunning new look and an exclusive sneak peek at *The Darkest Legacy*, the new novel in the *Darkest Minds* series! Don't miss this breathtaking collection of stories set in the world of the best-selling *Darkest*

Minds trilogy, now in paperback: **IN TIME** A desperate young man is forced to make a terrible choice between his own survival and the future of a little girl who won't speak, but who changes his life in ways he could never imagine. **SPARKS RISE** A spark of light brightens a brutal world when a girl named Sam encounters her childhood best friend at the government-run "rehabilitation" camp, Thurmond. Lucas and Sam form a risky escape plan, but sometimes even love isn't powerful enough to overcome unspeakable cruelty. **BEYOND THE NIGHT** The camps are closed. A tyrant president has been deposed. But for many Psi kids living rough, there is no home to return to, no place for them in a country devastated by the past and anxious about the future. Every day is a struggle for Sam, who knew all the rules at Thurmond and has been thrown into a terrifying and uncertain new life. But there's more at stake than Sam's own survival. She once made a promise to someone she loves, and the time has come to fulfill it. From New York Times best-selling author Alexandra Bracken comes a collection of three hauntingly beautiful novellas set in the world of the Darkest Minds series. In the most harrowing of times, it takes a ferocious strength not only to survive, but to stand up for those who cannot fight their own battles. The characters in these stories--some new, some familiar--face impossible missions, and the hardest of all may be protecting the last flicker of hope in a seemingly endless night.

Funny Girl

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The long-awaited new novel in the New York Times best-selling Darkest Minds series, now a major motion picture. Five years after the destruction of the so-called rehabilitation camps that imprisoned her and countless other Psi kids, seventeen-year-old Suzume "Zu" Kimura has assumed the role of spokesperson for the interim government, fighting for the rights of Psi kids against a growing tide of misinformation and prejudice. But when she is accused of committing a horrifying act, she is forced to go on the run once more in order to stay alive. Determined to clear her name, Zu finds herself in an uncomfortable alliance with Roman and Priyanka, two mysterious Psi who could either help her prove her innocence or betray her before she gets the chance. But as they travel in search of safety and answers, and Zu grows closer to the people she knows she shouldn't trust, they uncover even darker things roiling beneath the veneer of the country's recovery. With her future—and the future of all Psi—on the line, Zu must use her powerful voice to fight back against forces that seek to drive the Psi into the shadows and save the friends who were once her protectors. From #1 New York Times best-selling author Alexandra Bracken comes a harrowing story of resilience, resistance, and reckoning that will thrill loyal fans and new readers alike.

Click'd

Sixteen-year-old Sydelle Mirabel, an unusually talented weaver, must master her mysterious power and join a young wizard in stopping an imminent war in her land.

Brightly Woven

'Riveting. Romantic characters and an immense world with no end in sight' - Victoria Aveyard
New York City, present day
In one night, Etta Spencer is wrenched from everything she knows and loves. Thrown into an unfamiliar world, she can be certain of only one thing: she has travelled not just miles, but years from home.
The Atlantic, 1776
Captain Nicholas Carter is tasked with delivering Etta to the dangerous Ironwood family. They are searching for something - a stolen object they believe only she can reclaim. But Nicholas is drawn to his mysterious passenger, and the closer he gets to her, the further he is from freedom.
The Edges of the World Together, Etta and Nicholas embark on a perilous journey across centuries and continents, piecing together clues left behind by a desperate thief. But as Etta plays deeper into the Ironwoods' game, treacherous forces threaten to separate her not only from Nicholas, but from her path home - for ever.

The Modern Faerie Tales

#1 New York Times best-selling author Alexandra Bracken reimagines and expands her magical debut novel as an exciting new graphic novel.

Paranorthern

A School Library Journal Best Graphic Novel of 2019 A YALSA 2020 Quick Pick for Reluctant Young Adult Readers A YALSA 2020 Great Graphic Novel for Teens Sabrina the Teenage Witch meets Roller Girl in this hilarious, one-of-a-kind graphic novel about a half-witch who has just discovered the truth about herself, her family, and her town and is doing her best to survive middle school now that she knows everything! Magic is harder than it looks. Thirteen-year-old Moth Hush loves all things witchy. But she's about to discover that witches aren't just the stuff of movies, books, and spooky stories. When some eighth-grade bullies try to ruin her Halloween, something really strange happens. It turns out that Founder's Bluff, Massachusetts, has a centuries-old history of witch drama. And, surprise: Moth's family is at the center of it all! When Moth's new powers show up, things get totally out-of-control. She meets a talking cat, falls into an enchanted diary, and unlocks a hidden witch world. Secrets surface from generations past as Moth unravels the complicated legacy at the heart of her town, her family, and herself. In this spellbinding graphic novel debut, Emma Steinkellner spins a story packed with humor and heart about the weird and wonderful adventures of a witch-in-progress.

Swap'd

From the #1 New York Times best-selling author of *The Darkest Minds* comes a sweepingly ambitious, high-octane tale of power, destiny, love, and redemption. Every seven years, the Agon begins. As punishment for a past rebellion, nine Greek

gods are forced to walk the earth as mortals. They are hunted by the descendants of ancient bloodlines, all eager to kill a god and seize their divine power and immortality. Long ago, Lore Perseus fled that brutal world, turning her back on the hunt's promises of eternal glory after her family was murdered by a rival line. For years she's pushed away any thought of revenge against the man—now a god—responsible for their deaths. Yet as the next hunt dawns over New York City, two participants seek her out: Castor, a childhood friend Lore believed to be dead, and Athena, one of the last of the original gods, now gravely wounded. The goddess offers an alliance against their mutual enemy and a way to leave the Agon behind forever. But Lore's decision to rejoin the hunt, binding her fate to Athena's, will come at a deadly cost—and it may not be enough to stop the rise of a new god with the power to bring humanity to its knees.

The Darkest Minds

City of Spells, the follow-up to Alexandra Christo's gritty YA fantasy, *Into the Crooked Place*, finds the world on the brink of war and four unlikely allies facing sacrifices they had never imagined. After the loss of Wesley and the horrifying reveal that Zekia is helping the Kingpin of her own free will, Tavia, Saxony, and Karam flee to Saxony's home to rebuild their rebellion. Meanwhile, trapped in the Kingpin's darkness, Wesley must fight against the deadly magic that invades his mind and find a way back to his friends before it's too late. As the Kingpin's dark

magic spreads and his army conquers Creije, these four unlikely friends have to decide just how far they'll go—and how much they are willing to sacrifice—to win. Praise for *Into the Crooked Place*: "With its gangland details, creative magical caste system and surprisingly brutal characters, *Into the Crooked Place* is very much its own thing. And that thing will likely be a story you can't put down." —Culturess

Wayfarer

A charming and magical graphic novel based on Louisa May Alcott's *Little Women*. Jo, Beth, Amy, and Meg March are four sisters living in Concord with their parents—Father, who's tending to soldiers fighting in the Civil War, and Marmee, who teaches the girls simple but effective witchcraft. The Marches have to keep their craft quiet, as there are many in Concord who see magic in a bad light—especially after things have begun disappearing. When Mr. Laurence, a witchfinder, moves in next door to investigate the missing objects, the girls fear for their livelihood. But he turns out to be a kind old man, and his grandson, Laurie, quickly befriends the Marches. As the cold winter blusters on, the girls continue their education, even as missing objects soon turn into missing people. Things take a turn for the worse when Jo and Laurie try investigating on their own, and a dangerous storm takes hold of Concord. There's powerful magic at play here—stronger than anything the Marches, or even Laurie, has ever seen before. Can they hope to defeat it? Or has the magic already become too strong for them

to fight against?

The Darkest Legacy

Zombies have infested a fallen America. A young girl named Temple is on the run. Haunted by her past and pursued by a killer, Temple is surrounded by death and danger, hoping to be set free. For twenty-five years, civilization has survived in meager enclaves, guarded against a plague of the dead. Temple wanders this blighted landscape, keeping to herself and keeping her demons inside her heart. She can't remember a time before the zombies, but she does remember an old man who took her in and the younger brother she cared for until the tragedy that set her on a personal journey toward redemption. Moving back and forth between the insulated remnants of society and the brutal frontier beyond, Temple must decide where ultimately to make a home and find the salvation she seeks. "Alden Bell provides an astonishing twist on the southern gothic: like Flannery O'Connor with zombies." —Michael Gruber, New York Times bestselling author of *The Book of Air and Shadows*

Little Witches

This story begins as so many do: A long, long time ago in a place far beyond the

glittering stars you see in your night sky. This is the story of three people who cross paths with destiny--who are in the wrong place at the right time. Together, these three will prove there's more to them than meets the eye and they might just be the galaxy's only hope for the future.

In Time

The Mirror: Broken Wish

A bride mysteriously disappears on her wedding day in the newest Veronica Speedwell adventure by the New York Times bestselling author of the Lady Julia Grey series. Lured by the promise of a rare and elusive butterfly, the intrepid Veronica Speedwell is persuaded by Lord Templeton-Vane, the brother of her colleague Stoker, to pose as his fiancée at a house party on a Cornish isle owned by his oldest friend, Malcolm Romilly. But Veronica soon learns that one question hangs over the party: What happened to Rosamund? Three years ago, Malcolm Romilly's bride vanished on their wedding day, and no trace of her has ever been found. Now those who were closest to her have gathered, each a possible suspect in her disappearance. From the poison garden kept by Malcolm's sister to the high towers of the family castle, the island's atmosphere is full of shadows, and danger

lurks around every corner. Determined to discover Rosamund's fate, Veronica and Stoker match wits with a murderer who has already struck once and will not hesitate to kill again....

Brightly Woven: The Graphic Novel

"In this middle-grade graphic novel, a witch named Abby and her three friends--a wolf-girl, a ghost, and a pumpkinhead--band together to try and save their supernatural town from an invasion of rabid (but adorable) chaos bunnies"--

The Dreadful Tale of Prosper Redding

The government-run 'rehabilitation camps' have been shut down, but kids with Psi powers are anything but free. Sam would rather be on her own than put in the care of a foster family and given the 'cure' - a dangerous procedure that unclaimed kids across the country are being forced to undergo. But there's more at stake than just her own safety. Sam once made someone a promise and the time has come to fulfill it. Now that she's out of her camp, Mia only has one thought in her head: finding Lucas, her beloved older brother.

The Reapers Are the Angels

Sibylla has always craved adventure, but she never guessed it would finally arrive in the form of a giant, magical bull. Is he a man, or a monster? And who knew a prophecy could be so literal? With this first book in a new series co-created by sibling writer/artist team CAT SEATON and KIT SEATON, the adventure of a lifetime begins.

The Rising Dark

Diribani has come to the village well to get water for her family's scant meal of curry and rice. She never expected to meet a goddess there. Yet she is granted a remarkable gift: Flowers and precious jewels drop from her lips whenever she speaks. It seems only right to Tana that the goddess judged her kind, lovely stepsister worthy of such riches. And when she encounters the goddess, she is not surprised to find herself speaking snakes and toads as a reward. Blessings and curses are never so clear as they might seem, however. Diribani's newfound wealth brings her a prince—and an attempt on her life. Tana is chased out of the village because the province's governor fears snakes, yet thousands are dying of a plague spread by rats. As the sisters' fates hang in the balance, each struggles to understand her gift. Will it bring her wisdom, good fortune, love . . . or death? Toads and Diamonds is a 2011 Bank Street - Best Children's Book of the Year.

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