

The Vengekeep Prophecies Brian Farrey

Fast-paced, funny, and full of surprises, *The Grimjinx Rebellion* brings Brian Farrey's epic and critically acclaimed *Vengekeep Prophecies* trilogy to an unforgettable close. Jaxter Grimjinx and his family haven't had much time for thieving. Through no fault of their own, they've been too busy saving the day. But the danger in the Five Provinces is only just beginning. The Palatinate Mages are almost ready to unveil their master plan, and legendary monsters will soon roam the land once more. Then Jaxter's sister, Aubrin, is kidnapped by the Mages. It seems she has a power greater than her family ever realized, and she may be the key to the impending battle for the Five Provinces. Jaxter will do anything to get his little sister back—even if it means pulling off the greatest heist of his life and starting a full-scale rebellion. A "rich fantasy" (*Publishers Weekly*, starred review) with a family of thieves who "couldn't be more likable" (*Kirkus Reviews*), the *Vengekeep Prophecies* trilogy takes everything you thought you knew about prophecies and spins it into pure magic.

When are you too far in to get out? Eighteen-year-old Evan and his best friend, Davis, get beaten up for being loners. For being gay. For just being themselves. But as rough as things often seem, at least Evan can take comfort in his sweet, sexy boyfriend Erik —whom he's kept secret from everyone for almost a year. Then Evan and Davis are recruited to join the Chasers, a fringe crowd that promises them protection and status. Davis is swept up in the excitement, but Evan is caught between his loyalty to Davis and his love for Erik. Evan has lied to keep his two worlds separate. Now his lies are about to implode...and destroy the very relationships he's been trying to protect.

The Vengekeep Prophecies HarperCollins

Ten-year-old Comfort Snowberger has attended 247 funerals. But that's not surprising, considering that her family runs the town funeral home. And even though Great-uncle Edisto keeled over with a heart attack and Great-great-aunt Florentine dropped dead--just like that--six months later, Comfort knows how to deal with loss, or so she thinks. She's more concerned with avoiding her crazy cousin Peach and trying to figure out why her best friend, Declaration, suddenly won't talk to her. Life is full of surprises. And the biggest one of all is learning what it takes to handle them. Deborah Wiles has created a unique, funny, and utterly real cast of characters in this heartfelt, and quintessentially Southern coming-of-age novel. Comfort will charm young readers with her wit, her warmth, and her struggles as she learns about life, loss, and ultimately, triumph.

Hoping to find his lost brother, Rownie escapes the home of the witch Graba and joins a troupe of goblins who perform in Zombay, a city where humans are forbidden to wear masks and act in plays. A National Book Award finalist.

Dear possible reader of this book, What's faster than a speeding bullet and more powerful than a pound of Gorgonzola cheese? It's Stinky Dog, the hero of my new book. By a stroke of fate (or is it destiny?) the lovable (not to mention cute) Howie Monroe is transformed into Stinky Dog, protector of the innocent. (Don't worry, he's still lovable.) (Not to mention cute.) The secret of Stinky Dog's power is Super Stench—an odor so strong it can bend steel! (Am I good or what?) Joined by a smart-mouthed sidekick, a sparrow named Little D, Stinky Dog tries to save Center City from villainous, low-life, miserable, rotten, wicked, kindergarten-scissors-stealing gangs who roam the streets, knocking down little old ladies and running off with their handbags! Your friend, Howie

With more twists and turns than a palace vault and one unforgettable family of thieves, this second book in Brian Farrey's epic and critically acclaimed *Vengekeep Prophecies* trilogy will leave you breathless. Trouble is brewing in the Five Provinces. Mysterious magical artifacts have gone missing from the royal vaults. Master thieves from a secret society known as the Shadowhands are disappearing. And without explanation, the High Laird has begun

imprisoning the peaceful Sarosans. Jaxter Grimjinx suspects all these things are connected, but after the tapestry fiasco that nearly destroyed Vengekeep, he knows better than to get involved. Then he and his parents receive a summons from the Shadowhands—a summons that they would be foolish to ignore—and Jaxter is thrust into the heart of the conspiracy. With the help of a few new friends and an old friend he would rather forget, Jaxter will have to delve deep into some long-buried and dangerous secrets. A "rich fantasy" (Publishers Weekly, starred review) with a family of thieves that "couldn't be more likable" (Kirkus Reviews), the Vengekeep Prophecies trilogy takes everything you thought you knew about prophecies and spins it into pure magic. Don't miss the thrilling conclusion to the series, *The Grimjinx Rebellion*.

Everyone is different, so in a sense we're all similar. At least that is what Melinda and Felix Hutton thought until changes started to unravel their world. When they are told that their ancestry is not human but Athenite and that Athenites share human characteristics, but can transform into animals, their world is forever changed. To ten-year-old Melinda it's literally a dream come true. Melinda wants to explore her talents and transform into everything, but she often lacks the concentration to do so effectively and might end up as a creature with a rat's tail on a feathered body with her own freckled face on its head. But twelve-year-old Felix doesn't greet this new reality as something to celebrate. Being related to creatures of myths and fables is not Felix's idea of normal. Their parents, Elaine and Jake explain the nature of their secret heritage. To avoid discrimination and persecution, Athenites began cloaking themselves in secrecy centuries ago when humans began inventing stories to explain the unexplainable things that they saw. Myths about men with bull's heads, Nordic princesses who would become swans, and Celtic seals who would shed their skin to become human women are all stories designed to camouflage the Athenite existence. But it wasn't always that way and if Elaine and Jake can prove that Athenites once co-existed with humans and lived as a valuable members of society then Athenites might again live openly. Professor Stumpworthy (also secretly Athenite) wants to prevent any project that jeopardizes the secrecy of Athenite existence. He has built his personal fortune using his transformation abilities. Charismatic and brilliantly evil, Stumpworthy eliminates any Athenite he deems a threat to his way of life. But it is Aesop's secret that will unravel Stumpworthy's plans. Melinda's rabbit, Aesop, was once a man named Joe Whiltshire and a close Athenite friend of Stumpworthy. Whiltshire discovered artifacts that would help identify Athenites as valuable members of society and planned to share his discovery with the world. To prevent the publication of this discovery, Stumpworthy used a virus to render Whiltshire helpless. Involuntarily transformed into an animal that could combat the virus, Whiltshire was permanently transformed into a rabbit. With the antidote known only to Stumpworthy, it seems that Whiltshire would remain Aesop for the rest of his life. But antidotes don't always come in test tubes, as Aesop discovers. His return to the form of Joe Whiltshire surprises his old friend. Stumpworthy is a master of deception and manipulation. Now seen as threatening, the Huttons are destined for the same fate as Whiltshire. But Athenites are not easy victims. Exploiting their transformation ability and immunity to the virus, Melinda, Felix and Joe lead the rescue of the others by using Stumpworthy's own methods against him.

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. The book covers all the core aspects of child and adolescent mental health, starting with the background to emotional and behavioural problems and looking at models and tools for assessment and treatment before examining specific problems encountered in children, young people, and their families from different cultural backgrounds. Key features clear theoretical framework for each topic integrated disciplinary approach case studies information about other resources available to professionals and families, including new government initiatives New for the second edition updated and revised with the latest references and theories sections on the influence of genetics on behaviour, working with children with learning difficulties, evidence-based paediatric and psychological developments multiple choice questions for revision and testing new quick-reference format This is an essential text for all professionals working with children, young people, and their families, including student and practitioner psychiatrists, clinical psychologists, mental health nurses, and social care specialists.

Best friends Paxton and Alice explore the forest one last time before Alice moves away, but they stumble into danger when they discover a Sasquatch's cave. Forget what you know about prophecies—this epic middle-grade fantasy about a clumsy boy born into a family of thieves is fresh, fun, and anything but predictable! The first in an unforgettable trilogy, this Kirkus Reviews Best Children's Book of the Year takes everything you thought you knew about fantasy and spins it into pure magic. Jaxter Grimjinx is a born thief. At least, he's supposed to be. For generations, the Grimjinx clan has produced the swiftest, cleverest thieves in Vengekeep. The problem is, Jaxter is clumsy. So clumsy that in his first solo heist, he sets the Castellan's house on fire and lands his family in prison. Even Jaxter's talent for breaking magical locks can't get them out of this bind. Then a suspiciously convenient prophecy emerges, naming the Grimjinx clan as the soon-to-be heroes of Vengekeep. It's good enough to get his family out of jail, but when the doomsday prophecy starts to come true, Jaxter is pretty sure a life behind bars would be a better fate. Now, with the help of his new friend, Callie, Jaxter will have to face down flaming monsters, a bazaar of thieves, and a renegade sorcerer to become the hero he was truly born to be. Full of twists and turns, friendship and adventure, *The Vengekeep Prophecies* is a "rich fantasy that hits the ground running and never lets up" (Publishers Weekly, starred review).

In this futuristic high-stakes adventure, humanity clings to cities on the highest mountain peaks above the deadly Fog, and airships transport the pirates of the

skies. Daring 13-year-old tetherboy Chess and his salvage crew must face the dark plans of Lord Kodoc and work to save their beloved Mrs. E.

Rabbit saves the day in a most ingeneous way. When Mouse lets his best friend, Rabbit, play with his brand-new airplane, trouble isn't far behind. From Caldecott Honor award winner Eric Rohmann comes a brand-new picture book about friends and toys and trouble, illustrated in robust, expressive prints. My Friend Rabbit is the winner of the 2003 Caldecott Medal.

"A must for Daisy fans everywhere," declares School Library Journal in a starred review. With the same emotional intensity that he brought to his New York Times bestselling, New York Times Best Illustrated, and Caldecott Medal-winning picture book A Ball for Daisy, Raschka has created a story that explores fear as only he can. Any child who has ever felt lost will relate to Daisy's despair upon finding herself in an unfamiliar part of the park after chasing a squirrel. In a nearly wordless picture book, Daisy encounters the unease of being lost and the joys of being found. Raschka's signature swirling, impressionistic illustrations and his affectionate story will particularly appeal to young dog lovers, teachers, parents and, of course, the legions of Daisy fans out there.

Kids will go puzzle crazy, emoji style with this jam-packed book featuring over 80 creative and educational puzzles. Die-hard puzzle fanatics and emoji lovers alike will enjoy tackling these brainteasers and using the emoji stickers to decorate their stuff and solve the puzzles. Get in on the emoji madness!

Twelve year-old Jackson Farley is a digital genius. On a robotics scholarship at a high-tech American university, hes having the time of his life - but then an explosion at the nuclear reactor on campus changes everything. Jackson and his fellow gamers are highly suspicious - the attack bears the hallmark of maniacal dot.com billionaire Devlin Lear and his rogue robots. And it appears to be part of a terrifying multimillion-dollar master plan. But Jackson cant believe Lear is behind the sinister dealings. Devlin Lear is dead. Isnt he?

Most folks have never seen an angel.I know, because I've asked them.I asked Miss Martha at the post office."Maybe someday, Delia, God willing."God does a lot of willing in Tucker's Ferry, West Virginia.Delia's summer is getting off to a terrible start. First, an inspector shows up at the house and threatens to condemn it. Then lightning strikes, literally, and Mama ends up in the hospital. To make matters even worse, with no other family to speak of, Delia is forced to move in with her nemesis, Tommy "as-dense-as-a-stump" Parker. Not one to sit around doing nothing, Delia huddles with her best friend, Mae, and reluctantly recruits Tommy, to help. The three of them resolve to tackle the long list of repairs, one by one. But Delia quickly discovers that it takes more than energy and willingness to handle some problems. When things go from bad to worse, Delia has to take another tack, one that starts with admitting she just can't do what needs to be done without a lot more help. The Summer of Hammers and Angels is the story of an amazing summer in a girl's life, a summer of surprises and challenges, of shocks and recovery, of discoveries and friendship, and of loneliness and

community.

The story of the actor who portrayed Mark Cohen in "Rent" covers such topics as his Broadway successes, his grief at the death of the production's creator, and his struggles with his mother's life-threatening illness.

For fans of the Chronicles of Narnia comes 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. This collection brings together all three novels, each replete with illustrations, including a number of gorgeous, full-color plates. 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. Under Wildwood: Ever since Prue returned home from the Impassable Wilderness after rescuing her brother from the malevolent Dowager Governess, life has been pretty dull. Her mind is constantly returning to the verdant groves and sky-tall trees of Wildwood. But all is not well in that world. Prue and her friend Curtis are thrown together again. To save themselves and the lives of their friends, they must go under Wildwood. Wildwood Imperium: The fate of Wildwood hangs in the balance, as Prue and Curtis draw closer to their goal of bringing together a pair of exiled toy makers in order to reanimate a mechanical boy prince. . . .

Luck Uglier was a name whispered around the docks and darkest taverns, places where men played fast and loose with the law...

During the Christmas season, if you find yourself unsatisfied with gifts and honey ham and family, this book is for you. I believe what you truly desire is to worship. This little book is aimed at helping you do that through the tradition of Advent.

The word "advent" simply means the "coming" or "arrival," and as used by Christians it refers to the coming of Christ. It is a way for us, on the one hand, to celebrate the fact that Christ came into the world for us, and on the other hand, to place our hope in his second coming.

"Funny, exciting, and ultimately epic. Wow. I can't wait for the next one." —Adam Gidwitz, author of the New York Times bestseller A Tale Dark and Grimm "Set in a magical world filled with incredible creatures from folklore, this fast-paced fantasy will keep readers turning the pages . . . A captivating series opener."

—Booklist, starred review Magic is fading from the Wild Wood. To renew it, goblins must perform an ancient ritual involving the rarest of their kind—a newborn changeling. But when the night arrives to trade a human baby for a goblin one, something goes terribly wrong. After laying the changeling in a human infant's crib, the goblin Kull is briefly distracted. By the time he turns back, the changeling has already perfectly mimicked the human child. Too perfectly: Kull cannot tell them apart, so he leaves both babies behind. Tinn and Cole are raised as human

twins, neither knowing what secrets may be buried deep inside one of them. When they are thirteen years old, a mysterious message arrives, calling the brothers to be heroes and protectors of magic. The boys must leave their sleepy town and risk their lives in the Wild Wood, journeying through the Deep Dark to reach the goblin horde and uncover who they truly are. In this first book in a new fantasy-adventure series, the New York Times bestselling author of Jackaby takes readers on a journey of monsters, magic, and discovery.

Theodosia Throckmorton has her hands full at the Museum of Legends and Antiquities in London. Her father may be head curator, but it is Theo—and only Theo—who is able to see all the black magic and ancient curses that still cling to the artifacts in the museum. Sneaking behind her father's back, Theo uses old, nearly forgotten Egyptian magic to remove the curses and protect her father and the rest of the museum employees from the ancient, sinister forces that lurk in the museum's dark hallways.

George and Harold have to figure out how to fix history in the tenth book in this #1 New York Times bestselling series by Dav Pilkey, the author and illustrator of Dog Man! George and Harold have been turned into evil zombie nerds doomed to roam a devastated, postapocalyptic planet for all eternity! Unfortunately, the boys can't count on Captain Underpants for help because Tippy Tinkletrousers and his time-traveling hijinks prevented George and Harold from creating him in the first place! With Tippy having changed the course of human history forever, George and Harold will have to figure out a way to change it back!

Evil Yakusa gangsters, lethal martial arts, and awesome fighting robots - Jackson Farley is back in the latest techno blockbuster in the hugely popular Dot Robot techno-thriller series. Set against the glittering neon backdrop of Tokyo and in the dark and eerie forests of the Sea of Trees, digital genius Jackson and robotics expert Brooke English are hot on the trail of their missing friends, Japan's most famous professional gamers, the Kojima Twins. The twins have joined hundreds of kidnapped gamers as part of a secret Gold Farming ring, forced to play for virtual items such as spells and weapons, sold for huge profits. Jackson and Brooke must find their friends and fast. But when the world they've been kidnapped into isn't real, where do they even begin?

In this action-packed conclusion to the Time Castaways series from Liesl Shurtliff, New York Times bestselling author of Rump, it's up to the Hudson kids to defeat Captain Vincent once and for all. With magic, mystery, and adventure, this series is perfect for fans of Escape from Mr. Lemoncello's Library and Percy Jackson. With the power of the Aeternum, Captain Vincent can rewrite history to create his perfect future. And thanks to Alfred Nobel, the notorious inventor of dynamite, Captain Vincent will soon be able to erase people from time altogether—including those pesky Hudson kids. Mass chaos unfolds as time periods begin crashing into one another. Central Park becomes a playground for dinosaurs. The Metropolitan Museum of Art is overrun by the very historical figures it features. And the Hudsons begin to disappear, one by one, and Matt

finds himself increasingly alone. But hope comes from an unexpected source: a Vermillion rebel and Hudson ally has been keeping her own timeline a secret. A race to the Forbidden City reveals that Captain Vincent broke the lock on the three pillars of the universe—matter, space, and time—that created order in the world. Only the Hudson kids are able to mend what he broke...and the key is in Matt's birthplace, Ciudad Perdida, the Lost City of Colombia, where the Hudsons and Captain Vincent face off in the ultimate showdown—a battle for time itself. Alex Knight struggles to find a place between superheroes and supervillains in this explosive sequel to *The Cloak Society*, which *School Library Journal* says has "the same wide appeal as Rick Riordan's *Percy Jackson* books." *The Cloak Society* has just pulled off the greatest takedown in Sterling City's history—but twelve-year-old Alex Knight has turned his back on the supervillains who raised him, and is fighting for the other side. Working with the superheroes is easier said than done, though . . . especially when your new teammates aren't sure your days as a villain are over. Praised by *Publishers Weekly* for its "rapid-fire, comic book–style action," the *Cloak Society* trilogy delivers high-stakes battles, extraordinary superpowers, and an original twist on the superhero stories readers know and love. Fans of the *39 Clues* and the *Alex Rider Adventures* will be hooked!

Tick . . . tick . . . tick . . . Time is running out in the empire of Rheinveld. The sudden appearance of a strange and frightening statue foretells darkness. The Hierophants—magic users of the highest order—have fled the land. And the shadowy beasts of the nearby Hinterlands are gathering near the borders, preparing for an attack. Young Prince Alphonsus is sent by his mother, the Empress Sabine, to reassure the people while she works to quell the threat of war. But Alphonsus has other problems on his mind, including a great secret: He has a clock in his chest where his heart should be—and it's begun to run backwards, counting down to his unknown fate. Searching for answers about the clock, Alphonsus meets Esme, a Hierophant girl who has returned to the empire in search of a sorceress known as the *Nachtfrau*. When riddles from their shared past threaten the future of the empire, Alphonsus and Esme must learn to trust each other and work together to save it—or see the destruction of everything they both love.

Liesl Shurtliff, *New York Times* bestselling author of *Rump: The True Story of Rumpelstiltskin*, continues the action-packed *Time Castaways* trilogy with book two, in which the Hudsons sail across time and history as they embark on a daring rescue mission. With magic, mystery, and adventure, this is perfect for fans of *Escape from Mr. Lemoncello's Library* and *Percy Jackson*. Mateo, Ruby, and Corey Hudson have lost their friend Jia to the villainous Captain Vincent's clutches, and now they're determined to bring her back to safety. But the Hudson kids don't have a way to time-travel without the *Obsidian Compass*, until Mateo figures out the secret component to get his own homemade compass working. Soon the whole family—plus their wacky neighbor, Chuck, and his rusty

orange bus, Blossom—are swept up in another epic journey. With their own time-traveling vehicle and some help from history's most famous young marksman, Annie Oakley, the Hudsons think they're prepared to sneak onto the Vermillion. Unbeknownst to them, Captain Vincent already knows they're coming. In fact, he's counting on it...

"A wondrous mystery." --Kirkus, starred review "Suspenseful and spooky...with an edgy battle between good and evil." --School Library Journal, starred review If the deepest secret has been spoken, can the deadliest curse be broken? Sent into the forest to gather firewood for the medieval abbey where he's an apprentice, Will hears a cry for help, and comes upon a creature no bigger than a cat. Trapped and wounded, it's a hobgoblin, who confesses a horrible secret: Something is buried deep in the snow, just beyond the graveyard. A mythical being, doomed by an ancient curse... What does this mystery have to do with the cryptic brotherhood of monks Will serves? What does it have to do with the boy himself? When two cloaked figures darken the church's doorway and start demanding answers, Will is drawn into a dangerous world of Old Magic.

*Includes a timetable of daily life in the abbey, a glossary of monastic terms, and a sneak peek at the chilling sequel THE CROWFIELD DEMON! New York Public Library "100 Best Books for Reading and Sharing" A 2011 USBBY Outstanding International Book Shortlisted for the Branford Boase Award

Chess and his crew--Hazel, Swedish, and Bea--may have escaped the slums, but they cannot escape the Fog that threatens to swallow the entire mountaintop city of Port Oro. Only one thing can stop the fog: an ancient machine known as the Compass. Only on

New York Times bestselling author Gregory Funaro brings us into a world where magic exists, monsters roam in the shadows, and wooden animals come to life. Deep within the enchanted woods in the town of Watch Hollow stands the once-grand Blackford House, whose halls hold a magical secret: a giant cuckoo clock that does much more than tell time. But when the clock's gears cease to turn, an evil presence lurking among the trees begins to come out of the shadows. When Lucy and Oliver Tinker arrive in Watch Hollow, they have no idea that anything is wrong. A mysterious stranger has made their father an offer that's too good for him to refuse. All Mr. Tinker needs to do is fix the clock at Blackford House and fistfuls of gold coins are his to keep. It doesn't take long, however, for the children to realize that there is more to Blackford House than meets the eye. And before they can entirely understand the strange world they've stumbled into, Lucy and Oliver must join forces with a host of magical clock animals to defeat the Garr—a vicious monster that not only wants Blackford House for itself, but also seeks to destroy everything the Tinkers hold dear.

Winner of the 2012 Randolph Caldecott Medal This New York Times Bestseller and New York Times Best Illustrated Book relates a story about love and loss as only Chris Rashcka can tell it. Any child who has ever had a beloved toy break will relate to Daisy's anguish when her favorite ball is destroyed by a bigger dog. In the tradition of his nearly wordless picture book Yo! Yes?, Caldecott Medalist Chris Raschka explores in pictures the joy and sadness that having a special toy can bring. Raschka's signature

swirling, impressionistic illustrations and his affectionate story will particularly appeal to young dog lovers and teachers and parents who have children dealing with the loss of something special.

From the New York Times bestselling author of Rump comes a thrilling new middle grade trilogy about three city kids who get on the wrong subway train and wind up on a wild, magical mystery-adventure throughout time. Imaginative, daring, and packed with fun, *Time Castaways* is perfect for fans of *Escape from Mr. Lemoncello's Library* and *Percy Jackson*. Mateo, Ruby, and Corey Hudson's parents don't have too many rules. It's the usual stuff: Be good. Do your homework. And never ride the subway without an adult, EVER. But when the siblings wake up late for school, they have no choice but to break a rule. The Hudson siblings board the subway in Manhattan and end up on a frigate ship in Paris...in the year 1911. As time does tell, the Hudson family has a lot of secrets. The past, present, and future are intertwined—and a time-traveling ship called the *Vermillion* is at the center. Racing to untangle the truth, the kids find themselves in the middle of one of the greatest art heists of all time. And the adventure is just getting started.

When nine-year-old Nicholas Benedict is sent to a new orphanage, he encounters vicious bullies, selfish adults, strange circumstances - and a mind-bending mystery. Luckily, he has one very important thing in his favour: he's a genius.

After Nate moves into his new house, he discovers an old tape recorder in his bedroom and is suddenly thrust into a dark mystery about a boy who went missing many years ago. Now, as strange creatures begin to stalk Nate, he must partner with Tabitha, a local sleuth, to find out what they want with him. But time is running out, because a powerful force is gathering strength in the woods at the edge of town, and before long Nate and Tabitha will have to confront a terrifying foe and uncover the truth about the *Lost Boy*.

When Lucy, Elena, and Michael receive their summer reading list, they are excited to see *To Kill A Mockingbird* included. But not everyone in their class shares the same enthusiasm. So they hatch a plot to get the entire town talking about the well-known Harper Lee classic. They plan controversial ways to get people to read the book, including re-shelving copies of the book in bookstores so that people think they are missing and starting a website committed to "destroying the mockingbird." Their efforts are successful when all of the hullabaloo starts to direct more people to the book. But soon, their exploits start to spin out of control and they unwittingly start a mini revolution in the name of books. *I Kill the Mockingbird* by Paul Acampora is a middle grade novel perfect for fans of *To Kill a Mockingbird* and *Go Set a Watchman*. This title has Common Core connections. "The banter among the three whip-smart friends would make John Green proud. . . . You won't have to hide any copies of this to create demand." —The Bulletin "Fans of Janet Tashjian's *The Gospel According to Larry* series will enjoy this look at how the power of creativity and the internet can cause a cultural movement. . . . Acampora's novel is for lovers of literature, especially how the classics work in the current moment." —VOYA

The iconic anthology series of horror tales that's now a feature film! The three *Scary Stories* books come together in this ebook collection to form a timeless collection of chillingly scary tales and legends. Folklorist Alvin Schwartz offers up some of the most alarming tales of horror, dark revenge, and supernatural events of all time. The ebooks

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in this collection feature Stephen Gammell's artwork from the original Scary Stories books. Read if you dare! Includes Scary Stories to Tell in the Dark, More Scary Stories, and Scary Stories 3.

In their small Minnesota town, eleven-year-olds Frankie and her best friend Ruby try to track down the Mothman, but can they handle the terrifying truth when they finally come face to face with the monster in the moonlight?

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