
The Boundless Kenneth Oppel

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Starclimber Dutton Juvenile

Peg, a big strapping seven-year-old lass who has caught everything else in the sea, joins the crew of the whaling ship Viper and sets out to catch herself a whale.

Firewing Margaret K. McElderry Books

"Astonishing"—The New York Times Book Review A brilliantly funny, highly illustrated story about how a little ink splot changes a family forever. Perfect for those who love Hoot, Holes, or Frindle! The Rylance family is stuck. Dad's got writer's block. Ethan promised to

illustrate a group project at school--even though he can't draw. Sarah's still pining for a puppy. And they all miss Mom. Enter Inkling. Inkling begins life in Mr. Rylance's sketchbook. But one night the ink of his drawings runs together--and then leaps off the page! This small burst of creativity is about to change everything. Ethan finds him first. Inkling has absorbed a couple chapters of his math book--not good--and the story he's supposed to be illustrating for school--also not good. But Inkling's also started drawing the pictures to go with the story--which is amazing! It's just the help Ethan was looking for! Inkling helps the rest of the family too--for Sarah he's a puppy. And for Dad he's a spark of ideas for a new graphic novel. It's exactly what they all want. It's not until Inkling goes missing that this family has to face the larger questions of what they--and Inkling--truly need. • A New York

Times Notable Book • A New York Public Library Best Book of the Year -- top ten selection • "A true-to-life family, some can't-put-it-down excitement, a few deep questions, and more than a little bit of magic. This book is everything, and I loved every page." —Rebecca Stead, Newbery Medalist for *When You Reach Me*

Devil's Cure HarperCollins

Before there were bats like Shade, Marina or even Goth, there was a young chiropter—a small arboreal glider—named Dusk. . . . It is 65 million years ago, during a cataclysmic moment in the earth's evolution, and Dusk, just months old, has no way of knowing he will play a pivotal role in creating a new world. What he does know is that he is different from the other newborn chiropters. Not content to use his large sails to glide down from the giant sequoia tree, Dusk discovers that if he flaps quickly enough, he can fly. But this strange gift that makes him feel like an outcast from the colony will also make him its saviour. After most of the colony is savagely massacred by the felids—the earth's first mammalian carnivores—Dusk must lead his fellow chiropters to a new home, and a new life. Against a tableau of disappearing dinosaurs and the ascent of the mammal kingdom, Opper has created an adventure fantasy that sets the stage for the birth of the bats, the story of the forebears of Shade, the beloved hero of the Silverwing series. As with all Silverwing books, it is impossible to simply read Opper's *Darkwing*; each of us enters a world of convincing characters, warring theologies, incredible natural history and a story that roars through head, heart and imagination. A tale that can be read as a stand-alone or as a prequel, *Darkwing* will be a welcome new classic for the millions of Kenneth Opper fans.

Simon and Schuster

Riley, a teen orphan boy living in Victorian London, has had the misfortune of being apprenticed to Albert Garrick, an illusionist who has fallen on difficult times and now uses his unique conjuring skills to gain access to victims' dwellings. On one such escapade, Garrick brings his reluctant apprentice along and urges him to commit his first killing. Riley is saved from having to commit the grisly act when the intended victim turns out to be a scientist from the future, part of the FBI's Witness Anonymous Relocation Program (WARP) Riley is unwittingly transported via wormhole to modern day London, followed closely by Garrick. In modern London, Riley is helped by Chevron Savano, a nineteen-year-old FBI agent sent to London as punishment after a disastrous undercover, anti-terrorist operation in Los Angeles. Together Riley and Chevie must evade Garrick, who has been fundamentally altered by his trip through the wormhole. Garrick is now not only evil, but he also possesses all of the scientist's knowledge. He is determined to track Riley down and use the timekey in Chevie's possession to make his way back to Victorian London where he can literally change the world.

Black Arts Harper Collins

When his twin brother falls ill in the family's chateau in the independent republic of Geneva in the eighteenth century, sixteen-year-old Victor Frankenstein embarks on a dangerous and uncertain quest to create the forbidden Elixir of Life described in an ancient text in the family's secret Biblioteka Obscura.

The Live-Forever Machine Harper Trophy

NOMINATED FOR THE CILIP CARNEGIE MEDAL 2019
SHORTLISTED FOR THE IRISH BOOK AWARDS
TEEN/YOUNG ADULT BOOK OF THE YEAR 2018

'Beautiful, eerie, dark and dreamy' MELINDA SALISBURY
'Watson's writing has the sort of poise rarely found in a

debut' KIRAN MILLWOOD HARGRAVE 'Thrilling and otherworldly' SUNDAY TIMES Every winter, Wren Silke is chased through the forest in a warped version of a childhood game. The boys who haunt her are judges, powerful and frightening pursuers, who know nothing of her true identity. If they knew she was an augur, their sworn enemy, the game would turn deadly. But Wren is on the hunt, too. Sent undercover as an intern to the Harkness Foundation – enemy headquarters – her family's survival rests on finding a secret meant to stay hidden. As the enmity between two ancient magics reaches breaking point, Wren is torn between old loyalties and new lies. And trapped in the most dangerous game of her life. Part thriller, part love story, this captivating debut novel will leave readers spellbound.

Bloom Harper Collins

Griffin, a young bat, is sucked into the "Underworld," and his father follows to rescue him.

Such Wicked Intent Harper Collins

They say magic is long-gone...but is it? A chain of fantastical mishaps in schoolboy Bert's dull life spiral out of control – but then he's rescued by Finch, a plucky girl-adventurer with metal legs. Soon they're sailing through the clouds on a pirate airship bound for the forgotten land of Mirinor. Magic is their destination, for reasons Bert will soon discover...

The Faithful Spy Disney Electronic Content

This gorgeous gift edition features a specially-designed printed case cover with an elegant finish, ribbon and special endpapers. Perfect for the holiday season! Will Everett has always wished for an adventure. Little does he know that his adventure starts the moment he boards

the Boundless. There is a murder, and now Will must protect a key that can unlock the train's hidden treasures. Villians are fast on his heels and strange creatures are lurking outside the windows as the Boundless hurtles across the country. Together with Maren, a gifted escape artist, and Mr. Dorian, a circus ringmaster with amazing abilities, Will must save the Boundless before someone else winds up dead. His adventure may have begun without him knowing . . . but how it ends is up to Will.

Airborn David Fickling Books

"The perfect book right now for young readers searching for hope, strength, inspiration — and just a little horticultural havoc."—New York Times The first book in a can't-put-it-down, can't-read-it-fast-enough action-thriller trilogy that's part Hatchet, part Alien! The invasion begins--but not as you'd expect. It begins with rain. Rain that carries seeds. Seeds that sprout--overnight, everywhere. These new plants take over crop fields, twine up houses, and burrow below streets. They bloom--and release toxic pollens. They bloom--and form Venus flytrap-like pods that swallow animals and people. They bloom--everywhere, unstoppable. Or are they? Three kids on a remote island seem immune to the toxic plants. Anaya, Petra, Seth. They each have strange allergies--and yet not to these plants. What's their secret? Can they somehow be the key to beating back this invasion? They'd better figure it out fast, because it's starting to rain again....

Government Zero Harper Collins

Interweaving handwritten text and art in his signature style, John Hendrix tells the fascinating story of Dietrich Bonhoeffer and his fight against the oppression of the German people during World War II. Bonhoeffer was a German Lutheran pastor and theologian who was shocked to watch the German

church embrace Hitler's agenda of hatred. He spoke out against the Nazi party and led a breakaway church that rebelled against racist and nationalist beliefs of the Third Reich. Struggling with how his faith interacted with his ethics, Bonhoeffer eventually became convinced that Hitler and the Nazi Party needed to be stopped--and he was willing to sacrifice anything and everything to do so.

The Silverwing Collection Harper Collins

Eleven-year-old Colin discovers that the spaceships in his favorite video game are actually controlled by tiny men, who become his friends and promise to help him in an upcoming contest.

WARP Book 1: The Reluctant Assassin Random House Books for Young Readers

This second book in New York Times bestselling author R. A. Salvatore's all-new Forgotten Realms trilogy—full of swordplay, danger, and imaginative thrills—features one of fantasy's most beloved and enduring characters, Drizzt Do'Urden. Split between time and two worlds, Zaknafein had always been conflicted. That inner turmoil was magnified by his inferior position as a male dark elf in the matriarchal drow society. Only his status as one of the greatest warriors—as well as his friendship with the mercenary Jarlaxle—kept him sane. When he finally perished, he was content knowing he left behind a legacy as substantial as his son Drizzt. Except . . . someone isn't ready for Zaknafein to be dead. And now he's back, hundreds of years later, in a world he doesn't recognize. His son's companions are not the prideful—and bigoted—males the drow warrior was accustomed to in his

previous life. Drizzt's circle includes dwarves, elves, and, perhaps worst of all, a human wife. Struggling to navigate this transformed new world, Zaknafein realizes that some things have not changed: the threat of demons and the machinations of a drow matron no longer content with her family's position in the ranks of Houses. Though he has been displaced in time, Zaknafein is still a warrior. And no matter what prejudices he must overcome, he knows he will do his duty and fight by Drizzt's side to stem the tide of darkness that threatens the Realms.

Leepike Ridge Knopf Books for Young Readers

Shade, a young Silverwing bat in search of his father, discovers a mysterious Human building containing a vast forest. Home to thousands of bats, the indoor forest is as warm as a summer night and teeming with insects to eat. And through the glass roof, the bats can finally see the sun, free from the tyranny of the deadly owls. Is this Paradise the fulfillment of Nocturna's Promise to return the bats to the light of day? Shade and his Brightwing friend Marina aren't so sure. Shade has seen Humans enter the forest and take away hundreds of sleeping bats for an unknown purpose. And where is Shade's father? It isn't long before Shade and Marina are swept up on a perilous journey that takes them to the far southern jungle -- the homeland of Goth, now king of all the Vampyrum Spectrum: cannibal bats with three-foot wingspans. With the help of an abandoned owl prince and General Cortez's rat army, Shade must use all his

resourcefulness to find his father -- and stop Goth from harnessing the dark powers of Cama Zotz to create eternal night. In this thrilling continuation of Shade's saga, Kenneth Opiel recaptures the adventure and poignancy of Silverwing, which Smithsonian magazine called "a tour-de-force fantasy," and takes it to a new level of excitement.

What Mommies Do Best What Daddies Do Best Simon and Schuster

A small bat's curiosity leads to an action-packed odyssey in the acclaimed Silverwing trilogy from Kenneth Opiel, now available as a collectible boxed set. Shade is a young silverwing bat, the runt of his colony, and he's determined to prove himself on the long, dangerous winter migration to Hibernaculum. But when a fierce storm separates Shade from his colony, he soon faces the most incredible journey of his young life—and that journey is just the beginning of an epic trilogy of adventure, wonder, and suspense. Ideal for fans of Tolkien and fantasy, this boxed set includes paperback editions of Silverwing, Sunwing, and Firewing.

Thrive Simon and Schuster

"Sparkles with beauty, intrigue, and romance." —Kiera Cass, #1 New York Times bestselling author of the Selection series Selah has waited her whole life for a happily ever after. As the only daughter of the leader of Potomac, she knows her duty is to find the perfect match. But after an excruciatingly public rejection, Selah's stepmother suggests an unthinkable solution: Selah must set sail across the Atlantic to visit a series of potential suitors—and if she doesn't come

home engaged, she shouldn't come home at all. From the gardens of England to the fjords of Norge, Selah's quest will be the journey of a lifetime. But her stepmother's schemes aren't the only secrets hiding belowdecks...and the stakes of her voyage may be higher than any happy ending. Lush landscapes, dazzling romance, and captivating intrigue await in this stunning alternate historical YA debut—perfect for fans of *The Selection* or *Caraval*.

The Wren Hunt Bloomsbury Publishing

Shade is a young silverwing bat, the runt of his colony. But he's determined to prove himself on the long, dangerous winter migration to Hibernaculum, millions of wingbeats to the south. During a fierce storm, he loses the others and soon faces the most incredible journey of his young life. Desperately searching for a way to rejoin his flock, Shade meets a remarkable cast of characters: Marina, a Brightwing bat with a strange metal band on her leg; Zephyr, a mystical albino bat with an unusual gift; and Goth, a gigantic carnivorous vampire bat. But which ones are friends and which ones are enemies? In this epic story of adventure and suspense, Shade is going to need all the help he can find -- if he hopes to ever see his family again.

Colin's Fantastic Video Adventure Knopf Books for Young Readers

The. Aliens. Are. Here. The heart-pounding conclusion to *The Overthrow* trilogy that began with *Bloom* and *Hatch*. The alien invasion of Earth is imminent. But maybe not all the aliens are united. A rebel faction has reached out to Anaya, saying

there's a way to stop the larger invasion--a way for humans and hybrids and cryptogens to work together. Can they be trusted? Or is this a trap? It's not even clear if Anaya, Petra, and Seth are united--some of the hybrids think they'd be better off if the aliens won... With everything on the line, these three teens will have to decide who they are at their core--alien or human, enemy or friend.

The Boundless Simon and Schuster

Convicted murderer David Haines sits on death row.

Meanwhile, researcher Dr. Laura Donaldson discovers that Haines ' s blood may hold the cure to cancer. When she unwittingly helps Haines escape, she and FBI agent Kevin Sheldrake embark on a terrifying manhunt. It is imperative that Haines be brought back alive—but he ' d sooner kill himself than offer his blood to medical science.

Skybreaker Harper Trophy

Past worlds come crashing into the present...

Fourteen-year-old Eric witnesses a strange confrontation in the city museum between an aged curator and an eerily intense young man. Without warning, Eric finds himself in the middle of a bitter, centuries-old conflict. Ancient Alexander, guardian of the secret of immortality, only wants to preserve the past. But his nemesis, Coyle, will do anything to destroy it. Within the mysterious museum, and far below it in the city's subterranean depths, Eric becomes the pawn in a life-or-death struggle for control over the Live-Forever Machine.