

family, and his own future hang in the balance.

Return to the world of Nightbooks . . . if you dare. Dead stories—and dead witches—are back to haunt Alex and Yasmin. To find a happy ending, Alex will have to write it, in this sequel to Nightbooks from acclaimed author J. A. White. Alex thought he was done with witches. But when Natacha, the witch who held him captive for scary stories, appears again one night, Alex realizes he's trapped in a nightmare—literally. She's found a way to enter his dreams with a new, terrifying familiar named Simeon. And they once again want Alex to write. Transported to a story graveyard with best friend Yasmin, Alex will have to complete an original scary story each night. But what does Natacha plan to do with his finished stories? And what makes a story good enough? While Natacha might have control of the beginnings, only Alex has the power to write the ending. Readers can delight in a spooky story while also exploring the craft of writing alongside Alex. As he writes his own scary tales, he learns about plot twists, active characters, identifying originality, and accepting feedback, as well as dealing with writer's block—making this an ideal book to read for fun or use in classrooms.

Something monstrous has been found in the magic world of Wonderland and it wants to get out. Lewis Carroll created a curious and fantastical world in his classic book Alice in Wonderland, but he secretly recorded the true story of his actual travels to Wonderland in four journals which have been lost to the world...until now. Celia and Tyrus discover the legendary Lost Diaries of Wonderland and fall into a portal that pulls them into the same fantasy world as the White Rabbit and the Mad Hatter. However, Wonderland has vastly changed. A darkness has settled over the land, and some creatures and characters that Tyrus remembers from the book have been transformed into angry monsters. Celia and Tyrus make their way through this unpredictable and dangerous land, helped by familiar friends including the Cheshire Cat and a new character, Sylvan, a young rabbit. Together, they desperately work to solve puzzles and riddles, looking for a way out of Wonderland. But the danger increases when the Queen of Hearts begins hunting them. Believing the two young visitors hold the key to opening multiple portals to multiple worlds, she will stop at nothing to capture them. It's up to Celia and Tyrus to save Wonderland and the real world. It's a race against time before they are trapped in Wonderland forever.

Madison Kasparkova always thought she understood how Karma works. Do good things and you'll be rewarded, do something bad and Karma will make sure you get what you deserve. But when Maddy's boyfriend cheats on her, nothing bad comes his way. That's why Maddy starts the Karma Club, to clean up the messes that the universe has left behind. Sometimes, though, it isn't wise to meddle with the universe. It turns out Karma often has plans of its own.

Diary

Gravebooks

The Mill River Recluse

The Basic Eight

Monstrous

In a racially polarized classroom in 1970 Alabama, Lu's talent for running track makes her a new best friend — and tests her mettle as she navigates the school's social cliques. Miss Garrett's classroom is like every other at our school. White kids sit on one side and black kids on the other. I'm one of the few middle-rowers who split the difference. Sixth-grader Lu Olivera just wants to keep her head down and get along with everyone in her class. Trouble is, Lu's old friends have been changing lately — acting boy crazy and making snide remarks about Lu's newfound talent for running track. Lu's secret hope for a new friend is fellow runner Belinda Gresham, but in 1970 Red Grove, Alabama, blacks and whites don't mix. As segregationist ex-governor George Wallace ramps up his campaign against the current governor, Albert Brewer, growing tensions in the state — and in the classroom — mean that Lu can't stay neutral about the racial divide at school. Will she find the gumption to stand up for what's right and to choose friends who do the same?

The sensational New York Times bestseller The Mill River Recluse reminds us that friendship, family, and love can come from the most unexpected places. Perfect for fans of Maeve Binchy. From the outside, Mill River looks like any sleepy little Vermont town where everyone knows everyone and people never need to lock their doors. There are newcomers for whom this appeals, from police officer Kyle Hansen and his daughter Rowen, who are starting over after heartache, to Claudia Simon, the schoolteacher who is determined to reinvent herself. But on closer inspection, there are those in Mill River—including a stealthy arsonist, a covetous nurse, and a pilfering priest—who have things they wish to hide. None more than the widow Mary McAllister, who for the past sixty years has secluded herself in her marble mansion overlooking the town. Most of the residents have never even seen the peculiar woman. Only the priest, Father O'Brien, knows the deep secrets that keep Mary isolated—and that, once revealed, will forever change the community. Praise for The Mill River Recluse “[Darcie] Chan's sweet novel displays her talent. . . . A comforting book about the random acts of kindness that hold communities together.”—Kirkus Reviews “A heartwarming story.”—Examiner “A real page-turner.”—IndieReader

Return to the series BuzzFeed compared to Ready Player One in the second book in a new fast-paced trilogy from New York Times bestselling authors Jason Segel and Kirsten Miller that's perfect for fans of HBO's Westworld. Simon would have done anything to save his best friend after a mysterious accident almost killed her—including follow her into a virtual world. And what he and Kat discovered there was more terrifying than they could have ever imagined. Unwitting hospital patients are being forced to test a device that lets VR be experienced with all five senses. The technology is so advanced that it's deadly. Now the world's biggest tech corporation is hunting Simon and Kat while war rages in Otherworld, the virtual world it created. Determined to destroy the Company, Simon and Kat must join forces with a hacker, a gangster, and a digital entity. But as they battle to save two worlds, they uncover an all-new threat to our world: the Company's latest creation, an augmented-reality game called OtherEarth. Not only does OtherEarth kill, it has the power to erase the line between what's real and what's fantasy. Praise for Otherworld: A New York Times Bestseller “A potent commentary on how much we're willing to give up to the lure of technology.” --EW.com “A fantastic journey from start to finish.” --Hypable.com “An engaging VR cautionary tale.” --AV Club “Full of high stakes, thrillers, and fantastic twists and turns, fans of Ready Player One are sure to love this addictive read.” --BuzzFeed

Lucille invites Junie B. and her friend Grace to sleep over at her very rich nanna's house, where everything is beautiful, expensive, and breakable.

What Happened When My Big Sister Went Crazy

Nightbooks

When a mysterious piece of jewelry and a strange visitor arrive in the jewelry shop where she works for her evil aunt, Lucinda's course takes a surprising turn. With the help of the Amaranth Witch, a young (and harmless) con-artist, and a prince, Lucinda uncovers secrets about her own royal past. A strong seller in hardcover, this original fairytale marks an exciting debut from a lyrical new voice

This captivating and colorful adventure that reads like a modern day fairy tale, from the bestselling author of the Shatter Me series is the perfect gift! "Brimming with color and magic." —New York Times Book Review New York Times bestseller! Featured on "Late Night with Seth Meyers," NPR, TIME, and Entertainment Weekly A Kirkus Reviews Best Book of the Year A Shelf Awareness Best Book of the Year A Chicago Public Library Best Book of the Year Los Angeles Times and Publishers Weekly Holiday Gift Guide selections Inspired by her childhood love of books like A Secret Garden and The Chronicles of Narnia, bestselling author Tahereh Mafi crafts a spellbinding new world where color is currency, adventure is inevitable, and friendship is found in the most unexpected places. There are only three things that matter to twelve-year-old Alice Alexis Queensmeadow: Mother, who wouldn't miss her; magic and color, which seem to elude her; and Father, who always loved her. The day Father disappears from Ferenwood he takes nothing but a ruler with him. But it's been almost three years since then, and Alice is determined to find him. She loves her father even more than she loves adventure, and she's about to embark on one to find the other. But bringing Father home is no small matter. In order to find him she'll have to travel through the mythical, dangerous land of Furthermore, where down can be up, paper is alive, and left can be both right and very, very wrong. It will take all of Alice's wits (and every limb she's got) to find Father and return home to Ferenwood in one piece. On her quest to find Father, Alice must first find herself—and hold fast to the magic of love in the face of loss. "Tahereh Mafi is a maestro of words, and Furthermore the most magical painting that ever existed, bursting with color and heart and humanity. I wanted to stay inside this masterpiece forever." — Marie Lu, New York Times bestselling author of the Legend and The Young Elites series "A place so full of enchanting beauty and topsy-turvy adventure, it even calls to mind Wonderland and Oz.... Friendship, family and self-acceptance. What makes this book truly sing is the lush world Mafi has created, brimming with color and magic." —New York Times Book Review "Furthermore by Tahereh Mafi is a surprising, sensuous, delicious fantasy to devour." — Shelf Awareness, starred review "A fast-paced, funny, and richly imaginative story that embraces and celebrates individuality." —Publishers Weekly, starred review "Rich, luscious, clever prose." —Kirkus, starred review

Reminiscent of Frankenstein and tales by the Brothers Grimm, this debut novel stands out as a compelling, original story that has the feel of a classic. The city of Bryre suffers under the magic of an evil wizard. Because of his curse, girls sicken and disappear without a trace, and all live in fear. No one is allowed outside after dark. Night is when Kymera comes to the city, with a cloak disguising her wings, the bolts in her neck, and her spiky tail. Her mission is to rescue the girls of Bryre. Despite Kym's caution in going secretly, a boy named Ren sees and befriends her . . . but what he knows will change her world forever.