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CBO - LEBLANC BALDWIN

Call is one of the most feared students in the history of the Magisterium, thought to be responsible for a devastating death and an ever-present threat of war. As a result, Call has been imprisoned and interrogated. Everyone wants to know what Constantine was up to -- and how he lives on.

Discover the dark and seductive realm of faerie in the first book of New York Times bestseller Holly Black's critically acclaimed Modern Faerie Tales series, where one girl must save herself from the sinister magic of the fey courts, and protect her heart in the process. Sixteen-year-old Kaye is a modern nomad. Fierce and independent, she drifts from place to place with her mother's rock band until an ominous attack forces them back to Kaye's childhood home. But Kaye's life takes another turn when she stumbles upon an injured faerie knight in the woods. Kaye has always been able to see faeries where others could not, and she chooses to save the strange young man instead of leaving him to die. But this fateful choice will have more dire consequences than she could ever predict, as Kaye soon finds herself the unwilling pawn in an ancient and violent power struggle between two rival faerie kingdoms—a struggle that could very well mean her death.

From New York Times bestselling authors Holly Black and Cassandra Clare comes a riveting new series that defies what you think you know about the world of magic. Most kids would do anything to pass the Iron Trial. Not Callum Hunt. He wants to fail. All his life, Call has been warned by his father to stay away from magic. If he succeeds at the Iron Trial and is admitted into the Magisterium, he is sure it can only mean bad things for him. So he tries his best to do his worst -- and fails at failing. Now the Magisterium awaits him. It's a place that's both sensational and sinister, with dark ties to his past and a twisty path to his future. The Iron Trial is just the beginning, for the biggest test is still to come . . . From the remarkable imaginations of bestselling authors Holly Black and Cassandra Clare comes a heart-stopping, mind-blowing, pulse-pounding plunge into the magical unknown.

Fifteen top voices in speculative fiction explore the intersection of fear and love in a haunting, at times hilarious, darkly imaginative volume. Predatory kraken that sing with — and for — their kin; band members and betrayed friends who happen to be demonic; harpies as likely to attract as repel. Welcome to a world where humans live side by side with monsters, from vampires both nostalgic and bumbling to an eight-legged alien who makes tea. Here you'll find mercurial forms that burrow into warm fat, spectral boy toys, a Maori force of nature, a landform that claims lives, and an architect of hell on earth. Through these and a few monsters that defy categorization, some of today's top young-adult authors explore ambition and sacrifice, loneliness and rage, love requited and avenged, and the boundless potential for connection, even across extreme borders. With monstrous stories by M. T. Anderson Paolo Bacigalupi Nathan Ballingrud Holly Black Sarah Rees Brennan Cassandra Clare Nalo Hopkinson Dylan Horrocks Nik Houser Alice Sola Kim Kathleen Jennings Joshua Lewis Kelly Link Patrick Ness G. Carl Purcell

Winner of the Andre Norton Award Return to New York Times bestselling author Holly Black's enthralling realm of faerie in the second Modern Faerie Tales novel, where danger and magic come hand-in-hand in the dark underground of New York City. When seventeen-year-old Valerie runs away to New York, she's trying to escape a life that has utterly betrayed her. Sporting a new identity, she takes up with a gang of squatters who live in the city's labyrinthine subway system. But there's something eerily beguiling about Val's new friends that sets her on edge. When Val is talked into tracking down the lair of a mysterious creature, she must strike a bargain to make it out with her life intact. Now drawn into a world she never knew existed, Val finds herself torn between her affection for an honorable monster and her fear of what her new friends are becoming.

In this second book in the Narnia-inspired Indigenous middle-grade fantasy series, Eli and Morgan journey once more to Misewa, travelling back in time. Back at home after their first adventure in the Barren Grounds, Eli and Morgan each struggle with personal issues: Eli is being bullied at school, and tries to hide it from Morgan, while Morgan has to make an important decision about her birth mother. They turn to the place where they know they can learn the most, and make the journey to Misewa to visit their animal friends. This time they travel back in time and meet a young fisher that might just be their lost friend. But they discover that the village is once again in peril, and they must dig deep within themselves to find the strength to protect their beloved friends. Can they carry this strength back home to face their own challenges?

Following the death of one of their classmates, Callum, Tamara, and Aaron set out to find and stop the killer before he can use his magical powers to commit further evils.

While sixteen-year-old Rue Silver travels into the faerie realm to find her mother, faerie creatures are entering the human world and wreaking havoc, forcing Rue to ponder where her loyalty should lie.

Lucy Acosta's mother died when she was three. Growing up in a Victorian mansion in the middle of the woods with her cold, distant father, she explored the dark hallways of the estate with her cousin, Margaret. They're inseparable—a family. When her aunt Penelope, the only mother she's ever known, tragically disappears while walking in the woods surrounding their estate, Lucy finds herself devastated and alone. Margaret has been spending a lot of time in the attic. She claims she can hear her dead mother's voice whispering from the walls. Emotionally shut out by her father, Lucy watches helplessly as her cousin's sanity slowly unravels. But when she begins hearing voices herself, Lucy finds herself confronting an ancient and deadly legacy that has marked the women in her family for generations.

When her mother goes missing and her father is blamed for her disappearance, Rue Silver delves into her family's secret past and learns something incredible that changes her entire understanding of the world in which she lives. 30,000 first printing.

"This beautifully illustrated slice-of-life tale that shows two young women of color getting to know each other and creating a relationship is so warm

and charming that readers will hardly notice how much they are learning about how to better interact with folx who are different from themselves and the importance of not making assumptions." -- Kirkus Reviews "...soft, expressive art adds a visceral charge to the couple's very human experiences, which range from excitement and affection to pain and doubt." -- Publisher's Weekly "This wholesome plot focuses on building understanding, offering mutual support, and budding self-acceptance, as well as the importance of asking rather than making assumptions; avoiding othering; and regarding all those in one's orbit with compassion...A charming, sensitive story of love and acceptance." --School Library Journal " In a technologically advanced near future, two young women bumble through their first dates and fights together as they enjoy the exhilaration of new love....Always Human by Ari North is an endearingly feel-good sapphic romance set against a diverting futuristic backdrop." --Samantha Zaboloski, Shelf Awareness First serialized on the popular app and website Webtoon, Always Human ran from 2015-2017 and amassed over 76,000 unique subscribers during its run. Now reformatted for a print edition in sponsorship with GLAAD, Always Human is a beautifully drawn graphic novel about a developing relationship between two young women in a near-future, soft sci-fi setting. Always Human is drawn in a manga-influenced style and with an incredible color palette that leaps off the page! In the near-future, people use technology to give the illusion of all kinds of body modifications-but some people have "Egan's Syndrome," a highly sensitive immune system that rejects these "mods" and are unable to use them. Those who are affected maintain a "natural" appearance, reliant on cosmetics and hair dye at most to help them play with their looks. Sunati is attracted to Austen the first time she sees her and is drawn to what she assumes is Austen's bravery and confidence to live life unmodded. When Sunati learns the truth, she's still attracted to Austen and asks her on a date. Gradually, their relationship unfolds as they deal with friends, family, and the emotional conflicts that come with every romance. Together, they will learn and grow in a story that reminds us no matter how technology evolves, we will remain . . . always human. Rendered in beautiful detail and an extraordinary color palette, Always Human is a sweet love story told in a gentle sci-fi setting by a queer woman cartoonist, Ari North. From NEW YORK TIMES bestselling authors Holly Black and Cassandra Clare comes a riveting new series that defies what you think you know about the world of magic. Most kids would do anything to pass the Iron Trial. Not Callum Hunt. He wants to fail. All his life, Call has been warned by his father to stay away from magic. If he succeeds at the Iron Trial and is admitted into the Magisterium, he is sure it can only mean bad things for him. So he tries his best to do his worst - and fails at failing. Now the Magisterium awaits him. It's a place that's both sensational and sinister, with dark ties to his past and a twisty path to his future. The Iron Trial is just the beginning, for the biggest test is still to come . . . From the remarkable imaginations of bestselling authors Holly Black and Cassandra Clare comes a heart-stopping, mind-blowing, pulse-pounding plunge into the magical unknown.

Unlike the other rocks that he plays with, Ricky can't roll because he isn't round. His friends help him to overcome his challenge and find a way for him to play like everyone else.

"This book left me breathless!" --R. L. Stine, #1 New York Times bestselling author of Goosebumps and Fear Street "Move over, Stranger Things. . . The Darkdeep will pull you into an irresistibly eerie world beyond your wildest dreams--and nightmares." --Melissa de la Cruz, #1 New York Times bestselling author of the Descendants series New York Times bestselling authors Ally Condie and Brendan Reichs team up to co-author this thrilling first book in a darkly suspenseful middle grade series. Everyone in Timbers knows Still Cove is off-limits, with its creepy Beast sightings and equally terrifying legends. But when a bullying incident sends twelve-year-old Nico Holland over a cliff and into Still Cove's icy waters, friends Tyler and Emma--and even Opal Walsh, who usually runs with the popular kids--rush to his rescue . . . and discover a mysterious island hiding in the murky, swirling mists below. Though the island appears uninhabited, the kids can't shake a feeling that something about it is definitely not right. Their suspicions grow when they stumble upon an abandoned houseboat filled with all sorts of curiosities: odd-looking weapons, unnerving portraits, maps to unknown places, and a glass jar containing something completely unidentifiable. And in its lowest depths churns a dark, deep secret. As the group delves deeper into this mysterious new clubhouse, their lives begin to intertwine in weird and dangerous ways. For something ancient has awakened . . . and it can detect not only their wishes and dreams, but also their darkest, most terrible imaginings. Do they have what it takes to face the shadowy secrets lurking within their own hearts? Told from alternating points of view, this pulse-racing tale from bestselling duo Ally Condie and Brendan Reichs is the start of a high-stakes, thrilling series about friendship and believing in yourself--and each other.

Callum Hunt's life has been difficult ever since he was admitted to the Magisterium, since his father suspects him of being evil, and his closest companion is a Chaos-ridden wolf--but when he discovers that his father may be trying to destroy both him and Havoc, he escapes back to the magical world and he and his friends Aaron and Tamara, become involved in the search for the stolen Alkahest, a copper gauntlet with dangerous powers.

Tana lives in a world where walled cities called Coldtowns exist. In them, quarantined monsters and humans mingle in a decadently bloody mix of predator and prey. The only problem is, once you pass through Coldtown's gates, you can never leave. One morning, after a perfectly ordinary party, Tana wakes up surrounded by corpses. The only other survivors of this massacre are her exasperatingly endearing ex-boyfriend, infected and on the edge, and a mysterious boy burdened with a terrible secret. Shaken and determined, Tana enters a race against the clock to save the three of them the only way she knows how: by going straight to the wicked, opulent heart of Coldtown itself. The Coldest Girl in Coldtown is a wholly original story of rage and revenge, of guilt and horror, and of love and loathing from bestselling and acclaimed author Holly Black.

A generation ago, Constantine Madden came close to achieving what no magician had ever achieved: the ability to bring back the dead. He didn't succeed . . . but he did find a way to keep himself alive, inside a young child named Callum Hunt. Now Call is one of the most feared and reviled students

in the history of the Magisterium, thought to be responsible for a devastating death and an ever-present threat of war. As a result, Call has been imprisoned and interrogated. Everyone wants to know what Constantine was up to—and how he lives on. But Call has no idea. It is only when he's broken out of prison that the full potential of Constantine's plan is suddenly in his hands . . . and he must decide what to do with his power. In this spellbinding fourth book of Magisterium, bestselling authors Holly Black and Cassandra Clare take us beyond the realm of the living and into the dangers of the dead.

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*.

When federal agents learn that seventeen-year-old Cassel Sharpe, a powerful transformation worker, may be of use to them, they offer him a deal to join them rather than the mobsters for whom his brothers work.

From Holly Black and Cassandra Clare comes the second installment in the New York Times bestselling series that defies what you think you know about the worlds of good and evil. Callum Hunt's summer break isn't like other kids'. His closest companion is a Chaos-ridden wolf, Havoc. His father suspects him of being secretly evil. And, of course, most kids aren't heading back to the magical world of the Magisterium in the fall. It's not easy for Call . . . and it gets even harder after he checks out his basement and discovers that his dad might be trying to destroy both him and Havoc. Call escapes to the Magisterium -- but things only intensify there. The Alkahest -- a copper gauntlet capable of separating certain magicians from their magic -- has been stolen. And in their search to discover the culprit, Call and his friends Aaron and Tamara awaken the attention of some very dangerous foes -- and get closer to an even more dangerous truth. As the mysteries of the Magisterium deepen and widen, bestselling authors Holly Black and Cassandra Clare take readers on an extraordinary journey through one boy's conflict -- and a whole world's fate. Praise for Magisterium Book One: *The Iron Trial*: * "A thrilling coming-of-age story that embraces fantasy tropes while keeping readers guessing." — Publishers Weekly, starred review "A promising beginning to a complex exploration of good and evil, as well as friendship's loyalty." — Kirkus Reviews "The Iron Trial is a fun, heroic narrative. . . . A delicious must-read." — The Globe & Mail "This is an incredible book. . . . Once you've started reading, it's hard to put the book down." — The Guardian

A spooky stand-alone middle-grade novel from Dan Poblocki, perfect for fans of John Bellairs and Mary Downing Hahn.

After accidentally killing a dragon, Wiglaf hopes his friends at Dragon Slayers' Academy will be able to help him prove himself a hero when he faces that dragon's mother, Seetha, the Beast from the East. Follow Wiglaf's adventures at Dragon Slayers' Academy as he discovers more about his past and what the future holds for him.

A rip-roaring puzzle box of an adventure about grit, guts, and gold, from Elinor Tееle, the acclaimed author of *The Mechanical Mind* of John Coggin. The small, run-down town of Eden is the only place Jenny Burns has ever called home. The roots of the trees are in her bones, the air of the mountains is in her breath, the lakes and rivers are in her blood. And that's why, when her father loses his job and tells Jenny that they may have to move on from Eden, she knows she can't let that happen. The fever of New Zealand's gold rush still runs in the veins of Eden, and everyone knows the legend of Doc Magee: how he found the largest gold nugget anyone had ever seen and hid it somewhere in the hills before he disappeared. Jenny and her best friend, Pandora, know that if they can find the gold, it'll solve all their problems. But the way is fraught with mysteries, riddles, and danger—and those are just the threats they know about. Before her quest is over, Jenny will have to face challenges from within as well as from without.

Most kids would do anything to pass the Iron Trial. Not Callum Hunt. He wants to fail. All his life, Call has been warned by his father to stay away from magic. If he succeeds at the Iron Trial and is admitted into the Magisterium, he is sure it can only mean bad things for him. So he tries his best to do his worst - and fails at failing. Now the Magisterium awaits him. It's a place that's both sensational and sinister, with dark ties to his past and a twisty path to his future. The Iron Trial is just the beginning, for the biggest test is still to come . . . From the remarkable imaginations of bestselling authors Holly Black and Cassandra Clare comes a heart-stopping, mind-blowing, pulse-pounding plunge into the magical unknown.

Magnus Bane leverages his alliances with Downworlders and Shadowhunters on a venture to Victorian London. One of ten adventures in *The Bane Chronicles*. When immortal warlock Magnus Bane attends preliminary peace talks between the Shadowhunters and the Downworlders in Victorian London, he is charmed by two very different people: the vampire Camille Belcourt and the young Shadowhunter, Edmund Herondale. Will winning hearts mean choosing sides? This standalone e-only short story illuminates the life of the enigmatic Magnus Bane, whose alluring personality populates the pages of the #1 New York Times bestselling series *The Mortal Instruments* and *The Infernal Devices*. This story in *The Bane Chronicles*, *Vampires*, *Scones*, and *Edmund Herondale*, is written by Cassandra Clare and Sarah Rees Brennan.

A gripping graphic novel that tells a boy's experience in a WWII Japanese internment camp, and the lessons that baseball teaches him. Sandy Saito is a happy boy who's obsessed with baseball — especially the Asahi team, the pride of his community. But when the Japanese attack Pearl Harbor, his life, like that of every North American of Japanese descent, changes forever. Forced to move to a remote internment camp, he and his family cope as best they can. And though life at the camp is difficult, Sandy finds solace in baseball, where there's always the promise of possibilities. Through his experience, Sandy comes to realize that life is a lot like baseball. It's about dealing with whatever is thrown at you, however you can. And it's about finding your way home.

In the domed city of Evanescence, appearance is everything. A Natural Born among genetically altered Aristocrats, all Ella ever wanted was to be like everyone else. Augmented, sparkling, and perfect. Then...the crash. Devastated by her father's death and struggling with her new physical limitations, Ella is terrified to learn she is not just alone, but little more than a prisoner. Her only escape is to lose herself in Nexis, the hugely popular virtual reality game her father created. In Nexis she meets Guster, a senior player who guides Ella through the strange and compelling new world she now inhabits. He offers Ella guidance, friendship...and something more. Something that allows her to forget about the "real" world and makes her feel

whole again. But when their separate worlds collide, Ella will have to choose between love and survival. Because Nexis isn't quite the game everyone thinks it is. And it's been waiting for Ella.

In book three of the *Curse Workers* series, "the perfect end to this gem of a trilogy" (Kirkus Reviews, starred review), trust is a priceless commodity and the lines between right and wrong become dangerously blurred. Cassel Sharpe knows he's been used as an assassin, but he's trying to put all that behind him. He's trying to be good, even though he grew up in a family of con artists and cheating comes as easily as breathing to him. He's trying to do the right thing. And he's trying to convince himself that working for the government is the right choice, even though he's been raised to believe they are the enemy of all curse workers. But with a mother on the lam, the girl he loves about to take her place in the Mob, and all new secrets coming to light, what's right and what's wrong become increasingly hard to tell apart. When the Feds ask him to do the one thing he said he would never do again, he starts to wonder if they really are the good guys, or if it's all a con. And if it is, Cassel may have to make his biggest gamble yet—on love. Love is dangerous and trust is priceless in Holly Black's "powerful, edgy, dark" fantasy series (Publishers Weekly).

Playing an endless make-believe game about pirates, mermaids and warriors under the rule of a formidable Great Queen china doll, best friends Zach, Poppy and Alice find their bond tested when Zach is compelled to give up their shared adventures and Poppy begins having dreams about the doll. By the co-author of the best-selling *Spiderwick Chronicles*.

Written and illustrated in the style of a naturalist's notebook, *The Early Cretaceous* brings readers closer to prehistoric life than ever before.

Roald Dahl meets *The Penderwicks* in this quirky, humorous, whimsical, and heartwarming middle grade debut about two siblings who run away from home to escape working in the family coffin business. John Coggin is no ordinary boy. He is devising an invention that nobody has ever seen before, something that just might change the world, or at least make life a little bit better for him and his little sister, Page. But that's only when he can sneak a break from his loathsome job—building coffins for the family business under the beady gaze of his cruel Great-Aunt Beauregard. When Great-Aunt Beauregard informs John that she's going to make him a permanent partner in Coggin Family Coffins—and train Page to be an undertaker—John and Page hit the road. Before long, they've fallen in with a host of colorful characters, all of whom, like John and Page, are in search of a place they can call home. But home isn't something you find so much as something you fight for, and John soon realizes that he and Page are in for the fight of their lives.

A #1 New York Times bestseller! "A rip-roaring adventure merged with satisfying romance." —Entertainment Weekly "[A] swashbuckling launch to the *Eldest Curses* series." —Publishers Weekly From #1 New York Times and USA TODAY bestseller Cassandra Clare and award-winner Wesley Chu comes the first book in a new series full of "swoon-worthy romance [and] abundant action" (Publishers Weekly). *The Red Scrolls of Magic* is a Shadowhunters novel. All Magnus Bane wanted was a vacation—a lavish trip across Europe with Alec Lightwood, the Shadowhunter who against all odds is finally his boyfriend. But as soon as the pair settles in Paris, an old friend arrives with news about a demon-worshipping cult called the Crimson Hand that is bent on causing chaos around the world. A cult that was apparently founded by Magnus himself. Years ago. As a joke. Now Magnus and Alec must race across Europe to track down the Crimson Hand before the cult can cause any more damage. Demons are now dogging their every step, and it is becoming harder to tell friend from foe. As their quest for answers becomes increasingly dire, Magnus and Alec will have to trust each other more than ever—even if it means revealing the secrets they've both been keeping.

From Holly Black and Cassandra Clare comes the third installment in the New York Times bestselling series that defies what you think you know about the worlds of good and evil.

The final, thrilling instalment in this extraordinary series from bestselling authors Holly Black and Cassandra Clare. A generation ago, powerful mage Constantine Madden came close to achieving what no magician had ever achieved: the ability to bring back the dead. He didn't succeed . . . but he did find a way to keep himself alive, inside a young child named Callum Hunt. Facing up to what he is, Callum has battled chaos and evil across four years of magical training at the Magisterium, eventually defeating the armies of chaos in an epic battle. It came at a cost. Now, triumphant and heart-broken, Callum Hunt has just about had enough, and is ready to complete his training. But the evil Callum faced has not given up just yet . . .

In this monumental conclusion to the Magisterium series, bestselling authors Holly Black and Cassandra Clare push Callum to the brink of annihilation, showing how magic has the ability to both save and doom, create and destroy.

In this classic memoir of life in rural Nova Scotia, a woman recounts her family's experiences running a lighthouse station on their own island. In *We Keep A Light*, Evelyn M. Richardson describes how she and her husband bought tiny Bon Portage Island and built a happy life there for themselves and their three children. On an isolated lighthouse station off the southern tip of Nova Scotia, the Richardsons shared the responsibilities and pleasures of island living, from carrying water and collecting firewood to making preserves and studying at home. The close-knit family didn't mind their isolation. Instead, they found delight in the variety and beauty of island life. *We Keep A Light* is much more than a memoir. It is an exquisitely written, engrossing record of family life set against a glowing lighthouse, the enduring shores of Nova Scotia, and the ever-changing sea.

"A brand-new series in the Shadowhunter world."--Cover.

John Doe and his infant daughter, Jane, appeared on the steps of the Manor the night the earthquakes started and the gateway to the Otherworlds closed. The people on the remote island of Bluehaven have despised them ever since, blaming Jane and her father for their exile. Fourteen years after that night, the largest earthquake yet strikes. The Manor awakens, dragging John into its labyrinth. Accompanied by a pyromaniac named Violet and a trickster named Hickory, Jane must rescue her father and defeat an immortal villain who is trying to harness the mythical power of the Manor.

On one side of the Rift is a technological paradise without famine or want. On the other side is a mystery. Sixteen-year-old Glenn Morgan has lived next to the Rift her entire life and has no idea of what might be on the other side of it. Glenn's only friend, Kevin, insists the fence holds back a world of monsters and witchcraft, but magic isn't for Glenn. She has enough problems with reality: Glenn's mother disappeared when she was six, and soon after, she lost her scientist father to his all-consuming work on the mysterious Project. Glenn buries herself in her studies and dreams about the day she can escape. But when her father's work leads to his arrest, he gives Glenn a simple metal bracelet that will send Glenn and Kevin on the run--with only one place to go. With *MAGISTERIUM*, Jeff Hirsch brings us the story of a complex, captivating world that will leave readers breathless until

the very last page.