

## Lockwood Co The Creeping Shadow Lockwood Co Book 4

Listen then, and I'll tell you again of the Battle of the Rock. But none of your usual wriggling, or I'll stop before I've begun . . . Halli loves the old stories from when the valley was a wild and dangerous place - when the twelve legendary heroes stood together to defeat the ancient enemy, the bloodthirsty Trows. Halli longs for adventure but these days the most dangerous thing in the valley is boredom. He tries to liven things up by playing practical jokes. But when one of his jokes goes too far, he reawakens an old blood feud and finds himself on a hero's quest after all. Along the way he meets a ruthless thief, a murderous rival, and a girl who may just be as fearless as he is . . . Jonathan Stroud has created an epic saga with a funny, unique spin, and an unforgettable anti-hero.

Savannah, Georgia is one of the most haunted places in the United States, a fact Jennifer Strange has become all too aware of since moving there to live with her sister after their father's disappearance. Ghosts love her. They haunt her and everyone around her. Now they seem to want her to do something for them. Just what she's not sure but she better figure it out before they force her to join them. Cat's amazing illustrations bring the ghosts and demons of her fictional world to eerie and beautiful life, harkening back to the style of SCARY STORIES TO TELL IN THE DARK. With the success of Madeleine Roux's ASYLUM and Ransom Riggs' MISS PEREGRINE'S HOME FOR PECULIAR CHILDREN, it seems a perfect time to do an illustrated YA horror novel.

Fans rejoice -- everyone's favorite wise-cracking djinni is back! Thousands of years before his fateful service to the magician Nathaniel in London, wily Bartimaeus served as djinni to hundreds of masters, from Babylon and Ancient Egypt to the modern Middle East. In this brilliant new installment in the best-selling series, history is revealed as readers travel alongside Bartimaeus to Jerusalem and the court of King Solomon for his most exciting adventure yet.

The Creeping Shadow Random House

After leaving Lockwood & Co. at the end of *The Hollow Boy*, Lucy is a freelance operative, hiring herself out to agencies that value her ever-improving skills. One day she is pleasantly surprised by a visit from Lockwood, who tells her he needs a good Listener for a tough assignment. Penelope Fittes, the leader of the giant Fittes Agency wants them--and only them--to locate and remove the Source for the legendary Brixton Cannibal. They succeed in their very dangerous task, but tensions remain high between Lucy and the other agents. Even the skull in the jar talks to her like a jilted lover. What will it take to reunite the team? Black marketeers, an informant ghost, a Spirit Cape that transports the wearer, and mysteries involving Steve Rotwell and Penelope Fittes just may do the trick. But, in a shocking cliffhanger ending, the team learns that someone has been manipulating them all along. . . .

The characteristics and reasons for urban poverty are manifold and seem to repeat across class structures: migration, culture shock, real estate costs and unrealistic expectations of city life, a lack of financial education, corporate cultures that perpetuate stereotypical workforces, a glamourised entrepreneurial culture that focuses on icons of spending instead of struggle, and economically and politically, the rise of the cashless credit economy and the demise of the thrift economy and its conservative icons. The book will use the case studies of young Indians, typically in their first or second jobs, migrants to major Indian metros, living in these conditions. The reasons for the poverty they experience are varied, and influenced by the industries they work for, their family backgrounds, other financial obligations, social stratas, and peer groups. There are so far, no studies available for this in India, and is a rising phenomenon in the US where it has been called 'poverty

with no name'. Gayatri's short piece on the Urban Poor crossed 1.1 million views on BuzzFeed - the highest number for any Indian feature article to date.

Two brothers, Michael and Stephen MacIntyre, together with their sister Sarah and the local vicar Tom Aubrey, uncover a deadly secret buried near their village. But time is short: can they prevent the awakening of an ancient evil before its powers corrupt them for ever?

The second adventure in the Bartimaeus trilogy finds Nathaniel working his way up the ranks of the government, when crisis hits. A seemingly invulnerable clay golem is making random attacks on London. Nathaniel and Bartimaeus must travel to Prague to discover the source of the golem's power. Includes a preview chapter from Ptolemy's Gate, the third book in the series.

Without music, the world is just blah. That's my take on life, anyway. Mum says rock is the only music worth listening to, but I think everyone should find their own beat. When I hear that Principal Keiren plans to cut all of the arts classes at Watterson Primary, there's no way me and my new mate Flynn are gonna let that happen. We're dragging our secret Broadway appreciation society into the spotlight. It's time for Watterson: The Musical!

Collecting books can be a dangerous prospect in this fun, time-traveling, fantasy adventure—the first in the Invisible Library series! One thing any Librarian will tell you: the truth is much stranger than fiction... Irene is a professional spy for the mysterious Library, a shadowy organization that collects important works of fiction from all of the different realities. Most recently, she and her enigmatic assistant Kai have been sent to an alternative London. Their mission: Retrieve a particularly dangerous book. The problem: By the time they arrive, it's already been stolen. London's underground factions are prepared to fight to the death to find the tome before Irene and Kai do, a problem compounded by the fact that this world is chaos-infested—the laws of nature bent to allow supernatural creatures and unpredictable magic to run rampant. To make matters worse, Kai is hiding something—secrets that could be just as volatile as the chaos-filled world itself. Now Irene is caught in a puzzling web of deadly danger, conflicting clues, and sinister secret societies. And failure is not an option—because it isn't just Irene's reputation at stake, it's the nature of reality itself... **FEATURING BONUS MATERIAL:** including an interview with the author, a legend from the Library, and more!

When young novice monk Brother Beowulf is sent to spy on Spook Johnson, he has no idea of the trouble he's about to find himself in. Johnson boasts to Wulf of his battles against demonic creatures, and even seems to imprison local witches, though Wulf is sceptical - not least because the church has taught him that Spooks are a force for evil, and not to be trusted. But then the monsters Johnson claims to fight turn out to be very real indeed, and soon Wulf is forced to seek help from another young Spook, Tom Ward, who terrifies and charms him in equal measure. But the forces of the dark are many, and it's not long until Wulf and Tom realise they've bitten off far more than they can chew. A horrifying new enemy is rising - and only Wulf can stop it.

From her mentor, Vincent Rushkin, Isabell Copley had learned to paint vivid images of creatures that literally come to life, a talent that had led to unexpected tragedy, but years after these creatures have ruined her life, Isabelle returns to painting, haunted by memories, dreams, and the threat of her mentor's return. Reprint. 17,500 first printing.

As a massive outbreak of supernatural Visitors baffles Scotland Yard and causes protests throughout London, Lockwood & Co. continue to demonstrate their effectiveness in exterminating spirits. Anthony Lockwood is dashing, George insightful, and Lucy dynamic, while the skull in the jar utters sardonic advice from the sidelines. There is a new spirit of openness in the team now that Lockwood has shared some of his childhood secrets, and Lucy is feeling more and more as if her true home is at Portland Row. It comes as a great shock, then, when

Lockwood and George introduce her to an annoyingly perky and hyper-efficient new assistant, Holly Munro. Meanwhile, there are reports of many new hauntings, including a house where bloody footprints are appearing, and a department store full of strange sounds and shadowy figures. But ghosts seem to be the least of Lockwood & Co.'s concerns when assassins attack during a carnival in the center of the city. Can the team get past their personal issues to save the day on all fronts, or will bad feelings attract yet more trouble? Danger abounds, tensions escalate, and new loyalties form in this third delightfully terrifying adventure in the critically acclaimed Lockwood & Co. series. Praise for *The Screaming Staircase* "This story will keep you reading late into the night, but you'll want to leave the lights on. Stroud is a genius at inventing an utterly believable world which is very much like ours, but so creepily different. Put *The Screaming Staircase* on your 'need to read' list!" -- Rick Riordan "A pleasure from tip to tail, this is the book you hand the advanced readers that claim they'd rather read *Paradise Lost* than *Harry Potter*. Smart as a whip, funny, witty, and honestly frightening at times, Stroud lets loose and gives readers exactly what they want. Ghosts, kids on their own without adult supervision, and loads of delicious cookies." -- Elizabeth Bird, *School Library Journal* "Stroud shows his customary flair for blending deadpan humor with thrilling action, and the fiery interplay among the three agents of Lockwood & Co. invigorates the story (along with no shortage of creepy moments)." -- *Publishers Weekly* Praise for *The Whispering Skull* "An occult portal and its spectral guardian nearly cut short the careers of three rising young ghost hunters in this madcap sequel to *The Screaming Staircase* (2013). For all their internecine squabbling, the three protagonists make a redoubtable team-and their supporting cast, led by the sneering titular skull in a jar, adds color and complications aplenty. Rousing adventures for young tomb robbers and delves into realms better left to the dead." -- *Kirkus Reviews* (starred review) "Stroud writes with a fine ear for dialog, a wry sense of humor, and a knack for describing haunted places. Creating tension that ebbs and flows, he slowly builds the dramatic narrative to a resounding crescendo, and he makes the quieter scenes that follow just as compelling." -- *Booklist* (starred review)

"Imagine *Neuromancer* and *Lilith's Brood* conceived a baby while listening to *My Chemical Romance* and then that baby was adopted by *Ghost in the Shell* and *Blue Submarine no. 6*. The baby's name is *Unity*." --Meredith Russo, author of *If I Were Your Girl* Evoking the gritty cyberpunk of *Mad Max* and the fluid idealism of *Sense8*, *Unity* is a spectacular new re-envisioning of humanity. Breakout author Elly Bangs has created an expressive, philosophical, science-fiction thriller that expands upon consciousness itself. Danae is not only herself. She is concealing a connection to a grieving collective inside of her body. But while she labors as a tech servant in the dangerous underwater enclave of Bloom City, her fractured self cannot mend. In a desperate escape, Danae and her lover Naoto hire the enigmatic ex-mercenary Alexei to guide them out of the imploding city. But for Danae to reunify, the three new fugitives will have to flee across the otherworldly beauty of the postapocalyptic Southwest. Meanwhile, Danae's warlord enemy, the Duke, and a strange new foe, the Borrower, already seek them at any price.

In a world full to bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about sixty years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling apart at the seams — and a team of programmers racing a deadline to hammer out the last few bugs in their AI. \**Mogworld* is the debut novel from video-game icon Yahtzee Croshaw (*Zero Punctuation*)! With an exclusive one-chapter preview of Yahtzee Croshaw's next novel, *Jam*—coming to bookstores in October 2012! \*Ben "Yahtzee" Croshaw's video review site, *Zero Punctuation*, receives over 2,500,000 unique hits a month, and has been licensed by

G4 Television. \*Yahtzee's blog receives about 150,000 hits per day. "The first legitimate breakout hit from the gaming community in recent memory." -Boing Boing

#1 IN A NEW EPIC FANTASY SERIES from Monster Hunter series creator and New York Times best-selling author, Larry Correia! After the War of the Gods, the demons were cast out and fell to the world. Mankind was nearly eradicated by the seemingly unstoppable beasts, until the gods sent the great hero, Ramrowan, to save them. He united the tribes, gave them magic, and drove the demons into the sea. Ever since the land has belonged to man and the oceans have remained an uncrossable hell, leaving the continent of Lok isolated. It was prophesized that someday the demons would return, and only the descendants of Ramrowan would be able to defeat them. They became the first kings, and all men served those who were their only hope for survival. As centuries passed the descendants of the great hero grew in number and power. They became tyrannical and cruel, and their religion nothing but an excuse for greed. Gods and demons became myth and legend, and the people no longer believed. The castes created to serve the Sons of Ramrowan rose up and destroyed their rulers. All religion was banned and replaced by a code of unflinching law. The surviving royalty and their priests were made casteless, condemned to live as untouchables, and the Age of Law began. Ashok Vadal has been chosen by a powerful ancient weapon to be its bearer. He is a Protector, the elite militant order of roving law enforcers. No one is more merciless in rooting out those who secretly practice the old ways. Everything is black or white, good or evil, until he discovers his entire life is a fraud. Ashok isn't who he thinks he is, and when he finds himself on the wrong side of the law, the consequences lead to rebellion, war<sup>3/4</sup>and destruction. At the publisher's request, this title is sold without DRM (Digital Rights Management).

A lively collection of stories about robotic revolution and human resistance includes contributions by such genre luminaries as Alan Dean Foster, Corey Doctorow and Ian McDonald. Original. 30,000 first printing.

"Stroud is a genius' Rick Riordan, author of the Percy Jackson series. Ghosts and ghouls beware! London's smallest, shabbiest and most talented psychic detection agency is back. Life is never exactly peaceful for Lockwood & Co. Lucy and George are trying to solve the mystery of the talking skull trapped in their ghost jar, while Lockwood is desperate for an exciting new case. Things seem to be looking up when the team is called to Kensal Green Cemetery to investigate the grave of a sinister Victorian doctor. Strange apparitions have been seen there, and the site must be made safe. As usual, Lockwood is confident; as usual, everything goes wrong a terrible phantom is unleashed, and a dangerous object is stolen from the coffin. Lockwood & Co must recover the relic before its power is unleashed, but it's a race against time. Their obnoxious rivals from the Fittes agency are also on the hunt. And if that's not bad enough, the skull in the ghost-jar is stirring again The author of the blockbuster BARTIMAEUS sequence delivers another humorous and chilling instalment in the critically acclaimed LOCKWOOD & CO. series."

Four thrilling books in the award-winning Blackthorn Key series are now available together in one action-packed boxed set—perfect for fans of Dan Brown! Christopher Rowe was happy learning how to solve complex codes and puzzles and creating powerful medicines, potions, and weapons as an apprentice to Master Benedict Blackthorn—with maybe an explosion or two along the way. But when danger threatens London, Christopher must use every skill he's learned to discover the key to a terrible secret with the power to tear the world apart. Packed with heart-stopping action, mysterious conspiracies, and secret codes, this award-winning

series is an adventure you'll never forget. This paperback boxed set includes: The Blackthorn Key Mark of the Plague The Assassin's Curse The Call of the Wraith

Action! Humor! Fantasy! Kicking off a new series with a bang (several bangs, in fact), Stroud sends two young fugitives with murky pasts fleeing murderous pursuers across a fractured future Britain. --Kirkus Reviews, starred Scarlett McCain is a shoot-first ask-questions-later kind of outlaw. She scrapes by on bank heists, her wits--and never looking back. She's on the run from her latest crime when she comes across Albert Browne. He is the sole survivor of a horrific accident, and against her better judgement, Scarlett agrees to guide him to safety. This is a mistake. Soon there are men with dogs and guns and explosives hot on their heels. Scarlett's used to being chased by the law, but this is extreme. It was only a little bank she'd robbed . . . As they flee together across the wilds, fighting off monstrous beasts, and dodging their pursuers, Scarlett comes to realize that Albert Browne is hiding a terrible secret. And that he may be the most dangerous threat of all. In this fast-paced, quick-witted whirlwind of a story, Jonathan Stroud introduces two unlikely allies--the outlaws Scarlett and Browne--who are about to become the most notorious renegades in all that's left of Britain.

When James Mycroft drags Rachel Watts off on a night mission to the Melbourne Zoo, the last thing she expects to find is the mutilated body of Homeless Dave, one of Mycroft's numerous eccentric friends. But Mycroft's passion for forensics leads him to realize that something about the scene isn't right--and he wants Watts to help him investigate the murder. While Watts battles her attraction to bad-boy Mycroft, he's busy getting himself expelled and clashing with the police, becoming murder suspect number one. When Watts and Mycroft unknowingly reveal too much to the cold-blooded killer, they find themselves in the lion's den--literally. A trip to the zoo will never have quite the same meaning to Rachel Watts again...

In the third book of the series, Bartimaeus, Nathaniel, and Kitty must test the limits of this world, question the deepest parts of themselves -- and trust one another if they hope to survive. Includes a preview chapter from The Ring of Solomon, a Bartimaeus novel.

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When Emily, Simon and Marcus discover the deserted castle, it seems like an escape from the midwinter snows and their individual loneliness. But their occupation of the ruin quickly takes on a momentum of its own, and soon threatens their friendship, their freedom and their lives.

Nathaniel is a magician's apprentice, taking his first lessons in the arts of magic. But when a devious hot-shot wizard named Simon Lovelace ruthlessly humiliates Nathaniel in front of his elders, Nathaniel decides to kick up his education a few notches and show Lovelace who's boss. With revenge on his mind, he summons the powerful djinni, Bartimaeus. But summoning Bartimaeus and controlling him are two different things entirely, and when Nathaniel sends the djinni out to steal Lovelace's greatest treasure, the Amulet of Samarkand, he finds himself caught up in a whirlwind of magical espionage, murder, and rebellion.

Five months after the events in *The Creeping Shadow*, we join Lockwood, Lucy, George, Holly, and their associate Quill Kipps on a perilous night mission: they have broken into the booby-trapped Fittes Mausoleum, where the body of the legendary psychic heroine Marissa Fittes lies. Or does it? This is just one of the many questions to be answered in Book 5 of the Lockwood & Co. series. Will Lockwood ever reveal more about his family's past to Lucy? Will their trip to the Other Side leave Lucy and Lockwood forever changed? Will Penelope Fittes succeed in shutting down their agency forever? The young agents must survive attacks from foes both spectral and human before they can take on their greatest enemy in a climactic and chaotic battle. And to prevail they will have to rely on help from some surprising--and shadowy--allies. Jonathan Stroud once again delivers a rousing adventure full of danger, laughs, twists, and frights. The revelations will send readers back to Book 1 to start the series all over again. Exclusive to this paperback edition: a Lockwood & Co. short story, "The Dagger in the Desk," and an illustrated ghost guide.

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will it take to reunite the team? Black marketeers, an informant ghost, a Spirit Cape that transports the wearer, and mysteries involving Steve Rotwell and Penelope Fittes just may do the trick. But, in a shocking cliffhanger ending, the team learns that someone has been manipulating them all along. . . .

A thrilling new case for London's most talented psychic detection agency. In London, a mysterious and potentially deadly ghost is stalking the halls of St. Simeon's Academy for Talented Youngsters. It lurks in the shadows, spreading fear and icy cold—and it carries a sharp and very solid dagger...The headmaster wastes no time in enlisting the help of ghost-hunters Anthony Lockwood, Lucy Carlyle, and George Cubbins. Can Lockwood & Co. survive the night and save the day? Don't miss this exciting Lockwood & Co. adventure, which includes a bonus Ghost Guide and a preview of *The Hollow Boy*, the next book in the series!

David Hair is the award-winning writer of two young adult fiction series, *The Aotearoa* and *The Return of Ravana* (based on the Vedic epic *The Ramayana*). *Mage's Blood*, the first volume of a series called *The Moontide Quartet*, is Hair's first work of adult fantasy. In a starred review of *Mage's Blood*, *Publisher's Weekly* said, "This multilayered beginning to the *Moontide Quartet* plunges readers into a taut network of intrigue and mystery that tightens with each chapter. Hair portrays a stark and beautiful world breaking apart, with both good and evil characters desperate to reshape it through magic, war, and treachery. This strong debut should draw in fantasy readers of all stripes." Most of the time the *Moontide Bridge* lies deep below the sea, but every twelve years the tides sink and the bridge is revealed, its gates open for trade. The Magi are hell-bent on ruling this new world, and for the last two *Moontides* they have led armies across the bridge on "crusades of conquest." Now, the third *Moontide* is almost here, and this time the people of the East are ready for a fight... but it is three seemingly ordinary people that will decide the fate of the world.

DIV In her entertaining and edifying New York Times bestseller, acclaimed author Francine Prose invites you to sit by her side and take a guided tour of the tools and tricks of the masters to discover why their work has endured. Written with passion, humour and wisdom, *Reading Like a Writer* will inspire readers to return to literature with a fresh eye and an eager heart – to take pleasure in the long and magnificent sentences of Philip Roth and the breathtaking paragraphs of Isaac Babel; to look to John le Carré for a lesson in how to advance plot through dialogue and to Flannery O'Connor for the cunning use of the telling detail; to be inspired by Emily Brontë's structural nuance and Charles Dickens's deceptively simple narrative techniques. Most importantly, Prose cautions readers to slow down and pay attention to words, the raw material out of which all literature is crafted, and reminds us that good writing comes out of good reading.

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From the award-winning author of *The Twisted Ones* comes a gripping and atmospheric retelling of Edgar Allan Poe's

classic "The Fall of the House of Usher." When Alex Easton, a retired soldier, receives word that their childhood friend Madeline Usher is dying, they race to the ancestral home of the Ushers in the remote countryside of Ruritania. What they find there is a nightmare of fungal growths and possessed wildlife, surrounding a dark, pulsing lake. Madeline sleepwalks and speaks in strange voices at night, and her brother Roderick is consumed with a mysterious malady of the nerves. Aided by a redoubtable British mycologist and a baffled American doctor, Alex must unravel the secret of the House of Usher before it consumes them all.

Shortlisted for the 2016 David Gemmell Legend Award for Best Novel. The third in The Faithful and the Fallen series, *Ruin* by John Gwynne continues the gripping battle of good vs evil. The Banished Lands are engulfed in war and chaos. The cunning Queen Rhin has conquered the west and High King Nathair has the cauldron, most powerful of the seven treasures. At his back stands the scheming Calidus and a warband of the Kadoshim, dread demons of the Otherworld. They plan to bring Asroth and his host of the Fallen into the world of flesh, but to do so they need the seven treasures. Nathair has been deceived but now he knows the truth. He has choices to make; choices that will determine the fate of the Banished Lands. Elsewhere the flame of resistance is growing - Queen Edana finds allies in the swamps of Ardan. Maquin is loose in Tenebral, hunted by Lykos and his corsairs. Here he will witness the birth of a rebellion in Nathair's own realm. Corban has been swept along by the tide of war. He has suffered, lost loved ones, sought only safety from the darkness. But he will run no more. He has seen the face of evil and he has set his will to fight it. The question is, how? With a disparate band gathered about him - his family, friends, giants, fanatical warriors, an angel and a talking crow - he begins the journey to Drassil, the fabled fortress hidden deep in the heart of Forn Forest. For in Drassil lies the spear of Skald, one of the seven treasures, and here it is prophesied that the Bright Star will stand against the Black Sun. 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.

Everyone says that Max is drowned, but Charlie thinks differently: she was in the mill-pool with him, and knows exactly what she saw. When she begins to see him in her dreams, her hopes are raised. It seems the reunion she craves is possible. But where exactly is Max leading her? And will she be able to return?

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Want to hear a ghost story? That's good. I know a few . . . After their recent adventures, the Lockwood & Co team deserve a well-earned break . . . so naturally they decide to risk their lives breaking into a heavily-guarded crypt. A building full of unsettled souls, it's also the final resting place of Marissa Fittes, the legendary and (supposedly) long-dead ghost hunter – though the team have their suspicions about just how dead she might be. What they discover changes everything. Pitched into a desperate race to get to the truth behind the country's ghost epidemic, the team ignite a final, epic battle against the Fittes agency. A battle that will force them to journey to the Other Side, and face the most terrifying enemy they have ever known. Can everyone make it out alive? Join Lucy, Lockwood, George and Holly for one last time as they battle ghosts and humans for truth and justice in this breathtaking finale to the bestselling series. 'Stroud is a genius' Rick Riordan

In this spellbinding, lavishly illustrated story that *Diary of a Wimpy Kid* author Jeff Kinney calls "wildly imaginative and totally terrifying," two unlikely friends face down their worst fears in order to stop their small town—and themselves—from disappearing. Levi and Kat are about to discover a very dark side to their neighborhood. Nothing ever seems out of place in the safe, suburban town of Cowslip Grove. Lawns are neatly mowed, sidewalks are tidy, and the sounds of ice cream trucks fill the air. But now . . . kids have been going missing—except no one even realizes it, because no one remembers them. Not their friends. Not their teachers. Not even their families. But Levi and Kat do remember, and suddenly only they can see why everyone is in terrible danger when the night air rolls in. Now it is up to Levi and Kat to fight it and save the missing kids before it swallows the town whole.

A sinister Problem has occurred in London: all nature of ghosts, haunts, spirits, and specters are appearing throughout the city, and they aren't exactly friendly. Only young people have the psychic abilities required to see—and

eradicate—these supernatural foes. Many different Psychic Detection Agencies have cropped up to handle the dangerous work, and they are in fierce competition for business. In *The Screaming Staircase*, the plucky and talented Lucy Carlyle teams up with Anthony Lockwood, the charismatic leader of Lockwood & Co, a small agency that runs independent of any adult supervision. After an assignment leads to both a grisly discovery and a disastrous end, Lucy, Anthony, and their sarcastic colleague, George, are forced to take part in the perilous investigation of Combe Carey Hall, one of the most haunted houses in England. Will Lockwood & Co. survive the Hall's legendary Screaming Staircase and Red Room to see another day? Readers who enjoyed the action, suspense, and humor in Jonathan Stroud's internationally best-selling *Bartimaeus* books will be delighted to find the same ingredients, combined with deliciously creepy scares, in his thrilling and chilling Lockwood & Co. series.

It's two years later . . . Friday steps out of prison, a shell of her former self. She's still wearing the same brown cardigan, but she swears she's never solving mysteries again! Yeah right – who is she kidding? She can't suppress her brilliant deductive mind and is soon drawn back into the intrigues of Highcrest Academy. Then Uncle Bernie rings, pleading with Friday to fly to Italy and help him protect the Uffizi Galleries from a team of art thieves – and she can't say 'no' to family. Even if it means travelling to the city where Ian, her ex-boyfriend/nemesis is living. Will Friday be able to protect Italy's finest artworks? Will Melanie stay awake long enough to help her? And will Ian still be as gorgeous as a Greek god and twice as annoying?

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