

# The Elders Foxcraft Book

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## WILLIAMSON MAGDALENA

*The Princess Curse* HarperCollins

Foxcraft 2: The Elders Scholastic UK

*The Elders* Australian Geographic

Which is the identity of a traveler who is constantly on the move between cultures and languages? What happens with stories when they are transmitted from one place to another, when they are retold, remade, translated and re-translated? What happens with the scholars themselves, when they try to grapple with the kaleidoscopic diversity of human expression in a constantly changing world? These and related questions are explored in the chapters of this collection. Its overall topic, narratives that pass over national, language and ethnical borders includes studies about transcultural novels, poetry, drama, and the narratives of journalism. There is a broad geographic diversity, not only in the collection as a whole, but also in each of the single contributions. This in turn demands a multitude of theoretical and methodological approaches, which cover a spectrum of concepts from such different sources as post-colonial studies, linguistics, religion, aesthetics, art, and media studies, often going beyond the well-known Western frameworks. The works of authors like Miriam Toews, Yoko Tawada, Javier Moreno, Leila Abouela, Marguerite Duras, Kyoko Mori, Francesca Duranti, Donato Ndongo-Bidyogo, Ribi Hideo, and François Cheng are studied from a variety of perspectives. Other chapters deal with code-switching in West African novels, border crossing in the Japanese noh drama, translational anthologies of Italian literature, urban legends on the US-Mexico border, migration in German children's books, and war trauma in poetry. Most of the chapters are case studies of specific works and authors, and may thus be of interest, not only for specialists, but also for the general reader. *The Elders (Foxcraft, Book 2)* Candlewick Press

A young white fox called Dilah returns home to find his mother gravely injured. Before she dies, she tells him about a treasure with the power to make animals human. The clues to its location are contained in a moonstone buried beneath their den. But wicked blue foxes seek the treasure too and Dilah must race to find it first. Along the way, he meets all sorts of other creatures: a friendly seal, an ancient tortoise and a fierce leopard - but can he stay one step ahead?

*The Devil's Triangle* Perfection Learning

The #1 nationally bestselling Warriors series continues! Discover more epic adventures in the fourth book in the action-packed Broken Code story arc. Exiled after a battle that left all five Clans devastated, ThunderClan's loyal deputy, Squirrelflight, must bring to light an earth-shattering truth: the identity of the cat ruling ThunderClan while wearing Bramblestar's face. While the fate of his body hangs in the balance, the real Bramblestar's spirit has vanished. Even Rootspring is powerless to reach him--and with tensions among the Clans at a breaking point, Squirrelflight may not be able to ensure Bramblestar has a body to return to. If he returns at all. Packed with action and intrigue, this sixth Warriors series is the perfect introduction for readers new to the Warriors world, while dedicated fans will be thrilled to discover the new adventures that unfold after the events of A Vision of Shadows.

*Wild Rescuers: Guardians of the Taiga* Harper Collins

"Spencer Quinn speaks two languages -- suspense and dog -- fluently." -- Stephen King Why would anyone break into 19 Gentilly Lane? That's where the Gaux family lives, and everyone knows they have nothing worth stealing. More important, the house is usually guarded by Birdie Gaux's dog, Bowser, a large and handsome fellow with a big set of sharp teeth. Now Birdie is looking worried and Bowser is on the trail of something rotten. Who was behind the break in? Why is a girl with green hair asking odd questions about what happened to Birdie's dad, a policeman who was killed in the line of duty years ago? Worst of all, why is the whole town starting to stink of limeade aftershave and CAT?!? The death of Birdie's father may be a cold case, but Bowser can tell it's heating up fast. Someone is coming after Birdie and her family, and Bowser must be ready to protect them from anything. Even that awful cat.

*5 Worlds Book 4: The Amber Anthem* Warriors: The Broken Code Full of heart, fantasy, and adventure, the I AM FOX trilogy follows Isla, a young fox whose world is shattered when her family suddenly vanishes. Foxfire, the final book in the trilogy, follows Isla on her continued adventures. Isla has arrived at the frigid Snowlands to find her lost brother, Pirie. The tundra is a harsh place - and the wolves who live within its icy kingdoms are harsher still - but Isla's flair for the mysterious arts of foxcraft has grown tremendously. The young fox is on a mission of grave

importance. A cruel and powerful fox known as the Mage is using his own mastery of foxcraft to summon an ancient threat. If he succeeds, then more than just Pirie's life will be at stake. But Isla discovers the once-proud wolves are broken and wary. Their king is weak, struck by a peculiar madness, and a rival kingdom threatens their borders. If Isla can't find help amongst the wolves, then the whole world will burn

**The Familiars** Price Stern Sloan

When Aldwyn, a young alley cat on the run, ducks into a mysterious pet shop, he doesn't expect his life to change. But that's exactly what happens when Jack, a young wizard, picks Aldwyn to be his magical familiar. Finally off the tough streets, Aldwyn thinks he's got it made. He just has to convince the other familiars—the know-it-all blue jay Skylar and the friendly tree frog Gilbert—that he's the telekinetic cat he claims to be. But when Jack and two other wizards in training are captured by a terrible evil, it will take all of Aldwyn's street smarts, a few good friends, and a nose for adventure to save the day!

*The Mage (Foxcraft, Book 3)* Vanguard Press

Prepare for the unfamiliar When every bit of human magic disappears suddenly from Vastia, it falls on the familiars—Aldwyn the telekinetic cat, Skylar the know-it-all blue jay, and Gilbert the gullible tree frog—to find the Crown of the Snow Leopard, an ancient relic that can reverse the curse. They learn that the only way to do this is by following in the paw prints of Aldwyn's missing father, who went searching for the Crown several years earlier. This magical spirit trail extends into the Beyond, where our heroes encounter new enemies and danger, while Aldwyn learns about his mysterious past. Full of high-flying adventure and heartwarming friendships, *Secrets of the Crown* will make readers want to get even more familiar with *The Familiars*!

**Secrets of the Crown** Harper Collins

Vulpes is the smartest pup of the litter and he grows into a fast, quick-witted fox whose abilities become legend among the forest's hunters. He leads them on hopeless chases, slipping away at the last moment--then he comes face to face with the hunter who is his greatest enemy.

**Unnaturals #2: Escape from Lion's Head** Five Elements Press Kazu Kibuishi's #1 NEW YORK TIMES bestselling series is now available in eBook! Emily and her friends think they'll find the help they need in Cielis, but something isn't right. Streets that were once busy are deserted, and the townspeople who are left live in crippling fear. Emily is escorted to the Academy where she's expected to compete for a spot on the Guardian Council, the most powerful Stonekeepers. But as the number of competitors gets smaller and smaller, a terrible secret is slowly uncovered--a secret that, if left buried, means certain destruction of everything Emily fights for.

*Warriors: Dawn of the Clans 3-Book Collection* Random House Books for Young Readers

Shard is a gryphon in exile from the pride of the Silver Isles. After learning of the injustices wrought by the Red King he once served loyally, Shard now seeks to fulfill the promise of the legendary Summer King, who is destined to bring peace and balance when he appears. Shard's quest will take him across the sea to the homeland of the gryfons who conquered the Silver Isles, into a web of new allies and new enemies, winged and wingless alike. There he will learn of the fierce enmity that drove the Red King and his pride from their homeland, and the deadly grudge stretching back two generations that, if left unfinished, could destroy them all.

*The Tygrine Cat on the Run* Simon and Schuster

Oni, ubiquitous supernatural figures in Japanese literature, lore, art, and religion, usually appear as demons or ogres. Characteristically threatening, monstrous creatures with ugly features and fearful habits, including cannibalism, they also can be harbingers of prosperity, beautiful and sexual, and especially in modern contexts, even cute and lovable. There has been much ambiguity in their character and identity over their long history. Usually male, their female manifestations convey distinctively gendered social and cultural meanings. Oni appear frequently in various arts and media, from Noh theater and picture scrolls to modern fiction and political propaganda. They remain common figures in popular Japanese anime, manga, and film and are becoming embedded in American and international popular culture through such media. Noriko Reider's book is the first in English devoted to oni. Reider fully examines their cultural history, multifaceted roles, and complex significance as "others" to the Japanese.

*City and Citadel* Walker

Isla's search for her missing brother, Pirie, has brought her to the vast Wildlands. The forest is a treacherous place for a fox cub, but Isla is talented in foxcraft -- ancient arts of cunning known only to

her kind. Skilled though she is, Isla's grasp of foxcraft is still new. And she's not alone... A cruel and mysterious fox stalks the forest, with the power to enslave others to his will. In order to survive, Isla must learn to trust in the rustic Wildlands foxes. But there are tales of others -- a council of Elders who are masters of foxcraft, and who warily guard its most potent secrets. If Isla wishes to master her gifts and find her brother, then the Elders may be her only hope.

*The Empty City* University Press of Colorado

A dictionary of emotions for children ; with 60 definitions to help children identify and understand their emotions. Includes parent/teacher notes.

Simon and Schuster

A brave mouse attempts to rebuild a fallen empire in this second book of the epic animal adventure series set in the subway tunnels of Brooklyn, for "fans of Erin Hunter, Brian Jaques, and Kathryn Lasky" (School Library Journal). The battle to free Titus's camps is over, and Hopper, Zucker, Firren, and their loyal followers are working to rebuild. But the tunnels are in a state of chaos, and without the sinister peace accord to protect the rodents, Queen Felina and her growing army of ferals is a greater threat than ever before. In the Mūs Village, Pinkie has led a coup and is now ruling with an iron paw. And Pup has become cold and defiant, a change that Hopper never saw coming. When exterminators raid the tunnels, Hopper is snatched away by the intruders and taken back up to the daylight world where he was born. Upland, Hopper makes new allies, and as he enjoys the sights and sounds of Brooklyn, he wonders if he will ever make it back into the tunnels to restore safety and prosperity, as foretold by La Rocha's prophecy. But why should Hopper fulfill a destiny he never wanted in the first place? Learn more at [Mouseheart.com](http://Mouseheart.com)!

**Narratives Crossing Borders** Scholastic Inc.

For every young numbat, a day does come when it's time to leave home, their dad and their mum. When Numby heads out to find his own place, it's a grand old adventure, a wild numbat chase!.

*The Taken* HarperCollins

Merrie Haskell's middle-grade fantasy novel *Princess Curse* is an imaginative retelling of the fairy tales *The Twelve Dancing Princesses* and *Beauty and the Beast*. In the fifteenth-century kingdom of Sylvania, the prince offers a fabulous reward to anyone who cures the curse that forces the princesses to spend each night dancing to the point of exhaustion. Everyone who tries disappears or falls into an enchanted sleep. Thirteen-year-old Reveka, a smart, courageous herbalist's apprentice, decides to attempt to break the curse despite the danger. Unravelling the mystery behind the curse leads Reveka to the Underworld, and to save the princesses, Reveka will have to risk her soul. *Princess Curse* combines magic, suspense, humor, and adventure into a story perfect for fans of Gail Carson Levine.

*Palace of Dreams* Harper Collins

The time has come for a traitor to fall. Don't miss the action-packed final adventure in the *Survivors: The Gathering Darkness* series! From Erin Hunter, #1 nationally bestselling author of *Warriors*, *Survivors* is full of "wild and wonderful adventure" (Kirkus; starred review) that will thrill fans of *Spirit Animals* and *Wings of Fire*. Storm has discovered the identity of the traitor dog who was sabotaging her former Pack—but when she returned from her exile, she fell right into the Bad Dog's waiting trap. Now a prisoner in the Wild Pack's camp, Storm is running out of time. This is her last chance to save the Pack...and to put an end to what the traitor began.

**Children of the Fox** Jimmy Patterson

In the second book in the action-packed *Unnaturals* duology, perfect for fans of the *Animorphs* or *Warriors* series, the amazing hybrid animal heroes embark on a dangerous journey as they fight to find home. K-07M0 has never had a name. As a fox-bat, she has lived her entire life silently hiding from the other hybrids and the scientists who created her...until the day a new animal gives her the name Kozmo and they help each other escape the underground lab. In the outside world Kozmo meets a pack of hybrids just like her, led by a feisty eagle-dog named Castor. But Castor and his pack are being viciously pursued, and Kozmo is forced to do something she's never done before: trust others to survive. Kozmo will discover that Castor and his friends have unexpected human allies but can they uncover the truth about why the *Unnaturals* were created together?

**Warriors: The Broken Code #4: Darkness Within** Scholastic Inc.

Tamlyn has always considered that his life in the Citadel is a good one. Since he was born he has been taught that the High Lord Zerac is a caring and kindly ruler, and he looks forward to serving him in the future. Chance encounters with Lyddy and Merla as he

starts his final year in the Academy begin to force Tamlyn to think again about these views. He discovers that the surface appearance of peace and justice he knows really hides a different

and cruel reality. With his friend, Hallam, he decides he must work to change things. It's a decision that takes him out of his

easy life and into dangerous and life-threatening clashes with Zerac but he persists through it all, in the process changing himself and taking the land he loves out of its enforced isolation.