

Curiosity House The Shrunken Head

The magical, bestselling series from Pseudonymous Bosch, the author of the Secret Series! Magic is BAD. As in fake. Cheesy. Unreal. At least, that's what Clay, who has seen one magic show too many, thinks. When words from his journal appear mysteriously on his school wall as graffiti, he never imagines that magic might be to blame. And when the same graffiti lands him at Earth Ranch, a camp for "troubled" kids on a remote volcanic island, magic is the last thing he expects to find there. But at Earth Ranch, there is one strange surprise after another, until Clay no longer knows what to expect. Is he really talking to a llama? Did he really see a ghost? What is the scary secret hidden in the abandoned library? The only thing he knows for sure is that behind the clouds of vog (volcanic smog), nothing is as it seems. Can he solve the riddle of Earth Ranch before trouble erupts? Elusive author Pseudonymous Bosch introduces an extraordinary new series that will have you believing in the unbelievable.

Melusine, a sorcerer's apprentice, is learning how to become a witch, but her potions and spells don't work as she intends them to, leading to many humorous episodes with ghosts, monsters, and other supernatural characters.

This fascinating facsimile diary offers a first-hand account of Robert Ripley's travels to far-flung exotic corners of the globe in search of the weird & wonderful during the 1930s. "Ripley's Search for the Shrunken Heads" is an evocative pot pourri of the journeys and discoveries made by Robert Ripley in the 1920s and 1930s. It features the highlights of those daring escapades in which he set off on the merest whiff of a rumor that something exotic and unique was there to be found in Panang, or the Phunjab, or eastern Persia. With his drawings, cartoons, doodles, and memorabilia, the book puts in an atmospheric context the strange and bizarre world that unfolded before Ripley's gaze. . From lakes of soda & bridges of blood to the shrunken heads themselves, Ripley's discoveries are laid out for you to explore in fantastic three-dimensional detail in this extraordinary book.

Rembrandt's famous painting of an anatomy lesson, the shrunken head of an Australian indigenous leader, an aerial view of Paris from a balloon: all are windows to enchantment, curiosities that illuminate something shadowy and forgotten lurking behind the neat facade of a rational world. In *Curious Visions of Modernity*, David Martin unpacks a collection of artifacts from the visual and historical archives of modernity, finding in each a slippage of scientific rationality--a repressed heterogeneity within the homogenized structures of post-Enlightenment knowledge. In doing so, he exposes modernity and its visual culture as haunted by precisely those things that rationality sought to expunge from the "enlightened" world: enchantment, magic, and wonderment. Martin traces the genealogies of what he considers three of the most distinct and historically immediate fields of modern visual culture: the collection, the body, and the mapping of spaces. In a narrative resembling the many-drawer curiosity cabinets of the Renaissance rather than the locked glass cases of the modern museum, he shows us a world renewed through the act of collecting the wondrous and aberrant objects of Creation; tortured and broken flesh rising from the dissecting tables of anatomy theaters to stalk the discourses of medical knowledge; and the spilling forth of a pictorializing geometry from the gilt frames of Renaissance panel paintings to venerate a panoptic god. Accounting for the visual disenchantment of modernity, Martin offers a curious vision of its reenchantment.

In this second book in the New York Times bestselling Curiosity House series by exceptional author Lauren Oliver and shadowy recluse H. C. Chester, four extraordinary children must avenge their friend's death, try to save their home, and unravel the secrets of their past . . . before their past unravels them. Pippa, Sam, Thomas, and Max are happy to be out of harm's way now that the notorious villain Nicholas Rattigan is halfway across the country in Chicago. But unfortunately their home, Dumfreys's Dime Museum of Freaks, Oddities, and Wonders, is in danger of closing its doors forever. But their troubles only get worse. The four friends are shocked when their beloved friend, famous sculptor Siegfried Eckleberger, is murdered. As they investigate, they find clues that his death may be tied to the murder of a rich and powerful New York heiress, as well as to their own pasts. This is the second book in the series and so boasts many wondrous and mysterious things inside, such as: · Howie, the "Human Owl," whose head turns just about all the way around · A mean but important house cat · Some perfectly ghastly wax sculptures · A very thin boy named Chubby · An awful mechanical leg It continues not to have: · A cautionary tale about running with scissors · A list of time-consuming chores · Nutritious and decidedly not delicious vegetables · A perfectly sweet bedtime story about a wayward bunny · Two wet kisses on the cheek from your aunt Mildred Learn more about the series online at www.thecuriosityhouse.com.

Curiosity House: The Shrunken Head HarperCollins

War offers little respite for the bold, and as King Erik's bodyguard, Captain Alix Black is no exception. Though recently married to Prince Liam White and finally reunited with her brother, Commander General Riggard Black, Alix's duty to Erik has never been so important... or so difficult. The Oridian Warlord amasses his forces for invasion. Without aid, the Kingdom of Alden will surely fall, but gaining new allies will mean risking the few Erik already has. Riggard and his men must hold the line at the border, while Liam is sent to Onnan City to secure their fleet of ships, leaving Alix and Erik to the most dangerous task of all: crossing the Broken Mountains to seek an alliance with the Kingdom of Harram, an aloof nation led by a famously prickly king. The mountain pass cuts through enemy territory, is notoriously tough to navigate, and is plagued with warring tribes. But securing Harram's army would turn the tide of the war, so Alix will do whatever it takes to protect Erik and his diplomatic mission. But even she may be no match for the insidious assault Erik's enemies are preparing to deploy... Praise for the Bloodbound series "Lindsey's mostly balanced mix of romance and heroic fantasy will [capture] readers' hearts." —Publishers Weekly "Contains all the best of romance, warfare, magic and political scheming; all glued together by a cast of warm and wonderful characters." —Tor.com "Lindsey's fabulous, descriptive storytelling, coupled with high-stakes conflict and distinctive characters, is guaranteed to draw readers in from the first page. ... A stellar fantasy!" —RT Book Reviews "Strong romantic elements and a dash of humor enliven Erin Lindsey's fantasy debut set in a kingdom besieged by dark forces and torn apart by betrayal." —Jacqueline Carey, New York Times bestselling author "Puts the hero back into heroic fantasy." —Tanya Huff, bestselling author

From New York Times bestselling author Lauren Oliver comes a luminous novel that glows with rare magic, ghostly wonders, and a true friendship that lights even the darkest of places. An E. B. White Read-Aloud Honor Book, it's perfect for fans of the author's other middle grade novels: *The Spindlers* and the Curiosity House series. Liesl lives in a tiny attic bedroom, locked away by her cruel stepmother. Her only friends are the shadows and the mice—until one night a ghost named Po appears from the darkness. That same evening, an alchemist's apprentice named Will makes an innocent mistake that has tremendous consequences for Liesl and Po, and it draws the three of them together on an extraordinary journey.

Wealthy Richard Walker has just died, leaving behind his country house full of rooms packed with the detritus of a lifetime. His estranged family - bitter ex-wife Caroline, troubled teenage son Trenton, and unforgiving daughter Minna - have arrived for their inheritance. But the

Walkers are not alone. Prim Alice and the cynical Sandra, long dead former residents bound to the house, linger within its claustrophobic walls. Jostling for space, memory, and supremacy, they observe the family, trading barbs and reminiscences about their past lives. Though their voices cannot be heard, Alice and Sandra speak through the house itself - in the hiss of the radiator, a creak in the stairs, the dimming of a light bulb. The living and dead are each haunted by painful truths that will soon surface with explosive force. When a new ghost appears, and Trenton begins to communicate with her, the spirit and human worlds collide - with cataclysmic results.

In this captivating quest that spans the globe, a young girl who wants to know everything challenges her assumptions about family, loyalty, and friendship as she fights to save her father's legacy--and to begin creating her own. Hallelujah Wonder wants to become one of the first female scientists of the nineteenth century. She knows every specimen and rare artifact that her explorer father hid deep in a cave before he died, and she feels a great responsibility to protect the objects (particularly a mesmerizing and dangerous one called Medicine Head) from a wicked Navy captain who would use it for evil. Now she and her friend Eustace, a runaway slave, must set out on a sweeping adventure by land and by sea to the only place where no one will ever find the cursed relic.... In this captivating quest that spans the globe, a young girl who wants to know everything challenges her assumptions about family, loyalty, and friendship as she fights to save her father's legacy--and to begin creating her own.

In downtown Manhattan, workers on a construction site breach a long-forgotten basement, unearthing a charnel house: thirty-six bodies, systematically dismembered and carefully immured at least 130 years ago. It's just the kind of case to intrigue the unorthodox and enigmatic FBI agent Aloysius X.L. Pendergast. But he's not the only interested party. Soon after the bodies are discovered a killer strikes. Their victim's corpse bears the same precise mutilations as the bodies in the basement. The nightmare has begun. Again. 'Fast-moving, sophisticated and bursting with surprises ... There's nothing else like them' WASHINGTON POST. 'Sit back, crack open the book and get ready for the ride of your life' DAVID BALDACCI.

Charlie had his chocolate factory. Stanley Yelnats had his holes. Leo has the wacky, amazing Whippet Hotel. The Whippet Hotel is a strange place full of strange and mysterious people. Each floor has its own quirks and secrets. Leo should know most of them - he is the maintenance man's son, after all. But a whole lot more mystery gets thrown his way when a series of cryptic boxes are left for him . . . boxes that lead him to hidden floors, strange puzzles, and unexpected alliances. Leo had better be quick on his feet, because the fate of the building he loves is at stake . . . and so is Leo's own future!

Think twice before you make a wish in this imaginative, twisted, and witty new novel from the author of *Another Little Piece*. When Lennie brings a few jars of her uncles' moonshine to Michaela Gordon's house party, she has everyone who drinks it make a wish. It's tradition. So is the toast her uncles taught her: "May all your wishes come true, or at least just this one." The thing is, those words aren't just a tradition. The next morning, every wish—no matter how crazy—comes true. And most of them turn out bad. But once granted, a wish can't be unmade . . .

Alice in Wonderland (also known as *Alice's Adventures in Wonderland*), from 1865, is the peculiar and imaginative tale of a girl who falls down a rabbit-hole into a bizarre world of eccentric and unusual creatures. Lewis Carroll's prominent example of the genre of "literary nonsense" has endured in popularity with its clever way of playing with logic and a narrative structure that has influenced generations of fiction writing.

Bapak-Bapak, Ibu-Ibu, dan Anak-Anak sekalian, mendekatlah! Jangan malu-malu! Kami memiliki koleksi terbesar barang-barang absurd dan pameran menakutkan yang berisi lebih dari setiap belahan dunia! Dan, tidak lupa, para penampil kami yang berbakat. Kami akan menyaksikan penampilan memukau dari Thomas, si lentur yang bisa masuk ke ruang sekecil apa-pun; Philippa sang pembaca pikiran; Sam, si bocah superkuat; dan Max, sang pelempar jitu. Dan tentu saja, koleksi teranyar kami yang baru didatangkan langsung dari pedalaman Amazon, si Kepala Mengerut! Bapak-Bapak dan Ibu-Ibu, tolong jangan dorong-dorong! Pintunya akan dibuka sebentar lagi. Kujamin muat untuk semua orang. Dan, sekarang, selamat datang di Museum Aneh tapi Nyata Dumfrey! Silakan, silakan masuk, kalian semua! [Mizan, Noura, Fantasi, Dumfrey, Indonesia]

FROM THE AUTHOR OF *HER SISTER'S SHADOW* Grace Flowers By the water Have fun! These are Joy's grandmother's last words—left behind on a note. A note that Joy's mother, Grace, has interpreted as instructions for her memorial service. And so, the far-flung clan will gather at their inn on Little Island, Maine, to honor her. Joy can't help dreading the weekend. Twenty years ago, a tragedy nearly destroyed the family—and still defines them. Joy, Grace, her father Gar, and twins Roger and Tamar all have their parts to play. And now Joy, facing an empty nest and a nebulous future, feels more vulnerable than ever to the dangerous currents running through her family. But this time, Joy will discover that there is more than pain and heartbreak that binds them together, when a few simple words lift the fog and reveal what truly matters...

When Josie and her brothers uncover a haunted camera, the Mothman legend becomes a terrifying reality that threatens their entire town in this spooky and action-filled novel. Josie may live in the most haunted town in America, but the only strange thing she ever sees is the parade of oddball customers that comes through her family's auction house each week. But when she and her brothers discover a Polaroid camera that prints pictures of the ghost of local recluse John Goodrich, they are drawn into a mystery dating back over a hundred years. A desperate spirit, cursed jewelry, natural disasters, and the horrible specter of Mothman all weave in and out of the puzzle that Josie must solve to break the curse and save her own life.

How is academia portrayed in children's literature? This Element ambitiously surveys fictional professors in texts marketed towards children, who are overwhelmingly white and male, tending to be elderly scientists. Professors fall into three stereotypes: the vehicle to explain scientific facts, the baffled genius, and the evil madman. By the late twentieth century, the stereotype of the male, mad, muddlehead, called Professor SomethingDumb, is formed in humorous yet pejorative fashion. This Element provides a publishing history of the role of academics in children's literature, questioning the book culture which promotes the enforcement of stereotypes regarding intellectual expertise in children's media. This title is also available, with additional material, as Open Access.

From Newbery medalist Karen Cushman, the enchanting tale of a young woman's quest to reverse an evil spell, in a setting much like medieval England but with magic."

As Lucy, Kheelan, and the united Faerie march to war against the Crows, Soli discovers who has been smuggling Kheelan's messages to her, and learns Caro's secret--and Lucy's mother returns to the Faerieground.

The book is about, among other things: the strongest boy in the world, a talking cockatoo, a faulty mind reader, a beautiful bearded lady and a nervous magician, an old museum, and a shrunken head. Blessed with extraordinary abilities, orphans Philippa, Sam, and Thomas have grown up happily in Dumfrey's Dime Museum of Freaks, Oddities, and Wonders. Philippa is a powerful mentalist, Sam is the world's strongest boy, and Thomas can squeeze himself into a space no bigger than a bread box. The children live happily with museum owner Mr. Dumfrey, alongside other misfits. But when a fourth child, Max, a knife-thrower, joins the group, it sets off an unforgettable chain of events. When the museum's Amazonian shrunken head is stolen, the four are determined to get it back. But their search leads them to a series of murders and an explosive secret about their pasts.

In 1665 London, fourteen-year-old Christopher Rowe, apprentice to an apothecary, and his best friend, Tom, try to uncover the truth behind a mysterious cult, following a trail of puzzles, codes, pranks, and danger toward an unearthly secret with the power to tear the world apart.

From the bestselling author of *PANIC*, now a major Amazon Prime series 'The new Hunger Games...' Cosmopolitan He never loved me.

It was all a lie. 'The old Lena is dead,' I say, and then push past him. Each step is more difficult than the last; the heaviness fills me and turns my limbs to stone. You must hurt, or be hurt. An all-out uprising has been ignited and Lena Haloway is right at its centre. But things have changed. The Wilds are no longer a safe haven for the rebels and pockets of resistance have opened throughout the country. And when a face from her past reappears, Lena is faced with a devastating choice that could tear her and the revolution apart. 'Un-put-downable, a truly fantastic finale.' Guardian

Soon to be a major Amazon Prime Video series. An utterly gripping thriller from bestselling author Lauren Oliver. Panic began as so many things do in Carp, a poor town of twelve thousand people in the middle of nowhere: because it was summer, and there was nothing else to do. Heather never thought she would compete in panic, a legendary game played by graduating seniors, where the stakes are high and the payoff is even higher. She'd never thought of herself as fearless, the kind of person who would fight to stand out. But when she finds something, and someone, to fight for, she will discover that she is braver than she ever thought. Dodge has never been afraid of panic. His secret will fuel him, and get him all the way through the game; he's sure of it. But what he doesn't know is that he's not the only one with a secret. Everyone has something to play for. For Heather and Dodge, the game will bring new alliances, unexpected revelations, and the possibility of first love for each of them—and the knowledge that sometimes the very things we fear are those we need the most. In this gritty, spellbinding novel, bestselling author Lauren Oliver delivers a gripping narrative of friendship, courage, survival, and hope.

Billy is a lonely boy. He's obsessed with swimming in the sea, which is where he goes to wash his problems far, far away. Thanks to his mum's mystery illness, his dad has been forced to work extra hours to make ends meet, so Billy locks himself away with David Attenborough films, and ponders the magic of nature. Meanwhile at school, bullies mercilessly seize on Billy's 'otherness' and make his life as miserable as possible - but then new boy Patrick Green, with "fingers like steel, strength of a bear", joins Billy's class. And when a mackerel swims up to Billy's face, blows bubbles into his Vista Clear Mask goggles and says: Fish Boy - Billy's whole world changes.

Dara and Nick used to be inseparable, but that was before the accident that left Dara's beautiful face scarred and the two sisters totally estranged. When Dara vanishes on her birthday, Nick thinks Dara is just playing around. But another girl, nine-year-old Madeline Snow, has vanished, too, and Nick becomes increasingly convinced that the two disappearances are linked. Now Nick has to find her sister, before it's too late. In this edgy and compelling novel, Lauren Oliver creates a world of intrigue, loss, and suspicion as two sisters search to find themselves, and each other.

Susannah Maya Logan is not having a good day. She doesn't want to go to her best friend, Lola's sleepover. Susannah thinks the house is big and spooky, not to mention the ghost that is said to live there. Join Susannah as she learns to confront her fears and not let her imagination prevent her from having fun.

She was very blurry, not at all human-looking. There were huge dark eyes, and a kind of mane made of light, and when she spoke, I couldn't see a mouth moving, but I felt her words, like a breeze against my face, and I understood her completely. "We've come because of the baby," she said. "We've come to help." All Steve has to do is say, "Yes." But "yes" is a powerful word. It is also a dangerous one. And once it is uttered, can it be taken back?

Edgar Award nominee for Best Juvenile Mystery The book is about, among other things: the strongest boy in the world, a talking cockatoo, a faulty mind reader, a beautiful bearded lady and a nervous magician, an old museum, and a shrunken head. Blessed with extraordinary abilities, orphans Philippa, Sam, and Thomas have grown up happily in Dumfrey's Dime Museum of Freaks, Oddities, and Wonders. But when a fourth child, Max, a knife-thrower, joins the group, it sets off an unforgettable chain of events. When the museum's Amazonian shrunken head is stolen, the four are determined to get it back. But their search leads them to a series of murders and an explosive secret about their pasts. This sensational new series—a 2016 Edgar nominee for Best Juvenile book and New York Times bestseller—combines the unparalleled storytelling gifts of Lauren Oliver with the rich knowledge of the notorious relics collector H. C. Chester. What you will find in this book: A rather attractive bearded lady Several scandalous murders A deliciously disgusting Amazonian shrunken head Four extraordinary children with equally extraordinary abilities A quite loquacious talking bird What you will NOT find in this book: An accountant named Seymour A never-ending line at the post office Brussel sprouts (shudder) A lecture on finishing all your homework on time A sweet, gooey story for nice little girls and boys Learn more about the series online at www.thecuriosityhouse.com

When his mother sends him to the market to buy necessities for the upcoming festival, Lin Yi is certain his bargaining skills will get him the best prices and he will have money left over for his coveted red rabbit lantern.

Four extraordinary children must avenge their friend's death, try to save their home, and unravel the secrets of their past . . . before their past unravels them. Pippa, Sam, Thomas, and Max are happy to be out of harm's way now that the notorious villain Nicholas Rattigan is halfway across the country in Chicago. But unfortunately their home, Dumfreys's Dime Museum of Freaks, Oddities, and Wonders, is in danger of closing its doors forever. But their troubles only get worse. The four friends are shocked when their beloved friend, famous sculptor Siegfried Eckerberger, is murdered. As they investigate, they find clues that his death may be tied to the murder of a rich and powerful New York heiress, as well as to their own pasts.

An enchanting, delightfully creepy adventure for children aged 8-12 from bestselling author Lauren Oliver. One day when Liza went to bed, Patrick was her chubby, stubby, sweet-grubbing, and pancake-loving younger brother, who irritated and amused her both, and the next morning, when she woke up, he was not. In fact, he was quite, quite different. When Liza's brother, Patrick, changes overnight, Liza knows exactly what has happened: the spindlers have got to him, and stolen his soul. She knows, too, that she is the only one who can save him. To rescue Patrick, Liza must go Below, armed with little more than her wits and a broom. There, she uncovers a vast world populated with talking rats, music-loving moles, greedy troglods, and overexcitable nids . . . as well as strange monsters and terrible dangers. But she will face her greatest challenge at the spindlers' nests, where she encounters the evil Queen and must pass a series of deadly tests - or else her soul, too, will remain Below forever.

Ivy Pocket is a twelve-year-old maid of no importance, with a very lofty opinion of herself. Dumped in Paris by the Countess Carbunkle, who would rather run away to South America than continue in Ivy's companionship, our young heroine (of sorts) finds herself with no money and no home to go to ... until she is summoned to the bedside of the dying Duchess of Trinity. For the princely sum of £500 (enough to buy a carriage, and possibly a monkey), Ivy agrees to courier the Duchess's most precious possession – the Clock Diamond – to England, and to put it around the neck of the revolting Matilda Butterfield on her twelfth birthday. It's not long before Ivy finds herself at the heart of a conspiracy involving mischief, mayhem and murder. Illustrated in humorous gothic detail by John Kelly, Anyone But Ivy Pocket is just the beginning of one girl's deadly comic journey to discover who she really is ...

From a stunning villa on sunny Capri with Ali Smith to an unlikely temple in the heart of Copenhagen with Alan Hollinghurst, Treasure Palaces brings together over twenty of the world's greatest writers to give their own personal tours of the museums that have awed, haunted and

inspired them. Join Andrew Motion as he muses on writerly methods in the British Library, or Matthew Sweet at the hands-on joy of the ABBA museum. Julian Barnes meditates on Jean Sibelius's music, as well as the composer's apple corer, while visiting his home in Helsinki. Jacqueline Wilson encounters the dolls of Le Musée de la Poupée, Tim Winton remembers his first bare-foot encounter with the National Gallery of Victoria, and Aminatta Forna ponders love tokens in The Museum of Broken Relationships. From mausoleums to massive galleries, from London and New York to Kabul and Zagreb, Treasure Palaces explores some of the world's greatest - and sometimes surprising - museums. The result is a collection of moving, lyrical essays that speak to the enduring power of museums in our cultural life, and will leave you longing to revisit your favourite treasure palace or looking for a new one to explore.

Miranda's life is starting to unravel. Her best friend, Sal, gets punched by a kid on the street for what seems like no reason, and he shuts Miranda out of his life. The key that Miranda's mum keeps hidden for emergencies is stolen. And then a mysterious note arrives: 'I am coming to save your friend's life, and my own. I ask two favours. First, you must write me a letter.' The notes keep coming, and Miranda slowly realises that whoever is leaving them knows things no one should know. Each message brings her closer to believing that only she can prevent a tragic death. Until the final note makes her think she's too late.

Like its ambitious companion novel, Replica, this far-reaching novel by the powerhouse author of Before I Fall and the Delirium trilogy digs deep into questions of how to be a human being in a world where humanity cannot be taken for granted. In the world outside of the Haven Institute, Lyra and Caelum are finding it hard to be human-and Lyra, infected at Haven with a terrible disease, finds her symptoms are growing worse. When Caelum leaves without warning, Lyra follows him, seeking a pioneering organization in Philadelphia that might have a cure. But what they uncover there is a shocking connection to their past, even as their future seems in danger of collapsing. Though Gemma just wants to go back to her normal life after Haven, she soon learns that her powerful father has other plans for the replicas-unless she and her boyfriend Pete can stop him. But they soon learn that they aren't safe either. The Haven Institute wasn't destroyed after all, and now Gemma is the one behind the walls. Bestselling author Lauren Oliver brings the Replica duology to a shocking close in Ringer, but like both Gemma and Lyra, you won't be able to leave the world of Haven behind after you've turned the last page.

Fact: A Goon is a being who melts into the foreground and sticks there...

Claire Martinson still worries about her older sister, Sophie, who battled a mysterious illness last year. But things are back to normal as they move into Windemere Manor ... until the sisters climb a strange ladder in a fireplace and enter the magical land of Arden. There, they find a world in turmoil. The four guilds of magic no longer trust each other. The beloved unicorns have disappeared, and terrible wraiths roam freely. Scared, the girls return home. But when Sophie vanishes in the night, it will take all of Claire's courage to climb back up the ladder, find her sister, and uncover the unicorns' greatest secret. Blending the timeless wonder of The Chronicles of Narnia with Frozen's powerful themes of identity and sisterhood, The Unicorn Quest will draw you up the chimney into a magical world you'll never want to leave.

[Copyright: 126f622571f6d5185270e88fbe0e383f](https://www.curiosityhouse.com/copyright/126f622571f6d5185270e88fbe0e383f)