



SPECTACULAR SERIES

STARTERS





There are so many **GREAT REASONS** for readers to **GET HOOKED** on a series. Once a reader gets excited about the first book in a series, it's likely they will **PICK UP THE NEXT BOOK AND THE NEXT**. When the series ends, they will be looking for a similar one to **DIVE INTO**.

Reading series builds both **READING MOMENTUM** and **CONFIDENCE** and can create a **LIFELONG LOVE OF READING!**

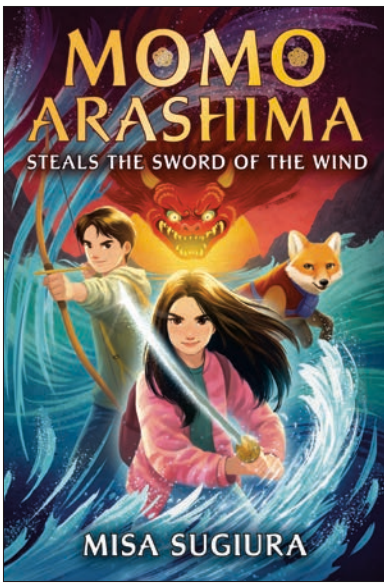


In this brochure, you'll be introduced to **MAGICAL WORLDS**, share endless laughs, head off on **EPIC JOURNEYS**, and experience real life milestones.

We are excited to share a selection of our recent series starters with you. For additional information and resources, please visit RHTeachersLibrarians.com. You can also follow us on Twitter at [@RHCBEducators](https://twitter.com/RHCBEducators), like us on Facebook at [@TheRandomSchoolHouse](https://facebook.com/TheRandomSchoolHouse), and explore our Pinterest boards at [@randomhousekids](https://pinterest.com/randomhousekids).

Your friends,
Random House Children's Books





HC: 978-0-593-56406-6

GLB: 978-0-593-56407-3

PB: 978-0-593-56408-0

EL: 978-0-593-56409-7

Ages 8–12

Themes: Adventure, Fantasy,
Myths, Legends & Folklore

All Momo wants for her twelfth birthday is an ordinary life, but when Momo's mother falls gravely ill and a death hag straight out of those childhood stories attacks Momo at the mall, "ordinary" goes out the window. It turns out that Momo's mother is a banished Shinto goddess who used to protect a long-forgotten passageway to Yomi—AKA the land of the dead. That passageway is now under attack, and countless evil spirits threaten to escape and wreak havoc across the earth. Momo must embrace her (definitely not ordinary) identity as half human, half goddess to unlock her divine powers, save her mother's life, and force the demons back to Yomi.

MOMO ARASHIMA



HC: 978-0-593-42657-9

GLB: 978-0-593-42658-6

PB: 978-0-593-42660-9

EL: 978-0-593-42659-3

Ages 8–12

Themes: Asian American Interest, Fantasy, Family &
Relationships, Friendship, Cooperation & Teamwork

Winnie Zeng has two goals: survive her first year of middle school and outdo her stuck-up archnemesis, David Zuo. But nothing has prepared her to face the mother of all hurdles: evil spirits. When she makes mooncakes for a class bake sale, she awakens the stuff of legends from her grandmother's old cookbook, spilling otherworldly chaos into her sleepy town. Suddenly Winnie finds herself in a race against time, vanquishing demons instead of group projects. Armed with a magic cookbook and a talking white rabbit, she must embrace her new powers and the legacy of her ancestors.

WINNIE ZENG

Art © 2024 by Aimée Sicuro





HC: 978-0-593-17993-2

GLB: 978-0-593-17994-9

EL: 978-0-593-17995-6

Ages 8–12

Themes: Fantasy, Adventure,
Good vs. Evil, Family & Relationships,
Friendship, Lunar New Year

Amy has always loved art, but lately her drawings have been less than impressive. There's no passion, no personality, no . . . magic. Until Amy visits her lao lao, her grandmother, and finds an ancient paintbrush that brings anything Amy creates to life! Now her creation Luna has taken over her bedroom and is running through the streets of Flushing, Queens. What awaits: an international adventure filled with ancient Chinese legends, a greedy adversary, and ghostly beasts!



Art © 2024 by
Phoebe Zhong



HC: 978-0-593-56441-7

GLB: 978-0-593-56442-4

EL: 978-0-593-56443-1

Ages 8–12

Themes: Myths, Legends & Folklore,
Fantasy, Family & Relationships,
Adventure, Cultural Diversity

Farrah sees her father just one day every year—her birthday. But this year, her wish to bring them closer goes wildly awry when Farrah discovers she is a half-jinn . . . and her father is one of the seven great jinn kings. Her wish traps her father inside a legendary ring, and the other six jinn kings will follow unless Farrah can rectify her mistake. Farrah must find a way to navigate the mysteries and dangers of her new world in order to save her father.



HC: 978-0-593-80674-6

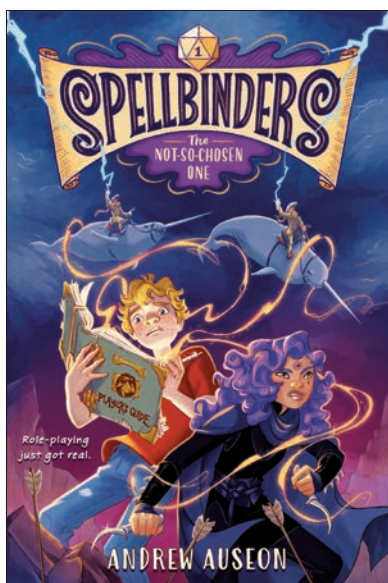
GLB: 978-0-593-80675-3

EL: 978-0-593-80676-0

Ages 8–12

Themes: Fantasy, Adventure, Friendship,
Determination, Character Education: Trust

In misty Shelwich, magic rises and falls with the tides, everyone is born with a magical gift, and people have started to . . . disappear. Rumor has it they are being snatched by monsters, but Ista Flit doesn't want to believe it. Not when her own father is missing. As more people disappear from the city, Ista finds unexpected allies in Nat and Ruby, each searching for their own missing loved ones. These three determined kids will need to use all the Tidemagic they can summon, infiltrate the city's highest elite circles and dive into its lowest caverns to find how thieves, monsters, and the missing are all connected.



HC: 978-0-593-48271-1

GLB: 978-0-593-48272-8

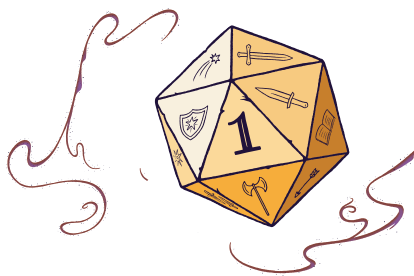
PB: 978-0-593-48274-2

EL: 978-0-593-48273-5

Ages 8–12

Themes: Adventure, Coming of Age,
Family & Relationships, Fantasy, Self-Discovery

It's not so easy being the Chosen One (or in Ben Whitlock's case, pretending to be the Chosen One). Sure, when you've been mistaken for a long-prophesied hero by a teenage girl slash mysterious assassin and transported to a fantasy realm you're supposedly destined to save, you don't have to worry about things like math homework. But the more he learns about his true quest, the more he realizes that being a hero goes way beyond rolling a few dice, and suddenly a C in algebra doesn't seem like such a big deal.





HC: 978-0-593-48240-7
 GLB: 978-0-593-48238-4
 PB: 978-0-593-48240-7
 EL: 978-0-593-48239-1
 Ages 8–12
 Themes: Fantasy, Adventure,
 Self-Discovery, Coming of Age

Blue, River, Wren, and Shenli grew up on different sides of a war they didn't start. But an ancient prophecy has put the of four them on a collision course with destiny—and with each other—in a mission to heal the fractured realm once known as Haven. All of them must follow the threads of Fate, leaving behind the lives and homes they know to discover the truth about the seemingly endless war—and about themselves.



Art © 2024 by Ilse Gort



HC: 978-0-593-48577-4
 GLB: 978-0-593-48578-1
 PB: 978-0-593-48580-4
 EL: 978-0-593-48579-8
 Ages 8–12
 Themes: Fantasy, Adventure, Good vs. Evil,
 Self-Discovery, Coming of Age

When their ex-hero dad is summoned back to the royal capital of Helston to train a hopeless crown prince, Callie lunges at the opportunity to finally prove herself worthy to the kingdom's great and powerful. Trapped in Helston's rigid hierarchy where girls learn magic and boys train as knights, Callie soon discovers they aren't alone. Callie and their new friends quickly find themselves embedded in an ancient war—and their only hope to defeat the threats outside the kingdom lies in first defeating the bigotry within.



At the elite West Archer Academy, all the students are gifted, but four are exceptional. Though the Evers look twelve, they're actually centuries old, possessing knowledge and talents that make them extraordinary. When new student Ivy Stewart shows up, the Evers realize she resembles one of their own who went missing more than seventy years ago. Ivy could be the key to unlocking their curse. Ivy soon finds herself swept up in a mystery only she can solve.

HC: 978-0-593-42962-4

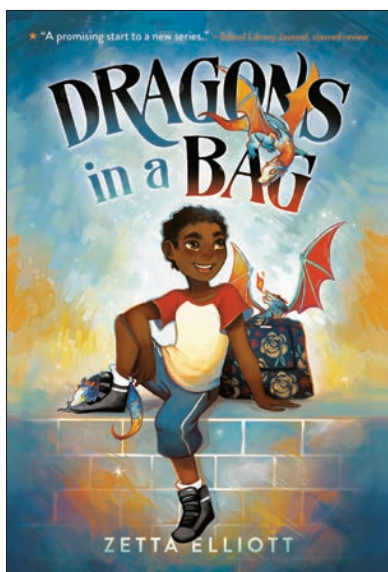
GLB: 978-0-593-42963-1

PB: 978-0-593-42965-5

EL: 978-0-593-42964-8

Ages 8–12

Themes: Friendship, Growing Up, Acceptance & Belonging, Fantasy, Making Choices



When Jaxon is sent to spend the day with a mean old lady his mother calls Ma, he finds out she's not his grandmother—but she is a witch! She needs his help delivering baby dragons to a magical world where they'll be safe. There are two rules when it comes to the dragons: don't let them out of the bag and don't feed them anything sweet. Before he knows it, Jax and his friends Vikram and Kavita have broken both rules! Will Jax get the baby dragons delivered safe and sound? Or will they be lost in Brooklyn forever?

HC: 978-1-5247-7045-7

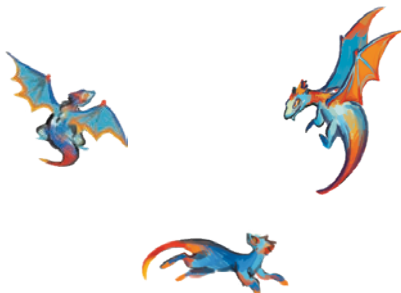
GLB: 978-1-5247-7046-4

PB: 978-1-5247-7048-8

EL: 978-1-5247-7047-1

Ages 8–12

Themes: Fantasy, Cultural Diversity, African American Interest, Divorce & Single Parent Families





HC: 978-0-593-56429-5
 GLB: 978-0-593-56430-1
 PB: 978-0-593-56431-8
 EL: 978-0-593-56432-5

Ages 8-12

Themes: Supernatural, Myths, Legends
 & Folklore, Adventure, African American
 Interest, Family & Relationships

Alex Wise feels like his world is ending. His best friend, Loren, is leaving town for the summer, his former friend and maybe sort of crush Sky hasn't spoken to him since he ditched Alex on first day of sixth grade, and now his mom is sending him and his annoying younger sister, Mags, on a cruise with the dad who abandoned them. But none of this could prepare Alex for the actual end of the world. Now it's up to Alex to save the day. That is, if he can unlock his new powers and see himself as the hero he is.



HC: 978-0-593-47942-1
 GLB: 978-0-593-47944-5
 PB: 978-0-593-47945-2
 EL: 978-0-593-47943-8

Ages 8-12

Themes: African American Interest, Adventure,
 Boy Interest, Science Fiction, Friendship

Everyone wants a ticket to Futureland, where you can literally live out your wildest dreams. Yet with all its attractions, Futureland has always just been home to Cam Walker, the son of the park's famous creators. And when Futureland arrives at its latest stop, Atlanta, Cam is thrilled for what promises to be the biggest opening ever. But things aren't quite right with the Atlanta opening. Park attractions are glitching. Kids go missing. And when his parents are blamed, Cam must find the missing kids and whoever's trying to take down his family . . . before it's too late.



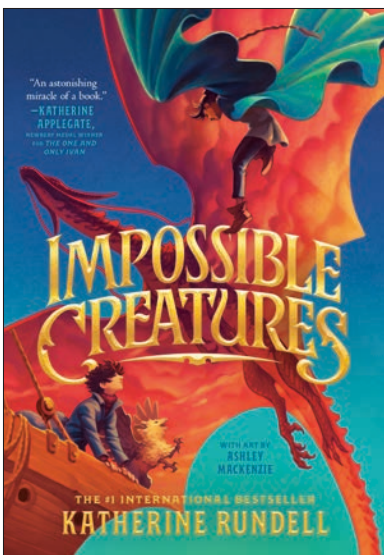


HC: 978-0-593-81047-7
GLB: 978-0-593-81048-4
EL: 978-0-593-81049-1
Ages 8–12
Themes: Fantasy, Adventure,
Friendship, Cooperation & Teamwork,
Acceptance & Belonging

Rosemary Thorpe has always been a bit different. She has the uncanny and unfortunate ability to foresee people's deaths. When she arrives at Fern's School for Wayward Fae, Rosemary learns that her powers come from being part fae. Just as Rosemary begins to settle in, a student vanishes into thin air. And it's up to all the kids to use their curious gifts to find their missing friend.

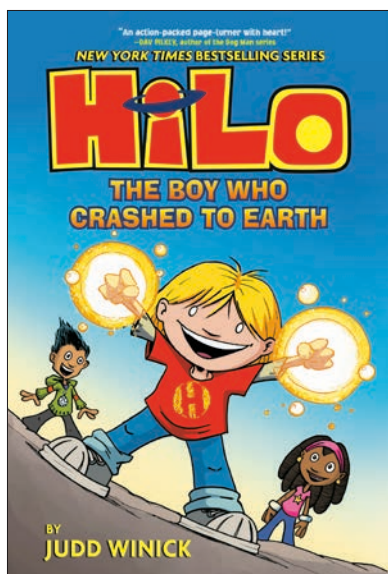


Art © 2024 by Matt Rockefeller



HC: 978-0-593-80986-0
GLB: 978-0-593-80987-7
EL: 978-0-593-80988-4
Ages 10 up
Themes: Fantasy, Friendship, Adventure,
Myths, Legends & Folklore, Courage & Honor

Christopher hadn't quite believed his grandfather's story about the Archipelago—a hidden world where magical creatures of every kind have thrived for thousands of years. But the baby griffin currently biting his ear is undoubtedly real. So together with his friend Mal, Christopher embarks on a wild adventure searching for someone who can explain why the magic is fading and why magical creatures are suddenly dying. But the closer they get to the dark truth of what's happening, the clearer it becomes: if the Archipelago is to be saved, Mal and Christopher will have to do it themselves.



HC: 978-0-385-38617-3

GLB: 978-0-385-38618-0

PB: 978-0-593-48315-2

EL: 978-0-385-38619-7

Ages 8–12

Themes: Adventure, Coming of Age,
Friendship, Science Fiction, Humor

BOOM! CLANG! CRASH! D.J. and Gina are totally ordinary kids. But Hilo isn't! Hilo just fell out of the sky and doesn't know where he came from, or what he's doing on Earth. (Or why going to school in only your underwear is a BAD idea!) But UH-OH, what if Hilo wasn't the only thing to fall to our planet? Can the trio unlock the secrets of Hilo's past? Can Hilo survive a day at school? Find out in HILO, a laugh-out-loud epic story of friendship! Adventure! (And the occasional mutant space robot.)



HC: 978-0-593-17754-9

GLB: 978-0-593-17755-6

PB: 978-0-593-70989-4

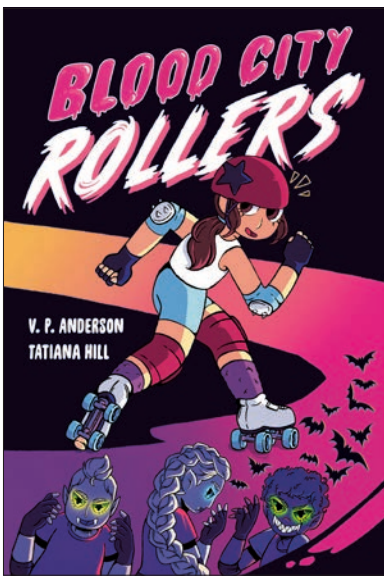
EL: 978-0-593-17756-3

Ages 8–12

Themes: Acceptance & Belonging, Adventure,
Courage & Honor, Friendship, Fantasy

There's nothing cooler than Magic Girls—pretty superheroes fighting villains with the power of friendship and glitter. Desperate to become a Magic Girl, Kira makes a wish on a shooting star that her life will change—and when Catacorn, a cat-unicorn-space-princess, crashes into Kira's backyard, it seems her wish has come true . . . kinda . . . maybe . . . oh no. Is Kira's dream of being a Magic Girl possible, or is Catacorn not really what she promises to be?



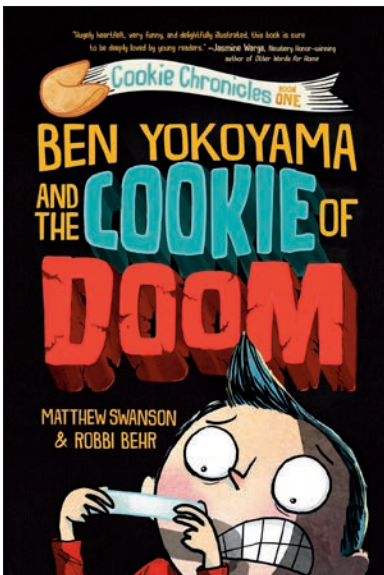


HC: 978-0-593-48569-9
GLB: 978-0-593-48570-5
PB: 978-0-593-48571-2
EL: 978-0-593-48571-2
Ages 8–12
Themes: Supernatural, Sports, LGBTQ

Ice-skater Mina is on a one-track path to Olympic gold and glory—that is, until she is kinda-sorta-kidnapped by undead kids on roller skates. Sucked into the high-stakes world of Paranormal Roller Derby, she finds herself “recruited” by a squad of vampires who need a human player to complete their team—just in time to save the league from losing it all. How can Mina go from striving to be a ten alone to becoming one of nine chaotic bodies forming a perfectly imperfect team?



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HC: 978-0-593-30275-0
GLB: 978-0-593-12684-4
PB: 978-0-593-12683-7
EL: 978-0-593-12685-1
Ages 8–12
Themes: Community, Humor, Family & Relationships, Friendship, Character Education: Caring

Live each day as if it were your last. When Ben reads his fortune-cookie fortune, he’s alarmed and inspired. Immediately, he begins drafting a bucket list of unfinished tasks and lifelong dreams. As Ben marches himself in and out of trouble, takes useful risks, and helps both his parents to see the bigger picture, readers discover how something that seems scary can instead be empowering.



HC: 978-0-593-37647-8

GLB: 978-0-593-37648-5

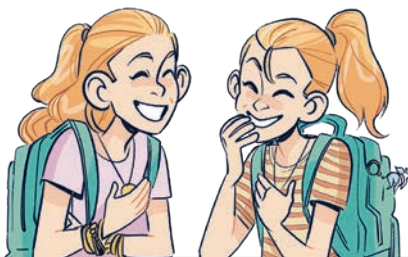
PB: 978-0-593-37646-1

EL: 978-0-593-37649-2

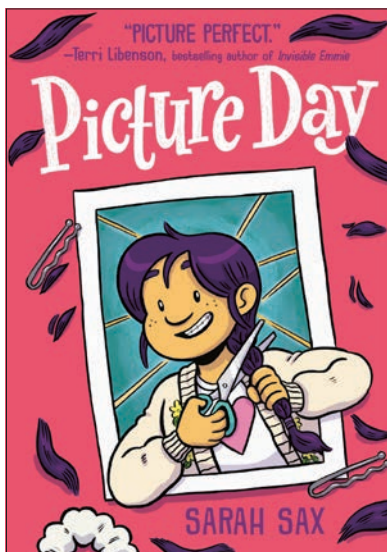
Ages 8–12

Themes: Family & Relationships, Growing Up, School, Girl Interest, Peer Pressure

Jessica and Elizabeth have always been inseparable twins, but starting middle school means a chance for new beginnings! Elizabeth is excited to organize a school newspaper, but Jessica is more interested in joining the exclusive Unicorn Club. What will happen when the twins realize they might not be as alike as they thought? Francine Pascal's beloved Sweet Valley Twins comes to life in a brand-new graphic novel that will have old and new fans delighted as they meet Jessica and Elizabeth in graphic novel form.



Art © 2024 by Claudia Aguirre



HC: 978-0-593-30688-8

GLB: 978-0-593-30689-5

PB: 978-0-593-30687-1

EL: 978-0-593-30690-1

Ages 8–12

Themes: Friendship, Coming of Age, Self-Esteem, Peer Pressure, Reluctant Readers

Viv never looks forward to picture day. It's just another day where she wears a boring braid and no one notices her. But enough is enough. This year, she's taking matters into her own hands. Literally. Viv grabs a pair of scissors, her phone for live-streaming, and, well, bye-bye braid. Suddenly Viv is an over-night influencer at Brinkley Middle School. Everyone wants her help planning their next big moment. Which is what she wanted, right? *Picture Day* brings answers to perennial questions of what it means to be true to yourself—and a true friend.

DISCOVER MORE SERIES STARTERS!

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