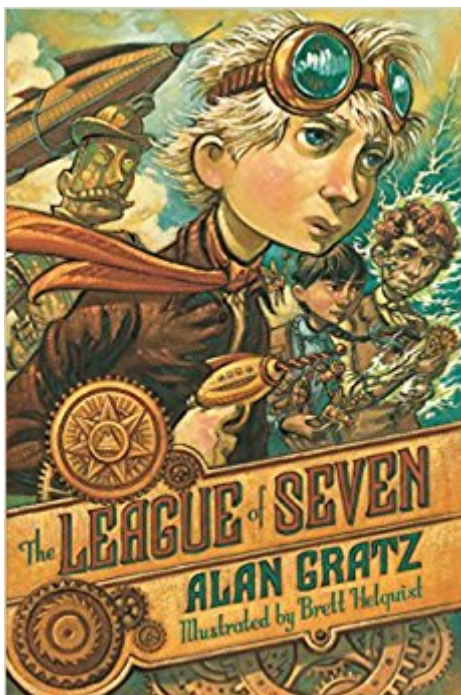


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# The League Of Seven



## Synopsis

The League of Seven is the first book in an action-packed, steampunk series by the acclaimed author of Samurai Shortstop, Alan Gratz. In an alternate 1875 America electricity is forbidden, Native Americans and Yankees are united, and eldritch evil lurks in the shadows. Young Archie Dent knows there really are monsters in the world. His parents are members of the Septemberist Society, whose job it is to protect humanity from hideous giants called the Mangleborn. Trapped in underground prisons for a thousand years, the giant monsters have been all but forgotten—but now they are rising again as the steam-driven America of 1875 rediscovers electricity, the lifeblood of the Mangleborn. When his parents and the rest of the Septemberists are brainwashed by one of the evil creatures, Archie must assemble a team of seven young heroes to save the world.

## Book Information

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## Customer Reviews

Gr 4-6 • The Septemberist Society is a secret society that remembers the past and watches for signs that the Mangleborn might escape from underground prisons the Ancient League built for them. Septemberists exist because "people didn't want to know there were really monsters in the world" as they wait for a new League of Seven to be born to fight the ever-lurking evil in this steampunk world. Archie, born to Septemberist parents, is thrust into the middle of a massive Mangleborn uprising after his parents are attacked by tentacled, buglike manglespawn. Our

reluctant hero now has his quest assignment: to save his parents, and in doing so, prevent the darkness that lives beneath the swamps of Florida from taking over the world. Every reluctant hero needs trusty sidekicks— Archie has Mr. Rivets, his Tik-Tok machine-man servant; Fergus, a boy working with Edison on "lektricity

—“An enticing alternate history presents an America in which Native tribes have as much power and presence as Yankees, with politics of their own to navigate. Gratz has created an imaginative world with appeal far beyond its immediate middle-grade market.— Publishers Weekly—“Gratz works an unusual twist into the familiar teens-saving-the-Earth-from-monsters trope: The protagonist is both archetypal hero and, at least potentially, nemesis—|. Action, banter and steampunk-style tech aplenty—plus truly icky foes inspired, the author acknowledges, by the creations of H.P. Lovecraft—make this an appealingly fast-paced trilogy opener.— Kirkus Reviews—“This hybrid of steampunk and alternate American history features a hell-raising girl’s school, Atlantis, and three highly likable leads in a yarn rip-roaring from start to finish—|. Moments of humor and pathos enliven the history and fantasy. Though the main plot concerning Archie’s parents is resolved, there is plenty to address and discover in a sequel.— Booklist—“This steampunk love-letter set in an alternative 1870s America, packs in quite a lot of action.— School Library Journal—“A fast-paced, action-packed adventure of the best kind! The world of The League of Seven is wonderfully unique and refreshingly diverse—even the most reluctant of readers won’t be able to put it down!— Carrie Ryan, New York Times bestselling author

My 10 yr old daughter loved it! She just got to meet Alan at a book signing too!!!

Alan Gratz excellent author. Grandson very happy to receive this gift. I will buy him the next book in the series when published.

The great beginning of the League of Seven. You don’t have to start here as I read the 2nd one first!

Alan writes so well and has such an eclectic taste for stories, not to mention a good sense of humor, I’d read a lot of his books. Sarah Maury Swan

Alan Gratz—f— love for creating complex worlds and populating them with characters

who readers can relate to and learn from, shines through every page of this engaging book. Without a word of backstory, Alan immerses the reader into this fantasy world, giving you just enough information that will make you want to keep reading. The secret entrance to the headquarters of the Septemberist Society could only be reached by submarine. Twelve-year-old Archie Dent had been there a dozen times before and still he had no idea where it was. Manhatta? State Island? Breucklen? Queens County? For all he knew, the submarine they took to the group's secret headquarters didn't go to any of New Rome's boroughs at all. It might turn right around from the Hudson River Submarine Landing in Jersey and head back to Hackensack territory. And asking didn't help either. His mother and father didn't know where it was, or they wouldn't tell him. "I'll bet the Septemberist Society is under the big statue of Hiawatha in New Rome Harbor," he told his parents as they wove their way through the crowd down to the submarine docks.

"That would be so brass!" (p. 1) Introduction of protagonist with a voice. Check. Introduction of a believable steampunk world based loosely on cities and states the reader is familiar with? Check. Next comes the conflict: Enter the Mangleborn and their descendants, the Manglespawn. Monsters so horrific they can only be defeated by the superhuman powers of the League of Seven. In the opening chapter Archie meets his first monster: It was something else. Something black and shiny and big, bigger than Archie, with too many legs and too many eyes and a curled, segmented tail with a thick stinger at the end. It wasn't a giant spider or a giant scorpion or were those human hands under there?... Something unnatural. Something monstrous. Something Manglespawn. (p. 20) Archie quickly learns that his parents, along with several other members of the Septemberist council, have come under the Manglespawn's control. His mission, set up within the first 25 pages, is to rescue his parents. Plain and simple, right? Of course not. Alan Gratz wouldn't be the master storyteller that he is if there wasn't also an interesting sidekick, Archie's machine man Tik Tok servant, Mr. Rivets; as well as two other members of the new League of Seven. Archie meets Hachi, a fierce warrior with a vendetta to vindicate the death of her parents and Fergus, an electrical tinkerer with the supernatural ability to absorb and discharge electricity. Together, the four travel up and down the east coast of the United Nations of America in a mammoth search for Archie's parents. The story includes great battle scenes, times when Archie is tested and uncovers huge truths about himself, and even tiny sparks of romance. But one of the things I enjoyed the most was seeing how much Alan enjoyed writing

this book. I can imagine the look of glee on his face when he first imagined p-mail (messages delivered through pneumatic tubes via a series of tubes called the Inter-Net); p-mail hackers who send messages from a Nigerian prince who needs a small sum of money transferred to him to free up a fortune in stolen diamonds; an old con [that] many people fall for. (p. 128); and personal gramophones that are steampunk versions of iPods. The League of Seven, first in the trilogy with the same name, won the 2015 SIBA Young Adult Award and will appeal to middle school, young adult, and boy and girl readers. The second book in the series, The Dragon Lantern came out in June with equally fantastic illustrations by Brett Helquist.

We love this book! My husband likes to find adventure books to read aloud to our 7-year-old son before bedtime. He tries to find books that are a bit above the level at which my son would read on his own to stretch his vocabulary, imagination, and encourage him to continue a love for stories. The League of Seven has remained their clear favorite since they read it 18 months ago! The chapters are arranged such that you are propelled through the book at a fast pace, and "need" to keep reading. My son and husband were equally engaged in this adventure and recommend it to others all of the time! This is a wonderful book to read on one's own, but an even better read aloud! My son bought the second book in the series for my husband for Father's Day last year and it was well-received! We are pre-ordering the third today. This book was a memorable start to our family reading evenings.

This is a good book. My son read it when he was in the third grade, and it's so hard to find something for kids of that age. Too often, eight year olds have to endure Magic Treehouse or suffer the stupidity of Goosebumps. My son's not into zombie and ghost stories, he hates them. He likes zeppelins and robots, and this book has all that and more. There's a bit of alternate history here, which is cool. My son blazed through this book quickly and is now onto the sequel.

The League of Seven is an imaginative mid school read featuring a wild steampunk world full of menacing monsters and soaring steamships. But oddly passive main characters rarely rise to meet the challenge of the worldbuilding and the horror is fairly disturbing. In an alternate universe 1875 America, Archie Dent is the son of heroic parents: members of the Septemberist Society who have historically protected the Earth from the monstrous creatures known as Mangleborn. Although they have been suppressed for centuries, the mangleborn have found a new conduit back into the

human world: electricity. The time has come for a New League of Seven: the heroes with unique abilities to appear when the world needs them most. Archie Dent always dreamed of being the leader of the League of Seven: fate may have arranged that he will assume that role and find the remaining six. About half way through this novel, I realized I just wasn't enjoying the story. Despite the very creative reimagining of the 1875 world, I didn't get into Archie or the other characters. Gratz is a good enough author that he would take a very passive child and transform him through adversity into a hero. But that transformation was taking far too long and I had a hard time rooting for or understanding the character. Odd plot choices abounded - each one making Archie more of a unappealing, timid, crybaby than heroic. He falls asleep in great danger, doesn't run or fight but goes along with the flow, cries and shuts down with adversity, and seems more like a seven year old than pre-tween. Perhaps that was more realistic when a child is confronted with horror situations - but then again, I don't want realism in a fantastical steampunk world. And in other situations, the reactions were so odd and unrealistic that the lack of consistency kept throwing me out of the novel. So for me, I was fascinated when the world was described; disengaged when the story turned to Archie Dent. The horror aspects were disturbing and a bit much for me as well. This is a book that I can see many enjoying; I just didn't like the characters, felt there were some odd plot choices, and felt there was perhaps too much going on overshadowing the characters. Reviewed from an ARC.

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