

Midwest Book Review

By D. Donovan, Senior Reviewer

Creeples! is recommended for advanced elementary to middle school readers of sword and sorcery fantasy, and follows a trio of kids determined to save their teacher's job.

Johnny "Spigs" Spignola, Theresa Ray "T-Ray" Rogers, and Pablo "Peabo" Torres create a crowdfunding event designed to show off the school lab's importance, but inadvertently create little magical monsters when they grab the wrong vial in the course of an eye-catching experiment.

This creates and lets loose magical 'Creeples' upon the campus—but that's not the only threat they face.

Also released is an attack on a hidden adversary's plans to use the academy's ancient sorcery to take over the world...an attack which transforms the Creeples from being a danger to assuming the role of being the heroes of the story.

Comedy is injected into the plot to add unexpected humor to the dilemma: *"Suit up, chuckleheads, and grab your chem-tanks. Got a temp job to exterminate six mangy varmints. The ten-twenty is Aberdasher Academy," Fritch barked. His two cronies ignored him, bent over their cards and locked in a staring contest, completely engrossed in the children's game. "I got a pair of lumberjacks," the chubby one announced as he laid down the cards. His belly was so vast it shaded his toes. "Beat that, Lil' Lyle." "Back at ya, Big Lyle! A pair of magicians." "Pair of ballerinas." "Pair of roosters." Big Lyle licked his lips. "That reminds me; I sure could go for a bucket of fried chicken." "A pair of Angus cows!" Lil' Lyle cried out with confidence. "Mmm, spareribs sound mighty tasty," Big Lyle grumbled."*

As the teens face a destroyed campus, kidnapped friends, bad boys and goonies, and an enemy who taps the power of the Golden Dawn to change everything, *Creeples!* becomes a cat-and-mouse game of very different powers vying for control. When the real threat emerges, the teens and Creeples may be the only things standing in the way of magical disaster.

Patrick D. Pidgeon does an excellent job of juxtaposing comedy, confrontation, high adventure, and ironic developments throughout the story. A wealth of unexpected twists and turns keep young readers guessing about good, evil, and the gray area that lies between them as the quest evolves.

Kids looking for a fun, strong fantasy story in which children take charge, see their experiment go awry, and come full circle in an unexpected way will find *Creeples!* a delightful read.