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**The Day of the Djinn  
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Djinn Warriors Children of  
the Lamp** Day of the Djinn  
Warriors Day of the Djinn  
Warriors (Children of the  
Lamp #4) The Blue Djinn of  
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Adventure The Grave Robbers  
of Genghis Khan The Cobra  
King of Kathmandu The Five  
Fakirs of Faizabad (Children of  
the Lamp #6) Path(os) of  
Redemption The Vengeful  
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Rethinking Inclusion and  
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Shandar The Djinn Falls in  
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*Children of the Lamp The  
House of Djinn Children of the  
Lamp The Eye of the Forest  
A Master of Djinn Amadu's  
Bundle: Fulani Tales of Love  
and Djinns A Dead Djinn in  
Cairo Budgie, Bridge and Big  
Djinn The Torch of Tangier  
Djinn Encounters The  
Character Codex III: The Book  
of Eastern Fantasy Character  
Classes **DJINN POEMS To  
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are now.

Three wishes. Two children. One incredible journey... Twins Jonathan and Philippa Gaunt live in New York. The early arrival of their wisdom teeth aged 12 coincides with an ominous earthquake in Egypt, and heralds strange dreams and a trip to London. There they meet eccentric uncle Nimrod, and he tells them the truth about their background. It has been ten years since Shabanu staged her death to secure the safety of her daughter, Mumtaz, from her husband's murderous brother. Mumtaz has been raised by her father's family with the education and security her mother desired for her, but with little understanding and love. Only her American cousin Jameel, her closest confidant and friend, and the beloved family patriarch, Baba, understand the pain of her loneliness. When Baba unexpectedly dies, Jameel's succession as the Amirzai tribal leader and the arrangement of

his marriage to Mumtaz are revealed, causing both to question whether fulfilling their duty to the family is worth giving up their dreams for the future. A commanding sequel to the novels *Shabanu*:

*Daughter of the Wind* and *Haveli*, *The House of Djinn* stands on its own. Suzanne Fisher Staples returns to modern-day Pakistan to reexamine the juxtaposition of traditional Islamic values with modern ideals of love. *The House of Djinn* is a 2009 Bank Street - Best Children's Book of the Year. Djinn twins John and Philippa are off on another whirlwind adventure that takes them around the globe and into unknown worlds. And it's a race against time as they attempt to rescue their mother from her fate as the Blue Djinn of Babylon. An aging curse has been placed on their father and if the twins are gone too long, he'll rapidly become an old man. Meanwhile, museums all over the world are reporting robberies of valuable jade from their collections, as well as bizarre hauntings. As the twins

and their friends travel around the globe on their rescue mission, they notice that something very strange is happening: An evil force has awakened the terracotta warriors created by an ancient Chinese emperor, and someone with very bad intentions has cast a spell possessing the soldiers with wicked spirits. And now, the very fate of the world hangs in the balance. Can the twins stop the mysterious terracotta warriors, rescue their parents, AND save the world before it's too late? WINNER OF THE NEBULA AWARD FOR BEST NOVEL WINNER OF THE LOCUS AWARD FOR BEST FIRST NOVEL 'Clever, wickedly fun . . . with an excellent balance of humour and heart. I loved it' S. A. Chakraborty, author of *The City of Brass* *Cairo, 1912*: Though Fatma el-Sha'arawi is the youngest woman working for the Ministry of Alchemy, Enchantments and Supernatural Entities, she's certainly not a rookie, especially after preventing the destruction of the universe last

summer. So when someone murders a secret brotherhood dedicated to one of the most famous men in history, Al-Jahiz, Agent Fatma is called onto the case. Al-Jahiz transformed the world fifty years ago when he opened up the veil between the magical and mundane realms, before vanishing into the unknown. This murderer claims to be Al-Jahiz, returned to condemn the modern age for its social oppressions. His dangerous magical abilities instigate unrest in the streets of Cairo that threaten to spill over onto the global stage. Alongside her Ministry colleagues and a familiar person from her past, Agent Fatma must unravel the mystery behind this imposter to restore peace to the city - or face the possibility he could be exactly who he seems . . . P. Djèlí Clark is the winner of the Nebula, Locus, and Alex Awards and has been shortlisted for the Hugo Award. Meet John and Philippa Gaunt, twelve-year-old twins who one day discover themselves to be descended from a long line of

djinn. All of a sudden, they have the power to grant wishes, travel to extraordinary places, and make people and objects disappear. Luckily, the twins are introduced to their eccentric djinn-uncle Nimrod, who will teach them how to harness their newly found power. And not a moment too soon . . . since John and Philippa are about to embark on a search to locate a monstrous pharaoh named Akhenaten and his eerie tomb. Who would have guessed that an ancient excavation would end in a modern murder...? Under the pressure of war, heroes arise in unusual places. In Aileen Baron's *The Torch of Tangier*, the main character is not a brave soldier stolen from his home; on the contrary, she is an archeologist. World War II transformed Lily Sampson's job into a nightmare. She should be uncovering Neanderthal artifacts; instead she is stuck in Tangier with the rest of the team, awaiting clearance to dig from Franco's Guardia Civil. But that doesn't stop Lily from working.

Recruited into the OSS, Lily is quickly part of Operation Torch whose mission is to gain control of French Morocco, Algeria, and Tunisia, and to squash Rommel. And then, her work for her country's cause is interrupted by murder....

Twelve-year-old twins Philippa and John have more adventures when they become involved in an international adventure involving the Blue Djinn, the supreme arbiter of all djinn. When twelve-year-old twins Philippa and John discover that they are descended from a long line of djinn, their mother sends them away to their Uncle Nimrod, who takes them to Cairo where he starts to teach them about their extraordinary powers. From acclaimed thriller writer P.B. Kerr comes an exceptional, imaginative adventure trilogy about a twin boy and girl with magical powers. A one-armed chauffeur? + Twin djinn? + Three wishes? Qwertyuio! What does it all add up to? An amazing and magical adventure, for sure (and that's not counting the Rottweilers,

Alan and Neil, who are not exactly the pets they seem to be). Meet John and Philippa Gaunt, twelve-year-old twins who one day discover themselves to be descended from a long line of djinn. All of a sudden, they have the power to grant wishes, travel to extraordinary places (and not necessarily on public transportation), and make people and objects disappear. Luckily (and luck does have something to do with it), the twins are introduced to their eccentric djinn-Uncle Nimrod, who will teach them how to harness their newly found power. And not a moment too soon! Because John and Philippa are about to embark on a search to locate a monstrous-looking (but supposed-to-be-dead) Pharaoh named Akhenaten and his tomb which may be holding seventy lost djinn. Will the twins be strong and skilled and clever enough to outwit Iblis, the most evil djinn in the universe - and live to see another day - another city - another adventure? Library of Congress

Summary. When twelve-year-old twins Philippa and John discover that they are descended from a long line of djinn, their mother sends them away to their Uncle Nimrod, who takes them to Cairo where he starts to teach them about their extraordinary powers. Dirty Work? In a manner of speaking, perhaps, but certainly not along the lines of de Sade or Henry Miller.

"Dirty" maybe because within this remarkable volume of short stories (a follow-up to her award-winning collection Patterns) author Pat Cadigan unflinchingly explores the implications of technology on modern and near-future societies, humorously challenges our perceptions of reality, and chillingly strips away our civilized facades to confront the bestial nature of our souls. With stories like "Home By the Sea," "Dispatches from the Revolution," "No Prisoners," "50 Ways to Improve Your Orgasm," and "Naming Names," Pat Cadigan exhibits an enviable ability to tackle a

variety of themes, moods, and perspectives. And makes it all seem easy. Featuring 18 stunning fictions (including the previously unpublished "Lost Girls" written especially for this book)-as well as intriguing author introduction to each story-Dirty Work is a thought provoking, often funny, never compromising collection by one of America's most gifted authors. It doesn't get any better than this. "Dubai's Harry Potter" Emirates Today "A joyful fantasy... steeped in the heritage of the region. Wonderful." Time Out Dubai The Prince of Atlantis is back. His powers are growing, but so is the threat... Finn Kennedy, his cousin Georgina and their friend Fred are camping at night in the deserts of Dubai when an unseen Voice reveals to them a horrific vision foretelling the end of the world. The Voice cries out for LightFighters to enter the battle and free him. Finn, Fred and Georgie, LightFighters all of them, cannot turn away. Once more, they leave their normal lives behind to embark

upon an adventure that takes them beyond the boundaries of this world into the terrifying kingdom of the Dark Fire Djinn... The second instalment of Linda Davies' celebrated Djinn Quartet. Join Finn, Georgie and Fred on their epic adventure through the seas, mountains and wild deserts of Arabia as the children fight to save their world from Dark power in Sea Djinn, Fire Djinn, Storm Djinn and King of the Djinn. "Five Star. Thrilling, beautifully written book for children. Adults will secretly read it too." You Magazine "An epic book that starts with a bang and burns through its pages to a satisfying conclusion..." Teenlibrarian "Ingenious." Sunday Express From Sami Shah comes Fire Boy, an urban fantasy set in modern-day Pakistan, where djinns roam the street alongside corrupt cops, hustling beggars, and creatures from the darkest corners of Islamic mythology. Growing up in Karachi isn't easy. Wahid has a lot on his mind: the girl he likes, mostly,

but also choosing a good university and finding time to play Dungeons & Dragons. Oh, and the fact that he can see djinns, other-worldly creatures made of a smokeless and scorching fire. After a horrific car accident kills his best friend and djinns steal his girlfriend's soul, Wahid vows to find out why. Fortunately, he has help in finding the djinns that tried to kill him. Unfortunately, that help is from the darkest of all spirits, the Devil himself ... Fire Boy is filled with supernatural entities and high-paced action, but it also gives the reader a vivid insight into life in Pakistan. Praise for Fire Boy by Sami Shah 'Bold, compelling fantasy with a truly original setting.' - Saladin Ahmed 'Sami Shah blends the tenderness of Octavia Butler with the supernatural folklore of Nalo Hopkinson. His characters - human and otherwise - are skilfully drawn, and the vibrant streets of Karachi are vividly brought to life. Fire Boy is an eloquent imagination explosion.' - Maxine Beneba



Clarke 'I was enchanted by the lyrical and atmospheric prose - Sami Shah brings the streets of Karachi to life with a deft hand, ancient folklore colliding with the modern internet age.' - Kylie Chan

What is the true depth of love and commitment? On the road to being forgiven, and tasked to aid those that are lost, Blaeciel, a newly 'born' Cherub seeks to answer just that when his charge, a girl named Deirdre, commits suicide. While battling demons from his own past, Blaeciel attempts to find his beloved in the lowest depths of the universe—Tartarus. On his journey he confronts many foes, friends, and unlikely allies, but on his quest to find one he runs the risk of losing himself. This novel explores the true path, and pains, of redemption, and how true love can help one to see paradise even in the darkest regions of Hell. "After getting help for their father, who is cursed with rapid aging, 12-year-old djinn twins John and Philippa and friends travel through the spirit world in search of Faustina, the

only one who can keep their mother from becoming the Blue Djinn" (publisher). Fiery magic in a land of ice! The third djinncredible adventure for the Children of the Lamp. Midnight intruders and murder by snakebite sweep the Gaunt twins headlong into another breathtaking adventure. In snowy Nepal, they face the ultimate test of their amazing djinn powers. Can they uncover the venomous secrets of an evil Snake Cult to find the long-lost talisman of the Cobra King? If you fear one thing in life, fear the djinn. This groundbreaking book presents the findings of Rosemary Ellen Guiley and Philip J. Imbrogno's investigation into the powerful and mysterious interdimensional beings known as djinn or genies. It reveals what the djinn are, where they can be found—and their hidden agenda against the human race. Working with material compiled from a variety of sources—including their own case files, Middle Eastern lore, the Qur'an, teachings of Islamic scholars, and the latest

theories in quantum physics—the authors explore the relationship between the djinn, demons, fairies, shadow people, and extraterrestrials. They discuss the military's interest in these clandestine beings, offer eyewitness accounts of modern human encounters with the djinn, and reveal the location of interdimensional entry points in North America. While volcanoes spew golden lava around the world, djinn twins John and Philippa, with their parents, Uncle Nimrod, and Groanin, face evil more powerful than ever before when they try to stop the wicked djinn trying to rob the grave of Genghis Khan. This sourcebook contains some of the finest Mandinka oral traditions ever published, emphasizing history and witchcraft. Along with some Arabic texts in translation, these texts reveal Mandinka to be a significant West African literature and worthy contributor to the broader Mande legacy. Alex Award-winning author P. Djèlí Clark, A

Dead Djinn in Cairo is a Tor.com original historical fantasy set in an alternate early twentieth century infused with the otherworldly. Egypt, 1912. In Cairo, the Ministry of Alchemy, Enchantments and Supernatural Entities investigate disturbances between the mortal and the (possibly) divine. What starts off as an odd suicide case for Special Investigator Fatma el-Sha'arawi leads her through the city's underbelly as she encounters rampaging ghouls, saucy assassins, clockwork angels, and a plot that could unravel time itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Djinn twins John and Philippa, along with their Uncle Nimrod, travel to the Amazon jungle to try to recover a stolen collection of rare Incan artifacts. After getting help for their father, who is cursed with rapid aging, twelve-year-old djinn twins John and Philippa and friends travel through the spirit world in search of Faustina, the only

one who can keep their mother from becoming the Blue Djinn, and discover a link to museum thefts and hauntings throughout the world. Djinn twins John and Philippa are off on another whirlwind adventure that takes them around the globe and into unknown worlds. And it's a race against time as they attempt to rescue their mother from her fate as the Blue Djinn of Babylon. An aging curse has been placed on their father, and if the twins are gone too long, he'll rapidly become an old man. Meanwhile, museums all over the world are reporting robberies of valuable jade from their collections, as well as bizarre hauntings. He risked it all to save her from the clutches of evil. She crushed his heart and walked away. Nitara has spent her life waiting for Jinn to return to her, but when he finally does, it's far too late. Daegal, the evil warlock who cursed the pair and turned them to djinn, has been defeated, but the effects of his dirty work are far from gone. Now she has to return to

a place that holds her heart hostage. Things aren't what they seem. Her time away has weakened her position and now she is faced with a choice: fight or flee. However, fleeing just isn't an option. Tyrellis is the unrightful ruler of Reverie, land of the vampires, and because of Daegal, he now possesses control over Nitara. As long as she is by his side, his rule will last unchallenged. While she is away his enemies act to stand against him. Will Nitara save Tyrellis from the vampires who seek to dethrone him or will she let him fall in hopes of her gaining own freedom? Will Jinn forgive her for breaking his heart? Find out what happens next in the second installment of the Djinn Rebellion Series from USA Today Bestselling Author, Jessica Cage! Winner of the Edgar Award for Best Novel Shortlisted for the JCB Prize for Literature Longlisted for the Women's Prize for Fiction A New York Times Editors' Choice and Notable Book of 2020 One of Time's Must-Read Books of 2020 "Warning: if you

begin reading the book in the morning, don't expect to get anything done for the rest of the day." --New York Times

Three children venture into the darkest corners of a sprawling Indian city to find their missing classmate, in a stunningly original debut novel--based on a true story. Nine-year-old Jai watches too many reality police shows, thinks he's smarter than his friend Pari (even though she gets the best grades), and considers himself to be a better boss than Faiz (even though Faiz is the one with a job). When a classmate goes missing, Jai decides to use the crime-solving skills he has picked up from TV to find him. He asks Pari and Faiz to be his assistants and together they draw up lists of people to interview and places to visit. But what begins as a game turns sinister as other children start disappearing from their neighborhood. Jai, Pari, and Faiz have to confront terrified parents, an indifferent police force, and their fears of soul-snatching djinns. As the disappearances edge ever

closer to home, the lives of Jai and his friends will never be the same again. At times exuberant, at times heartbreaking, Djinn Patrol on the Purple Line traces the unfolding of a tragedy while capturing the fierce warmth and resilience of a community forged in times of trouble. What if your life depended on being able to tell a good story? Schariar, King of Persia, would marry a woman every night only to chop off her head every morning. He had sentenced the beautiful and clever Scherazade to the same fate. Determined to save herself and other women from this gruesome decree, Queen Scherazade began telling him stories one night -- of magic lamps and genies, of fishermen and caliphs, of treasure-caves and strange potions. Tales so wonderful that the one night turned into 1001.... But what would happen when Scherazade ran out of yarns to spin? This new collection of Tales from the Arabian Nights will make you gasp with wonder and laugh with delight

and the magical storyteller Scherazade will keep you spellbound for days. Hi, I am a journalist living in Turkey. Investigating the paranormal is one of my personal hobbies. In this book, you will read about some of my readers' experiences with djinns that they have shared with me. Of course, on condition that the personal details of those who told me these stories are kept confidential. As you know, paranormal subjects such as djinns, ghosts, etc. are very controversial. Naturally, the stories in this book may be met with scepticism from many points of view. Personally, I have many scientific theories about the content, causes and qualities of almost all the stories shared with me. However, my aim in this compilation is not to make a scientific analysis of the djinn experiences in the book or to propagandise any subject. My aim is to share them with the readers just as they were told to me; as personal horror or mystery stories. I hope you can enjoy reading them as much as

I did. By the way; I recommend you to read the "Beliefs About Djinns" section at the end of the book before starting the book. This is a useful section that will both facilitate your understanding of the stories in the book and provide you with new information about the belief in djinns. For readers of all ages who enjoyed the creative geniuses of J. R. R. Tolkien, Terry Brooks and C. S. Lewis, "The Legacy of Shandar" is an epic tale of classic fantasy and adventure, a compelling sword-and-dagger novel which will fascinate both die-hard fans and new readers alike!"There is chaos in the world. Evil is no longer punished, nor good rewarded: success is only for the strong, and failure strikes down the weak. This is the most terrible truth of our age."This is a story about the fabled city of Shandar, its Five Great Houses and its struggle against a unrelenting evil threatening to destroy all life in the land of Handaar.As the city stands against the enemy, a fellowship of envoys embarks on a

perilous journey, driven by perhaps the most difficult mission of all: bridge centuries of mistrust and hostilities with the other great civilizations of the land and unite them against the armies of darkness in the THIRD DOMINON WAR. They form a formidable team: 14-year-old Budgie, outspoken to a fault; Bridge, a steady teenager with a rocky past; and Big Djinn, the ferocious Tibetan Mastiff-German Shepherd mixed breed. Together they set about getting their own back on a gang of mean-spirited bird-watching bullies. That's the easy part. When faced with a terrifying, life-threatening situation, that endangers the very existence of their idyllic mountain home, they have to dig deep to find the courage and tenacity to deal with it ... and face an enemy who will stop at nothing to get his own way. A thrilling adventure story that also brings forth the perils of environmental degradation. Diversity creates a rich environment for ideas to evolve into new and more refined

forms. This pedagogical approach can help students to appreciate and value all forms of diversity and enrich learning. There is a need for administrators in education to institute policies that will support diversity and inclusion within special education classrooms. Rethinking Inclusion and Transformation in Special Education explores the latest findings on how children learn by discussing global policies and educational practices, considering professional expectations, establishing parent relationships that enhance communication, creating an effective learning environment that meets all students' needs, and using technology wisely. Covering topics such as language development promotion, school leadership practices, and long-term skill support, this book is essential for special education teachers, diversity officers, school administrators, instructional designers, curriculum developers, academicians, researchers, and upper-level

students. John and Philippa Gaunt are off on another spellbinding adventure in bestselling author P. B. Kerr's Children of the Lamp series! John and Philippa Gaunt are all ready for their lives to return to normal now that their mother has given up her djinn powers. But the siblings are quickly drawn into yet another mystery when the world's luck tips wildly out of balance (to the world's detriment). The key to the world's fate lies with five fakirs who were buried alive, each of whom guards a secret that can answer a great question of the universe. But there's an evil djinn desperate to dig up the secrets. Without their mother's powerful magic, John and Philippa must face this djinn alone. A new supplement from Ranger Games for the Dice & Glory game system containing specialist character classes drawn from Asian and middle-eastern history and lore. This book is a great resource for both Players and Game Masters wishing to introduce some eastern flavor into their

game! The first full-length contemporary children's novel to be written and set in the Middle East. "Dubai's Harry Potter" Emirates Today "A joyful fantasy... steeped in the heritage of the region. Wonderful." Time Out Dubai (chose Sea Djinn as the only children's book in its Books of the Year 2007) When Finn Kennedy comes to live in Dubai, he expects to do nothing more adventurous than surf a few good waves. Then he meets Triton, the Sea Djinn, a supernatural being with spectacular powers. Triton reveals that Finn's parents have been kidnapped at sea by Hydrus, the evil Sea Djinn, who is preparing to wage war against Triton's and Finn's worlds in a battle of the Djinn that has been brewing for a thousand years. Triton recruits Finn to his army and bestows on him some of his own powers. Finn, together with his cousin, Georgina, and his friend, Fred, prepares to travel to the underwater lair of Hydrus, far across the sea in the Dark Kingdom, to rescue

his parents and fight Hydrus. Along the way the friends meet Mr Violet, no ordinary teacher, who trains them in the skills they will need if they are to have any chance of surviving. Their training is cut short when they are in grave danger and must escape. They steal a boat and set sail for the Dark Kingdom... The first instalment of Linda Davies' celebrated Djinn Quartet. Join Finn, Georgie and Fred on their epic adventure through the seas, mountains and wild deserts of Arabia as the children fight to save their world from Dark power in Sea Djinn, Fire Djinn, Storm Djinn and King of the Djinn. "Five Star! Thrilling, beautifully written books for children. Adults will secretly read them too." You Magazine "A fast paced, beautifully descriptive adventure with compelling characters, humour and page-turning excitement." Khaleej Times "Breathtaking." Sunday Express When Khadija's father arranges a match, she leaps at a chance to escape - a hot air balloon fighting its ropes for the sky.

Soon, she is flying over the desert sands of her world, swept up in an adventure of black magic, jinn and revolution beyond her wildest dreams ... Wayfarers is a tabletop roleplaying game. Inside this book you will find everything you need to play. Whether you wish to play a wizard, mercenary, priest or rogue, or to create a distinctly unique persona, Wayfarers makes it possible. With dozens of skills, four types of magic, and over 500 spells, the possibilities for characters are limitless. For the Game Master, this source book includes hundreds of detailed creatures, enchanted items, and the vivid World of Twylos campaign setting. Useful analysis, optional rules, and a customizable system make creating and running adventures fun and exciting. So open these pages and grab your dice. Your destiny awaits, ...for good or ill. Visit the YOGC at: [www.yeoldegamingcompany.com](http://www.yeoldegamingcompany.com) Wahid's father was a textile merchant in Karachi. His



mother, however, is a djinn. Growing up in a city rife with corrupt cops and religious extremists can be challenging, and it gets downright dangerous once the djinns start hunting Wahid. To survive beings made of smokeless fire, women with feet turned the wrong way, and a violent terrorist sent to kill him, Wahid has to turn to the devil himself for help. But can Iblis be trusted? What starts as a quest to save the soul of the girl he loves, ends up on the road to the dark heart of Pakistan's nuclear fears, and the coming of the Islamic apocalypse. Islamic mythology blended with South Asian urban horror, Sami Shah's epic novel is filled with vivid insights into life in Pakistan, and a whole new pantheon of mythical creatures. *Boy of Fire and Earth* brings together Sami Shah's *Fire Boy and Earth Boy* into one unputdownable volume. Praise for Sami Shah 'His characters — human and otherwise — are skilfully drawn, and the vibrant streets of Karachi are vividly brought

to life.' —Maxine Beneba Clarke 'Captivating. Sami Shah's imagination is a place of wonder and terror.' —Kamila Shamsie 'Bold, compelling fantasy with a truly original setting.' —Saladin Ahmed 'I was enchanted by his lyrical and atmospheric prose — he brings the streets of Karachi to life with a deft hand, ancient folklore colliding with the modern internet age.' —Kylie Chan From the NEW YORK TIMES bestselling author P. B. Kerr comes the fourth volume in this exceptional, imaginative adventure series about a brother and sister who discover they are djinns. Djinn twins John and Philippa are off on another whirlwind adventure that takes them around the globe and into unknown worlds. And it's a race against time as they attempt to rescue their mother from her fate as the Blue Djinn of Babylon. An aging curse has been placed on their father, and if the twins are gone too long, he'll rapidly become an old man. Meanwhile, museums all over the world are reporting

robberies of valuable jade from their collections, as well as bizarre hauntings.

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