



The Society of Imaginary Friends

Kristen Pham

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Belief is a powerful magic.

Valerie Diaz has a power that she can't contain, and it's killing her.

Bounced between foster homes and the streets, she only has time to concentrate on staying alive. But a visit from the imaginary friend of her childhood opens a world of possibilities, including a new life half a universe away on a planet that is bursting with magic.

The Society of Imaginary Friends follows Valerie on a journey that straddles two worlds. In order to survive, she must travel many light years away to a realm where anything is possible.

On the Globe, imaginary friends come to life, the last of the unicorns rules the realm, and magic seeps from the pores of all the Conjurors who live there.

But choosing to embrace her potential will set Valerie on a treacherous course—one filled with true love, adventure and perilous danger.

The Society of Imaginary Friends Details

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Author : Kristen Pham

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From Reader Review The Society of Imaginary Friends for online ebook

Yona Schuh says

2.5 stars, maybe 3, I really do not know.

[disclaimer: This is based on a review copy provided by the author]

[disclaimer 2: Mild spoilers may be included, but nothing big or important is spoiled.]

This is a review of the series as a whole, mostly the first book though, but the issues I have carry through the entire series.

Where do I begin...

This series is a mess, it's poorly plotted, the magic system is terribly designed and there are so many things I dislike about it, yet I still cannot get myself to hate this book, it read easily, although the writing wasn't exceptional, and it didn't annoy me greatly, it just felt very, very average.

I am probably going to spend a lot of time now pointing out things that bug me, and it will sound like I hated this series, but just stick with me and keep in mind that for some odd reason I didn't.

I think I would like to cover the whole magic issue first.

There is this thing called Sanderson's Laws of Magic, which aren't really laws, but they are really helpful when writing and analyzing magic systems, and, as they mimic my thoughts, I will use them for clarity.

Law 1: An author's ability to solve conflict with magic is DIRECTLY PROPORTIONAL to how well the reader understands said magic.

I do not understand the magic system in this book. After 3 books, it is simply not clear to me whatsoever. This may be because of Law 3 which I will touch on in a moment, but it is simply a mess.

There are so many different mythical creatures, Unicorns, Mermaids, whatever Thai/Tan is, the Feng [which is a Phoenix I think]. There is charms and sleeping sand, prophecies and a bunch of other things as well. The rules of any aren't really explained.

I do not know what Vals powers are before she uses them, yet she uses them to solve important issues. Peoples gifts are often only announced after they have done something amazing, and it makes it feel like Deus-ex-machina every time, or just sloppy writing.

The charms for example, the rules for them are one of the few things that are partially explained, and even then the information we get seems to not matter as it isn't consistent. Charms for the good guys should protect people from being found, but that doesn't really happen, but for the bad guys, it somehow does, but then there is a way to go around that, and blah blah blah... Please, just make it simple, then you can focus on the actual plot.

Law 2: The limitations of a magic system are more interesting than its capabilities. What the magic can't do is more interesting than what it can.

This one is not as important, but it shows a general attitude of the author that I find irritating. We learn so

many things about awesome magic powers, and they seem to all have no limits. Yes, Val has some, but they never create any real struggle. Weaknesses or Limitations should also be more interesting than “Lose powers if x” happens, because then we can be immersed in the system itself, and it creates real meaning.

Law 3: Expand on what you have already, before you add something new.

"A brilliant magic system for a book is less often one with a thousand different powers and abilities – and is more often a magic system with relatively few powers that the author has considered in depth."

I think that really sums up the issues I have here. Imagine on really creative method of transportation that is explained well, instead of: Magic Rollercoasters, Magic Tunnels, Magic Doors, the Where-o-well, so many different types of portals, Magic Bubble things that are never really explained. Do you get where I am going with this? The system is so over-complicated, that it doesn't feel real, it feels confusing. It also feels like it simply invents new things when needed, you have a problem? *May I see, my power is [exactly what you need in this situation], I'll help."*

I don't think this book needs 7 gazillion different guilds and powers, especially if most of them are only used once or twice, if it were all simplified and less grand for the sake of being grand, it would have been a lot more enjoyable.

Let's talk about world building as well, because oh boy do I have a lot to talk about.

There is a bunch of world building for the globe, yet it seems not only out of place, but also unnecessary. The information we are given doesn't seem like it leads us anywhere, and instead of creating immersion, it feels like filler. We learn how the stars work, and that Cy is on Azra's Youth Council, but does it ever really lead to anything? not really. The information is never really connected to the plot in any way, so when the plot actually needs it, it is squeezed in at the last minute or patched in afterwards which, again, creates a huge deus-ex-machina effect. We are always drop-fed information when the story needs it, but then it is too late, the story cannot solve a problem using a mechanism or a bit of information that the reader is not aware of yet. The entire thing then feels constructed, not natural, like most good stories do.

Dulcea nodded thoughtfully. "I think she likes us to discover these things for ourselves."

Characters, let's talk about that for a moment.

I really wanted to like the characters while reading, and I still really do, yet they were never really fleshed out enough. Author VE Schwab gave a very good analysis of this in an interview a while back. If you take a character out of the story and put them in a random situation, if they are well designed, you will be able to predict how they would react, but in this story, **I have absolutely no clue**. They all seem to underdeveloped to give any real sense of personality, and their actions change so much without this development for me to guess how they would react.

There are a few characters I like, Midnight or Zaki for example. (view spoiler)

The love felt so odd and forced as well, this book really didn't need any (view spoiler)

There are also so many characters that I: a) lost track, b) started not caring at all. Maybe this was why the characters all felt so underdeveloped, there were simply too many for the story to handle.

I had such a hard time picturing what these characters look like, as they are never really properly described, yes, I know they are super old, but how old do they look. I need some physical attributes to be able to picture them in my head. Kanti is described only because the plot needs it.

The characters seem to be driven by the plot, and not the other way around.

This is something that really, really, *really* bugs me about these books. Take Cyrus for an example, the only real purpose I see for Cyrus [besides all of the lovely banter, and by all I mean the little that actually exists] is to tell Val what to do next, “*I know where to go, I know how to get there, I know who we have to find, etc. etc.*” Maybe it is also because the events in this story aren't really that connected, which I will move on to now.

Time to cover the Structure and Writing Style

Thai: “Life has thrown a lot of obstacles in your path.”

This book is a mess, and I really mean it. There are so many unimportant events in this book that the real important events seem to fall into the background, which, if this were a character driven novel, would be totally ok, but as this isn't, it got really annoying.

This book doesn't feel like a real story, it feels like a book. This happens, then that happens, and although I know they are loosely connected, it feels so constructed, and not very realistic. I don't mean realistic in our sense, there is a unicorn in this book after all, but in the world setting we are given, it simply doesn't make sense.

Azra: “There is one other thing you may want to know.”

We are presented with a problem, and before any real conflict occurs, or any time is spent thinking and struggling, a character pulls a solution out of his hat and then we are presented with another problem.

Maybe the Author tried to fit in too many things, or had too many ideas and didn't want to edit them down. I don't know what happened, but whatever did, it ended up not really working out. At the end of book 2 we learn a tiny bit about old politics and social commentary, then we get lessons on beauty that contradict themselves in the form of Kanti, and there are just so many different story threads that never really go anywhere. There are also waaay too many characters.

Little side-note on stereotypes and clichés.

I don't necessarily think that using clichés is a bad thing, only that if they are being used, they should serve some purpose.

I cannot really talk about this without spoiling some things, so:

(view spoiler)

Also, “You're a Wizard, Harry”

Final Thoughts.

I know I didn't really go into story much here, mostly because I didn't find it all too interesting, and again, it was a mess.

The writing style wasn't amazing, yet it wasn't distracting, although the plotting and structure were a disaster. The characters were bland, and the whole thing felt cliché, as if I had read it before but in a better version.

Yet somehow I still didn't hate it.

2 stars really means: it was ok.

Thanks for reading,
Yona

Selina Liaw says

Into The Dark has a very interesting and unique plot unlike no other.

It is cool that Kristen has used the Pyramid as a launch chamber, just waiting for the last person to use it.

I didn't really like the starting at first because it doesn't really make sense but throughout the story, Valerie, the main character, started to grow and sounded more mature.

It was definitely cool that if Valerie uses magic on Earth, her life span is considerably short as hell.

AND, having to live in another planet which is IN THE BLACKHOLE itself is super cool.

Overall, the starting of the story should be better but the ending is SUPERB.

I love the suspense and well, its killing me.

I'm now waiting for the 2nd book and see how Valerie will destroy that b****, if you know what I mean.

wink, wink

Sincerely,

Selina.

P.S.

Kristen, do let me know if the second book is out.

Thanks. :D

<http://booksandsweetepiphany.blogspot...>

Cissa says

3.5 stars

This is very much a YA novel, aimed- at my best guess- at ages 10-14, and probably mostly girls.

I remember being that age, and the undercurrent of feeling misunderstood and unappreciated that went with it. This book revels in that, and in fantastic events proving that YES! You ARE that special!

Honestly, this is a message that could be life-saving for kids in the agegroup that are in horrible circumstances, like our heroine is. The aspects of this novel that make it flawed from an adult perspective are probably the ones that will bring the most comfort to readers of its agegroup.

The character development was scanty, the secondary characters simplistic, and the plot badly paced- way

too much EXCITEMENT with few downtimes. The heroine going from a neglected orphan to one of the most powerful magicians EVER would be gratifying to anyone who identified with her. At the point at which the novel ends, it's not at all clear why the Big Bads are being Big Bads- except that they are BAD.

I can't even really talk about the worldbuilding, because it is too scant. Things happen because MAGIC! Ice castles are both chilly to live in and warm and comfy! There are Rules- except when there are not! etc.

I think some kids in the target age group will like this novel a lot, partly because of its flaws (seen as an adult reader, and not the target audience).

Consider giving it to your disaffected tween or young teen; don't read it as an adult.

I received this novel in exchange for writing an honest review, possibly received via Kindle First.

Elsbeth says

For all who felt a little lost after Harry Potter ended: Cheer up!! Now there is Valerie & her 'imaginary' friends! Wonderful, magical story. With lots of colourful characters. An adventurous story. You just want to keep reading! I can't wait to start part 2!

Thank you very much, Kristen Pham, for sharing this!

Update: I read this book 10-10-2014 and re-read it June 2015. It was still great, reading it for the second time. I'm glad that I can finish the whole series now. Thanks, Kristen!

Julie Hall says

I received a copy of The society of Imaginary Friends by Kristen Pham for an honest review.

Well, I can't say this was my favorite book ever...but I'm not 12 years old either. I think this is a well thought out, well written story that will really resonate with young teens. The entire box set of the Conjurors would make a wonderful gift and a terrific summer series. If I were 14, I would never put this down, but I am a grandmother and the way the children talk to each other is too immature for me. Of course, I like the darker stuff. With that being said, this is a WONDERFUL adventure story that has very little darkness and a lot of hope.

It's a coming of age story with just the right amount of magic to keep you turning the pages. And it touches on real life tragedy and horrors that teens across the globe deal with daily. So I am glad this was written and I do think it will resonate with its target audience.

So far I have only read the first book and even though this is not my "thing", I will finish the series because the Author has caused enough curiosity on my part to keep me reading until I find out the answers to all the questions that this story has created.

I do think this could be read as a standalone adventure, but something tells me that if I keep reading, I will be

happy for the journey. I highly recommend this book to girls or boys from ages 10 to 16. I think that is the nitch where this book will really capture an audience.

T. Sae-Low says

Into the Dark by Kristen Pham is a refreshing entry that stands out amongst the overly saturated genre of Young Adult Fantasy novels today. Her protagonist, Valerie Diaz, is an emotionally abused orphan who has already had her fair share of tribulations spanning her young 14 years of life. Where the cliché "unwanted hero saves the world" prototype could fall flat elsewhere, Pham expertly illustrates Valerie's motives and inner-struggles in a way that proves believable and honest. Valerie's time at the hospital beautifully portrays who Valerie is at her core and sets the stage for her forthcoming globe/dimension trotting adventures. Accompanied by her once-imaginary friend Cyrus, bodyguard Thai, and wise-cracking-2pac loving Kanti, Valerie is whisked away to the magic-filled land of the Globe. When it comes to world-building, Pham is at her best, describing the colorful and distinct lands that exist within the Globe, including underwater cities, roaming temples, candy-filled dormitories, diverse peoples and creatures, and even unexpected means of transportation (roller-coasters and self-guided elevators) that children and adults will enjoy reading about.

On their journey to save Henry, a special child who unknowingly reaches out to Valerie for help, Valerie and gang encounter an assortment of monstrosities who stop at nothing to keep her from her goal. Even these villains prove to be more than simple run-of-the-mill ogres and what not, especially Sanguina, as she is cleverly crafted to make the reader both hate, yet wonder, where she's from and who she is.

The one area where Into the Dark does stumble slightly is in its pacing. As a fan of fast-paced adventure novels, I love it when an author can make me feel like I'm running out of breath, yet still manage to balance that between moments of self-reflection and doubt. Pham accomplishes this in most parts, but there were some scenes that felt a little rushed (the group seems to learn how to fight rather quickly). The story definitely builds up to an epic climax, but even still, it could've used a bit more developing in certain areas to have the payoff be even more rewarding. With that said, this is one minor flaw in an otherwise epic adventure.

Pham triumphs in her debut novel, invoking the grandiose worlds, mythological elements, and strange creatures that all lovers of the Fantasy genre will love and seamlessly combines them with the modern day. Teenagers will find themselves right at home with all the pop culture references and familiar struggles that only a teenager could truly empathize with. Readers of all ages will find themselves immersed in Valerie's mission of discovery through epic battles and subtle indications that point to something more sinister on the horizon. The first book in the Conjurors series is a wonderfully engaging read. Book two can't get here soon enough!

Dominique says

I received a copy of this book for review.

I absolutely loved this. I wish I had read it when I was younger because it's the perfect YA fantasy book (at least for me). There wasn't too much exposition, and it got right into the story. The pacing was great, I was

never bored or skipping paragraphs or anything. The descriptions of the Globe, which is the magical world, were so cool and everything you would have imagined if you went to an actual magical place. I also liked how she slipped in people who did have magic but didn't want to use it and instead relied on their own inner strength.

Basically it's everything I want in a fantasy novel. Big bonus: no forced love triangles or any of those romantic tropes. I hate that. I'm sure there will be some romance in the later books since there was a hint of something in this one, but that's not what the story revolved around, and I really appreciate that.

So, I Read This Book Today says

I had an imaginary tormentor. He was made up by my parents whenever we would go on holiday to Porta Pollensa. He was 'The Vampire Man'. He lived in a house with round windows, and my parents told me that, if I didn't behave, he'd feast on my blood. When I go there now, I still cross to the other side of the road to avoid that house. I'm a 27 year-old man. – By Toby Manhire In The Internaut

*My niece was around 6 years old but could talk really well. She grew quite fond of this imaginary character named Donney or Donee. She said he would only show up whenever Mommy and Daddy went to sleep. He said she would play with her and s***. Well, one night she was in the living room resting on the couch when I walked in the door. She shot right up looked at me with the most dead but evil filled stare ever and, I quote, said, "Donney, no! Don't hurt him! No!" then went back to a comatose that would be followed by screams of horror. This is where it gets real interesting. One day I was sitting watching the television when she looked at me and said, "Sometimes, when I'm playing with Donney, we take of our clothes an jump on the bed." I decided to ask her what Donney looks like (no, I didn't have a clue what I was ***** doing) and this is exactly what she said, " He's tall, with black and red skin. He has worms crawling out of his eyes. He also has black teeth and black hair. He wears black clothes." – An Ask Reddit reader*

What is a girl to do, when her imaginary friend is plotting to kill her? When we first meet Valerie this is a very serious consideration for her – because Sanguina, the imaginary “friend” that has tracked her all her life isn't a friend at all. And she is setting up Valerie's foster brother, Daniel, to die. Sanguina, Valerie's very own personal tormentor, who doctors considered proof that Valerie was truly, certifiably schizophrenic. And to make things worse, every time Sanguina shows up, Valerie has a seizure – and now, one more of these seizures and Valerie will die.

But things are about to get much worse – because Sanguina has a partner – and he is very, very real.

Pham has made me eat my words. Yep. I have said repeatedly that I am not a Young Adult' book reader. I have found that there is a lot more 'teenager' in 'teenage' books than I can handle. Well, imagine that! LOL Really, when you think about it, excitability and end-of-the-world histrionics is what being a teenager is all about, and the proliferation of Young Adult books on the market today is, in my mind, a wonderful thing. It not only encourages teens to read, but gives them an outlet, an ability for even the shyest to realize that they are not all alone, that what is happening to their minds and bodies is natural.

So, as I was saying, Pham has changed my mind about not enjoying YA with her book, The Society of Imaginary Friends. Yes, there is a YA feel overall, with it's compliment of temper tantrums and attitude. But this is a lot more, a testament to the strength of a young girl and her friends as they begin a fight which ultimately will become a war – a war of magic and terror, of hatred and pain which will change the fate of

not one world, but two – and possibly that of the universe itself.

There is much to like about Pham's first in The Conjurors series. The characters, Valerie, Thai, Henry and Cyrus are all well written, well-developed characters. They are brave, but not too brave. Smart, but not too smart – they feel real. Through heartache and joy, they work together to do what needs to be done in order to not only survive, but to thrive. Society is a book filled with magic and wonder – and a lot of terror and madness as well.

I received this book from the publisher in return for an honest review. All thoughts are my own. Highly recommended.

Dixie Conley says

I read this book on a recommendation from my husband. He raved over it. I'm not as impressed. Okay, so the various descriptions of magic, the world of magic, magic items, magic powers, diverse countries, etc. deserve recognition for their sheer variety as well as richness of imagery. But the story itself and the villains weren't nearly so imaginative.

The heroine, a foster child with some powers has been hallucinating various people, both good and evil, for some time. Then one of the good ones tells her that she isn't imagining things and that everything she's been dreaming about is real -- it's just on another planet, and she can go there.

So she does. And meets her imaginary friend -- and comes up against her not so imaginary foes. Rather than settling into the magical life and going in depth into the many intriguing options that the society presents, the heroine goes charging about to save various people's lives, dashing from one battle to the next, like a vicious, but confused chihuahua. Despite the various powers arrayed against her and her near complete lack of training, she eventually wins out, because she's the good guy, but wait, there's even more evil powers waiting in the wings so that there can be sequels. Why evil couldn't come up with a decent plan in the first place is left unexplained.

Still a good book, although largely due to the various wonders of magic introduced. The ideas put forth by this book are more entertaining than the story or its characters.

Anita McConnell says

I forgot how fun fantasy could be!

This book started out fairly mediocre to me. It opens with the usual cliché YA premise of a teenager who discovers they are special in some way, and the writing style was pretty simple. However, the characters quickly grew on me, and I started to really love the world the author created. It does take a while for this book to pick up, but by the second half I was engrossed in the classic fantasy and wonder of this magical world hidden from Earth.

I respect that the author was able to bring the story arc to a proper end so I didn't feel like I was forced to read the next book in the series.. but left just enough mystery to make me want to find out more. And by this

point, I couldn't resist indulging in more time with the Globe and its inhabitants. The author has a talent for imagination and creativity, that becomes more and more apparent the further in the book you go. Having read the other books in this series, each book seems to improve upon the last.

Overall, a light read, and very enjoyable fantasy. Recommended to anyone who enjoys YA and magical adventures, as well as great fantasy series.

Tywyll says

This was quite a fanciful, original novel. A fantasy journey with many different locale & characters. The Globe was like a fantastic dream world. The characters had such unique and interesting concepts and abilities! (I loved the idea of Cyrus' power!) The author is definitely overflowing with creativity! There were some nice plot twists I didn't see coming. The villains' motivation and goals weren't transparent; and though there are quite a few unanswered questions, I'm sure future books will divulge them.

Writing & dialogue felt like this was meant for middle grade/younger YA. I do wish there had a bit more 'showing' description & that the characters spoke a little more maturely. Valerie repeating her story to her companions along her quest, while done briefly and realistic, felt a bit repetitive. The initial few chapters she accepts things a bit too quickly, & seemingly back the doctor's diagnosis of her.

However few its flaws, it's an enjoyable read for any age who want a unique adventure. I'm looking forward to the continuing adventures of Valerie.

Note: I received a free copy from the author for an honest and fair review.

Glenn Conley says

I'm pretty sure that most kids experience imaginary friends, from time to time. Especially us geeky types, who didn't have many real friends. You could always count on your imaginary friends to cheer you up. They would give you reasons not to kill yourself. Or at least, make you feel guilty enough not to do it. Because, they loved you. And even imaginary love is worth sticking around for.

This book tells the story of imaginary friends that really do exist. I mean, they exist elsewhere, on another planet entirely, but they project themselves to earth, like a hologram, to enrich children's lives.

These imaginary friends, and their world, are full of magic and wonder. Sometimes, they find children on earth who are capable of amazing magic themselves. But the magic will kill them if they stay on earth. Because, reasons.

This story is about a young girl's journey to this other world. Because, for some reason, Valerie's oh so special. Bad guys from the other world are sent to attack her, but Valerie's magic makes her a natural fighter. She turns into a She-Hulk and destroys anyone who tries to stop her.

Okay, she doesn't really turn into a She-Hulk. But the rage wells up inside her, and her power just goes bezerk, and... Goddamnit. It's just easier to say she turns into a fucking She-Hulk.

And of course, there's the dreamy boy-toy who has been sent to protect her, on her journey to the other

world. But then, Valerie is whisked away to the Globe, in the first ingenious mode of transportation in this book. She's hurled through outer space in a bubble, that she steers with her mind. So, of course she gets lost immediately.

That's one of the coolest parts of this book. The unique modes of transportation. From magic tunnels, to magic wind portals, to bending space and time... It's just amazing and creative.

Valerie finally does find her way to this magical land, where there are even more bad guys after her. I never really did figure out why the fuck everyone is after this girl. There's really nothing that special about her. Sure, she's a She-Hulk type fighter, but so what? I mean, she can bring people back from the dead. Big deal.

It's just like... This whole book is an adrenaline rush, where the characters are always running for their life. Someone is always out to get them. But why? I just can't figure that bit out. Why do they want to get this girl? I kept thinking that there would be some reveal in the end, about how she's some kind of legacy, or prophecy that must be stopped or something... But no.

I loved this book because of its amazing world building, and vibrant characters. I actually cared what the fuck happened to this girl. I didn't know why I cared. I just did. Because these imaginary friends are real, goddamnit. They're real to me, at least. Don't judge me!

Tatiana Campos says

Overall rating: 3.5 stars.

I hovered between giving this four stars, but it just didn't quite make it. I felt like there was something missing from this read, but I can't quite place what that is. Apart from that I thoroughly enjoyed this book. It started off a little slow for my liking, I didn't really connect with Valerie early on, it took a little while for me to really get into the story and not want to stop reading. That happened once I started getting toward the end of the story.

I don't want to give away any spoilers, but think of this book as an epic fantasy/adventure. There's a new world awaiting readers, one that's filled with "imaginary friends" who aren't all that imaginary. There's magic, action, and a whole slew of creatures I enjoyed reading about.

Valerie is special, and we get to experience the Globe through her eyes for the first time, and by the end of this story you'll be wanting to pick up the second immediately after.

Mike says

The first book in the Conjurers series, *The Society of Imaginary Friends* is the story of Valerie, a young girl bounced around from foster home to foster home. Valerie has always seen people that weren't there. Some like Cyrus became her best friend, even if he was imaginary. Others like the red haired Sanguina and the man with the yellow eyes, tormented her forcing her to leave foster homes even though they were only imaginary. Or were they? Valerie soon learns that her "imaginary" friends are real, although they are not living on earth. They are people of magic who live on the Globe, a planet filled with conjurers of all varieties. And Valerie is

one of them - a person who has magic. However, her magic is killing, Earth is a no magic zone and each time she unknowingly taps into her own Valerie gets closer and closer to death. With the help of Cyrus and a boy from Earth, Thai, Valerie must make it to the Globe. Where her story really begins.....

The Society of Imaginary Things has a really intriguing premise, and the first chapter really draws the reader in. I really loved seeing Valerie on Globe - learning to use her powers, meeting people who love her and want to protect her, growing into a stronger magic wielder - and more importantly, a strong young woman. It is always refreshing to see a strong female lead character such as a Valerie. She is likable and kind and complex - and you cannot help but be drawn to her. I must admit there were many times when you could not really tell her age. She would go from this confident young woman of 15 - on the verge of growing up and the next she would revert to a really young child. While some of that I think is definitely deliberate, showcasing her complexity, I often felt that much of that was a little uncertainty on the part of the author. As if there were warring Valeries in her mind. This is not a bad thing per se just a tad distracting from time to time.

While I loved the friends that Valerie makes a long the way I found myself wishing at times we got a little more of the back story. That we could see the connections forming between Valerie and everyone else rather than them just being there all of the sudden. Again its not a bad thing but I think it would have added another layer to the story. I mean Valerie and Thai go from annoyance to friendship in like zero seconds with no real growth. You know its going to happen because that is the kind of story this is but it doesn't feel organic. It feels like we are trying to get from point a to point c with necessarily stopping to visit point b. And that could be sad for many of the scenes throughout. Which is unfortunate because when those moments are there they are breathtaking (for instance the scene in the oracle town).

I know this sounds like I did not like this, which couldn't be farther from the truth. I was really drawn to this book and cannot wait to read the next installment. I just think a little more would take me from liking it to really loving it. I am curious to see not only what will happen to Valerie and her friends but what growth we will see with the author Kristen Pham because I know it is there.

Aly says

I really enjoyed this book. I think this book has a lot of good points for me, suspense, drama, action, adventure, friendship, heroism and so much more. I don't remember having an imaginary friend when I was younger so I probably did not have one. But I should've because we could have gotten into sooo much trouble together. This was a great book for any age. * I received this book from the author in exchange for an honest review*
