This Wicked Game by Michelle Zink

KIRKUS REVIEW

With this foray into secret voodoo societies and forbidden spells, Zink delivers an enjoyable, fast-paced ride perfect for lovers of the paranormal thriller.

Seventeen-year-old Claire Kincaid doesn’t believe in voodoo. Not that unusual a stance, really, unless you are a direct descendant of Marie Leveau and the only daughter of one of the most powerful couples in an underground New Orleans voodoo guild. But when a mysterious stranger walks into the Kincaid store in search of panther’s blood—an ingredient used only to kill—a series of events begins to unfold that will challenge everything Claire thinks she knows about voodoo, the Guild and her own latent abilities. Exhibiting characteristically teenage frustration with their parents, who reign stolidly over Guild affairs, Claire, her boyfriend, Xander, and some other Guild firstborns take the investigation into their own hands. They find an ally in ex-member Crazy Eddie and together delve into the darker side of voodoo in order to defeat those out to destroy the Guild in retribution for past injuries. The plot is suspenseful, the characters are sympathetic if not fully rounded, and the fictional subculture comes alive through detailed descriptions of the New Orleans setting, particularly the Garden District.

Fans of the paranormal, sure to be spellbound by this tale of revenge and teen rebellion, will hope Zink conjures up a sequel. (Paranormal thriller. 12-16)