



The Wizard of Rondo

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The fantastic world of Rondo can be perilous, but Leo and Mimi know they can't keep away. They have to play their part in the continuing battle to keep Rondo safe from their deadly enemy, the remorseless Blue Queen. Plunging once more into the magic world within the antique music box, they are determined to stay out of trouble. But Rondo's spell soon draws them in, and their quest to find a missing wizard becomes something far more dangerous as they try to track the Blue Queen's henchman, Spoiler, and confront an ancient terror lurking in the skies of the north. Filled with fun, excitement and startling twists, this outstanding sequel to the highly acclaimed *The Key to Rondo* is as rich, surprising and irresistible as Rondo itself.

The Wizard of Rondo Details

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From Reader Review The Wizard of Rondo for online ebook

Eva Mitnick says

Having enjoyed The Key to Rondo, I am happy to report that its sequel, The Wizard of Rondo, does not disappoint. Sensible Leo and tempestuous Mimi again wind the key of Leo's magic box more than three times, which allows them to enter the magical, fairy-tale realm of Rondo. Thanks to Leo's winding of the key several times between the two visits, life in Rondo has moved forward - the nasty Blue Witch is looking for them, while Leo's villainous ancestor Spoiler is on the loose. Leo and Mimi instantly get caught up in a quest led by Conker and tough Freda the duck, and they are also joined by Bertha the pig, now famous as a hero.

As with the first book, the fun lies both in the obvious pleasure the author takes in exploring and describing Rondo and in the interplay between the companions, whose personalities are similar only in that they are all opinionated. I'd love to stay in a Snug, which is a fabulous sort of cabin camping in which the cabins are actually organic parts of huge, sentient trees, who take immense pride in being impeccable, soothing hosts. A new character, a quite young and needy cooking pot who becomes emotionally attached to Conker ("Conkie!"), makes its appearance with wonderfully comical results. Mimi and Leo, who are often at odds, finally learn to give each other not just credit but a little respect.

The pacing is rather leisurely in this installment and the danger never seems extreme, giving the reader plenty of time to enjoy the adventure. I'm looking forward to my next visit to Rondo. Recommended for kids

Vlasta says

Do druhého dílu jsem se ponořila teprve po několika týdnech, v nichž jsem dořítala knížky do knihovnické soutěže. Ale první díl téhle triologie se mi líbil a tak jsem se do druhého příběhu ponořila s nadšením.

Pravda, to v příběhu dříve trochu opadlo, ale ke konci zase vykvetlo.

Tentokrát se Leo s Mimi vrací do Ronda, aby zjistili, co se událo během jejich nepřítomnosti. Jejich přátelé od boje s Modrou královnou urazili kus cesty, kterým se zcela změnil život. Vydávají se na druhou hrdinskou výpravu a sice, aby objasnili zmizení šarada je Binga z Bratrušova a dokázali nevinu jeho uťni Šimonovi. Pátrání po stopách a důkazech je však zavede do léčky Modré královny a je jen jedna šance, jak se osvobodit - povolat Strixe! Ten vyděsí Modrou královnou a Leo s Mimi tak mohou objasnit nevysvětlené události posledních dní.

Přiznám se, že tentokrát jsem si knížku nevyčutnala tak, jako první díl. Netuším, jestli to bylo už trochu prodýchanou atmosférou světa, nebo popsánymi stránkami plnými prázdného povídání, nebo chováním postav, které mě opravdu vytáhlo. Ale konečné rozuzlení mého názoru na druhé dobrodružství v Ronderu přejemně rozjasnilo a nic mi nebránilo začít se do této knížky.

Matthew Sampson says

This is one of my favourite books.

Jen says

This fantastic novel is a sequel to another Rondo book, which I haven't read, but enjoyed anyway. Rodda writes great fantasy and this is up there with the best. She takes characters from fairy tales and nursery rhymes and weaves them into her magical world of Rondo, which can be entered by Leo and Mimi using the key to the music box world which is where Rondo is located. It is a quest novel of sorts - Leo and Mimi join friends from their previous adventure, including Bertha the pig, Conker, Freda the duck, who set off to find out the truth behind the disappearance of Wizard Bing and what role Simon Humble really played in this event. I loved the cooking pot and the wayward flying carpet, both of whom have lovely cameo roles that allow much humour. I actually began listening to this as an audio book, but the narration annoyed me so much that I turned to the book - and finished it in one night. If I had continued with the audio, I am sure I would have written quite a different review, so listeners beware!!

Tanisha says

for any young readers

Melissa says

Taken as a whole, the story isn't bad. So why the two stars? Because it's so tedious I find myself wishing that I could speed read just to get it over and done with . There are so many characters involved in the story, and each just have to have their line! A topic in discussion could go pages and pages before a conclusion is reached, and it's not intellectual debate at all but foolish notions & expressions of incredulity from almost everyone present in the scene! Even when describing a main character enter an establishment, the author has to enumerate every single one of those who went in after him--- instead of simply saying "they followed closely behind", or "his friends went inside after him". Unbelievable! I find it so redundant & ridiculous.

Most of the scenes and discussion are just absurd, so irrelevant in fact that it is safe to delete them without endangering the flow and gist of the story, which is: 2 cousins enter a magical world to help save a guy accused of causing the disappearance of a Wizard. In the process they got tricked & captured by the Evil Blue Queen, eventually escaped with the help of the Ancient One, and inadvertently accomplished the quest that they set out to do. Too much ado about nothing, if you ask me. The silliness is just too much.

ON THE OTHER HAND, I think that I'm feeling this way because the book is not for me. That is, not written for my 40 above age level. STILL, I wouldn't say that the Harry Potter series is too young for me. I immensely enjoyed reading it. I find a lot of children's books enjoyable like Spiderwick Chronicles, Arthur and the Minimoys, Charlie Bone, N.E.R.D.S., Groosham Grange and a lot more. I even enjoy Dr. Seuss! Oh, well. I got this hard bound book without the jacket. it was on sale at 90% off. Need I wonder why?

Lauren says

Wonderful and entertaining young adult fantasy book!

Maggie says

It was amazing and once I started reading it, it was very hard to put it down. I would definitely want to read it again. When it got near the end it was so thrilling that I just wanted to know what was going to happen next.

Kelly says

Funny and quirky

Heidi says

I think I liked book 2 better than book 1. It was a really cute story and had quite the mystery going on. A wizard has disappeared and his assistant is suspected of murder. The gang has been hired by the assistant's aunt to figure out what really happened to the wizard and clear her nephew's name.

I think the story flowed better because we were already familiar with all of the main characters. There wasn't any set up needed and we could just deal directly with the story. This is a good YA fantasy book.

Madison ? says

Although aimed at young children, it was a nice break from VCE exam preparation and essay writing. Gave my brain a mini holiday!

Jennifer Wardrip says

Reviewed by Joan Stradling for TeensReadToo.com

After discovering the key to Rondo, Leo and Mimi must continue to visit the magical land painted on the outside of the music box. If they don't, the Blue Queen will learn they tricked her.

Though they have to return, they're determined not to become involved in the goings on of Rondo. Unfortunately, they're drawn into a quest that risks not only their lives, but also the entire fate of the land.

The Wizard Bing has vanished and his assistant, Simon, is accused of murdering him. Simon's mother pleads for help. Leo, Mimi, and their quest companions set out to solve the mystery, and end up in terrible danger when they suspect the Ancient One of taking Bing.

I loved THE WIZARD OF RONDO! This is a great series for young and old alike. Rodda's imagination knows no limits. I can't wait to read more and hope the next book in the series isn't long in coming!

Amberelix says

This book is not terrible. It has a lot of fun details and a twisting mystery and a good reveal. But what is the POINT of writing a story where the central device is a magical tool that can alter the fabric of reality if no one ever uses it? Why even have the key to rondo?

I just feel like this story could have been much more unique and interesting if Mimi had tried to fix a few small things - maybe giving the mushroom the ability to talk - and had the plot blow up from there, rather than pointlessly wandering about when the answer to their problems was right there the entire time.

Jess says

Absolutely amazing book. Complex but not too much that you have no idea what's going on, great characters and storyline. Definitely should read.

26/12/2017:

- This book could easily go down the road of become a typical "filler" book and I'm so glad it didn't
 - Every time I read these books I'm reminded of how well thought out they are
 - A child's book but doesn't feel like it when you read it as an adult (adult voice)
-

Kathy Davie says

Second in the Rondo fantasy series for middle-grade readers and revolving around a pair of cousins with the "ticket" of entry to an alternate world. It's been a week since *The Key to Rondo*, 1.

In 2009, *The Wizard of Rondo* won Canberra's Own Outstanding List Awards for Section 4: Fiction for grades 7–9, the Kids Own Australian Literature Awards for Fiction for Years 7–9, and in 2008, it won the Aurealis Award for Children's Novel.

My Take

The Wizard of Rondo is a basic frame story with the reader being introduced to Mimi and Leo at home in their own world...and ending up back in it. In the meantime, it's off to an alternate plane of existence, one created by the Artist, which serves as the story as object.

It's a time of growth for Mimi, and man, does she need it! Her weaknesses do add tension to the plot. Of course, Leo has his own maturing to do in his character arc. And it's a lovely bit of acknowledgment at the end with encouragement from their friends in Rondo, as both Mimi's and Leo's characters are transformed along their individual hero journeys.

I think the chickens are my favorite characters in this story, what with their names for the days of the week and their crazy personalities. Rodda drew a sweet parallel between Moulton and Mimi that Leo draws from his perspective in third-person point-of-view.

There is quite a lot of movement in *The Wizard of Rondo*, what with Mimi's duplicity and being such a know-it-all — lord knows there was enough foreshadowing with that big flashing arrow that resulted in a touch of the dread had-I-known plot beat. Then there's Bertha's tragedy, Bing's disappearance, Simon's arrest, Moulton's problems, the Hobnob villagers and Snug campers raising a hue and cry for Tye, the terror of the Strix, the sly plans of Sly the fox, and the Blue Queen's plotting which all raise the tensions of the story until that deus ex machina at the end which was quite welcome, if too easy as well.

It's cute. It's fun. And it's an easy story for kids to read.

The Story

Oh, no! The story got out, and while Bertha is famous throughout the land, the Blue Queen is furious. Fortunately, a more immediate quest arrives via a messenger mouse.

Mrs. Clogg requires a hero — now — to save her nephew. She's adamant that he couldn't possibly have killed the wizard.

And off our heroes go, confident they can handle a mystery as simple as this, until the STRIX shows up!!!

The Characters

The responsible **Leo Zifkak** inherited a magical music box from **Great-aunt Bethany Langlander**. **Tony Zifkak** is his dad; **Suzanne** is his mother. **Anna, Peter, Horst,** and **Will** are friends of his parents. **Uncle Henry** was the staid practical one who died shortly after he retired. And went to Rondo. **Wicked Uncle George** was his brother who disappeared. Into Rondo where he's known as **Spoiler** or **Tom**.

The prickly **Mimi Langlander** is Leo's misfit of a cousin who is brilliant on the violin and inherited the **Key** from Great-aunt Bethany. **Mutt** is her dog.

"Spending time with Mimi Langlander is like doing a degree in psychology."

Rondo only...

...comes alive when the music box is wound. You must leave the lid open until the music winds down or life will continue in Rondo. It's a world where your name frequently fits you and **Posy** is a flower seller; **Officer Begood** is quite officious; **Old Jolly** runs an inn and tavern, the **Black Sheep**; **Merry** works the bar; **Scribble** is the nosy gnome reporter from *The Rondo Rambler* who will make it up if he likes; **Crumble** sells pies; **Pop** is a balloon seller; **Spoony's** Coffee Shop; **Brown's** Chocolates; **Winkle** is a sleepy traveling salesman; **Marjorie** is a gossip crow; and, **Sly** is the fox Macdonald got to keep the dots under control.

The friends they made in Rondo last time...

...include **Conker** "Conkie", a dot-catcher, and his partner, **Freda**, a duck who loves to eat the remains. **Bertha** is quite the vain pig who works on Jack Macdonald's farm as a watch pig. Or, she did. **Princess Pretty** (she'd been Jim's foster sister, **Suki**, and the Blue Queen's stepdaughter) had been one of the swans and has just celebrated her wedding; **Polly and Jim** live at **Grandma's** house in the woods (they have custody of the flying carpet); and, **Hal** is Uncle Henry, the wizard of Rondo who saved the day, back in the day. **Tye the Terlamaine** is the only one of her kind left. Known as **Tiger folk**, they once lived in Tiger's Glen which was part of the Old Forest.

Jack Macdonald owns a farm; his wife is **Mistress Mary**...do you think she may be contrary? **Violet Orpington-Dunk** is one of the leading hens at the farm. Other hens include **Fiona** and **Eglantine**. **Mistress Merk**, a.k.a., **Misery**, is one of the greedy owners of the **Tavern of No Return**. Not a place you want to visit. **Peg** owns a camping store; she also shifts into a bear at sunset.

Hobnob is...

...a town in Rondo. **Muffy Clogg** is good-hearted but a twit. Her husband, **Mayor Clogg**, owns **Clogg's Shoe Emporium** which is doing very well, unhappily for Mr. Clogg. **Simon Augustus Humble**, Muffy Clogg's nephew, has been arrested for murder. He's also a mushroom. Yep, literally. **Tilly** is Muffy's practical maid. (Tilly's sisters are **Gilly**, **Lily**, and **Milly** and maids at Macdonald's farm.)

Wizard Balthazar "Bats" Bing (he'll get another nickname, "Bingle") has a terrible reputation for never

getting it quite right. **Egbert**, son of Egmont, is the **Guardian of the Flock of Bing** which includes the bossy **Cluck**, the tiny excitable **Teeny**, the beautiful **Chickadee**, a vacant **Scramble**, a depressed **Broody**, and the gold-egg-laying **Moult**.

Bodelia Parker is the nasty gossip who runs the antiques shop. **Patricia** was Bodelia's parrot. **Candy Sweet** is quite obsessed with catching Officer Begood's eye. **Master Sadd** always looks on the melancholy side of things...he is the gravedigger after all. **Count Éclair** owes money. **Stitch** is a tailor. **Bun** runs the bakery with his wife **Patty** and has employed **Renée**, the dot-catching fox. **Sly** is Renée's brother.

The **Hobnob Snug** sounds delightful with sentient trees (including **Mirth** and **Glee**) who love having guests, so they grow cabins and provide the most amazing slumbers. *I want that Snug pool!* It does have a backward wishing well, so use care. **Woodley** is the annoying Snug caretaker, quite annoying, you know. Some of the other guests include a young girl named **Skip** whose parents have obviously not taught her to be careful!

The **Blue Queen** is the arch villainess. The **Strix** is the Ancient One and the first creation of the Artist's brush. He's also Rondo's boogeyman, notorious for Collecting the unusual.

Wizard Wurzle lives in Flitter Wood and is shy and timid. **Wizard Plum** is doing fine, and isn't missing. The dead wizards include **Zargo**, **Nerklan**, and **Wanda the Wicked Witch of the West**. The **messenger mice** are getting quite above themselves, causing all sorts of havoc. **Dots** are gingerbread men and quite the pests. The **Key** is the key to getting in and out of Rondo AND is capable of doing anything you can imagine. **Safe Places**, a distant relative of the hidey-hole, are just that. Safe places to put your things. But you do have to remember where that Safe Place is along with the password. A **Gap** is a Rondo shortcut. The **Artist** is the creator of Rondo. **Sir Clankalot** was a freeloading knight.

Takeshi Sato is a brilliant violinist who organized a week of workshops.

The Cover and Title

The cover is a gorgeous range of blue greens from the darkest green of the wizard's hunter's-wizard hat, the softer green velvet-like robe, his four-colored wand, and the bright green cloud palace in the purple and orange sunset, a village skyline behind him. The wizard himself is a fierce-looking man with hard-earned wrinkles and flowing gray locks, mustache, and beard, as he swings that wand. The title is an embossed Gothic swirl at the top in gold while the author's name is at the bottom, also in an embossed gold.

The title could refer to several men, for each is a, er, *The Wizard of Rondo*.
