

Dragonwatch

In an effort to stop the Sphinx from opening the demon prison Zzyxx, Kendra, Seth, and the Knights of the Dawn race to find the exotic artifacts and keep them out of the Sphinx's control.

The Student Workbooks are designed to get students thinking critically about the text they read and provide a guided study format to facilitate improved learning and retention. Teachers and Homeschool Instructors may use the activities included to improve student learning and organization. Students will construct and identify the following areas of knowledge. Character Identification Events Location Vocabulary Main Idea Conflict And more as appropriate to the text.

Perodia is threatened by Thorn, a powerful vulture, who is using magic to spread a terrible darkness. When a young owl named Tag and his best friend Skyla rescue a golden egg from Thorn's army, they may have found the key to saving Perodia: the last firehawk, guardian of the ember stone.

"Defund the police!" is shouted in the streets. A.C.A.B. is spray painted on precinct buildings. Countless citizens believe all police are racists. In this era of civil unrest and political divide, how do Black cops—or any cops—maintain the motivation and commitment to do their job? Former police officer, co-founder of BLEXIT, and Founder and CEO of The Officer Tatum—Brandon Tatum shares his story and the stories of other police officers in the pages of his new book, *Beaten Black and Blue*. Read why they joined the force, what it's really like on the streets, and how they continue to fight the good fight. Forget what you think you know and learn the truth!

When the seemingly normal fourteen-year-old Bobby Pendragon is swept into an alternate dimension, he finds himself hailed as a savior in a place called Denduron, a territory in the throes of revolution against a magical tyrant.

300 Years Before A Game of Thrones

Legend of the Dragon Slayer

The Ember Stone

Janitors

Dragonwatch; Wrath of the Dragon King; Master of the Phantom Isle

Fablehaven has sold more than 3.5 million copies and readers made "The Caretaker's Guide to Fablehaven," the first visual discovery and definitive guide to all the mythical creatures of Brandon Mull's wildly brilliant imagination, a bestseller in Fall 15. Now it's the READER'S turn to tap into your imagination in the very first interactive guide to Fablehaven! Tuck this journal into your backpack, tote it along and use it as a fun activity book for all things Fablehaven and to reflect on the mythical creature metaphors found in the series. Examples: If you owned your own invisibility glove like Seth, how would you use it today? Learn how to draw a dragon's head with step-by-step instructions. You have found the legendary Totem Wall. Choose a face to speak with. What question would you ask? Within the pages of this book are secret codes that will help the reader discover a secret message from Brandon Mull about Dragonwatch, the sequel to Fablehaven. Dragons can create paralyzing fear. Imagine your hands and arms were literally paralyzed from encountering a dragon, but you still needed to write a message. Use your feet or mouth to write a note on the page. Create your own art: draw your own magical preserve. Include your home, landmarks, trees, trails, areas to avoid. Where is it located? What is it called? Draw your family pet as if it were a guardian to a hidden, ancient artifact. What special power does your pet have to protect the treasure it is guarding? Fans will also find coloring book pages, mazes, scavenger hunts, and instructions for origami creatures of Fablehaven characters like Raxtus!"

Dragonwatch A Fablehaven Adventure Aladdin

When fifth-graders Nate, Summer, Trevor, and Pigeon meet the new candy store owner Mrs. White, she gives them magical candy that endows them with super powers, but soon they find that along with these benefits are dangerous consequences.

The world of Fablehaven returns with this collectible paperback boxed set with all five books in the New York Times bestselling sequel series Dragonwatch from Brandon Mull. In the long-awaited sequel to Fablehaven, the dragons who have been kept at the dragon sanctuaries no longer consider them safe havens, but prisons. And they want their freedom. The dragons are no longer our allies... In the hidden dragon sanctuary of Wyrmoost, Celebrant the Just, King of the Dragons, plots his revenge. He wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind reigned without borders. The time has come to break free and reclaim his power. No one person can stop Celebrant and his dragon horde. It will take the ancient order of Dragonwatch to gather again if there is any chance of saving the world from destruction. In ancient times, Dragonwatch was a group of wizards, enchantresses, dragon slayers, and others who originally confined the dragons into sanctuaries. But nearly all the original Dragonwatch members are gone, and so the wizard Agad reaches out to Grandpa Sorenson for help. As Kendra and Seth confront this new danger, they must draw upon all their skills, talents, and knowledge as only they can function together as a powerful dragon tamer. Together they must battle against forces with superior supernatural powers and breathtaking magical abilities. What will happen in the epic battles between humans and dragons? This thrilling paperback boxed set includes: Dragonwatch Wrath of the Dragon King Master of the Phantom Isle Champion of the Titan Games Return of the Dragon Slayers As the evil Celebrant, the Dragon King, conquers more and more dragon sanctuaries, Kendra must raise an army of friends and allies on her own to fight him because her brother Seth and Bracken are missing.

A Game of Thrones

A Fablehaven Adventure

Grip of the Shadow Plague

Wrath of the Dragon King

The Christmas Sweater

A young, orphaned shapeshifter in a world that fears magic must risk everything if she hopes to save her only friend in Elayne Audrey Becker's Forestborn, first in a new fantasy series with a timeless feel. TO BE BORN OF THE FOREST IS A GIFT AND A CURSE. Rora is a shifter, as magical as all those born in the wilderness—and as feared. She uses her abilities to spy for the king, traveling under different guises and listening for signs of trouble. When a magical illness surfaces across the kingdom, Rora uncovers a devastating truth: Finley, the young prince and her best friend, has caught it, too. His only hope is stardust, the rarest of magical elements, found deep in the wilderness where Rora grew up—and to which she swore never to return. But for her only friend, Rora will face her past and brave the dark, magical wood, journeying with her brother and the obstinate,

older prince who insists on coming. Together, they must survive sentient forests and creatures unknown, battling an ever-changing landscape while escaping human pursuers who want them dead. With illness gripping the kingdom and war on the horizon, Finley's is not the only life that hangs in the balance. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The magical world teeters on the brink of collapse. The Dragon King, Celebrant, has united the dragons into a vengeful army, and only a final artifact stands in the way of them unleashing their fury against humankind. With established allegiances shifting under the strain, Seth and Kendra find themselves in desperate need of new allies. Seth must face his most dangerous quest--the fulfillment of his pledge to the Singing Sisters. With only Calvin the Tiny Hero at his side, Seth needs to collect the pieces of the Ethergem, including the stones from the crowns of the Dragon King, the Giant Queen, and the Demon King. Halfway across the world, Kendra finds herself torn between her duty to Dragonwatch and her desire to rescue Bracken. Can she challenge Ronodin's control of the fairy realm without leaving the five legendary dragon slayers to be hunted by Celebrant and his sons? Left behind at Titan Valley, Knox and Tess must survive the aftermath of the Giant Queen's fall. Will the secret crown in Knox's possession prove too much for him to handle? In this fifth and final volume of Dragonwatch, our heroes make their last stand at the hidden Kingdom of Selona. For the defenders of light to stand a chance, the legendary dragon slayers must arise, lost secrets must be uncovered, and ancient powers must awaken. Get ready for the gripping, revelatory, and unforeseen conclusion to the epic ten-volume New York Times best-selling Fablehaven and Dragonwatch series.

Adapted from the bestselling adult novel, The Christmas Sweater: A Picture Book is the story of a young boy who finds the true meaning of Christmas in the most unlikely of places. Eddie wants a bicycle for Christmas, but his mother knits him a homemade sweater instead. His disappointment is obvious, but a magical journey with his whimsical grandfather makes Eddie realize that the sweater is far more than it seems. He ultimately learns that the greatest gift of all is one that is given with love..

The beautifully illustrated edition of the origin story of Dragonwatch--the #1 New York Times best-selling series--is an extraordinary collaboration between writer Brandon Mull and series illustrator Brandon Dorman. This exclusive volume also features a never-before-published dragon slayer genealogy, a detailed map of the Kingdom of Selona, and more than fifty full-color illustrations. In ancient times dragons were the ultimate threat to the rest of the mythical world. At the height of the Age of Dragons, it appeared that dragons might not only gain dominion over the magical races, but could potentially overrun the nonmagical world as well. A group of specially-trained dragon slayers called Dragonwatch banded together to stand against the dragons. Together, these dragon slayers confined the majority of them to dragon sanctuaries. Legend of the Dragon Slayer is the illustrated story of the very first dragon slayer who took to battle. This epic legend comes to life with imaginatively rendered full-color illustrations. Powerful monsters have surrounded the Kingdom of Selona. A naïve and unlikely hero named Konrad, the cobbler's son, accepts the king's challenge to defeat the monsters: fierce yeti, a merciless vampire, a dangerous gorgon, and a deadly phoenix. Even still, Selona's biggest threat will come from the Dragon, and it will take every ounce of wit and experience that Konrad's acquired to stand a chance against such a formidable foe. Legend of the Dragon Slayer is a stand-alone tale of valor, destiny, and magic sure to reward fantasy lovers.

When Kendra and Seth go to stay at their grandparents' estate, they discover that it is a sanctuary for magical creatures and that a battle between good and evil is looming.

Beaten Black and Blue

Five Kingdoms: Sky Raiders

The Caretaker's Guide to Fablehaven

Fablehaven the Complete Series

Forestborn

A rhyming, read-aloud book with warm illustrations conveys a comforting, faith-filled message from a Black father and mother to their children who see visual representations of their faith, but question what it means when they don't see their skin color, their physical features, or their gender portrayed. "What about the angels, will they stop and stare, when they see that I may not have their same color hair?" asks the girl. In soothing verse, the father assures his children that everyone looks like Jesus and the angels by the things they do. As the family walks through their neighborhood, the father points out the beauty in God's creations, from flowers, all unique and different, to all the children in their community "each with skin a different shade." He reminds his children that pictures of faith such as angels were drawn by someone and encourages his children to draw their own pictures so angels look like all of us.

Cole and his friends finally reach the fourth of the five kingdoms, Necronum, land of the dead, where they confront unexpected dangers and meet new allies.

When the hunt for his lost friends leads Cole Randolph to the kingdom of Elloweer, he and new friends Mira, Twitch, and Jace team up with the resistance movement to search for Mira's sister, Honor, but enemies abound and Cole and Mira must use a new kind of magic to protect themselves.

The world of Fablehaven returns with this collectible boxed set featuring the first three books in the New York Times bestselling sequel series from Brandon Mull. In the long-awaited sequel to Fablehaven, the dragons who have been kept at the dragon sanctuaries no longer consider them safe havens, but prisons. And they want their freedom. The dragons are no longer our allies... In the hidden dragon sanctuary of Wyrmoost, Celebrant the Just, King of the Dragons, plots his revenge. He wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind reigned without borders. The time has come to break free and reclaim his power. No one person is capable of stopping Celebrant and his dragon horde. It will take the ancient order of Dragonwatch to gather again if there is any chance of saving the world from destruction. In ancient times, Dragonwatch was a group of wizards, enchantresses, dragon slayers, and others who originally confined the majority of dragons into sanctuaries. But nearly all of the original Dragonwatch members are gone, and so the wizard Agad reaches out to Grandpa Sorenson for help. As Kendra and Seth confront this new danger, they must draw upon all their skills, talents, and knowledge as only they have the ability to function together

as a powerful dragon tamer. Together they must battle against forces with superior supernatural powers and breathtaking magical abilities. What will happen in the epic battles between humans and dragons? This thrilling boxed set includes:

Dragonwatch Wrath of the Dragon King Master of the Phantom Isle
When Kendra and Seth return to Fablehaven, they discover that Grandpa Sorenson has asked three specialists to protect the property from the Society of the Evening Star, a group determined to steal an artifact of great power from the preserve.
Reprint.
Rise of the Evening Star
Death Weavers
Fire & Blood
The Inventor's Secret

An encyclopedia of the creatures, characters, artifacts, items, and places found of the Fablehaven series. Trapped in a world where magic is powerful and dreams are real, Cole's epic adventure comes to a close in book five of the New York Times bestselling "fanciful, action-packed adventure" series (Publishers Weekly, starred review), from the author of the Fablehaven and Beyonders series. Cole Randolph can barely remember what life was like back home in Arizona. It's hard to imagine there was a time he didn't wake up to daily threats and danger. But Cole is still determined to find a way home for his friends and to set things right in the Five Kingdoms before he leaves. That means traveling to the last of the kingdoms, a place where time itself can be manipulated, where reality can bend and change. On one last death-defying mission, Cole will use everything he has learned to face a villain with powers beyond anything he has seen before. The past, present, and future are all at stake in this epic conclusion to the bestselling Five Kingdoms series.

Nate and his friends think the new Arcadeland, where tickets can earn jets, tanks, subs, and race cars, is totally cool. But they learn that the arcade owner is hiding a secret.

After a humiliating defeat at the hands of Kendra and Seth, Celebrant, King of Dragons, prepares to unleash his fury and take control of his native preserve. Armed with information from a new ally--Ronodin, the dark unicorn--Celebrant seeks to reclaim Theo Vilmos' life is about to take a real turn for the worse. He is drawn from his home in Northern California into the world of Faerie, for, unknown to him, he is a pivotal figure in a war between certain of Faerie's powerful lords and their strange creatures who live in this exotic realm.

Study Guide Student Workbook for Dragonwatch a Fablehaven Adventure

The War Of The Flowers

Fablehaven

Five Kingdoms Complete Collection

Time Jumpers

Don't miss any of Jason's thrilling adventures—get the complete paperback boxed set of the #1 New York Times bestselling Beyonders trilogy. After falling into a new world called Lyrian, Jason must figure out the clues that piece together an ancient word that could bring down Maldor, the terrifying leader. He is helped with his newfound friend and sidekick, Rachel, who has also stumbled into this strange world. Together, they go on an extraordinary quest to figure out how to become the heroes that Lyrian needs, no matter what the cost. This epic fantasy trilogy includes all three action-packed titles: A World Without Heroes, Seeds of Rebellion, and Chasing the Prophecy.

For use in schools and libraries only. Because Dragonwatch, an ancient group of wizards, enchantresses, and dragon slayers, is crumbling, an uprising of dragons threatens to destroy the magical preserves as well as overrun the nonmagical world.

In the long-awaited sequel to Fablehaven, the dragons who have been kept at the dragon sanctuaries no longer consider them safe havens, but prisons and they want their freedom. The dragons are no longer our allies.... In the hidden dragon sanctuary of Wymroost, Celebrant the Just, King of the Dragons, plots his revenge. He has long seen the sanctuaries as prisons, and he wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind ruled and reigned without borders. The time has come to break free and reclaim his power. No one person is capable of stopping Celebrant and his dragon horde. It will take the ancient order of Dragonwatch to gather again if there is any chance of saving the world from destruction. In ancient times, Dragonwatch was a group of wizards, enchantresses, dragon slayers, and others who originally confined the majority of dragons into sanctuaries. But nearly all of the original Dragonwatch members are gone, and so the wizard Agad reaches out to Grandpa Sorenson for help. As Kendra and Seth confront this new danger, they must draw upon all their skills, talents, and knowledge as only they have the ability to function together as a powerful dragon tamer. Together they must battle against forces with superior supernatural powers and breathtaking magical abilities. How will the epic dragon showdown end? Will dragons overthrow humans and change the world as we know it?

Abby and Derick have been accepted to the most prestigious secondary school in the world—Cragbridge Hall. Due to the inventions of their grandfather, Oscar Cragbridge, they will be able to experience history in 3D, use their minds to literally project visual interpretations of classic literature, and become animal avatars for zoology. But when their grandfather and parents go missing, Abby and Derick must follow clues Oscar left for them that will reveal a dangerous secret. Along the way, they discover there is much more to one of their grandfather's inventions than anyone has ever dreamed. Saving their family will take all of Derick's mind and Abby's heart as they come face to face with a crazed scientist who desperately seeks to change the past. If they fail, the world—past and future—will never be the same. This book is a page-turning, time-travel adventure that teaches powerful lessons about choice and consequence, believing you can do hard things, and valuing your history.

A sixth grader stumbles upon a secret that threatens to turn schoolchildren everywhere into mindless automatons.

Fablehaven Book of Imagination

A Child of God

Keys to the Demon Prison

A Song of Ice and Fire: Book One

Dragonwatch Complete Collection

For centuries mystical creatures of all description were gathered into a hidden refuge called Fablehaven to prevent their extinction. The sanctuary survives today as one of the last strongholds of true magic. Enchanting? Absolutely. Exciting? You bet. Safe? Well, actually, quite the opposite. Kendra and her brother, Seth, have no idea that their grandfather is the current caretaker of Fablehaven. Inside the gated woods, ancient laws keep relative order among greedy trolls, mischievous satyrs, plotting witches, spiteful imps, and jealous fairies. However, when the rules get broken -- Seth is a bit too curious and reckless for his own good -- powerful forces of evil are unleashed, and Kendra and her brother face the greatest challenge of their lives. To save their family, Fablehaven, and perhaps even the world, Kendra

and Seth must find the courage to do what they fear most.

Four kingdoms in a fragile truce around the Void. Four weapons, each emblazoned with the sacred power of one of Earth's elements—air, water, fire, earth. Each weapon forged with the mythic power to choose the heir to its throne. In a lost village in the Aquadom, young Noakh arduously trains to learn the art of the sword. As a baby, on a day the sky turned red, Noakh was chosen to be the Ascendant Phoenix, king of Firia, the Fire Kingdom—a fate he remains unaware of. His parents missing, he lives as an outcast with Lumio, his stepfather, until the day Lumio gives him one of the two legendary fire swords whose powers have chosen Noakh to be the heir to Firia. For the time has come for Noakh to return to his homeland to claim the throne. Even as Noakh begins his ascendancy, a bevy of young, impatient princesses in the Aquadom—the queendom of water—perform the daily sword ritual: one day the water sword shall choose which princess will become the Lacrima, the rightful heiress of the queendom. Everyone expects the honor will fall to the eldest sister, Katiene. After all, she is just like her mother the queen. But will she be the sword's choice? And whomever the sword chooses, how will the new heiress address the rising threat of Noakh's ascendancy? The Sapphire Eruption is the stunning first volume in the intricate Sword's Choice series, a medieval fantasy saga unfolding in a harsh and vengeful world. It is a story of ambition and resolve set in an environment ruled by the elements. Here, Noakh's determination and Katiene's heartless desires threaten to upset the delicate harmony of a world where the flames of fire are countered by water's tides, and where air and earth hang in the balance.

#1 NEW YORK TIMES BESTSELLER • The history of the Targaryens comes to life in this masterly work, the inspiration for HBO's upcoming Game of Thrones prequel series House of the Dragon "The thrill of Fire & Blood is the thrill of all Martin's fantasy work: familiar myths debunked, the whole trope table flipped."—Entertainment Weekly Centuries before the events of A Game of Thrones, House Targaryen—the only family of dragonlords to survive the Doom of Valyria—took up residence on Dragonstone. Fire & Blood begins their tale with the legendary Aegon the Conqueror, creator of the Iron Throne, and goes on to recount the generations of Targaryens who fought to hold that iconic seat, all the way up to the civil war that nearly tore their dynasty apart. What really happened during the Dance of the Dragons? Why was it so deadly to visit Valyria after the Doom? What were Maegor the Cruel's worst crimes? What was it like in Westeros when dragons ruled the skies? These are but a few of the questions answered in this essential chronicle, as related by a learned maester of the Citadel and featuring more than eighty black-and-white illustrations by artist Doug Wheatley. Readers have glimpsed small parts of this narrative in such volumes as The World of Ice & Fire, but now, for the first time, the full tapestry of Targaryen history is revealed. With all the scope and grandeur of Gibbon's The History of the Decline and Fall of the Roman Empire, Fire & Blood is the first volume of the definitive two-part history of the Targaryens, giving readers a whole new appreciation for the dynamic, often bloody, and always fascinating history of Westeros. Praise for Fire & Blood "A masterpiece of popular historical fiction." —The Sunday Times "The saga is a rich and dark one, full of both the title's promised elements. . . . It's hard not to thrill to the descriptions of dragons engaging in airborne combat, or the dilemma of whether defeated rulers should 'bend the knee,' 'take the black' and join the Night's Watch, or simply meet an inventive and horrible end."—The Guardian

Kendra and Seth discover that their grandparents' estate is a sanctuary for magical creatures as they try to protect it from the Society of the Evening Star and halt a plague that is turning Fablehaven's beings of light into creatures of darkness.

Adventure awaits in the Five Kingdoms—come and claim it with all five books in the "fanciful, action-packed" (Publishers Weekly, starred review) series from the #1 New York Times bestselling author of the Fablehaven and Beyonders series. This complete collection of the bestselling Five Kingdoms series includes: Sky Raiders Rogue Knight Crystal Keepers Death Weavers Time Jumpers

A Picture Book (with audio recording)

Dragonwatch

Being a Black Cop in an America Under Siege

Dragonwatch; Wrath of the Dragon King; Master of the Phantom Isle; Champion of the Titan Games; Return of the Dragon Slayers

Rogue Knight

Cole Randolph was just trying to have a fun time with his friends on Halloween (and maybe get to know Jenna Hunt a little better). But when he and his friends break into a spooky house with the scariest rep in town, it turns out to be the start of an adventure on a whole different level! As his friends are mysteriously sucked away into another realm, Cole dives in after them and finds himself in a magical place called The Outskirts. Made up of five kingdoms, The Outskirts lie between wakefulness and dreaming, reality and imagination, between life and death. It's an in-between place. And once you find your way to the Outskirts, it's very hard to leave...

730. That's how many days I've been trapped. 18. That's how many days I have left to find a way out. DAI, trying to escape a haunting past, traffics drugs for the most ruthless kingpin in the Walled City. But in order to find the key to his freedom, he needs help from someone with the power to be invisible...

JIN hides under the radar, afraid the wild street gangs will discover her biggest secret: Jin passes as a boy to stay safe. Still, every chance she gets, she searches for her lost sister.... MEI YEE has been trapped in a brothel for the past two years, dreaming of getting out while watching the girls who try fail one by one. She's about to give up, when one day she sees an unexpected face at her window.... In this innovative and adrenaline-fueled novel, they all come together in a desperate attempt to escape a lawless labyrinth before the clock runs out.

When Kendra discovers that the key to a vault that holds one of the hidden artifacts is in the dragon sanctuary of Wyrmoost, the Knights of the Dawn prepare to enter the extremely dangerous sanctuary in order to get the key.

The dragons that have been kept in sanctuaries want their freedom—and their revenge—and the world's only hope is the reformation of the ancient order of Dragonwatch in this New York Times bestselling first

novel of a new sequel series to Fablehaven from author Brandon Mull. In the hidden dragon sanctuary of Wyrmoost, Celebrant the Just, King of the Dragons, plots his revenge. He has long seen the sanctuaries as prisons, and he wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind ruled and reigned without borders. The time has come to break free and reclaim his power. No one person is capable of stopping Celebrant and his dragon horde. It will take the ancient order of Dragonwatch to gather again if there is any chance of saving the world from destruction. In ancient times, Dragonwatch was a group of wizards, enchantresses, dragon slayers, and others who originally confined the majority of dragons into sanctuaries. But nearly all of the original Dragonwatch members are gone, and so the wizard Agad reaches out to Grandpa Sorenson for help. As Kendra and Seth confront this new danger, they must draw upon all their skills, talents, and knowledge as only they have the ability to function together as a powerful dragon tamer. Together they must battle against forces with superior supernatural powers and breathtaking magical abilities. How will the epic dragon showdown end? Will dragons overthrow humans and change the world as we know it?

"In the hidden dragon sanctuary of Wyrmoost, Celebrant the Just, King of the Dragons, plots his revenge. He has long seen the sanctuaries as prisons, and he wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind ruled and reigned without borders. The time has come to break free and reclaim his power. No one person is capable of stopping Celebrant and his dragon horde. It will take the ancient order of Dragonwatch to gather again if there is any chance of saving the world from destruction. In ancient times, Dragonwatch was a group of wizards, enchantresses, dragon slayers, and others who originally confined the majority of dragons into sanctuaries. But nearly all of the original Dragonwatch members are gone, and so the wizard Agad reaches out to Grandpa Sorenson for help. As Kendra and Seth confront this new danger, they must draw upon all their skills, talents, and knowledge as only they have the ability to function together as a powerful dragon tamer. Together they must battle against forces with superior supernatural powers and breathtaking magical abilities. How will the epic dragon showdown end? Will dragons overthrow humans and change the world as we know it?" --Provided by publisher.

Return of the Dragon Slayers, 5

The Walled City - FREE PREVIEW (The First 93 Pages)

Dragonwatch Daring Collection

The Origin Story of Dragonwatch

Sky Raiders; Rogue Knight; Crystal Keepers; Death Weavers; Time Jumpers

NOW THE ACCLAIMED HBO SERIES GAME OF THRONES—THE MASTERPIECE THAT BECAME A CULTURAL PHENOMENON

Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse—unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season. Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister—the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms. Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki—whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

Master of the Phantom Isle

Arcade Catastrophe

A World Without Heroes; Seeds of Rebellion; Chasing the Prophecy

The Sapphire Eruption

The Merchant of Death