

The Caretakers Guide To Fablehaven Leadmo

“This middle grade series starter is tailor-made for Harry Potter’s fans.” —Kirkus Reviews
For fans of the Land of Stories and the Wings of Fire Series, this first enchanting adventure from acclaimed novelist Scarlett Thomas is set in a wondrous realm where magic most decidedly exists, a growing evil lurks, and a group of children is destined to save the world. Effie Truelove believes in magic, as does her grandfather Griffin (although he refuses to do any magic, let alone teach Effie how to use it). After a mysterious incident leaves Griffin close to death, Effie is given an unusual silver ring and told she must look after her grandfather’s library of rare and powerful books. But then the books fall into the hands of shady scholar Leonard Levar, and Effie is propelled into the most dangerous adventure of her life. Now, Effie and her friends—nerdy Maximilian, rugby-mad Wolf, helpful Lexy, and eccentric Raven—must discover their true powers if they are to get the books back. And Effie alone will have to travel to the Otherworld, where she will uncover the true meaning of the strange old book called Dragon’s Green... After a humilitating 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 a legendary 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

When you’re in the world of Jack Prelutsky, anything can happen. Ogres run wild, dragons sing, and baby ogys hatch. . . . Frogs wear red suspenders in a rainstorm of pigs and noodles. . . . Scramimals gallivant under a pizza the size of the sun. . . . Even the new kid on the block can see that the nation’s first Children’s Poet Laureate is something big. So, what are you waiting for? Let your parents think you’re sleeping, and ride a purple pelican to a land where imagination is king, ridiculous rhymes rule, and laughing out loud is guaranteed! These are Jack Prelutsky’s greatest hits! This magnificent treasury of more than one hundred of Jack Prelutsky’s most celebrated verses, along with fifteen all-new poems, is a tribute to his gifts to children’s literature over the past forty years. Lushly illustrated by rising star Brandon Dorman and featuring a CD with classic performances by the poet himself, it is the perfect volume for any poetry lover’s bookshelf. A team of wizards unite against shape-shifting dragons in this fantasy series opener by the New York Times–bestselling author of Firedrake. At long last, the true story of the mage-led rebellion against the Dragon Kings that two centuries later continues to affect all inhabitants of the Dragonrealm! Some two hundred years before Cabe Bedlam was thrust into the machinations of the Dragon Kings, his grandfather Nathan led a band of wizards against the drake lords in the hopes of freeing the realms of their tyrannical rule. Yet, the truth behind that story is not a simple one. Here now, is the dawn of the Turning War, a pivotal moment in the Dragonrealm, and the startling creation of the drake lords: The Dragon Masters . . . The Turning War is a three-volume saga answering many of the questions concerning the Dragonrealm and the Dragon Masters and how those events yet reverberate in the current timeline. Praise for the Legends of the Dragonrealm “Full of energy. . . Great world building [and] memorable characters... It’s easy to see why Richard has enjoyed so much success!” —R. A. Salvatore, New York Times–bestselling author “Richard’s novels are well-written, adventure-filled, action-packed.” —Margaret Weis, New York Times–bestselling author “Endlessly inventive. Knaak’s ideas just keep on coming!” —Glen Cook, author of Chronicles of the Black Company

A Fablehaven Adventure

Death Weavers

Legend of the Dragon Slayer

The Compleat Ankh-Morpork

The Christmas Sweater

Ingrid Law delivers another heartwarming story about the magic of friendship and the power of family in this companion to her Newbery Honor-winning Savvy Gypsy Beaumont has always been a whirly-twirly free spirit, so as her thirteenth birthday approaches, she hopes to get a magical ability that will let her fly, or dance up to the stars. Instead, she wakes up on her birthday with blurry vision . . . and starts seeing flashes of the future and past. But when Momma and Poppa announce that her very un-magical, downright mean Grandma Pat has Alzheimer’s and is going to move in with them, Gypsy’s savvy—along with her family’s—suddenly becomes its opposite. Now it’s savvy mayhem as Gypsy starts freezing time, and no one could have predicted what would happen on their trip to bring Grandma Pat home . . . not even Gypsy. With her trademark style and whimsical, beautiful language, Ingrid Law has written another wonderfully moving companion to her Newbery Honor-winning Savvy.

The creatures of legend are real—and it’s up to twins Zac and Lu to save them in this fun-filled middle grade adventure perfect for fans of Fablehaven and The Hotel Between. Twins Zac and Lu grew up on their mother’s stories of the Wildewoods, an imaginary land where mythical beasts roam free. These creatures fill the pages of Zac’s sketchbooks and inspire Lu’s love of animals, and on most days, they’re the only thing the twins have in common. When their mother dies, a heartbroken Lu and Zac are shipped off to England to spend the summer with relatives they’ve never met. But it doesn’t take the twins long to uncover the incredible secret tucked away in the forest behind their ancestral home: their mother’s wonderful tales about unicorns and dragons and centaurs weren’t make-believe after all. Their family serves as keepers of the Wildewoods, the last place on earth where these mythical creatures can live safe from human harm. But there are also many dangers in these lands—as well as a terrible cause. When Zac and Lu fall victim to it, their only hope is finding the very last living phoenix left in the world. But will breaking the curse mean the end of the Wildewoods?

As they get older, several sisters decide that they must kidnap children and bring them to their secluded island home to help with the work of caring for an assortment of unusual sea creatures.

Whisked through a portal to The Outsirts, an in-between world, sixth-grader Cole must rescue his friends and find his way back home—before his existence is forgotten.

Fablehaven meets How to Train Your Dragon in this action-packed fantasy about a young boy and girl who become reluctant allies when caring for a baby dragon—the first in brand-new duology! Twelve-year-old Bryn has always dreamed of becoming a Seeker, just like her dad. Only the Seekers are allowed to journey from their small village into the fantastical, untamed wilderness of their island known as the Wild Realm. Once there, they obtain magical items for the village and use magic to protect and heal the incredible creatures native to the Realm. When one of the elderly Seekers retires, leaving a vacant position, Bryn knows this may be her chance. There’s just one problem: Only boys have ever been Seekers. And the training master makes it clear he will not be training a girl. But then Bryn’s biggest rival for the Seeker position, a boy named Ari, shows up at her door. He reveals the baby dragon he’s been hiding, and the two strike a deal—if Bryn helps care for the dragon, Ari will share all his training with her. Even as the two bond over their love of magical animals and their secret trips into the Wild Realm, Bryn doesn’t completely trust Ari’s motives. Especially as she suspects Ari may know more than he’s letting on about the enemy clan stirring up unrest in their village. When all these secrets come to a head and the stakes are at their highest, Bryn realizes it’s up to her to save her family...and the Realm.

Be Glad Your Nose Is on Your Face

Island of the Aunts

Husband & Husband

Grip of the Shadow Plague

The Caretaker’s Guide to Fablehaven

Part coming of age, part call to action, this fast-paced #ownvoices novel about a Deaf teenager is a unique and inspiring exploration of what it means to belong. Smart, artistic, and independent, sixteen year old Piper is tired of trying to conform. Her mom wants her to be “normal,” to pass as hearing, to get a good job. But in a time of food scarcity, environmental collapse, and political corruption, Piper has other things on her mind—like survival. Piper has always been told that she needs to compensate for her Deafness in a world made for those who can hear. But when she meets Marley, a new world opens up—one where Deafness is something to celebrate, and where resilience means taking action, building a com-munity, and believing in something better. Published to rave reviews as Future Girl in Australia (Allen & Unwin, Sept. 2020), this empowering, unforgettable story is told through a visual extravaganza of text, paint, collage, and drawings. Set in an ominously prescient near future, The Words in My Hands is very much a novel for our turbulent times.

Jump-start curiosity with this take-along field guide for children ages 4 and up. From worms, birds, and spiders to trees, flowers, and clouds, young explorers learn what to look and listen for wherever they are — whether in a nature preserve, an urban park, or a suburban backyard. Seek-and-find lists, on-the-trail art projects, and discovery games get kids engaged in hands-on learning about nature, and a real pull-out magnifying glass helps them get a close-up glimpse of leaf veins, seed pods, and tiny insects. Filled with activities, checklists, and stickers, this interactive nature guide belongs in every kid’s backpack.

A brand-new street directory of Discworld city Ankh-Morpork complete with a beautifully illustrated pull-out map. “There’s a saying that all roads lead to Ankh-Morpork. And it’s wrong. All roads lead away from Ankh-Morpork, but sometimes people just walk along the wrong way.” Ankh-Morpork! City of One Thousand Surprises (according to the famous publication by the Guild of Merchants!)

The British colony of West Florida—which once stretched from the mighty Mississippi to the shallow bends of the Apalachicola and portions of what are now the states of Florida, Alabama, Mississippi, and Louisiana—is the forgotten fourteenth colony of America’s Revolutionary era. The colony’s eventful years as a part of the British Empire form an important and compelling interlude in Gulf Coast history that has for too long been overlooked. For a host of reasons, including the fact that West Florida did not rebel against the British Government, the colony has long been dismissed as a loyal but inconsequential fringe outpost, if considered at all. But the colony’s history showcases a tumultuous political scene featuring a halting attempt at instituting representative government; a host of bold and colorful characters; a compelling saga of struggle and perseverance in the pursuit of financial stability; and a dramatic series of battles on land and water which brought about the end of its days under the Union Jack. In Fourteenth Colony, historian Mike Bunn offers the first comprehensive history of the colony, introducing readers to the Gulf Coast’s remarkable British period and putting West Florida back in its rightful place on the map of Colonial America.

Supernatural superhero Rachel Morgan must counter a strange magic that could spell civil war for the Hollows in this sexy and bewitching urban fantasy adventure in acclaimed New York Times bestselling author Kim Harrison’s Hollows series. Witch and day-walking demon Rachel Morgan has managed to save the demonic ever after from shrinking, but at a high cost.

Now, strange magic is attacking Cincinnati and the Hollows, causing spells to backfire or go horribly wrong, and the truce between the races, between Inderlander and human, is shattering. Rachel must stop this dark necromancy before the undead vampire masters who keep the rest of the undead under control are lost and all-out supernatural war breaks out. Rachel knows of only weapon to ensure the peace: ancient elven wild magic, which carries its own perils. And no one know better than Rachel that no good deed goes unpunished . . .

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

Seeds of Rebellion

Keys to the Demon Prison

Dragonwatch

The Thin Executioner

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.

A guidebook for young women to explore glorious gospel truths through the teachings of Latter-day Saint prophets, apostles, and church leaders.This guide is filled with truths, tips, quotes, questions and amazing art to help you know your Heavenly Mother, understand magnificent truths about yourself, and create change for a more loving world.

The last winged horses are on the brink of extinction. The foals are ill, and Ben—a young dragon rider—volunteers to seek the only cure: a Griffin’s feather. His silver dragon, Firedrake, agrees to help. But Griffins are a dragon’s fiercest enemy, and live far away in the sweltering jungle. A dangerous and exciting adventure begins.

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.

The Caretaker’s Guide to Fablehaven

Griffin’s Feather

Five Kingdoms Complete Collection

Sky Raiders

A Picture Book (with audio recording)

Return of the Dragon Slayers, 5

*An encyclopedi**a** of the creatures, characters, artifacts, items, and places found of the Fablehaven series.*

The thrills continue in the second action-packed adventure in the #1 New York Times bestselling Beyonders trilogy. After the cliffhanger ending of A World Without Heroes, Jason is back in the world he’s always known—yet for all his efforts to get home, he finds himself itching to return to Lyrian. Jason knows that the shocking truth he learned from Maldor is precisely information that all of his friends in Lyrian need to survive and defeat the evil emperor. Meanwhile, Rachel and the others have discovered new enemies—as well as new abilities that could turn the tide of the entire quest. And as soon as Jason succeeds in crossing over to Lyrian, he’s in more danger than ever. Once the group reunites, they strive to convince their most-needed ally to join the war and form a rebellion strong enough to triumph over Maldor. At the center of it all, Jason and Rachel realize what roles they’re meant to play—and the answers are as surprising as they are riveting.

Package includes the following paperbacks in the FABLEHAVEN series: FABLEHAVEN RISE OF THE EVENING STAR GRIP OF THE SHADOW PLAGUE SECRETS OF THE DRAGON SANCTUARY KEYS TO THE DEMON PRISON

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 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?

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

Fablehaven Complete Set (Boxed Set)

Furthermore

A Girl’s Guide to Heavenly Mother

Legends of the Dragonrealm: Dragon Masters

The Origin Story of Dragonwatch

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 what will help the reader discover a secret message fromBrandon Mullabout 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 note. 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!”

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. The daily, funny life of two nerdy husbands. Love isn’t just roses and candy...sometimes it’s video games, cat hair, and comic books! Meet Aaron and Jonathan, real-life husbands who have been documenting their incredibly true tale of two nerds in love with their popular webcomic since 2015. With their distinctive charm and laugh-out-loud humor, Husband & Husband is sweet, hilarious proof that romance is alive and well, even if there IS a bit more Pokémon than advertised! Featuring 30 never-before-seen strips and a brand-new story only available here, this oversized collection of Jonathan and Aaron Ferrard’s hit webcomic is a must-have for fans and new readers alike.

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. Featuring a mysterious society, a secretive past, and a pig in a teeny hat, The Explorers: The Door in the Alley is the first book in a new series for fans of The Name of This Book Is a Secret and The Mysterious Benedict Society. Knock once if you can find it—but only members are allowed inside. This is one of those stories that start with a pig in a teeny hat. It’s not the one you’re thinking about. (This story is way better than that one.) This pig-in-a-teeny-hat story starts when a very uninquisitive boy stumbles upon a very mysterious society. After that, there is danger and adventure; there are missing persons, hired thugs, a hidden box, a lost map, and famous explorers; and there is a girl looking for help that only uninquisitive boys can offer. The Explorers: The Door in the Alley is the first book in a series that is sure to hit young readers right in the funny bone. “[A] wildly funny adventure...Animals in teeny hats, Wonderland-style logic, and loads of wordplay and sarcasm will keep readers giggling all the way through.”Kirkus Reviews “Exhilarating...Fans of a Series of Unfortunate Events will be drawn to this.”—Booklist “A rollicking read, full of derring-do and old-fashioned villainy.”—School Library Journal “Funny, offbeat, and subversive...occasional footnotes and other humorous asides from the omniscient narrator break the fourth wall and ramp up the playfulness.”—The Horn Book “Narrated with a smart, brisk tone and plenty of snark...The Door in the Alley packs plenty of twists, turns and danger.”—Shelf Awareness “The Explorers: The Door in the Alley is a rollicking and clever adventure! Chock full of brilliant plot twists, pitch-perfect humor, and non-stop action. Kress has kicked off this series with a bang!”—Arthur Slade, author of The Hunchback Assignments

The Candy Shop War

Fablehaven Book of Imagination

The Forgotten Story of the Gulf South During America’s Revolutionary Era

The Words in My Hands

Seekers of the Wild Realm

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.

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 with the scariest pet 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 Outsirts. Made up of five kingdoms, The Outsirts 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 Outsirts, it’s very hard to leave.

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

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 na i ve and unlikely hero named Konrad, the cobbler’s son, accepts the king’s challenge to defeat the monsters: fierce yet, 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.

In a kingdom of merciless tyrants, Jebel Rum’s family is honored as royalty because his father is the executioner. But Rashed Rum is near retirement. And when he goes, there will be a contest to determine his successor. It is a contest that thin, puny Jebel has no chance of winning. Humiliated and ashamed, Jebel sets out on a quest to the faraway home of a legendary fire god to beg for inhuman powers so that he can become the most lethal of men. He must take with him a slave, named Tai Hessi, to be sacrificed to the god. It will be a dark and brutal journey filled with lynch mobs, suicide cults, terrible monsters, and worse, monstrous men. But to Jebel, the risk is worth it. To retrieve his honor . . . To wield unimaginable power . . . To become . . . The thin executioner inspired by the Adventures of Huckleberry Finn, international bestselling master of horror Darren Shan takes readers on a thrilling, fast-paced journey into a nightmarish world where compassion and kindness are the greatest crimes of all.

Backpack Explorer: On the Nature Trail

Fablehaven; Rise of the Evening Star; Grip of the Shadow Plague; Secrets of the Dragon Sanctuary; Keys to the Demon Prison

Master of the Phantom Isle

What Will You Find?

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 Wymroost, 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

Very strange things are afoot at Fablehaven. Someone or something has released a plague that transforms beings of light into creatures of darkness. Seth discovers the problem early, but as the infectious disease spreads, it becomes clear that the preserve cannot hold out for long. In dire need of help, the Sorensons question where to turn. The Sphinx has always given sound advice -- but is he a traitor? Inside the Quiet Box, Vanessa might have information that could lead to a cure -- but can she be trusted? Meanwhile, Kendra and members of the Knights of the Dawn must journey to a distant preserve and retrieve another hidden artifact. Will the Society of the Evening Star recover it first? Will the plague eclipse all light at Fablehaven?

This captivating and colorful adventure that reads like a modern day fairy tale, from the bestselling author of the Shatter Me series is the perfect gift! “Brimming with color and magic.” —New York Times Book Review ? New York Times bestseller! ? Featured on “Late Night with Seth Meyers,” NPR, TIME, and Entertainment Weekly ? A Kirkus Reviews Best Book of the Year ? A Chicago Public Library Best Book of the Year ? Los Angeles Times and Publishers Weekly Holiday Gift Guide selections Inspired by her childhood love of books like A Secret Garden and The Chronicles of Narnia, bestselling author Tahereh Mafi crafts a spellbinding new world where color is currency, adventure is inevitable, and friendship is found in the most unexpected places. There are only three things that matter to twelve-year-old Alice Alvais Queensmeadow: Mother, who wouldn’t miss her: magic and color, which seem to elude her; and Father, who always loved her. The day Father disappears from Ferenwood he takes nothing but a ruler with him. But it’s been almost three years since then, and Alice is determined to find him. She loves her father even more than she loves adventure, and she’s about to embark on one to find the other. But bringing Father home is no small matter. In order to find him she’ll have to travel through the mythical, dangerous land of Furthermore, where down can be up, paper is alive, and left can be both right and very, very wrong. It will take all of Alice’s wits (and every limb she’s got) to find Father and return home to Ferenwood in one piece. On her quest to find Father, Alice must first find herself—and hold fast to the magic of love in the face of loss. “Tahereh Mafi is a maestro of words, and Furthermore the most magical painting that ever existed, bursting with color and heart and humanity. I wanted to stay inside this masterpiece forever.” - Marie Lu, New York Times bestselling author of the Legend and The Young Elites series “A place so full of enchanting beauty and topsy-turvy adventure, it even calls to mind Wonderland and Oz... Friendship, family and self-acceptance. What makes this book truly sing is the lush world Mafi has created, brimming with color and magic.” —New York Times Book Review ? “Furthermore by Tahereh Mafi is a surprising, sensuous, delicious fantasy to devour.” -Shelf Awareness, starred review ? “A fast-paced, funny, and richly imaginative story that embraces and celebrates individuality.” —Publishers Weekly, starred review ? “Rich, luscious, clever prose.” —Kirkus, starred review

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.

Magic and danger abound in the second book in a series of “fanciful, action-packed adventure” (Publishers Weekly, starred review) from the #1 New York Times bestselling author of the Fablehaven and Beyonders series. Cole Randolph never meant to come to The Outsirts, but when his friends were kidnapped on Halloween he had to try and save them. Now he’s trapped in a world that lies between wakefulness and dreaming, reality and imagination, life and death. Cole’s hunt for his lost friends has led him to the kingdom of Elloweer. Accompanied by new friends Mira, Twitch, and Jace, Cole teams up with the resistance movement and joins the search for Mira’s sister Honor. But Elloweer has grown unstable. A mysterious enemy is viping out towns, leaving no witnesses or survivors. And an infamous rebel known throughout the kingdom as the ‘Rogue Knight’ is upsetting the balance of power. With enemies in pursuit, Cole and Mira must resort to a fascinating new kind of magic to protect themselves. Every move is filled with danger as Cole and his friends try to outwit the High King, who will stop at nothing to regain what he has lost.

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

Wrath of the Dragon King

Fablehaven

Secrets of the Dragon Sanctuary

Dragon’s Green

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.

The Explorers: The Door in the Alley

Switch

Five Kingdoms: Sky Raiders

Fourteenth Colony

Rise of the Evening Star