
The Caretakers Guide To Fablehaven Leadmo

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CLARK CAITLYN

Five Kingdoms Complete Collection

Delacorte Books for Young Readers
Ali's relationship with zombie slayer Cole is challenged by an Anima Industries attack that kills four of her friends, leading to the surprising discovery of her own zombie-controlling abilities.

Fourteenth Colony Harlequin

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

Simon and Schuster

Twelve-year-old Molly and her ten-year-old brother, Michael, have never liked their seven-year-old stepsister, Heather. Ever since their parents got married, she's made Molly and Michael's life miserable. Now their parents have moved them all to the country to live in

a house that used to be a church, with a cemetery in the backyard. If that's not bad enough, Heather starts talking to a ghost named Helen and warning Molly and Michael that Helen is coming for them. Molly feels certain Heather is in some kind of danger, but every time she tries to help, Heather twists things around to get her into trouble. It seems as if things can't get any worse. But they do—when Helen comes.

Shadow Mountain

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.

Small Persons with Wings Penguin

A shy boy's life is sent spiraling into adventure after a fateful day when he discovers a pig in a small hat and returns it to its home at the mysterious Explorers Club.

Simon and Schuster

An irreverent take on fairies for fans of

Savvy and Ella Enchanted! Mellie has been trying, unsuccessfully, to live down the day she told her kindergarten class she had a fairy living in her bedroom. Years later, she is still teased. So when her parents inherit her grandfather's inn and their family moves to a new town, Mellie believes she'll leave all that fairy nonsense behind - only to discover that her family members have been fairy guardians for generations and the inn is overrun with small persons with wings (they hate to be called fairies). Before she knows it, the family and fairies are all facing an evil temptress in disguise who wants the fairy magic all for her own. Can Mellie set things right and save the day?

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

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 World Without Heroes Simon and Schuster

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 Thin Executioner Annick Press
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 Ferrara's hit webcomic is a must-have for fans and new readers alike.

Return of the Dragon Slayers, 5

Little, Brown Books for Young Readers
Fourteen-year-old Jason Walker is transported to a strange world called Lyrian, where he joins Rachel, who was also drawn there from our world, and a few rebels, to piece together the Word that can destroy the malicious wizard emperor, Surroth.

The Forgotten Story of the Gulf South During America's

Revolutionary Era Storey Publishing
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)!

Little Tree Random House Books for Young Readers

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!"

Death Weavers HarperCollins

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.

Master of the Phantom Isle Aladdin

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 curse. 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?

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

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 Fablehaven Adventure Random House

The British colony of West Florida—which once stretched from the mighty Mississippi to the shallow bays 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.

Backpack Explorer: On the Nature Trail
Aladdin

N. D. Wilson, author of *Leepike Ridge* and *100 Cupboards*, returns with an action-packed adventure that will captivate fans of both Percy Jackson and Indiana Jones with lost civilizations,

ancient secrets, and buried treasure. For two years, Cyrus and Antigone Smith have run a sagging roadside motel with their older brother, Daniel. Nothing ever seems to happen. Then a strange old man with bone tattoos arrives, demanding a specific room. Less than 24 hours later, the old man is dead. The motel has burned, and Daniel is missing. And Cyrus and Antigone are kneeling in a crowded hall, swearing an oath to an order of explorers who have long served as caretakers of the world's secrets, keepers of powerful relics from lost civilizations, and jailers to unkillable criminals who have terrorized the world for millennia.

Secrets of the Dragon Sanctuary

Simon and Schuster

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.

Seeds of Rebellion Simon and Schuster
Little Tree is very happy in the forest, where he is surrounded by other little trees and his leaves keep him cool in the heat of summer, but when autumn comes and the other trees drop their leaves, Little Tree cannot be persuaded to let his go, even after they wither and turn brown.

Fablehaven Harlequin

Kendra and Seth race to claim a talisman that could help them in their quest to protect the world from total dragon domination in this second novel of the New York Times bestselling sequel series to *Fablehaven* from author Brandon Mull. War has come to the dragon sanctuaries of the world, and the danger is most intense at Wyrmoost. 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 a legendary talisman—the dominion stone. However, the powerful stone is protected by a cursed castle. Upon entering the castle fortress, an unyielding power strips all magical beings of their power and forces Celebrant to take his human avatar

form. Kendra and Seth must enter the cursed castle as well. The race is on. Will the two young caretakers rally enough support from the creatures of Wymroost against the greatest threat the magical community has faced in ages? Can they foil Celebrant's plan and beat him to the mighty dominion stone? Or will all hope be shattered by the wrath of the Dragon King?