

## The Caretakers Guide To Fablehaven Leadmo

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.

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.

The war against dragons intensifies. Will Kendra and Seth find the help they desperately need from the Giant Queen? This fourth book in a five-book series leaves the underwater dragon preserve of Crescent Lagoon for a gladiator-style arena at Titan Valley--the magical realm of towering giants and enslaved dragons. Our two young heroes have never felt so small or faced a challenge so . . . giant!

“A close look at how show business power corrupts . . . The dishiest read of the year.” – Janet Maslin, “Ten Favorite Books of the Year,” New York Times

“Here’s Johnny!” Probably everyone in America knows the phrase, whether they watched every episode of The Tonight Show or none because they had to go to bed early on school nights. From 1962 to 1992, Johnny Carson and his Tonight Show dominated the American consciousness. Henry Bushkin was Carson’s best friend and lawyer during that period, and his book is a tautly rendered and remarkably nuanced portrait of Carson, revealing not only how he truly was, but why. Bushkin explains why Carson, a voracious (and very talented) womanizer, felt he always had to be married; why he couldn’t visit his son in the hospital and wouldn’t attend his mother’s funeral; and much more. Johnny Carson is by turns shocking, poignant, and uproarious — written with a novelist’s eye for detail, a screenwriter’s ear for dialogue, and a knack for comic timing that Carson himself would relish. “A fascinating book about a complex man.” — Pittsburgh Post-Gazette “Like The Tonight Show, the book has many a merry moment . . .

[Johnny Carson] was also one of a kind, and is missed. This book brings a bit of him back.” — St. Louis Post-Dispatch A People magazine Top Ten Book of the Year

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.

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...

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.

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.

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 Wyrmoost 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?

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**

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?

An encyclopedia of the creatures, characters, artifacts, items, and places found of the Fablehaven series.

The first book in a brand new trilogy by well-loved Dragonlance authors! Two of the authors of the Elven Nations trilogy now continue the story of the elves! The fortunes of war have driven the once-great elven nations into exile in the desert land of Khur. The elves must overcome extraordinary perils including treachery to establish a new homeland.

In the village of Giant's Hand Jack's grandfather has been pushing him to find a princess and get married, so when a young lady falls out of the sky wearing a shirt that says "Punk Princess," and she tells Jack that her grandmother, who looks suspiciously like the long-missing Snow White, has been kidnapped, Jack decides to help her.

"Wonderfully talented writing; funny." —Orson Scott Card, New York Times Bestselling Author

of Ender's Game When eleven-year-old Guster Johnsonville rejects his mother's casserole for the umpteenth time, she takes him into the city of New Orleans to find him something to eat. There, in a dark, abandoned corner of the city, they meet a dying pastry maker. In his last breath, he entrusts them with a secret: an ancient recipe that makes the most delicious taste the world will ever know—a taste that will change the fate of humanity forever. Forced to flee by a cult of murderous chefs, the Johnsonvilles embark on a perilous journey to ancient ruins, faraway jungles and forgotten caves. Along the way, they discover the truth: Guster is an Evertaster—a kid so picky that nothing but the legendary taste itself will save him from starvation. With the sinister chefs hot on Guster's heels and the chefs' reign of terror spreading, Guster and his family must find the legendary taste before it's too late. "Sidwell is a talented comedian, and that is certainly reflected in his writing. The characters are quirky and likable." —Deseret News "One of the most original, well-crafted and imaginative MG stories I've come across in a long time." —Word Spelunking book review "We were laughing by the first page and gasping by the third as we followed the pickiest eater in the world. . . . If there's a kid in your life—get them this book, and read it with them! You won't want to miss out!" —Rachelle Christensen, Rachelle's Writing Spot, Author of Caller ID

Bill Wells wasn't a famous man, but he left an invaluable legacy for those who knew him. He lived his life by a few simple words of wisdom—recorded in a little black notebook—and taught his children to do the same. Now, with this collection of mini-memoirs, his daughter Yvonne Swinson shares his legacy with you. *33 Habits of a Really Good Man* includes Bill's favorite memories and experiences and shares ideas on how these habits can lead to a really good life. Available just in time for Father's Day, *33 Habits* is the perfect way to show your appreciation for the most important men in your life.

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? A New York Times Bestseller In this third book in New York Times bestselling, Newbery Honor-winning author Shannon Hale's *Princess Academy* series, Miri goes from student . . . to teacher! Miri has spent a year at the king's palace, learning all about being a proper princess. But instead of returning to her beloved Mount Eskel, Miri is ordered to journey to a distant swamp and start a princess academy for three sisters, cousins of the royal family. Unfortunately, Astrid, Felissa, and Sus are more interested in hunting and fishing than becoming princesses. As Miri spends more time with the sisters, she realizes the king and queen's interest in them hides a long-buried secret. She must rely on her own strength and intelligence to unravel the mystery, protect the girls, complete her assignment, and finally make her way home. Don't miss any of these other books from New York Times bestselling author Shannon Hale: *The*

Princess Academy trilogy Princess Academy Princess Academy: Palace of Stone  
Princess Academy: The Forgotten Sisters The Books of Bayern The Goose Girl Enna  
Burning River Secrets Forest Born Book of a Thousand Days Dangerous Graphic  
Novels with Dean Hale Illustrated by Nathan Hale Rapunzel's Revenge Calamity Jack  
Illustrated by Victoria Ying Diana: Princess of the Amazons Illustrated by LeUyen Pham  
Real Friends Best Friends The Princess in Black series For Adults Austenland Midnight  
in Austenland The Actor and the Housewife

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.

Bigfoot...The Loch Ness Monster... Mothman... El Chupacabra... The Loveland Frogmen...Monsters. Creatures. Legends.Cryptids!Ten-year-old Molly Wayne had heard of a couple of these mysterious beasts but knew nothing at all about them. She was about to become very familiar with them all. After several bizarre incidents and a near-death experience, she bleached her hair white and ran away from home. Now, she's being tracked by the Bachmann family who have been ordered to procure her. The Bachmann's are caretakers of Camp Cryptid, a former church camp that now houses all the secrets of Cryptozoology. The classified information Molly learns, including her role in the whole thing, catapults her into a new, exciting, potentially dangerous life.Join Molly Wayne as she learns the truth about these illusive creatures.Settle in to Camp Cryptid!Book 1 in the Camp Cryptid Series

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. It's now been two years since Ben and Firedrake defeated Nettlebrand and rescued the silver dragons. Both boy and dragon have finally found homes, but they must live hundreds of miles apart and can only see each other every once in a while. During one such visit, news reaches Ben, the Greenblooms, and their friends that the last Pegasus in the world has been discovered. The legendary horse has three unhatched eggs with him, but the only way they'll ever hatch -- and continue the survival of this incredible magical species -- is to place them under a griffin's feather. But griffins are the most dangerous creatures in the world, and their mortal enemies are dragons... Ben has vowed not to tell Firedrake about his quest, to protect him. But as he and the Greenbloom team set off for a remote island where the terrible griffins are rumored to live, he may just need the help of his best friend and dragon...

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.

Alan Sakowitz, a whistleblower of a Madoff-like Ponzi scheme masterminded by Scott Rothstein, fraudster extraordinaire, tells of the story of his decision to turn in Rothstein regardless of the possible dangerous ramifications of such a decision. The saga of

Rothstein's rise and fall which included a Warren Yacht, two Bugattis, Governor Crist, the former Versace mansion, The Eagles, and even the murder of a law partner, is the stuff that Hollywood movies are made from. Instead of the mere accounting of such a scandal, Sakowitz uses the Rothstein scheme as a cautionary tale in stark contrast to the stories of humble, ethical individuals living within Sakowitz's neighborhood in North Miami Beach, Florida, Sakowitz's neighbors are people who have spent their lives trying to assist others, not line their pockets, and through these stories Sakowitz creates a sharp dichotomy between the greed, of a Rothstein and its mainstream culture of consumption and the charity, kindness and selflessness of a principle-oriented community. Indeed, Sakowitz speaks to the symptoms of a culture that could create a Scott Rothstein, and, though acknowledging that the easy way out is not simple to dismiss, offers remedies to the growing ills of our entitlement society. The answer, Sakowitz says, lies in thinking first of others, and how one's actions should benefit the lives of friends, not one's short-term gratifications.

Inspired by interviews with real-life cancer survivors and insider sports experience, this unforgettable New York Times bestseller shows a brave boy who learns what it truly means to be unstoppable. As National Ambassador for Young People's Literature emeritus Jon Scieszka said, *Unstoppable* is "absolutely heroic, and something every guy should read." If anyone understands the phrase "tough luck," it's Harrison. As a foster kid in a cruel home, he knows his dream of one day playing in the NFL is a longshot. Then Harrison is brought into a new home with kind, loving parents—his new dad is even a football coach. Harrison's big build and his incredible determination quickly make him a star running back on the junior high school team. On the field, he's practically unstoppable. But Harrison's good luck can't last forever. When a routine sports injury leads to a devastating diagnosis, it will take every ounce of Harrison's determination not to give up for good.

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 precious information that all of his friends in Lyrian, including Rachel, need if they have any hope of surviving and defeating 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.

Trenton Colman is a creative thirteen-year-old boy with a knack for all things mechanical. But his talents are viewed with suspicion in Cove, a steam-powered city built inside a mountain. In Cove, creativity is a crime and invention is a curse word. Kallista Babbage is a repair technician and daughter of the notorious Leo Babbage, whose father died in an explosion an event the leaders of Cove point to as an example of the danger of creativity. Working together, Trenton and Kallista learn that Leo Babbage was developing a secret project before he perished. Following clues he left behind, they begin to assemble a strange machine that is unlikely anything they've ever

seen before. They soon discover that what they are building may threaten every truth their city is founded on and quite possibly their very lives. "

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.

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.

Attending Tivedon should have been the most exciting time in Jayl's young life. Along with his sister Myah, they journey to Tivedon and are quickly caught up in the excitement and eccentricities of the school and its teaching elders known collectively as 'The Circle of Tivedon'. Enemies and alliances are swiftly established between the other students that come from across the realm of Tiertyn. Yet, as they begin the next level of their scholastic study in the finer points of diplomacy and governance, grim tidings reach the castle walls. An ancient evil is on the rise threatening to plunge the land into darkness once again. Tensions begin to rise within the walls of Tivedon as unexplainable, dreadful events occur forcing the 'Circle of Tivedon' to act. The situation worsens as accusations of a traitorous plot involving friends of Jayl and Myah's from back home and a fellow student's sovereign land arrive at Tivedon. This development ensnares Myah in a conspiratorial and secretive undertaking at the behest of 'The Circle of Tivedon'. Jayl, who discovers a temperamental magical source within himself, becomes the unwitting focal point of Tivedon's elders' plans to defend Tiertyn against the army of the resurrected evil Lord Rimyaroth. Unfortunately, before plans are complete, the suspicious death of one of Tivedon's elders followed by the murder of the befriended Captain of the Guard lands an unjustly accused Jayl into Tivedon's cells. It is here that Jayl learns of a long ago hidden talisman which will aid in their fight, which he must find and return. A hasty and harrowing escape from the school, which has fallen under the sway of the enemy, follows under the cover of darkness. With foes now swelling on all fronts, the elders must split the students into three groups to have any

hope of stemming the tide that threatens them. Myah, along with one of the two remaining Tivedon elders, make their way to the city of Sieli. Their hope is to vindicate her captured and accused friends as well as turn the favour of an opportunistic King to their cause. The second group, led by the other Tivedon elder, races to join defenders that are hastily forming the first line of defence against the massing army of Lord Rimyaroth. Lastly, and much to Jayl's chagrin, he is paired with two menacing and determined school rivals on his quest to find the talisman. A perilous mission, it remains the last vestige of hope to battle against the dark magic of Lord Rimyaroth. With the unlikely heroes and heroines heading in separate directions, three diverse journeys begin.

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!"

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. 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.

Includes an excerpt from Fablehaven Adventure book 1: Dragonwatch.

When their parents' seedy old motel burns down on the same night they are visited by a strange man covered in skeleton tattoos, Cyrus, Antigone, and their brother Daniel are introduced to an ancient secret society, and discover that they have an important role in keeping it alive.

"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...

When popular, sporty sister, Kristina, is diagnosed with cancer, her younger, brainy sister, Tess, is thrown into new roles as she becomes the center of the popular crowd and must be the strong one in her family.

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.

Tyler makes some new friends who belong to "The 'Not Even Once' Club" and who teach him about living high standards and holding true to his beliefs.

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