

## Fablehaven 1 Brandon Mull

The magical preserve Fablehaven provides refuge to numerous mystical species: centaurs, trolls, satyrs, ogres, fairies, minotaurs, brownies, imps, nymphs, and many others. But some beings are too large and powerful to be confined to regular enchanted refuges. These mightiest of creatures dwell inside the dragon sanctuaries.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 29. Chapters: List of Fablehaven's magical creatures, List of Fablehaven characters, Fablehaven: Keys to the Demon Prison, List of magical items in Fablehaven, Fablehaven: Grip of the Shadow Plague, Kendra Sorenson, Seth Sorenson, Brandon Mull, Fablehaven: Rise of the Evening Star, Ruth Sorenson, Stanley Sorenson, The Fairy Queen, Fablehaven: Secrets of the Dragon Sanctuary. Excerpt: This is a list of magical creatures and beings in the fantasy book series Fablehaven by Brandon Mull. Alcetaur Similar to a centaur except with the body of a moose. In book 4, an Alcetaur was one of the sentries at Blackwell Keep's front gate. Apparition Ghostly forms that look identical to humans except a little translucent. An apparition warns Seth of the dangers he might face on Lady Luck. Astrids Large golden owls with human faces featured only briefly in the third book. It is said by Ruth (Grandma) Sorenson that they are very mysterious, and that little is known about them. Kendra saw one during the time between visits to the preserve, between books 1 and 2. Seth may have also seen one in book 2, without having drunk the milk. It was in the appearance of a regular black owl, but he knew it was not what it appeared. In book 4 they were revealed to have been the former servants of the Fairy Queen, and the bodyguards of the Fairy King. However, they were full of pride, and they failed in their duty, resulting in the downfall of the King, the fall of all male fairies (and subsequent rise of Imps), and their banishment from the queen's service. Only ninety-three of them exist (not including the three that were killed by Navarog), and six of them turned dark when they were banished. In Book 5, they are unbanished by the Fairy Queen and are transformed to their true forms: men in golden armor with large wings. Some of their names are Peredor, Denwin, ..

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

In the third book in the Dragonwatch series, Kendra leaves the timberland dragon sanctuary of Wyrmoost and travels to the other side of the world to a new and aquatic dragon preserve that teeters on the brink of being overthrown in the ongoing global dragon uprising. The dragons have formally declared war on anyone who stands in their way of freedom and unrestrained power. With every dragon sanctuary that falls, Celebrant, the Dragon King, comes closer to his goal of world domination. No single mortal or creature can stop Celebrant. Kendra will need to raise an army of friends and allies to accomplish her mission to thwart Celebrant because her brother Seth and her closest ally, Bracken, are missing. Cursed by the Key of Forgetting, Seth's memories of his past--his relationships, experiences, and who he really is--are gone. For now he will align with his new mentor, Ronodin, the Dark Unicorn, who brings him to the Phantom Isle, the secret gateway to the Underworld. Though not formally a prisoner, Seth is heavily influenced by Ronodin, who wants to use him and his special Shadow Charmer powers for his own dark ends. Seth and Kendra have braved the Fairy Queen, battled the Demon King, and survived the Dragon King during the dragon uprising. Now alone, Seth will face a new dark foe: the Underking --the ruler of the "undead" the zombies, skeletons, and restless wraiths who tirelessly serve their dark master. He will find himself in bondage to the Underking and obligated to complete nefarious tasks for him. Also on the Phantom Isle, but imprisoned, is Bracken, who claims to be a unicorn, the son of the Fairy Queen, and a former friend of Seth. Bracken and Kendra try to remind Seth about his past, but, unable to access his memories, he isn't sure who to believe. For now, he will use his newly discovered magical abilities, which

could be a game changer in helping Ronodin create chaos. In this new fantasy adventure, *Dragonwatch: Master of the Phantom Isle*, readers travel to a ghost island, a mermaid city, and a dangerous archipelago as they meet new fantastical characters and get reintroduced to old friends from Fablehaven. As power shifts back and forth from the forces of light and dark, who will gain the ultimate advantage to win the epic dragon war?

Includes an excerpt from Fablehaven Adventure book 1: *Dragonwatch*.

Fablehaven

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.

“This imaginative and exciting story feels like the start of something big. The brilliant premise unfolds into a thrilling first book that has me impatient for the next one.” —Brandon Mull, #1 New York Times bestselling author of *Fablehaven* and *Dragonwatch* When long-dead magical creatures are discovered all around the world, each buried with a book of magic, only children can unlock the dangerous power of the books in this start to a thrilling new series from the author of the New York Times bestselling *Story Thieves!* Thirteen years ago, books of magic were discovered in various sites around the world alongside the bones of dragons. Only those born after “Discovery Day” have the power to use the magic. Now, on a vacation to Washington, DC, Fort Fitzgerald’s father is lost when a giant creature bursts through the earth, attacking the city. Fort is devastated, until an opportunity for justice arrives six months later, when a man named Dr. Opps invites Fort to a government run school, the Oppenheimer School, to learn magic from those same books. But life’s no easier at the school, where secrets abound. What does Jia, Fort’s tutor, know about the attacks? Why does Rachel, master of destructive magic, think Fort is out to destroy the school? And why is Fort seeing memories of an expelled girl every time he goes to sleep? If Fort doesn’t find out what’s hiding within the Oppenheimer School, more attacks will come, and this time, nothing will stop them!

Cole Randolph still can’t believe the way his life has been turned inside out. Stuck in a strange land far from home, he found his friend Dalton and has survived the first two kingdoms of the Outskirts. But none of that has prepared him for the magnetic highways and robotic bounty hunters of Zeropolis. Ruled by Abram Trench, the one Grand Shaper who stayed loyal to the evil High King, the government of Zeropolis uses advanced technologies to keep tight control. Luckily, the resistance in Zeropolis is anchored by the Crystal Keepers a group of young rebels with unique weapons. On the run from the High King’s secret police, Cole and Dalton venture to find more of their lost friends and help their new friend, Mira, locate her sister Constance. But as their enemies ruthlessly dismantle the resistance, time is running out for Cole to uncover the secrets behind the Zeropolitan government and unravel the mystery of who helped the High King steal his daughters powers. Will Cole be able to fix what has gone awry with the magic in *The Outskirts*, or will he be stranded forever in a world between reality and imagination?

Since ancient times, the great demon prison Zzyzx has protected the world from the most dangerous servants of darkness, including Gorgrog, the Demon King. After centuries of plotting, the Sphinx is on the verge of recovering the five artifacts necessary to open the legendary prison. Facing the potential of a world-ending calamity, all friends of light must unite in a final effort to thwart the Sphinx’s designs and find a safe home for the five artifacts. To this end, Kendra, Seth, and the Knights of the Dawn will venture far beyond the walls of Fablehaven to strange and exotic magical

preserves across the globe, where the end of every quest becomes the beginning of another. In this explosive series finale, allegiances will be confirmed and secrets revealed as the forces of light and darkness collide in a desperate struggle to control the keys to the demon prison.

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.

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*.

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.

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*

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.

Brandon Mull's New York Times bestselling series about siblings Seth and Kendra who discover their grandparents are the caretakers of a sanctuary for magical creatures! 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.

Three bestselling novels in one powerpack! Includes Rick Riordan's THE 39 CLUES: THE MAZE OF BONES, James Dashner's INFINITY RING: A MUTINY IN TIME, and Brandon Mull's SPIRIT ANIMALS: WILD BORN! Available together for the first time, three novels that each launched a blockbuster series. This powerpack includes: THE 39 CLUES #1: THE MAZE OF BONES by bestselling author Rick Riordan. Are you ready to save the world? INFINITY RING #1: A MUTINY IN TIME by bestselling author James Dasher. Fix the past. Save the future. SPIRIT ANIMALS #1: WILD BORN by bestselling author Brandon Mull. The legend lives in you. Three unforgettable adventures are waiting for you....

Kendra y Seth Sorensen van a pasar el verano con su abuelo, un hombre malhumorado que no parece querer saber mucho de sus nietos. Además de todo eso, no hay televisión, ni videojuegos, y el abuelo es extremadamente estricto en lo que se refiere a las...

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.

"For centuries, mystical creatures were gathered into a hidden refuge call Fablehaven to prevent their extinction. It's one of the last strongholds of true magic."--P. [4] of cover.

Enter the world of Erdas, where every child who comes of age must discover if they have a spirit animal, a rare bond between human and beast that bestows great powers to both. Part engrossing book series, part action role-playing game - discover your spirit animal and join the adventure in Autumn 2013.

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 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?

Traditional Chinese edition of *The Hard Way* by Lee Child, a mystery thriller involving espionage and hostage taking. In Traditional Chinese. Distributed by Tsai Fong Books, Inc. Adventure awaits in the Five Kingdoms—come and claim it with the first three 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. 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 a spooky haunted house turns out to be a portal to something much creepier, Cole finds himself on an adventure on a whole different level in *Sky Raiders*. In *Rogue Night*, Cole never meant to end up in *The Outskirts*, but when his friends were kidnapped, he had to try and save them. Now he’s trapped in a world that lies between wakefulness and dreaming. Will he find them before it’s too late? Cole ventures to a new kingdom as he continues his search for his friends—and also pursues his quest to mend what has gone awry with the magic in *The Outskirts* in *Crystal Keepers*. Can he overcome the challenges ahead, or will he be stranded forever in a world between reality and imagination?

In the epic conclusion to the #1 New York Times best-selling *Beyonders* fantasy trilogy, Jason and Rachel's adventures and friendships have made Lyrian more of a home to them than they could have imagined, so now, armed with the prophecy of a dying oracle, they are ready to become Lyrian's heroes whatever the cost to themselves. 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 Outskirts*, 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 wiping 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.

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?

Chinese edition of *The Wednesday Letters*. The grown children of a couple who owned a bed-and-breakfast discover their family history through letters written every week from their father to their mother throughout their years of marriage. Distributed by Tsai Fong Books, Inc.

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*

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?

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 with his friends and to set things right in the Five Kingdoms before he leaves. That means traveling to the last of the kingdoms—Creon. It's a place where time itself can be manipulated, where reality can bend and change. On one last death-defying mission, Cole must 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.

As a dark force engulfs the land, the fate of Erdas has fallen on the shoulders of four young strangers who each have forged a rare bond with their spirit beasts--a bond that gives great powers to all of them.

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.

Chinese edition of "Eragon (Inheritance, Book 1)," story of a mythical dragon. Nominated for American Library Association 2003 Best Books for Young Adults Award.

In this book, best-selling author and acclaimed writing instructor, David Farland packs years of experience and wisdom into each short, daily tip, including a daily writing quote for inspiration. Learn how to get into "the zone" on Days Five through Eight. Find out the top reasons editors reject stories on Day 46. Read about the "beatitudes" every successful writer needs on Days 54 to 64. Get

insight on how to write powerful endings on Day 96. Gain priceless instruction on creating characters, settings, and plots, all from an author who taught #1 New York Times bestsellers such as Brandon Mull (Fablehaven), Brandon Sanderson (Wheel of Time), James Dashner (The Maze Runner) and Stephenie Meyer (Twilight). "Aside from being a talented writer, David Farland is an excellent writing teacher. Hearing him teach live and reading his written advice has helped me focus many of my own thoughts about the writing process. "Those who would like to learn more about the craft of writing would be wise to pay attention." - Brandon Mull, author of the New York Times bestselling Fablehaven series. Whisked through a portal to The Outskirts, an in-between world, sixth-grader Cole must rescue his friends and find his way back home--before his existence is forgotten.

Teased by his friends for having an imaginary playmate, Chad tries to bid Pingo farewell but Pingo refuses to leave.

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!

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...

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