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OSBORN WHITNEY

The Magic Mirror Archie Comic Publications

Book #2 in the exciting Amos Daragon series. Amos survived his first mission as Mask Wearer, but soon after that, an encounter with a mysterious girl brings his life to an end—and sends him on his way to Braha, the City of the Dead, where souls await judgment. To get there, Amos, now a spirit himself, boards a boat, on which he meets Jerik, a decapitated criminal who must carry his head everywhere. Jerik tells Amos that Braha is overcrowded with spirits; the gods have shut the doors that lead to paradise and to hell. A key is said to unlock the doors—but its whereabouts are unknown. Only someone who dies and comes back to life can find it. Will Amos be that someone? Will his ingenuity and intelligence be enough to restore order in Braha? Or will he unknowingly serve those who are using him for their own gain? Most importantly, even if Amos finds the key, will he ever return to the land of the living?

Short & Shivery Akashic Books

When his parents die in a war, a boy from another planet rejects any form of kindness, seeks companionship from weapons, and searches for a friend who will never die.

The Key of Braha National Geographic Books

In this action-packed sequel to *Saving Fable* perfect for readers of *The Land of Stories* and *The Phantom Tollbooth*, Indira finds herself thrown into a quest full of dragons, unlikely allies, and high stakes. It's been a year since Indira rescued the city of Fable and landed a starring role in a story of her own. Now Indira's ready for a well-earned vacation. Too bad her advisors have other plans. In preparation for her story's sequel, Indira has been enrolled in the Hero's Journey tutorial, a quest designed to teach her how to be a team player. Indira's assigned crew is a mix of familiar faces and new friends, each hoping to follow in her footsteps into a story. Indira is ready for this new challenge--until someone crashes their quest. The intruder is more powerful than anyone she's faced before and begins transforming Ordinary into

a giant video game. Indira's team will have to level up and outplay their opponent, or else the world's most beloved stories might be lost forever.

Cheesie Mack Is Not Exactly Famous Delacorte Press

Originally published: New York: Random House Children's Books, 2015.

Twist My Charm: the Popularity Spell Random House Books for Young Readers

One of France's best-selling writers at the time of the novel's composition, Dumas here combines what he considered to be life's essentials - 'l'action et l'amour'. This historical romance is the climax of his epic of chivalry and valour that began with *The Three Musketeers*, and it is here that Athos, Porthos, Aramis, and their friend d'Artagnan, once invincible, meet their destinies. This edition provides background information and notes crucial to an understanding of the legend and the novel's setting. ABOUT THE SERIES: For over 100 years Oxford World's Classics has made available the widest range of literature from around the globe. Each affordable volume reflects Oxford's commitment to scholarship, providing the most accurate text plus a wealth of other valuable features, including expert introductions by leading authorities, helpful notes to clarify the text, up-to-date bibliographies for further study, and much more.

The Golden Fleece and the Heroes Who Lived Before

Achilles Knopf Books for Young Readers

Having survived his first mission as Mask Wearer, Amos Daragon finds himself on his way to the City of the Dead, trying to find the key that will unlock the doors to paradise and hell.

The Twilight of the Gods Bluefire

There's a moose in the backyard! Luke's mom and dad want it to go away, but the moose has other plans! Luke gets up early one Saturday morning and finds a moose in the backyard. He wakes up his dad, and then his mom, and each declares that "moose never come on the farm" -- only to be surprised by the moose itself! Mom tries to shoo it away with a broom -- but the moose eats it. Dad tries to scare it away with a hose -- but the moose takes a nice bath. Luke feeds the moose carrots and decides to keep it in his treehouse, until his sister comes along, with a

surprising solution to this unusual problem! *Moose!* was inspired by a young boy from Cape Breton Island.

Escaping Ordinary Yearling Books

The #1 New York Times Bestseller: "A hilarious take on that age-old problem: getting the beloved child to go to sleep" (NPR). "Hell no, you can't go to the bathroom. You know where you can go? The f**k to sleep." *Go the Fuck to Sleep* is a book for parents who live in the real world, where a few snoozing kitties and cutesy rhymes don't always send a toddler sailing blissfully off to dreamland. Profane, affectionate, and radically honest, it captures the familiar—and unspoken—tribulations of putting your little angel down for the night. Read by a host of celebrities, from Samuel L. Jackson to Jennifer Garner, this subversively funny bestselling storybook will not actually put your kids to sleep, but it will leave you laughing so hard you won't care.

The Seven Keys of Balabad Tundra Books

Make storytime a little spookier this fall with this Halloween-themed collection of ghost stories, spooky shorts, and frightening folktales from all over the world! "No one travels these roads after dark. Those who are found the next day, if they are still alive, will have gone mad." Chills and thrills to make your flesh crawl with fear! Turn the lights down low and grab your favorite reading chair. But first, you'd better check behind you. . . . Ghosts, monsters, murders, and madmen! These thirty stories have been collected for your reading displeasure from all over the globe, and represent the world's best scary stories and frightening folktales, featuring famous authors such as Washington Irving and the Brothers Grimm. Welcome to a chilling world of hair-raising tales!

The Mask Wearer Yearling Books

Now in paperback, a spooky and funny middle-grade thriller from the author of *The Golden Compass*.

The Red Winter Simon and Schuster

While trying to outwit the soldiers who are occupying their small town, Daniel, who cannot lie, and Emily, who discovers she has magical powers, are drawn to an island in the heart of the forest where townsfolk have been warned never to go.

Moose! Tundra Books

The Whangdoodle was once the wisest, the kindest, and the most

extraordinary creature in the world. Then he disappeared and created a wonderful land for himself and all the other remarkable animals -- the ten-legged Sidewinders, the little furry Flukes, the friendly Whiffle Bird, and the treacherous, "oily" Prock. It was an almost perfect place where the last of the really great Whangdoodles could rule his kingdom with "peace, love and a sense of fun"-- apart from and forgotten by people. But not completely forgotten. Professor Savant believed in the Whangdoodle. And when he told the three Potter children of his search for the spectacular creature, Lindy, Tom, and Ben were eager to reach Whangdoodleland. With the Professor's help, they discovered the secret way. But waiting for them was the scheming Prock, who would use almost any means to keep them away from his beloved king. Only by skill and determination were the four travelers able to discover the last of the really great Whangdoodles and grant him his heart's desire. Julie Andrews Edwards, star of stage and screen, has written a unique and beloved story that has become a modern classic. The Last of the Really Great Whangdoodles is sure to continue to delight readers everywhere. This edition includes a new foreword by the author.

Escape to Witch City Simon & Schuster Books For Young Readers Celebrate everything Archie with this fun, full-color collection! Contains over 400 pages of classic, much-loved comic book stories—you'll be entertained beyond belief! Continuing the immensely successful THE BEST OF ARCHIE COMICS series, Book Four brings together even more of the best Archie stories for comics fans of all ages! THE BEST OF ARCHIE COMICS Book Four collects the most fun, humorous and heartwarming Archie tales from the past seven decades. All of the stories included in this volume are personally chosen by creators, fans and contributors alike, and feature special behind-the-scenes anecdotes. This is a must-have for all Archie—and comic book—fans everywhere!

Count Karlstein Delacorte Press

"Will fire imaginations and elicit the heart-pumping, wide-eyed response that has kept this tale alive and vigorous through the ages." — Bulletin of the Center for Children's Books (starred review) Long ago a Scandinavian warrior fought three evils so powerful they threatened whole kingdoms. Standing head and shoulders above his comrades, Beowulf single-handedly saved the land of the Danes from a merciless ogre named Grendel and from his sea-hag mother. But it is his third terrible battle, with the

death-dragon of the deep, in which he truly meets his match. Lovers of heroes, monsters, and the drama of battle will find this retelling as enthralling as it is tragic. Now in a handy black-and-white digest edition perfect for classroom use.

The Man in the Iron Mask Candlewick Press

Through the ages, the dragon has been an important symbol for the Chinese. A time of Golden Dragons is the most auspicious possible. In fascinating text and beautiful paintings, Song Nan and Hao Yu Zhang trace the dragon's history. Perhaps inspired by giant crocodiles, the image of the dragon affects every aspect of life in China, including the marking of dragon years, the flying of dragon kites, and the eating of dragon cakes at dragon boat races. A splendid introduction to the richness of Chinese culture, this is a book to cherish this special year and for years to come.

The Door in the Forest Random House Books for Young Readers Describes the cycle of myths about the Argonauts and the quest for the Golden Fleece, as well as the tales of the Creation of Heaven and Earth, the labors of Hercules, Theseus and the Minotaur, etc.

The Sandman and the War of Dreams Cinebook

Lemony Snicket meets Oscar Wilde meets Edgar Allan Poe in this exciting and scary middle-grade novel inspired by The Picture of Dorian Gray -- a family curse is unleashed! Bryony Gray is becoming famous as a painter in London art circles. But life isn't so grand. Her uncle keeps her locked in the attic, forcing her to paint for his rich clients . . . and now her paintings are taking on a life of their own, and customers are going missing under mysterious circumstances. When her newest painting escapes the canvas and rampages through the streets of London, Bryony digs into her family history, discovering some rather scandalous secrets her uncle has been keeping, including a deadly curse she's inherited from her missing father. Bryony has accidentally unleashed the Gray family curse, and it's spreading fast. With a little help from the strange-but-beautiful girl next door and her paranoid brother, Bryony sets out to break the curse, dodging bloodthirsty paintings, angry mobs and her wicked uncle along the way.

Amos Daragon #2: The Key of Braha MacMillan

Academy Award winner William Joyce's Guardians recruit Sanderson ManSnoozy, the sleepy legend also known as the Sandman, to their cause in this fourth chapter book adventure.

When the Man in the Moon brought together the Guardians, he warned them that they would face some terrible evils as they strove to protect the children of earth. But nothing could have prepared them for this: Pitch has disappeared and taken Katherine with him. And now the Guardians are not only down one member, but a young girl is missing. Fortunately, MiM knows just the man to join the team. Sanderson ManSnoozy—known in most circles as the Sandman—may be sleepy, but he's also stalwart and clever and has a precocious ability to utilize sand in myriad ways. If the other Guardians can just convince Sandy that good can triumph evil, that good dreams can banish nightmares, they'll have themselves quite a squad. But if they can't...they might never see Katherine again.

Amos Daragon #1: The Mask Wearer Penguin

An inventive and action-packed mix of fantasy, science fiction, and mythology, all in a realistic contemporary setting. Rowan has won a battle, but not the war. With proper allies, Rowan's armies could storm the demon stronghold, capture its ruler, and end the reign of demonkind. But while nations clash, a greater struggle lies elsewhere. In his desperate pursuit of Astaroth, Elias Bram scours the world for clues to the fiend's true origins, identity, and purpose. His horrifying discoveries hint that not only is humanity at risk, but the earth itself. Its fate may depend upon three children. With their unmatched skills, it's up to Max McDaniels, David Menlo, and little Mina to tip the balance! In the Tapestry's final volume, Henry H. Neff concludes an unforgettable series in which magic can live, gods can die, and the highest stakes require the greatest sacrifice.

Satanism: A Social History Random House Books for Young Readers

In this graphic novel adventure for readers of *Monster Mayhem* and *Roller Girl*, a pair of twin brothers accidentally bring their favorite video game to life—and now they have to find a way to work together to defeat it. Jeremy and Justin are twins, but they couldn't be any more different from each other. Jeremy is a risk taker who likes to get his hands dirty; Justin prefers to read, focus, and get all his facts straight before jumping in. But they do have one important thing in common: They both love video games. When Jeremy wins a cereal-box charm that brings his favorite video game to life, villains and all, he finds that he's in way over his head. Justin knows everything there is to know about the rules

of the game—he read the handbook, of course—and Jeremy isn't afraid to try new things. Can these two mismatched brothers work together to beat the video game that has become their life?

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