

Wingfeather Saga 01 On The Edge Of The Dark Sea Of Darkness The Wingfeather Saga

Janner, Tink, and Leeli Igiby had thought they had been normal children with normal lives. But now they know they're really the Lost Jewels of Anniera, heirs to a legendary kingdom across the sea, and suddenly everyone wants to kill them.

As Aidan Errol is pronounced Wilderking, a pact is signed between Corenwald and the Pyrthen Empire, but as Aiden shoulders the weight and glory of his destiny, Corenwald is double crossed and an epic battle to save the kingdom ensues. Original.

There's a strong biblical connection between people and trees. They both come from dirt. They're both told to bear fruit. In fact, arboreal language is so often applied to humans that it's easy to miss, whether we're talking about family trees, passing along our seed, cutting someone off like a branch, being rooted to a place, or bearing the fruit of the Spirit. It's hard to deny that trees mean something, theologically speaking. This book is in many ways a memoir, but it's also an attempt to wake up the reader to the glory of God shining through his creation. One of the first commands to Adam and Eve was to "work and keep" the garden. Award-winning author and songwriter Andrew Peterson, being as honest as possible, shares a story of childhood, grief, redemption, and peace, by walking through a forest of memories: "I trust that by telling my story, you'll encounter yours. Hopefully, like me, you'll see that the God of the Garden is and has always been present, working and keeping what he loves." Sometimes he plants, sometimes he prunes, but in his goodness he intends to reap a harvest of righteousness.

Joraïem and other young members of Novaana, the ruling class of men, train in Summerland to rule Kirthanin and to defend it against the evil schemes of Malek.

Return to the world of the Wingfeather Saga with Andrew Peterson and his all-star author friends—now featuring new illustrations and the first-ever Wingfeather comic! Immerse yourself in a land of bomnubbles and quarreling cousins, sea dragons and book publishers, thieves and Fangs and secret maps. Here within these pages lie seven stories of the distant past, lost adventures, forgotten songs, and heartbreaking histories. The Shining Isle is restored, but Aerwiar is vast—and these authors have tales yet to tell: • Explore the inner walls of Yorsha Doon, just West of the Woes of Shreve, on the edge of the Dark Sea of Darkness, from the eyes of young Safiki in "The Prince of Yorsha Doon" from the creator of Aewiar, Andrew Peterson. • Jennifer Trafton's warm and whimsical writing brings to life a publishing nightmare populated by the many beasts of Skree in "The Wooing of Sophelia Stupe." • Learn the origins of Ollister Pebmrick's mysterious entry in the Creaturepedia about his encounter with a raggant in "Willow Worlds" by N. D. Wilson. • Travel with young Podo Helmer on an epic hunt for sea dragons in "From the Deeps of the Dragon King" from A. S. Peterson. • Jonathan Rogers presents "The Ballard of Lanric and Rube," sung by Armulyn the Bard, tale-spinner of the imaginary Shining Isle of Anniera, in *On the Edge of the Dark Sea of Darkness*. • Discover what life was like for Maraly and Gammon in post-war Skree in "Shadowblade and the Florid Sword"—the first-ever Wingfeather comic—by Andrew Peterson. • Douglas McKelvey's epic, heartbreakingly hopeful novella "The Places Beyond the Maps" recounts a father's journey to redemption. You'll also find delightful illustrations by Justin Gerard, Hein Zaayman, Cory Godbey, John Hendrix, Nicholas Kole, Aedan Peterson, Joe Sutphin, Jay Myers, and Doug TenNapel. Enter a rich, imaginative world that becomes more real, more mysterious, more dangerous, and more beautiful with each story's telling.

The three Igiby siblings, heirs to a legendary kingdom across the sea, find refuge from the Fangs of Dang in the Green Hollows, but Kalmar's

monstrous appearance raises suspicion.

Sketcher, adventurer, disguiser, and sneaker Ollister B. Pembrick roamed all of Skree with a sketchbook and pen to discover and document the endless living wonders of the Maker's world.

This long-awaited follow-up to Newbery Honor winner Princess Academy hit the New York Times bestseller list in the first week of US publication. A rich and compelling fantasy about one girl's journey to discover where her home and heart truly belong in a divided world is reminiscent of the best writing by authors like Eva Ibbotson and Cornelia Funke. With a chance to study at the university and live at the Queen's Castle, Miri leaves village life and is thrust into the bustling chaos of the city. Her best friend, Britta, has been chosen by the Prince of Asland to be his bride, and the royal wedding is fast approaching. But helping Britta prepare for her future is not an easy task. When Miri discovers a secret plot against the royal court - which is motivated by good - she feels torn. Will she choose loyalty to the princess, or reform for the people? As Miri struggles to resolve this dilemma in her own mind, her heart is suffering: an old love comforts her; a new crush consumes her; she yearns for her homeland. Can Miri find her way in this new place, or will she be considered a traitor? The fate of the kingdom is at stake.

Be a different kind of mom. Break through the distractions and create lasting memories. What's the solution to gaining the balanced, meaningful life you desire with your family? Create traditions that bring joy and significance. Popular "Smarter Each Day" blogger and mom of three, Jessica Smartt explains why memory-making is the puzzle piece that today's families are longing for. She highlights ten tradition-gifts kids need most, including a rich resource of two hundred-plus unique traditions. She also offers practical encouragement to modern parents to keep on adventuring—even when they are fighting distractions, are on a budget, and exhausted.

Fionn Boyle, Storm Keeper of Arranmore, is facing the fight of his life. The terrifying all-powerful sorceress Morrigan has been raised from the dead and has sealed off the island from all help. Fionn is the only thing that stands between her and a dark future. He's got to find a way to defeat her. But there are some terrible choices in store for Fionn as the dark sorcerer begins to take his nearest and dearest for her own. With only two candles left to burn, will Fionn master his powers in time to stop her?

Welcome to Dr. Critchlore's School for Minions, the premier trainer of minions for Evil Overlords everywhere. No student is prouder to be at Dr. Critchlore's than Runt Higgins, a twelve-year-old werewolf. (At least he thinks he's twelve. He was abandoned at the school as a baby, so he can't say for sure.) Runt loves everything about Dr. Critchlore's. He loves his classes—such as History of Henchmen and Introduction to Explosives. He loves his friends—such as Darthin the gargoyle and Syke the tree nymph. And he loves his foster family, who took him in when his wolf pack couldn't. But not everyone loves Dr. Critchlore's as much as Runt. After a series of disasters, each worse than the next, it's clear that someone is trying to shut the school down. It's up to Runt, who knows the place better than anybody, to figure out who's behind the attacks . . . and to save his home, and Dr. Critchlore himself, from total destruction.

This sweeping, emotionally-resonant fantasy from beloved author Jessica Day George is perfect for fans of Princess Academy and Black Beauty. When orphaned Anthea Cross-Thornley receives a letter from a long-lost uncle, she wonders if she will finally find a true home. But she is shocked to learn that her uncle secretly breeds horses--animals that have been forbidden in her kingdom for centuries. More alarming is Anthea's strange ability to sense the horses' thoughts and feelings, an ancient gift called The Way. Confused and terrified, Anthea is desperate to leave, but when her family and kingdom are put at risk, can she embrace The Way and the exciting future it might bring her? A Mighty Girl Best Book of the Year

A stunning middle-grade debut--full of heart, humor, and nonstop action It's tough to be thirteen, especially when somebody's trying to kill you. Not that Egg's life was ever easy, growing up on sweaty, pirate-infested Deadweather Island with no company except an incompetent tutor and a pair of unusually violent siblings who hate his guts. But when Egg's father hustles their family off on a mysterious errand to fabulously wealthy Sunrise Island, then disappears with the siblings in a freak accident, Egg finds himself a long-term guest at the mansion of the glamorous Pembroke family and their beautiful, sharp-tongued daughter Millicent. Finally, life seems perfect. Until someone tries to throw him off a cliff. Suddenly, Egg's running for his life in a bewildering world of cutthroat pirates, villainous businessmen, and strange Native legends. The only people who can help him sort out the mystery of why he's been marked for death are Millicent and a one-handed, possibly deranged cabin boy. Come along for the ride. You'll be glad you did.

"Fawkes is the perfect mix of history and magic." —Cynthia Hand, New York Times bestselling author of *My Lady Jane* Thomas Fawkes is turning to stone, and the only cure to the Stone Plague is to join his father's plot to assassinate the king of England. Silent wars leave the most carnage. The wars that are never declared but are carried out in dark alleys with masks and hidden knives. Wars where color power alters the natural rhythm of 17th-century London. And when the king calls for peace, no one listens until he finally calls for death. But what if death finds him first? Keepers think the Igniters caused the plague. Igniters think the Keepers did it. But all Thomas knows is that the Stone Plague infecting his eye is spreading. And if he doesn't do something soon, he'll be a lifeless statue. So when his Keeper father, Guy Fawkes, invites him to join the Gunpowder Plot—claiming it will put an end to the plague—Thomas is in. The plan: use 36 barrels of gunpowder to blow up the Igniter King. The problem: Doing so will destroy the family of the girl Thomas loves. But backing out of the plot will send his father and the other plotters to the gallows. To save one, Thomas will lose the other. No matter Thomas's choice, one thing is clear: once the decision is made and the color masks have been put on, there's no turning back. "I was up late in the night reading, waiting to get to the fifth of November to see how the plot would actually unfold, and it did not disappoint. An imaginative, colorful tale about choosing for yourself between what's right and what others insist is the truth." —Cynthia Hand, New York Times bestselling author of *My Lady Jane* "Hold on to your heart as this slow-burning adventure quickly escalates into an explosion of magic, love, and the truth about loyalty." —Mary Weber, bestselling author of the *Storm Siren Trilogy* "Fawkes is a tale full of spiritual depth, tragedy, and hope. A beautifully written allegory for the magic of faith, with an achingly relatable hero who pulls you into his world heart and soul. A must-read for all fantasy fans!" —Lorie Langdon, author of *Olivia Twist* "A brilliant book that fulfills every expectation. Brandes turns seventeenth century London into a magical place. I was captivated by the allegory of her magic system and how she blended that fantasy with history. I highly recommend this gripping and beautifully crafted book to all. It will leave you both entertained and pondering matters raised in the storyline long after you've finished reading." —Jill Williamson, Christy Award-winning author of *By Darkness Hid* and *Captives* "A magical retelling of the seventeenth century's famous Gunpowder Plot that will sweep you back in time—to a divided England where plagues can turn you to stone and magic has a voice. Deft and clever, Fawkes is a vibrant story about the search for truth and issues relevant to us, still, today." —Tosca Lee, New York Times bestselling author

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.

N. D. Wilson, author of *Leepike Ridge* and *100 Cupboards*, returns with an imagination-capturing adventure that inventively combines the

contemporary and the legendary. 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.

Teaching your child about kindness can be challenging. In this addition to the Living Lights™ series of Berenstain Bears books, young readers will learn how to treat others with kindness. Children will discover ways to implement traditional values and share God's goodness. The Berenstain Bears: Kindness Counts—part of the popular Zonderkidz Living Lights™ series of books—is perfect for: Early readers, ages 4-8 Reading out loud at home or in a classroom Starting conversations with children about kindness, generosity, and grace The Berenstain Bears: Kindness Counts: Features the hand-drawn artwork of the Berenstain family Continues in the much-loved footsteps of Stan and Jan Berenstain with the Berenstain Bears series of books Is part of one of the bestselling children's book series ever created, with more than 250 books published and nearly 300 million copies sold to date

Heather and Picket are extraordinary rabbits with ordinary lives until calamitous events overtake them, spilling them into a cauldron of misadventures. They discover that their own story is bound up in the tumult threatening to overwhelm the wider world. Kings fall and kingdoms totter. Tyrants ascend and terrors threaten. Betrayal beckons, and loyalty is a broken road with peril around every bend. Where will Heather and Picket land? How will they make their stand?

Thirteen-year-old Egbert, a planter's son on a pirate-infested Caribbean island chain, is on the run from a wealthy and powerful villain trying to kill him for his connection to a hidden treasure.

Master storyteller Walter Wangerin Jr. shares the story of the Bible from beginning to end as you've never read it before, retold with exciting detail and passionate energy. “. . . a feat of imagination and faith.” —Philip Yancey, award-winning author The Book of God reads like a novel, dramatizing the sweep of biblical events, bringing to life the men and women of this ancient book in vivid detail and dialogue. From Abraham wandering in the desert to Jesus teaching the multitudes on a Judean hillside, this award-winning bestseller follows the biblical story in chronological order. Priests and kings, apostles and prophets, common folk and charismatic leaders—individual stories offer glimpses into an unfolding revelation that reaches across the centuries to touch us today.

A mysterious scroll transports a brother and sister back in time to God's creation of the world in the first installment of this action-packed chapter book series for emerging readers. The Secret of the Hidden Scrolls series follows siblings Peter and Mary and their dog, Hank, as they discover ancient scrolls that transport them back to key moments in biblical history. In the first adventure in the series, Peter and Mary find themselves witnesses to the creation of the world just as God is speaking it into existence. Can they unlock the mystery of the scrolls before they get trapped in history forever? Children will discover the answer as the two characters ride rhinos, meet the angel Michael, and talk to a certain snake in the Garden of Eden. Riveting text and engaging illustrations bring this beloved Bible story to riotous life.

Escape from Hat tells the epic story of Leek, a particularly lucky rabbit in a particularly unlucky situation. After a fateful magic trick sends Leek tumbling into the land of Hat, the rabbit must find his way through deadly peril back to the boy he is sworn to protect. But the land of Hat belongs to the black cats, whose job it is to spread ill luck to their hapless humans. When Millikin discovers his nemesis, Leek, is wandering through his own backyard, he makes it the top priority of all the cats of Hat to rout out Leek and his companions with the help of their unlucky wits and the terrible destruction of the Dimmer-Dammers. Meanwhile, in the land where there is a sun, the boy Cecil is left without the luck - good or ill - of his unseen companions, Leek and Millikin. On his own journey to retrieve both his rabbit and his luck, Cecil must discover the truth behind the unfortunate magic trick, or face a future without any luck at all. From rickety caravans to sea monsters, the parallel journeys of rabbit and boy are a reminder that love and friendship are the greatest magics of all. From master storyteller and critically acclaimed screenwriter Adam Kline comes a classic story brought brilliantly to life with illustrations from Brian Taylor (creator of Rustboy) that manage to evoke both traditional fantasy and pop art fandom. This is a book to keep and give away, to read curled up in a corner and aloud at bedtime, for children and for the child at heart.

They had one rule: "No Grays Allowed!" All is well in the small Color-Coded Town until a gray Stranger arrives and gives a girl Gray flowers. Love is in the air, but will the Town continue to put up with all the Grays taking over? This little book includes fun rhymes by the Gray Havens and gorgeous illustrations by Forrest Dickison. It will remain a part of your children's library long after your children grow up.

To save the people she loves, Sheena must dare to look where she's most afraid and put her trust in angels. The mystery continues in this second installment of the Sheena Meyers series. Sheena learns her family has been hiding something from her. Something BIG. Ever since the day she first saw the being in the hospital, another world now exists for Sheena. A world where the Murk is carried with the wind, angels send text messages, and she is almost killed while witnessing a kidnapping. Now Sheena and her two best friends, Chana and Theodore, begin a dangerous investigation to answer Sheena's three big questions: Who am I? What do I believe? Are we danger? The truth is unsettling and remarkable and will turn their world upside down. Sheena must call on her courage and fight for her classmates. Can one thirteen-year-old save missing children and stop an evil that plagues the city?

Given the chance to train as a squire, kitchen servant Achan Cham hopes to pull himself out of his pitiful life and become a Kingsguard Knight. When Achan's owner learns of his training, he forces Achan to spar with the Crown Prince--more of a death sentence than an honor. Meanwhile, strange voices in Achan's head cause him to fear he's going mad. While escorting the prince to a council presentation, their convoy is attacked. Achan is wounded and arrested, but escapes from prison--only to discover a secret about himself he never believed possible.

Open the cupboard door to this action-packed fantasy that will take readers to the very beginning of the bestselling 100 Cupboards series! 100 Cupboards, 100 Worlds of Adventure! When Hyacinth finds an unusual door, two boys in search of vengeance, and a

witch intent on destroying the world, the ultimate battle of good vs. evil begins! Hyacinth Smith can see things that others miss, stop attack dogs from attacking, and grow trees where no trees have grown before. But she's never had a real home. When her father tells them they've inherited a house from their great-aunt, Hyacinth sees trouble brewing. Their great-aunt has been playing with forces beyond her control, using her lightning-tree forest to create doors to other worlds. When one door opens, two boys tumble through . . . bringing with them a battle with the undying witch-queen, Nimiane. Hyacinth, together with the boys, must use her newfound magic and all of her courage to journey straight into the witch's kingdom in a daring plan to trap evil and kill the immortal. "A must-read series!" —The Washington Post "[100 Cupboards] is my favorite kind of fantasy." —Tamora Pierce, #1 New York Times bestselling author "This fast-paced fantasy features empathetic heroes." —School Library Journal

A New York Times Bestseller! As seen on The Today Show, Rachael Ray, and Kelly and Michael. From the Emmy-Award winning host of Survivor, Jeff Probst, with Middle School: The Worst Years of My Life co-author, Chris Tebbetts, comes a brand new family adventure series! A family vacation becomes a game of survival! It was supposed to be a vacation--and a chance to get to know each other better. But when a massive storm sets in without warning, four kids are shipwrecked alone on a rocky jungle island in the middle of the South Pacific. No adults. No instructions. Nobody to rely on but themselves. Can they make it home alive? A week ago, the biggest challenge Vanessa, Buzz, Carter, and Jane had was learning to live as a new blended family. Now the four siblings must find a way to work as a team if they're going to make it off the island. They're all in this adventure together--but first they've got to learn to survive one another. Books in the original Stranded series: Stranded (Book 1) Trial By Fire (Book 2) Survivors (Book 3) Books in the Stranded, Shadow Island series Forbidden Passage (Book 4) Sabotage (Book 5) Desperate Measures (Book 6)

Things are about to go from bad to wolf in the howlingly entertaining third book of the Wingfeather Saga. Janner, Tink, and Leeli Igiby, the Lost Jewels of Anniera, are hiding from Gnag the Nameless in the Green Hollows, one of the few places in the land of Aerwiar not overrun by the Fangs of Dang. But there's a big problem. Janner's little brother--heir to the throne of Anniera--has grown a tail. And gray fur. Not to mention two pointed ears and long, dangerous fangs. To the suspicious folk of the Green Hollows, he looks like a monster. But Janner knows better. His brother isn't as scary as he looks. He's perfectly harmless. Isn't he? Full of characters rich in heart, smarts, and courage, The Monster in the Hollows is a tale children of all ages will cherish, families can read aloud, and readers' groups are sure to enjoy discussing for its many layers of meaning. Extra features include new interior illustrations from Joe Sutphin, funny footnotes, a map of the fantastical world, inventive appendices, and fanciful line art in the tradition of the original Frank L. Baum Wizard of Oz storybooks.

After his parents are kidnapped, timid twelve-year-old Henry York leaves his sheltered Boston life and moves to small-town Kansas, where he and his cousin Henrietta discover and explore hidden doors in his attic room that seem to open onto other worlds.

Connecting deeply with our kids can be difficult in our busy, technology-driven lives. Reading aloud offers us a chance to be fully present with our children. It also increases our kids' academic success, inspires compassion, and fortifies them with the inner strength they need to face life's challenges. As Sarah Mackenzie has found with her own six children, reading aloud long after kids are able to read to themselves can deepen relationships in a powerful way. Founder of the immensely popular Read-Aloud Revival podcast, Sarah knows first-hand how reading

can change a child's life. In *The Read-Aloud Family*, she offers the inspiration and age-appropriate book lists you need to start a read-aloud movement in your own home. From a toddler's wonder to a teenager's resistance, Sarah details practical strategies to make reading aloud a meaningful family ritual. Reading aloud not only has the power to change a family—it has the power to change the world.

Jealousies and bitterness threaten to tear apart the three Igiby siblings, heirs to a legendary kingdom across the sea, just when they must work together to battle the monsters of Glipwood Forest, the thieving Stranders of the East Bend, and the dreaded Fork Factory.

Janner, Tink, and Leeli Igiby experience many fantastic adventures while looking for a lost treasure.

Three Florida children stumble into a magical kingdom, but they are quickly trapped inside. As Oliver, Ben, and Ellie search for a way to return home, they face strange creatures, mysterious characters, and an evil prince who is determined to stop them at any cost. Enter the world of the Kingdom of Florida in this first book in the new middle-grade fantasy series for all ages from Taylor Thomas Smythe!

On the Edge of the Dark Sea of Darkness WaterBrook

"Originally published in hardcover and in different form in the United States by Rabbit Room Press in 2014"--Title page verso.

A very special mouse escapes from a lab to find his missing family in this charming story of survival, determination, and the power of friendship. What makes Isaiah so unique? First, his fur is as blue as the sky -- which until recently was something he'd never seen, but had read all about. That's right: Isaiah can read and write. He can also talk to humans . . . if any of them are willing to listen! After a dramatic escape from a mysterious laboratory, Isaiah is separated from his "mischief" (which is the word for a mouse family) and has to survive in the dangerous outdoors, and hopefully find his missing family. But in a world of cruel cats, hungry owls, and terrified people, it's hard for a young, lone mouse to make it alone. When he meets an equally unusual and lonely human girl named Hailey, the two soon learn that true friendship can transcend all barriers.

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Gerard, Hein Zaayman, John Hendrix, Nicholas Kole, Aedan Peterson, Joe Sutphin, and Doug TenNapel. Enter a rich, imaginative world that becomes more real, more mysterious, more dangerous, and more beautiful with each story's telling.

Telling the Truth Could Get Them Killed. Remaining Silent Could Be Worse. When Cooper, Hiro, and Gordy witness a robbery that leaves a man in a coma, they find themselves tangled in a web of mystery and deceit that threatens their lives. After being seen by the criminals—who may also be cops—Cooper makes everyone promise never to reveal what they have seen. Telling the truth could kill them. But remaining silent means an innocent man takes the fall, and a friend never receives justice. Is there ever a time to lie? And what happens when the truth is dangerous? The three friends, trapped in a code of silence, must face the consequences of choosing right or wrong when both options have their price. This book is both a memoir of Andrew Peterson's journey and a handbook for artists, exploring the mystery of creativity and teaching essential principles of the writing life.

"Twelve-year-old Will Wilder is back to protect the town of Perilous Falls from another ancient evil--the fearsome demon, Amon"--

When a message-in-a-bottle washes up on their local beach, Jack Jones, his sister Emma and best mate Albert discover that it just might lead to a Spanish galleon ship that has been lost for centuries! Will Jack and his crew decode the clues left by pirates to reveal the hidden location of the ship and the priceless treasure rumoured to be aboard?

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