

Read Online Myth Match A Fantastical Flipbook Of Extraordinary Beasts Global Perspectives Art Histor Pdf For Free

Myth Match Miniature Myth Match Miniature Myth Match Mythopedia Emmy and the Incredible Shrinking Rat Extremely Loud & Incredibly Close Uncle Montague's Tales of Terror MrSuicideSheep's Concept Art Colouring Book How the Olympics Came to be Rutabaga the Adventure Chef Things From the Flood The Serpent's Secret (Kiranmala and the Kingdom Beyond #1) A Field Guide to Griffins, Unicorns, and Other Mythical Beasts Myth World The Map to Everywhere Titus Groan I Can Lick 30 Tigers Today! and Other Stories The Cardboard Kingdom #2: Roar of the Beast Displaced The True Confessions of Charlotte Doyle The Tales of Horror Kissing Ted Callahan (and Other Guys) Olivia Saves The Circus Imagine Creature Clash! Card Game My Dream Bed Imagine a City Trouble at Trident Academy/Battle of the Best Friends Hither & Nigh The Changelings The Bicycle Coloring Book Fantastical Felines The Theory of the Grain of Sand Trouble at Trident Academy Mushrooms and Friends 2 10,000 Cupcakes A Kid's Herb Book The Wizard's Workshop The Little Witch's Book of Spells The Tree Who Walked Through Time

An imaginative science activity book for children. Mermaids Shelly and Echo are excited to begin third grade at the prestigious Trident Academy, but snooty Pearl, jokester Rocky, brilliant Kiki, grumpy Mr. Fangtooth, and an argument over their first project challenge the best friends. Includes facts about marine

plants and animals and words to the Mermaid Tales Song. From New York Times bestselling author comes a world packed with action and adventure, perfect for fans of Rick Riordan and Soman Chainani. MEET KIRANMALA:INTERDIMENSIONAL DEMON SLAYER(Only she doesn't know it yet.)On the morning of her twelfth birthday, Kiranmala is just a regular sixth grader living in Parsippany, New Jersey . . . until her parents mysteriously vanish and a drooling rakkhosh demon slams through her kitchen, determined to eat her alive. Turns out there might be some truth to her parents' fantastical stories-like how Kiranmala is a real Indian princess and how she comes from a secret place not of this world.To complicate matters, two crush-worthy princes ring her doorbell, insisting they've come to rescue her. Suddenly, Kiran is swept into another dimension full of magic, winged horses, moving maps, and annoying, talking birds. There she must solve riddles and battle demons all while avoiding the Serpent King of the underworld and the Rakkhoshi Queen in order to find her parents and basically save New Jersey, her entire world, and everything beyond it . . .

Dr. Seuss tells three rhyming tales featuring the extended family of the Cat in the Hat in *I Can Lick 30 Tigers Today! And Other Stories*. The Cat's son shows bravado in "I Can Lick 30 Tigers Today!" while his daughter gets a bit carried away imagining "The Glunk That Got Thunk." And we look back at one of the Cat's ancestors for a tale about tails in "King Looie Katz." This lesser-known collection of classic Seussian silliness will be a welcome addition to the libraries of fans of all ages! This Read & Listen edition contains audio narration. As the novel opens, Titus, heir to Lord Sepulchrove, has just been born. He stands to inherit the miles of rambling stone and mortar that form Gormenghast Castle. Meanwhile, far away and in the kitchen, a servant named Steerpike escapes his drudgework and begins an auspicious ascent to power. Inside of Gormenghast, all events are predetermined by complex rituals, the origins of which are lost in time. The castle is peopled by dark characters in half-lit corridors. Dreamlike and macabre, Peake's extraordinary novel is one of the most astonishing and fantastic works in modern fiction. The basis for the new Amazon Prime Original Series!

From the author of the imaginative and "awe-inspiring" (New York Journal of Books) narrative art book

The Electric State comes the haunting sequel to his remarkable Tales from the Loop. Welcome back to the Loop. In 1954, the Swedish government ordered the construction of the world's largest particle accelerator in the pastoral countryside of Mäläröarna. The local population called this marvel of technology The Loop and celebrated its completion. But Mäläröarna and the world would never be the same. Infused with strange machines and unfathomable creatures, Things from the Flood is a transcendent look at technology that will stay with you long after you turn the final page. Sneak out. Make out. Rock out. Riley and her best guy friend, Reid, have made a pact: they'll help each other pursue their respective crushes, make something happen, and document the details in a shared notebook. While Reid struggles with the moral dilemma of adopting a dog to win over a girl's heart, Riley tries to make progress with Ted Callahan, the guy she's been obsessed with forever. His floppy hair! His undeniable intelligence! But between a chance meeting with a fellow musician in a record store and a brief tryst with a science-geek-turned-stud-not to mention Ted's own tentative attentions-cute guys are suddenly popping up everywhere. How did she never notice them before?! As their love lives go from zero to sixty in the blink of an eye, Riley and Reid's pact may prove to be more than they bargained for. Filled with cute dogs, cute boys, and a few awkward hookups, this hilarious tale from Amy Spalding chronicles the soaring highs and embarrassing lows of dating in high school. Fourteen animals around the world are on a journey for survival when climate change displaces them to bizarre new habitats in this captivating interpretive photo illustration picture book. Based in science, the book provides young readers a fantastical interpretation of climate change and the risks that global animals would face in an imagined future. What would happen to animals around the world when climate change threatens the habitat that they know and depend on? Beautiful photomontages and brief stories about fourteen animals around the globe that become displaced due to climate change will intrigue and inform young readers in the thought-provoking Displaced: A Story About Climate Change and How Displaced Animals Ring the Alarm, a blended nonfiction and fiction photo-illustrated book from environmental artist, photographer, and author Ronnie

Swire Siegel depicting a fantastical future where animals' natural environments become unlivable for them. In *Displaced*, each story begins with a very short description of the animal's habitat and illuminates why their current home is at risk. Readers will learn that environmental events and disasters contribute to climate change such as polar ice melting, sea level rise, floods, droughts, fires, severe storms, hurricanes, tornadoes, ocean acidification, and human migration. But when coupled with various human activity, it heightens it to unsustainable levels, causing major havoc in each of these habitats in different ways. Based in science but with a clear departure to a fantasy reality, author Siegel helps readers to imagine what could happen if climate change is left unchecked: extinction of a species or relocation and adaptation to a new and different environment in order to survive. There is a hopeful and positive conclusion to this book that is based in stark reality but cushioned in whimsical fantasy. Its content is intended to evoke action to lessen climate change and inform the reader about our responsibility as global citizens and good stewards of the earth and all its inhabitants. Young readers will end the book with an optimistic prediction that, with attention and action, we can work together to reverse the course of climate change to make our world enduring for all creatures. This imaginative and evocative tale is the first in a new series of blended fiction and nonfiction books for young and older readers from Siegel, bringing awareness to the global issue of climate change that we face today. The unique format of Siegel's captivating and wildly imaginative photomontages, will promote and encourage a dialogue at home and in the classroom about what climate change is and what we can do to end its disruption from the normal order of things on earth. There is a comprehensive section at the end of the book for parents, teachers, and older children, providing a summary of facts to help answer questions from children about climate change. What should you do if you meet a unicorn or a phoenix? Where would you look if you want to see a griffin or a hippogriff? How do you defend yourself if a minotaur or harpy attacks you? These mythical beasts may not be real, but what if they were? This handy field guide gives you everything you need to understand these fantastic creatures of the imagination. The second installment of Phyllis Ma's

"Mushrooms & Friends" continues the phantasmagoric photography of foraged and cultivated mushrooms. Familiar gilled mushrooms are included in addition to spongy, stalkless and club-like fungi. The collection is then juxtaposed with visceral props - sliced orange powdered with tumeric, purple daisies on green sugar, veiny texture of a cabbage leaf - and transformed into otherworldly, Dr. Seussian assemblages. Grab your coloured pencils and journey to a fantastical realm, where extraordinary mythical beasts are waiting to be brought to life in Myth World! From the unicorn and the dragon to the kraken and the qilin, there's a magical world of wonder to colour and explore. This book is the perfect colouring companion to the bestselling Myth Match. It features a collection of beautifully illustrated mythical creatures from around the world. Learn about these legendary monsters as you colour them in. Created by Good Wives & Warriors, the internationally renowned duo of illustrators behind Mythopedia and Myth Match. A Parents' Choice Award, Silver Honor, 2015 Combine these playing cards to create crazy new creatures out of real-life animals! Add up the points for the newly formed creature and then stage attacks against the creatures in other players' hands. The highest score wins! Promoting math skills, strategic game play, and creativity, Creature Clash! ensures hours of fun for the whole family. Create Art. Inspired by Music. MrSuicideSheep's Concept Art Colouring Book is a celebration of more than seven years of MrSuicideSheep! Immerse yourself within a fantastical and relaxing world while listening to MrSuicideSheep on YouTube or Spotify! You might have heard of the unicorn and the griffin, but what about the uniffin? This fantastical flipbook collects together magical and mythical creatures from all over the world, then lets you mix and match their fronts and backs to create even more wondrous beasts of your own! From the wolpertinger and the bakeneko to the kraken and the qilin, this mixed-up magical bestiary has over 1,000 possible creations to fascinate, bewitch and beguile. You might have heard of the unicorn and the griffin, but what about the uniffin? This fantastical flipbook collects together magical and mythical creatures from all over the world, then lets you mix and match their fronts and backs to create even more wondrous beasts of your own! From the wolpertinger and the bakeneko to the kraken and the

qilin, this mixed-up magical bestiary has over 1,000 possible creations to fascinate, bewitch, and beguile. A creative blend of information, projects, activities, preparations, colour-in artwork, stories, songs, lore and interesting herbal tidbits. This book will help parents and their children learn about herbs. You are invited into a stunning and dreamlike voyage into the imagination—ideal for fans of Chris Van Allsburg and the Caldecott Honor Book *Journey* by Aaron Becker. Imagine a world without edges . . . where bunnies and bears ride bicycles, lions read books, and buses are fish that fly through the clouds. In the city of imagination, anything is possible, and an outing with their mother brings a world of adventure to two lucky children. With simple, evocative, rhyming text and page after page of unusual and mystical details to explore, this is a story that encourages readers to open their minds and dream of magical places filled with the unexpected. Enter a world of the past, present, and future, where wonders exist that we never thought possible. . . . "Who could resist hanging out with gargoyles while sipping tea?"—Kirkus "Hurst's sweeping pen-and-ink illustrations suggest a combination of midtown Manhattan and Hogwarts. . . . [Her] engrossing mashups of the urban and the fantastical present no shortage of fuel for readers' own imaginations."—Publishers Weekly "Imagination reigns in this flight of fantasy . . . Rabbits read newspapers, fish fly, and trees grow out of pictures. Readers will have tea with gargoyles and float on lily pad rafts, see books and umbrellas float by, walk among lions and bears, or ride on a fish bus with a bear conductor."—Booklist This spine-tingling novel has more than enough fear factor for the most ardent fan of scary stories. Uncle Montague lives alone in a big house, but regular visits from his nephew, Edgar, give him the opportunity to recount some of the frightening stories he knows. As each tale unfolds, an eerie pattern emerges of young lives gone awry in the most terrifying of ways. Young Edgar begins to wonder just how Uncle Montague knows all these ghastly tales. This clever collection of stories-within-a-story is perfectly matched with darkly witty illustrations by David Roberts. Look for the other spine-tingling book in Chris Priestley's *Tales of Terror* series, *Tales of Terror from the Black Ship!* Emmy was a good girl. At least she tried very hard to be good. She did her homework without being told. She ate all her

vegetables, even the slimy ones. And she never talked back to her nanny, Miss Barmy, although it was almost impossible to keep quiet, some days. She really was a little too good. Which is why she liked to sit by the Rat. The Rat was not good at all . . . Hilarious, inventive, and irresistably rodent-friendly, *Emmy and the Incredible Shrinking Rat* is a fantastic first novel from acclaimed picture book author Lynne Jonell. A dazzling collection of illusions and visual tricks - you won't believe your eyes! Imagine...a stepladder without steps, a clock without hands, a tree without a trunk, a kiss without a mouth, a bicycle with square wheels, a topsy turvy world where anything is possible. With a little imagination, the world can become a different place altogether. This collection features picture puzzles, topsy turvy heads, tricks of the eye and lots more. Filled with flaps to lift, foldouts to pull, and even a wheel to turn, this is entertainment sure to fire any child or adult's imagination! Ages 4+ Have you ever heard of Anansi, the shape-shifting West African spider? Or of Tanuki, the sweet but troublesome raccoon-dog of Japanese folklore? With this encyclopedia as your guide, begin a magical tour of creatures from myths and legends around the world.

Jonathan Safran Foer emerged as one of the most original writers of his generation with his best-selling debut novel, *Everything Is Illuminated*. Now, with humor, tenderness, and awe, he confronts the traumas of our recent history. What he discovers is solace in that most human quality, imagination. Meet Oskar Schell, an inventor, Francophile, tambourine player, Shakespearean actor, jeweler, pacifist, correspondent with Stephen Hawking and Ringo Starr. He is nine years old. And he is on an urgent, secret search through the five boroughs of New York. His mission is to find the lock that fits a mysterious key belonging to his father, who died in the World Trade Center on 9/11. An inspired innocent, Oskar is alternately endearing, exasperating, and hilarious as he careens from Central Park to Coney Island to Harlem on his search. Along the way he is always dreaming up inventions to keep those he loves safe from harm. What about a birdseed shirt to let you fly away? What if you could actually hear everyone's heartbeat? His goal is hopeful, but the past speaks a loud warning in stories of those who've lost loved ones before. As Oskar roams New York, he encounters a motley assortment of humanity who are all

survivors in their own way. He befriends a 103-year-old war reporter, a tour guide who never leaves the Empire State Building, and lovers enraptured or scorned. Ultimately, Oskar ends his journey where it began, at his father's grave. But now he is accompanied by the silent stranger who has been renting the spare room of his grandmother's apartment. They are there to dig up his father's empty coffin.

The Little Witch's Book of Spells is an enchanting compendium of spells, potions, and activities for kids 8 to 12 years old. Young witches-in-training will discover spells to resolve problems, foster friendship, and engage with the natural world. This spellbinding book guides readers on how to craft a magic wand, befriend a fairy, and read tea leaves, as well as glossaries of magical terms and symbols.

- A playful and immersive guidebook to all things magical
- Filled with simple activities using easily found ingredients
- Complete with lush illustrations

The Little Witch's Book of Spells harnesses magic and the imagination to help little witches feel powerful, tap into creative energy, and practice self-love. Spells and activities include Best Friends Forever Spell, Jump Rope Protection Spell, Get Well Soon Elixir, Blanket Fort Magical Fortress Spell, How to Make a Magical Fairy Garden, and Mermaid Bath Spell.

- Perfect for young readers interested in magic, fans of Harry Potter, Sabrina the Teenage Witch, and fantasy series featuring witches
- A mystical, fun, and empowering book of spells that will have any child enthralled by the magical world
- Great for millennial parents who want to encourage imagination, creativity, and play
- You'll love this book if you love books like The Book of the Secrets of Merlin Wizardology by Candlewick Press, Fairyopolis: A Flower Fairies Journal by Glen Bird and Liz Catchpole, and The Unofficial Harry Potter Spellbook: Wizard Training by Michael Gonzalez.

All Izzy wants is for something interesting to happen in her sleepy little town. But her wish becomes all too real when a mysterious song floats through the woods and lures her little sister Hen into the forest...where she vanishes. A frantic search leads to a strange hole in the ground that Izzy enters. But on the other side, she discovers that the hole was not a hole, this place is not Earth, and Hen is not lost. She's been stolen away to the land of Faerie, and it's up to Izzy to bring her home. But inside Faerie, trouble is brewing-and Izzy is in way over her head. A ragtag group of outlaw

Changelings offer to help, but she must decide whether a boulder that comes to life, a girl who looks like a ghost, and a boy who is also a stag can help her save Hen before it's too late. Praise for *The Changelings*: "Fresh and imaginative—new inventions on every page. I loved every ingenious twist and turn right up to the wonderfully satisfying ending." —Katherine Catmull, author of *The Radiant Road* and *Summer and Bird*. "The Changelings is charming! Perfect for readers who love stories full of magic, adventure, mystery and fairies, topped off with a satisfying and very happy ending. Soontornvat's debut sparkles and delights!" —Nikki Loftin, author of *The Sinister Sweetness of Splendid Academy* While cupcake chefs seek new inspiration, and the appetite for cupcake books and gifts continues, the challenge is on to find anything that is original. *10,000 Cupcakes* meets that challenge with bells on. And with sparklers, sprinkles, and flags on! Pop-up and lift-the-flap illustrations show what a child's dream bed might be like, from a fragrant bed of daisies in a garden to sleeping on the back of a swaying elephant. Avi's treasured Newbery Honor Book now in expanded *After Words* edition! Thirteen-year-old Charlotte Doyle is excited to return home from her school in England to her family in Rhode Island in the summer of 1832. But when the two families she was supposed to travel with mysteriously cancel their trips, Charlotte finds herself the lone passenger on a long sea voyage with a cruel captain and a mutinous crew. Worse yet, soon after stepping aboard the ship, she becomes enmeshed in a conflict between them! What begins as an eagerly anticipated ocean crossing turns into a harrowing journey, where Charlotte gains a villainous enemy . . . and is put on trial for murder! *After Words* material includes author Q & A, journal writing tips, and other activities that bring Charlotte's world to life! *The Tree Who Walked Through Time - A Tree Identification Story* is a children's picture book written by Maureen Carroll and lavishly illustrated by 18 artists who created realistic and fantastical replicas of trees. This book helps children identify different species of trees. This book is a flip book, a two-way tale, in that there are two books in one, with two front covers and no end. *The Tree Who Walked Through Time* is a story of an old Cottonwood tree who takes a stroll down memory lane, exploring the different trees that grow around him. The

Cottonwood, named Prairie Prince, has a conversation with a boy who has fallen asleep under his branches. The other side of the book, *The Boy Whose Branches Reached the Stars*, is the story of a boy named Peter who is unhappy being short and longs to be tall like a tree. He goes on a stroll through the woods, exploring the different trees he might like to be, and eventually falls asleep underneath the old Cottonwood tree. Each artist contributed at least one tree to the book. As luck would have it, no two artists chose the same species! The artists' different styles and mediums highlight the unique qualities of each tree, helping the reader learn to distinguish the various species shown. Each contributing artist had a particular inspiration for selecting their tree. Along with their biographies you'll find in the book a brief description of why they chose the tree selected. Some of the contributing artists are well known, others yet to be discovered: Judy Graversen-Algaier Loretta Hendricks Backus Kris Barlow Shelley Barnhill Maureen Carroll Jack Cleveland Lisa Grossman Stan Herd Rachel Herring Paul Hotvedt Steve Howard Erok Johanssen Cathy Martin Samantha Nowak Bobbie Powell Ardys Ramberg Sara L. Taliaferro and Libby Tempero

Author Maureen Carroll had never tried to herd cats before setting out to coordinate the work of seventeen other Kansas artists for *The Tree Who Walked Through Time - A Tree Identification Story*, but she has never known the meaning of the word "can't." A lover of rocks and trees since she was a little girl climbing in the Colorado Rockies, Maureen has worn many hats over the years, including linguist and cultural anthropologist, mom, public speaker, gluten-free cook, teacher, photographer, writer, graphic designer, and all-around Seeker of Truth. Maureen graduated from the University of Kansas and has taught classes throughout the United States and abroad. "I started by asking each artist to select a tree and to show something of what distinguishes that species of tree from others," Maureen explains. Serendipitously, no two artists chose the same tree. A few more were added along the way, including Jack Cleveland's fractal tree (which may grow wherever the human imagination wanders). "I wanted to introduce fine art to children, and to use that art to help them learn to identify different kinds of trees. Ultimately I wanted to serve the purpose of conservation by creating an emotional connection to the trees.

My artists gave me more than I could have hoped for, which is wonderful because I wanted to help promote them, too." Motivation for this community effort to create a children's book was sparked by the recent cuts in funding to the arts and art education, particularly as it impacts children. "We were also motivated by our great love for trees and desire to aid tree conservation by increasing youths' understanding of trees." The author and artists are looking for book readers, tree lovers, and art supporters to aid in their cause of raising \$25,000 for children's art education." The Bicycle Coloring Book follows the fantastic journey of a bicycle exploring an unknown world without its rider. Bursting with intricate illustrations that evoke both Japanese anime and Western street art, the beautiful scenes cry out to be colored in amazing detail. As you color don't forget to look out for the bicycle's cute companion (who appears in every scene) and the illustration details that form a cleverly designed flip book. A stunning gift book that will appeal to lovers of cycling and urban art, as well as to committed coloring-in fans. Gholam Mortiza Khan comes to Brüssel to sell some jewelry, but before the sale can be closed, Khan dies in an accident. Thus begins events sparking an investigation by Mary von Rathen: accumulation of sand in the apartment of Kristin Antipova; accumulation of stones in the house of Constant Abeels and Maurice who is losing weight by the day. The events have a catastrophic effect on Brüssel and time is of the essence. Newly translated into English by Ivanka Hahnenberger and Steve Smith, and edited by Steve Smith (translator of *The Leaning Girl* and *The Beauty*) and Karen Copeland at Alaxis Press for publication by IDW. If you want to know about the ancient Olympic games, ask someone who was there! Who better to ask than Tethys, the grandmother of all the Greek gods. The Greek gods gather on Mount Olympus to watch the games taking place on Earth below. Like any typical family, they revive old rivalries, pick out their favourite competitors, and vie for the best view. Called upon to answer their questions and resolve their squabbles, Grandmother Tethys soothes and distracts them with stories about How the Olympic Games Came To Be. Prompted by the sporting events the gods have been watching down below, these tales reveal the mythical rivalries and adventures of both gods and mortals that inspired the very first

Olympic competitions. The gripping text is accompanied by illustrations inspired by ancient Greek objects and designs in the British Museum. You might have heard of the unicorn and the griffin, but what about the unifin? This fantastical flipbook collects together magical and mythical creatures from all over the world, then lets you mix and match their fronts and backs to create even more wondrous beasts of your own! From the wolpertinger and the bakeneko to the kraken and the qilin, this mixed-up magical bestiary has over 1,000 possible creations to fascinate, bewitch and beguile. 'It is said the Bintheyr Map to Everywhere will take its possessor wherever he or she needs to go...' Master thief, Fin, is unusual - when he's out of sight, everyone forgets he exists! He needs to find his mother - the one person who might remember him. Schoolgirl, Marrill, boards a pirate ship in a car park and is carried off to another world. She needs to find her way home. Fin and Marrill are on a wild adventure to find the Map to Everywhere, but can they escape the Oracle - a dark and powerful wizard who seeks the map to fulfil a terrifying prophecy? The first in an epic new adventure series from husband-and-wife team, John Parke Davis and NEW YORK TIMES bestselling author, Carrie Ryan. Beautifully illustrated by Todd Harris. Perfect for fans of Raina Telgemeier and All's Faire in Middle School, this sequel to the Eisner Award-nominated The Cardboard Kingdom follows the kids as they solve the mystery of a new neighborhood monster. A mystery is afoot in the Cardboard Kingdom. Vijay, the Beast, renounces his title after being bullied by neighborhood teenagers. No one--not his big sister Shikha or his friends--can seem to draw him back out of his shell. That very night is when it starts. At first, no one believes Nate, who breaks his leg trying to pursue what he saw from his bedroom window. But then there's another, and another. An unknown monster has been spotted roaming the Kingdom after dark. It's ghastly, it's quick, and it might even have giant tentacles. Or claws. Or wings. Okay, there might be some varied testimonies on what exactly this monster looks like. Forget Halloween--the newly minted Monster Mashers will go to any lengths to protect the Kingdom and uncover this mystery. But how did the monster get here? What does it want? And mostly importantly, who is behind its creation? The Cardboard Kingdom: Roar of the Beast was created,

organized, and drawn by Chad Sell with writing from nine other authors: Jay Fuller, David DeMeo, Katie Schenkel, Molly Muldoon, Vid Alliger, Manuel Betancourt, Michael Cole, Cloud Jacobs, and Barbara Perez Marquez. In a world where there are dragons, wyverns, and haunted squash, you'd figure someone would have recipes for them, right? Rutabaga and his magic cooking pot, Pot, join young adventurers Winnifred, Manny, and Beef on a quest to defeat a dragon, discover new ingredients, find monsters to have for and/or to dinner, and to save the day through cooking. Rutabaga will dare any danger to uncover new tastes, and there's a whole world full of food to try—from roasted mud leech to spider soup to peanut butter on crackers. His heroic recipes combine real ingredients, fantasy ingredients, and real ingredients that sound fantastical. Rutabaga the Adventure Chef is the perfect adventure for any kid grossed out when something weird shows up on the dinner table. Magic and mystery abound when a young girl discovers a secret, parallel New York City that may help her find her missing brother in this middle grade fantasy adventure that's a "thrilling page-turner" (Kirkus Reviews) for fans of Thirteen Witches and James Riley. Could lessons in magic make everything right again? Nell Batista has been in trouble one too many times. Now she's down to her last chance—literally. Join the Last Chance Club or be expelled from school. The kids in the club are an odd group, but when their teacher starts giving lessons in magic, things quickly go completely off the weird scale. Nell doesn't believe in it at first; after all, she's a smart city kid, and there has been nothing magical in her life since her brother, River, disappeared three years ago. But this magic is real—and powerful. As their skills grow, Nell and her new friends discover a parallel New York City called the Nigh. It's a place as delightful as it is scary, sizzling with magical energy, where statues can talk, magicians ride on giant dogs, and monsters roam Central Park. And it is all controlled by the terrifying Minister, who might hold the key to finding Nell's missing brother. Just how far will Nell go to find him, and who can she trust in a world topsy turvy with enchantment? Dive into the first two Mermaid Tales books—now available in one sparkling flip book edition! Third-grader Shelly Siren and her friends Echo, Kiki, and prima donna Pearl have just started school at the prestigious Trident Academy, where

they get their sparkling tails tangled up in plenty of adventures. Join this fin-tastic foursome, along with other fantastical under-the-sea characters, as they navigate the waters of everyday life. This paperback bind-up includes *Trouble at Trident Academy* and *Battle of the Best Friends*. It's show-and-tell time at Olivia's school and she's telling her class about the time she went to the circus and all the performers were sick... so Olivia had to do everything. She tamed the lions, balanced on stilts, juggled and even played the clown. 'Was that true?' Olivia's teacher asks. 'Quite true,' says Olivia. 'Are you sure Olivia?' 'To the best of my recollection,' she says. Fiction. Poetry. Laura Mullen's clever postmodern gothic is a tour de force. Here enter the stock elements of the generic horror tale: the haunted house, the doctor, the down-to-earth gardener, the chatty housemaid, the sunny morning and dark portentous night. At the center, a beautiful woman is dead. But is she? The tale is disassembled to offer alternate reading -- as a story, as a flipbook, and as a text scored for old and familiar voices. The ancient house the abandoned house the house that has been like that forever ... Dark shape in its bed of rank weeds its entrance gaping but not I was wrong like that/ Forever a shred of white lace at a broken window insisted on history. A supplement for D&D 5th edition that introduces magical cat creatures to battle and befriend.

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