

The Search For Wondla 1 Tony Diterlizzi Bossmallore

Raised underground by a robot, twelve-year-old Eva Nine finally finds all she ever wanted in the human colony of New Attica, but something very bad is going on there and unless Eva and her friends stop it, it could mean the end of life on Orbona.

When the Grace children go to stay at their Great Aunt Lucinda's worn Victorian house, they discover a field guide to fairies and other creatures and begin to have some unusual experiences.

"Broxo, the only surviving member of a tribe of barbarians, spends his time on a mountain hunting and avoiding the man-eating walking dead until everything changes when Zora, a foreign princess, arrives on the mountain seeking Broxo's lost tribe"--

A Caldecott Honor winner begins a new series about a young girl forced to flee from her underground home with a treasured item--a scrap of cardboard on which is depicted a young girl, an adult, and a robot, with the word, "WondLa." Illustrations.

When a beloved ornament breaks, will it ruin the holidays or save them? New York Times bestselling author and Caldecott Honor-winning illustrator Tony DiTerlizzi offers a brand-new Christmas story that is sure to be a holiday classic. Jack wants this to be the best Christmas ever, and he knows just how to make it happen... More! More lights, more presents, more cookies, more treats. More. More. More! So, when Jack breaks a dusty old ornament, he's not sure why his mom is so upset. They can always get more ornaments, so what's the big deal? Turns out the ornament was an heirloom, precious for more reasons than one. And Jack has a lot to learn about the true meaning of Christmas. A fairy emerges from the shattered ornament. She has the power to make the most magical Christmasy things happen. Suddenly trees are sprouting, reindeer are flying, and snowmen are snowball fighting. All of it is so perfect, or it would be if she could fix Mom's ornament. But she can't. So it's up to Jack to make some Christmas magic of his own.

"First published in the United States by Philomel Books, 2006."--Title page verso.

Two girls on opposite sides of a war discover they're fighting for a common purpose—and falling for each other—in Zoe Hana Mikuta's high-octane debut Gearbreakers, perfect for fans of Pacific Rim, Pierce Brown's Red Rising Saga, and Marie Lu's Legend series. We went past praying to deities and started to build them instead... The shadow of Godolia's tyrannical rule is spreading, aided by their giant mechanized weapons known as Windups. War and oppression are everyday constants for the people of the Badlands, who live under the thumb of their cruel Godolia overlords. Eris Shindanai is a Gearbreaker, a brash young rebel who specializes in taking down Windups from the inside. When one of her missions goes awry and she finds herself in a Godolia prison, Eris meets Sona Steelcrest, a cybernetically enhanced Windup pilot. At first Eris sees Sona as her mortal enemy, but Sona has a secret: She has intentionally infiltrated the Windup program to destroy Godolia from within. As the clock ticks down to their deadliest mission yet, a direct attack to end Godolia's reign once and for all, Eris and Sona grow closer—as comrades, friends, and perhaps something more... Praise for Gearbreakers: "An absolute joyride of a story set in a vivid, arresting world. Gearbreakers is sci-fi at its very finest, combining the grandeur of mecha fighting machines with the intimacy of (splendidly feral) found family. Zoe Hana Mikuta is a talent to be in awe of." —Chloe Gong, New York Times bestselling author of These Violent Delights

Talk about out of the frying pan, into the fire! I was pretty sure that my freaky stepsister and that freaky field guide of hers would ruin my life. But now it looks like they're going to ruin all of Florida, too! Okay, maybe that's not fair. Maybe all these stupid giants would be waking up anyway, but if it wasn't for her and that book, I'd be home playing video games and this would be someone else's giant problem!

Field guide: When the Grace children go to stay at their Great Aunt Lucinda's worn Victorian house, they discover a field guide to fairies and other creatures and begin to have some unusual experiences. Seeing stone: When Mallory and Jared attempt to rescue Simon from goblins, they use a magical stone which enables them to see things that are normally invisible.

Grubb, age twelve (or thereabouts), has never known anything beyond his miserable existence as a chimney sweep, paid only in insults and abuse by his cruel master. All of that changes the day he stows away in the coach belonging to a mysterious guest at the inn that he is tasked with cleaning. Grubb emerges from Alistair Grim's trunk and into the wondrous world of the Odditorium. Fueled by a glowing blue energy that Grubb can only begin to understand, the Odditorium is home to countless enchanted objects and an eccentric crew that embraces Grubb as one of their own. There's no time for Grubb to settle into his new role as apprentice to the strange, secretive Mr. Grim. When the Odditorium comes under attack, Grubb is whisked off on a perilous adventure. Only he can prevent the Odditorium's magic from falling into evil hands???and his new family from suffering a terrible fate. Grubb knows he's no hero. He's just a chimney sweep. But armed with only his courage and wits, Grubb will confront the life-or-death battle he alone is destined to fight.

A charming adventure full of magic and mystery, set in the land where stories come from. Something is broken in the land of story. Real and imaginary worlds are colliding—putting everything and everyone in grave peril. Tuesday and Baxterr, at the request of the Librarian, and with the help of Vivienne Small, venture to find the Gardener—the one person who can stop this catastrophe. On their way, they'll meet friends and foes, and discover strengths they didn't know they had. Will they be able to save the land of story? A Week Without Tuesday by Angelica Banks, with illustrations by Stevie Lewis, is the charming sequel to Finding Serendipity, a middle grade novel full of all the magic, mystery, and adorable illustrations readers have come to expect from this series. This title has Common Core connections. "All the worlds are fully rendered and themes of imagination, courage, family, sacrifice, and friendship are beautifully explored. Fans of Edith Nesbit, Michael Ende's The Neverending Story, and Roderick Townley's The Great Good Thing have a new home with Angelica Banks." —Booklist, starred review

“Banks’s wondrously whimsical language helps transport readers into this imaginative world. . . . Creative young authors as well as fantasy lovers will enjoy this inventive book.” —School Library Journal

Elementary school detective Moxie McCoy looks for a missing school mascot and a new best friend, with the help of her annoying little brother.

Prepare to enter the magical world of The Spiderwick Chronicles, the bestselling series from Tony DiTerlizzi and Holly Black! Now reissued in beautiful hardback editions, perfect for fans of the series as well as a new generation of readers. With the disappearance of Arthur Spiderwick's Field Guide, the Grace children were hoping the faerie world would finally leave them alone. But then a pack of smelly goblins snatch Simon and a band of elves try to entrap Jared and it's clear that the magical creatures are still keeping an eye on the three siblings. So when the children notice unusual activity near the abandoned quarry just outside of town, they decide to investigate only to discover a creature with plans to rule the faerie world ... whatever the cost ...

Perfect gift for book lovers, writers and your book club Book lovers rejoice! In this love letter to all things bookish, Jane Mount brings literary people, places, and things to life through her signature and vibrant illustrations. Readers of Jane Mount's Bibliophile will delight in: Touring the world's most beautiful bookstores Testing their knowledge of the written word with quizzes Finding their next great read in lovingly curated stacks of books Sampling the most famous fictional meals Peeking inside the workspaces of their favorite authors A source of endless inspiration, literary facts and recommendations: Bibliophile is pure bookish joy and sure to enchant book clubbers, English majors, poetry devotees, aspiring writers, and any and all who identify as book lovers. If you have read or own: I'd Rather Be Reading: The Delights and Dilemmas of the Reading Life; The Written World: The Power of Stories to Shape People, History, and Civilization; or How to Read Literature Like a Professor: A Lively and Entertaining Guide to Reading Between the Lines; then you will want to read and own Jane Mount's Bibliophile.

Living in isolation, a twelve-year-old human girl called Eva Nine sets out on a journey to find others like her, in a story that features "augmented reality" pages, in which readers with a webcam can access additional information about Eva Nine's world.

A first entry in an epic animal adventure series set in the subway tunnels of Brooklyn follows the experiences of an escaped pet shop mouse who descends into a utopian rat civilization before confronting threatening rebels, ravenous cats and a generations-long battle involving deadly secrets.

When all hope for a peaceful coexistence between humankind and aliens seems lost, Eva Nine, with help from an unlikely ally, tries to thwart the evil Loroc's ultimate plan for life on Orbona.

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.

The Spiderwick Chronicles leave the old-fashioned charm of New England far behind and head south for some fiendish faerie fun in the hot Florida sun. Eleven-year-old Nicholas Vargas only thinks his life has been turned upside down after his developer father remarries and moves his new wife and daughter into the soon-to-be completed Mangrove Hollow. But an "expedition" to a nearby lake turns up a little nixie with a giant problem - the huge, lumbering, fire-breathing variety - and it's up to Nick; his stepsister, Laurie; and his big brother, Julian (plus a familiar face from the original Spiderwick Chronicles) to figure out the best way to stop a host of rampaging giants before all of Florida goes up in smoke.

A monstrously funny debut from the new star of middle-grade adventure. THEYâ€(tm)RE COMING! Legends (also known as terrifying, human-eating monsters) have invaded the town of Darkmouth and aim to conquer the world. But donâ€(tm)t panic! The last remaining Legend Hunter - Finn - will protect us. Finn: twelve-years-old, loves animals, not a natural fighter, but tries really, really hard, and we all know good intentions are the best weapons against a hungry Minotaur, right? On second thoughts, panic. PANIC NOW!

The walled city of Weld is under attack from ferocious flying creatures that raid in the night, bringing death and destruction. The Warden calls for Volunteers to find and destroy the Enemy sending the invaders, and the heroes of Weld answer the call one by one, never to return. Rye is officially too young to go, but his brothers are among the lost, and he must help them. What terrors await him beyond the wall?

"Sometimes, when people grow up, they forget how to have fun." These are just some of the words of wisdom spoken by Ted, the big raspberry coloured, fun-loving, troublemaking, imaginary best friend who arrives one morning to bring a boy and his father closer together. The father is too busy to spend time with his son, or even to appreciate the value of just having fun, but Ted has a plan to change all that. The plan involves painting portraits on the walls, impromptu haircuts and even creating an indoor swimming pool... but it works!

Synopsis coming soon.....

Experience the fantastical with this complete deluxe, hardcover collection of the #1 New York Times bestselling Spiderwick Chronicles series. Join twins Jared and Simon and their older sister, Mallory, as they discover the fantastical world of Spiderwick. This complete hardcover set of The Spiderwick Chronicles includes The Field Guide, The Seeing Stone, Lucinda’s Secret, The Ironwood Tree, and The Wrath of Mulgrath. Each hardcover in this boxed set of the #1 New York Times bestselling Spiderwick Chronicles series, which has more than 12 million copies in print worldwide, features a larger trim size and an original jacketed cover with all-new art from Tony DiTerlizzi.

In the final installment of Beyond the Spiderwick Chronicles, Nick and Laurie had thought they solved their giant problems when they drove all the giants into the sea. But now, the Grace kids have come back to tell them they may have more trouble coming their way! It turns out the giants control the population of Hydra, a dragon like creature that is creating sinkholes all over Florida. But with the mermaids refusing to return the giants to the shore, the nixie's still missing and the threat of a destroyed Florida drawing closer, the kids have to take matters in their own hands. Will Nick and Laurie be able to stop the destruction they unwittingly caused? Can a new giant hunter help save the day? Can Arthur Spiderwick's Field Guide help them out of this or are they on their own? Find out in the final conclusion of the Spiderwick saga!

Book-loving Kenny the rabbit has few friends in his farming community, so when one, bookstore owner George, is sent to kill another, gentle dragon Grahame, Kenny must find a way to prevent their battle while satisfying the dragon-crazed townspeople.

After eating breakfast, good friends Meno the space alien and Yamagoo the jellyfish make time for fun.

The aliens have arrived. And they’re hungry for electricity. In the Earth of the future, humans are on the run from an alien force—giant blobs who suck up electrical devices wherever they can find them. Strata and her family are part of a caravan of digital rescuers, hoping to keep the memory of civilization alive by saving electronics wherever they can. Many humans have reverted

to a pre-electrical age, and others have taken advantage of the invasion to become dangerous bandits and outlaws. When Strata and her brother are separated from the caravan, they must rely on a particularly beautiful and rare robot pony to escape the outlaws and aliens—and defeat the invaders once and for all.

Twelve-year-old Hope lives in a post World War III town called White Rock where everyone must participate in Inventions Day, and though Hope's inventions always fail, her unique skill set comes in handy when bandits who want to steal precious medical supplies invade the town.

Eva Nine is at her bravest in the final book in the New York Times bestselling trilogy from the fantastical mind of Tony DiTerlizzi. All hope for a peaceful coexistence between humankind and aliens seems lost in the third installment of the WondLa trilogy. Eva Nine has gone into hiding for fear of luring the wicked Loroc to her companions. However, news of the city Solas being captured by the human leader, Cadmus Pryde, forces Eva into action once again. With help from an unlikely ally, Eva tries to thwart Loroc's ultimate plan for both mankind and the alien life on Orbona. Complete with lavish two-color illustrations and spot art throughout, and starring a host of unforgettable characters that reinforce the importance of friendship, *The Battle for WondLa* has all the hallmarks of a classic book—of the future.

When Jimmy's mother won't let him have any Moon Pies for a snack, he takes a trip to the moon to get some.

New York Times bestselling creator Tony DiTerlizzi is known for his distinctive style depicting fantastical creatures, horrific monsters, and courageous heroes. His illustrations reshaped and defined the worlds of *Advanced Dungeons and Dragons*, *Planescape*, and *Magic: The Gathering* in the imaginations of legions of devoted roleplaying gamers during the 1990s, before he transitioned to mainstream success with *The Spiderwick Chronicles* and *The Search for WondLa*. Collected here for the first time, this book features never-before-seen artwork and photographs, in addition to showcasing DiTerlizzi's most iconic roleplaying work with commentary by the artist. Introduction by Christopher Paolini (*Eragon*) and featuring appreciations by Guillermo del Toro, Brom, Jane Yolen, Holly Black, Zeb Cook, Jeff Easley, and Donato Giancola, among others! Tony's work has a distinct flair, a love for monsters if you will . . . His creatures have the charm of Henson or Rackham but they carry with them hints of their own ecosystem . . . Tony stands alone as a world creator and a weaver of tales, may you treasure these art pieces as much as I do. --Guillermo del Toro

It's never been more important to engage a child's scientific curiosity, and Sean Connolly knows just how to do it with lively, hands-on, seemingly "dangerous" experiments that pop, ooze, crash, and teach! Now, the author of *The Book of Totally Irresponsible Science*, takes it one step further: He leads kids through the history of science, and then creates amazing yet simple experiments that demonstrate key scientific principles. Tame fire just like a Neanderthal with the Fahrenheit 451 experiment. Round up all your friends and track the spread of "disease" using body glitter with an experiment inspired by Edward Jenner, the vaccination pioneer who's credited with saving more lives than any other person in history. Rediscover the wheel and axle with the ancient Sumerians, and perform an astounding experiment demonstrating the theory of angular momentum. Build a simple telescope just like Galileo's and find the four moons he discovered orbiting Jupiter (an act that helped land him in prison). Take a less potentially catastrophic approach to electricity than Ben Franklin did with the Lightning Mouth experiment. Recreate the Hadron Collider in a microwave with marshmallows, calculator, and a ruler it won't jeopardize Earth with a simulated Big Bang, but will demonstrate the speed of light. And it's tasty! By letting kids stand on the shoulders of Aristotle, Newton, Einstein, the Wright brothers, Marie Curie, Darwin, Watson and Crick, and more, *The Book of Potentially Catastrophic Science* is an uncommonly engaging guide to science, and the great stories of the men and women behind the science.

Arthur (Art) Mumby and his irritating sister Myrtle live with their father in the huge and rambling house, Larklight, travelling through space on a remote orbit far beyond the Moon. One ordinary sort of morning they receive a correspondence informing them that a gentleman is on his way to visit, a Mr Webster. Visitors to Larklight are rare if not unique, and a frenzy of preparation ensues. But it is entirely the wrong sort of preparation, as they discover when their guest arrives, and a Dreadful and Terrifying (and Marvellous) adventure begins. It takes them to the furthest reaches of Known Space, where they must battle the evil First Ones in a desperate attempt to save each other - and the Universe. Recounted through the eyes of Art himself, Larklight is sumptuously designed and illustrated throughout.

'A twenty-six letter menagerie!'

Born half-grown in a world that is being destroyed, Fisher has instinctive knowledge of many things, including that he must avoid the robot that knows his name.

Do you want to finally, conclusively, and at (very) long last, learn the Secret? Are you REALLY sure? Because now's your chance to escape... No? You're staying put? Have you any idea of what lies between these perilous pages? (How could you? ... except perhaps if you were to smell that faint aroma of musty mummy, or catch a glance of the deviously despicable Lord Pharaoh). Well, if you really want to learn the Secret I suppose you'll HAVE to read this. But you won't like it. The fifth and final fantastical adventure in the 'Secret' series in which Cass, Max-Ernest and Yo-Yoji are accused of stealing a very-valuable-and-not-to-be-touched ancient Egyptian mummy from the local museum. They are determined to clear their names, but after getting accidentally trapped in a crate with a mummified cat, the three youngest members of the Terces society unwittingly find themselves on their way to the great pyramids of...Las Vegas. Amongst the dusty corridors of the Cairo Hotel and mysterious hieroglyphs of the Nile Nail Salon, Cass draws ever closer to uncovering the Secret...

Eva Nine was raised by the robot Muthr. But when a marauder destroys the underground sanctuary she called home, twelve-year-old Eva is forced to flee aboveground. Eva Nine is searching for anyone else like her. She knows that other humans exist because of a very special item she treasures ~ a scrap of cardboard on which is depicted a young girl, an adult, and a robot along with the strange word "WondLa". Tony DiTerlizzi honours traditional children's literature in this totally original space age adventure: one that is as complex as an alien planet, but as simple as a child's wish for a place to belong.

In this highly anticipated sequel to New York Times bestselling and Caldecott Honor-winning author Tony DiTerlizzi's *Kenny and the Dragon*, Kenny must cope with many changes in his life—including the fear that he's losing his best friend. What can come between two best friends? Time has passed since Kenny Rabbit's last adventure with his best friend, the legendary dragon Grahame, and a lot has changed in the sleepy village of Roundbrook. For starters, Kenny has a whole litter of baby sisters. His friends are at different schools and Sir George is off

adventuring. At least Kenny still has his very best friend, Grahame. That's before Dante arrives. Dante is a legendary manticore and an old friend of Grahame's. Old friends spend a lot of time catching up. And that catching up does not involve Kenny. But there's a Witch to defeat, a pal to rescue, and a mysterious book to unlock. And those are quests for best friends, not old friends. Right?

Travel to WondLa with Eva Nine in this collectible boxed set that features all three novels in the New York Times bestselling The Search for WondLa trilogy! When a marauder destroys the underground sanctuary where Eva Nine was raised by the robot Muthr, the twelve-year-old girl is forced to flee aboveground. Eva Nine is searching for anyone else like her, for she knows that other humans exist, because of an item she treasures—a scrap of cardboard on which is depicted a young girl, an adult, and a robot, with the strange word, “WondLa.” Tony DiTerlizzi honors traditional children's literature in this totally original space-age adventure: one that is as complex as an alien planet, but as simple as a child's wish for a place to belong. Breathtaking two-color illustrations throughout reveal another dimension of Tony DiTerlizzi's vision. This enchanting boxed set includes: The Search for WondLa A Hero for WondLa The Battle for WondLa

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