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Ten-year-olds Ben Silverstein and Pearl Petal have had quite a busy summer in the town of Buttonville. Together, they've encountered all sorts of magical beasts -- a sasquatch, a lake monster, a leprechaun, a dragon, a kelpie, and even a unicorn! Homer thought that being inducted as a member of the treasure hunting society L.O.S.T. would be the key to finding pirate Rumpold Smeller's missing fortune. But when Homer's sworn enemy, Lorelei, forms an evil organization called FOUND, Homer and Dog face an impossible decision: Work with Lorelei to find the prize once and for all, or abandon their lifelong quest to locate the treasure. In the end, there can be only one owner of the coveted pirate booty. Who will reach it first? And who will be forced to walk the plank? What does FOUND mean for the future of L.O.S.T.? And just what is this famous treasure, anyway? Adventure abounds in this fun-filled, seaworthy tale of friendship, mystery, and one very special four-legged friend. Are there any legends about cats? Is Cinderella an English story? What is (or was) a Mumming Play? The subject of folklore covers an extremely wide field, with connections to virtually every aspect of life. It ranges from the bizarre to the seemingly mundane. Similarly, folklore is as much a feature of the modern technological age as the ancient world, of every part of the country, both urban and rural, and of every age group and occupation. Containing 2,000 entries, from dragons to Mother Goose, May Day to Michaelmas, this new reference work is an absorbing and entertaining guide to English folklore. Aimed at a broad general readership, the dictionary provides an authoritative reference source

on such legendary characters as the Babes in the Wood, Jack the Giant Killer, and Robin Hood, and gives entertaining and informative explanations of a wide range of subjects in folklore, from nosebleeds and wishbones to cats and hot cross buns. Pearl Petal and Ben Silverstein can't wait for their first official day as apprentices to Dr Woo, veterinarian for imaginary creatures. That is, until they are tasked with clipping the bigfoot's big toenails. Gross! Then Pearl spots a lake monster in the water behind the hospital. Even though they've been told not to leave the building for any reason, Pearl and Ben set off for a closer look. But when Ben is captured by the creature and held hostage in the middle of the lake, it's up to Pearl to hatch a rescue mission. Will she save the day, or cement her reputation as town troublemaker? Reborn as the Flame, thirteen-year-old Emily has saved Olympus from destruction but when the gruesome Nirads begin a new invasion, Emily and her friends become entangled in the conflict as old grudges are unearthed and new enemies are discovered. A young boy named Jinx encounters magic and danger as he grows up in the deep, dark forest known as the Urwald and discovers that the world beyond--and within--the Urwald is more complex than he could imagine. Everything changes when Isabelle discovers that she is the heir to Fortune's Farm, a wondrous place where the final remnants of magic grow. For as long as she can remember, ten-year-old Isabelle has dreamed of escaping her home in Runny Cove, a gray village where it never stops raining, and where she is forced to work at Mr. Supreme's Umbrella Factory. Journeying across the ocean, Isabelle finds a sunny new home filled with magical delights, including Curative Cherry trees that can heal all kinds of sickness, and Floating Fronds that make her fly. But Isabelle still feels the call to return to Runny Cove and use the secrets of the farm to stop the rain. With the magic of Fortune's Farm behind her, will Isabelle be strong enough to bring back the sun and stop the despicable Mr. Supreme? From the author of *Smells Like Dog* comes a magical journey about loyalty, family, and the magic within. In the closed world of the Fundamentalist Church of Latter Day Saints, Carolyn Jessop was forced to obey her controlling husband's every demand. She had no money, no power and existed as one of six wives battling for her husband's attention. For seventeen years Carolyn suffered for the sake of her children. She tried to protect them as the cult's new leader, Warren Jeffs, started marrying girls off younger and younger. But when Carolyn discovered that her twelve-year-old daughter had spent three days at Jeffs' home, she knew she had to do everything in her power to take her children and flee. At 35 Carolyn escaped. This is her harrowing - and ultimately triumphant - story. A lyrical, gorgeously illustrated look at the majesty of trees—and what humans can learn from them. Stand tall. Stretch your branches to the sun. Be a tree! We are all like trees: our spines, trunks; our skin, bark; our hearts giving us strength and support, like heartwood. We are fueled by air and sun. And, like humans, trees are social. They “talk” to spread information; they share food and resources. They shelter and take care of one another. They are stronger together. In this gorgeous and poetic celebration of one of nature's greatest creations, acclaimed author Maria Gianferrari and illustrator Felicita Sala both compare us to the beauty and majesty of trees—and gently share the ways in which trees can inspire us to be better people. When Ben Silverstein is sent to the rundown town of Buttonville to spend the summer with his grandfather, he's certain it will be the most boring vacation ever. That is, until his grandfather's cat brings home what looks like . . . a baby dragon? Amazed, Ben enlists the help of Pearl Petal, a local girl with an eye for adventure. They take the wounded dragon to the only veterinarian's office in town -- Dr. Woo's Worm Hospital. But as Ben and Pearl discover once they are inside, Dr. Woo's isn't a worm hospital at all -- it's actually a secret hospital for imaginary creatures. After Ben accidentally leaves the hospital's front door unlocked, a rather large, rather stinky, and very hairy beast escapes into Buttonville. Ben and Pearl are tasked with retrieving the runaway creature, and what started out as an ordinary summer becomes the story of a lifetime. Suzanne Selfors delivers a wild journey filled with mythical creatures and zany adventures that are anything but imaginary. This book includes bonus writing, art, and science activities that will help readers discover more about the mythological creatures featured in *The Sasquatch Escape*. These activities are designed for the home and the classroom. Enjoy doing them on your own or with friends! 'HA HA HA HA HA HA HA HA HA HA HA HA HA HA!' Frank Cottrell Boyce 'Hilarious' Tim Minchin 'Danny Wallace and Jamie Littler's books contain all the wit and warmth of Dahl and Blake at their best. Irresistible.' Phil Earle 'Like David Walliams, Danny Wallace is a comedian turned children's author. Of the two, Wallace's writing is funnier' *The Sunday Times*, Children's Book of the Week A hilarious adventure from presenter and bestselling author Danny Wallace brought to life with illustrations from Jamie Littler, perfect for fans of David Walliams, Roald Dahl, David Baddiel and David Solomons! Nobody knows it yet, but the people of Earth are in big, big trouble. Like - HUGE trouble. Oh, come on, where's your imagination? Double what you're thinking! It involves a shadowy figure, an enormous tower, some sinister monsters, an army of huge clanking and thundering metal oddballs, and people who are just like you... but not like you at all. So now you have a decision to make: read this book and discover a secret that will change your life FOREVER or run away screaming while you can... Laney thinks the summer's going to be boring but how wrong she is! From the moment she sees a blood-red moon, things take a turn for the magical. For Laney is a faerie, a member of the Mist Tribe, and things are about to get exciting, and mysterious, and dangerous. Laney and her faerie friends must stop an evil Shadow Faerie finding the magical objects he needs to become all-powerful. Each book deals with the quest for a different object. Raising awareness of human indifference and cruelty toward animals, *The Global Guide to Animal Protection* includes more than 180 introductory articles that survey the extent of worldwide human exploitation of animals from a variety of perspectives. In addition to entries on often disturbing examples of human cruelty toward animals, the book provides inspiring accounts of attempts by courageous individuals--including Jane Goodall, Shirley McGreal, Birute Mary Galdikas, Richard D. Ryder, and Roger Fouts--to challenge and change exploitative practices. As concern for animals and their welfare grows, this volume will be an indispensable aid to general readers, activists, scholars, and students interested in developing a keener awareness of cruelty to animals and considering avenues for reform. Also included is a special foreword by Archbishop Desmond Tutu, urging readers to seek justice and protection for all creatures, humans and animals alike. How should we treat non-human animals? In this immensely powerful and influential book (now with a new introduction by Sapiens author Yuval Noah Harari), the renowned moral philosopher Peter Singer addresses this simple question with trenchant, dispassionate reasoning. Accompanied by the disturbing evidence of factory farms and laboratories, his answers triggered the birth of the animal rights movement. 'An extraordinary book which has had extraordinary effects... Widely known as the bible of the animal liberation movement' *Independent on Sunday* In the decades since this landmark classic first appeared, some public attitudes to animals may have changed but our continued abuse of animals in factory farms and as tools for research shows that the underlying ideas Singer exposes as ethically indefensible are still dominating the way we treat animals. As Yuval Harari's brilliantly argued introduction makes clear, this book is as relevant now as the day it was written. Spending the summer in his grandfather's rundown town, ten-year-old Ben meets an adventurous local girl and together they learn that the town's veterinarian runs a secret hospital for imaginary creatures. Tom faces his toughest Beast Quest yet -

he must find the Tree of Being to rescue Freya and Silver from Tavania. But Sanpao the Pirate King controls six deadly Beasts, which seek to thwart Tom. Can our hero outwit cunning Koron? Don't miss the rest of the series! **BALISK THE WATER SNAKE HECTON THE BODY SNATCHER TORNO THE HURRICANE DRAGON KRONUS THE CLAWED MENACE BLOODBOAR THE BURIED DOOM** An analytical investigation into Prime Minister Winston Churchill's decision-making process during every stage of World War II. When Winston Churchill accepted the position of Prime Minister in May 1940, he insisted in also becoming Minister of Defence. This, though, meant that he alone would be responsible for the success or failure of Britain's war effort. It also meant that he would be faced with many monumental challenges and utterly crucial decisions upon which the fate of Britain and the free world rested. With the limited resources available to the UK, Churchill had to pinpoint where his country's priorities lay. He had to respond to the collapse of France, decide if Britain should adopt a defensive or offensive strategy, choose if Egypt and the war in North Africa should take precedence over Singapore and the UK's empire in the East, determine how much support to give the Soviet Union, and how much power to give the United States in controlling the direction of the war. In this insightful investigation into Churchill's conduct during the Second World War, Allen Packwood, BA, MPhil (Cantab), FRHistS, the Director of the Churchill Archives Centre, enables the reader to share the agonies and uncertainties faced by Churchill at each crucial stage of the war. How Churchill responded to each challenge is analyzed in great detail and the conclusions Packwood draws are as uncompromising as those made by Britain's wartime leader as he negotiated his country through its darkest days. A mysterious sickness from the Imaginary World is sweeping the town of Buttonville. Dr. Woo, Metalmouth, and even the sasquatch have fallen ill. According to Mr. Tabby, the only known cure is a griffin's feather, but there is none in the hospital. Keeping an eye out for Maximus Steele, a poacher wanted for crimes against Imaginary creatures, Ben, Pearl, and Mr. Tabby make their way through the Portal. But danger looms on the other side. Can they persuade the griffin, king of the Imaginary World, to surrender a feather? And at what cost? Suzanne Selfors delivers a wild journey filled with mythical creatures and zany adventures that are anything but imaginary. This book includes bonus writing, art, and science activities that will help readers discover more about the mythological creatures featured in *The Griffin's Riddle*. These activities are designed for the home and the classroom. Enjoy doing them on your own or with friends! A gorgeous new series about best friends and magical princesses! Charlotte and Mia have been best friends for ever, even though they live far apart. Luckily, the girls share a special secret - they're training to be Secret Princesses, magical princesses who grant wishes for girls everywhere! But horrid Princess Poison is determined to stop them from making wishes come true. Can the Charlotte and Mia find a way to help Emily get over her fear of the sea? Plus... * Special campaign with Monsoon Children's - win the same princess outfits as Charlotte and Mia for you and your best friend! * Collect the tokens for a exclusive Best Friends necklace designed by Monsoon! At Dr. Woo's Worm Hospital, Pearl and Ben are greeted with some bad news. A human has been spotted in the Imaginary World! Dr. Woo suspects it might be Maximus Steele -- a poacher with his sights set on prized animal horns. What creature will he attack next? Will it be a unicorn? Together, Pearl, Ben, and Dr. Woo travel to the Tangled Forest. It's an amazing, colorful, and wild place. Ultimately, the responsibility falls to Pearl to find the lost unicorn. But in a land of fire-breathing insects and flesh-eating flora, is she up for the challenge? Suzanne Selfors delivers a wild journey filled with mythical creatures and zany adventures that are anything but imaginary. This book includes bonus writing, art, and science activities that will help readers discover more about the mythological creatures featured in *The Order of the Unicorn*. These activities are designed for the home and the classroom. Enjoy doing them on your own or with friends! Dashing detective Mr. Penguin and his Adventuring gang are in for a wild ride when they're hired to find a treasure before bandits do! From Alex T. Smith's delightfully illustrated, mystery-detective series. When Bouddica Bones from the Museum of Extraordinary Objects calls for help in locating prized valuables, Mr. Penguin and his kung fu spider sidekick, Colin, swing into action. Following a map and clues, Mr. Penguin stumbles onto secret staircases, alligators, and falling toilets. Things really take a turn for the worse when Mr. Penguin learns the real crooks are closer to snatching the loot than he thought! Can Mr. Penguin foil this perilous plot and get home in time for a fish finger sandwich? Alex T. Smith's Mr. Penguin is a page-turning, illustrated middle grade series that is sure to thrill young readers looking for a good adventure and major laughs. Two color illustrations throughout. Meet Homer Pudding, an ordinary farm boy who's got big dreams-to follow in the footsteps of his famous treasure-hunting uncle. But when Uncle Drake mysteriously disappears, Homer inherits two things: a lazy, droopy dog with no sense of smell, and a mystery. Why would his uncle call this clumsy dog his "most treasured possession?" And why did he put a gold coin on the dog's collar? And who will continue Uncle Drake's quest-to find the most coveted pirate treasure in the world? Join Homer, his sister Gwendolyn, and Dog on an adventure that will test their wits and courage as they leave their peaceful farm and head into a world where ruthless treasure hunters hide around every corner. Where they discover that Dog has a hidden talent and that treasure might be closer than they ever imagined... Malvel has created another deadly Beast to stop Tom from saving the realm of Seraph! Spikefin is a vicious sea creature who drags his victims to a watery grave. Is this the end for Tom and his perilous Quest? **FANTASY & MAGICAL REALISM.** Samuel's not allowed to enter Shadow Forest. But what's to stop the forest from coming to him? There's one thing every troll child dreads more than anything - and that's being sent to the Betterer. The Betterer is the most evil troll in Shadow Forest who loves to punish his fellow trolls for their grubby and stupid habits in lots of horrible ways. When one troll boy escapes the forest to be with his favourite human, Samuel Blink, the Betterer is not very happy. Until he realizes that the most useful thing to have in his Bettering Tower would be a real life human child. So he places his Bettering Branch and Gripgrass Juice in his pockets and sets out on a quest into the human world beyond the forest to kidnap Samuel and the troll friend he's been hiding in his wardrobe. Ages 9+. A power-mad High Born witch forms a new army of wacky wizards and witches who lost the last war. It's a tough job. This brainless bunch prefers to guzzle gibber juice and clobber each other rather than follow orders. To boost her army, the witch ensnares covens of modern-day witches, who are innocent, ordinary folk. But Mortor, the worst High Born wizard, reappears and snatches her leadership. Desperate to share power, the witch lures Mortor into a farcical ceremony that ties these two High Borns together for eternity. Mortor and the grumpy gang set off to wallop the highly advanced good witches and wizards, who keep trouncing them instead. Meanwhile, the smart side are producing a film about the 'Great Wizard Wars'. But young witches and wizards starring in the film are in the very spot where the wicked warmongers land. Some are trapped. Can their friends rescue them and change the course of this Wacky Wizard War? When Ben Silverstein is sent to the rundown town of Buttonville to spend the summer with his grandfather, he's certain it will be the most boring holiday ever. That is, until his grandfather's cat brings home what looks like . . . a baby dragon? Enter Pearl Petal, a local girl with an eye for adventure, who helps Ben take the wounded dragon to the only veterinarian in town - the mysterious Dr Woo. No one knows where Dr Woo came from or

why she's moved into the old button factory and renamed it Dr Woo's Worm Hospital. But as Ben and Pearl discover once they are inside, Dr Woo's isn't a worm hospital at all - it's actually a secret hospital for Imaginary Creatures. After Ben accidentally leaves the hospital's front door unlocked, a rather large, rather stinky, and very hairy beast escapes into Buttonville. Ben and Pearl are tasked with retrieving the runaway creature, and what started out as the most boring holiday ever becomes the story of a lifetime. David and the dragons are back in the sixth installment in the New York Times bestselling Last Dragon Chronicles! After destroying a trace of dark fire, David, Zanna, and the Pennykettle dragons vanished. In a brand-new world, Co:per:nica, which runs parallel to that of Crescent Lane, firebirds roam the ancient library, a museum for books. But when 12-year-old David and Rosanna accidentally injure one of the firebirds, they are suddenly thrust into a remarkable adventure. The evil Ix have taken over one of the firebirds, turning it to the side of darkness, but the birds have a secret: They know about the existence of dragons. And from across the universe, one may come to their aid.... Don't miss Chris d'Lacey's addition to his rich dragon mythology in his next series, The Erth Dragons! This book examines the nature of unmasking in social theory, in revolutionary movements and in popular culture. Unmasking is not the same as scientific refutation or principled disagreement. When people unmask, they claim to rip off a disguise, revealing the true beneath the feigned. The author distinguishes two basic types of unmasking. The first, aimed at persons or groups, exposes hypocrisy and enmity, and is a staple of revolutionary movements. The second, aimed at ideas, exposes illusions and ideologies, and is characteristic of radical social theory since the eighteenth-century Enlightenment. The Unmasking Style in Social Theory charts the intellectual origins of unmasking, its shifting priorities, and its specific techniques in social theory. It also explores sociology's relationship to the concept of unmasking through an analysis of writers who embrace, adapt or reshape its meaning. Such sociologists include Vilfredo Pareto, Karl Mannheim, Raymond Aron, Peter Berger, Pierre Bourdieu, Luc Boltanski and Christian Smith. Finally, taking conspiracy theories, accusations of social phobia and new concepts such as micro-aggression as examples of unmasking techniques, the author shows how unmasking contributes to the polarization and bitterness of much public discussion. Demonstrating how unmasking is baked into modern culture, yet arguing that alternatives to it are still possible, this book is, in sum, a compelling study of unmasking and its impact upon modern political life and social theory. Ellie, Summer and Jasmine are off for a summertime adventure on King Merry's royal yacht in Dolphin Bay. They have a great time swimming with the dolphins there, until Queen Malice shows up to ruin their fun. Can the girls break Queen Malice's horrible spells and save the dolphin celebrations? The first book in a laugh-out-loud funny adventure series for 8+ readers from radio stars Greg James and Chris Smith 'So funny, it's almost criminal' INDEPENDENT 'Outrageous capers' GUARDIAN SHORTLISTED FOR THE WATERSTONES CHILDREN'S BOOK PRIZE A TOM FLETCHER BOOK CLUB PICK Murph Cooper has a problem. His new school is top secret, and super weird. His classmates can all fly or control the weather or conjure tiny horses from thin air. And what's Murph's extraordinary skill? Um, oh yeah – he hasn't got one. Just as well there are no revolting supervillains lurking nearby, their minds abuzz with evil plans. There are! Right. Ok, then... It's time for Kid Normal to become a hero! Farm boy Homer faces another challenger for his uncle's spot in the society of Legends, Objects, Secrets, and Treasures but Dog's hidden ability to smell treasure guides the duo as clues lead them to fantastic mansions and hidden islands. An easy-to-read, page-turning account of Harriet Tubman's life--from her childhood in slavery to her years as a conductor on the Underground Railroad to her later work as a suffragette and as a spy in the Civil War. This remarkable true story brings to life one of America's greatest female role models. The Adventurers and The Cursed Castle is the first book in The Adventurers Series: exciting adventure stories for children aged 8-12. A mysterious curse has stricken Kexley Castle for generations ever since Egyptian treasure was transported to Cornwall by a 19th Century explorer. Can four young adventurers reveal the secrets that have been hidden for over a hundred years? Join Lara, Rufus, Tom and Barney in their first exciting adventure together as they unravel the mystery and race to find Captain Jack Kexley's hiding place. To succeed, they must discover and solve a series of clues left by their ancestor, ahead of two unwelcome visitors from the British Museum who are determined to get there first! Be the hero in this exciting adventure! Join Tom and his companions on a brand new Beast Quest, where your decisions determine the outcome. Meet old favourites Ferno and Sepron, and do battle with two new and terrifying Beasts: Aldroim - a huge shape-shifting Beast, and Cornix - a crow-like skeletal Beast who lures victims to their deaths! Ben and Pearl are back at Dr Woo's, eager to spend another day working with imaginary creatures! When Mr Tabby directs them to the roof, they finally have a chance to meet the reclusive dragon that's been hiding out at the hospital - and that Ben and Pearl had spotted flying over Buttonville on Ben's first day in town. But all too soon, they're summoned to the basement, to the hospital's portal into the Imaginary World. A call for help has come in, and with Dr Woo away, Ben and Pearl are the only ones who can respond. Their mission: to rescue the rain dragon and uncover the identity of a poacher who's found a way to enter the Imaginary World. What does this mean for Dr Woo and her mythical creatures? Only time will tell. Luckily, Ben and Pearl are up for the challenge! When Ben Silverstein is sent to the rundown town of Buttonville to spend the summer with his grandfather, he's certain it will be the most boring vacation ever. That is, until his grandfather's cat brings home what looks like . . . a baby dragon? Amazed, Ben enlists the help of Pearl Petal, a local girl with an eye for adventure. They take the wounded dragon to the only veterinarian's office in town -- Dr. Woo's Worm Hospital. But as Ben and Pearl discover once they are inside, Dr. Woo's isn't a worm hospital at all -- it's actually a secret hospital for imaginary creatures. After Ben accidentally leaves the hospital's front door unlocked, a rather large, rather stinky, and very hairy beast escapes into Buttonville. Ben and Pearl are tasked with retrieving the runaway creature, and what started out as an ordinary summer becomes the story of a lifetime. Suzanne Selfors delivers a wild journey filled with mythical creatures and zany adventures that are anything but imaginary. This book includes bonus writing, art, and science activities that will help readers discover more about the mythological creatures featured in The Sasquatch Escape. These activities are designed for the home and the classroom. Enjoy doing them on your own or with friends! The thrilling world of DreamWorks Animation's Spirit Riding Free is brought to life in award-winning author Suzanne Selfors's original novel, now as a paperback! Twelve-year-old Lucky Prescott craves adventure, but as a young lady of society she's only been allowed to experience adventure through books. That is, until one fateful day when Lucky, her father, and her aunt leave their neat-and-tidy city life and travel to their new home out west. At first Lucky is excited, but during the long train ride to her new home in Miradero, she begins to worry. What if she doesn't make any new friends? Everyone in the West rides horses, but she's never been allowed to even sit on one. How can she possibly fit in? Anxious about the future, Lucky looks out the train window and sees a majestic wild stallion. When their eyes meet, she senses a connection. But when the stallion is caught by wranglers, Lucky's heart breaks. And when she next sees the stallion, he's tied to a post, refusing to be "broken." Spirit Riding Free: The Adventure Begins, now in paperback, is the story of a girl and a wild horse, equally out of place in a

strange, new world, but equally fierce and brave. With each other to lean on, will these two free spirits be able to find a home together? DreamWorks Spirit Riding Free © 2019 DreamWorks Animation LLC. All Rights Reserved. Emmeline Thistle, a dirt-scratcher's daughter, has escaped death twice-first, on the night she was born, and second, on the day her entire village was swept away by flood. Left with nothing and no one, Emmeline discovers her rare and mysterious ability-she can churn milk into chocolate, a delicacy more precious than gold. Suddenly, the most unwanted girl in Anglund finds herself desired by all. But Emmeline only wants one-Owen Oak, a dairyman's son, whose slow smiles and lingering glances once tempted her to believe she might someday be loved for herself. But others will stop at nothing to use her gift for their own gains-no matter what the cost to Emmeline. Magic and romance entwine in this fantastical world where true love and chocolate conquer all. Boom Broom doesn't think his life could get any worse. Ever since his mother was swept away by a twister, his family has gone crazy. They refuse to leave the house and Boom and his sister Mertyle are looked after by Halvor, the Viking descendant who rents the room over their garage. When Boom finds a baby mermaid who seems to grant unlimited wishes, he thinks his luck has turned around. That is, until his sister is hit by the curse of the merfolk. Now Boom and his best friend Winger must find a way to return the merbaby to its mother and save Mertyle before it is too late.

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