

The Castle Of Adventure

“Pötzsch paints picturesque landscapes, whether it’s damp, dark castles, the stink of a medieval tannery, or whirlpool-plagued Rhine River rapids . . . Combine Princess Bride with Germanic history circa 1500, add a dash of Lord of the Rings, and there’s a week of good fun.” — Kirkus Reviews In 1524, in what is now Germany, hundreds of thousands of peasants revolted against the harsh treatment of their aristocratic overlords. Agnes is the daughter of one of these overlords, but she is not a typical sixteenth-century girl, refusing to wear dresses and spending more time with her pet falcon than potential suitors. There is only one suitor she is interested in: Mathis, a childhood friend whom she can never marry due to his low birth status. In the midst of war, Agnes’s falcon finds a mysterious ring, and Agnes begins having strange but seemingly meaningful dreams. Dreams that lead her and Mathis to run away from their home in Trifels Castle and into the midst of the tumultuous Peasants’ War, cast into an adventure that will lead them to shocking revelations about themselves and the future of the emerging German states. “The war scenes are grimly realistic, and the narration gripping . . . The author makes the fantastical elements work by harnessing them to the grim reality of the Peasants’ War, setting his far-fetched romance in an utterly convincing world of economic hardship, social strife and religious and political uncertainty.” — Wall Street Journal

The Castle of Adventure Hachette Children's

Brother and sister teams join together to foil dangerous criminals in this series of adventures.

Lucy-Ann, Jack, Dinah, and Philip spend the holidays in a cottage near a strange, deserted castle, and find themselves in the midst of another adventure, involving a torch flashing at night and men at work in the depths of the castle.

Enid Blyton's much-loved classic series, packed full of adventure and mystery. Philip, Dinah, Lucy-Ann and Jack are going for a night flight on Bill's plane and soon find themselves flying into a truly amazing adventure. What has happened to Bill? Who are the two strange pilots, and what is the secret treasure hidden somewhere in the lonely valley the children have landed in? First published in 1947, this edition contains the original text and is unillustrated.

Move Over, Mickey. Deep inside Sleeping Beauty Castle, in rooms secretly built by Walt Disney himself, live the true champions of Disneyland. Not princes, not Imagineers, not Mickey. Cats. Cats of the Castle! Their mission: to preserve the magic of the park from the villains who would destroy it.

“Well worth it for ravenous fans of quest stories.” —Kirkus Reviews “A highly recommended adventure series” —School Library Journal Inspired by Hispanic folklore, legends, and myths from the Iberian Peninsula and Central and South America, this bold sequel to Charlie Hernández & the League of Shadows, which Booklist called “a perfect pick for kids who love Rick Riordan” in a starred review, follows Charlie as he continues on his quest to embrace his morphing identity. Charlie Hernandez still likes to think of himself as a normal kid. But what’s normal about being a demon-slaying preteen with an encyclopedic knowledge of Latino mythology who can partially manifest nearly any animal trait found in nature? Well, not much. But, Charlie believes he can get used to this new “normal,” because being able to sprout wings or morph fins is pretty cool. But there is a downside: it means having to constantly watch his back for La Mano Peluda’s sinister schemes. And when the leader of La Liga, the Witch Queen Jo herself, is suddenly kidnapped, Charlie’s sure they’re at it again. Determined to save the queen and keep La Liga’s alliances intact, Charlie and his good friend Violet Rey embark on a perilous journey to track down her captors. As Charlie and Violet are drawn deeper into a world of monstruos and magia they are soon left with more questions than answers—like, why do they keep hearing rumors of dead men walking, and why is Charlie suddenly having visions of an ancient evil: a necromancer priest who’s been dead for more than five centuries? Charlie’s abuela once told him that when dead men walk, the living run in fear. And Charlie’s about to learn the truth of that—the hard way.

On the mysterious Island of Gloom, Philip, Dinah, Lucy-Ann, and Jack find themselves in the middle of a dangerous adventure in an abandoned copper mine.

In the tradition of Edward Eager and E.L. Konigsburg, a novel about the excitement—and the dangers—of wishing. Tess and her brother, Max, are sent for the summer to their aunt’s sleepy village in the English countryside, where excitement is as rare as a good wifi signal. So when Tess stumbles upon an old brass key that unlocks an ornately carved gate, attached to a strangely invisible wall, she jumps at the chance for adventure. And the world beyond the gate doesn’t disappoint. She finds rose gardens, a maze made of hedges, and a boy named William who is just as lonely as she is. But at William’s castle, strange things begin to happen. Carnival games are paid for in wishes, dreams seem to come alive, and then there’s William’s eerie warning: Beware of the hawthorn trees. A warning that chills Tess to the bone. In a magical, fantasy world that blurs the line between reality and imagination, readers are left to wonder exactly what they’d wish for if wishes could come true. Perfect for fans of Half Magic and The Secret Garden—and for anyone who’s ever wondered if magic is real. For the further adventures of Tess and Max, be sure to check out Amy Ephron’s Carnival Magic! Praise for The Castle in the Mist: “Bursting with imagination and warmth, Amy Ephron’s first novel for young people is a magical book in all ways.”—Holly Goldberg Sloan, New York Times bestselling author of Counting by 7s “This beautiful story’s quiet, peaceful tone nicely evokes both the serenity of country life and the haunting magic of the castle, and the emotional heft of Tess and Max’s separation from their parents, as well as their strong bond, keeps the tale firmly grounded in reality. Perfect for middle-graders who love classic fantasy.”—Booklist “Rich description of the castle along with an elaborate map at the book’s beginning and an illustration at the end enhance the fantasy world....A sequel is suggested; beguiled readers will hope it happens.”—Kirkus Reviews “There are scenes...that are transcendent in their beautiful, ethereal descriptions [in this] uplifting novel about family and connection.”—BCCB “A slightly darker, updated take on magical realism classics such as Edward Eager’s Half Magic and E. Nesbit’s The Enchanted Castle.”—School Library Journal “A near-perfect 9....This book defies gravity because it’s hard to put down!”—Time for Kids, kid reporter “Ephron renders this magical world with such assertive beauty that readers of all ages, who are fortunate enough to believe in the power of magic, will enjoy immersing themselves in the roller-coaster fun of these stories, and come to trust, even if for a short time, that in this ‘alternate universe’ it is possible for us to come together and ‘touch the sky.’”—Jewish Journal

Your mission in The Castle of Fear is to rescue your friends imprisoned there. But beware! The wicked wizard has set many traps. You and your monkey companion, Zello, must find a way past monsters, vampire bats, a dragon, the Slime Serpent and other terrifying dangers. Twelve-year-old William uses the magic token to return, through the toy castle in his attic, to the medieval land of Sir Simon, which is now menaced by a skeleton ship bearing a plague of ravenous rats.

In the Island of adventure, the children are plunged into danger when they investigate sinister happenings on the mysterious Isle of Gloom. In the Castle of adventure, the children are determined to find out the secret of the old castle on the hill and why the locals are so afraid of it. Peta Jones is an ordinary girl struggling with the loss of her father, an army hero who died in mysterious circumstances. When she receives clues that he may still be alive, but no one believes her, she embarks on a dangerous rescue across the crystal-clear waters of the Mediterranean to a cliff-top castle, home to a billionaire in exile. Soon Peta discovers that what some people will do for money, she will do for

truth and hope.

SUMMARY: When Joseph decided to visit the magic garden he did not expect to find himself inside a tree shaped like a castle, nor did he expect to shrink so small that a cat seemed like a fierce tiger.

A dangerous new order threatens the mission of the Knights of Arrethtrae. Only loyalty to the King can bring victory! As the Knights of the Prince await His triumphant return, they are steadfast in their mission to take His story into the kingdom and recruit as many as are willing. But when a new and dangerous threat is revealed, their mission is jeopardized. Sir Kendrick and his young charge, the impetuous Sir Duncan, are sent on a mission to discover the identity and origin of a secretive new order known as the Conquistero Knights. They travel to the city of Bel Lione where Lord Ra has been enticing young people in the kingdom to join his festivals, after which many choose not to return home. Their families keep quiet for fear of repercussion. When Sir Duncan disappears while trying to discover the truth of Lord Ra's castle, Sir Kendrick attempts to find and enlist the help of a mysterious warrior. Time is short for he must save Duncan and call upon the knights of Chessington to join in the battle against the evil Lord Ra. Journey to Arrethtrae, where these knights of noble heart live and die in loyal service to the King and the Prince. These knights are mighty, for they serve a mighty King. They are...the Knights of Arrethtrae!

Philip, Dinah, Lucy-Ann, and Jack spend their holiday in the Welsh mountains in search of adventure as they try to discover the source of a mysterious rumbling in the mountain.

The reader determines the path the plot will take when he investigates a mysterious secret castle.

Enid Blyton's much-loved classic series, packed full of adventure and mystery. Why are the locals so afraid of the deserted old castle on the hill? When lights are seen there in a distant tower, Philip, Dinah, Lucy-Ann and Jack decide to investigate - discovering a very sinister plot concealed in its gloomy rooms and secret passages. First published in 1946, this edition contains the original text and is unillustrated.

"An easy sell to girls looking for a friendship story with more than a touch of make-believe." — Kirkus reviews When Emily Windsnap discovers an old diamond ring during a class hunt for trinkets, how is she supposed to know that the ring is half the key to unlocking an ancient curse by Neptune himself? Now, with the ring stuck firmly on her hand, Emily finds herself under a new curse: in just a few days, she'll cease to be half-human and half-mermaid and must say good-bye to one parent forever. Can she possibly find the other missing ring that will break all the curses? Is there anyone who can help her -- before it's too late?

Ten-year-old William receives a wooden model of a medieval castle as a gift. It has everything he could possibly want, right down to a miniature drawbridge, a portcullis and a silver knight. In this enthralling story that weaves the everyday problems of growing up with magic and fantasy, the castle introduces William to an adventure involving magic, a ferocious dragon, a wicked wizard, and his own personal quest, where courage will finally triumph over fear.

This magical adventure set in an enchanted castle surrounded by thorns tells a tale of the power of memory and story, forgiveness and strength, and the true gifts of craft and imagination. By the acclaimed author of *The Princess Curse* and *Handbook for Dragon Slayers*, this original fantasy is perfect for fans of Gail Carson Levine, Karen Cushman, and Shannon Hale. When blacksmith apprentice Sand wakes up in a ruined castle, he has no idea how he got there, but the thorny brambles that surround the walls prevent him from leaving. As he begins to fix up the castle in order to survive, everything he touches somehow works better than it should. Then, as he continues to explore, Sand discovers the castle's secrets, including its long lost heir, Perrotte. Together they must fully repair the broken castle if they ever want to leave.

A magical castle with a life of its own and a plucky princess who will defend it at all cost

The Castle of Adventure is the second exciting instalment in the Adventure series by Enid Blyton, one of the best-loved children's writers of all time. Why is everyone so afraid of the castle on the hill, and what dark secrets lurk inside its walls? Philip, Dinah, Lucy-Ann, Jack and Kiki the parrot are on holiday in the countryside, staying on the side of Castle Hill. When flashing lights are seen in a distant tower, they decide to investigate - and discover a very sinister plot concealed within its hidden rooms and gloomy underground passages.

An unforgettable tale of adventure, wonderfully illustrated by Chris Riddell. Alice in Wonderland meets Animal Farm Lorina, a young schoolgirl, is led by a black rabbit through a wood to a magical land. There she finds a race of green people, who are all overworked, starving and subjected to the toxic fumes billowing out of a nearby castle. She decides to gain access to the castle on behalf of the poor green people, and within its walls she meets the "insiders", selfish creatures who hoard all the resources and treat the outsiders as slaves. Her quest leads her to encounter the bureaucrat, the superviper, the farmadillo and, eventually, the awful Piggident himself. Wonderfully illustrated by Chris Riddell, *The Castle of Inside Out* is an unforgettable and hilarious tale of adventure, set in a world where injustice and arrogance are widespread and must be countered by its courageous and compassionate heroine.

Readers make their own decisions about what to do next as evil sorcerers, supernatural monsters, natural hazards, and hostile armies bar the way to the rescue of a beautiful princess.

Master Dallben has decided it is time for Eilonwy, daughter of the House of Llyr, to learn to behave like a proper princess. He sends her away to the Isle of Mona but instead of training in the art of being a lady, Eilonwy falls into the hands of the evil enchantress, Achren, who wants to use Eilonwy's magical powers for her own ends. Taran and his companions must rescue the princess or the peaceful land of Prydain will face a fearful future. Their quest is a perilous one and demands bravery and sacrifice, but it also promises adventure, excitement and a touch of magic. The third book in Lloyd Alexander's classic fantasy epic *The Chronicles of Prydain*. "Lloyd Alexander is the true High King of fantasy." - Garth Nix Acclaimed author Jennifer A. Nielsen brings her signature twists and high-stakes action to the fifth installment of the New York Times bestselling *Ascendance Series*! King Jaron has outwitted the Prozarrians and returned to his own kingdom

with one secret in his pocket that not even his friends know about. He's hoping that secret will help him finally bring stability to Carthya. But a surprise attack on his own land -- on the castle itself -- reminds Jaron that nothing is easy. The Prozarian Monarch threatens to crumble Jaron's entire kingdom. And that's not the only thing in danger: With old enemies and new rumors circling around him, even Jaron's relationship with Imogen is uncertain. This former False Prince will need his best tricks and many allies at his side to hold Carthya together.

The River of Adventure is the final thrilling instalment in the Adventure series by Enid Blyton, one of the best-loved children's writers of all time. A river cruise through ancient desert lands becomes a mysterious adventure when Bill disappears! While Philip, Dinah, Lucy-Ann, Jack and Kiki the parrot are desperately searching for Bill, they become trapped beneath a forgotten temple where no one has set foot for 7,000 years. What dangers lurk within, and will they ever escape? This gorgeous edition of Enid Blyton's classic adventure features a bright, bold, summery cover from Rebecca Cobb - collect all eight books in the Adventure series with this fun cover look!

Dinah, Philip, Jack, and Lucy-Ann take a trip on a ship cruising the Greek islands and become involved in trying to find the lost treasure of the Andra, as they encounter a group of villainous men also searching for the treasure.

Audisee® eBooks with Audio combine professional narration and sentence highlighting to engage reluctant readers! Professor Bolt's robot threatens to destroy a local mall. Good thing everyone's favorite spud superhero is there to stop him! But, not all is well. When Super Potato goes looking for the sinister inventor, he finds the ultimate enemy . . . Potatech, his own robotic double!

When a young foreign boy, Gustavus, who is with them on holiday is kidnapped, Phillip, Dinah, Lucy-Ann, Jack, and Kiki the parrot follow the kidnappers to a strange land and uncover a plot to assassinate the king.

Over 3.4 million Charlie Bone books in print!!!Charlie's power is taking on a new dimension as he meets a new cast of characters, including Mr. Pilgrim's replacement, Tantalus Ebony, and the mysterious new student Joshua Tilpin, who appears to be magnetic. But Charlie isn't the only one dealing with changes . . . Billy has been adopted by a child-hating couple called the O'Gres, who carry a gray bag of oaths wherever they go, pressuring Billy to sign an oath of obedience, and locking him behind a force field in an odd place called The Passing House. Will Charlie be able to rescue Billy and uncover the mystery behind Joshua's power?

"A perfect pick for kids who love Rick Riordan." —Booklist (starred review) "A winner for all kids, but it will be especially loved by Latinx and Hispanic families." —Kirkus Reviews (starred review) The Lightning Thief meets the Story Thieves series in this middle grade fantasy inspired by Hispanic folklore, legends, and myths from the Iberian Peninsula and Central and South America. Charlie Hernández has always been proud of his Latin American heritage. He loves the culture, the art, and especially the myths. Thanks to his abuela's stories, Charlie possesses an almost encyclopedic knowledge of the monsters and ghouls who have spent the last five hundred years haunting the imaginations of children all across the Iberian Peninsula, as well as Central and South America. And even though his grandmother sometimes hinted that the tales might be more than mere myth, Charlie's always been a pragmatist. Even barely out of diapers, he knew the stories were just make-believe—nothing more than intricately woven fables meant to keep little kids from misbehaving. But when Charlie begins to experience freaky bodily manifestations—ones all too similar to those described by his grandma in his favorite legend—he is suddenly swept up in a world where the mythical beings he's spent his entire life hearing about seem to be walking straight out of the pages of Hispanic folklore and into his life. And even stranger, they seem to know more about him than he knows about himself. Soon, Charlie finds himself in the middle of an ancient battle between La Liga, a secret society of legendary mythological beings sworn to protect the Land of the Living, and La Mano Peluda (a.k.a. the Hairy Hand), a cabal of evil spirits determined to rule mankind. With only the help of his lifelong crush, Violet Rey, and his grandmother's stories to guide him, Charlie must navigate a world where monsters and brujas rule and things he couldn't possibly imagine go bump in the night. That is, if he has any hope of discovering what's happening to him and saving his missing parents (oh, and maybe even the world). No pressure, muchacho.

Magic and whimsy meet in this Howl's Moving Castle for a new generation from the critically adored Sophie Anderson, author of The House with Chicken Legs. Twelve-year-old Olia knows a thing or two about secrets. Her parents are the caretakers of Castle Mila, a soaring palace with golden domes, lush gardens, and countless rooms. Literally countless rooms. There are rooms that appear and disappear, and rooms that have been hiding themselves for centuries. The only person who can access them is Olia. She has a special bond with the castle, and it seems to trust her with its secrets. But then a violent storm rolls in . . . a storm that skips over the village and surrounds the castle, threatening to tear it apart. While taking cover in a rarely-used room, Olia stumbles down a secret passage that leads to a part of Castle Mila she's never seen before. A strange network of rooms that hide the secret to the castle's past . . . and the truth about who's trying to destroy it. On a trip to the desolate Northern Isles off the coast of Scotland, Bill is kidnapped, and Philip, Dinah, Lucy-Ann and Jack have to play a dangerous game of hide-and-seek with an unknown enemy.

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