

The Castle Of Adventure 2 Enid Blyton

The Castle of Kings Knight's Castle The Castle in the Attic In the Castle of Cats Castle of Fire The Charmed Children of Rookskill Castle Adventure Series The Sea of Adventure The Castle in the Attic The Phantom Tollbooth The Castle of Inside Out The Grier's Revenge The Castle The Castle of Tangled Magic The Ice Castle The Valley of Adventure The Castle of Otranto Magic Tree House 2: Castle of Mystery Goblins in the Castle Charlie Hernández & the League of Shadows The Castle in the Sea The Famous Five Collection 1 The River of Adventure The Circus of Adventure The Tale of Despereaux The Island of Adventure The Castle of Adventure The Battle for the Castle The Ship of Adventure Charlie Bone and the Castle of Mirrors I Capture the Castle Sir Kendrick and the Castle of Bel Lione The Island of Adventure - The Castle of Adventure The Glass Castle The Castle Behind Thorns The Mountain of Adventure Charlie Hernández & the Castle of Bones The Castle in the Mist The Castle of Llyr The Castle of Adventure

The Castle of Kings

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.

Knight's Castle

A brave mouse, a covetous rat, a wishful serving girl, and a princess named Pea come together in Kate DiCamillo's Newbery Medal-winning tale. Welcome to the story of Despereaux Tilling, a mouse who is in love with music, stories, and a princess named Pea. It is also the story of a rat called Roscuro, who lives in the darkness and covets a world filled with light. And it is the story of Miggery Sow, a slow-witted serving girl who harbors a simple, impossible wish. These three characters are about to embark on a journey that will lead them down into a horrible dungeon, up into a glittering castle, and, ultimately, into each other's lives. What happens then? As Kate DiCamillo would say: Reader, it is your destiny to find out. With black-and-white illustrations and a refreshed cover by Timothy Basil Ering.

The Castle in the Attic

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.

In the Castle of Cats

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! From the Trade Paperback edition.

Castle of Fire

“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.

The Charmed Children of Rookskill Castle

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.

Adventure Series

Julian, Dick, Anne, George and Timmy the dog find excitement and adventure wherever they go in Enid Blyton's most popular series. Five On A Treasure Island A shipwreck off Kirrin Island! But where is the treasure? The Famous Five are searching for clues - but they're not alone Someone else has joined the treasure hunt. Five Go Adventuring Again A thief at Kirrin Cottage! Who can it be? The Famous Five think they know - but they need proof! Then they find an old map and an unusual hiding place Five Run Away Together Who's been on George's Island? And what is locked in the mysterious trunk hidden on Kirrin Island? The Famous Five think they're on the trail of smugglers - until they hear a child scream This 70th anniversary edition features the Classic editions of the first three Famous Five adventures in one volume and contains the original cover art and inside drawings by Eileen Soper.

The Sea of Adventure

Can Violet and Noah protect their village from griefers and ensure the Olympic Games continue uninterrupted? Noah and Violet's village is hosting the Olympics for Minecrafters. The events are disrupted when a TNT attack destroys the Olympic stadium. Noah and Violet are forced to gather the townspeople to wage a battle against Daniel and his powerful griefers. They all must stop the griefers before they destroy the games entirely. With a full agenda of Olympic games from relay races to boat races, the group has to save the legendary competition. The griefers, angered by their recent defeat, are getting their revenge on Noah and Violet. They are planning a serious attack on the town, which could have devastating consequences on the duo and their hometown. Can Violet and Noah stop the griefers in time? Will the Olympic games go on safely? Find out in this thrilling third installment of the League of Griefers series! Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

The Castle in the Attic

Olia lives with her parents in an old crumbling castle, filled with hidden turrets and secret doorways. When she follows a mysterious cat to one of the castle's roof domes, she finds herself stepping through one such doorway into a magical land filled with wonders But everything is not quite as it seems: the land is under threat from a scheming magician, Chernmor, and the magic is fading away. With the help of an enchanted band of new friends, can Olia find a way to save both her own home, and the land of forbidden magic?

The Phantom Tollbooth

A gift of a toy castle, complete with silver knight, introduces William to an adventure involving magic and a personal quest.

The Castle of Inside Out

The Griefer's Revenge

William wants to know what's making the strange moans that drift through the castle where he was raised.

The Castle

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.

The Castle of Tangled Magic

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.

The Ice Castle

In 1940, during the Blitz, Kat Bateson is sent to a school in a Scottish castle that is said to be haunted by dark magic from the past, but when some of her classmates disappear, she wonders if the magic exists very much in the present.

The Valley of Adventure

Eight-year-old Jack and his little sister, Annie, are playing in the woods during their summer holiday, when they find a mysterious tree house full of books. But these are no ordinary books . . . And this is no ordinary tree house . . . Jack and Annie find themselves on another adventure - this time they're in medieval England. It's exactly the same as the story book - there's a castle and a banquet and knights on horseback. But when they find themselves locked in a dungeon, Jack starts to wonder if they'll ever get home again . . .

The Castle of Otranto

Enid Blyton's much-loved classic series, packed full of adventure and mystery. A

river cruise through ancient desert lands will be an adventure in itself, think Philip, Dinah, Lucy-Ann and Jack. An adventure it certainly is, especially when Bill disappears and the children, along with Kiki the parrot, are trapped beneath a forgotten temple where no one has set foot for 7,000 years. First published in 1955, this edition contains the original text and is unillustrated.

Magic Tree House 2: Castle of Mystery

Goblins in 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.

Charlie Hernández & the League of Shadows

One of the 20th Century's most beloved novels is still winning hearts! I Capture the Castle tells the story of seventeen-year-old Cassandra and her family, who live in not-so-genteel poverty in a ramshackle old English castle. Here she strives, over six turbulent months, to hone her writing skills. She fills three notebooks with sharply funny yet poignant entries. Her journals candidly chronicle the great changes that take place within the castle's walls, and her own first descent into love. By the time she pens her final entry, she has "captured the castle"-- and the heart of the reader-- in one of literature's most enchanting entertainments. "This book has one of the most charismatic narrators I've ever met." -- J.K. Rowling, author of the Harry Potter series

The Castle in the Sea

Journalist Walls grew up with parents whose ideals and stubborn nonconformity were their curse and their salvation. Rex and Rose Mary and their four children lived like nomads, moving among Southwest desert towns, camping in the mountains. Rex was a charismatic, brilliant man who, when sober, captured his children's imagination, teaching them how to embrace life fearlessly. Rose Mary painted and wrote and couldn't stand the responsibility of providing for her family. When the money ran out, the Walls retreated to the dismal West Virginia mining town Rex had tried to escape. As the dysfunction escalated, the children had to fend for themselves, supporting one another as they found the resources and will to leave home. Yet Walls describes her parents with deep affection in this tale of unconditional love in a family that, despite its profound flaws, gave her the fiery determination to carve out a successful life. -- From publisher description.

The Famous Five Collection 1

It's been months since their father, Spinner, disappeared after the Admiralty tore

apart his workshop and sent him into hiding, but Annalie and Will are determined to find him, whatever the cost. With the help of new friends Essie and Pod (and talking parrot, Graham), the siblings use the decoded clues Spinner left behind to track his movements, sailing around the world in search of his old scientific colleagues. But the Admiralty is still in hot pursuit, and the sea might be the biggest threat of all. As the children battle massive storms, menacing marines, and pirates out to steal anything (and anyone) they can, the twins and their friends discover new levels of strength, determination, and ingenuity within themselves. They also begin to wonder if they'll ever catch up to Spinner, or if the dangers they encounter along the way will seal their fates first.

The River of Adventure

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.

The Circus of Adventure

The Tale of Despereaux

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. 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

The Island of Adventure

Book two of the Adventures of Jonathan Moore Trilogy. Reunited with his father, Jonathan Moore soon leaves the comfort of London for the Caribbean. However, with the arrival of another midshipman holding a severe but unexplained grudge, life aboard HMS Danielle is anything but pleasant. Why are the new midshipman his enemies? Who is stealing from the ship's stores? Why must Jonathan and his best friend, Sean, sneak into a heavily guarded Spanish fort to commit some burglary of their own? To succeed, Jonathan must capture a stolen British ship, solve the mystery of a surprising stowaway and defend his honor and his life in a fierce duel against a murderous adversary. Alone and outnumbered, the crew of the Danielle engages in a violent battle on the seas south of the farthest tip of Africa. Only Jonathan, Sean and an unexpected guest can turn the tide of the struggle by unlocking the secret of a mysterious island and re-igniting the ferocious power of the Castle of Fire!

The Castle of Adventure

"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.

The Battle for the Castle

8-11 yrs.

The Ship of Adventure

A journey through a land where Milo learns the importance of words and numbers provides a cure for his boredom.

Charlie Bone and the Castle of Mirrors

Enid Blyton's much-loved classic series, packed full of adventure and mystery. Philip, Dinah, Lucy-Ann and Jack are not pleased when the wimpish Gustavus has to come with them on holiday. Even Kiki the parrot dislikes him! But when Gustavus is kidnapped along with Philip, Dinah and Lucy-Ann, Jack bravely follows them to a faraway country and unravels a plot to kill the king First published in 1952, this edition contains the original text and is unillustrated.

I Capture the Castle

"The return to Lexicon begins when thirteen-year-old cousins Ivan and Daphne find their Aunt Adelaide deathly ill. Leaving their aunt to rest, Ivan and Daphne accidentally let their younger cousin, Lila, in on their secret world of Lexicon. Ivan and Daphne must track Lila, who disappears, through the frozen landscape to the Land of Winter where social status and freedom is determined by how well one sings. Fortunately for Lila, her musical talent lands her in the most favorable place. Separated by class now, the cousins face the cold, hunger, poverty, illness, injustice, and the malicious plotting of a power-hungry blind man. Slave, servant, and fine lady, the three cousins must escape their own imprisonment before they reunite, provoke a revolution, and restore spring to the Land of Winter. Book includes discussion questions, challenge activities, and cross-curricular activities.

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Sir Kendrick and the Castle of Bel Lione

Enid Blyton's much-loved classic series, packed full of adventure and mystery. A peaceful holiday in the Welsh mountains should be on the cards for Philip, Dinah, Lucy-Ann and Jack, but they once again manage to land themselves in another dangerous adventure. Wolves, rumbling mountains and mysterious strangers are the order of this holiday First published in 1949, this edition contains the original text and is unillustrated.

The Island of Adventure - The Castle of Adventure

"Pöttsch 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 Glass Castle

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

The Castle Behind Thorns

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 clifftop 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.

The Mountain of Adventure

One of its youngest inhabitants watches and worries as her friends go away from the Castle of Cats.

Charlie Hernández & the Castle of Bones

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.

The Castle in the Mist

If the old toy soldier hadn't come to life, Roger would never have discovered the magic. And that would never have happened if he and his sister, Ann, hadn't been sent to stay with their bossy cousins for the summer. And that wouldn't have happened at all if their father hadn't gotten sick and gone into the hospital. But all of that did happen, and now Roger, his sister, and their cousins find themselves in a bygone world of chivalry and knighthood, of Robin Hood and Ivanhoe. In this knightly realm they can make a difference—and perhaps even save the person they most need to save—if only they are smart and brave enough, if only they are true to their hearts.

The Castle of Llyr

The Castle of Adventure

In this sequel to *The Castle in the Attic*, twelve-year-old William uses a 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 evil.

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