

As caretaker you have accepted a most noble assignment.
Keep your eyes open. Obey with exactness. Take risks only as the last
resort and you will have a better chance at seeing another sunrise.

Within this illustrated encyclopedic guidebook to the Fablehaven magical preserve are all the insider secrets a new Caretaker will need to know. There are entries detailing important information about artifacts large and small, a complete bestiary of creatures (from fairies to trolls to satyrs), a guide to identifying demons, dragons, and wizards as well as valuable insights into the other magical preserves.

Immerse yourself into the secret knowledge that has been handed down through the generations—and welcome to Fablehaven.

BRANDON MULL, #1 *New York Times* bestselling author of the Fablehaven and Beyonders series, travels the country visiting schools, promoting literacy, and sharing his message that “Imagination Can Take You Places.”

BRANDON DORMAN, is the illustrator of the *New York Times* bestseller *The Wizard*. His work has appeared in children’s books and on numerous covers, including the Fablehaven series and *The Candy Shop War* series.

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- Promotion at BEA, ALA, TLA, and regional trade shows with galley giveaway and author signings
- Author presentations and writing workshops at conferences nationwide
- Advertising in regional and national catalogs
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Cover art by Brandon Dorman

SPECIAL PREVIEW OF

THE CARETAKER'S GUIDE TO FABLEHAVEN

WRITTEN BY
BRANDON MULL

ILLUSTRATIONS BY
BRANDON DORMAN

PRAISE FOR THE FABLEHAVEN SERIES

"Kept me turning the pages until 4:40 in the morning . . . deep, intriguing, magical . . . one of the most enjoyable fantasies I've read."

—Christopher Paolini, bestselling author of *Eragon*

"Like Harry Potter, *Fablehaven* can be read aloud in a family with as much pleasure for grownups as for children."

—Orson Scott Card, bestselling author of *Ender's Game*

"The Fablehaven series is generating buzz as a contender in the fantasy-adventure genre to replace the Harry Potter franchise."

—Hollywood Reporter

"[Mull's] story offers unexpected twists and entertainingly scary creatures."

—The New York Times

"Imaginative . . . Kendra awakens a fairy army in a fierce scene worthy of *The Lord of the Rings*."

—The Los Angeles Times

"Featuring plenty of heroism and hilarity, *Fablehaven: Rise of the Evening Star* is rich in creatures, magic-working, and hard-fought battles."

—Kirkus Reviews

The best way to avoid being the slave is to be the master.

—THE SPHINX

CAN YOU SEE
THE POWER EMOTION HAS
TO DISTORT OUR OUTLOOK?

MAKES YOU WONDER,

did you HAVE a bad day, ~~or~~
did you MAKE IT a bad day?

—TANU

The New York Times

BESTSELLER

USA
TODAY

BESTSELLER

WALL STREET JOURNAL

BESTSELLER

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BRANDON MULL

ILLUSTRATIONS BY

BRANDON DORMAN

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*A sampling of
Artifacts and Items • Creatures
Dragons • Locations • Wizards
and a sneak peek of*

DRAGONWATCH



INTRODUCTION



If you are in possession of this book you are assumed to be the caretaker or an apprentice caretaker of Fablehaven. By now you've been introduced to the world of mythical and magical creatures. However, there is still much to learn. Previous caretakers of Fablehaven thought it would be helpful to create a *Caretaker's Guide* specifically for those tasked with the job of nurturing, protecting, and surviving this preserve and its inhabitants.

Do not be fooled. Fablehaven is an unpredictable and dangerous place. However, the collective knowledge gathered within the pages of this bestiary will give you the knowledge and wisdom needed to not only survive but to thrive.

The creatures of Fablehaven are either light or dark, not necessarily good or evil. In order to be good, one must recognize the difference between right and wrong and strive to choose the right. To be truly evil one must do the contrary. Being good or evil is a choice. This is not so with the creatures of Fablehaven. What they are largely governs how they act. Some are inherently builders,

some are nurturers, some are playful. Some are inherently destroyers, some are deceivers, some crave power. Some love light, some love darkness. But change their nature, and without much resistance, their identities follow. Like a fairy becoming an imp, or an imp regaining her fairyhood.

Much counsel and advice has been passed down through generations and given to the new caretakers of this preserve. Perhaps the most invaluable piece of advice that has ever been given is this: Those who are careful to cause no mischief, work no magic, and inflict no harm are protected by the foundational treaty of Fablehaven. This truth alone may be your strongest ally and your only defense.

One final note. The signs leading up to the front gate were not always there. In the late eighteenth century, before the guest register that controls access to Fablehaven was created, two poachers entered the property in search of big game. Needless to say, they found it. Or it found them. Many days later, the resident caretaker found them as well. Or at least he found their bodies of petrified stone. And thus the first signs outside the gates of Fablehaven were posted.

As caretaker you have accepted a most noble assignment. Keep your eyes open. Obey with exactness. Take risks only as the last resort and you will have a better chance at seeing another sunrise.

Welcome to Fablehaven.



ADAMANT BREASTPLATE

This smoky-gray breastplate is a priceless, supernaturally durable, shiny piece of armor. It is made from adamant, the lightest yet strongest spell-forged metal alloy, which means it can't be bent or broken, and is impenetrable. It will stop any blade, turn any arrow, and can even hold up under the force of a sledgehammer.

The breastplate is a coveted item and wealthy lords have been known to empty their treasuries to acquire it.

It is believed that the priceless armor is somewhere on the preserve. The last report was that a fog giant threw it like a discus over the treetops. It was assumed to have landed somewhere in Kurisock's domain.



Satyrs retrieved it from the tar pits.

LUCK
HAS A WAY
OF
evaporating
when you
LEAN ON IT.
—WARREN

GOLEM

True golems were once actual, living creatures made of stone, mud, or sand, but they've long since passed out of human knowledge. Manufactured golem, also of stone, mud, or sand, were fashioned after the original golem but are mindless puppets who exist only to obey orders.

DULLION

This gigantic humanoid figure, a pseudo-golem, is fashioned of straw and animated by a powerful spell. Easier to create than a golem, it has short legs with large feet, a massive torso, long arms, and a bushy head with a gaping mouth but no eyes. A dullion can exert an incredible amount of force but cannot act under its own will.

HUGO

The only known true golem is Hugo. He was originally a manufactured golem, but a powerful enchantment granted him a semblance of life. Over nine feet tall, Hugo is broad-chested and has thick limbs and disproportionately large hands and feet. He has an oblong head with a square jaw, and a crude nose, mouth, and ears. His eyes are a pair of vacant hollows that sit beneath a jutting brow. He is useful for tasks that involve heavy labor. Gifted with a rudimentary intelligence, he has developed a will of his own but will obey commands if he can understand them. Often, those issuing the command must demonstrate physically what they wish him to do.



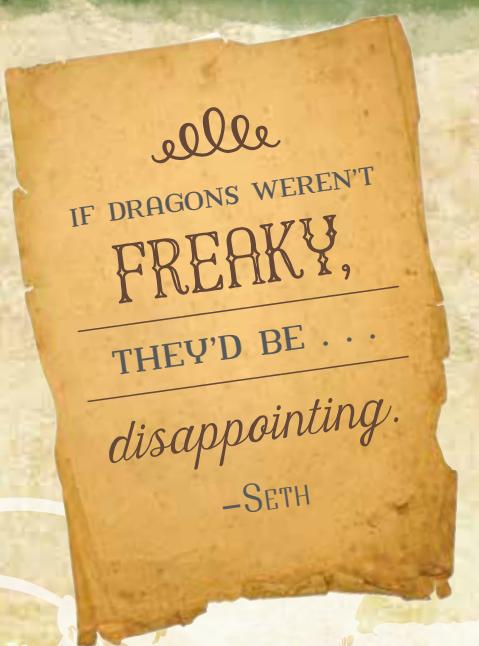
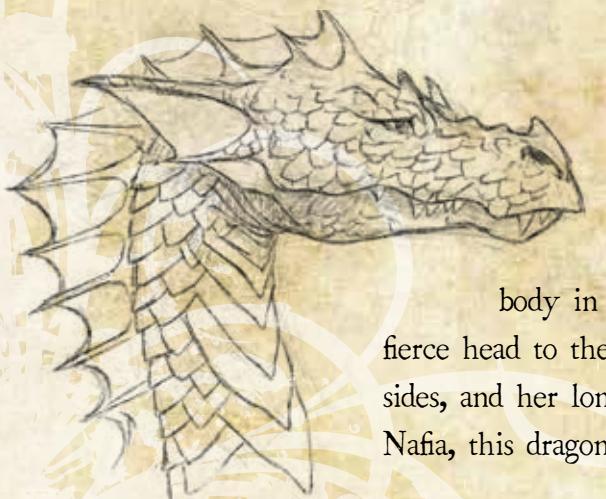
CELEBRANT

King of the dragons, Celebrant is enormous, agile, and powerful. He resides at Wyrmroost. His adamant-like scales gleam like platinum; his body ripples with muscles. He has five breath weapons and an arsenal of offensive spells. This dignified, majestic dragon has a mind as keen as a razor. His breath is as a blinding white flash of energy.



CHALIZE

This young female dragon has gleaming copper scales that encase her giant, elephant-sized body in metallic armor. A tall fin runs from the top of her fierce head to the base of her neck, a pair of shiny wings grace her sides, and her long tail extends like a whip. Offspring of the dragon Nafia, this dragon was stolen from her nest and brought to Lost Mesa.



GLOMMUS

This blind old dragon is renowned for his unique breath weapon. With this thick mist, he can put anyone and anything to sleep—even other dragons. All it takes is a slight intake of breath on the part of his victims and they are instantly unconscious. Glommus has a huge gray head and a slow, deep voice. He is one of the protectors of the Dragon Temple.



THE HIDDEN POND

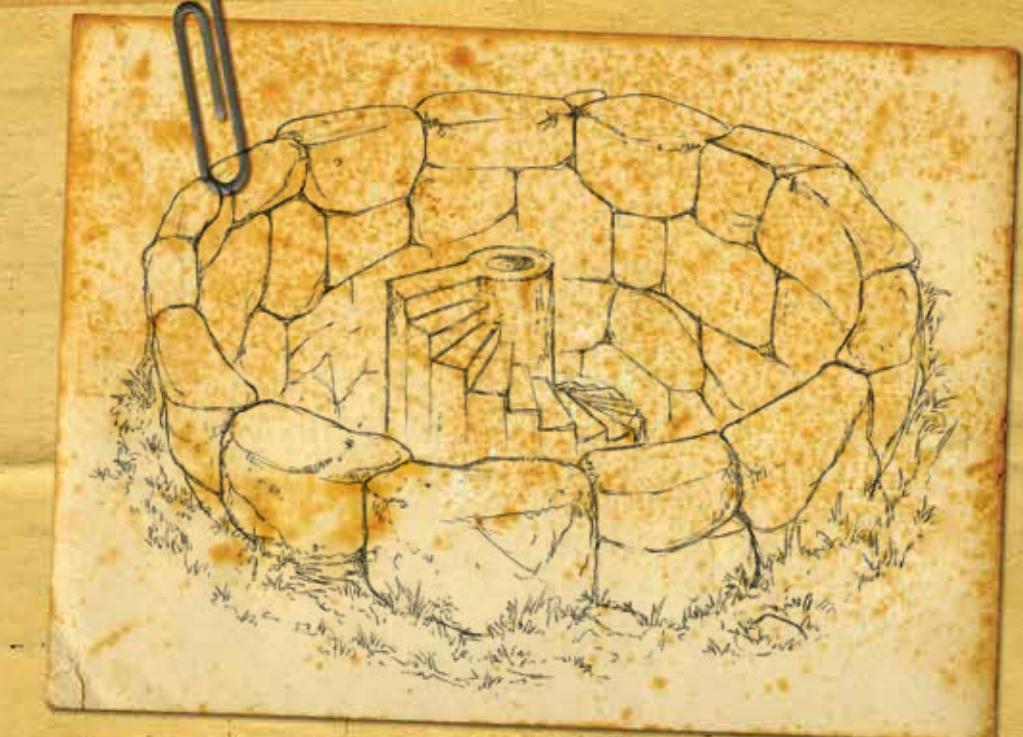
Less than a mile from the main house at Fablehaven is a large pond surrounded by a wooden boardwalk with twelve white pavilions. At the center of the pond is a small island that is the home of a fairy shrine, a tribute to the Fairy Queen, and prohibited to mortals. To set foot on the island means certain death. However, the pavilions and the lawns to the side of the pond are a welcome haven for creatures of light, including humans.

Without drinking the milk, you and your guests will see butterflies, hummingbirds, parrots, monkeys, goats, and peacocks wandering the grounds of this enchanting abode. After drinking the milk, you'll see these creatures for who and what they really are.



Warning: If you choose to take a boat onto the pond you will most definitely be taunted by the naiads. They will try to tip your boat and purposefully drown you. At this point you are probably wondering what kind of person would choose to willingly row onto the pond knowing that grave danger awaits. My answer is simple. Love can cause a man to do the unthinkable.

In addition, I foresee a day when there may be a need for someone—say a brave girl who is Fairykind—to venture to the island and ask for help from the Fairy Queen. Swimming with the naiads is not an option. Therefore, I hope my efforts will make such a journey possible. —Patton Burgess



THE INVERTED TOWER

This structure is a vault for the hidden artifact at Fablehaven.

Located in the Revenant's grove, the entrance to the tower lies in the middle of a clearing where stands a sizable, raised platform of reddish stone flecked with black and gold. At the center of this spacious platform is a round socket surrounded by multiple circular grooves that radiate out concentrically to the edge of the platform. At the very center is a small socket, into which one must insert a key. Once the key is inserted, the outer rings drop away one at a time, until a conical staircase is formed, which leads down to a chamber.

This first chamber of three is not much larger than the widest ring of stone, its floor a single slab of bedrock. There is nothing in the chamber except a pair of doors at opposite ends. One of the chamber's walls is covered in writings in various languages.

POTIONS

Contact
Tanugatoa "Tanu" Dufu
for potion needs

The most powerful potions are made from the by-products of magical creatures, such as the milch cow, who in particular is a potion master's dream because nearly every part of the cow—milk, blood, dung, saliva, tears, and sweat—has different magical properties. (See also Giant Walrus and Milch Cow.)

Magical ingredients also come from wizards, dragons, and giant walruses. Because items are often difficult and dangerous to procure, many potion masters' lives are cut short in their quest for these powerful, much sought-after ingredients.

There are potions for love, courage, good cheer, curing illness, energy and alertness, inducing sleep, awakening lost memories, and for skills like speaking different languages, picking locks, venturing underwater, and climbing mountains.

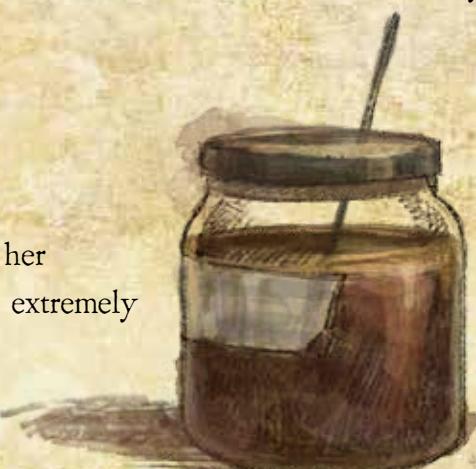
Potions are often used to manipulate the emotions. Taken in large doses, however, they can be overpowering. The potions that enhance negative emotions such as fear, anger, embarrassment, and sorrow are strong but less addictive than those that enhance positive emotions such as courage, calm, confidence, and joy. Potions can throw off the natural balance of emotions if overused, and they become less potent over time, so it is important they be mixed and administered only by an expert. A few specific potions are described below.

COURAGE POTION

This fiery hot liquid leaves the eyes watering and the tongue feeling like it's licked a hot iron. This initial sensation gradually fades into a warmth that spreads throughout the chest and an infusion of courage. This potion is best used when combined with a little fear and calm, otherwise its user may become reckless and foolhardy.

ENLARGER POTION

This concoction enables its user to double his or her height and size. The ingredients for enlargers are extremely difficult to come by.



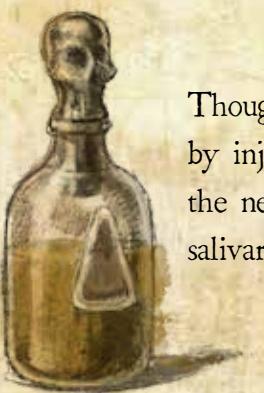
FIRE-RESISTANT POTION (DRAGON INSURANCE)



This dragon-thwarting liquid comes in small plastic cylinders topped with rubber stoppers. Though not completely fireproof, the user of this potion becomes fire resistant, which is useful when confronting fire-breathing dragons. Sweet, spicy, cool, and tangy as it is swallowed, this concoction also provides some protection against electricity and contains a jolt of courage to help combat dragon terror.

GASEOUS-STATE POTION

This odiferous mixture renders its user translucent and transforms the body from a solid state into a gaseous state, like a mist. Some of the best advantages of this potion are that poison will not spread, acid cannot burn, and blood will not flow while the body is in a gaseous state.



MENTAL-PAIN POTION

Though it does no actual, physical damage, this potent mixture administered by injection sends a message of extreme pain to the brain by "talking" to the nerves. The pain is so intense that it often causes the eyes to bulge, the salivary glands to become overactive, and the victim to lose consciousness.

SHRINKING POTION

Useful when the need for stealth is paramount, this potion allows the user to become eight times shorter than their normal height. The transformation is almost instantaneous and causes an intense tingling sensation to begin at the fingers and toes before traveling throughout the whole body. The effects last for about thirty minutes, but varies depending on how potent it is.

It is important to note that this potion does not shrink clothes so be prepared for that beforehand.

Seth has two extra vials of shrinking potion.



I might be persuaded to trade them for gold bars. Unless the letter "N" is engraved on them. In that case, NO THANK YOU!—SETH

AGAD

This plump, elderly man with a flowing gray beard, black cloak, and jeweled rings on his fingers is custodian of Wyrmroost and one of the five wizards who created Zzyzx.



I'm dumb,
but I'm not
stupid.
—SETH



NAFIA

Nafia is the size of a whale, her body covered with scales of shining blue and violet. Her head is larger than a car and has elaborate spines and ridges projecting from it. Her eyes are like jewels lit by a radiant inner fire; her gaze is mesmerizing. This dragon began to eat her offspring, but one of them, Chalize, was rescued from this fate when, as an egg, she was stolen and taken to Lost Mesa.

Nafia's avatar, Nyssa, is a tall beautiful woman with aristocratic features—chiseled cheekbones, flawless skin, imperious eyes, and a lithe frame. Her most striking feature is her lustrous, silvery-blue hair. Though much older, she appears somewhere in her mid-twenties and carries herself with a casual confidence.

MORISANT

Morisant was the eldest of the wizards at Zzyzx and owner of the sword Vasilis. Once the chief architect of Zzyzx, this wizard turned himself into one of the undead in order to prolong his life. Now a zombie with a decaying, corroded body, this once-powerful wizard admits that his pitiful state is a result of hubris—that unhealthy variety of pride that leads a man to destroy himself.

Morisant believed he was above the rules that applied to others. As his quest for power grew out of control, he became a threat to the safety of the world, and his most trusted colleagues were forced to put him in prison. Though he has now recognized his mistakes and mastered his inability to slake his appetites, his nature is fundamentally corrupted. He wishes to undo the perversions he has wrought before it is too late.

I'm not going to lie. This dude had an army of the undead that freaked me out!!
—SETH

OLLOCH THE GLUTTON

This froglike demon is trapped by a spell in a polished, green-speckled-jade toad figurine. He stands upright instead of on all fours, his short arms folded across his chest. He remains in a petrified state, inert, until somebody feeds him. Once he bites the hand that feeds him he begins to gradually awaken, driven by an insatiable appetite. As he eats he grows rapidly. As his size increases, so does his power, and he does not stop eating until he consumes the person who initially awakened him.



THE SEQUEL TO **FABLEHAVEN**

DRAGONWATCH

by

BRANDON MULL

In ancient times, dragons became the ultimate threat to the mythical world. At the height of the Age of Dragons, it appeared that dragons might not only gain dominion over all magical races, but could potentially overrun the nonmagical world as well.

Dragonwatch was the group of wizards, enchantresses, dragon slayers, and others who banded together to stand against the dragons and eventually confined the majority of them to dragon sanctuaries. The effort began the practice of establishing preserves for magical creatures.

Though mostly inactive for centuries, some of the key remaining members of Dragonwatch have recently been contacted by the wizard Agad over concerns about unrest and subversive activities by the dragons of Wyrmroost. At this time, the scale of the threat has yet to be determined . . .



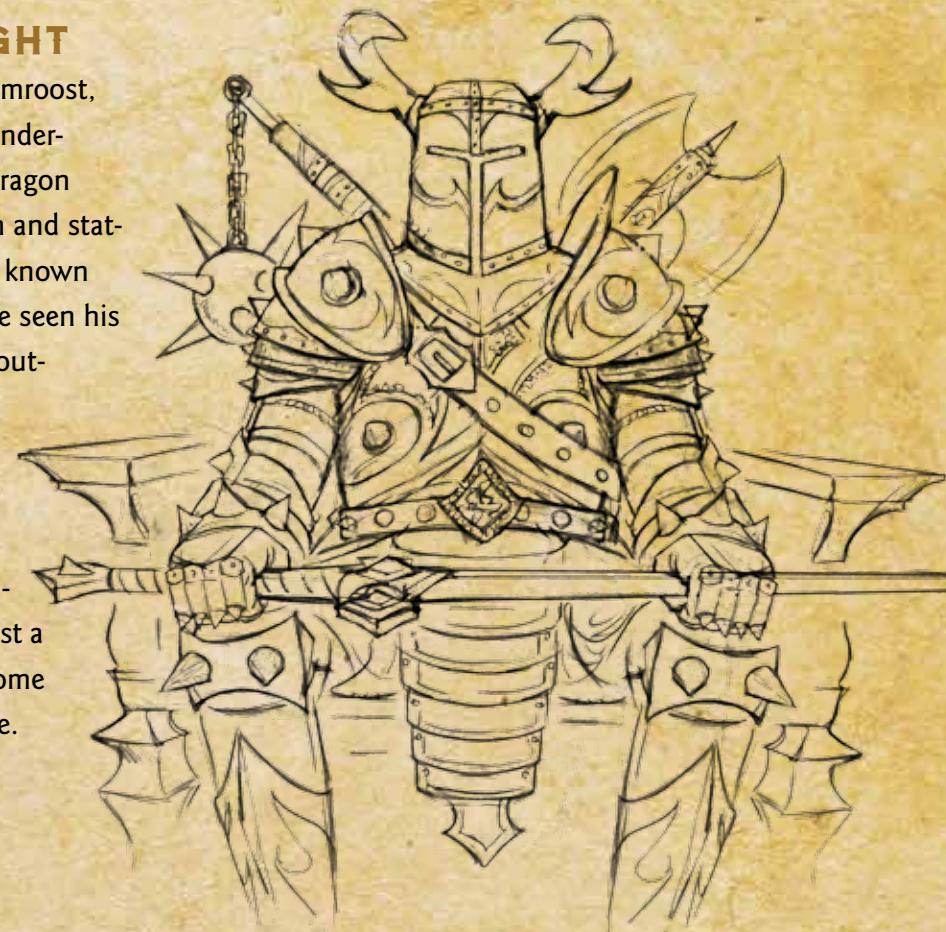
COMING FALL 2016



THE SOMBER KNIGHT

The official Dragon Slayer of Wyrmroost, the Somber Knight dwells in an underground castle deep beneath the dragon sanctuary. Renowned for strength and stature beyond human limits, little is known about his true identity. None have seen his face unmasked, or glimpsed him outside of his full suit of dark armor.

The Somber Knight has not emerged from his subterranean keep for centuries, and nobody has sought him out. Once considered the last line of defense against a dragon uprising at Wyrmroost, some question whether he remains alive.



ISADORE

Once a dragon, Isadore surrendered her powers to become a powerful enchantress. A mysterious figure who seems drawn to disaster, she has a close relationship with a shadowy black dragon named Basirus.



DROMADUS

Unlike most dragon kings, Dromadus lost his station without losing his life. After Ranjimar the Terrible defeated him during the Age of Dragons, Dromadus yielded and went into exile. None know his present location, but rumor has it that he lives in isolation, hibernating most of the time.

Smart people learn from their mistakes. But the real sharp ones learn from the mistakes of others.

—Dale

WE HUMANS ARE CONFLICTED BEINGS.

Our beliefs don't always harmonize with our instincts, and our behavior doesn't always reflect our beliefs.

WE CONSTANTLY STRUGGLE WITH RIGHT AND WRONG.

We wage war between the person we are and the person we hope to become.

WE HAVE A LOT OF PRACTICE WRESTLING WITH OURSELVES.

As a result, compared to magical creatures, we humans are much more able to suppress our natural inclinations in order to deliberately choose our identities.”

—GRANDPA SORENSEN

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