

SHADOW MOUNTAIN PUBLISHING
SPECIAL PREVIEW OF

FABLEHAVEN

BOOK

of

IMAGINATION

FEATURES
CLUES TO THE
DRAGONWATCH
SERIES—
THE SEQUEL
TO
FABLEHAVEN

CREATE • DISCOVER • EXPLORE

#1 NEW YORK TIMES BEST-SELLING AUTHOR

BRANDON MULL

AND

YOUR NAME HERE

Now it's
your turn!



The Fablehaven series has sold more than 3.5 million copies. Now Brandon Mull invites YOU to tap into your imagination in the very first interactive guide to Fablehaven!



Formatted like a journal, you can toss this book in your backpack and dip into the fun activities, answer thought-provoking questions, and test your Fablehaven knowledge.

Design your own magical preserve. Include your home, landmarks, trees, trails, and areas to avoid. Where is it located? What is it called?

Draw your family pet as if it was a guardian to a hidden, ancient artifact. What special power does your pet have to protect the treasure it is guarding?

Walk in the footsteps of Fablehaven characters. If you owned an invisibility glove like Seth, how would you use it?

Participate in challenging fantasy crafts, coloring book pages, mazes, scavenger hunts, and instructions for origami creatures like Raxtus the dragon!



Fablehaven Book of Imagination

ON SALE: OCTOBER 2016

SHHH! IT'S A SECRET!

Within the pages of the Fablehaven Book of Imagination are secret codes that will help you discover a secret message from me, Brandon Mull, about Dragonwatch—the sequel series to Fablehaven. I will give you the first code here.

1:152:6:1

Notice there are four numbers to the code. The first number refers to a particular paperback volume in the Fablehaven series. The second number refers to the page in the book. The third number tells you how many lines to count from the top of the page. The final number refers to a word within that line.

For example, this first code means you're looking for volume 1, page 152, the sixth line from the top, and the first word in that line.

Follow this code and you'll have your first word. Good luck! And, remember, it's a secret! Shhh.

— BRANDON MULL

Look for the remaining codes in the finished book, coming October 2016.

ASK THE TOTEM WALL

You have found the legendary Totem Wall.
Do you need an answer to an important
question? The magical Totem Wall can help.
What question will you ask? Write your
question below.



color
us!



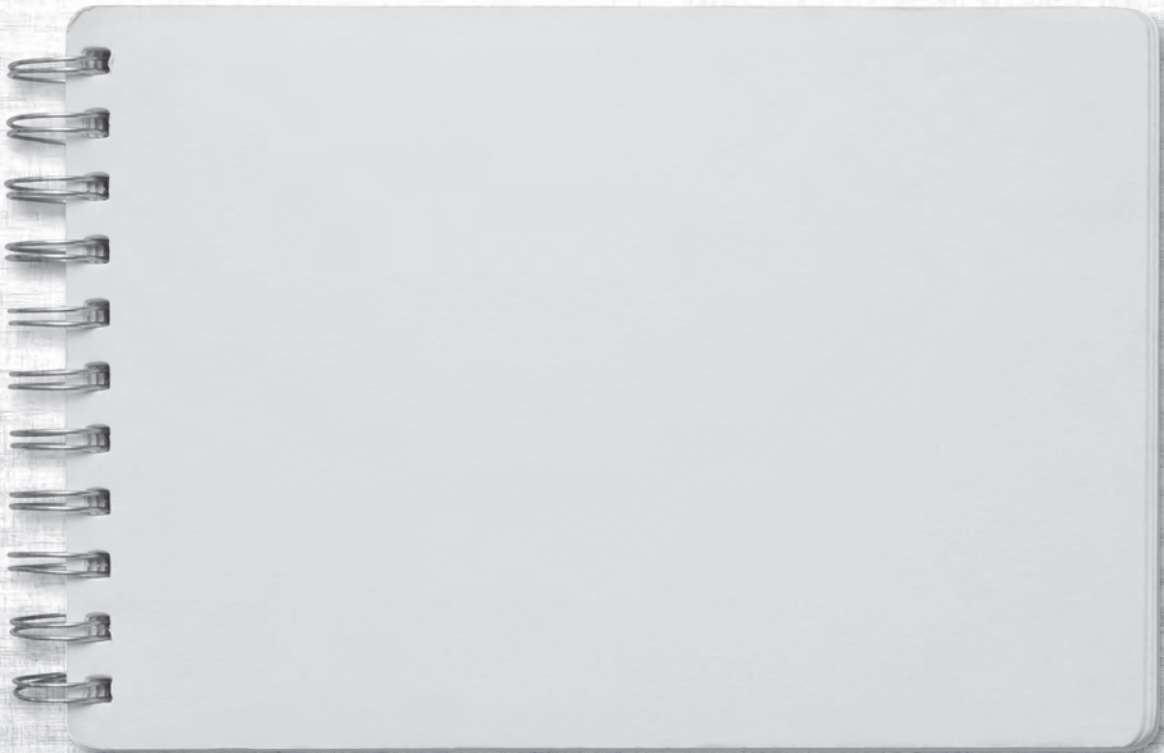
DRAW A DRAGON'S HEAD

Follow the step-by-step illustrations below.





Dragons can create paralyzing fear. Imagine your hands and arms are paralyzed from encountering a dragon, but you still need to write a message. Use your feet or mouth to write a note on this page.



BECOME A POTION MASTER LIKE TANU



If you could drink a courage potion, what would you want to do?

If you could give someone a love potion, who would you give it to?

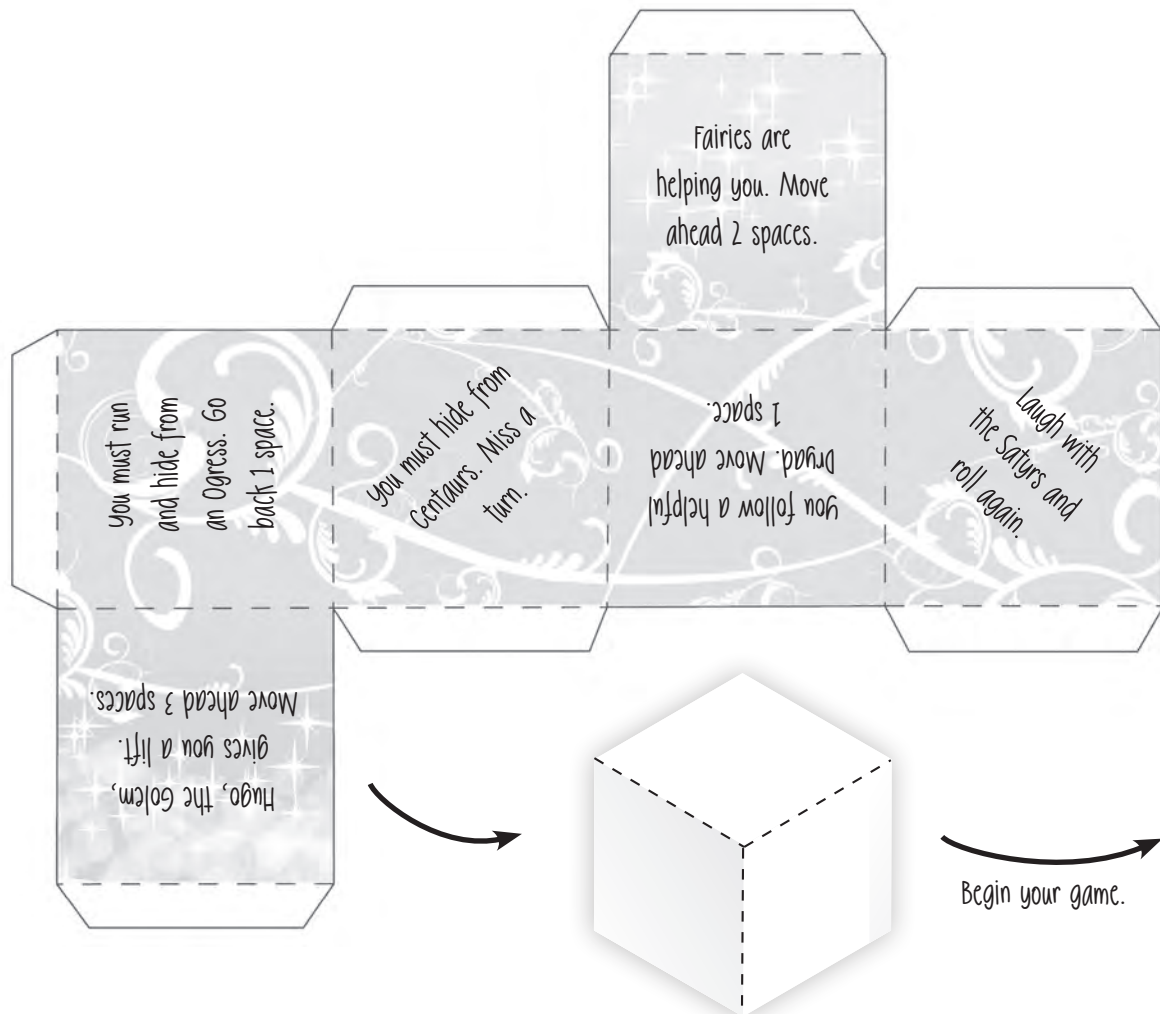
If you could double your height with an enlarger potion, what would you do?

If you could take a shrinking potion, where would you hide?

REACH THE HIDDEN POND

Travel from the Caretaker's house in Fablehaven to the Hidden Pond, the home to the Shrine of the Fairy Queen. Beware of creatures that will try to stop you. Cut out the die, then fold and tape it together. Each person takes a turn rolling the die. Follow the directions on the die. Use a piece of cereal or candy as your token to journey to the Hidden Pond. The first person to reach the Hidden Pond, wins!

Note: If you are mortal, you are not permitted to step upon this hallowed ground—unless you are Fairykind, of course!





Hidden Pond



Caretaker's house



Draw an IMP

Seth learned the hard way to never leave a fairy indoors overnight.
In the empty jars below, draw what each fairy would look like as an imp.





Color this dryad—guardian of the fairy shrine.

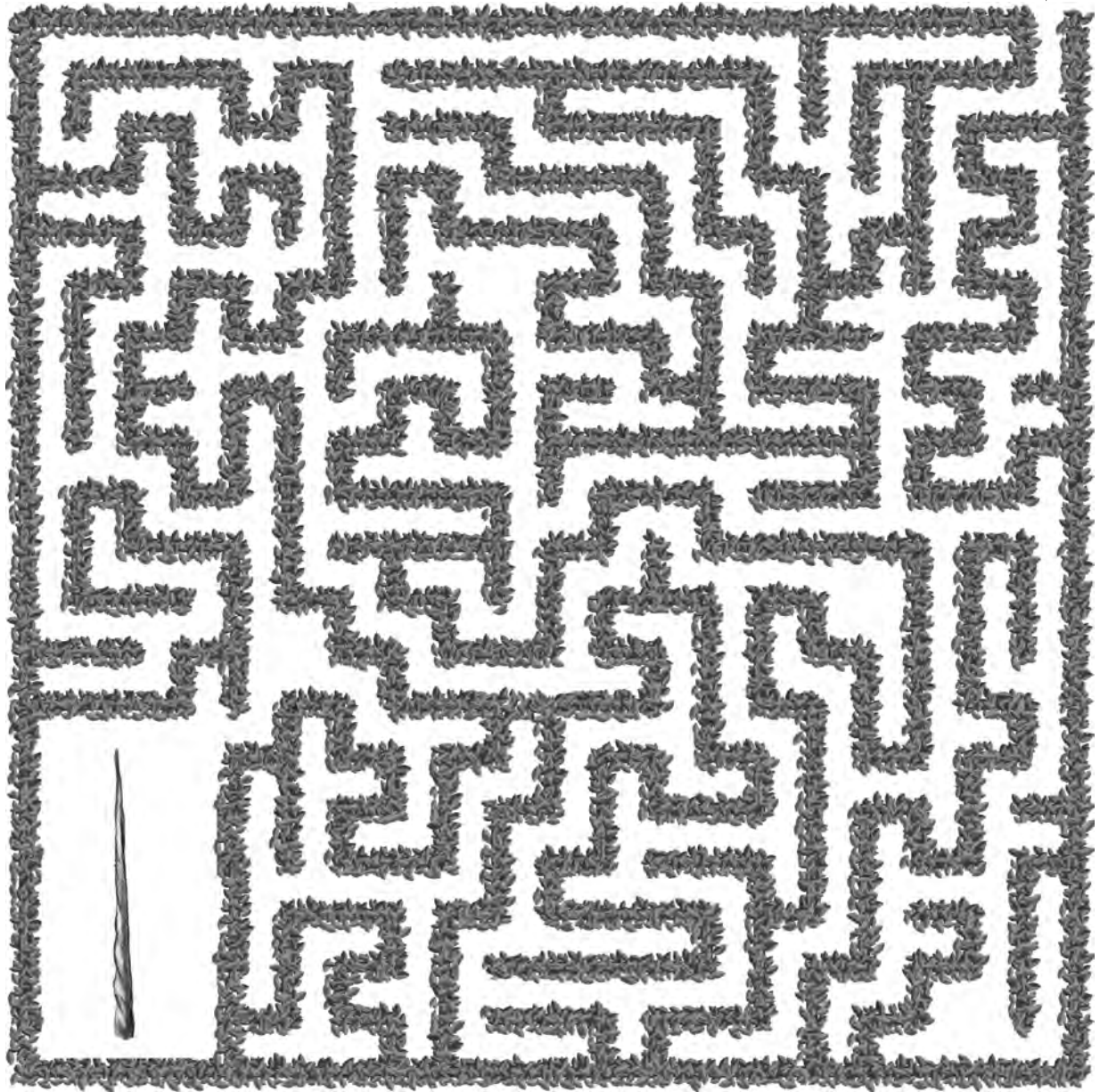
CARVE A PUMPKIN

Protect the yard against the vile creatures that appear on Midsummer's Eve by designing your own fairy lanterns. What will the faces of your jack-o'-lanterns look like? Draw your faces below.



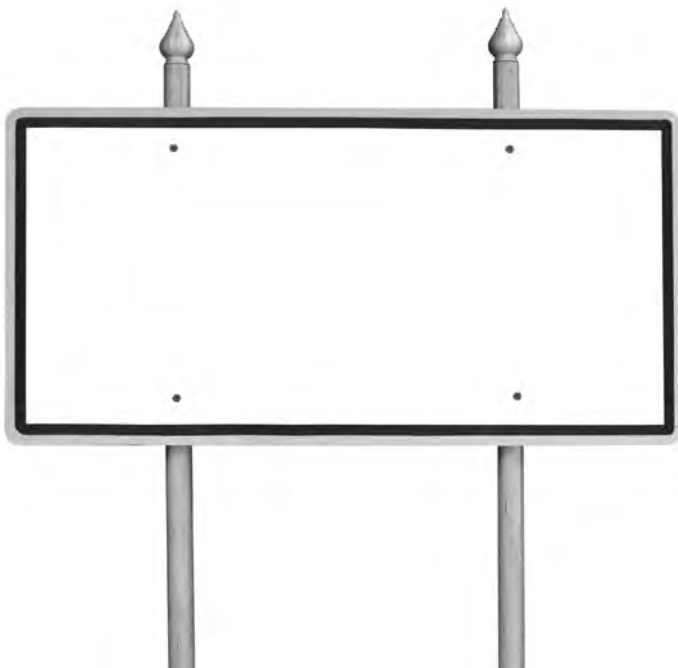
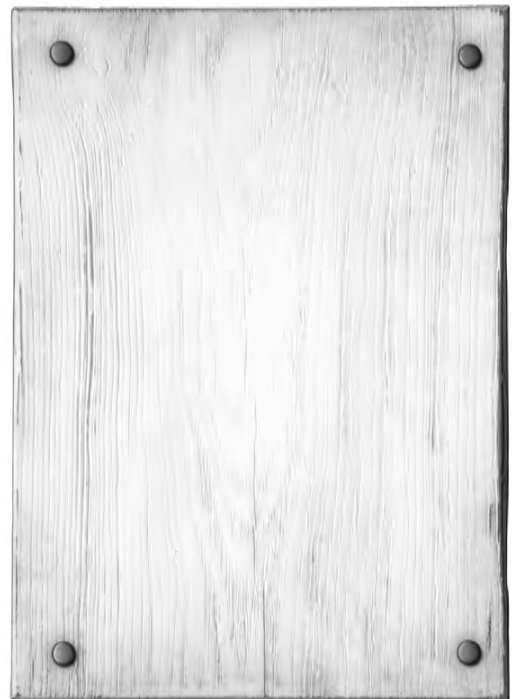
NAVIGATE THE MAZE

The Centaurs of Fablehaven live at Grunhold. Their unicorn horn is protected by an invisible Tauran Maze. Find your way through the maze and retrieve the horn.



DESIGN A SIGN

Write messages on these signs leading to the entrance of Fablehaven that will keep trespassers away.



Also Available

The Caretaker's Guide to Fablehaven

Brandon Mull

Illustrated by Brandon Dorman

The first-ever visual discovery of all the mythical creatures of Fablehaven!

"Beautifully illustrated....Transports readers back to the excitement and magical adventures of the Fablehaven series. One of the fun and quirky features are the notes by Kendra and Seth as well as other Fablehaven favorites. The great thing about this book is it is written with enough detail to interest those craving more knowledge, but also maintains a simplicity attractive to younger audiences. After reading this book there is an urge to reread the entire Fablehaven series."

—Compass Book Ratings



9781629720913/
\$24.99/HC/All Ages



9781629722221/\$13.99/HC/
Ages 8-11 (Sept. 2016)

HOOOLIE AND THE HOOOLIGANS SERIES

The Alien That Ate My Socks (Book 1)
Brandon Dorman

A new series written and illustrated by the illustrator of the Fablehaven series!

Meet the Hooligan brothers who are fun-loving, go-kart racing, up-for-anything boys. Enter a purple, blobby, friendly outer space alien. He's come to Earth to earn badges for his "extraterrestrial Space Scout" sash. The brothers name him Hoolie. He eats clothes, especially socks! Can the Hooligan brothers keep Hoolie safe from the mysterious strangers that call themselves "animal control"? Clever and whimsical illustrations on every spread.



9781629721569/\$9.99/PB
9781629720920/\$17.99/HC
Ages 8-11

MYSTERIES OF COVE SERIES

Fires of Invention (Book 1)
J. Scott Savage

★ "Starts with a bang. An ingenious steampunk world. Trenton will be a firm friend to any readers who long to use their talents to make their world better."—PW, starred review

The world of Cove was created in a mountainside after a deadly attack by fierce dragons. The Cove society refuses to advance beyond 19th century technology out of fear of provoking another attack. Defeating the dragons requires a worthy foe: they build an ingenious mechanical dragon using only the steam-powered, iron-clad, gear-moving technology of the 1800s.

Gears of Revolution (Book 2)
Coming Sept. 2016

9781629722238/\$17.99/HC
Ages 8-11 (Sept. 2016)



9781629721033/ \$19.99/
HC/Ages 8-11

TRUE HEROES

A Treasury of Modern-day Fairy Tales Written by Best-selling Authors

Shannon Hale, Brandon Mull, Ally Condie, Jennifer A. Nielsen, and others

"Vibrant. An inspiring anthology of well-told short stories accompanied by beautiful visuals."—SLJ

"The worthy purpose shines through."—Kirkus

"Inspiring and moving on multiple levels."—PW

A one-of-a-kind treasury of original short stories by bestselling authors based on the lives, hopes and dreams of real children who are battling cancer. Each story is accompanied by photographs of the real children digitally inserted into a background of their dream —whether it's being an NFL star, a baker or a mermaid. Author proceeds go to the Anything Can Be project.

A Message from Brandon Mull about FABLEHAVEN BOOK OF IMAGINATION

Don't open this book without a pen or pencil in hand. Begin by writing your name in the space provided on the front cover. Then proceed to the many other activities inside. Unlike the other Fablehaven books, this one is only half-finished... The missing ingredient is you!

Get ready to write, draw, solve, and create. The secret world of enchanted preserves is waiting for you to jump in—just make sure to avoid any deep pools filled with naiads!



On Sale: October 2016! 9781629722412/Paperback/\$14.99/Ages 9 & Up/Trim: 7¼ x 9/160 pages



The Sequel to Fablehaven Dragonwatch is coming March 2017!

The dragons are no longer our allies...

Kendra and Seth are back in a whole new adventure. An uprising of dragons threatens to destroy the magical preserves as well as overrun the nonmagical world. In ancient times, Dragonwatch—a group of wizards, enchantresses, dragon slayers, and others—confined the majority of dragons to sanctuaries. That effort is now crumbling. Dragonwatch must be reunited. The dragons must be stopped.

9781629722566
\$17.99/HC
Pre-order Now!

Fablehaven series



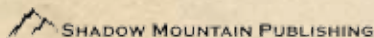
Fablehaven

Fablehaven: Rise of the Evening Star

Fablehaven: Grip of the Shadow Plague

Fablehaven: Secrets of the Dragon Sanctuary

Fablehaven: Keys to the Demon Prison



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