

## The Search For Wondla 1 Tony Diterlizzi Bossmallore

*When all hope for a peaceful coexistence between humankind and aliens seems lost, Eva Nine, with help from an unlikely ally, tries to thwart the evil Loroc's ultimate plan for life on Orbona.*

*Jimmy Zangwow loves his Moon Pies. His mom holds the key to the Moon Pie stash, though -- and she says no treats before dinner! If only Jimmy could fly to the moon to get his own Moon Pies... How far would you go to get your favorite snack?*

*Living in isolation, a twelve-year-old human girl called Eva Nine sets out on a journey to find others like her, in a story that features "augmented reality" pages, in which readers with a webcam can access additional information about Eva Nine's world.*

*A boy imagines amazing adventures he will have when his brother arrives home.*

*What do you do without your best friend? Jamie isn't afraid of anything. Always ready to get into trouble, then right back out of it, he's a fun and exasperating best friend. But when something terrible happens to Jamie, his best friend has to face the tragedy alone. Without Jamie, there are so many impossible questions to answer -- how can your best friend be gone forever? How can some things, like playing games in the sun or the taste of the blackberries that Jamie loved, go on without him?*

*The Field Guide*

*Jimmy Zangwow's Out-of-This-World Moon-Pie Adventure*

*The Search for WondLa Trilogy*

*A Taste of Blackberries*

*The Search for WondLa*

Raised underground by a robot, twelve-year-old Eva Nine finally finds all she ever wanted in the human colony of New Attica, but something very bad is going on there and unless Eva and her friends stop it, it could mean the end of life on Orbona. "Brilliant, elegant, and unsparing." —Emma Cline From an astounding new voice in Canadian literature comes an intoxicating, compact novel about a woman who walks out of her life and washes up in a seaside town After a sudden, devastating loss, Mara flees a city on the coast and drifts in a wealthy seaside town with a dead cellphone and barely any money. Mired in her grief, Mara detaches from the outside world and spends her days of self-imposed exile scrounging for food and swimming in the night ocean. In her state of emotion, the world around edge is rendered bleak, luminous, implacable. As her money runs out and tourist season comes to a close, Mara finds a job at the local wine store. There, she meets Simon, the shop's soft-spoken, lonely owner. Confronted with the possibility of connection v her desires and appetites, the reasons for her flight begin to emerge. Reminiscent of works by Rachel Cusk, Jenny Offill, and Sheila Heti, Tides is a spare, visceral debut novel about the nature of selfhood, intimacy, and the private narratives that shape our lives

This full-color, illustrated companion novel to The Cats of Tanglewood Forest includes "beautiful bookmaking, lovely storytelling, and wondrous illustrations....Readers will be enchanted" (Kirkus Reviews, starred review). This captivating adventure from two main characters is a story of magic, family, and the power in believing in both. Sarah Jane has always wanted to meet a fairy, but she has no idea that the tiny wounded man she discovers in the Tanglewood Forest is about to ensnare her in a longtime war between rival magic forces that are kidnapped and split up by the opposing sides, she'll need the help of several friends--from the reclusive Aunt Lillian to the mysterious Apple Tree Man--to bring them home. But if they don't untangle themselves from the feud quickly, they could all be trapped there forever. In a starred review, Publishers Weekly noted "the lyrical narrative blends a contemporary setting with a fairy tale that might have been plucked from a distinctly different time and place."

In the final installment of Beyond the Spiderwick Chronicles, Nick and Laurie had thought they solved their giant problems when they drove all the giants into the sea. But now, the Grace kids have come back to tell them they may have more trouble coming, as the giants control the population of Hydra, a dragon like creature that is creating sinkholes all over Florida. But with the mermaids refusing to return the giants to the shore, the nixie's still missing and the threat of a destroyed Florida drawing closer, the kids find a way to save them on their own hands. Will Nick and Laurie be able to stop the destruction they unwittingly caused? Can a new giant hunter help save the day? Can Arthur Spiderwick's Field Guide help them out of this or are they on their own? Find out in the final conclusion of the Series. **New York Times** bestselling creator Tony DiTerlizzi is known for his distinctive style depicting fantastical creatures, horrific monsters, and courageous heroes. His illustrations reshaped and defined the worlds of Advanced Dungeons and Dragons, Planescape, and Star Wars. In the imaginations of legions of devoted roleplaying gamers during the 1990s, before he transitioned to mainstream success with The Spiderwick Chronicles and The Search for WondLa. Collected here for the first time, this book features never-before-seen illustrations, in addition to showcasing DiTerlizzi's most iconic roleplaying work with commentary by the artist. Introduction by Christopher Paolini (Eragon) and featuring appreciations by Guillermo del Toro, Brom, Jane Yolen, Holly Black, Zeb Cook, Jeff Easley, and Donato Giancola.

Tony's work has a distinct flair, a love for monsters if you will . . . His creatures have the charm of Henson or Rackham but they carry with them hints of their own ecosystem . . . Tony stands alone as a world creator and a weaver of tales, may you treasure his work.

--Guillermo del Toro

The Nixie's Song

When My Brother Gets Home

Realms: The Roleplaying Art of Tony DiTerlizzi

The Wrath of Mulgrath

Tides

*After Mallory is kidnapped at her fencing meet, Jared and Simon search for her near an old quarry and find themselves amidst dwarves and goblins.*

*This retelling of the beloved fairy tale finds 15-year-old Ella discovering that accepting the Prince's proposal ensnares her in a suffocating tangle of palace rules and royal etiquette.*

*A first entry in an epic animal adventure series set in the subway tunnels of Brooklyn follows the experiences of an escaped pet shop mouse who descends into a utopian rat civilization before confronting threatening rebels, ravenous cats and a generations-long battle involving deadly secrets.*

*"Broxo, the only surviving member of a tribe of barbarians, spends his time on a mountain hunting and avoiding the man-eating walking dead until everything changes when Zora, a foreign princess, arrives on the mountain seeking Broxo's lost tribe"--*

*When a beloved ornament breaks, will it ruin the holidays or save them? New York Times bestselling author and Caldecott Honor-winning illustrator Tony DiTerlizzi offers a brand-new Christmas story that is sure to be a holiday classic. Jack wants this to be the best Christmas ever, and he knows just how to make it happen... More! More lights, more presents, more cookies, more treats. More. More. More! So, when Jack breaks a dusty old ornament, he's not sure why his mom is so upset. They can always get more ornaments, so what's the big deal? Turns out the ornament was an heirloom, precious for more reasons than one. And Jack has a lot to learn about the true meaning of Christmas. A fairy emerges from the shattered ornament. She has the power to make the most magical Christmasy things happen. Suddenly trees are sprouting, reindeer are flying, and snowmen are snowball fighting. All of it is so perfect, or it would be if she could fix Mom's ornament. But she can't. So it's up to Jack to make some Christmas magic of his own.*

*An Alpha-number-bet Book*

*The Search for WondLa Paperback Trilogy*

*Just Ella*

*The Ironwood Tree*

*The Search for Wondla*

**Experience the fantastical with this complete deluxe, hardcover collection of the #1 New York Times bestselling Spiderwick Chronicles series. Join twins Jared and Simon and their older sister, Mallory, as they discover the fantastical world of Spiderwick. This complete hardcover set of The Spiderwick Chronicles includes The Field Guide, The Seeing Stone, Lucinda's Secret, The Ironwood Tree, and The Wrath of Mulgrath. Each hardcover in this boxed set of the #1 New York Times bestselling Spiderwick Chronicles series, which has more than 12 million copies in print worldwide, features a larger trim size and an original jacketed cover with all-new art from Tony DiTerlizzi.**

**Travel to WondLa with Eva Nine in this collectible boxed set that features all three novels in the New York Times bestselling The Search for WondLa trilogy! When a marauder destroys the underground sanctuary where Eva Nine was raised by the robot Muthr, the twelve-year-old girl is forced to flee aboveground. Eva Nine is searching for anyone else like her, for she knows that other humans exist, because of an item she treasures—a scrap of cardboard on which is depicted a young girl, an adult, and a robot, with the strange word, “WondLa.” Tony DiTerlizzi honors traditional children’s literature in this totally original space-age adventure: one that is as complex as an alien planet, but as simple as a child’s wish for a place to belong. Breathtaking two-color illustrations throughout reveal another dimension of Tony DiTerlizzi’s vision. This enchanting boxed set includes:**

**The Search for WondLa A Hero for WondLa The Battle for WondLa**

**The Spiderwick Chronicles leave the old-fashioned charm of New England far behind and head south for some fiendish faerie fun in the hot Florida sun. Eleven-year-old Nicholas Vargas only thinks his life has been turned upside down after his developer father remarries and moves his new wife and daughter into the soon-to-be completed Mangrove Hollow. But an "expedition" to a nearby lake turns up a little nixie with a giant problem – the huge, lumbering, fire-breathing variety – and it's up to Nick; his stepsister, Laurie; and his big brother, Julian (plus a familiar face from the original Spiderwick Chronicles) to figure out the best way to stop a host of rampaging giants before all of Florida goes up in smoke.**

**"Sometimes, when people grow up, they forget how to have fun." These are just some of the words of wisdom spoken by Ted, the big raspberry coloured, fun-loving, troublemaking, imaginary best friend who arrives one morning to bring a boy and his father closer together. The father is too busy to spend time with his son, or even to appreciate the value of just having fun, but Ted has a plan to change all that. The plan involves painting portraits on the walls, impromptu haircuts and even creating an indoor swimming pool... but it works!**

**A Caldecott Honor winner begins a new series about a young girl forced to flee from her underground home with a treasured item—a scrap of cardboard on which is depicted a young girl, an adult, and a robot, with the word, “WondLa.” Illustrations.**

**The Spiderwick Chronicles, the Complete Series**

**Shine**

**Ted**

**Beware the Buffalogre!**

**Alistair Grim's Odditorium**

**When her best guy friend falls victim to a vicious hate crime, sixteen-year-old Cat sets out to discover who in her small town did it. Richly atmospheric, this daring mystery mines the secrets of a tightly knit Southern community and examines the strength of will it takes to go against everyone you know in the name of justice. Against a backdrop of poverty, clannishness, drugs, and intolerance, Myracle has crafted a harrowing coming-of-age tale couched in a deeply intelligent mystery. Smart, fearless, and compassionate, this is an unforgettable work from a beloved author. Praise for Shine “Cat eventually uncovers the truth in a cliffhanging climax in which she confronts fear, discovers that love is stronger than hate and truly ‘shines.’ Raw, realistic and compelling.” –Kirkus Reviews “The page-turning mystery and Cat’s inspiring trajectory of self-realization will draw readers in and give them plenty to ponder.” –The Bulletin of the Center for Children’s Books “Dramatic in both content and presentation.” –Los Angeles Times “Myracle captures well the regret that many feel for things in their past about which they are ashamed. Cat’s reflections on these moments are spot-on.” –School Library Journal **AWARD: WINNER: Amelia Elizabeth Walden Award for young adult fiction YALSA 2014 Popular Paperbacks for Young Adults** After eating breakfast, good friends Meno the space alien and Yamagoo the jellyfish make time for fun.**

**The Search for WondLaSimon and Schuster**

**"A twelve-year-old boy is chosen to join a four-person applicant team to work towards membership in the Confederation of United Planets, and stumbles across conspiracies resembling science fiction he's been a fan of his entire life"--**

**'A twenty-six letter menagerie!'**

**The Complete WondLa Trilogy**

**Movie Tie-in Edition**

**and Other Stories**

**Randoms**

**The Battle for WondLa**

**Celebrate the 10th anniversary of Tony DiTerlizzi’s New York Times bestselling, richly illustrated The Search for Wondla series with this collectible paperback boxed set of the modern classic space-age adventures featuring an all-new look. When a marauder destroys the underground sanctuary that Eva Nine was raised in by the robot Muthr, the twelve-year-old girl is forced to flee aboveground. Eva Nine is searching for anyone else like her: She knows that other humans exist because of an item she treasures—a scrap of cardboard on which is depicted a young girl, an adult, and a robot, with the strange word, “WondLa.” Can she find where she belongs? This out-of-this-world paperback boxed set includes: The Search for WondLa A Hero for WondLa The Battle for WondLa**

**"Presents the final installment in the fantasy series about the adventures of the Grace kids, as they battle dwarves and goblins in a desperate fight to free their mom from the clutches of the evil ogre, Mulgrath"--NovellistPlus. Book-loving Kenny the rabbit has few friends in his farming community, so when one, bookstore owner George, is sent to kill another, gentle dragon Grahame, Kenny must find a way to prevent their battle while satisfying the dragon-crazed townspeople.**

**In this highly anticipated sequel to New York Times bestselling and Caldecott Honor-winning author Tony DiTerlizzi’s Kenny and the Dragon, Kenny must cope with many changes in his life—including the fear that he’s losing his best friend. What can come between two best friends? Time has passed since Kenny Rabbit’s last adventure with his best friend, the legendary dragon Grahame, and a lot has changed in the sleepy village of Roundbrook. For starters, Kenny has a whole litter of baby sisters. His friends are at different schools and Sir George is off adventuring. At least Kenny still has his very best friend, Grahame. That’s before Dante arrives. Dante is a legendary manticore and an old friend of Grahame’s. Old friends spend a lot of time catching up. And that catching up does not involve Kenny. But there’s a Witch to defeat, a pal to rescue, and a mysterious book to unlock. And those are quests for best friends, not old friends. Right?**

**When Meno is sick, Yamagoo calls Wishi to make him feel better.**

**Team Human**

**Big Fun!**

**Arthur Spiderwick's Field Guide to the Fantastical World Around You**

**Broxo**

**The Spider and the Fly**

Here be monsters! And maps! And mayhem! Meet Hugo, the apprentice mapmaker with a knack for discovering the weirdest of places . . . When Christopher Columbus-wannabe Rupert Lilywhite decides to set sail and discover a new land - it's all the rage in the fifteenth century -

Walter Bailey and his twelve-year-old nephew Hugo are employed as the ship's mapmakers. And when the sailors do eventually spot a mystery island, it is Walter and Hugo who are dispatched to investigate (nobody else can be bothered). Arriving on a beach of purple sand, the intrepid pair believe that they have found paradise. . . . until Walter is picked off by a giant flying rat. But with the help of some weird and wonderful talking creatures, including Pegasus the flutterhog, Delphina the water-breathing merphin and Savage, the tiny but fearless mouse, Hugo is given a chance to save his uncle and put his mapmaking training to the test.

Twelve-year-old Hope lives in a post World War III town called White Rock where everyone must participate in Inventions Day, and though Hope's inventions always fail, her unique skill set comes in handy when bandits who want to steal precious medical supplies invade the town. Talk about out of the frying pan, into the fire! I was pretty sure that my freaky stepsister and that freaky field guide of hers would ruin my life. But now it looks like they're going to ruin all of Florida, too! Okay, maybe that's not fair. Maybe all these stupid giants would be waking up anyway, but if it wasn't for her and that book, I'd be home playing video games and this would be someone else's giant problem!

A dark and fantastic collection of stories from the author of Tithe and The Spiderwick Chronicles.

"'Will you walk into my parlour,' said the Spider to the Fly..." is easily one of the most recognized and quoted first lines in all of English verse. But do you have any idea how the age-old tale of the Spider and the Fly ends? This enduring verse from Mary Howitt dates back to the nineteenth century, but its warning - to beware the wiles of flattery - remains today as relevant as ever. Now in its tenth year, celebrated artist Tony DiTerlizzi, drawing inspiration from his love of classic Hollywood horror movies of the 1920s and 1930s, shines a cinematic spotlight on Mary Howitt's warning, written to her own children about those who use sweet words to hide their not-so-sweet intentions. Featuring new jacket art and a commemorative poster this special 10th anniversary edition of the quintessential cautionary tale is a must have!

Mouseheart

A Novel

A Modern Fairy Tale

A Giant Problem

The Search for WondLa; A Hero for WondLa; The Battle for WondLa

**Celebrate the 10th anniversary of Tony DiTerlizzi’s New York Times bestselling, richly illustrated The Search for Wondla series with this collectible hardcover boxed set of the modern classic space-age adventures featuring an all-new look. When a marauder destroys the underground sanctuary that Eva Nine was raised in by the robot Muthr, the twelve-year-old girl is forced to flee aboveground. Eva Nine is searching for anyone else like her: She knows that other humans exist because of an item she treasures—a scrap of cardboard on which is depicted a young girl, an adult, and a robot, with the strange word, “WondLa.” Can she find where she belongs? This out-of-this-world hardcover boxed set includes: The Search for WondLa A Hero for WondLa The Battle for WondLa** Readers who love vampire romances will be thrilled to devour Team Human by Justine Larbalestier and Sarah Rees Brennan. Team Human celebrates and parodies the Twilight books, as well as other classics in the paranormal romance genre. Mel is horrified when Francis Duvarney, arrogant, gorgeous, and undead, starts at her high school. Mel’s best friend, Cathy, immediately falls for the vampire. Cathy is determined to be with him forever, even if having him turn her could inadvertently make her a zombie. And Mel is equally determined to prove to her BFF that Francis is no good, braving the city’s vampire district and kissing a cute boy raised by vampires as she searches evidence in this touching and comic novel.

**When the Grace children go to stay at their Great Aunt Lucinda's worn Victorian house, they discover a field guide to fairies and other creatures and begin to have some unusual experiences.**

**First a pack of vile, smelly goblins snatch Simon. Then a band of elves try to entrap Jared. Why is the entire faerie world so eager to get their hands on Spiderwick’s Guide? And will the Grace kids be left alone, now that the Guide has mysteriously disappeared? Don’t count on it. At school, someone is running around pretending to be Jared, and it’s not Simon. To make matters even worse, now Mallory has disappeared and something foul in the water is killing off all the plants and animals for miles around. Clues point to the old abandoned quarry, just outside of town. Dwarves have taken over an abandoned mine there. And the faerie world’s abuzz with the news that a creature with plans to rule the world has offered them a gift to join with him -- he's given them a queen...**

**Presents an introduction to the faerie world, examples of thirty-one faerie species such as boggarts, goblins, sprites and pixies, and instructions on how to prepare for faerie investigations.**

**The Broken Ornament**

**A Hero for WondLa**

Seven Wild Sisters

Kenny & the Book of Beasts

Grubb, age twelve (or thereabouts), has never known anything beyond his miserable existence as a chimney sweep, paid only in insults and abuse by his cruel master. All of that changes the day he stows away in the coach belonging to a mysterious guest at the inn that he is tasked with cleaning. Grubb emerges from Alistair Grim's trunk and into the wondrous world of the Odditorium. Fueled by a glowing blue energy that Grubb can only begin to understand, the Odditorium is home to countless enchanted objects and an eccentric crew that embraces Grubb as one of their own. There's no time for Grubb to settle into his new role as apprentice to the strange, secretive Mr. Grim. When the Odditorium comes under attack, Grubb is whisked off on a perilous adventure. Only he can prevent the Odditorium's magic from falling into evil hands??and his new family from suffering a terrible fate. Grubb knows he's no hero. He's just a chimney sweep. But armed with only his courage and wits, Grubb will confront the life-or-death battle he alone is destined to fight.

Kenny & the Dragon

G is for One Gzonk!

Uh-Oh Sick!

The Field Guide; The Seeing Stone; Lucinda's Secret; The Ironwood Tree; The Wrath of Mulgrath

The Poison Eaters