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Spirit animals 13 books box set series 1

Spirit Animals has a total of 19 books: two main series, and four special editions. The first book, Wild Born, was released on September 10th, 2013 while the final story, The Dragon's Eye, was released on April 24th, 2018. Books by release date[] First Series (Spirit Animals)[] Book 1: Wild Born by Brandon Mull Book 2: Hunted by Maggie Stiefvater Book 3: Blood Ties by Garth Nix & Sean Williams Book 4: Fire and Ice by Shannon Hale Book 5: Against the Tide by Tui T. Sutherland Book 6: Rise and Fall by Eliot Schrefer Book 7: The Evertree by Marie Lu Second Series (Fall of the Beasts)[] Book 1: Immortal Guardians by Eliot Schrefer Book 2: Broken Ground by Victoria Schwab Book 3: The Return by Varian Johnson Book 4: The Burning Tide by Jonathan Auxier Book 5: Heart of the Land by Sarah Prineas Book 6: The Wildcat's Claw by Varian Johnson Book 7: Stormspeaker by Christina Diaz Gonzalez Book 8: The Dragon's Eye by Sarwat Chadda Special Editions[] Tales of the Great Beasts by Brandon Mull, Gavin Brown, Nick Eliopoulos, Billy Merrel, and Emily Seife The Book of Shane (originally four e-books, later they were put together in one paperback book) by Nick Eliopoulos Tales of the Fallen Beasts by Brandon Mull, Gavin Brown, Nick Eliopoulos, Billy Merrel, and Emily Seife Tale of the Great Beast Ninani by Billy Merrell Books by chronological order[] 1. Tales of the Great Beasts - Set during the First Devourer War. 2. Tale of the Great Beast Ninani - Set after the First Devourer War when the Greencloaks discover the Nectar. 3. The Book of Shane (#1) - Set directly before Wild Dorn. 4. Wild Born - Set during the Second Devourer War, when the Four Fallen are reborn. 5. Hunted - Set after Wild Born, during the Second Devourer War. 6. Blood Ties - Set after Hunted, during the Second Devourer War. 7. Fire and Ice - Set after Blood Ties, during the Second Devourer War. 8. Against the Tide - Set after Fire and Ice, during the Second Devourer War. 9. Rise and Fall - Set after Against the Tide, during the Second Devourer War. 10. The Book of Shane (#2) - Set after Rise and Fall. 11. The Evertree - Set after Rise and Fall, during the Second Devourer War. 12. The Book of Shane (#3) - Set after The Evertree. 13. The Book of Shane (#4) 14. Tales of the Fallen Beasts - Set before Immortal Guardians. 15. Immortal Guardians - Set after the Second Devourer War, when the Great Beasts are reborn. 16. Broken Ground - Set after Immortal Guardians. 17. The Return - Set after Broken Ground. 18. The Burning Tide - Set after The Return. 19. Heart of the Land - Set after The Burning Tide, after new Greencloaks are recruited. 20.The Wildcat's Claw - Set after Heart of the Land. 21. Stormspeaker - Set after The Wildcat's Claw. 22. The Dragon's Eye - Set after Stormspeaker. Stock Image From #1 New York Times bestselling author Brandon Mull comes Spirit Animals, an epic book series that leaps from the page into a riveting online game. Your book is the key to claim your spirit animal!In the world of Erdas, four children are about to discover if they have a spirit animal bond, a rare link between human and beast that gives great powers to both. Separated by vast distances, Conor, Abeke, Meilin, and Rollan each see a flash of light . . . and then the animals emerge.Wolf, leopard, panda, falcon. Each of the children has summoned a beast from legend. Now their fate is set. The four heroes and their animals must band together on a dangerous quest. A dark force from the past is rising, and only they have the power to stop it.The fate of Erdas has fallen on the shoulders of these brave strangers . . . and on you. Part engrossing book series, part action role-playing game -- discover your spirit animal and join the adventure. Pigeon Has to Go to School Only \$9.99 with Purchase of Any Kids' Book Mull (the Beyonders books) kicks off the multiplatform Spirit Animals series with an exciting first installment (volume two arrives in January 2014, written by Maggie Stiefvater). In the world of Erdas, 11-year-olds must all drink the Nectar to see if they have the rare ability to summon a spirit animal. Greencloaks, those with spirit animals, are an important order that helped defeat the Devourer hundreds of years ago, with help from four Great Beasts who gave their lives to protect Erdas. Now, there are signs that the Devourer may return; meanwhile, four children from around the world shock themselves and those around them when they summon the four Fallen Beasts. Mull carves out each distinct hero in spare prose that moves the story quickly forward (along with several animal- and superpower-driven action sequences) as Meilin, Connor, Rollan, and Abeke forge relationships with their spirit animals and decide where they stand in the imminent war. Readers eager to spend more time in Erdas (and find their own spirit animals) can do so in an online game that ties into the series. Ages 8–12. (Sept.) Publishers Weekly Praise for Spirit AnimalsA New York Times bestseller"Mull kicks off the multiplatform Spirit Animals series with an exciting first installment." —Publishers Weekly"Mull masterfully draws readers in . . . [they] will have a hard time putting this book down." —School Library Journal"An insightful look at what it means to be a hero, with the glory it brings and the sacrifice it demands. The accompanying game offers an exciting off-page experience." —Kirkus From the Publisher 10/01/2013Gr 4–7—In the world of Erdas, when children turn 11, they drink Nectar in order to see if they will have a spirit animal. Conor, Abeke, Meilin, and Rollan are chosen, and, with their spirit animals—a wolf, a leopard, a panda, and a falcon—they must summon the Four Fallen, Great Beasts that gave their lives many years earlier to defeat the Devourer. Now the Devourer is back, and the children have to use their animal powers to defeat it. Minions of the Devourer are hot on their trail and will do anything to stop them from succeeding. This story has a well-developed plot and likable, well-rounded characters. Mull masterfully draws readers into Erdas with his fast-paced scenes. His writing is smooth and easily transitions between characters' points of view without causing confusion. Fans of Mull's Fablehaven (S & S, 2007), Peter Lerangis's The Colossus Rises (HarperCollins, 2013), or other page-turning fantasy adventures will have a hard time putting this book down.—Kira Moody, Whitmore Public Library, Salt Lake City, UT School Library Journal The appearance of the Four Fallen Great Beasts in Erdas signals the re-emergence of an evil power long forgotten. In the tradition of Erdas, four 11-year-olds are given Nectar, a substance designed to help them call their spirit animals. Conor, an indentured servant, calls Briggan the wolf. Uraza the leopard answers the call of the young warrior, Abeke. Jhi the panda comes to Meilin, the daughter of a Zhongese general. Rollan, a poor street urchin, calls Essix the falcon. With the assistance of the Greencloaks, a powerful but secretive order, the four must learn to bond with their spirit animals, drawing strength and wisdom from their gifts. Their mission is to retrieve the talismans from the other Great Beasts before the Devourer can regain power and destroy the world. Constructed in the tradition of The 39 Clues, this fast-paced new series will be penned by various well-known authors. Unfortunately, flat characters and a predictable plot are evidence that this first installment lacks Mull's usual creativity and humor. A companion website promising a multimedia experience invites readers to be paired with their own spirit animals. Should satisfy readers hungry for a new fantasy series. (Fantasy. 8-12) Kirkus Reviews Spirit animals' natural skills add to their human counterparts' abilities and it will get readers thinking about animals' keener eyesight, superior jumping ability and agility, etc. (Though some skills -- prophecy, healing -- are magical, not natural.) Track Order

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