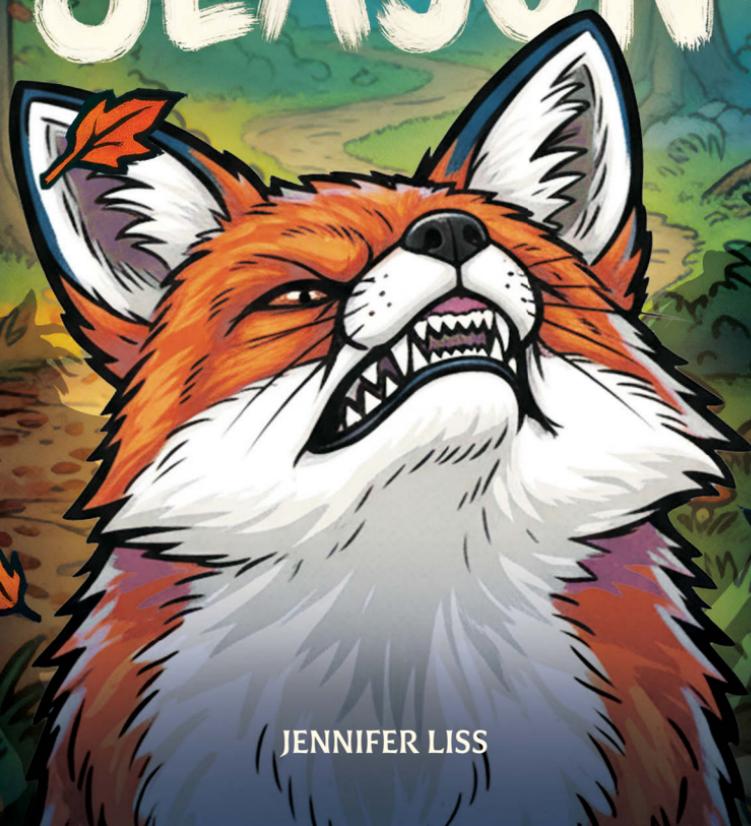


THE JOURNEY IS YOURS

BLUSHWOOD

THE FALL SEASON



JENNIFER LISS



TO BEGIN YOUR JOURNEY...

In the kingdom of East Blushwood, not everything is as it seems. Sure, there's a queen. People work in the villages. The seasons change. Winter is cold. Flowers bloom in spring. There are caves, hills, and vast meadows. Birds fly. But here, dragons soar across the sky. Witches make deals with ghosts. Goblins beg for meat. In this extraordinary place, trees are guardians of secrets, and purple-winged owls speak half-truths.

You are the Soothsayer, or Truth-Teller of East Blushwood. Queen Rozala relies on you to keep the kingdom safe. She sends you on missions whenever there are threats. Your razor-sharp senses and powerful visions help you along the way. Your parents, who died a long time ago, also had special gifts.

In a small cottage in the woods, you were raised by your grandfather. He is old, but he still has the spirit of his youth. You two laugh often and share stories. But you keep quiet about your assignments from the queen.

On your missions, answers are not always easy to find. Tough decisions need to be made. The truth may be painful to face. But when you fail, you try again. When you get stuck, you look at things in a new way.

► **Your journey begins.**

Today, you are picking apples in an orchard with your neighbors. A cool breeze brushes across your face. It is the fall season.

Apples topple out of full baskets. The harvest is bountiful. Children play games, jumping in and out of piles of leaves.

Suddenly, you feel alert. Someone or something is watching you. But who or what could it be? You believe it's Syfer, the queen's fox. Turning to the left, you get your answer. Syfer is staring at you in the distance. Her ears twitch.

The animal's visit can only mean one thing: East Blushwood's queen needs to see you immediately.

Syfer dashes along a trail in the woods. You do your best to keep up with her.

Soon you are at the castle. Once inside, you follow Syfer down a long hallway and into a large room. It's

where Queen Rozala awaits. Two soldiers stand on either side of the doorway. They nod to you.

The queen sits on a velvet couch, cradling a small basket in her lap. A fire crackles in the fireplace, illuminating one side of her face. She looks worried.



You approach her.

“I need your help,” she says.



► **Queen Rozala is ready to tell you about your mission.**

You sit beside her on the couch.

She lifts the lid of the small basket and holds it out to you.

You peer inside. A tiny, winged creature is sleeping on a bed of moss. She has blue skin and skinny limbs. Her little face is framed by a tangled mass of black hair.

“What is she?” you ask.

“She’s a fairy,” the queen answers. “Have you never seen one?”

You stare at the fairy in disbelief. She is the size of your thumb. Then you shake your head before answering. “My grandpa used to tell me stories about them. Does she speak our language?”

“Some fairies do, but not this one. I think she is a child.”

“Where did she come from?”

“A worker found her in the fields,” the queen says. “We don’t know why she’s here. Fairies live in groups called flights. They never travel alone and rarely leave their glen.”

“Something must be wrong.” Then you notice that the fairy’s right wing is folded in half. “Her wing looks broken.”

“It is,” Queen Rozala says. “She cannot fly. But only fairies can fix their own kind.”

You nod. “Would you like me to return the fairy to her glen?”

The queen places the lid on the basket. “Yes, and you must hurry. This fairy child is missing from the flight. Fairies are small beings, but together they are mighty. An angry flight of fairies can do considerable damage.”

Queen Rozala signals a soldier. She walks up to the queen and hands her a map. Then the soldier returns to her post.

The queen unfolds the map and points to a spot. “The fairy glen is here. You can travel by boat along the river, or you can go through the woods. If you choose the woods, take a mule.”

You think about it. Traveling in the woods is fun. But you’ve never been to a fairy glen. What if you get lost along the way? The river is easier to follow, though you rarely travel by boat.

Queen Rozala hands you the basket. Now it’s time to choose: river or woods?

To travel on the river, go to page 50.

To go through the woods, go to page 38.

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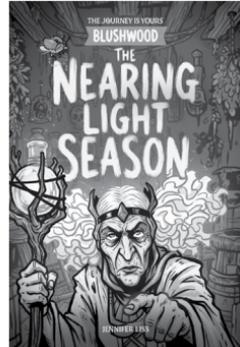
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THE JOURNEY IS YOURS

BLUSHWOOD



THE FALL SEASON

Queen Rozala enlists you to return a broken-winged fairy to her family.

It may sound like a simple task, but beware of clever creatures and dangerous waters. Soothsayer, are you ready to make wise choices to get the fairy safely home? If so, the journey is yours.

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