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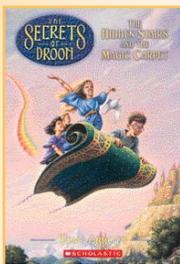


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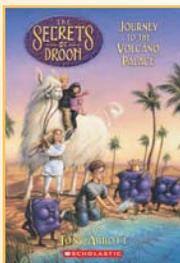
THE SECRETS OF DROON

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#1: The Hidden Stairs and the Magic Carpet

Underneath the steps leading down to Eric's basement is a hidden storage space. It's dusty and old—nothing special at all. But when Eric, Julie, and Neal all huddle inside the gray room together, something unbelievable happens. A glittering light and then a rainbow-colored staircase appear. And as the kids take their very first step down to the mysterious land of Droon, they know that only magic and adventure await them!



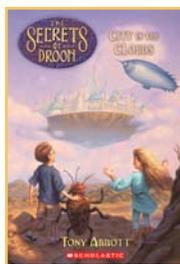
#2: Journey to the Volcano Palace

Eric, Julie, and Neal have a problem. Nasty Lord Sparr has stolen a magic jewel from their friend Princess Keeah. The princess really needs their help. The good news is the jewel is in Lord Sparr's secret palace. The bad news is the secret palace is in a volcano!



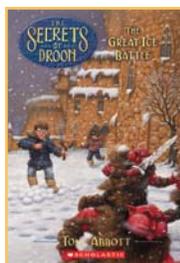
#3: The Mysterious Island

Splursh! Ka-thoom! Eric, Julie, and Neal are sailing with Princess Keeah. Suddenly, they are caught in the middle of a magical ocean storm. The kids are shipwrecked on an island that belongs to one of Lord Sparr's witches. Now Eric, Julie, Neal, and Princess Keeah have to get off the island before Lord Sparr gets them!



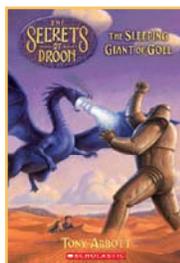
#4: City in the Clouds

Uh-oh! Neal has a problem. He's turned into a bug—again. Eric and Julie hope someone in Droon can help. Princess Keeah thinks there might be a cure in the City in the Clouds. Too bad the friends only have one day before the city disappears!



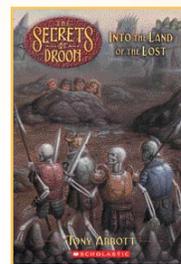
#5: The Great Ice Battle

Brrr! Jaffa City is under a spell of ice and snow. Even Galen the wizard is frozen solid! Eric, Julie, Neal, and Princess Keeah have to figure out a way to break Lord Sparr's curse. But they better hurry or they might get frozen, too!



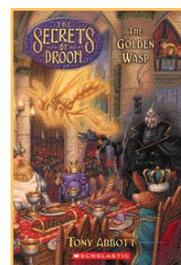
#6: The Sleeping Giant of Goll

Lord Sparr has found a new weapon to use against Droon. He's woken up a mean old giant that will now obey his every command! It's a good thing Eric, Julie, and Neal are around to help their friends try to stop Lord Sparr. It's a giant job, but somebody's got to do it!



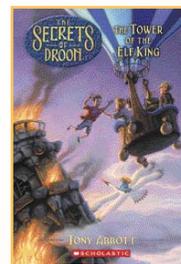
#7: Into the Land of the Lost

Aha! Lord Sparr has put Princess Keeah under a magic spell. Eric, Julie, and Neal can help her if they go to the land of the Lost. But only ghosts live there. And if they don't get out soon, the kids will turn into ghosts themselves!



#8: The Golden Wasp

Oops! Julie made a big mistake when she brought a bracelet home from Droon. Now she's upset the balance between worlds—and strange things are starting to happen. Eric's dad has disappeared into Droon. And Lord Sparr himself might march into Eric's basement with the help of his golden wasp!



#9: The Tower of the Elf King

Somebody has robbed the Lumpies' village! And it can't be Lord Sparr—because he has mysteriously disappeared. The rumor is that a terrible beast is behind the crime. So Eric, Julie, and Neal set off with Khan and Princess Keeah to find the creature. Instead they find a big surprise!



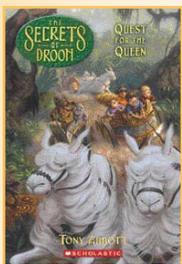
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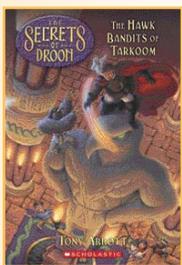
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#10: Quest for the Queen

Zoom! It seems like all of Droon is competing in the Quest! And Princess Keeah wants to win the prize, since it might break the magic spell on her mother. But some people aren't

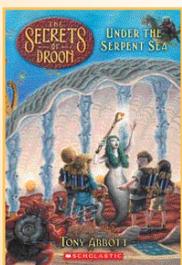
playing fair. Can Eric, Neal, and Julie stop the other racers from stealing a victory?



#11: The Hawk Bandits of Tarkoom

An earthquake has brought a piece of the past back to life! It's a wicked city called Tarkoom, full of sneaky bandits with a plan to upset present-day Droon.

Eric, Neal, and Julie need to travel back in time to put the city in its place. It won't be easy—but the kids know someone who can help make Tarkoom history.



#12: Under the Serpent Sea

The sea witch Demither is stirring up a storm in Droon. Keeah has to stop her! This mission could make or break Keeah's wizard training. And Eric, Neal, and Julie think they

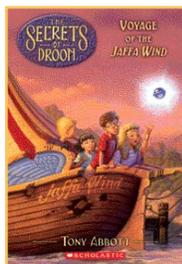
can help their friend. But many surprises await them in Demither's underwater world—and many secrets will be revealed.



#13: The Mask of Maliban

Move over, Lord Sparr—there's a new bad guy in town. Prince Maliban is the creepy ruler of the Turtle City. And Maliban's mysterious mask maker, Hob, is crafting an

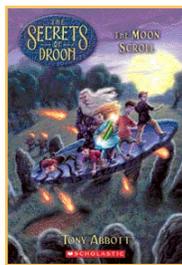
awesome new mask. The mask is very cool but very powerful. So Eric, Neal, and Julie have to make sure the mask doesn't fall into the wrong hands. Otherwise, it could mean serious trouble for Droon....



#14: Voyage of the Jaffa Wind

Max is missing! The furry spider troll has been mysteriously captured and no one knows where he is. Is it the work of the nasty Lord Sparr—or someone else? All aboard the *Jaffa*

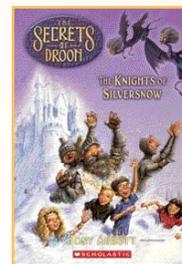
Wind as Eric, Julie, Neal, and their crew of friends set sail to Max's rescue!



#15: The Moon Scroll

Galen's gone to Goll, Lord Sparr's evil underworld! To defend himself, he needs the powerful wand of Urik, a magic tool that's been hidden for years. Keeah and her Upper World

friends want to help, but the only way to find the wand is to follow the Moon Scroll. And the Scroll holds many surprises—including the power to take anyone who reads it back through time!



#16: The Knights of Silversnow

Snow in the summer?! Eric, Neal, and Julie are headed back to Droon to fix the mess they made with the wand of Urik. Even though it's summertime back home,

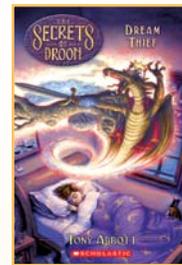
the gang's new adventures get them all snowy in the Ice Hills of Droon. In a hidden castle there, they must wake Droon's last hope against evil Lord Sparr...the famous Knights of Silversnow.



Special Edition #1: The Magic Escapes

When Eric chased Lord Sparr up the Dark Stair and out of Droon, he knew they were heading for the real world. But he didn't realize just how much was about to change. With them,

Eric and Sparr carry the secrets and the magic of Droon. And with magic on the loose, nothing in our world will ever be the same....



#17: Dream Thief

Eric is tossing in his sleep. And his wild dream can only mean one thing—Droon is calling him back. But when Eric, Julie, and Neal arrive, they find that something is very wrong. Someone is stealing

dreams! And the people of Droon are getting pretty tired of it. The friends won't rest until they track down the thief. But finding him could be a *nightmare*....



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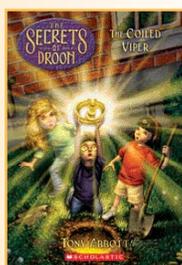
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#18: Search for the Dragon Ship

Happy hunting! The evil princess Salamandra is on a hunt for the magical Dragon Ship. So Eric, Neal, and Julie must find it first! There's just one problem. The ship is in pieces that

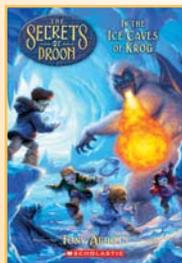
are scattered all over Droon. It's a race to put the ship back together. And the winner takes all—all of Droon, that is.



#19: The Coiled Viper

Magic on Main Street?! The border between Droon and the Upper World has been crossed. And now evil Sparr is in Eric's hometown! On a search for the Coiled Viper, he's

turning the Upper World inside out. Talking frogs, flying kids, a Ninn parade down Main Street... There's Droon magic all over our world! Can Eric and his friends keep it secret?



#20: In the Ice Caves of Krog

Way up north in the ice caves of Droon lives a nasty, snowy beast. Krog has just woken up from a long nap, and boy, is he grouchy! Eric and his friends have to stop the

monster from causing too much trouble. But when they reach the magical ice caves, they discover that Krog is not exactly the beast they were expecting....



#21: Flight of the Genie

A genie is trapped—in a teeny, tiny bottle! Hoja is being held prisoner in the city of Ut. And the city of Ut is magically stuck inside a small bottle. Luckily, Eric, Keeah, and

the others found the key they need to bring the city to life. But rescuing Hoja is going to be a wild ride. Because this genie doesn't grant three wishes....



Special Edition #2: Wizard or Witch?

"My name is Keeah. I live in Jaffa City, capital of the world of Droon. The Queen of Droon, or Mom, as I like to call her, is one of the droomar, a tribe of magical folk who have been around from the very beginnings of our world. Since I'm her daughter, I'm also a droomar. Which means, basically, that I'm a wizard...."



#22: The Isle of Mists

Three out of three! Sparr has found all of his Three Powers, and that adds up to big trouble for Droon. Armed with the Red Eye of Dawn, the Coiled Viper, and the Golden Wasp,

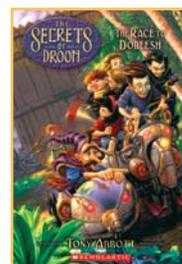
Sparr is more powerful than ever. And once he reaches the Isle of Mists, he is going to try an amazing new magic trick. A trick to take over all of Droon....



#23: The Fortress of the Treasure Queen

Ko is back in power—and nothing in Droon is safe! His beasts have found a lightning-powered submarine hidden in the secret Fortress of the

Treasure Queen. Now Eric and his friends have to stop Ko before he destroys Jaffa City. But first they'll need help from their worst enemy—Lord Sparr. *If* he can be trusted....



#24: The Race to Doobesh

Oh, no! Ko's beasts have taken over Doobesh, a dangerous city full of thieves and pirates. Now they're hard at work in the magical forge there, creating powerful armor

that will make them unstoppable. That is, unless Eric and his friends destroy the armor first. The race is on! Can the kids beat the beasts and flatten the forge in time? On your mark...Get set...GO!



#25: The Riddle of Zorfendorf Castle

Eric and his friends have long known about the mysterious and beautiful Zorfendorf Castle. But when Emperor Ko launches a surprise attack, the kids

discover that the castle is not all it seems. Hidden deep under Zorfendorf is one of the most baffling secrets in all of Droon. Ko will do anything to discover that secret. And Eric, Julie, Neal, and Keeah will do anything to stop him!



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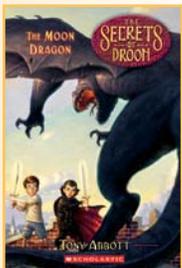
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Special Edition #3: Voyagers of the Silver Sand

Trapped! The rainbow stairs have vanished. Eric, Neal, and Julie are stranded in Droon. And young Sparr and Gethwing have escaped

to the Upper World! Now it's up to Eric and his friends to bring the stairs back—fast. Even if it means taking a journey through time, across the sands of Droon's dark, dangerous past. A magical voyage awaits the kids, full of big adventure and even bigger secrets. And this time, there's more at stake than ever—not just in Droon, but in the Upper World, too....



#26: The Moon Dragon

Home sweet...home? Gethwing the Moon Dragon has taken over Eric's hometown. He's on the hunt for a magical object that could make him more powerful than

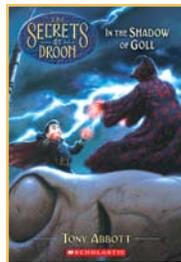
ever. To make matters worse, the evil dragon has kidnapped most of the townspeople, including the kids' parents! Can Eric and his friends stop Gethwing before he destroys the Upper World... for good?



Special Edition #27: The Chariot of Queen Zara

It seems like Young Sparr and the moon dragon have joined forces, and the kids are going to need Galen's help. But first, they have to find him! Eric and his friends soon learn that the

old wizard is trapped in the dark and magical city of Parthnoop, on the far side of Droon's moon, and only a mysterious silver chariot can take them there!



#28: In the Shadow of Goll

It's a dangerous time in Droon. Ko and Gethwing are about to wage war. Young Sparr is on a risky undercover mission to try to defeat the evil emperor from within. And a

wicked ancient sorcerer named Shadowface is vowing to wake the infamous Warriors of the Skorth to aid Ko's army of beasts. Now Eric, Julie, Neal, and Keeah must pursue Shadowface through the treacherous Dark Lands!



Special Edition #4: Sorcerer

Call me Sparr. I am a sorcerer, an enchanter, a conjurer. Dark magic sings in my veins. My powers are nearly limitless. Spells, charms, curses—I've used them

all to achieve my goals. My enemies call me "pure evil." Still, I didn't start out that way, did I? This time, I'm telling my own story...from the beginning!



#29: Pirates of the Purple Dawn

Old enemies join with new ones to confront the friends, who meet with one strange event after another. Eric, Julie, Neal, and Keeah can't be sure of what will happen

one minute to the next as they finally visit the ominous Stone Mills of Feshu and confront their oddest foes ever!



#30: Escape from Jabar-Loo

Something odd is happening in the wild jungle realm of Jabar-Loo. Notorious for its enchantments and for the fact that few have ever returned from the place,

Jabar-Loo harbors a growing menace of new and dangerous evildoers. Can the friends save Keeah's parents, while also saving themselves?



#31: Queen of Shadowthorn

A visitor from the future has returned to Droon. Her name is Salamandra, and she is a sorceress—and an old foe. Yet Salamandra says she wants to help the kids.

She shows them a terrifying vision of Droon's future. Eric, Julie, Neal, and Keeah will do anything to prevent this vision from becoming a reality. But can Salamandra be trusted? Or are the kids playing into her hands?



Special Edition #5: Moon Magic

Salamandra has cast Eric, Julie, Neal, and Keeah through her powerful Portal of Ages. The kids are on a quest to both the past and the future, with only the barest of

clues from the treacherous sorceress to guide them. Even worse, Gethwing, the infamous Moon Dragon, has disappeared into the Portal as well—and he could reappear anytime, anywhere. Now it's up to Eric and his friends to complete their dangerous mission, no matter what the cost. Because failure could mean the end of Droon... forever.



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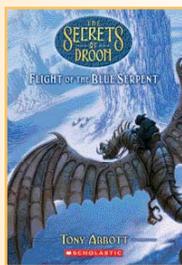
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#32: The Treasure of the Orkins

What is the strange secret object that Emperor Ko wants so desperately to steal? And what does it mean for the children once he has it? Is it the beginning of a new

adventure, or the end of their time in Droon? Only time...and distance...and courage...will tell!



#33: Flight of the Blue Serpent

Eric and his friends are headed to Droon's far north, a forbidding wasteland of ice and snow. There they seek the truth about a mysterious treasure—a snowflake

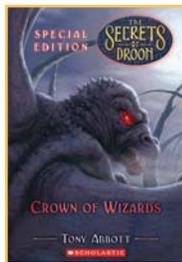
with magical powers that fell to the earth from a strange, flying blue serpent. The kids' journey is fraught with danger, for Ko will stop at nothing to get the treasure. And every step north brings them closer to fulfilling a terrifying prophecy that could change the future of Droon forever...



#34: In the City of Dreams

After the terrifying occurrences in Droon's snow-filled northern wastes, the children are left stunned and helpless. What happens in the royal sickbed at Jaffa City, and

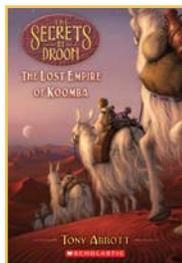
how the infamous Dream Crown of the far-distant city of Samarindo falls into the wrong hands—and whose hands!—all combine to create one of the most dangerous moments in the history of Droon. What remains for Neal, Julie, and Princess Keeah, and what they will do, may seal the fate of the magical world under the stairs!



Special Edition #6: Crown of Wizards

Has Eric gone bad for good? The young wizard has joined forces with the villainous Moon Dragon, Gethwing, to seek out a magical artifact that will give them untold power.

Keeah, Julie, Neal, Galen, and Max know they need to do whatever it takes to stop Eric and Gethwing—even if it means putting their old friend in harm's way. But Gethwing is planning something more terrifying than even Galen can predict. And with Eric at his side, he may be unstoppable....



#35: The Lost Empire of Koomba

Keeah, Julie, and Neal are determined to save Eric from the enchantment that's transformed him into Gethwing's number-one goon. Their quest leads

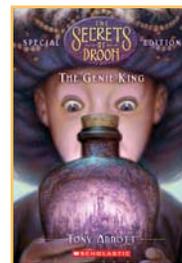
them to a lost empire deep in the desert, where tiny bandits are hiding a rare and powerful elixir that just might be Eric's only hope. But stealing it back is easier said than done. Especially when Gethwing is tracking the kids' every move. And so is his new ally, Lord Sparr.



#36: Knights of the Ruby Wand

The wizard Galen has been captured! Neal, Julie, and Keeah are desperate to rescue him. They set out to find the only thing that can free him: the famous Ruby Wand, created centuries

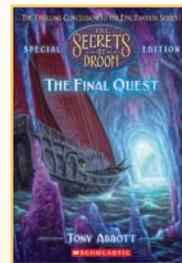
ago by two witch sisters. Unfortunately, the wand has fallen into the paws of Anga, the wily king of the weasels, and he'll do anything to keep it. Magic won't work against the powerful wand, so the kids must use their wits. But how do you trick a trickster?



Special Edition #7: The Genie King

Neal, Julie, and Keeah are on a quest to find the all-powerful Moon Medallion. But this is no ordinary mission for the Moon Medallion is hidden in no ordinary

place. It's somewhere in Ut, a magical city in a bottle that appears only once every one hundred years. Fortunately, as a genie, Neal knows a few tricks that can help. But more than the Moon Medallion is at stake—much more. For Gethwing, the fearsome Moon Dragon, is waging war on Droon. The future of the entire magical kingdom is hanging in the balance....



Special Edition #8: The Final Quest

The situation in Droon has never been more desperate. The wizard Galen is missing. Eric has been forced undercover with Gethwing, the all-powerful Moon Dragon. And

millions of beasts are assembling outside Jaffa City, ready to attack Droon's capital. Eric, Keeah, Neal, and Julie will do whatever it takes to save their beloved kingdom. But to defeat the Moon Dragon, they'll need to uncover the greatest secret in all of Droon....



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