WHO DO YOU TRUST?

Which 6 characters from the fablehaven series would you recruit to help you run your preserve?

1.	Name: _	
2.	Name:	
3.	. Name:	
4.	Name:	
5.	. Name:	
6.	Name:	

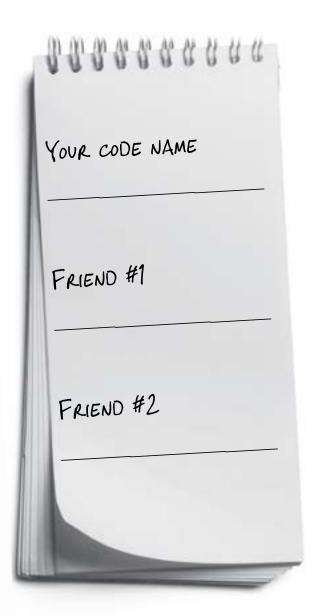
CREATE A "HELP WANTED" AD FOR YOUR NEW MAGICAL PRESERVE.

have previous experience, and, and	fast, work Familiarity Following railable for, Bonus weeks. Paid I talents or over other
------------------------------------	--

FOR REVIEW ONLY

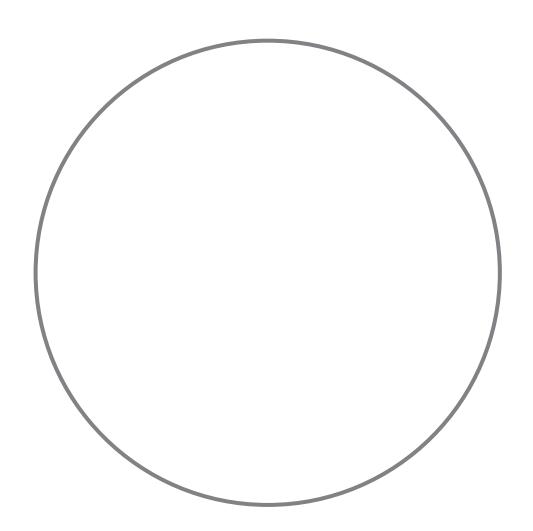
Create a Codename

SOMETIMES CARETAKERS MUST GO UNDERCOVER. CREATE A CODENAME FOR YOURSELF AND FIVE FRIENDS.



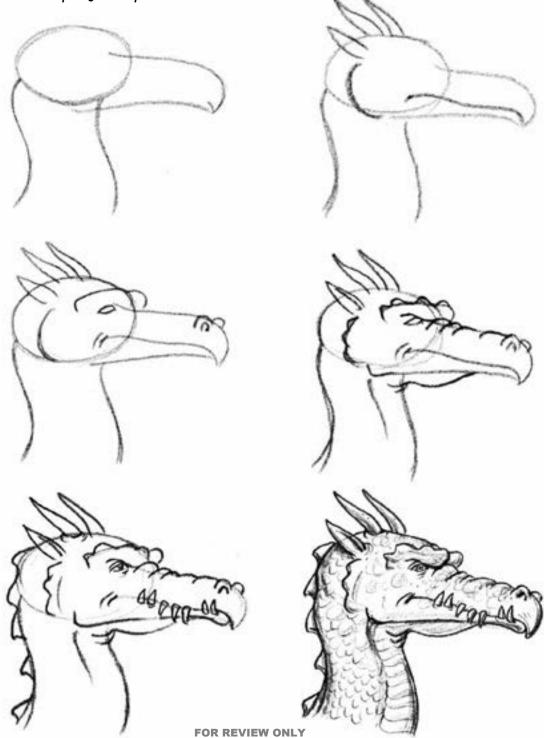


Some magical preserves have their own currency. Design a gold coin to use on your preserve.



DRAW A DRAGON'S HEAD

Follow the step-by-step illustrations below.



Now it's your turn. Create your own dragon head.





I AM AWESOME!

In case anyone ever doubted your ability to be an awesome caretaker of a magical preserve, finish this letter with adjectives and verbs that describe you best.

To whom it may concern,				
I am qualified to be the caretaker of this magical preserve because				
people tell me all the time that I am				
fast, and I am very $\frac{1}{(personality adjective)}$ when it comes to danger. I am				
reliable, trustworthy, and $\frac{1}{(personality adjective)}$. In addition, I know that				
it's important to $\frac{1}{(\text{verb})}$ and always obey the rules. For the record,				
my nickname is $\frac{1}{(adjective + animal #1 + adjective + animal #2)}$. If that doesn't				
make the creatures of Fablehaven — (verb) , I don't know what will.				
One time I came face-to-face with a $\frac{1}{(appearance adjective)}$ dragon who				
(verb, past tense) me, but thanks to my (appearance adjective) face and my				
(appearance adjective) muscles, I was able to escape and (verb). Yes, I				
am definitely a — caretaker!				



I AM AWESOME!

This time, ask <u>someone else</u> to supply the adjectives and verbs. Write them in the spaces provided.

FAIRY FASHIONS

Draw and color fairy wings for each of the fairies below.

