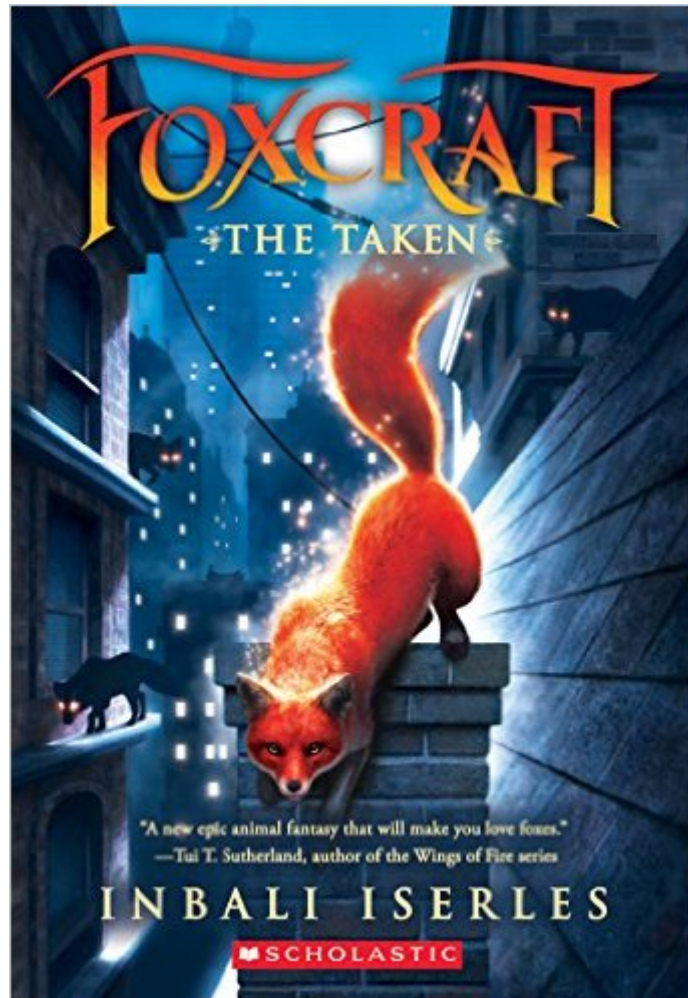


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The Taken (Foxcraft #1)



Synopsis

The first book in a thrilling fantasy trilogy starring one of the animal kingdom's most hunted heroes. Foxcraft is full of excitement and heart, and a touch of magic. Isla and her brother are two young foxes living just outside the lands of the furless -- humans. The life of a fox is filled with dangers, but Isla has begun to learn mysterious skills meant to help her survive. Then the unthinkable happens. Returning to her den, Isla finds it set ablaze and surrounded by strange foxes, and her family is nowhere in sight. Forced to flee, she escapes into the cold, gray world of the furless. Now Isla must navigate this bewildering and deadly terrain, all while being hunted by a ruthless enemy. In order to survive, she will need to master the ancient arts of her kind -- magical gifts of cunning known only to foxes. She must unravel the secrets of foxcraft.

Book Information

Series: Foxcraft (Book 1)

Paperback: 272 pages

Publisher: Scholastic Press; Reprint edition (April 26, 2016)

Language: English

ISBN-10: 054569082X

ISBN-13: 978-0545690829

Product Dimensions: 5.4 x 0.9 x 7.6 inches

Shipping Weight: 4.8 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (103 customer reviews)

Best Sellers Rank: #22,101 in Books (See Top 100 in Books) #32 in [Books > Children's Books > Animals > Foxes & Wolves](#) #953 in [Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic](#) #1304 in [Books > Children's Books > Action & Adventure](#)

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

• "Mad fox, bad fox, just another dead fox!" • This is the chant that Isla and her brother, Pirie, always use to show the dangers of the Graylands (the city). Not that they know just how dangerous it actually is. But one day when Isla gets distracted and falls behind her family on their way to the den, she catches up to find her den burning and her family gone. Throughout her journey to find Pirie, she runs across another fox looking for him too. This fox's name is Siffrin. As she travels the dangerous Graylands, he protects her and guides her to the rock angel where her brother hinted

for her to go in a dream to find him. These 3 foxes all have one thing in common, they can use Foxcraft, which is a magical power only certain foxes know how to do. Pirie can Slimmer, which is making yourself disappear to unsuspecting eyes. Isla can Karakk, which is where you are literally throwing your voice so that other animals hear it from a different place. Siffrin can do both and Waâ™akkir which is where you can turn into an animal that you have studied every detail of so that you can become it as a clone of sorts. Siffrin is the most talented at Foxcraft because he is the eldest of the 3. Isla is probably the youngest, but also the most stubborn. Pirie and Isla are so closely bonded that he manages to associate with her in her dreams using the forgotten Foxcraft of Gerra-Sharm. This is how he sends her the image of the rock angel where he was at the time. The Graylands are also full of danger. A skulk (pack) of evil foxes led by a harsh vixen (mature female fox) try to capture and kill Isla in their search for Pirie as well. Another danger are the trappers. These are the furless (people) that capture foxes and take them to a place where they never return.

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