Courage Companion

EMMA AND THE LIBRARY BEYOND TIME

Lubadoo™

Lubadoos Adventures



A girl who let one moment steal her dream.
A world that needs her to believe again.

Emma used to love writing stories more than anything. But when a few red marks from her teacher on a story stop her cold, she switches to puzzles because nobody's judging her.

When a puzzle piece comes alive and pulls her into the magical region of Plumwhindle, Emma is chosen to uncover the legendary Library Beyond Time.

Emma must face dangerous Beasts, push past her own fears, and find the courage to believe in stories only she can tell.

Themes:
Dream Big • Seek Knowledge • Imagination • Judgment

Readers will love:

- The bold adventure
- Powerful Beasts
- Wing Powers
- The mysterious Guardian
- The lovable Guide
- The Loyal
- New characters
- Relatable challenges
- An adventure with unexpected twists
- The Library Beyond Time

Emma finds her way back to the dream she thought she'd lost.

Courage Companion

Emma and the Library Beyond Time

Welcome to the Emma and the Library Beyond Time Courage Companion.

This companion was created to extend Emma’s adventure beyond the story—giving adults and girls meaningful ways to reflect, talk, imagine, and explore the ideas woven throughout Emma’s journey.

Why a Courage Companion?

Every Lubadoos adventure puts a relatable hero at the center of an extraordinary journey. Beneath the fantasy are feelings and challenges girls recognize—fear, doubt, disappointment, uncertainty, and moments when they aren't sure what to do next.

At the heart of every story is courage. Our heroes aren't fearless. They face what scares them, make mistakes, try again, and choose courage over and over.

The Courage Companion creates opportunities to talk about what happens in Lubadooland and explore some of the ideas woven throughout the adventure.

Why This Story Matters

Sometimes one person's criticism can make a girl question something she once loved—or wonder whether she was ever good at it in the first place.

Emma's story explores what happens when a girl who stopped believing in her own stories is pulled into an adventure where her curiosity, knowledge, and imagination become some of her greatest strengths. Along the way, she has to question what she sees, think for herself, and decide whether someone else's judgment gets to determine what she believes about herself.

At its heart, Emma's story is about finding the courage to return to a dream she thought she'd lost.

Key Book Themes

While the adventure sweeps readers into a mysterious library beyond time, the deeper message stays with them long after the last page:

- Your ideas and imagination matter.
- Curiosity can be a strength.
- It's okay to question what you think you know.
- Don't let someone else's doubt make your dreams smaller.

Before the Adventure

Emma and the Library Beyond Time offers opportunities for readers to consider curiosity, imagination, and what happens when others question their ideas.

Possible conversation starters:

- What does it mean to be curious?
- Have you ever had an idea that someone else didn't understand?
- What is something you love learning about?
- Have you ever stopped sharing an idea because you worried what someone might think?
- What is something you dream of doing or creating someday?

Talk About It

Once readers are immersed in the story, deeper discussion and reflection can naturally follow.

Possible Discussion Questions:

- Why do you think Emma was chosen to help Plumwhindle?
- How did Emma's curiosity help her during the adventure?
- When did Emma have to trust her own ideas even when others doubted her?
- What did Emma discover about knowledge and imagination?
- What stayed with you most from Emma's journey?

Courage in Action

Emma 's adventure offers plenty of ways to take the ideas beyond the page—through conversation, imagination, reflection, and creative challenges that connect the story to real life.

IDEAS TO EXPLORE:

Design Your Own Wing Power: Ask readers to imagine what their own Wing Power might be. What would it do? When would they use it? What strength or quality might it represent?

Create Your Lubadoo Wings: Invite readers to draw or describe the wings they would have in Lubadooland. What colors would they be? What makes them unique? What might their wings say about who they are?

The Curiosity Challenge: Have readers choose something they wonder about and write down three questions they would like answered. How could they begin finding those answers?

Dream Big: Ask readers to imagine something they would love to do, create, discover, or become—even if it seems impossible right now. What is one small step they could take toward that dream?

Imagine Your Own Adventure: If readers were transported to a magical world and chosen to help save it, what challenge might they face? What creatures, powers, or unexpected allies might they encounter? What would they discover about themselves along the way?

Create a Magical Library: Invite readers to imagine their own library beyond time. What would it look like? What unusual books, rooms, or secrets would it contain? What could visitors discover there?

What Do You Know?: Ask readers to choose something they know a lot about or love learning about. How did they learn it? How could that knowledge someday help them or someone else?

Courage in Real Life: Brainstorm ways courage can mean sharing an idea, asking a question, being curious, trying something others don't understand, or continuing to dream when someone else doubts you.

Rewrite the Moment: Choose a scene in which Emma has to make a decision or question what she believes. What might have happened if she had made a different choice?

Character Connection: Ask readers which character from Emma's adventure they would most want beside them during a difficult challenge—and why. What quality would make that character a good companion?

Question the Impossible: Ask readers to think of something people once believed was impossible but later became possible. What might seem impossible today that they think could someday become real? What would have to change?

The Story Only You Could Tell: Invite readers to imagine a story that could only come from them. What places, characters, creatures, or ideas would they include? Encourage them to write the first few sentences, draw a scene, or simply describe their idea.

Continue the Adventure

Emma's journey is part of a growing world filled with new heroes, powerful Beasts, unexpected twists, and more of Lubadooland waiting to be discovered.

Meet the other heroes and discover where Lubadooland takes them next.



Book #1: Blair and the Forgotten Flames
A girl who feels invisible.
A world that won't let her stay that way.

Blair & the Forgotten Flames is a middle-grade fantasy adventure set in the magical world of Lubadooland. With the Forgotten Flames extinguished and the land sliding toward danger, Blair must outwit Mischief Makers and battle powerful Beasts to reignite them.

Along the way, Blair discovers that the greatest challenge isn't defeating darkness—it's believing in herself when doubt tells her she can't.

Themes:
Courage, Value, Friendship, Confidence, Forgiveness



Book #2: Madison and the Clocktower of the First Hour
A girl determined to fix things.
A world that won't let her do it alone.

Madison always believed if something is broken, it's her job to fix it. When she's pulled into Netherpine, the forest region of Lubadooland to repair the Clocktower, she wonders what she could possibly do.

She faces dangerous Beasts, impossible odds, and a disappointment she never saw coming.

To restore order, she'll have to dig deeper than ever to discover sometimes the bravest thing you can do is trust the most unexpected allies.

Themes:
Courage, Determination, Patience, Disappointment

Bold adventures. Relatable heroes. Unexpected twists.

The Lubadoos Adventure Series takes readers into a magical land filled with powerful Beasts, danger, humor, unexpected twists, and edge-of-your-seat moments that leave them wondering what could possibly happen next. Relatable heroes face fears, doubts, and challenges they never imagined. And within themselves? Courage they never knew they had.

Every story takes them deeper into Lubadooland—and when one adventure ends, they'll already be wondering what happens next.

Built for girls. Meaningful for everyone.

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