

## The Colossus Rises Seven Wonders Book 1

PERCY JACKSON meets ERAGON in the new epic saga from bestseller Peter Lerangis. "A high-octane mix of modern adventure and ancient secrets... I can't wait to see what's next? Rick Riordan  
Seven Wonders Book 1: The Colossus RisesHarperFestival

RICK RIORDAN meets DAN BROWN in this epic historical adventure series packed full of puzzles, clues and edge-of-your-seat excitement!

Stan Lee presents a brand new, magical, super-powered adventure! When twelve magical superpowers are unleashed on the world, a Chinese-America teenager named Steven will be thrown into the middle of an epic global chase. He'll have to master strange

Welcome to the Kingdom of Wrenly—a new chapter book series full of fantasy and adventure. Meet Lucas, the eight year-old prince, and Clara, the daughter of the queen's seamstress. Lucas is an only child who longs to make friends and go on adventures. Clara knows the kingdom well, so she and Lucas team up and explore the lands of Wrenly! In The Lost Stone, Lucas and Clara search for Queen Tasha's missing emerald. On their exciting adventure, they travel to all the main attractions of Wrenly: Primlox (the island of fairies), Burth (the island of trolls), Crestwood (the island of dragons), Hobs Grove (the island of wizards), and the beautiful Mermaid's Cove. King Caleb has promised to reward the person who finds the precious stone, and Lucas and Clara are determined to search the entire kingdom until they find it! With easy-to-read language and illustrations on almost every page, The Kingdom of Wrenly chapter books are perfect for beginning readers.

On a secret American expedition to the South Pole in 1910, Jack Winslow and his sons face mutiny, doubt, and disaster, and must risk their lives to make a daring rescue attempt.

The day after 12-year-old Jack McKinley is told he has only months to live, he awakens on a mysterious island where a secret organization promises to save his life—with one condition: he and his three friends must retrieve seven long-lost magical orbs from amid the ruins of the Seven Wonders of the Ancient World, and only when they are combined can the friends' lives be saved. First stop: The Colossus of Rhodes. 150,000 first printing.

Percy Jackson meets Indiana Jones in the final installment of the New York Times bestselling epic adventure Seven Wonders! Jack, Marco, Cass, and Aly's quest to find the seven magic orbs buried beneath each of the Seven Wonders of the Ancient World has hit a perilous snag. King Uhla'ar has kidnapped Aly and taken her and an orb back through a rift in time. A giant, merciless behemoth guards the opening, and so Jack and his friends realize that their only hope to rescue Aly is to rush to find the rest of the lost Loculi. This mission takes them around the world—to the Temple of Artemis to fend off a mighty army and then to the Lighthouse of Alexandria, where they wind up swallowed in the belly of a beast. But before all is said and done, they must return to where it all began, to Atlantis, to save Aly, themselves...and the world. Don't miss The Legend of the Rift, the epic finale to Peter Lerangis's earth-shattering, New York Times bestselling adventure series, Seven Wonders.

Peter Lerangis, the New York Times bestselling author of the Seven Wonders and Max Tilt series, returns with an electrifying new trilogy about a boy who discovers that he alone may be able to alter the course of history. Corey Fletcher has an active imagination. He sees things no one else does. Cracks jokes no one else gets. And goes places few would ever dare go. Like the past. All he needs is a metal artifact from a point in time, and Corey can go there. Although hundreds of time travelers live in secret throughout the world, including Corey's own grandfather, none has the ability to change past events. But when Corey accidentally saves a life while time traveling, he realizes that he is the first-ever "Throwback," with the power to alter life as we know it. Which means his own life is now in all sorts of danger. This is the first book in a thrilling, edge-of-your-seat adventure series from New York Times bestselling author Peter Lerangis, whose books have sold over five and a half million copies worldwide.

The. Aliens. Are. Here. The heart-pounding conclusion to The Overthrow trilogy that began with Bloom and Hatch. The alien invasion of Earth is imminent. But maybe not all the aliens are united. A rebel faction has reached out to Anaya, saying there's a way to stop the larger invasion--a way for humans and hybrids and cryptogens to work together. Can they be trusted? Or is this a trap? It's not even clear if Anaya, Petra, and Seth are united--some of the hybrids think they'd be better off if the aliens won... With everything on the line, these three teens will have to decide who they are at their core--alien or human, enemy or friend.

"The perfect book right now for young readers searching for hope, strength, inspiration — and just a little horticultural havoc."—New York Times The first book in a can't-put-it-down, can't-read-it-fast-enough action-thriller trilogy that's part Hatchet, part Alien! The invasion begins--but not as you'd expect. It begins with rain. Rain that carries seeds. Seeds that sprout--overnight, everywhere. These new plants take over crop fields, twine up houses, and burrow below streets. They bloom--and release toxic pollens. They bloom--and form Venus flytrap-like pods that swallow animals and people. They bloom--everywhere, unstoppable. Or are they? Three kids on a remote island seem immune to the toxic plants. Anaya, Petra, Seth. They each have strange allergies--and yet not to these plants. What's their secret? Can they somehow be the key to beating back this invasion? They'd better figure it out fast, because it's starting to rain again....

From the team that brought you The 39 Clues and Spirit Animals comes a brand new epic Egyptian adventure! Nothing can save Alex Sennefer's life. That's what all the doctors say, but his mother knows it's not true. She knows that the Lost Spells of the Egyptian Book of the Dead can crack open a door to the afterlife and pull her son back from the brink. But when she uses the spells, five evil ancients--the Death Walkers--are also brought back to life. An ancient evil has been unleashed. Mummies are awakening. New York is overrun with scorpions. And worst of all for Alex, his mom and the Lost Spells have both disappeared. He and his best friend, Ren, will do anything to find his mom and save the world . . . even if that means going head-to-head with a Death Walker who has been plotting his revenge for 3,000 years. Read the book, then continue the adventure online! Build an Egyptian tomb of your own, hide treasure and protect it with traps, then challenge your friends to play through! Michael Northrop is the New York Times bestselling author of TombQuest, an epic book and game adventure series featuring the magic of ancient Egypt. He is also the author of Trapped, an Indie Next List Selection, and Plunked, a New York Public Library best book of the year and an NPR Backseat Book Club selection. An editor at Sports Illustrated Kids for many years, he now writes full-time from his home in New York City. Learn more at [www.michaelnorthrop.net](http://www.michaelnorthrop.net).

Fans left desperate for more at the end of Bloom will dive into this second book of the Overthrow trilogy--where the danger mounts and alien creatures begin to hatch. First the rain brought seeds. Seeds that grew into alien plants that burrowed and strangled and fed. Seth, Anaya, and Petra are strangely immune to the plants' toxins and found a way to combat them. But just as they have their first success, the rain begins again. This rain brings eggs. That hatch into insects. Not small insects. Bird-sized mosquitos that carry disease. Borer worms that can eat through the foundation of a house. Boat-sized water striders that carry away their prey. But our heroes aren't able to help this time--they've been locked away in a government lab with other kids who are also immune. What is their secret? Could they be...part alien themselves? Whose side are they on? Kenneth Oppel expertly escalates the threats and ratchets up the tension in this can't-read-it-fast-enough adventure with an alien twist. Readers will be gasping for the next book as soon as they turn the last page...

Prince Liam. Prince Frederic. Prince Duncan. Prince Gustav. You've never heard of them, have you? These are the princes who saved Sleeping Beauty, Cinderella, Snow White, and Rapunzel, respectively,

and yet, thanks to those lousy bards who wrote the tales, you likely know them only as Prince Charming. But all of this is about to change. Rejected by their princesses and cast out of their castles, the princes stumble upon an evil plot that could endanger each of their kingdoms. Now it's up to them to triumph over their various shortcomings, take on trolls, bandits, dragons, witches, and other assorted terrors, and become the heroes no one ever thought they could be. Christopher Healy's *Hero's Guide to Saving Your Kingdom* is a completely original take on the world of fairy tales, the truth about what happens after "happily ever after." It's a must-have for middle grade readers who enjoy their fantasy adventures mixed with the humor of the *Diary of a Wimpy Kid* books. Witty black-and-white drawings by Todd Harris add to the fun.

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure *Seven Wonders! The Colossus Rises* is the first book in a seven-book series. This first installment chronicles the story of Jack McKinley, an ordinary kid with an extraordinary problem. In a few months, he's going to die—unless he finds seven magic Loculi that have been hidden in the Seven Wonders of the Ancient World. Rick Riordan calls *Seven Wonders* "a high-octane mix of modern adventure and ancient secrets. *The Colossus Rises* is Lerangis's most gripping work yet. Young readers will love this story. I can't wait to see what's next in the *Seven Wonders* series!"

In 1862 Nevada Territory, after finding his foster parents murdered and scalped, twelve-year-old Pinky Pinkerton, son of a railroad detective and a Sioux Indian, inherits a valuable deed and must hide from dangerous Whittlin Walt and his gang of desperados.

From the team that brought you *The 39 Clues* and *Spirit Animals* comes a brand new epic Egyptian adventure! The adventure continues in *Book 2!* When Alex's mother uses the Ancient Egyptian Book of the Dead to bring him back from the brink of death, she inadvertently summons a slew of other spirits from the underworld. In *Book 2*, Alex and his best friend Ren head to London, where people are going missing, treasures are disappearing, and a blood rain is pouring from the skies. Can they stop a powerful Death Walker from destroying the city? Read the book, then continue the adventure online! Build an Egyptian tomb of your own, hide treasure and protect it with traps, then challenge your friends to play through! Michael Northrop is the New York Times bestselling author of *TombQuest*, an epic book and game adventure series featuring the magic of ancient Egypt. He is also the author of *Trapped*, an Indie Next List Selection, and *Plunked*, a New York Public Library best book of the year and an NPR Backseat Book Club selection. An editor at *Sports Illustrated Kids* for many years, he now writes full-time from his home in New York City. Learn more at [www.michaelnorthrop.net](http://www.michaelnorthrop.net).

Retells in graphic novel format stories from Greek mythology about the exploits of the young Zeus and how he rallied an army and overthrew his father, Kronos, to become king of the gods.

Wounded in Iraq while his Army unit is on convoy and treated over the course of many months for a traumatic brain injury, the first person Ben remembers from his earlier life is his autistic brother, and although Ben will never be the person he once was, this is the story of his struggle and transformation.

Follow the story of Jack McKinley in the mysterious, action-packed adventure series that takes place throughout the *Seven Wonders of the Ancient World*. Jack discovers a secret organization on a hidden island and becomes the leader of a mission to retrieve seven lost magical orbs. As Jack and his three friends realize their lives are at stake, they have no choice but to accept the quest and embark on the challenge of their lives. Four friends. Six months. Seven Wonders. One goal. This collection includes books 1 through 3 in this bestselling series (*The Colossus Rises*, *Lost in Babylon*, and *The Tomb of Shadows*). It also includes the thrilling prequel novella to book 1, *Seven Wonders Journals: The Select*, plus *Seven Wonders Journals: The Orphan*, a short novella that chronicles a key character's valiant battle to rescue her best friend.

Zane Obispo's new life on a beautiful secluded tropical island, complete with his family and closest friends, should be perfect. But he can't control his newfound fire skills yet (inherited from his father, the Maya god Hurakan); there's a painful rift between him and his dog ever since she became a hell hound; and he doesn't know what to do with his feelings for Brooks. One day he discovers that by writing the book about his misadventures with the Maya gods, he unintentionally put other godborn children at risk. Unless Zane can find the godborns before the gods do, they will be killed. To make matters worse, Zane learns that Hurakan is scheduled to be executed. Zane knows he must rescue him, no matter the cost. Can he accomplish both tasks without the gods detecting him, or will he end up a permanent resident of the underworld? In this cleverly plotted sequel to *The Storm Runner*, the gang is back together again with spirited new characters, sneaky gods, Aztec royalty, unlikely alliances, and secrets darker than Zane could ever have imagined. Secrets that will change him forever.

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure *Seven Wonders! The Tomb of Shadows* is the third book in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling *Lost in Babylon* and *The Colossus Rises* chronicles the adventures of Jack McKinley and his friends in a life-or-death race to the Mausoleum at Halicarnassus. In the rubble of this Wonder of the Ancient World, they have to face down their own demons and engage in an epic battle with foes long gone. But when promises are broken, blood is spilled—and the Select are left with no choice but to destroy the one thing that might have saved them all. Rick Riordan, author of the *Percy Jackson* series, praised *Seven Wonders Book 1: The Colossus Rises* as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the *Seven Wonders* series!"

"Three weeks. Two sisters. One car. A true story. Raina can't wait to be a big sister. But once Amara is born, things aren't quite how she expected them to be. Amara is cute, but she's also a cranky, grouchy baby, and mostly prefers to play by herself. Their relationship doesn't improve much over the years. But when a baby brother enters the picture, and later, when something doesn't seem right between their parents, they realize they must figure out how to get along. They are sisters, after all."--Publisher information.

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure *Seven Wonders!* This action-packed adventure series that takes place throughout the



Seven Wonders of the Ancient World. Jack McKinley discovers a secret organization on a hidden island and becomes the leader of a mission to retrieve seven lost magical orbs. As Jack and his three friends realize their lives are at stake, they have no choice but to accept the quest and embark on the challenge of their lives. Four friends. Six months. Seven Wonders. One goal. This complete collection includes all five books in the series, plus the three companion novellas of The Seven Wonders Journals!

After their home burns down, fourteen-year-old Nick, his younger brother, and their father move into a ramshackle Victorian house they've inherited. When Nick opens the door to his attic room, he's hit in the head by a toaster. That's just the beginning of his weird experiences with the old junk stored up there. After getting rid of the odd antiques in a garage sale, Nick befriends some local kids-Mitch, Caitlin, and Vincent-and they discover that all of the objects have extraordinary properties. What's more, Nick figures out that the attic is a strange magnetic vortex, which attracts all sorts of trouble. It's as if the attic itself has an intelligence . . . and a purpose. Ultimately Nick learns that the genius Nikola Tesla placed the items-his last inventions-in the attic as part of a larger plan that he mathematically predicted. Nick and his new friends must retrieve everything that was sold at the garage sale and keep it safe. But the task is fraught with peril-in addition to the dangers inherent in Tesla's mysterious and powerful creations, a secret society of physicists, the Accelerati, is determined to stop Nick and alter destiny to achieve its own devious ends. It's a lot for a guy to handle, especially when he'd much rather fly under the radar as the new kid in town. Fans of intrigue, action, humor, and nonstop surprises are guaranteed a read unlike any other in Tesla's Attic, Book One of the Accelerati Trilogy.

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure Seven Wonders! Lost in Babylon is the second book in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling The Colossus Rises chronicles Jack McKinley and his friends as they carry on their mission to save their lives—and the world—by locating seven magic orbs called Loculi, which are hidden in the Seven Wonders of the Ancient World. After defeating the Colossus of Rhodes and capturing the first of the Loculi, their friend Marco has disappeared. With no leads, no clues, and no one else to turn to, the kids have no choice but to trust Professor Bhegad and the Karai Institute again as they head off to Babylon. Rick Riordan, author of the Percy Jackson series, praised Seven Wonders Book 1: The Colossus Rises as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the Seven Wonders series!"

Artemis has committed his entire fortune to a project he believes will save the planet and its inhabitants, both human and fairy. Can it be true? Has goodness taken hold of the world's greatest teenage criminal mastermind? Captain Holly Short is unconvinced, and discovers that Artemis is suffering from Atlantis Complex, a psychosis common among guilt-ridden fairies - not humans - and most likely triggered by Artemis's dabbling with fairy magic. Symptoms include obsessive-compulsive behavior, paranoia, multiple personality disorder and, in extreme cases, embarrassing professions of love to a certain feisty LEPrecon fairy

As a courtesan, Tessa of Delos enjoyed unparalleled luxury and influence. But even in the grand palaces of Rhodes, she felt herself a prisoner. On the island of Rhodes, 227 BC, Tessa of Delos has served for ten years as a hetaira—a high-priced Greek courtesan—to a wealthy politician. In that time, she's lived in luxury, but as a virtual prisoner, serving at her master's whim. Though intelligent and beautiful, Tessa has learned to numb herself to all desires for freedom and love. But when her owner meets a violent death, Tessa is given the chance to be free—if she can hide the truth of his death and maintain a masquerade until escape is possible. She joins forces with unlikely allies—a Hebrew house servant named Simeon and Nikos, a seafarer who wants to work in the house of Tessa's owner. As Tessa seeks freedom for herself and for those she is beginning to love, forces collide that will literally shatter the island's peace, bringing even the mighty statue of Rhodes, Colossus, to its knees. A powerful story showing how the love of God can transform and bring back to life a soul jaded by sin and grief.

“Lemony Snicket meets Pirates of the Caribbean, with a sprinkling of Tom Sawyer for good measure.”—Rick Riordan, bestselling author After a narrow escape from Deadweather Island, Egg and his slightly deranged partner Guts head for the remote New Lands. They're in search of the lost Okalu tribe, who hold the key to the mysterious treasure map that Egg can't decipher. But the ruthless Roger Pembroke is hard on Egg's trail, and the New Lands are full of new enemies—against which our heroes' only weapons are their brains, their courage...and the two dozen swear words Guts just memorized in the local tongue. They're going to need help. But who can they trust? Is Kira, the beautiful and heavily armed Okalu refugee, their ally...or their enemy? Is Pembroke's daughter Millicent on Egg's side...or her father's? Why on earth is the notorious pirate Burn Healy being so nice to them? And the biggest question of all: what shocking secret is Egg about to discover in the shadow of an ancient Okalu temple?

Chronicles the adventures of Jack McKinley and his friends as they face their greatest challenge yet -- the long-lost Statue of Zeus.

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Discover the history behind the mystery of the New York Times bestselling Seven Wonders series in this original novella. Follow the tale of Aliyah and Osman, twin treasure hunters pressed into a life of crime. For them, every day is another desperate death-defying adventure until they stumble upon the key that may lead to the greatest treasure ever. But to take home this magical orb, they must first battle their way out of the Tomb of Shadows. With crucial historical details and plenty of backstory surprises, this is a perfect addition to the library of new and continuing fans of Seven Wonders, the epic adventure series by Peter Lerangis, author of three stories in the 39 Clues series.

'The Colossus and other poems' is a collection of Sylvia Plath's poetry. Originally published in 1960, her 44 poems are an inspiring and intriguing read. Sylvia Plath was born on October 27, 1932 in Boston Massachusetts. She was an American poet, novelist, and short-story writer who studied at Smith College, and Newnham college at the University of Cambridge. She is the renowned author of 'the Bell Jar', and many other stories.

Emily is contending with great changes, including diminished powers, but goes to London to rescue Agent B and others from the CRU, where she makes horrible discoveries about the agency's history.

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure Seven Wonders! The Curse of the King is the fourth book in a five-book series by master storyteller Peter Lerangis. This sequel to The Tomb of Shadows, Lost in Babylon, and The Colossus Rises chronicles the adventures of Jack McKinley and his friends as they face their greatest challenge yet—the long-lost Statue of Zeus. In their struggle to undo what's been done and unlock the secrets of this Wonder of the Ancient World, our heroes must confront gods, relive old battles, and face down their own destiny to save themselves—and the world—from destruction. Rick Riordan, author of the Percy Jackson series, praised Seven Wonders Book 1: The Colossus Rises as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the Seven Wonders series!"

Newbery Honor Book \* ALA Notable Children's Book "A beautifully written and imaginatively constructed novel that speaks to the power of survival and the delicacy of grief." —School Library Journal (starred review) This acclaimed bestselling Newbery Honor Book from multi-award-winning author Sharon Creech is a classic and moving story of adventure, self-discovery, and one girl's independence. Thirteen-year-old Sophie hears the sea calling, promising adventure and a chance for discovery as she sets sail for England with her three uncles and two cousins. Sophie's cousin Cody isn't so sure he has the strength to prove himself to the crew and to his father. Through Sophie's and Cody's travel logs, we hear stories of the past and the daily challenges of surviving at sea as The Wanderer sails toward its destination—and its passengers search for their places in the world. "Sophie is a quietly luminous heroine, and readers will rejoice in her voyage." —BCCB (starred review) "Like Creech's Walk Two Moons and Chasing Redbird, this intimate novel poetically connects journey with self-discovery." —Publishers Weekly (starred review)

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