

Time Jumpers Five Kingdoms

Now in the strange realm of Allyra, the Seven young lords confront a traitor in their midst, a creature-infested forest, teenage fears and doubts, inexplicable mysteries . . . and the Spider King himself. In a rigorous training program that makes boot camp look like Disneyland, the Seven must quickly learn to harness their own powers, work as one, and elude the Spider King's spies. But as the ancient Berinfall Prophecies are revealed, the Seven soon discover their training might not be enough. To stop the Spider King they must also unravel the secrets of the Rainsong, travel to a creepy, trap-infested fortress to find the legendary keystone, and lead the Berinfall Elves in an attack on the Spider King's own turf. An epic adventure with powerful messages about true strength, forgiveness, and working together as one body that will grab the attention of intermediate readers. Learn more about The Berinfall Prophecies at www.heedtheprophecies.com.

When Kendra discovers that the key to a vault that holds one of the hidden artifacts is in the dragon sanctuary of Wyrmoost, the Knights of the Dawn prepare to enter the extremely dangerous sanctuary in order to get the key.

The dragons that have been kept in sanctuaries want their freedom—and their revenge—and the world's only hope is the reformation of the ancient order of Dragonwatch in this New York Times bestselling first novel of a new sequel series to Fablehaven from author Brandon Mull. In the hidden dragon sanctuary of Wyrmoost, Celebrant the Just, King of the Dragons, plots his revenge. He has long seen the sanctuaries as prisons, and he wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind ruled and reigned without borders. The time has come to break free and reclaim his power. No one person is capable of stopping Celebrant and his dragon horde. It will take the ancient order of Dragonwatch to gather again if there is any chance of saving the world from destruction. In ancient times, Dragonwatch was a group of wizards, enchantresses, dragon slayers, and others who originally confined the majority of dragons into sanctuaries. But nearly all of the original Dragonwatch members are gone, and so the wizard Agad reaches out to Grandpa Sorenson for help. As Kendra and Seth confront this new danger, they must draw upon all their skills, talents, and knowledge as only they have the ability to function together as a powerful dragon tamer. Together they must battle against forces with superior supernatural powers and breathtaking magical abilities. How will the epic dragon showdown end? Will dragons overthrow humans and change the world as we know it?

Don't miss any of Jason's thrilling adventures—get the complete paperback boxed set of the #1 New York Times bestselling Beyonders trilogy. After falling into a new world called Lyrian, Jason must figure out the clues that piece together an ancient word that could bring down Maldor, the terrifying leader. He is helped with his newfound friend and sidekick, Rachel, who has also stumbled into this strange world. Together, they go on an extraordinary quest to figure out how to become the heroes that Lyrian needs, no matter what the cost. This epic fantasy trilogy includes all three action-packed titles: A World Without Heroes, Seeds of Rebellion, and Chasing the Prophecy.

The fourth book in a brand new epic Egyptian adventure!

Trapped in a world where magic is powerful and dreams are real, Cole's epic adventure comes to a close in book five of the New York Times bestselling "fanciful, action-packed adventure" series (Publishers Weekly, starred review), from the author of the Fablehaven and Beyonders series. Cole Randolph can barely remember what life was like back home in Arizona. It's hard to imagine there was a time he didn't wake up to daily threats and danger. But Cole is still determined to find a way home with his friends and to set things right in the Five Kingdoms before he leaves. That means traveling to the last of the kingdoms—Creon. It's a place where time itself can be manipulated, where reality can bend and change. On one last death-defying mission, Cole must use everything he has learned to face a villain with powers beyond anything he has seen before. The past, present, and future are all at stake in this epic conclusion to the bestselling Five Kingdoms series.

Nate and his friends think the new Arcadeland, where tickets can earn jets, tanks, subs, and race cars, is totally cool, until they learn that the arcade owner is hiding a secret.

Jason and Rachel's adventures and friendships have made Lyrian more of a home to them than they could have imagined, so now, armed with the prophecy of a dying oracle, they are ready to become Lyrian's heroes whatever the cost to themselves.

Six teens struggle to discover the source of their strange and horrific abilities in this first book of The Star Shards Chronicles. Dillon has the terrifying power to create massive amounts of destruction with the slightest tweak of his will. Deanna is so consumed by fear, it has become like a black hole, drawing to her the very things that terrify her. Then, when the glare of a supernova sixteen light-years away illuminates the night sky, they have a vision: There are six of them out there, all teenagers, and all suffering from supernatural afflictions that disfigure their bodies and souls. Only by finding one another will the six ever be strong enough to defeat these mysterious forces that, bit by bit, are devouring their souls from the inside out. Acclaimed author Neal Shusterman "combines personal quest, horror, and science fiction into an absorbing exploration of good and evil, guilt, forgiveness and personal responsibility" (VOYA) in this thrilling start to a riveting trilogy. Originally published by Tor Fantasy in 1995. In the year fifteen billion and seventy-three, when time travel is routine using the TimeMaster JumpMan, Theo jumps to the early twenty-first century and discovers that the JumpMan won't send him back to his own time.

Adventure awaits in the Five Kingdoms—come and claim it with all five books in the "fanciful, action-packed" (Publishers Weekly, starred review) series from the #1 New York Times bestselling author of the Fablehaven and Beyonders series. This complete collection of the bestselling Five Kingdoms series includes: Sky Raiders Rogue Knight Crystal Keepers Death Weavers Time Jumpers

The thrills continue in the second action-packed adventure in the #1 New York Times bestselling Beyonders trilogy. After the cliffhanger ending of A World Without Heroes, Jason is back in the world he's always known—yet for all his efforts to get home, he finds himself itching to return to Lyrian. Jason knows that the shocking truth he learned from Maldor is precious information that all of his friends in Lyrian, including Rachel, need if they have any hope of surviving and defeating the evil emperor. Meanwhile, Rachel and the others have discovered new enemies—as well as new abilities that could turn the tide of the entire quest. And as soon as Jason succeeds in crossing over to Lyrian, he's in more danger than ever. Once the group reunites, they strive to convince their most-needed ally to join the war and form a rebellion strong enough to triumph over Maldor. At the center of it all, Jason and Rachel realize what roles they're meant to play—and the answers are as surprising as they are riveting.

Escape one danger. Jump into another. . . . a Twelve-year-old Hope has always felt a little different from everyone else who lives in White Rock. She tries hard, but she doesn't always think before she acts. She takes big risks. Sometimes her risks p

When Christopher Rowe's code-breaking uncovers the true target of an assassination attempt, he and his friends are ordered to Paris to investigate a centuries-old curse on the French throne.

Cole Randolph was just trying to have a fun time with his friends on Halloween (and maybe get to know Jenna Hunt a little better). But when he and his friends break into a spooky house with the scariest rep in town, it turns out to be the start of an adventure on a whole different level! As his friends are mysteriously sucked away into another realm, Cole dives in after them and finds himself in a magical place called The Outskirts. Made up of five kingdoms, The Outskirts lie between wakefulness and dreaming, reality and imagination, between life and death. It's an in-between place. And once you find your way to

the Outskirts, it's very hard to leave...

Lisa McMann, New York Times bestselling author of the Unwanteds, pulls out all the stops in this exhilarating third and final book in the Going Wild series! This middle grade adventure follows a group of kids with powers from the animal kingdom who form their own version of the Avengers and Justice League. Charlie, Mac, and Maria managed to rescue the Project Chimera scientists from the devious Dr. Gray, but they couldn't stop him. Now he's closer than ever to enacting his dreadful master plan to transform all of humanity into a monstrous new species. And even worse, Kelly has betrayed her friends and joined forces with him. To defeat their beastly foes, Charlie and the others are going to need help. Luckily, they just saved the creators of the bracelets that give them their unbelievable powers, and they're about to get an upgrade. With even fiercer abilities, it's finally time for these kids to unleash their wild sides and save the world. Perfect for fans of Rick Riordan and Brandon Mull—as well as anyone who loves superhero movies like Wonder Woman and Black Panther—Going Wild is an action-packed series that blends science fiction, fantasy, and the animal kingdom into one unputdownable adventure.

Owen and Bethany try to find their way back to each other after the fictional and nonfictional worlds are torn apart in this fifth and final book in the New York Times bestselling series, Story Thieves—which was called a “fast-paced, action-packed tale” by School Library Journal—from the author of the Half Upon a Time trilogy. Bethany and Owen have failed. The villain they have come to know as Nobody has ripped asunder the fictional and nonfictional worlds, destroying their connection. Bethany has been split in two, with her fictional and nonfictional selves living in the separate realms. But weirdly, no one seems to mind. Owen—and every other nonfictional person—have lost their imaginations, so they can't picture their lives any differently. Then Owen gets trapped in a dark, dystopian reality five years in the future, where nothing is needed more desperately than the power to imagine. Fictional Bethany is thrilled to be training with her father as his new sidekick, Twilight Girl—until she realizes that the fictional reality will fade away completely without the nonfictional world to hold it together. In this final installment of the genre-bending Story Thieves series, Owen and Bethany will be forced to risk everything to defeat Nobody and save multiple realities.

Cole Randolph ventures to a new kingdom as he continues his search for his friends, and also pursues his quest to mend what's gone awry with the magic in The Outskirts.

When Kendra and Seth return to Fablehaven, they discover that Grandpa Sorenson has asked three specialists to protect the property from the Society of the Evening Star, a group determined to steal an artifact of great power from the preserve. Reprint.

Evil in the Five Kingdoms has struck a devastating blow. A tide of evil rolls northward as a monstrous army moves across the land like a wicked plague, forcing the young wizard Zollin to race back to the frozen highlands in hopes of recruiting the magical races of dwarves, dragons, and giants to help fight the dark sorceress Gwendolyn's horde. Brianna and what remains of her pride of dragons, returns to Yelsia to convince King Felix to take a stand with Zollin's magical army, but not everyone sees the devastation of the other kingdoms as a threat. Farther south, Quinn and Mansel battle for survival against wicked creatures bent on sweeping them away. The Five Kingdoms stand poised on the cusp of darkness, and through it all Zollin and his friends must find a way to turn the tide of evil as the future of the Five Kingdoms hangs in the balance.

An eBook boxed set of the complete New York Times bestselling Beyonders fantasy trilogy. After falling into a new world called Lyrian, Jason must figure out the clues that piece together an ancient word that could bring down Maldor, the terrifying leader of Lyrian. He is helped with his newfound friend and sidekick, Rachel, who has also stumbled into Lyrian. Together, they go on an extraordinary quest to figure out how to become the heroes that Lyrian needs, no matter what the cost. This epic fantasy trilogy, packaged as an eBook boxed set, includes all three action-packed titles: A World Without Heroes, Seeds of Rebellion, and Chasing the Prophecy.

Fourteen-year-old Jason Walker is transported to a strange world called Lyrian, where he joins Rachel, who was also drawn there from our world, and a few rebels, to piece together the Word that can destroy the malicious wizard emperor, Surroth.

When Kendra and Seth go to stay at their grandparents' estate, they discover that it is a sanctuary for magical creatures and that a battle between good and evil is looming.

Fort's continued adventures take more surprising twists and turns in this third novel in a thrilling series from the author of the New York Times bestselling Story Thieves! Dealing with monster attacks and his missing father has been hard enough for Fort Fitzgerald in his first month at the Oppenheimer School. But there's another school for magic, this one in the United Kingdom, that's about to create even bigger problems. Six of the Carmarthen Academy students found themselves lost in time when they first started learning magic. Now they've returned, with news of a coming war that the students claim only they can stop. But their new plan for the world might lead to an even worse future, one that Fort and his friends are destined to help bring about, no matter how much they might want to fight it. Can Fort change the future that the Time students have already seen play out? Or is he destined to pay for his past mistakes for all of time?

Adventure awaits in the Five Kingdoms—come and claim it with the first three books in the “fanciful, action-packed” (Publishers Weekly, starred review) series from the #1 New York Times bestselling author of the Fablehaven and Beyonders series. Cole Randolph was just trying to have a fun time with his friends on Halloween (and maybe get to know Jenna Hunt a little better). But when a spooky haunted house turns out to be a portal to something much creepier, Cole finds himself on an adventure on a whole different level in Sky Raiders. In Rogue Night, Cole never meant to end up in The Outskirts, but when his friends were kidnapped, he had to try and save them. Now he's trapped in a world that lies between wakefulness and dreaming. Will he find them before it's too late? Cole ventures to a new kingdom as he continues his search for his friends—and also pursues his quest to mend what has gone awry with the magic in The Outskirts in Crystal Keepers. Can he overcome the challenges ahead, or will he be stranded forever in a world between reality and imagination?

When the hunt for his lost friends leads Cole Randolph to the kingdom of Elloweer, he and new friends Mira, Twitch, and Jace team up with the resistance movement to search for Mira's sister, Honor, but enemies abound and Cole and Mira must use a new kind of magic to protect themselves.

When Owen finds himself stuck in a Pick Your Own Plot story, things get more complicated than ever in this fourth book in the New York Times bestselling series, Story Thieves—which was called a “fast-paced, action-packed tale” by School Library Journal—from the author of the Half Upon a Time trilogy. Being able to jump into books used to seem like the greatest thing in the world to Owen Connors. But now Owen's trapped in a time travel book where readers—that would be you—decide how the story goes. As if that weren't enough, Owen's also stuck in a prison for time criminals in a prehistoric era. He's surrounded by bizarre fellow prisoners, including Kara Dox. How does Kara recognize Owen if they've never met before? She seems to think they're old friends, but that can't be possible. Still, Kara might just be the only chance Owen has to escape. And he has

to find a way out to save his friend Bethany, who's still in grave danger. Because unless Owen can stop him, Nobody is going to split Bethany into two, separating the fictional and non-fictional worlds forever. Will Owen be able to convince you, the reader, to help him find his way back to Bethany? Or will you feed him to dinosaurs just to teach him a lesson? It's all up to you when you Pick the Plot.

Time Jumpers Simon and Schuster

A heart-rending but uplifting story of the human spirit's ability to prevail. From the day he is five-years-old and dropped off at his foster home of the next eleven years, Stephen is mentally and physically tortured. No one in the system can help him. No one can tell him if he has a family. No one can tell him why, with obvious African-American features, he has the last name of Klakowicz. Along the way, a single faint light comes only from a neighbor's small acts of kindness and caring—and a box of books. From one of those books he learns that he has to fight in any way he can—for victory is in the battle. His victory is to excel in school. Against all odds, the author succeeded. He attended college, graduated, became a successful corporate executive, and married a wonderful woman with whom he established a loving family of his own. Through it, he dug voraciously through records and files and found his history, his birth family—and the ultimate disappointment as some family members embrace him, but others reject him. Readers won't be the same after reading this powerful story. They will share in the hurts and despair but also in the triumph against daunting obstacles. They will share this story with their family, with their friends, with their neighbors.

Includes an excerpt from Fablehaven Adventure book 1: Dragonwatch.

When Ted inherits his uncle's apartment "and all the treasure within," he realizes the apartment is set up like a real-life video game and must solve the puzzles with his friends to discover the treasure.

When fifth-graders Nate, Summer, Trevor, and Pigeon meet the new candy store owner Mrs. White, she gives them magical candy that endows them with super powers, but soon they find that along with these benefits are dangerous consequences.

Trapped in a world where magic is powerful and dreams are real, Cole and his friends are pushed to the limit as they make one final attempt to restore magic to the Outskirts and find their way back home.

Whisked through a portal to The Outskirts, an in-between world, sixth-grader Cole must rescue his friends and find his way back home--before his existence is forgotten.

Twelve-year-old Hope lives in a post World War III town called White Rock where everyone must participate in Inventions Day, and though Hope's inventions always fail, her unique skill set comes in handy when bandits who want to steal precious medical supplies invade the town.

Fans of Brandon Mull and James Riley will love this action-packed, accessible fantasy series opener about one kid's journey to discover magic as he's caught up in an epic battle between two powerful ancient orders. Twelve-year-old daydreamer Joey Kopecky's life has been turned upside down. After acing a series of tests, he's declared a genius and awarded a full scholarship at a special (year-round!) school. He's understandably devastated, until he takes one last test, and the room around him disappears, replaced by the interior of an old theater. There, Joey meets the washed-up magician, Redondo the Magnificent, and makes a shocking discovery...magic is real, but sadly, there isn't much left in the world. It may be too late to save what little remains, but for the first time in his life Joey wants to try—really try—to do something big. Soon he's swept up into a centuries-old conflict between two rival societies of magicians—the Order of the Majestic, that fights to keep magic alive and free for all, and the dark magicians of the Invisible Hand, who hoard magic for their own evil ends. The endless battle for control of magic itself has reached a tipping point. For Redondo and the Order to survive, Joey must inherit the lost legacy of Harry Houdini. Will he prove himself worthy, or will the Invisible Hand strike him down? The answer will depend on Joey's ability to believe, not just in magic, but in himself.

Just when Tarlan is about to give up on the prophecy that he is one of the triplets destined to bring peace to the land, he meets his long-lost brother Gulph and sister Elodie, as well as their supporters, and they travel together to make a final stand against Lord Vicerin in an attempt to end the Thousand Year War and unite the realms.

"Toronia, a kingdom composed of three realms, is wracked with civil war. King Brutan rules with an iron fist. The kingdom's only hope comes in the form of Brutan's illegitimate triplets, prophesied to kill the king and rule together in peace. Separated at birth and scattered throughout the realms, the triplets face a desperate fight to secure their destiny"--The war against dragons intensifies. Will Kendra and Seth find the help they desperately need from the Giant Queen? This fourth book in a five-book series leaves the underwater dragon preserve of Crescent Lagoon for a gladiator-style arena at Titan Valley--the magical realm of towering giants and enslaved dragons. Our two young heroes have never felt so small or faced a challenge so . . . giant!

Think you have a lot of pressure on your shoulders? Nick Gautier was born to bring about the end of the world . . . it's not easy being the heir of a demon overlord. But Nick is determined to thwart his destiny and get into a good college. To be more than his genetics and prophecy foretell. No one is ever going to tell this stubborn Cajun who and what he really is. Or how to live his life. Not even the Fates of the Universe. But now that he and his team of ancient gods and demons have claimed the Eye of Ananke and he sees the missteps of the future, he has to battle the demons within that are far deadlier and more treacherous than any he's battled before. All the while his arch nemesis is back and determined to reclaim his place as the harbinger for Armageddon. Even if it means killing Nick and barbecuing everyone he loves to do so.

