
A World Without Heroes Beyonders 1 Brandon Mull

Arcade Catastrophe
Time Jumpers
Five Kingdoms Complete Collection
Heroes of Olympus: Books I-III
A World Without Heroes
Seeds of Rebellion
Sky Raiders; Rogue Knight; Crystal Keepers; Death Weavers; Time Jumpers
Accidental Hero
The Candy Shop War
The Apothecary
Secrets of the Dragon Sanctuary
World Without Fish
A Fablehaven Adventure
The Brandon Mull Starter Kit
Dragonwatch
An Adventure
The Gauntlet
Rise of the Evening Star
Death Weavers
Fablehaven; A World Without Heroes; The Candy Shop War; Sky Raiders
Hellboy: Seed of Destruction #2
Renegades
Brandon Mull's Beyonders Trilogy
Sky Raiders
The Door Before (100 Cupboards Prequel)
A World Without Heroes; Seeds of Rebellion; Chasing the Prophecy
Hero
A Fablehaven Adventure
Long Lost
Tales of the Great Beasts (Spirit Animals: Special Edition)
Rogue Knight
Rat Rule 79
Grip of the Shadow Plague
Collecting, The Lost Hero, The Son of Neptune, and The Mark of Athena
A World Without Heroes
Beyonders The Complete Set
A World Without Heroes; Seeds of Rebellion; Chasing the Prophecy
The Time of Green Magic

Five Kingdoms: Sky Raiders

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BISHOP FREDDY

Arcade Catastrophe Aladdin

A World Without Heroes Simon and Schuster

Time Jumpers Simon and Schuster

This eBook set brings together the first three volumes in the wildly popular Heroes of Olympus series: The Lost Hero, The Son of Neptune, and The Mark of Athena. Longtime fans will want this collection and so will new readers just diving into the series.

Five Kingdoms Complete Collection Random House Books for Young Readers

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.

Heroes of Olympus: Books I-III Penguin

Includes an excerpt from Fablehaven Adventure book 1: Dragonwatch.

A World Without Heroes Simon and Schuster

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.

Seeds of Rebellion Penguin

“Perfect to be read late into the night.”—Stefan Bachmann, internationally bestselling author of *The Peculiar* “A spooky sisterhood mystery that is sure to be a hit with readers.”—School Library Journal (starred review) “Grab a flashlight and stay up late with this one.”—Kirkus Reviews Once there were two sisters who did everything together. But only one of them disappeared. New York Times–bestselling author Jacqueline West’s *Long Lost* is an atmospheric, eerie mystery brimming with suspense. Fans of Katherine Arden’s *Small Spaces* and Victoria Schwab’s *City of Ghosts* series will lose themselves in this mesmerizing and century-spanning tale. Eleven-year-old Fiona has just read a book that doesn’t exist. When Fiona’s family moves to a new town to be closer to her older sister’s figure skating club—and far from Fiona’s close-knit group of friends—nobody seems to notice Fiona’s unhappiness. Alone and out of place, Fiona ventures to the town’s library, a rambling mansion donated by a long-dead heiress. And there she finds a gripping mystery novel about a small town, family secrets, and a tragic disappearance. Soon Fiona begins to notice strange similarities that blur the lines between the novel and her new town. With a little help from a few odd Lost Lake locals, Fiona uncovers the book’s strange history. Lost Lake is a town of restless spirits, and Fiona will learn that both help and danger come from unexpected places—maybe even from the sister she thinks doesn’t care about her anymore. New York Times–bestselling and acclaimed author Jacqueline West weaves a heart-pounding, intense, and imaginative mystery that builds anticipation on every page, while centering on the strong and often tumultuous bond between sisters. Laced with suspense, *Long Lost* will fascinate readers of Trenton Lee Stewart’s *The Secret Keepers* and fans of ghost stories.

Sky Raiders; Rogue Knight; Crystal Keepers; Death Weavers; Time Jumpers Simon and Schuster

A trio of friends from New York City find themselves trapped inside a mechanical board game that they must dismantle in order to save themselves and generations of other children in this action-packed debut that’s a steampunk Jumanji with a Middle Eastern flair. Nothing can prepare you for *The Gauntlet*... It didn’t look dangerous, exactly. When twelve-year-old Farah first laid eyes on the old-fashioned board game, she thought it looked...elegant. It is made of wood, etched with exquisite images—a palace with domes and turrets, lattice-work windows that cast eerie shadows, a large spider—and at the very center of its cover, in broad letters, is written: *The Gauntlet of Blood and Sand*. The Gauntlet is more than a game, though. It is the most ancient, the most dangerous kind of magic. It holds worlds inside worlds. And it takes players as prisoners.

Accidental Hero Simon and Schuster

When Penny moves to Hog’s Hollow from New York City, her life changes drastically. Penny’s mom now runs a cupcake bakery, and Penny is stuck helping out. But that isn’t the worst of it. Not only did she leave her friends back home, but her dad stayed behind too. And then there’s Charity, resident mean girl who’s out to get Penny. With all this, Penny still finds some things to like: Tally and Blake...and Marcus - the cute, quiet boy who runs on the beach every night. But just when Penny begins to accept her new life, she’s forced to make a choice that will change everything.

The Candy Shop War HarperCollins

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.

The Apothecary Simon and Schuster

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.

Secrets of the Dragon Sanctuary Disney Electronic Content

Dive, run, and soar through this exhilarating special edition in the NEW YORK TIMES bestselling series, with a story by WILD BORN author, Brandon Mull. Briggan the Wolf, Uraza the Leopard, Jhi the Panda, and Essix the Falcon -- the Four Fallen. Long before they were spirit animals, they roamed the wilds as Great Beasts, the most powerful beings in Erdas. When a mad king arose, the four banded together with an army of humans and animals to defeat him. But they weren't the only Great Beasts in the war. A deadly scheme was already underway, hatched by two of their own. To save their world, the four had to give up their lives. These are the lost stories of the most selfless acts of bravery that Erdas has ever seen, and the secret betrayal that started it all. These are TALES OF THE GREAT BEASTS.

World Without Fish Restless Books

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.

A Fablehaven Adventure Aladdin

For centuries mystical creatures of all description were gathered into a hidden refuge called Fablehaven to prevent their extinction. The sanctuary survives today as one of the last strongholds of true magic. Enchanting? Absolutely. Exciting? You bet. Safe? Well, actually, quite the opposite. Kendra and her brother, Seth, have no idea that their grandfather is the current caretaker of Fablehaven. Inside the gated woods, ancient laws keep relative order among greedy trolls, mischievous satyrs, plotting witches, spiteful imps, and jealous fairies. However, when the rules get broken -- Seth is a bit too curious and reckless for his own good -- powerful forces of evil are unleashed, and Kendra and her brother face the greatest challenge of their lives. To save their family, Fablehaven, and perhaps even the world, Kendra and Seth must find the courage to do what they fear most.

The Brandon Mull Starter Kit Workman Publishing

The #1 New York Times bestselling Beyonders fantasy trilogy comes to a stunning and epic conclusion. Jason and Rachel were not born in Lyrian. They did not grow up in Lyrian. But after all of the battles and losses, the triumphs and adventures, and most of all, the friendships forged in this fantastical world, Lyrian has become home to them in a way they never could have imagined. And so, armed now with the prophecy of a dying oracle, they have gone on their separate quests—each surrounded by brave and powerful allies—knowing that the chance for success is slim. But Jason and Rachel are ready at last to become the heroes Lyrian needs, no matter the cost. Packed with thrills, action, and drama, this third and final installment of Brandon Mull's #1 bestselling Beyonders trilogy brings the series to a gripping conclusion.

Dragonwatch Aladdin

Five starred reviews! "An instant classic." —The New York Times Book Review From award-winning author Hilary McKay comes "a memorable family story" (Booklist, starred review) about a girl adjusting to her new home—with the help of a little magic. When Abi's father marries Max and Louis's mom, their families start over together. Abi suddenly finds herself the middle child, expected to share far too much—especially with grubby little Louis. Then they move into an eerie, ivy-covered house, big enough for all of them. But for the children, strange things start to happen in that house. Abi reads alone, and finds herself tumbling so deep into books, they almost seem real. Louis summons comfort from outdoors, and a startling guest arrives—is it a cat or something else? Max loses his best friend...and falls in love. Meanwhile, Louis's secret visitor is becoming much too real. Now Abi, Max, and Louis must uncover the secrets of their new home—for there can be danger in even the most beautiful magic. From award-winning author Hilary McKay comes a story that is at

once enchanting and thrilling—if you don't get lost in it first.

An Adventure Simon and Schuster

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.

The Gauntlet Turtleback

Science fiction super fan Zeke is back in action as he and his friends work to finally take down the evil Phands in this hilarious and exciting conclusion to the Randoms series. Zeke has returned to Earth and, as usual, nothing is going like he planned. The plan was: escape from Junup, rescue Director Ghli Wixxix and Captain Qwlessl, stop the Phands, and finally get Tamret to officially be his girlfriend. Instead, he gets stuck in an Earth facility for disobedient children, is stranded on an unknown and supposedly deserted planet with Villainic, of all beings, and Tamret kind of broke up with him. He's not entirely sure. Nothing and no one is as it seems, and all Zeke knows is that he's tired of the Phands trying to take over the galaxy. With Smelly gone and his friends scattered, though, it's going to take a lot more than Zeke's expert sci-fi knowledge to save them this time.

Rise of the Evening Star Simon and Schuster

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*.

Death Weavers Simon and Schuster

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.

Fablehaven; A World Without Heroes; The Candy Shop War; Sky Raiders Simon and Schuster

Kendra and Seth race to claim a talisman that could help them in their quest to protect the world from total dragon domination in this second novel of the New York Times bestselling sequel series to Fablehaven from author Brandon Mull. War has come to the dragon sanctuaries of the world, and the danger is most intense at Wyrmoost. After a humiliating defeat at the hands of Kendra and Seth, Celebrant, King of Dragons, prepares to unleash his fury and take control of his native preserve. Armed with information from a new ally—Ronodin, the dark unicorn—Celebrant seeks a legendary talisman—the dominion stone. However, the powerful stone is protected by a cursed castle. Upon entering the castle fortress, an unyielding power strips all magical beings of their power and forces Celebrant to take his human avatar form. Kendra and Seth must enter the cursed castle as well. The race is on. Will the two young caretakers rally enough support from the creatures of Wyrmoost against the greatest threat the magical community has faced in ages? Can they foil Celebrant's plan and beat him to the mighty dominion stone? Or will all hope be shattered by the wrath of the Dragon King?

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