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The Evil Librarians are up to their antics again and it's up to Alcatraz Smedry to put a stop to it! This second Alcatraz adventure will take Alcatraz and company on an exploration of the Library of Alexandria, which-despite Librarian rumors-was never destroyed. It is a mysterious place and everyone knows that it holds dark secrets. Can Alcatraz, with his talent for breaking things, break into this secret world? Or will the Evil Librarians once again prevail? Alcatraz Versus the Scrivener's Bones is the second book in this action-packed fantasy series for young readers.

Before Bobby Pendragon. Before Saint Dane. Before the war . . . Every territory of Halla has a Traveler. They lived for years—some even for decades—before learning of their true destiny. What was life like for Bobby Pendragon's fellow Travelers before they joined him in the fight to save every time and place that has ever existed? What led up to their becoming the guardians of Halla? The answers are here! In this first of three thrilling Pendragon prequels, read about Vo Spader's death-defying adventures in the underwater world of Cloral, Gunny Van Dyke's race to find a murderer in 1930's Manhattan on First Earth, and the tough challenges Kasha faced on Eelong well before Bobby Pendragon arrived . . .

Returning to Fairyland after a long period away following her first adventure there, September discovers that her stolen shadow has become the Hollow Queen, the new ruler of Fairyland Below, who is stealing the magic and shadows from Fairyland folk and refusing to give them back.

Middle-schoolers Marcus, Theo, and Lu return to the Library to help figure out, and fix, what is

going wrong at a school in Massachusetts.

Nic may have escaped enslavement in the mines outside of Rome, but his troubles are far from over. The Praetor War -- the battle to destroy Rome from within -- is in full force, and Nic is caught in the crossfire. The secretive Praetors are determined to unlock a powerful amulet -- one sure to bring the empire to its knees. Worse, the Praetors believe Nic holds the key to finding this amulet, and they will stop at nothing to steal it, even if that means harming the people Nic holds most dear. When the Praetors capture Nic's mother, Nic knows he must do anything to save her. He challenges the Praetors to a chariot race. If he wins, they will release his mother. But if he loses, he must hand over a magic that will certainly bring about the end of Rome as well as his own life. Can Nic once again harness his magic and gather the strength to defeat his enemies? Or will he lose his mother and bear witness to Rome's destruction? After being kidnapped by Mr. Chu, Atticus "Tick" Higginbottom and his friends Paul and Sofia must survive a series of tests in several different Realities.

As the gripping trilogy from a New York Times best-selling author heads toward its resolution, all the questions are answered as readers finally witness the showdown between best friends Marshall and Cooper against the terrifying villain Damon, who's more determined than ever to break down the walls between the worlds of the living and the dead. Reprint.

VIRTUAL REALITY? The territory of Veelox has achieved perfect harmony. Fifteen-year-old Bobby Pendragon arrives on this territory in pursuit of the evil Saint Dane, but all is peaceful on Veelox -- because it's deserted. The inhabitants have discovered a way to enter their own personal dream worlds, where they can be whoever they want, wherever they want. Their bodies lie in stasis while their minds escape to this dream realm. Fresh from his battle with

Saint Dane in 1937 Earth, Bobby is confident that they can defeat whatever Saint Dane has planned for this world. But once Bobby enters the virtual world will he be able to resist the lure of the ultimate in escapism?

The third installment in an epic series of adventures First Earth Fourteen-year-old Bobby Pendragon is a loyal friend, sports star, devoted pet owner -- and Traveler. Along with his uncle Press, Bobby has visited the alternate dimension of Denduron and participated in a civil war. He's also waded through the endangered underwater territory of Cloral. Now Bobby once again finds himself thrust beyond the boundaries of time and space into a place that seems somewhat familiar: First Earth. Bobby and the Traveler from Cloral -- Spader -- have flumed to New York City, 1937. Against a backdrop of gangsters, swing music, and the distant sound of a brewing war, the two must uncover the evil Saint Dane's newest plot. But is Bobby ready for the difficult choices ahead?

All ten paperbacks in the epic, #1 New York Times bestselling Pendgragon series, are now available together in a collectible boxed set! Everything changes for teenager Bobby Pendragon when he discovers that he, as well as his two best friends, Mark Dimond and Courtney Chetwynde, must prevent the destruction of their own world as well as others. This boxed set includes The Merchant of Death, The Lost City of Fear, The Never War, The Reality Bug, Black Water, The Rivers of Zadaa, The Quillan Games, The Pilgrims of Rayne, Raven Rise, and The Soldiers of Halla.

When Bobby Pendragon first arrives on the tropical world of Ibara, he finds paradise. There is beauty all around and the people of Ibara are blissfully happy. It's not long before Bobby discovers, however, that they are also blissfully...oblivious. The leaders of Ibara are keeping a

devastating secret from their people, one that gives Saint Dane all the opportunity he needs to launch his final assault on Halla. While Bobby struggles to learn the truth in time to thwart Saint Dane, Courtney Chetwynde desperately searches for Mark Diamond. On the heels of a shocking tragedy, Mark has disappeared. Worse, he seems to be under Saint Dane's influence. It's up to Courtney to find Mark and stop him from making a grave mistake that could change the future of all existence.

David Baldacci is back with The Keeper, the follow up to his instant #1 global bestseller and award-winning YA fantasy debut The Finisher. Vega Jane was always told no one could leave the town of Wormwood. She was told there was nothing outside but the Quag, a wilderness filled with danger and death. And she believed it - until the night she stumbled across a secret that proved that everything she knew was a lie. Now Vega and her best friend Delph must find a way to make it across this terrifying land of bloodthirsty creatures and sinister magic. But the Quag is worse than Vega Jane's darkest imagining. It's a living, breathing prison designed to keep enemies out and the villagers of Wormwood in. The Quag will throw everything at Vega. It will try to break her. It will try to kill her. And survival might come at a price not even Vega is willing to pay. Master storyteller David Baldacci unleashes a hurricane of action and adrenalin that takes readers to breaking point in this second instalment in the Vega Jane series. Just when Bobby Pendragon thinks he finally understands his purpose as a Traveller he is faced with an impossible choice. Arriving on the beautiful yet primitive territory of Eelong, Bobby finds himself at the bottom of the food chain when he is confronted by the ferocious halfhuman / half-cat species called Klee. But something is terribly wrong and Bobby soon discovers that the inhabitants of Eelong are in danger of being wiped out by a mysterious

plague. In order to save Eelong Bobby realises he must break all Traveller rules... endangering himself, his friends and the future of all other territories? but can he do it?

While Pendragon is trapped on Ibara, Alder returns to Denduron and goes into battle again, and other Travelers face obstacles of various sorts, Saint Dane gains the power he seeks and makes his push to destroy and rebuild Halla.

THE SPIRIT OF THE ANCIENT CHAMPION, SORAHB, WAS REBORN INTO THE BODY OF A DEGHAN YOUTH. There is not much time left on the Hrum's self-imposed limit -- only a few months. If in that time they don't take all of Farsala, then the Farsalans will regain their independence. Ceaselessly, Soraya, Kavi, and Jiaan work to keep control of what little land remains free from Hrum rule: parts of the countryside, the badlands, and the walled city of Mazad. They have many people helping them, but there is still one important piece missing: a sword that is able to withstand the Hrum's watersteel. In the end Farsala will fall if it can't win in battle. But one thing none of these young heroes can foresee is the growing desperation of the Hrum leaders. It will lead some to break their own laws and sacred pacts and will reveal truths to Kavi, Soraya, and Jiaan about the nature of war, the nature of human beings, and -- most importantly -- the nature of themselves. Hilari Bell builds the action and intrigue to a crescendo in the final installment of this critically acclaimed trilogy.

When everyone is quarantined on a once-peaceful island off the coast of Maine, Tucker questions a secret branch of the military claiming that residents have been infected by a deadly virus.

A rich, funny and irresistible new story full of dragons, humour and romance, by the author of Dragonskin Slippers

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The Stranded passengers of Flight 29 have managed to survive for several days on a deserted tropical island.

Bess finds an ancient map fragment that reveals that there are not five owl kingdoms, but six. Coryn and the chaw of chaws set off to find this unknown land, and they discover a monastery of serene, learned owls, the likes of which no one has ever seen before. Chapter Book: 22 chapters.

The bestselling and highly acclaimed 100 Cupboards series concludes with one final, epic battle in The Chestnut King. Perfect for readers who love Percy Jackson, the Unwanteds, and Beyonders! Hidden cupboards behind Henry's bedroom wall unlocked portals to other worlds that Henry and his cousin Henrietta couldn't resist exploring. But they made one terrible mistake—they released the undying witch Nimiane. Her goal? To drain all life from every world connected to the cupboards. Henry must seek out the Chestnut King to defeat her, but doing so will force Henry to make a terrible, irreversible choice. With the fate of the worlds and everyone Henry loves hanging in the balance, will he have the courage to do what is needed to destroy the witch once and for all? "A must-read series." —The Washington Post

Conveys the sights of Halla from Bobby Pendragon's perspective, describing the characters and imaginary places.

This is where it begins. The showdown for Halla. At stake is nothing less than all that ever was and all that will be. There's only one thing missing--Bobby Pendragon. While

Bobby remains trapped on Ibara, the battle moves to his home territory: Second Earth. Mark Dimond and Courtney Chetwynde are left on their own to defend Second Earth against the forces of Saint Dane. They must face off against a charismatic cult leader who has risen to power by revealing a shattering truth to the people of Earth: They are not alone. The Convergence has broken down the walls. The territories are on a collision course. The final phase of Saint Dane's quest to rule Halla is under way. And Bobby Pendragon is nowhere to be found.

When Pendragon finds himself in the war-stricken territory of Cloral, he and his uncle take it upon themselves to rid the area of marauders and locate the legendary lost land of Faar, which may hold the key to Cloral's survival.

Lala dwells in a cave that lies deep below the ground, worlds away from the castle where three beautiful princesses live. She is the best krinkle-nut digger by far, but she longs for more: the dresses, the parties, the royal life. Up, up, up Lala climbs and sneaks into the castle. She tries on the princesses' gowns...and is caught. But the princesses dress Lala up and let her attend a ball. She stumbles. She bumbles. She is laughed at. Can Lala find it in her heart to forgive the girls who tricked her? Will Lala find out what it means to be a real princess?

Trouble is brewing in quiet, pleasant Alypium, and only Erec Rex can make it better. All of the baby dragons have mysteriously disappeared, and King Piter has lost the trust of his people. Worse, the evil Stain brothers will become the new rulers of the Kingdom of

the Keepers unless Erec returns to Alypium and challenges them. but if Erec becomes king, the power of the royal scepter could destroy him completely. As Erec performs deadly quests in pursuit of the throne, he discovers that the right path brings many risks and few rewards -- and when he must delve into the Substance that holds our world together, he must summon all of his strength just to survive.

The final five books in the epic, #1 New York Times bestselling Pendragon series are available in an eBook collection. Join Bobby Pendragon in his battle to protect all of time and space in this eBook boxed set. The Pendragon books have more than three million copies in print, and this eBook collection of the final five volumes includes The Rivers of Zadaa, The Quillan Games, Pilgrams of Rayne, Raven Rise, and the stunning series finale, The Soldiers of Halla.

After his parents are kidnapped, timid twelve-year-old Henry York leaves his sheltered Boston life and moves to small-town Kansas, where he and his cousin Henrietta discover and explore hidden doors in his attic room that seem to open onto other worlds.

Scavenging objects from barely veiled parallel universes to support herself in the dangerous outer provinces, Piper discovers an unconscious, well-dressed stranger from another land and embarks on a life-changing journey. A first children's book. Presents "The Merchant of Death" in which Bobby Pendragon is swept into an alternate dimension, where he is hailed as a savior, and "The Lost City of Faar" in which he and

his uncle try to locate the legendary lost land of Faar.

Cooper Foley, who has a knack for getting into trouble, ends up in the middle of a border war between the worlds of the living and the dead, trying to find out about the mysterious Morpheus Road.

Forced to participate in the Quillan Games, where winning is everything and losing is death, Bobby devises a clever scheme to defeat the game masters and learns what it really means to be a Traveler.

A magical fantasy that is fast-paced and easy-to-read. Charlie Bone has a special gift-he can hear people in photographs talking. The fabulous powers of the Red King were passed down through his descendants, after turning up quite unexpectedly, in someone who had no idea where they came from. This is what happened to Charlie Bone, and to some of the children he met behind the grim, gray walls of Bloor's Academy. Charlie Bone has discovered an unusual gift-he can hear people in photographs talking! His scheming aunts decide to send him to Bloor Academy, a school for genius's where he uses his gifts to discover the truth despite all the dangers that lie ahead.

The battle continues. The struggle of good versus evil continues as Bobby Pendragon follows Saint Dane to the territory of Zadaa. Saint Dane's influence has fueled the fire of discontent between two warring tribes: the Rokador and the Batu. This is also the territory where the Traveler Loor lives as a member of the Batu. Together she and Bobby must work to thwart Saint Dane's efforts to

destroy Zadaa. But as Bobby pursues Saint Dane, he begins to notice changes in himself. He is no longer a flip kid looking for excitement. He is a young man beginning to see this quest as more than a series of adventures. He is also learning that as a Traveler, he has powers no normal human should have. In this latest installment of Bobby Pendragon's battle to save humanity, discovery and danger go hand in hand as D. J. MacHale takes readers on an emotional thrill ride they won't soon forget..

Bobby Pendragon is trapped... with a single, massive explosion of Tak the entrance to the flume on Ibara was destroyed, sealing off any means of escape for Bobby, and his nemesis, Saint Dane. Even though he had given up all hope of ever returning to his old life, Bobby was ok. He felt certain that by burying the flume, he had ended the war, and that after so many battles and so much sacrifice, Halla was finally safe. He was wrong... The final battle for Halla was already underway... territories were changing, nothing past, present or future would ever be the same. Unable to contact Pendragon, Mark and Courtney find themselves faced with an impossible task of defending their home against the inevitable wave of evil that Saint Dane has set in motion. The next target was set, but there was only one thing missing - Bobby Pendragon!

The final installment of the #1 New York Times bestselling series! Every question Page 10/14

is answered. Every truth is revealed. The final battle has begun. It was all leading up to this moment. Nine books—nine battles for nine territories—have brought Bobby Pendragon to where he is now. At last, Bobby and the rest of the travelers must join forces in an epic war against Saint Dane for not only one last territory, but for all of Halla. With more than three million books in print, the number one New York Times bestselling Pendragon series has a huge and passionate fan base, and these fans will not be disappointed as the series comes to an actionpacked and satisfying conclusion in the tenth and final installment. When the seemingly normal fourteen-year-old Bobby Pendragon is swept into an alternate dimension, he finds himself hailed as a savior in a place called Denduron, a territory in the throes of revolution against a magical tyrant. When the seemingly normal fourteen-year-old Bobby Pendragon is swept into an alternate dimension, he finds himself hailed as a savior in a place called Denduron, a territory in the throes of revolution against a magical tyrant. Original. 75,000 first printing.

\*Finalist for the Pulitzer Prize and the National Book Critics Circle Award\* \*A New York Times Notable Book\* \*Winner of the Texas Book Award and the Oklahoma Book Award\* This New York Times bestseller and stunning historical account of the forty-year battle between Comanche Indians and white settlers for control of

the American West "is nothing short of a revelation...will leave dust and blood on your jeans" (The New York Times Book Review). Empire of the Summer Moon spans two astonishing stories. The first traces the rise and fall of the Comanches, the most powerful Indian tribe in American history. The second entails one of the most remarkable narratives ever to come out of the Old West: the epic saga of the pioneer woman Cynthia Ann Parker and her mixed-blood son Quanah, who became the last and greatest chief of the Comanches. Although readers may be more familiar with the tribal names Apache and Sioux, it was in fact the legendary fighting ability of the Comanches that determined when the American West opened up. Comanche boys became adept bareback riders by age six; full Comanche braves were considered the best horsemen who ever rode. They were so masterful at war and so skillful with their arrows and lances that they stopped the northern drive of colonial Spain from Mexico and halted the French expansion westward from Louisiana. White settlers arriving in Texas from the eastern United States were surprised to find the frontier being rolled backward by Comanches incensed by the invasion of their tribal lands. The war with the Comanches lasted four decades, in effect holding up the development of the new American nation. Gwynne's exhilarating account delivers a sweeping narrative that encompasses Spanish colonialism, the Civil War, the destruction of the

buffalo herds, and the arrival of the railroads, and the amazing story of Cynthia Ann Parker and her son Quanah—a historical feast for anyone interested in how the United States came into being. Hailed by critics, S. C. Gwynne's account of these events is meticulously researched, intellectually provocative, and, above all, thrillingly told. Empire of the Summer Moon announces him as a major new writer of American history.

Incarceron is a prison so vast that it contains not only cells and corridors, but metal forests, dilapidated cities, and wilderness. It has been sealed for centuries, and only one man has ever escaped. Finn has always been a prisoner here. Although he has no memory of his childhood, he is sure he came from Outside. His link to the Outside, his chance to break free, is Claudia, the warden's daughter, herself determined to escape an arranged marriage. They are up against impossible odds, but one thing looms above all: Incarceron itself is alive.

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Marshall Seaver is being haunted. It begins with mysterious sounds, a fleeting face outside a window, a rogue breeze—all things that can be explained away. That is, until he comes face-to-face with a character who only exists on the pages of a sketchbook—a character Marshall himself created. Marshall has no idea why he is being tormented by this forbidding creature, but he is quickly convinced it

has something to do with his best friend, Cooper, who has gone missing. Together with Cooper's beautiful but aloof sister, Sydney, Marshall searches for the truth about his friend while ultimately uncovering a nightmare that is bigger and more frightening than he could ever have imagined. Number one New York Times bestselling author D. J. MacHale launches his eerie new trilogy with a story so packed with chilling suspense, readers will want to sleep with the light on. \* \* \* The voices grew louder, more urgent, as if they were running out of time. It sounded like gibberish. It was gibberish. I knew that. It was a dream, right? That's what I told myself and it calmed me down. That is, until I heard a single word break through the haze as plain and clear as if someone had leaned over and spoke directly into my ear. --"Morpheus."

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