

Time Jumpers Five Kingdoms Book 5

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.

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? 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

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.

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.

New York Times bestselling author Wendy Mass's action-packed early chapter book series is perfect for newly independent readers!

Can a clever young inventor uncover a ruthless pirate's heart of gold? Thrilling sea adventure takes on a hint of steampunk in the second book by the author of the acclaimed Hour of the Bees. When her parents, the great marine scientists Dr. and Dr. Quail, are killed in a tragic accident, eleven-year-old Fidelia Quail is racked by grief -- and guilt. It was a submarine of Fidelia's invention that her parents were in when they died, and it was she who pressed them to stay out longer when the raging Undertow was looming. But Fidelia is forced out of her mourning when she's kidnapped by Merrick the Monstrous, a pirate whose list of treasons stretches longer than a ribbon eel. Her task? Use her marine know-how to retrieve his treasure, lost on the ocean floor. But as Fidelia and the pirates close in on the prize, with the navy hot on their heels, she realizes that Merrick doesn't expect to live long enough to enjoy his loot. Could something other than black-hearted greed be driving him? Will Fidelia be able to

master the perils of the ocean without her parents -- and piece together the mystery of Merrick the Monstrous before it's too late?

As the evil Celebrant, the Dragon King, conquers more and more dragon sanctuaries, Kendra must raise an army of friends and allies on her own to fight him because her brother Seth and Bracken are missing.

Kane can survive a long, cold winter, but he is not certain he can survive zombies.

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?

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.

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.

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.

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.

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. 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.

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.

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 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!

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.

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*. 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

conclusions to the bestselling Five Kingdoms series.

Includes an excerpt from Fablehaven Adventure book 1: Dragonwatch.

The Time Jumpers are heading to the future in the third book in this action-packed series from New York Times bestselling author Wendy Mass!

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.

A ravenous read. --Kirkus Reviews Shaun of the Dead meets Clueless in this hilarious YA horror comedy set at a local zombie convention--featuring a teenage girl gang that has to save the world from a horde of actual zombies. Perfect for fans of Geekerella, Undead Girl Gang, and Anna and the Apocalypse. Mega-fan June Blue's whole life has been leading up to this moment: ZombieCon! The Ultimate in Undead Entertainment has finally come to her hometown. She and her two best friends--gorgeous, brilliant Imani and super-sweet, outrageously silly Siggy--plan on hitting all the panels and photo ops, and meeting the heartthrob lead of their favorite zombie apocalypse show, Human Wasteland. It's going to be the best time of their lives--and one of their last adventures before they all split up for college. And when they arrive, everything seems perfect. June's definitely not going to let anything get in the way of the flawless con experience--even though she's endlessly anxious about the SATs and college admissions, and she can't seem to avoid her ex-best friend Blair, whose VIP badge lets her walk straight to the front of every single line. No matter what, June is determined to make the best of her dream day at ZombieCon! But something's not quite right at the con--there are strange people in hazmat suits running around, enthusiastic cosplayers taking their shambling a little too far, and someone actually biting a cast member. Then, at a panel gone wrong, June and her friends discover the truth: the zombie apocalypse is here. Now June, Imani, and Siggy must do whatever it takes to survive a horde of actual flesh-eating zombies-- and save the world. A hilarious and heartfelt horror comedy, that is an ode to zombies, friendship, and girl power. Praise for Girls Save the World in This One Readers looking for all of the good, the bad, and the ugly of the zombie apocalypse will be absolutely thrilled to read this book Hand this book to anyone who likes zombie apocalyptic horror. --Booklist This fun coming-of-age story tackles popular topics such as cons and zombies with an inclusive cast of characters, and highlights the power of friendship and strong women. VERDICT: For those who love zombies and action-packed books, as well as reluctant readers.--School Library Journal An excellent read for any teen who loves thrills, action, and stories of survival. --Publishers Weekly

Chase and Ava are ready for their next adventure! When they touch a glowing cube in their magic suitcase, they jump forward in time! In the future, they find awesome flying cars and tons of robots. But they don't have much time to explore... bad guy

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
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.

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.

Pick a book. Grow a Reader! This series is part of Scholastic's early chapter book line, Branches, aimed at newly independent readers. With easy-to-read text, high-interest content, fast-paced plots, and illustrations on every page, these books will boost reading confidence and stamina. Branches books help readers grow! Chase and Ava find an old suitcase filled with strange objects. One of the objects looks like a dragon-headed doorknob... Suddenly Chase and Ava find themselves jumping back in time to King Arthur's castle! They meet the king's wizard Merlin and soon discover what the dragon-headed doorknob really is. It turns out they have an important job to do: They must save the king! But a bad guy is after them... How will Chase and Ava get back home? They will need to act fast to find out! Oriol Vidal's engaging illustrations appear on every page. Newly independent readers will eat up this time-travel series from New York Times bestselling author Wendy Mass!

Supervillain Jonathan Crane, alias The Scarecrow, has always been afraid of birds and now he plans to use his experimental fear gas to revenge himself on Batman by terrifying Robin to death--but when his plan backfires, he finds himself more scared than ever.

With the defeat of the Overtakers behind them, the five teenagers known as the Kingdom Keepers should be celebrating. By all accounts they saved Disneyland from certain destruction. Why then did their mentor leave one last puzzle for them to decipher? The Keepers must solve a puzzle of the past, or be crushed under an evil that makes the Overtakers seem like gentle souls.

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...

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.

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.

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With Quincy Carter One on the loose somewhere in time, "TimeJumping" supposedly not safe anymore, and history starting to "Unhappen," Jules and Gen are once again called upon to help correct the past.

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