

# A World Without Heroes Beyonders 1 Brandon Mull

Package includes the following paperbacks in the FABLEHAVEN series: FABLEHAVEN RISE OF THE EVENING STAR GRIP OF THE SHADOW PLAGUE SECRETS OF THE DRAGON SANCTUARY KEYS TO THE DEMON PRISON

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. 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. 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.

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

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Heroes, Seeds of Rebellion, and Chasing the Prophecy. Soon to be an animated movie! Don't miss this middle grade fantasy adventure about a boy, a magical tiger, an outlaw dragon, and a mischievous monkey who carry the fate of the world on their shoulders. From two-time Newbery Honor-winning author Laurence Yep (Dragonwings, Dragon's Gate), now with an all-new cover and introduction! Tom Lee's life changes forever the day he meets a talking tiger named Mr. Hu and discovers that he has magical powers and great responsibilities that he never imagined. Despite his doubts and fears, Tom joins Mr. Hu's ragtag band of creatures in their fight to keep an ancient talisman out of the hands of the worst possible enemy. This action-packed fantasy from two-time Newbery Honor-winning author Laurence Yep reveals a hidden world within our own where animals take human form, where friendship is the final weapon in the battle between good and evil, and where a young boy is responsible for saving the world he knows . . . and the one he is just discovering. This updated edition includes an all-new introduction by Laurence Yep!

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.

In the third book in the Dragonwatch series, Kendra leaves the timberland dragon sanctuary of Wyrmoost and travels to the other side of the world to a new and aquatic dragon preserve that teeters on the brink of

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being overthrown in the ongoing global dragon uprising. The dragons have formally declared war on anyone who stands in their way of freedom and unrestrained power. With every dragon sanctuary that falls, Celebrant, the Dragon King, comes closer to his goal of world domination. No single mortal or creature can stop Celebrant. Kendra will need to raise an army of friends and allies to accomplish her mission to thwart Celebrant because her brother Seth and her closest ally, Bracken, are missing. Cursed by the Key of Forgetting, Seth's memories of his past--his relationships, experiences, and who he really is--are gone. For now he will align with his new mentor, Ronodin, the Dark Unicorn, who brings him to the Phantom Isle, the secret gateway to the Underworld. Though not formally a prisoner, Seth is heavily influenced by Ronodin, who wants to use him and his special Shadow Charmer powers for his own dark ends. Seth and Kendra have braved the Fairy Queen, battled the Demon King, and survived the Dragon King during the dragon uprising. Now alone, Seth will face a new dark foe: the Underking --the ruler of the "undead" the zombies, skeletons, and restless wraiths who tirelessly serve their dark master. He will find himself in bondage to the Underking and obligated to complete nefarious tasks for him. Also on the Phantom Isle, but imprisoned, is Bracken, who claims to be a unicorn, the son of the Fairy Queen, and a former friend of Seth. Bracken and Kendra try to remind Seth about his past, but, unable to access his memories, he isn't sure who to believe. For now, he will use his newly discovered magical abilities, which could be a game

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changer in helping Ronodin create chaos. In this new fantasy adventure, *Dragonwatch: Master of the Phantom Isle*, readers travel to a ghost island, a mermaid city, and a dangerous archipelago as they meet new fantastical characters and get reintroduced to old friends from Fablehaven. As power shifts back and forth from the forces of light and dark, who will gain the ultimate advantage to win the epic dragon war?

Explore the earliest days of the United States with this boxed set of the #1 New York Times bestselling *Time Travels with Exceptional Americans* series from Rush Limbaugh! Millions of young readers have taken a ride with Rush Revere and his trusty steed, Liberty. Now in this special boxed set edition, you can enjoy the four bestselling adventures back through our nation's history. *Rush Revere and the Brave Pilgrims*: Go back to the beginning by joining a shipload of brave families journeying on the *Mayflower* in 1620. That was a pretty awesome time, and you'll experience exactly what they did on that rough, dangerous ocean crossing. Together, we'll ask the pilgrims all our questions, find out how they live, join them at the first Thanksgiving, and much more. *Rush Revere and the First Patriots*: Join Rush and his friends on the second adventure on the bustling streets of Boston in 1765, where talk of revolution is growing louder. You'll meet fierce supporters of liberty like Samuel Adams, Benjamin Franklin, and my idol, Paul Revere, as they fearlessly defy British rule. *Rush Revere and the American Revolution*: Rush back in history to the precipice of the American Revolution, when rebellion is in the air. We'll be on hand to see two lanterns hung in

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the Old North Church, prevent a British spy from capturing Paul Revere, and grapple with danger at the battles of Lexington, Concord, and Bunker Hill. Rush Revere and the Star-Spangled Banner: Jump back into the saddle with Rush Revere as he explores our America's first days as a nation. Rush and his young friends meet James Madison as he writes the Constitution and Francis Scott Key as he writes our national anthem during the Battle of Baltimore. 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.

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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... 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.

Includes an excerpt from Fablehaven Adventure book 1: Dragonwatch.

One New York Times bestselling author, four bestselling series starters. This boxed set includes the first books of the Fablehaven, Beyonders, The Candy Shop Wars, and Five Kingdoms series! It's four fantastical worlds in one! Meet magical creatures in Fablehaven, become a hero in Beyonders, taste magical candy in the Candy Shop Wars, and find adventure the Five Kingdoms—all in one box! This boxed set is the perfect gift for any fantasy fan!

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"A strong . . . new trilogy, invoking just a little Harry Potter and Series of Unfortunate Events along the way."—Realms of Fantasy Siblings Kate, Michael, and Emma have been in one orphanage after another for the last ten years, passed along like lost baggage. Yet these unwanted children are more remarkable than they could possibly imagine. Ripped from their parents as babies, they are being protected from a horrible evil of devastating power, an evil they know nothing about. Until now. Before long, Kate, Michael, and Emma are on a journey through time to dangerous and secret corners of the world . . . a journey of allies and enemies, of magic and mayhem. And—if an ancient prophesy is true—what they do can change history, and it's up to them to set things right. "A new Narnia for the tween set."—The New York Times "[A] fast-paced, fully imagined fantasy."—Publishers Weekly "Echoes of other popular fantasy series, from "Harry Potter" to the "Narnia" books, are easily found, but debut author Stephens has created a new and appealing read . . ."—School Library Journal, Starred Review

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

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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.

In an effort to stop the Sphinx from opening the demon prison Zzyxx, Kendra, Seth, and the Knights of the Dawn race to find the exotic artifacts and keep them out of the Sphinx's control.

Twelve-year-old Jack may be the Imagine Nation's only hope of fending off a new Rustov attack, with the help of his fellow superheroes-in-training, but the virus he carries, and Jonas's suspicions, provide new complications.

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

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.

Learn how to defeat monsters by practicing good health

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habits, including brushing and flossing teeth, keeping a clean room, and being active instead of sitting in front of the television all afternoon.

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.

"Includes 12 important food rules"--Jacket.

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.

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

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secret.

A World Without Heroes 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?

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,

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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.

The first in a thrilling, action-packed middle grade trilogy, which School Library Journal declared "will likely find the same wide appeal as Rick Riordan's Percy Jackson books. The Cloak Society: An elite organization of supervillains graced with extraordinary powers. Ten years ago the Cloak Society was defeated by Sterling City's superheroes, the Rangers of Justice, and vanished without a trace. But the villains have been waiting for the perfect moment to resurface. . . . Twelve-year-old Alex Knight is a dedicated junior member of Cloak who has spent years mastering his telekinetic superpowers and preparing for the day when Cloak will rise to power again. Cloak is everything he believes in. But during his debut mission, Alex does the unthinkable: He saves the life of a Junior Ranger of Justice. Even worse . . . she becomes his friend.

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And the more time he spends with her, the more Alex wonders what, exactly, he's been fighting for. Provides overviews of each tour, road crew interviews, opening act listings, and index of all of the band's songs, and more than 200 photos chronicling their concert history. Original.

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*.

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.

The first book of the saga of *The Runelords* Young Prince Gaborn Val Orden of Mysteria is traveling in disguise on a journey to ask for the hand of the

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lovely Princess Iome of Sylvarresta. Armed with his gifts of strength and perception, Prince Gaborn and his warrior bodyguard stop in a local tavern along the way. Immediately, they spot a pair of assassins who have their sights set on Princess Iome's father. As the prince and his bodyguard race to warn the king of this impending danger, they realize that more than the royal family is at risk, the very fate of the Earth is in jeopardy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

Magpie Windwitch, faerie, devil hunter, and granddaughter of the West Wind, must defeat an ancient evil creature, the Blackbringer, who has escaped from his bottle and threatens to unmake all of creation.

The first book of The Dragon Brothers Novel Series, this book follows on from the best-selling picture book series The Dragon Brothers Trilogy. The two brothers Flynn and Paddy are now 12 and 10 years old respectively, and are facing a challenge like no other.

The dragons that have been kept in sanctuaries want their freedom—and their revenge—and the

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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

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know it?

Paint a world of spooky fun with stickers! Step 1:

Find the sticker Step 2: Peel the sticker Step 3:

Place the sticker ...and watch your Halloween

painting come to life! Includes everything you need to create ten sticker paintings on study card stock.

Plus, all the pages are perforated—making it easy to tear out each finished work to frame and share!

Open the cupboard door to this action-packed

fantasy that will take readers to the very beginning of the bestselling 100 Cupboards series! 100

Cupboards, 100 Worlds of Adventure! When

Hyacinth finds an unusual door, two boys in search of vengeance, and a witch intent on destroying the world, the ultimate battle of good vs. evil begins!

Hyacinth Smith can see things that others miss, stop attack dogs from attacking, and grow trees where no trees have grown before. But she's never had a real home. When her father tells them they've inherited a house from their great-aunt, Hyacinth sees trouble

brewing. Their great-aunt has been playing with forces beyond her control, using her lightning-tree

forest to create doors to other worlds. When one door opens, two boys tumble through . . . bringing

with them a battle with the undying witch-queen, Nimiane. Hyacinth, together with the boys, must use

her newfound magic and all of her courage to journey straight into the witch's kingdom in a daring

plan to trap evil and kill the immortal. "A must-read

