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KEY=KINGDOMS - LIVIA CLARK

SKY RAIDERS

Simon and Schuster *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.*

FIVE KINGDOMS: SKY RAIDERS

Simon and Schuster *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...*

ROGUE KNIGHT

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 kindof magic to protect themselves.*

CRYSTAL KEEPERS

Simon and Schuster *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.*

TIME JUMPERS

Aladdin *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 her has seen before. The past, present, and future are all at stake in this epic conclusions to the bestselling Five Kingdoms series.*

A WORLD WITHOUT HEROES

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.*

DEATH WEAVERS

Simon and Schuster *Cole and his friends finally reach the fourth of the five kingdoms, Necronum, land of the dead, where they confront unexpected dangers and meet new allies.*

SEEDS OF REBELLION

Simon and Schuster *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.*

CHASING THE PROPHECY

Simon and Schuster *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.*

FABLEHAVEN

Simon and Schuster *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.*

FIVE KINGDOMS COMPLETE COLLECTION

SKY RAIDERS; ROGUE KNIGHT; CRYSTAL KEEPERS; DEATH WEAVERS; TIME JUMPERS

Aladdin *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 FLYING YEARS

Good Press "The Flying Years" by Frederick Niven. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

FIVE KINGDOMS COLLECTION BOOKS 1-3

SKY RAIDERS; ROGUE KNIGHT; CRYSTAL KEEPERS

Aladdin 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 Knight, 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?

SECRETS OF THE DRAGON SANCTUARY

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.

RETURN OF THE DRAGON SLAYERS, 5

Shadow Mountain The magical world teeters on the brink of collapse. The Dragon King, Celebrant, has united the dragons into a vengeful army, and only a final artifact stands in the way of them unleashing their fury against humankind. With established allegiances shifting under the strain, Seth and Kendra find themselves in desperate need of new allies. Seth must face his most dangerous quest—the fulfillment of his pledge to the Singing Sisters. With only Calvin the Tiny Hero at his side, Seth needs to collect the pieces of the Ethergem, including the stones from the crowns of the Dragon King, the Giant Queen, and the Demon King. Halfway across the world, Kendra finds herself torn between her duty to Dragonwatch and her desire to rescue Bracken. Can she challenge Ronodin's control of the fairy realm without leaving the five legendary dragon slayers to be hunted by Celebrant and his sons? Left behind at Titan Valley, Knox and Tess must survive the aftermath of the Giant Queen's fall. Will the secret crown in Knox's possession prove too much for him to handle? In this fifth and final volume of Dragonwatch, our heroes make their last stand at the hidden Kingdom of Selona. For the defenders of light to stand a chance, the legendary dragon slayers must arise, lost secrets must be uncovered, and ancient powers must awaken. Get ready for the gripping, revelatory, and unforeseen conclusion to the epic ten-volume New York Times best-selling Fablehaven and Dragonwatch series.

DRAGONWATCH DARING COLLECTION

DRAGONWATCH; WRATH OF THE DRAGON KING; MASTER OF THE PHANTOM ISLE

Aladdin The world of Fablehaven returns with this collectible boxed set featuring the first three books in the New York Times bestselling sequel series from Brandon Mull. In the long-awaited sequel to Fablehaven, the dragons who have been kept at the dragon sanctuaries no longer consider them safe havens, but prisons. And they want their freedom. The dragons are no longer our allies... In the hidden dragon sanctuary of Wyrmoost, Celebrant the Just, King of the Dragons, plots his revenge. He wants nothing more than to overthrow his captors and return the world to the Age of Dragons, when he and his kind 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. What will happen in the epic battles between humans and dragons? This thrilling boxed set includes: Dragonwatch Wrath of the Dragon King Master of the Phantom Isle

RISE OF THE EVENING STAR

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.

SKY RAIDERS FREE PREVIEW EDITION

(THE FIRST 10 CHAPTERS)

Simon and Schuster In a world that lies between reality and imagination, a “fanciful, action-packed adventure” awaits (Publishers Weekly, starred review). Come and claim it in this first book of the Five Kingdoms 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. After Cole sees his friends whisked away to some mysterious place underneath the haunted house, he dives in after them—and ends up in The Outskirts. The Outskirts are made up of five kingdoms that lie between wakefulness and dreaming, reality and imagination, life and death. It’s an in-between place. Some people are born there. Some find their way there from our world, or from other worlds. And once you come to the Outskirts, it’s very hard to leave. With the magic of the Outskirts starting to unravel, it’s up to Cole and an unusual girl named Mira to rescue his friends, set things right in the Outskirts, and hopefully find his way back home...before his existence is forgotten.

DRAGONWATCH

A FABLEHAVEN ADVENTURE

Aladdin 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?

THE HORN OF MORAN

Sixteen-year-old wizard-in-training Alex Taylor and his band of fellow adventurers battle a goblin army, navigate an enchanted forest, and try to solve the sphinx's riddle in their quest to find the lost Horn of Moran and return it to Alusia before the nation erupts in war.

HALF MOON INVESTIGATIONS

[Penguin UK Meet Fletcher Moon](#). Half-pint schoolboy and fully qualified private investigator. Since graduating online, he has solved all sorts of minor mysteries at school and at home. It was only a matter of time before things got serious. When Fletcher investigates a spate of crimes in the town of Lock, the finger of suspicion is soon pointing in the direction of shady brothers Herod and Red Sharkey.

KENOBI

[Random House Trade Paperbacks Exiled to Tatooine](#), Obi-Wan Kenobi works to hide his Jedi powers and establish an alternate identity for himself as an eccentric hermit while protecting an infant Luke Skywalker and aiding the residents of Tatooine.

ARCADE CATASTROPHE

[Simon and Schuster 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.

LEGEND OF THE DRAGON SLAYER

THE ORIGIN STORY OF DRAGONWATCH

[Shadow Mountain](#) The beautifully illustrated edition of the origin story of Dragonwatch--the #1 New York Times best-selling series--is an extraordinary collaboration between writer Brandon Mull and series illustrator Brandon Dorman. This exclusive volume also features a never-before-published dragon slayer genealogy, a detailed map of the Kingdom of Selona, and more than fifty full-color illustrations. In ancient times dragons were the ultimate threat to the rest of the mythical world. At the height of the Age of Dragons, it appeared that dragons might not only gain dominion over the magical races, but could potentially overrun the nonmagical world as well. A group of specially-trained dragon slayers called Dragonwatch banded together to stand against the dragons. Together, these dragon slayers confined the majority of them to dragon sanctuaries. Legend of the Dragon Slayer is the illustrated story of the very first dragon slayer who took to battle. This epic legend comes to life with imaginatively rendered full-color illustrations. Powerful monsters have surrounded the Kingdom of Selona. A naïve and unlikely hero named Konrad, the cobbler's son, accepts the king's challenge to defeat the monsters: fierce yeti, a merciless vampire, a dangerous gorgon, and a deadly phoenix. Even still, Selona's biggest threat will come from the Dragon, and it will take every ounce of wit and experience that Konrad's acquired to stand a chance against such a formidable foe. Legend of the Dragon Slayer is a stand-alone tale of valor, destiny, and magic sure to reward fantasy lovers.

EVIL TIDE

THE FIVE KINGDOMS

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.

FIGHT AND FLIGHT

Martin and his friends discovered that their world is computer generated and that by altering the code, they could alter reality. They traveled back in time to Medieval England to live as wizards. Almost everything they've done since then has, in one way or another, blown up in their faces. So of course they decide to make dragons. It does not go well. As the wizards struggle to control their creations and protect innocent citizens, they try new things (most of which they don't enjoy), meet new people (most of whom are angry at them), and fight epic battles (most of which they lose). But their biggest challenge may be a young girl who knows that the wizards created the dragons and is determined to make them pay. On her side she has powerful allies, a magical artifact, and a faithful if not particularly helpful dog. Fight and Flight is a rollicking tale of bravery, wonder, love, revenge, greed, discovery, deception, and animal husbandry.

THE BOOK ARRAN

Dalcassian Publishing Company

MAKING ONE'S WAY IN THE WORLD

THE FOOTPRINTS AND TRACKWAYS OF PREHISTORIC PEOPLE

[Oxbow Books](#) The book draws on the evidence of landscape archaeology, palaeoenvironmental studies, ethnohistory and animal tracking to address the neglected topic of how we identify and interpret past patterns of movement in the landscape. It challenges the pessimism of previous generations which regarded prehistoric routes such as hollow ways as generally undatable. The premise is that archaeologists tend to focus on [sites] while neglecting the patterns of habitual movement that made them part of living landscapes. Evidence of past movement is considered in a multi-scalar way from the individual footprint to the long distance path including the traces created in vegetation by animal and human movement. It is argued that routes may be perpetuated over long timescales creating landscape structures which influence the activities of subsequent generations. In other instances radical changes of axes of communication and landscape structures provide evidence of upheaval and social change. Palaeoenvironmental and ethnohistorical evidence from the American North West coast sets the scene with evidence for the effects of burning, animal movement, faeces deposition and transplantation which can create readable routes along which are favoured resources. Evidence from European hunter-gatherer sites hints at similar practices of niche construction on a range of spatial scales. On a local scale, footprints help to establish axes of movement, the locations of lost settlements and activity areas. Wood trackways likewise provide evidence of favoured patterns of movement and past settlement location. Among early farming communities alignments of burial mounds, enclosure entrances and other monuments indicate axes of communication. From the middle Bronze Age in Europe there is more clearly defined evidence of trackways flanked by ditches and fields. Landscape scale survey and excavation enables the dating of trackways using spatial relationships with dated features and many examples indicate long-term continuity of routeways. Where fields flank routeways a range of methods, including scientific approaches, provide dates. Prehistorians have often assumed that Ridgeways provided the main axes of early movement but there is little evidence for their early origins and rather better evidence for early routes crossing topography and providing connections between different environmental zones. The book concludes with a case study of the Weald of South East England which demonstrates that some axes of cross topographic movement used as droveways, and generally considered as early medieval, can be shown to be of prehistoric origin. One reason that dryland routes have proved difficult to recognise is that insufficient attention has been paid to the parts played by riverine and maritime longer distance communication. It is argued that understanding the origins of the paths we use today contributes to appreciation of the distinctive qualities of landscapes. Appreciation will help to bring about effective strategies for conservation of mutual benefit to people and wildlife by maintaining and enhancing corridors of connectivity between different landscape zones including fragmented nature reserves and valued places. In these ways an understanding of past routeways can contribute to sustainable landscapes, communities and quality of life

THE FALSE PRINCE

[Scholastic UK](#) If you love the danger and sword-fighting of MERLIN, you'll like this! In a discontent kingdom, civil war is brewing. To unify the divided people, Conner, a nobleman of the court, devises a cunning plan to find an impersonator of the king's long-lost son and install him as a puppet prince. Four orphans are recruited to compete for the role, including a defiant boy named Sage. Sage knows that Conner's motives are more than questionable, yet his life balances on a sword's point - he must be chosen to play the prince or he will certainly be killed. As Sage's journey continues, layer upon layer of treachery and deceit unfold, until finally a truth is revealed that proves more dangerous than all of the lies put together.

MICHAEL VEY 6

FALL OF HADES

Simon and Schuster In order to wipe out the Elgen, Michael and the Electroclan plot to capture the Joule, a boat serving as a treasury, with the help of an Elite Global Guard member named Welch and three Elgen youth condemned to death.

TALES OF THE GREAT BEASTS (SPIRIT ANIMALS: SPECIAL EDITION)

Scholastic Inc. 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.

MARK OF THE THIEF (MARK OF THE THIEF #1)

Scholastic Inc. Jennifer A. Nielsen, author of the NYT and USA TODAY bestselling Ascendance Trilogy, has woven an electrifying tale of greed and power, magic and destiny, and one boy's courage at the heart of it all. When Nic, a slave in the mines outside of Rome, is forced to enter a sealed cavern containing the lost treasures of Julius Caesar, he finds much more than gold and gemstones: He discovers an ancient bulla, an amulet that belonged to the great Caesar and is filled with a magic once reserved for the Gods -- magic some Romans would kill for. Now, with the deadly power of the bulla pulsing through his veins, Nic is determined to become free. But instead, he finds himself at the center of a ruthless conspiracy to overthrow the emperor and spark the Praetor War, a battle to destroy Rome from within. Traitors and spies lurk at every turn, each more desperate than the next to use Nic's newfound powers for their own dark purposes. In a quest to stop the rebellion, save Rome, and secure his own freedom, Nic must harness the magic within himself and defeat the empire's most powerful and savage leaders.

WASHINGTON'S SPIES

THE STORY OF AMERICA'S FIRST SPY RING

Bantam In 1778, George Washington unleashed an unlikely ring of spies in New York to discover British battle plans.

THE CANDY SHOP WAR

Simon and Schuster 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 ROYAL RANGER (RANGER'S APPRENTICE BOOK 12)

Random House John Flanagan makes a spectacular return to the world of Ranger's Apprentice - but what has happened since you last saw Will and his friends might shock you! Will took an oath when he joined the Ranger Corps. Does it mean nothing to him now? After a senseless tragedy destroys his life, Will is obsessed with punishing those responsible - even if it means leaving the Ranger Corps. His worried friends must find a way to stop him taking such a dark path. It is Halt who suggests the solution: Will must take an apprentice. The candidate Halt has in mind will surprise everyone - and it will be a request Will cannot refuse. Training a rebellious, unwilling apprentice is hard enough. But when a routine mission uncovers a shocking web of crime, Will must decide where his priorities lie - finishing his quest for revenge, or saving innocent lives? The final book of the Ranger's Apprentice series raises the stakes higher than ever. Is Will on his last mission for the Ranger Corps?

THE CROSS OF LORRAINE

A COMBAT HISTORY OF THE 79TH INFANTRY DIVISION, JUNE 1942-DECEMBER 1945

WANDMAKER

Scholastic Inc. Winner of the Fall 2016 Parents' Choice FunStuff Award! Magic is real -- and it runs in the family -- in this charming fantasy adventure about a boy who must balance his magical education with the demands of big-brotherhood, perfect for fans of Jenny Nimmo and Angie Sage. Henry Leach the Eighth doesn't know it yet, but he's descended from a long line of wandmakers. That means he has inherited mysterious powers, a trunk full of strange artifacts... and a whole host of problems. His biggest problem at the moment, however, is his little sister, Brianna. She's always had a special talent for getting in his way. And she takes troublemaking to new heights when she's caught in the crossfire of Henry's first major spell! Heartfelt, funny, and imaginative, Wandmaker is sure to leave young readers spellbound.

HEROES OF THE ARGONNE

AN AUTHENTIC HISTORY OF THE THIRTY-FIFTH DIVISION

WILD BORN

As a dark force engulfs the land, the fate of Erdas has fallen on the shoulders of four young strangers who each have forged a rare bond with their spirit beasts -- a bond that gives great powers to all of them.

SYMBAROUM

Symbaroum Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden