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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. 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. 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 series!" —The Washington Post "[100 Cupboards] is my favorite kind of fantasy." —Tamora Pierce, #1 New York Times bestselling author "This fast-paced fantasy features empathetic heroes." —School Library Journal 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 long-dead magical creatures are discovered all around the world, each with a buried book of magic, the governments of the world want to unlock the power the books, but need the help of kids to harness the magical power. 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! 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. 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. Includes an excerpt from Fablehaven Adventure book 1: Dragonwatch. 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 Enter the world of Erdas, where every child who comes of age must discover if they have a spirit animal, a rare bond between human and beast that bestows great powers to both. Part engrossing book series, part action role-playing game - discover your spirit animal and join

the adventure in Autumn 2013. Teased by his friends for having an imaginary playmate, Chad tries to bid Pingo farewell but Pingo refuses to leave. 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. 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. 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. Exciting fantasy adventure, perfect for fans of Percy Jackson, from #1 NYT bestselling author Brandon Mull "Unlike the other Fablehaven books, this one is only half-finished...The missing ingredient is you!" Get ready to write, draw, solve, and create, guided by the many activities inside. As the evil Celebrant 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. 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. Cole Randolph 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*. The first three titles from *The New York Times Bestselling Series, Spirit Animals!* Four children separated by vast distances all undergo the same ritual, watched by cloaked strangers. Four flashes of light erupt, and from them emerge the unmistakable shapes of incredible beasts a wolf, a leopard, a panda, a falcon. Suddenly the paths of these children and the world have been changed forever. Enter the world of Erdas, where every child who comes of age must discover if they have a spirit animal, a rare bond between human and beast that bestows great powers to both. A dark force has risen from distant and long-forgotten lands, and has begun an onslaught that will ravage the world. Now the fate of Erdas has fallen on the shoulders of four young strangers . . . and on you. Part engrossing book series, part action role-playing game, discover your spirit animal and join the adventure! This pack includes *Spirit Animals Book One: Wild Born*, *Spirit Animals Book Two: Hunted*, and *Spirit Animals Book Three: Blood Ties* The #1 New York Times bestselling *Beyonders* fantasy trilogy comes to a stunning and epic conclusion. Jason and Rachel were not born in Lyrian. They did not grow up in Lyrian. But after all of the battles and losses, the triumphs and adventures, and most of all, the friendships forged in this fantastical world, Lyrian has become home to them in a way they never could have imagined. And so, armed now with the prophecy of a dying oracle, they have gone on their separate quests—each surrounded by brave and powerful allies—knowing that the chance for success is slim. But Jason and Rachel are ready at last to become the heroes Lyrian needs, no matter the cost. Packed with thrills, action, and drama, this third and final installment of Brandon Mull's #1 bestselling *Beyonders* trilogy brings the series to a gripping conclusion. Very strange things are afoot at Fablehaven. Someone or something has released a plague that transforms beings of light into creatures of darkness. Seth discovers the problem early, but as the infectious disease spreads, it becomes clear that the preserve cannot hold out for long. In dire need of help, the Sorensons question where to turn. The Sphinx has always given sound advice -- but is he a traitor? Inside the Quiet Box, Vanessa might have information that could lead to a cure -- but can she be trusted? Meanwhile, Kendra and members of the Knights of the Dawn must journey to a distant preserve and retrieve another hidden artifact. Will the Society of the Evening Star recover it first? Will the plague eclipse all light at Fablehaven? 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. "The Gift of the Magi" is a short story by O. Henry first published in 1905. The story tells of a young husband and wife and how they deal with the challenge of buying secret Christmas gifts for each other with very little money. The main idea of "The Gift of the Magi" is that the value of a gift is in the giver, rather than the gift itself. Jim and Della, out of their love for each other, purchased a gift that required them to sacrifice something that was precious to them. 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. Seth and Kendra, newly appointed caretakers of Wyrmoost, soon find themselves in a fight for their lives when the dragons, led by Celebrant, rebel. 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 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? Four children separated by vast distances all undergo the same ritual watched by cloaked strangers. Four flashes of light erupt, and from them emerge the unmistakable shapes of incredible beasts—a wolf, a leopard, a panda, a falcon. Suddenly the paths of these children—and the world—have been changed forever. Enter the world of Erdas where every child who comes of age must discover if they have a spirit animal—a rare bond between human and beast that bestows great powers on both. A dark force has risen from distant and long-forgotten lands and has begun an onslaught that will ravage the world. Now the fate of Erdas rests on the shoulders of four young strangers... and on you. Part engrossing book series, part action role-playing game—discover your spirit animal and join the adventure. 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. 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. 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. 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. 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 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? Follows the adventures of four noble animals who sacrifice everything to protect their homes from a mad king in the world of Erdas. Three bestselling novels in one powerpack! Includes Rick Riordan's THE 39 CLUES: THE MAZE OF BONES, James Dashner's INFINITY RING: A MUTINY IN TIME, and Brandon Mull's SPIRIT ANIMALS: WILD BORN! Available together for the first time, three novels that each launched a blockbuster series. This powerpack includes: THE 39 CLUES #1: THE MAZE OF BONES by bestselling author Rick Riordan. Are you ready to save the world? INFINITY RING #1: A MUTINY IN TIME by bestselling author James Dasher. Fix the past. Save the future. SPIRIT ANIMALS #1: WILD BORN by bestselling author Brandon Mull. The legend lives in you. Three unforgettable adventures are waiting for you... When Chad and his friends hold a competition to see whose imaginary friend is the best, the schoolyard bully says his is the best, but in the end everyone learns the true power of friendship. Illustrations. A guidebook to the creatures, characters, artifacts, items, and places found of the Fablehaven series.

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