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KEY=PATRICK - MCKEE WILLIAMSON

Stargazer Scholastic Inc. Patrick Carman returns to Elyon for the thrilling conclusion to the bestselling Land of Elyon series. When last we saw Alexa Daley, she had defeated a threat in her homeland and was sailing with Roland Warvold across the Lonely Sea. She had no idea what adventures awaited her . . . until now. After a tragic attack by an evil force, Alexa and her friend Yipes are stranded in a strange community known as The Five Stone Pillars. Each pillar of rock has its own secrets . . . and its own challenges. As darkness descends, Alexa must risk everything to defeat it - even if it means taking to the skies. **Stargazer** Scholastic Inc. Patrick Carman returns to Elyon for the thrilling conclusion to the bestselling Land of Elyon series. When last we saw Alexa Daley, she had defeated a threat in her homeland and was sailing with Roland Warvold across the Lonely Sea. She had no idea what adventures awaited her . . . until now. After a tragic attack by an evil force, Alexa and her friend Yipes are stranded in a strange community known as The Five Stone Pillars. Each pillar of rock has its own secrets . . . and its own challenges. As darkness descends, Alexa must risk everything to defeat it - even if it means taking to the skies. **Stargazer** Twelve-year-old Alexa and her companions unwittingly lead Abaddon, now in the form of an enormous, horrible sea monster, to the secret community known as the Five Stone Pillars when they go to bring the people living there home. **Beyond the Valley of Thorns** Scholastic Paperbacks When thirteen-year-old Alexa embarks on a mysterious quest, she finds that her old friends Yipes the little man, Murphy the squirrel, Odessa the wolf, and Squire the hawk have been designated to help her. **The Dark Hills Divide** Scholastic Paperbacks When she finds the key to a secret passageway leading out of the walled city of Bridewell, twelve-year-old Alexa realizes her lifelong wish to explore the mysterious forests and mountains that lie beyond the wall. **The Land of Elyon #4: Stargazer** Scholastic Inc. Twelve-year-old Alexa and her companions unwittingly lead Abaddon, now in the form of an enormous, horrible sea monster, to the secret community known as the Five Stone Pillars when they go to bring the people living there home. **Return of the Sorceress Dragonlance: The New Adventures, Volume Three** Wizards of the Coast Secrets and lies... Armed with new weapons and a newfound confidence, Nearra and her friends plan to confront the wizard Maddoc. But before they can reach Cairngorn Keep, a skeletal griffin kidnaps Nearra and delivers her directly into the wizard's hands. As Maddoc prepares the final spell to unleash the Evergence, Davyn and the others struggle to rescue Nearra. But in the confines of Maddoc's keep, appearances deceive. Friends become enemies. Dark dreams become reality. And naive Nearra may not be as innocent as she seems. **The Magic Bicycle** InterVarsity Press The Spirit Flyer, a rusty old bicycle found in the city dump, surprises its new owner, John Kramar, when it magically lives up to its name, introducing John to an unknown world and changing his life for good. **The Sword Bearer** InterVarsity Press It was John's birthday. He would be thirteen. And what's more, it was on this day that his grandmother would tell him the mystery of his locket . . . And of his parents. But it was not to be. Before he could find out, he was magically transported to the land of Anthropos where he was startled to be hailed as the Sword Bearer, the slayer of the Goblin Prince. Here, in the imaginative story of the early history of Anthropos, John White captures the excitement and wonder of another world. **Atherton #3: The Dark Planet** Little, Brown Books for Young Readers In the dazzling conclusion to the epic story of Atherton, Patrick Carman takes readers on the most rewarding journey of all, to the perilous realm of The Dark Planet: Earth. When Edgar discovers a way to leave the mysterious satellite world of Atherton, he couldn't have imagined the gloom that awaited him on the dark planet, where the oceans are toxic, the forests are full of mutant monsters, and children toil in darkness, controlled by ruthless maniacs. Max Harding, an orphan of the Silo, the maker of Atherton, and the last hope of a dying world, left this place behind, and now Edgar is determined to complete the mad scientist's spectacular plan, revealing Atherton's true purpose. Edgar's quest to discover Earth's dark secret leads to an out of this world adventure in the final book of the Atherton trilogy. **Skeleton Creek #1 (UK Edition)** Skeleton Creek is a fast-paced detective series that alternates between book and videos. Ryan is grounded. Forbidden to contact Sarah, they communicate through texts, midnight meets and Sarah's videos using the passwords in the book. **Atherton #2 Rivers of Fire** Little, Brown Books for Young Readers Atherton was once a magnificent three-tiered world, but few inhabitants know the truth of its dark origin: it is a giant man-made satellite, created as a refuge from a dying Earth. Now this strange place is torn apart--its three lands, formerly separated by treacherous cliffs, have collapsed and collided. But a gifted climber and adventurous orphan boy, Edgar, is determined to discover the secret of Atherton's survival, and embarks on a life-or-death quest to find its mad maker. In bestselling author Patrick Carman's rich and riveting follow-up to *The House of Power*, an extraordinary world meets its destiny in an epic and unforgettable rebirth. **My Beijing Four Stories of Everyday Wonder** Graphic Universe& 8482 "Three short stories set in a hutong, or residential alleyway, of Beijing, China. Yu Er, her grandfather, and their eccentric neighbors and experience the magic of everyday life"--]cProvided by publisher. **May Bird and the Ever After Book One** Simon and Schuster Lonely and shy, ten-year-old May Ellen Bird has no idea what awaits her when she falls into the lake and enters the Ever After, home of ghosts and the Bogeyman. **The Royal Art of Astrology The Gypsy Game** Yearling The kids from *The Egypt Game* are back. What game will they play next? The answer is Gypsies. While April plunges in with her usual enthusiasm, the more Melanie learns, the more something seems to be holding her back. But it's Toby who adds a really new wrinkle when he announces that he himself is a bona fide Gypsy. Plus he can get them some of his grandmother's things to use as real Gypsy props for the new game. What could be more thrilling? Then Toby suddenly and mysteriously disappears, and the kids discover that living as real-life Gypsies may not be as much fun as they thought. How will they find Toby and rescue him from the very real problems that are haunting his life? **Foundling** Random House Having

grown up in a home for foundlings and possessin a girl's name, Rossamünd sets out to report to his new job as a lamplighter and has several adventures along the way as he meets people and monsters who are more complicated than he previously thought. Includes glossaries and maps. **The Proper Way to Meet a Hedgehog and Other How-to Poems** Candlewick Press (MA) Toast a marshmallow, be a tree in winter, read braille -- Paul B. Janeczko and Richard Jones invite you to enjoy an assortment of poems that inform and inspire. Today I walked outside and spied a hedgehog on the hill. When she and I met eye to eye, she raised up straight and still. Be they practical (how to mix a pancake or how to bird-watch) or fanciful (how to scare monsters or how to be a snowflake), the poems in this book boast a flair and joy that you won't find in any instruction manual. Poets from Kwame Alexander to Pat Mora to Allan Wolf share the way to play hard, to love nature, and to be grateful. Soft, evocative illustrations will encourage readers to look at the world with an eye to its countless possibilities. Contributors include: Kwame Alexander Calef Brown Rebecca Kai Dotlich Margarita Engle Ralph Fletcher Douglas Florian Helen Frost Martin Gardner Charles Ghigna Nikki Grimes Anna E. Jordan Karla Kuskin Irene Latham J. Patrick Lewis Marjorie Maddox Elaine Magliaro Pat Mora Christina Rossetti Monica Shannon Marilyn Singer Robert Louis Stevenson Charles Waters April Halprin Wayland Steven Withrow Allan Wolf **Atherton #1 The House of Power** Little, Brown Books for Young Readers From the creator of the Land of Elyon comes a riveting adventure set in an extraordinary satellite world?created as a refuge from a dying Earth?that begins to collapse and forever change the lives of its inhabitants. Edgar, a gifted climber, is a lonely boy scaling the perilous cliffs that separate the three realms of Atherton: a humble fig grove; a mysterious highland world of untold beauty and sinister secrets; and a vast wasteland where he must confront an unspeakable danger that could destroy the people of Atherton. When Edgar discovers a book which contains the history of Atherton's origins and ultimate apocalypse, his world?quite literally?begins to turn inside out. **Stargazer** Scholastic Inc. Alexa and her companions unwittingly lead Abaddon, now in the form of an enormous, horrible sea monster, to the secret community known as the Five Stone Pillars when they go to bring the people living there home. **City of the Rats (Deltora Quest #3)** Scholastic Inc. The international bestselling series returns for a new generation with a fresh look and bonus content from the legends of Deltora. Lief, Barda, and Jasmine--three companions with nothing in common but their hatred of the enemy--are on a perilous quest to recapture the seven lost gems of the magic Belt of Deltora. Only when the Belt is complete can the evil Shadow Lord be overthrown.They have succeeded in finding the golden topaz and the great ruby. The two gems' mysterious powers have strengthened them and given them courage to move on in their search for the third stone. But none of them can know the horrors that await them in the forbidden City of the Rats. **7 Riddles to Nowhere** Vinspire Publishing, LLC For where your treasure is, there your heart will be also. Because of a tragic event that took place when he was five-years-old, seventh grader Kameron Boyd can't make himself speak to adults when he steps outside his home. Kam's mom hopes his new school will cure his talking issues, but just as he starts to feel comfortable, financial problems threaten the school's existence. Then a letter arrives with the opportunity to change everything. Kam learns that he and several others have been selected as potential heirs to a fortune. He just has to solve a series of seven riddles to find the treasure before the other students. If he succeeds, he'll become heir to a fortune that could save his school. The riddles send Kam on a scavenger hunt through the churches of Chicago. But solving them won't be easy. With the school's bully as one of the other potential heirs, Kam and his friends must decipher the hidden meanings in artwork and avoid the mysterious men following them in a quest to not only keep the school open, but keep Kam's hopes for recovering his voice alive. **The Bark of the Bog Owl** B&H Publishing Group As Aidan Errol is pronounced Wilderking, a pact is signed between Corenwald and the Pyrthen Empire, but as Aidan shoulders the weight and glory of his destiny, Corenwald is double crossed and an epic battle to save the kingdom ensues. Original. **Charlie Bone and the Invisible Boy (Children of the Red King #3)** Scholastic Inc. The third book in the Children of the Red King series, CHARLIE BONE AND THE INVISIBLE BOY offers more magical fantasy that is fast paced and easy to read.This semester at Bloor's Academy brings a few changes. There is a new art teacher, Mr. Boldova, and a new student named Belle, who lives with the Yewbeam aunts and seems to have strange power over them. Emma and Charlie soon discover Mr. Boldova's secret identity: He is the older brother of Ollie Sparks, the boy who lives in the attic of Bloor's Academy. Ollie had always been prying into matters that didn't concern him, so Ezekiel Bloor had made him invisible. When Charlie and his friends find him, Ollie is alone and hungry, so they promise to help him become visible again. **Through Wolf's Eyes** Obsidian Tiger Inc **The Tragedy Paper** Knopf Books for Young Readers Perfect for fans of Thirteen Reasons Why and Looking for Alaska, Jennifer Weiner, #1 New York Times bestselling author, calls Elizabeth LaBan's The Tragedy Paper "a beguiling and beautifully written tale of first love and heartbreak." It follows the story of Tim Macbeth, a seventeen-year-old albino and a recent transfer to the prestigious Irving School, where the motto is "Enter here to be and find a friend." A friend is the last thing Tim expects or wants—he just hopes to get through his senior year unnoticed. Yet, despite his efforts to blend into the background, he finds himself falling for the quintessential "It" girl, Vanessa Sheller, girlfriend of Irving's most popular boy. To Tim's surprise, Vanessa is into him, too, but she can kiss her social status goodbye if anyone ever finds out. Tim and Vanessa begin a clandestine romance, but looming over them is the Tragedy Paper, Irving's version of a senior year thesis, assigned by the school's least forgiving teacher. Jumping between viewpoints of the love-struck Tim and Duncan, a current senior about to uncover the truth of Tim and Vanessa, The Tragedy Paper is a compelling tale of forbidden love and the lengths people will go to keep their secrets. **The Queen's Secret** Bloomsbury Publishing USA Bestselling author Jessica Day George continues her heartfelt fantasy series about a girl who can communicate with horses and a kingdom on the brink of collapse. Anthea knows the truth about horses. They're not carriers of deadly disease like everyone in their kingdom thinks; they're majestic creatures who share their thoughts and feelings with her through The Way. Anthea has convinced the king of this, but at a cost--he demands that horses and riders with The Way do his bidding. But when a deadly plague breaks out, the people believe that horses are the cause. As more fall ill, it's up to Anthea and her friends to transport medicine, all while keeping out of reach from Anthea's wicked mother. And when Anthea discovers a secret that could change the kingdom forever, she must risk everything to reveal the truth before it's too late. Continuing the sweeping storytelling of The Rose Legacy, bestselling author Jessica Day George delights readers--especially horse lovers--once again. **Charlie Bone and the Red Knight** Scholastic Inc. A conclusion to the best-selling series finds Charlie and his friends confronting an evil magical force in order to save Charlie's parents, revealing the dark intentions of the Bloors and unlocking the mystery of the Red King's heirs. **The Rose Legacy** Bloomsbury Publishing USA This sweeping, emotionally-resonant fantasy from beloved author Jessica Day George is perfect for fans of Princess Academy and Black Beauty. When orphaned Anthea Cross-Thornley receives a letter from a long-lost uncle, she wonders if she will finally find a true home. But she is shocked to learn that her uncle secretly breeds horses--animals that have been forbidden in her kingdom for

centuries. More alarming is Anthea's strange ability to sense the horses' thoughts and feelings, an ancient gift called *The Way*. Confused and terrified, Anthea is desperate to leave, but when her family and kingdom are put at risk, can she embrace *The Way* and the exciting future it might bring her? A *Mighty Girl Best Book of the Year* **Trackers Book one** Scholastic Inc. When the mysterious Glyphmaster tricks Adam into solving a puzzle and then hacks his computers, Adam, Finn, Lewis, and Emily are pulled into a mystery that is more trouble than they ever imagined. **The Great Angel A Study of Israel's Second God** Westminster John Knox Press In this groundbreaking book, Barker claims that pre-Christian Judaism was not monotheistic and that the roots of Christian Trinitarian theology lie in a pre-Christian Palestinian belief about angels derived from the ancient religion of Israel. Barker's beliefs are based on canonical and deuterocanonical works and literature from Qumran and rabbinic sources. **Floors:** Scholastic Inc. Charlie had his chocolate factory. Stanley Yelnats had his holes. Leo has the wacky, amazing Whippet Hotel. The Whippet Hotel is a strange place full of strange and mysterious people. Each floor has its own quirks and secrets. Leo should know most of them - he is the maintenance man's son, after all. But a whole lot more mystery gets thrown his way when a series of cryptic boxes are left for him . . . boxes that lead him to hidden floors, strange puzzles, and unexpected alliances. Leo had better be quick on his feet, because the fate of the building he loves is at stake . . . and so is Leo's own future! **Atherton #2: Rivers of Fire** Little, Brown Books for Young Readers In bestselling author Patrick Carman's rich and riveting follow-up to *The House of Power*, an extraordinary world meets its destiny in an epic and unforgettable rebirth. The world of Atherton has collapsed and the three levels have become one. Humans and monsters, once separated by vast cliffs, now roam the surface of Atherton together. The inside of Atherton--where the most troubling secrets are hidden--has been breached. While Edgar embarks on a life-or-death quest to find Atherton's mad maker, his two friends, Samuel and Isabel, venture through dangerous underground realms, confronting deadly cave dwellers, rivers of fire, and waters of life. Atherton is not what it seems at all, but something far more dangerous, with a history locked inside the mind of a madman and a future beyond Edgar's wildest imagining. **Midnight for Charlie Bone (Children of the Red King #1)** Scholastic Inc. 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. **Towervale** TOWERVALE is a book and a video game at the same time, and a sprawling fantasy series for ages 9-12. Towervale is organized in seven sections that are not in order. Each section ends with a password you must enter in the Towervale game, unlocking a level. When the level is cleared, the next page to turn to in the book is revealed. But there's a catch: if you didn't read the previous section of the book, you'll have no idea how to clear the level in the game (free game access included with each book - web, app). Your adventure begins in the Caves of Iron and takes you through three realms where you'll encounter a world beyond your imagination and a villain of unparalleled danger. **Thirteen Days to Midnight** Little, Brown Books for Young Readers You are indestructible. Three whispered words transfer an astonishing power to Jacob Fielding that changes everything. At first, Jacob is hesitant to use the power, unsure of its implications. But there's something addictive about testing the limits of fear. Then Ophelia James, the beautiful and daring new girl in town, suggests that they use the power to do good, to save others. But with every heroic act, the power grows into the specter of a curse. How to decide who lives and who dies? In this nail-biting novel of mystery and dark intrigue, Jacob must walk the razor thin line between right and wrong, good and evil, and life and death. And time is running out. Because the Grim Reaper doesn't disappear. . . . He catches up. **My First Travel Book Angelic Airline Adventures** Tate Pub & Enterprises Llc Are you ready to take to the skies? Then welcome to Angelic Airlines! Come join the adventures of Captain Frankie and the Angelic Airlines flying angel as they travel across the world to some of the most popular, entertaining, and educational places in the world. Captain Frankie is waiting for you to book your ticket, safely stow your bags, and open your eyes to the beautiful places created for all of us to visit in My First Travel Book. **Pulse** Harper Collins Fans of action-packed sci-fi thrillers such as *I Am Number Four* and *The Maze Runner* will love bestselling author Patrick Carman's *Pulse*, with its epic action scenes and memorable love story. In the year 2051, who has the power called a pulse? With the help of her mysterious classmate Dylan Gilmore, Faith Daniels discovers that she can move objects with her mind. This telekinetic ability is called a "pulse," and Dylan has the talent, too. In riveting action scenes, Faith demonstrates her ability to use her pulse against a group of telekinesis masters so powerful they will flatten their enemies by uprooting streetlights, throwing boulders, and changing the course of a hurtling hammer so that it becomes a deadly weapon. But in order to save the world, Faith will have to harness not only the power of her mind, but the power of her heart, too. The first in a stunning trilogy, *Pulse* is a triumph about the power of the mind—and of love. **The Land of Elyon Trilogy Omnibus: Books 1 - 3** Createspace Independent Publishing Platform Omnibus edition of the bestselling, award winning Land of Elyon trilogy. Three books in one volume: *The Dark Hills Divide*, *Beyond the Valley of Thorns*, and *The Tenth City*. **Tremor** Harper Collins Tremor, the second book in bestselling author Patrick Carman's *Pulse* trilogy, is filled with more action-packed scenes and romance. Tremor will excite fans of *I Am Number Four* and *The Maze Runner* with its richly developed characters and electrifying story of love and revenge. In the year 2051, some people have a second pulse. Like all who have "the pulse," Faith Daniels and Dylan Gilmore have telekinetic powers—they can move objects with their minds. But there are five second pulses in the world who have an even greater power: They are virtually indestructible. Both Faith and Dylan have the second pulse. As Dylan executes a plan to infiltrate enemy grounds, he'll have to face his only weakness—and a family secret that will threaten his very existence.