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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. Alex and Conner Bailey's world is about to change. When the twins' grandmother gives them a treasured fairy-tale book, they have no idea they're about to enter a land beyond all imagining: the Land of Stories, where fairy tales are real. But as Alex and Conner soon discover, the stories they know so well haven't ended in this magical land - Goldilocks is now a wanted fugitive, Red Riding Hood has her own kingdom, and Queen Cinderella is about to become a mother! The twins know they must get back home somehow. But with the legendary Evil Queen hot on their trail, will they ever find the way? The Land of Stories: The Wishing Spell brings readers on a thrilling quest filled with magic spells, laugh-out-loud humour and page-turning adventure. Alexa holds the fate of Elyon in her hands! Is she strong enough to win the ultimate battle against evil? This complete fantasy trilogy includes #1: The Dark Hills Divide, #2: Beyond the Valley of Thorns, #3: The Tenth City, all in a box set. 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. 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. This collection of standalone, spooky short stories boasts urban legends, creature features, and campfire ghost stories—all re-imagined for the 21st century. Each story takes 15 minutes or less to read. "Alexa Daley thought her troubles were over when she defeated the man who had threatened to bring down Bridewell from within. But now that the walls around her land have fallen, a new, unexpected threat has risen from outside. Suddenly, Alexa is involved in a battle much, much larger than her own life... a battle in which she is destined to play a key role. Sinister forces are gathering in strange and vile forms, all with the goal of bringing darkness to the land. In order to help good defeat evil, Alexa and her friends must venture farther than they've ever gone before -- confronting giants, bats, ravenous dogs, and a particularly ghoulish mastermind in order to bring back peace." -- Page 4 of cover. Uh-oh! The Trollz girls cast a powerful spell that turns their friend into a block of ice! How will they change him back? Angie Sage, New York Times bestselling author of the Septimus Heap series, crafts a fantasy world where enchantment is illegal, Oracles knit octopuses, wizards run around in soggy underpants, and one girl is on a mission to save Enchantment and Enchanters, which might just save the kingdom. Alex has a set of Enchanted cards. When she flutters her fingers above them, something magical happens: the cards come alive and create moving pictures of what is now and what is yet to come. But Enchantment is illegal in the city of Luma, and those who practice it are imprisoned forever in the Vaults—dark dungeons deep below the city. When Alex is betrayed by her foster sister Zerra, she knows she is in great danger. With the help of her little foster brother, Louie, she makes a daring escape. But Alex discovers she is not safe outside Luma either. Here lurk deadly Hauntings that seek out those who practice magic: Enchanters and their children. The Hauntings take many forms and Alex is hunted by a giant bird of prey, the Hawke, a murderous Night Wraith called the Grey Walker, and the eerie Xin. But why do the Hauntings haunt Alex? Alex doesn't believe she's an Enchanter's Child, but she has no idea who her parents are. Her precious Enchanted cards are her only clue to her true identity, and she becomes determined to find out who she is. And, while she is at it, to get rid of the deadly Twilight Hauntings forever. Praise for Angie Sage's Twilight Hauntings: "Intricate worldbuilding, richly evocative settings, nuanced characters, deftly woven plotting, and wry humor. An unmitigated delight." —Kirkus Reviews (starred review) "Fans of fantasy and adventure will snap this up and eagerly await the sequel." —School Library Journal (starred review) "Sage deftly crafts an endearing and familiar fantasy story, expertly characterizing distinct, extreme personalities. Fantasy fans will highly anticipate the next steps in Alex's journey in the projected sequel of the Enchanter's Child duology." —Bulletin of the Center for Children's Books 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. 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. 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. 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 third thrilling installment of the New York Times-bestselling Land of Elyon series! The Land of Elyon has begun to fail, poisoned by the evil that creeps across the Dark Hills and into Bridewell. As she moves toward a thrilling conclusion, Alexa must find a way to overcome the Lonely Sea, rescue Yipes from the clutches of Victor Grindall, and unlock the mystery of the Tenth City. But can she find the answers she needs in time to save The Land of Elyon? On Halloween night, while Ranger Canyon leads three small Squirrel Scouts on a haunted hike, Daisy sees a ghost and Elliot and his friends help investigate. 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. A new, unexpected threat forces Alexa to confront giants, bats, ravenous dogs, and a particularly ghoulish mastermind in order to restore peace. A hilarious middle-grade novel about a misunderstood caveboy perfect for fans of office Age, Happy Feet, The Time Warp Trio, and Platypus Police Squad. Lug is a caveboy who would rather paint than club other caveboys. The clan even mocks him, calling him "Little Slug." Like all the other caveboys, Lug must enter the contest to become the clan's next Big Man and attempt to catch the Biggest Beast—even though he would much rather spend his days painting in his secret art cave. When Lug is banished for failing to catch a jungle llama, he thinks he is alone in the world but finds others who believe in him: his clanmate Stony and a new friend, Echo, a girl from a rival clan who can talk to animals and just may be prehistory's first vegetarian/animal rights activist. Together they face even bigger challenges—Lug discovers the Ice Age is coming and he has to bring the warring clans together to save them not only from the freeze but also from a particularly unpleasant migrating pride of saber-toothed tigers. It's no help that the elders are cavemen who can't seem to get the concept of climate change through their thick skulls. With both funny, anachronistic humor, charming characters, and strong themes, Lug, Dawn of the Ice Age is sure to be a hit with many readers. Illustrated with black and white line art throughout. "A great combination of humor and powerful insight."—Al Gore "Lug makes the Ice Age sizzle."—Gordon Korman "Fred Flintstone would feel right at home."—Kirkus Reviews "Suspenseful and smartly humorous."—ForeWord Reviews Set in a cinematic world where telekinetic powers dominate, Quake is the pulse-pounding finale to an epic story of love and revenge for fans of I Am Number Four and The Maze Runner. Faith and Dylan may have stopped the Quinns from destroying the Western State the last time but now the twins have joined forces with Hotspur Chance—the lethal mastermind behind Intels and pulses—and there's no telling what he is capable of now. Caught in the middle of a deadly war, Faith and Dylan fight in hair-raising battles while their Intel friend Hawk works to discover the secrets of the States. But the answers Hawk finds are bigger and more mind-altering than anyone expected...and if Faith and Dylan want to finish what they started, they will need to harness their pulses in a way no one has ever done before. Can Faith and Dylan's love save the world with a quake that is big enough to change the course of history? The second dazzling installment in Patrick Carman's masterful Land of Elyon trilogy! Alexa thought her troubles were over when she defeated the man who had threatened to bring down Bridewell from within. But now that the walls around her land have fallen, a new, unexpected threat has risen from outside. Suddenly, Alexa is involved in a battle much, much larger than her own life . . . a battle in which she is destined to play a key role. In order to help good defeat evil, Alexa and her friends must venture farther than they've ever gone before -- confronting giants, bats, ravenous dogs, and a particularly ghoulish

mastermind in order to bring back peace. On the alien, sunless planet they call Eden, the 532 members of the Family shelter beneath the light and warmth of the Forest's lantern trees. Beyond the Forest lie the mountains of the Snowy Dark and a cold so bitter and a night so profound that no man has ever crossed it. The Oldest among the Family recount legends of a world where light came from the sky, where men and women made boats that could cross the stars. These ships brought us here, the Oldest say—and the Family must only wait for the travelers to return. But young John Redlantern will break the laws of Eden, shatter the Family and change history. He will abandon the old ways, venture into the Dark...and discover the truth about their world. Already remarkably acclaimed in the UK, Dark Eden is science fiction as literature; part parable, part powerful coming-of-age story, set in a truly original alien world of dark, sinister beauty--rendered in prose that is at once strikingly simple and stunningly inventive. 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. Book five in the Land of Elyon series. A magical menace is on the loose . . . forcing Alexa to take to the seas and save a secret community located in a strange land known as the Five Stone Pillars. Although forbidden to see each other, Ryan and Sarah continue their investigation of the mysterious happenings at the dredge by communicating through video clips, text messages, midnight meetings, and journaling. The reader may view videos on a website by using links and passwords found in the text. From The New York Times Best Seller author, Skeleton Creek is a fast-paced detective series that alternates between book and video. Sarah and Ryan stop at nothing to unearth the truth including digging graves for the crossbones. 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. The third thrilling installment of the New York Times-bestselling Land of Elyon series! The Land of Elyon has begun to fail, poisoned by the evil that creeps across the Dark Hills and into Bridewell. As she moves toward a thrilling conclusion, Alexa must find a way to overcome the Lonely Sea, rescue Yipes from the clutches of Victor Grindall, and unlock the mystery of the Tenth City. But can she find the answers she needs in time to save The Land of Elyon? Twelve-year-old Alexa Daley is spending another summer in the walled town of Bridewell. This year, she's determined to solve the mystery of what lies beyond the walls. After the destruction of the planet Atherton, Edgar must journey to a dark and damaged world named Earth in order to find the secrets of his civilization's past. Marco has never wanted to be an Animorph but the Yeerks are about to do something that will change his mind. Captain Roland Warvold tells Alexa and Yipes about the adventures he shared with his brother Thomas in Elyon, before the wall went up and divided the world in two. Charlie had his chocolate factory. Stanley Yelnats had his holes. Leo has the wacky, amazing Whippet Hotel. Now that Leo has uncovered a few secrets behind the wacky Whippet Hotel, he'll have to save it! Leo has explored the zany, wonderful Whippet Hotel from basement to top floor, with trains, flying goats, and mazes (among other things) in between. But even Leo doesn't know every secret of the Whippet - and when he discovers that there's more beneath the hotel than he'd thought, it doesn't take long for more adventures to unfold! 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. Originally published: New York: Scholastic Press, 2007. 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! A companion book to The Chronicles of Prydain, this collection of short stories revisits beloved characters and reveals more about the history of the magical land of Prydain. Here, readers will find Dallben, destined to be an enchanter; Angharad, a princess of the House of Llyr; Kadwyr, the rascal crow; and Medwyn, the mystical protector of all animals. They'll learn the grim history of the sword of Dyrnwyn and even find out how Fflewddur Fflam came by his enchanted harp. How did Coll rescue Hen Wen when she disappeared at the hand of Arawn, Lord of the Land of Death? Find the answer to this question and many more, in The Foundling: And Other Tales of Prydain by Lloyd Alexander. An extraordinary debut weaving magic and heroism into a classic tale of good and evil, featuring a heroine you'll never forget. Inquisitive twelve-year-old Alexa Daley is spending another summer in the walled town of Bridewell. This year, she is set on solving the mystery of what lies beyond the walls. Legend says the walls were built to keep out an unnamed evil that lurks in the forests and The Dark Hills. But what exactly is it that the townspeople are so afraid of? As Alexa begins to unravel the truth, pushing beyond the protective barrier she's lived behind all her life, she discovers a strange and ancient enchantment -- and exposes a danger that could destroy everything she holds dear.

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