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NATIONAL BESTSELLER • A twisting, haunting true-life murder mystery about one of the most monstrous crimes in American history, from the author of The Lost City of Z. • NATIONAL BOOK AWARD FINALIST In the 1920s, the richest people per capita in the world were members of the Osage Nation in Oklahoma. After oil was discovered beneath their land, the Osage rode in chauffeured automobiles, built mansions, and sent their children to study in Europe. Then, one by one, the Osage began to be killed off. The family of an Osage woman, Mollie Burkhart, became a prime target. One of her relatives was shot. Another was poisoned. And it was just the beginning, as more and more Osage were dying under mysterious circumstances, and many of those who dared to investigate the killings were themselves murdered. As the death toll rose, the newly created FBI took up the case, and the young director, J. Edgar Hoover, turned to a former Texas Ranger named Tom White to try to unravel the mystery. White put together an undercover team, including a Native American agent who infiltrated the region, and together with the Osage began to expose one of the most chilling conspiracies in American history. Look for David Grann's latest book, The Wager, coming soon! For use in schools and libraries only. The five Kingdom Keepers and their core friends have uncovered a startling truth: Maleficent and the Overtakers (Disney villains) are plotting a catastrophic event that could have repercussions far beyond the world of Disney. With the defeat of the Overtakers behind them, the five teenagers known as the Kingdom Keepers should be celebrating. By all accounts they saved Disneyland from certain destruction. Why then did their mentor leave one last puzzle for them to decipher? The Keepers must solve a puzzle of the past, or be crushed under an evil that makes the Overtakers seem like gentle souls. In near-future Epcot, sixty thousand people live in a CommuniTree surrounding the forward-looking Walt Disney World theme park - including parents who were once Kingdom Keepers, identities carefully-guarded. With the

arrival of a communication from Villains Park in Hong Kong, a few 'ordinary' kids are thrust into a battle to save Epcot and find their friend who has mysteriously disappeared. The Kingdom Kids discover they are in possession of unusual powers as they forge a bond to rescue their friend and uncover the truth about how real magic has entered their lives. With the adventures set forth in the first books now behind them, Kingdom Keepers 3: Disney In Shadow follows the five teens, Finn, Philby, Willa, Charlene, and Maybeck as they search to find Wayne, their mentor and head Imagineer who has mysteriously gone missing. Concerned Wayne has been abducted by the Overtakers—Disney villains, who along with other Disney characters, take over the parks when the turnstiles stop spinning, and want desperately to steer the parks to a far darker place—the five kids pick up a major clue from a close friend, Jess, whose dreams (nightmares, really) often accurately predict the future. The very few clues from Jess's dream lead the kids into Disney's Hollywood Studios and Epcot--through imaginary worlds that become real, by imaginary kids who are real. Each clue seems tied to the last, and with the stakes growing ever higher, what starts out as a puzzle ends up as a fight for their lives. Through a transparent paper box, a quest for a sword, rides on Soarin' and Maelstrom, life-and-death encounters with giant snakes, and a devious Maleficent, the Kingdom Keepers not only begin to decipher deeper meanings to the clues, but discover new truths about themselves and their ever-growing friendships. By #1 New York Times bestselling author Holly Black, the first book in a stunning new series about a mortal girl who finds herself caught in a web of royal faerie intrigue. Of course I want to be like them. They're beautiful as blades forged in some divine fire. They will live forever. And Cardan is even more beautiful than the rest. I hate him more than all the others. I hate him so much that sometimes when I look at him, I can hardly breathe. Jude was seven years old when her parents were murdered and she and her two sisters were stolen away to live in the treacherous High Court of Faerie. Ten years later, Jude wants nothing more than to belong there, despite her mortality. But many of the fey despise humans. Especially Prince Cardan, the youngest and wickedest son of the High King. To win a place at the Court, she must defy him--and face the consequences. In doing so, she becomes embroiled in palace intrigues and deceptions, discovering her own capacity for bloodshed. But as civil war threatens to drown the Courts of Faerie in violence, Jude will need to risk her life in a dangerous alliance to save her sisters, and Faerie itself. Matt is six years old when he discovers that he is different from other children and other people. To most, Matt isn't considered a boy at all, but a beast, dirty and disgusting. But to El Patron, lord of a country called Opium, Matt is the guarantee of eternal life. El Patron loves Matt as he loves himself - for Matt is himself. They share the exact same DNA. As Matt struggles to understand his existence and what that existence truly means, he is threatened by a host of sinister and manipulating characters, from El Patron's power-hungry family to the brain-deadened eejits and mindless slaves that toil Opium's poppy fields. Surrounded by a dangerous army of bodyguards, escape is the only chance Matt has to survive. But even escape is no guarantee of freedom... because Matt is marked by his difference in ways that he doesn't even suspect. NEW YORK TIMES BESTSELLER • 70 quick-fix weeknight dinners and 30 luscious weekend recipes that make every day taste extra special, no matter how much time you have to spend in the kitchen—from the beloved bestselling author of Once Upon a Chef. “Jennifer’s recipes are healthy, approachable, and creative. I literally want to make everything from this cookbook!”—Gina Homolka, author of The Skinnytaste Cookbook Jennifer Segal, author of the blog and bestselling cookbook Once Upon a Chef, is known for her foolproof, updated spins on everyday classics. Meticulously tested and crafted with an eye toward both flavor and practicality, Jenn’s recipes hone in on exactly what you feel like making. Here she devotes whole chapters to fan favorites, from Marvelous Meatballs to Chicken Winners, and Breakfast for Dinner to Family Feasts. Whether you decide on sticky-sweet Barbecued Soy and Ginger Chicken Thighs; an enlightened and healthy-ish take on Turkey, Spinach & Cheese Meatballs; Chorizo-Style Burgers; or Brownie Pudding that comes together in under thirty minutes, Jenn has you covered. The five Kingdom Keepers and their core friends have uncovered a startling truth: Disney villains Maleficent and the Overtakers are plotting a catastrophic event that could have repercussions far beyond the world of Disney. Aboard the Disney Cruise Line’s inaugural passage through the new Panama Canal, the Keepers and their holograms uncover a puzzle hidden within the pages of a stolen journal. The point of that puzzle will reveal itself in the caves of Aruba, the zip lines of Costa Rica, and the jungles of Mexico. A destructive force, dormant for decades, is about to be unleashed. The five Kingdom Keepers are to be its first victims! Includes a preview chapter from Kingdom Keepers VII - The Insider! With the defeat of the Overtakers behind them, the five teenagers known as the Kingdom Keepers should be celebrating. By all accounts they saved Disneyland from certain destruction. Why then did their mentor leave one last puzzle for them to decipher In this fantastical thriller, five young teens tapped as models for theme park "guides" find themselves pitted against Disney villains and witches that threaten both the future of Walt Disney World and the stability of the world outside its walls. Using a cutting-edge technology called DHI--which stands for both Disney Host Interactive and Daylight Hologram Imaging--Finn Whitman, an Orlando teen, and four other kids are transformed into hologram projections that guide guests through the park. The new technology turns out, however, to have unexpected effects that are both thrilling and scary. Soon Finn finds himself transported in his DHI form into the Magic Kingdom at night. Is it real? Is he dreaming?/DIV Finn's confusion only increases when he encounters Wayne, an elderly Imagineer who tells him that the park is in grave danger. Led by the scheming witch, Maleficent, a mysterious group of characters called the Overtakers is plotting to destroy Disney's beloved realm, and maybe more. DIVThis gripping high-tech tale will thrill every kid who has ever dreamed of sneaking into Walt Disney World after hours and wondered what happens at night, when the park is closed. Five young teens tapped as models for theme park “guides” (using a new hologram technology developed by the Disney Imagineers) find themselves pitted against Disney villains and witches that threaten both the future of Walt Disney World and the stability of the world outside its walls. Featuring a new cover design and additional content! The five Kingdom Keepers and their core friends have uncovered a startling truth: Maleficent and the Overtakers (Disney villains) are plotting a catastrophic event that could have repercussions far beyond the world of Disney. Aboard the Disney Cruise Line's inaugural passage through the new Panama Canal, the Keepers and their holograms uncover a puzzle hidden within the pages of a stolen journal. The point of that puzzle will reveal itself in the caves of Aruba, the zip lines of Costa Rica, and the jungles of Mexico. A destructive force, dormant for decades, is about to be unleashed. The five Kingdom Keepers are to be its first victims. When Amanda travels east to Orlando on a hunch, she's met with the worst news possible. Kingdom Keeper Finn Whitman is missing. Calling on her own gift (she's telekinetic), her sister Jess's ability to dream the future, and their fellow Fairlie Mattie Weaver's unexplained ability to read minds through physical contact, the three gifted girls must navigate treachery, deception, and the stubborn, unwilling parents of the missing Keepers if they're to save their friends. In the near future, in the Epcot of Walt Disney's imagination, sixty thousand people live in a CommuniTree surrounding the forward-looking Walt Disney World theme park. Five unique families are among the residents—and some of the parents were once known as the Kingdom Keepers. Their identities are carefully guarded in order to raise their children without special treatment, most of the Kingdom Keepers work for the Walt Disney Company, and have settled into "ordinary" and rewarding lives. When a messenger carrying a secret communication from Villains Park in Hong Kong coincides with both a solar eclipse and Eli Whitman's thirteenth birthday—a few "ordinary" kids are thrust into a battle to save Epcot and find their friend who has mysteriously disappeared. With their friend missing and their parents acting strangely, the Kingdom Kids discover they are in possession of unusual powers as they forge a bond to rescue their friend and uncover the truth about how real magic has entered their lives. A plane crashes on a desert island and the only survivors, a group of schoolboys, assemble on the beach and wait to be rescued. By day they inhabit a land of bright fantastic birds and dark blue seas, but at night their dreams are haunted by the image of a terrifying beast. As the boys' delicate sense of order fades, so their childish dreams are transformed into something more primitive, and their behaviour starts to take on a murderous, savage significance. First published in 1954, Lord of the Flies is one of the most celebrated and widely read of modern classics. Now fully revised and updated, this educational edition includes chapter summaries, comprehension questions, discussion points, classroom activities, a biographical profile of Golding, historical context relevant to the novel and an essay on Lord of the Flies by William Golding entitled 'Fable'. Aimed at Key Stage 3 and 4 students, it also includes a section on literary theory for advanced or A-level students. The educational edition encourages original and independent thinking while guiding the student through the text - ideal for use in the classroom and at home. For the five teens who modeled as Disney Hologram Imaging hosts, life is beginning to settle down when an intriguing video arrives to Philby's computer at school. It's a call for action: the Overtakers, a group of Disney villains, seem to be plotting to attempt a rescue of two of their leaders, both of whom the Disney Imagineers have hidden away somewhere following a violent encounter in Epcot. A staged attack by new Overtakers at Downtown Disney, startles the group. One of their own, Charlene, is acting strange of late. Has she tired of

her role as a Kingdom Keeper or is there something more sinister at play? When caught sneaking into Epcot as her DHI, acting strictly against the group's rules, Finn and Philby take action. Has the "impossible" occurred? Have the Overtakers created their own holograms? Have they found a way to "jump" from the Virtual Maintenance Network onto the Internet, and if so, what does that mean for the safety of the parks, and the spread and reach of the Overtakers? Are they recruiting an army from outside the parks? A dark cloud in the Kingdom Keeper era is unfolding, and with dissent in their own ranks, it's unclear if there's any chance of escape. Finn Whitman, an Orlando teen, is hired to be hologramed as a Disney World park "guide" but soon finds himself being transported into the Magic Kingdom in the dead of night to help fight a group of Disney villains, led by Maleficent, who want to take over Disney World--and maybe more. When a young girl ventures through a hidden door, she finds another life with shocking similarities to her own. Coraline has moved to a new house with her parents and she is fascinated by the fact that their 'house' is in fact only half a house! Divided into flats years before, there is a brick wall behind a door where once there was a corridor. One day it is a corridor again and the intrepid Coraline wanders down it. And so a nightmare-ish mystery begins that takes Coraline into the arms of counterfeit parents and a life that isn't quite right. Can Coraline get out? Can she find her real parents? Will life ever be the same again? In this action-packed third installment in the Starcatchers series, Peter and Molly find themselves in the dangerous land of Rundoon, ruled by an evil king who enjoys watching his pet snake consume those who displease him. But that's just the beginning of problems facing our heroes, who once again find themselves pitted against the evil shadow-creature Lord Ombra in a struggle to save themselves, not to mention the planet. Featuring a new paperback cover to match hardcover of Kingdom Keepers II:/DIV In this fantastical thriller, five young teens tapped as models for theme park "guides" find themselves pitted against Disney villains and witches that threaten both the future of Walt Disney World and the stability of the world outside its walls. Using a cutting-edge technology called DHI--which stands for both Disney Host Interactive and Daylight Hologram Imaging--Finn Whitman, an Orlando teen, and four other kids are transformed into hologram projections that guide guests through the park. The new technology turns out, however, to have unexpected effects that are both thrilling and scary. Soon Finn finds himself transported in his DHI form into the Magic Kingdom at night. Is it real? Is he dreaming? Finn's confusion only increases when he encounters Wayne, an elderly Imagineer who tells him that the park is in grave danger. Led by the scheming witch, Maleficent, a mysterious group of characters called the Overtakers is plotting to destroy Disney's beloved realm, and maybe more. DIVThis gripping high-tech tale will thrill every kid who has ever dreamed of sneaking into Walt Disney World after hours and wondered what happens at night, when the park is closed. For use in schools and libraries only. Thirteen-year-old Finn and his friends find themselves as holograms at the Disney World theme park in Florida. They are pulled into an adventure to save the park from an evil witch who is out to destroy the Disney mystique. When Disney Imagineers installed hologram guides for the Magic Kingdom using teenage models, they had no idea the technology might backfire. But backfire it did: some nights when the kids go to sleep, they wake up in one of the Disney parks as a hologram. With the adventures in the first books now resolved, Kingdom Keepers III: Disney in Shadow follows the five teens—Finn, Philby, Willa, Charlene, and Maybeck—as they search to find Wayne, their mentor and head Imagineer, who has mysteriously gone missing. Concerned that Wayne has been abducted by the Overtakers—Disney villains, who along with other Disney characters, take over the parks when the turnstiles stop spinning and who want desperately to steer the parks to a far darker place—the five kids pick up a major clue from their close friend whose dreams (nightmares, really) often accurately predict the future. Clues from a dream lead the kids into Disney's Hollywood Studios and Epcot. Each clue seems tied to the last, and with the stakes growing ever higher, what starts out as a puzzle ends up as a fight for survival. A transparent paper box, a quest for a sword, rides on Soarin' and Maelstrom, life-and-death encounters with a giant snake and a devious Maleficent lead the Kingdom Keepers not only to begin to decipher deeper meanings to the clues but to discover new truths about themselves and their ever-growing friendships. The Kingdom Keepers' senior year in high school is almost over. For more than three years, things have been quiet. Their battles are long behind them, they agree, the threat to the Disney realm silenced--albeit at great cost. But inside the catacombs of the Aztec temple where Finn Whitman faced down his nemesis, the monstrous Chernabog, a new threat brews. Deception and betrayal rock the Kingdom Keepers as the merciless group of Disney villains known as the Overtakers stage an unexpected comeback. But a discovery by the Keepers provides them with one hope of victory—a lost icon. It was believed to be gone forever. The Keepers have one last chance to preserve the heart of the Kingdom—Disneyland—from a terrifying destruction decades in the making. 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. As the five Kingdom Keepers enter high school, everything is about to change. The Maintenance Base that controls all four parks in Disney World is under attack by the Overtakers, a group determined to change Disney forever. Relationships between the Keepers are no longer as simple as they once were. In fact, nothing is as simple as it once was. An after-hours visit to Typhoon Lagoon is a game changer. The Keepers lose one of their most valuable supporters. But there's work to do . . . The Disney Dream leaves Port Canaveral on an historic cruise to Los Angeles with a special treat in store for guests: the Disney Host Interactive guides are on board! Includes a preview chapter from Kingdom Keepers VI - Dark Passage! A beautiful oversized hardcover showcasing all of the characters you know and love from the hit game series Kingdom Hearts! Explore the Disney-filled world of Kingdom Hearts with this in depth look into the beloved characters from the most popular games in the series. In addition to highlighting each character's evolving appearance and unique costumes, this tome illuminates the entire cast's back stories and retells their adventures from across the beloved series. This volume offers unprecedented insights into the lore behind the games! Dark Horse Books, Square Enix, and Disney present Kingdom Hearts Character Files. Officially localized into English for the first time ever, this is a must-own item for any fan of Disney or the Kingdom Hearts series! For use in schools and libraries only. Disneyland, Opening Day, 1955..When five present-day teenagers known as the Kingdom Keepers find themselves thrown into a past that would make anyone envious, things don't exactly work out the way they'd hoped. Finn, Charlene, Maybeck, Willa, and Philby open a door into a place and a time when the legend of the Disney parks is just starting. They are there, in 1955, to retrieve Walt Disney's infamous pen that once saved the parks as we know them. But like all things Disney, nothing is as it seems..The early days of the Tower of Terror, the origin of the Overtakers (Disney villains), and the real power of magic unfold in an unexpected series of events that propel both the Keepers and Disney itself into a darkness no one saw coming. Along the way, the Keepers visit Walt Disney's hilltop home, Disneyland's opening day and reception, and find themselves separated from friends sixty years away. The three Fairlies, young women in Disney's School of Imagineering, girls with astonishing powers of their own, have unmasked a long-buried secret that threatens the lives of their friends as well as everything Walt Disney worked for. Can two friends foil a dastardly plan and save orphans from a fate worse than death? Christina lives in a big, old stone mansion on the edge of a dark forest surrounded by barbed wire. Deep within the forest is the laboratory where her father works—and where her mother was blown to bits years ago. Christina's father knows just how dangerous the world can be, so he keeps her safe at home, forbidding her from talking to the very interesting orphans down the road. But when an orphan boy named Taft talks to her, she's thrilled to help him search for a secret tunnel. But soon she discovers there's more to the orphanage, the lab, and the mystery of her mother's accident than she ever suspected. Sinister things are in the works—and the secret of zoom is the most dangerous secret of all! “This exciting tale, with just a touch of fantasy and humor, is a winner. ... Jonell displays pitch-perfect skills in an expertly crafted story that never flags and that includes plenty of heart-stopping situations to keep readers fully engaged.” —School Library Journal, Starred Review At age twelve, Sophie learns that the remarkable abilities that have always caused her to stand out identify her as an elf, and after being brought to Eternalia to hone her skills, discovers that she has secrets buried in her memory for which some would kill. What you are holding is no ordinary book. This book contains scary stories. Thrilling and chilling tales that feature the worst Disney villains. They twist and turn through unfortunate circumstances. Maybe you've heard of a cave full of wonders where no one escapes alive? Or a huntsman carrying a princess's heart back to an evil queen? Don't forget the horseman who lost his head. Literally. Something strange happens once you start reading. You might feel like you are in the story. Right. Inside. The. Pages. Just ask Billie Templeton. She knows all about scary stories. Billie would rather such tales stay inside her book where they belong. If only her classmate, Tim, hadn't found the mirror. The magic mirror. A mirror wrapped up and never to be opened. But since when does Tim follow the rules? Consider yourself warned. Chilling tales, filled with twists and turns will leave you on the edge of your seat! Perfect for fans of Goosebumps and Scary Stories to Tell in the Dark. It's supposed to be a happy day at the Magic Kingdom—the return of the teenaged holographic hosts. But things go very wrong

when a sudden lightning storm disrupts the celebration, and Amanda's mysterious sister, Jez, disappears. The only clue is the sighting of a wild monkey in the Magic Kingdom during the storm. The mystery deepens as Finn is contacted by Wayne, an old man he hasn't heard from in months. Wayne tells Finn that there's trouble at the Animal Kingdom: the evil Overtakers have gained control of one of the computer servers that will be used to operate Daylight Holographic Imaging there. That means that if any of the holographic hosts fall asleep, they will go into comas—permanently. Filled with action and brimming with the same meticulous detail as *The Kingdom Keepers: Disney After Dark*, this second book in the series —*The Rise of Chernabog*—is the result of hands-on research behind the scenes at Disney's Animal Kingdom Park. Young and older readers alike will get a glimpse into a second Disney kingdom. The wild rides have only just begun; and the clock is ticking. How long can the teens keep themselves awake in their quest to find their friend—and what happens if they fail? For the five teens who modeled as Disney Hologram Imaging hosts, life is beginning to settle down when an intriguing video arrives to Philby's computer at school. It's a call for action: the Overtakers, a group of Disney villains, seem to be plotting to attempt a rescue of two of their leaders, both of whom the Disney Imagineers have hidden away somewhere following a violent encounter in Epcot. Includes a preview chapter from *Kingdom Keepers V - Shell Game* Collecting books 1-3 of the New York Times best-selling series! When Disney Imagineers installed hologram guides for the Magic Kingdom using five teenage models, they had no idea the technology might backfire. But backfire it did: some nights when the kids go to sleep, they wake up in one of the Disney parks as a hologram. Soon the five young teens find themselves pitted against Disney villains and witches that threaten both the future of Walt Disney World and the stability of the world outside its walls. As this fantastical thriller evolves, Finn and his friends must use their new skills to protect other Disney Parks, traveling to the Animal Kingdom, Hollywood Studios, Epcot, and more! This gripping high-tech tale will thrill every kid who has ever dreamed of sneaking into Disney parks after hours or wondered what happens at night when the parks are closed. The year is 1901--it's been twenty-three years since Peter and the Lost Boys returned from Rundoon. Since then, nobody on the island has grown a day older, and the Lost Boys continue their friendship with the Mollusk tribe, and their rivalry with Captain Hook. Meanwhile in London, Molly has married George Darling and is raising three children: Wendy, Michael, and John. One night a visitor appears at her door; it's James, one of Peter's original Lost Boys. Sun Valley sheriff Walt Fleming's budding relationship with photographer Fiona Kenshaw hits a rough patch after Fiona is involved in a heroic river rescue. Then Walt gets a phone call that changes everything: Lou Boldt, a police sergeant from Seattle, calls to report that a recent murder may have a Sun Valley connection. Walt knows there's a link-but can he pull the pieces together in time? As the five Kingdom Keepers enter high school, everything is about to change. The Maintenance Base that controls all four parks in Disney World is under attack by the Overtakers, a group determined to change Disney forever. Relationships between the Keepers are no longer as simple as they once were. In fact, nothing is as simple as it once was. An after-hours visit to Typhoon Lagoon is a game changer. The Keepers lose one of their most valuable supporters. But there's work to do . . . The Disney Dream leaves Port Canaveral on an historic cruise to Los Angeles with a special treat in store for guests: the Disney Host Interactive guides are on board. Finn, Maybeck, Charlene, Willa, and Philby join guests as the DHI experience moves to one of the most advanced cruise ships in the world. But all is not right below decks. Strange things are happening. Only the Kingdom Keepers know the truth behind their invitation to be in attendance: nearly every Disney villain is aboard the ship, including Maleficent. The Overtakers have infiltrated the cast and crew. And no one knows what they have planned. The Dream sets sail filled with enthusiastic guests and crew. But not for long. Maleficent takes over a video screen and warns the guests of trouble to come. With the ship arriving to the beaches of Castaway Cay--its first of many exotic ports of call--the Kingdom Keepers are under attack; back home the Base is threatened and about to fall. The Overtakers have expanded in ways never foreseen, and it's clear they intend to use this element of surprise to accomplish what has eluded them so far: victory. But not if Finn Whitman and friends have anything to say about it. When the evil Overtakers gain control of a computer server at the Magic Kingdom, allowing them to put the holographic hosts into permanent comas if they should fall asleep, Finn and the others race against time to foil the plan.

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