

# Animorphs Hork Bajir Chronicles

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*Animorphs Hork Bajir Chronicles*

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## NEAL SONNY

*An Alien Dies* Scholastic Inc.

Jake is just a normal kid. Well, as normal as possible considering he can morph animals, and he's in a war against parasitic aliens. But as unbelievable as it sounds, something even stranger has happened. One morning Jake wakes up, and he's twenty-five years old. Okay. Maybe it's a nightmare. Or maybe Jake's just lost it for a while and misplaced a few years. And there's another problem. The world Jake-the-kid went to sleep in has changed. It's ruled by the Yeerks. Jake has to find out if the other Animorphs are still around. Still somehow fighting. Or if he's really on his own...

*The Threat (Animorphs #21)* Scholastic Inc.

The Animorphs have met the Ellimist. He helped to save the kids when they were about to be eaten by a Taxxon. He helped to free two Hork-Bajir and restored Tobias's morphing ability. But even though the Ellimist has enormous power, he is not all-powerful. He has an enemy. The Crayak. The Crayak and the Ellimist have decided that a battle is necessary to prove their ultimate power. But they don't intend to fight each other. The Ellimist will choose the Animorphs and Ere the Chee as his champions; the Crayak will choose his own army. If the Animorphs lose, they'll be erased from the universe altogether. And without any Animorphs, there'll be no one left to fight the Yeerks...

*The Unexpected* Scholastic Inc.

There is a new Animorph. And he's arrived just in time, because the Yeerks are preparing their biggest takeover ever. Their ultimate target: the world's most powerful leaders, all gathered together in one place. What better way to get into the minds of humans? Literally. At first, David joins the fight with a vengeance. But there's definitely something wrong. Because he's starting to break the rules, taking risks that could get them all captured. Or killed. The Animorphs don't know what to do. There was a time when the Yeerks were their greatest enemy, but that's about to change...

**Elfangor's Secret (Animorphs Megamorphs #3)** Apple THE DARK MIRROR is the first book in Juliet Marillier's Bridei Chronicles. Bridei is a young nobleman fostered at the home of Broichan, one of the most powerful druids in the land. His earliest memories are not of hearth and kin but of this dark stranger who while not unkind is mysterious in his ways. The tasks that he sets Bridei appear to have one goal—to make him a vessel for some distant purpose. What that purpose is Bridei cannot fathom but he trusts the man and is content to learn all he can about the ways of the world. But something happens that will change Bridei's world forever...and possibly wreck all of Broichan's plans. For Bridei finds a child on their doorstep on a bitter MidWinter Eve, a child seemingly abandoned by the fairie folk. It is uncommonly bad luck to have truck with the Fair Folk and all counsel the babe's death. But Bridei sees an old and precious magic at work here and heedless of the danger fights to save the child. Broichan relents but is wary. The two grow up together and as Bridei comes to manhood he sees the shy girl Tuala blossom into a beautiful woman. Broichan sees the same process and feels only danger...for Tuala could be a key part in Bridei's future...or could spell his doom. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. *The Andalite Chronicles (Animorphs)* Simon and Schuster The delicious horror of Ransom Riggs and the sass of Mean Girls meets Titanic in this follow-up to the #1 New York Times bestseller *How to Hang a Witch*, in which a contemporary teen finds herself a passenger on the famous "ship of dreams"—a story made all the more fascinating because the author's own relatives survived the doomed voyage. Samantha Mather knew her family's connection to the infamous Salem Witch Trials might pose obstacles to an active social life. But having survived one curse, she never thought she'd find herself at the center of a new one. This time, Sam is having recurring dreams about the Titanic . . . where she's been walking the deck with first-class passengers, like her aunt and uncle. Meanwhile, in Sam's waking life, strange missives from the Titanic have been finding their way to her, along with haunting visions of people who went down with the ship. Ultimately, Sam and the Descendants, along with some help from heartthrob Elijah, must unravel who is behind the spell that is drawing her ever further into the dream ship . . . and closer to sharing the same grim fate as its ghostly passengers. Praise for *How to Hang a Witch*: "It's like Mean Girls meets history class in the best possible way." —Seventeen "Mather shines a light on the

lessons the Salem Witch Trials can teach us about modern-day bullying—and what we can do about it." —Bustle.com "Strikes a careful balance of creepy, fun, and thoughtful." —NPR "I am utterly addicted to Adriana Mather's electric debut. It keeps you on the edge of your seat, twisting and turning with ghosts, witches, an ancient curse, and—sigh—romance. It's beautiful. Haunting. The characters are vivid and real. I. Could. Not. Put. It. Down." —Jennifer Niven, bestselling author of *All the Bright Places* *Haunting the Deep* Ember

The wildly popular, bestselling sci-fi series by Katherine Applegate and Michael Grant returns in a new full-color graphic novel series, adapted by Chris Grine. Rachel is still reeling from the news that Earth is secretly under attack by parasitic aliens, the Yeerks. Now she and her friends are the planet's only defense -- five kids who, purely by chance, stumbled onto a downed spacecraft and were given the power to morph into any animals they touch. The team's best lead is their assistant principal, Mr. Chapman, who is the human host to a high-ranking Yeerk official. It's not much, but Rachel's always been a daredevil, and she volunteers to infiltrate Chapman's home. Rachel is tough. She's fearless. But what she finds inside may be more than even she can handle.

**The Andalite's Gift (Animorphs Megamorphs #1)** Scholastic Inc.

A story about the invasion of parasitic aliens.

**The Arrival (Animorphs #38)** Scholastic Inc.

The battle is still raging, and it's out-and-out war. Jake and the other Animorphs have found a way to slow the Yeerks down, but now the Yeerks have decided the best way to win is to just destroy everything and everyone who gets in their way. Just when things look hopeless, Jake and the others discover help where they least expected: Taxxons. Creatures so foul and heartless, it's hard to believe that they're capable of having any feelings. But Jake and the others soon discover that the Taxxon resistance has its own problems with the Yeerks. And for once, it looks like Earth may have a chance...

*The Ultimate (Animorphs #50)* Scholastic Inc.

Jake, an average suburban kid, is confronted one night by a creature from space who teaches him how to morph into the forms of other creatures. This fantastic, unpredictable, edge-of-your-seat series can best be described as an "X-Files" for kids--plus a whole lot more! Jake, Rachel, Cassie, Tobias, and Marco are the Animorphs--five kids who can change into any animal they touch. The bottom of each page is animated with "flip-book" images, so as kids flip pages, drawings of each character "morph" into animals

*The Diversion (Animorphs #49)* Scholastic Inc.

Dak Hamee is a unique Hork-Bajir. His people call him a seer. He learns more quickly and completely than the rest of his docile race. Hork-Bajir like him are born once a generation. Aldrea is a young Andalite. Daughter of the notorious Prince Seerow. It is only after she and her family are sent to the Hork-Bajir home world that she begins to fight the Yeerks -- and, with Dak's help, ultimately discovers their hideous plan. Esplin 9466 is the Yeerk that will become the feared Visser Three. He has set out to defeat the Hork-Bajir, and begin the building of the Yeerk Empire. This story chronicles the fierce Hork-Bajir wars in a time before the Animorphs.

**Elfangor's Journey** Scholastic Inc.

Her human name is Eva. There was a time when she had a loving husband and a son, Marco. When she had a wonderful career. But that was before she was infested by Edriss 562. Before the invasion of Earth. Now, Edriss 562 lives in Eva's head and controls her every movement. And through Eva, Edriss has become the highest-ranking general in the Yeerk empire, surpassing even her arch rival, Visser Three. She is Visser One. But it has become known that Visser One's tactics for attaining her current position were less than acceptable -- even to the Yeerks. Now she's on trial for treason. If she's found innocent she'll continue to rule. But if she's found guilty, she'll lose her life -- and possibly the life of her host, Eva. Which will mean that Marco will never, ever see his mother again...

*The Ellimist Chronicles (Animorphs)* Scholastic Inc.

The Yeerks are finally starting to realize that the "Andalite bandits" are probably not aliens at all. That maybe they've been dealing with humans all along. And no one -- especially the newly appointed Visser One -- is happy about this revelation. When Tobias and the other Animorphs realize that the Yeerks are about to find them, it's by accident. But that doesn't make the discovery any less serious. Because in a war, one side wins and one side

loses...

*The First Journey* Scholastic Inc.

Elfangor finds that he badly underestimated the strength of the Yeerk forces.

**The Next Passage** Scholastic Inc.

Really big trouble is an understatement these days. The war with the Yeerks is full on -- and it's definitely going to get worse. But Cassie and the other Animorphs have a lot more going on than just trying to stay alive. Now they've got to actively protect their families and the free Hork-Bajir. And they no longer believe they can do it alone. The Yeerks are just too powerful. So Cassie and the others have to ask themselves a very important question: Is it time to increase their numbers? They all remember what happened with David -- the Animorph gone bad. But this time do they really have a choice?

**The Stranger** Scholastic Inc.

Andalites have finally arrived on Earth. Ax and the other Animorphs now have allies willing to fight against the Yeerk invasion. But there are only four Andalites. Not nearly enough to defeat thousands of Yeerks. Not enough to stop humans from being infested. Everyone agrees that the battle must continue, but the Andalites don't want to fight alongside humans. They feel their skills will be less than adequate. And they demand that Ax choose a side. Will Ax stay with his friends... or stand with his people?

**The Beginning** Scholastic Inc.

He is called the Ellimist. A being with the ability to alter space and time. A being with a power that will never be fully understood. He is the reason Elfangor came to Earth. He is the reason the Earth now has a fighting chance. And though his actions never seem quite right or wrong, you can be certain they are never, ever what anyone expects. This is the beginning and the middle of the story. A story that needs to be told in order to understand what might happen to the future. The future of the Animorphs. The future of humanity. The future of Earth. He is called the Ellimist. And this is his story...

*The Forgotten (Animorphs #11)* Scholastic Inc.

Olivia wants a new life—and her wish might be granted by the unlikeliest allies. A heartfelt, gently Gothic novel from Claire Legrand that *School Library Journal* calls a "not-too-scary ghost story." Olivia Stellatella is having a rough year. Her mother's left, her neglectful father—the maestro of a failing orchestra—has moved her and her grandmother into the city's dark, broken-down concert hall to save money, and her only friend is Igor, an ornery stray cat. Just when she thinks life couldn't get any weirder, she meets four ghosts who haunt the hall. They need Olivia's help—if the hall is torn down, they'll be stuck as ghosts forever, never able to move on. Olivia has to do the impossible for her shadowy new friends: Save the concert hall. But helping the dead has powerful consequences for the living...and soon it's not just the concert hall that needs saving.

*Alloran's Choice* Scholastic Inc.

Cassie's had it. After the last mission, she realizes she's getting tired of missions. Tired of battles. Tired of being an Animorph. She decides that she just can't do it anymore. So she quits. But the war for her planet isn't so easy to quit. It seems a human-Controller named Karen followed Cassie after the last run-in with the Yeerks, and she knows Cassie has the ability to morph. If she exposes Cassie, it's all over. No more Cassie. No more Animorphs. No more planet Earth.

*The Separation (Animorphs #32)* Scholastic Inc.

What would you do if you had the opportunity to change your life? Not just where you live or who you hang out with, but your past, present, and future? Sounds like it might be pretty cool, right? Well, that's what Jake thought. He thought it might be easier if the Animorphs had never existed. If they'd never met Elfangor. If they all had the chance to be "normal" kids. Jake gets his wish. But things aren't quite as simple as they seem. Just because the Animorphs no longer exist doesn't mean the Yeerks no longer exist. Except now Jake, Rachel, Tobias, Cassie, and Marco can't morph. They don't even know the Yeerks are out there. And it's not such a wonderful life...

*The Visitor (Animorphs #2)* Scholastic Inc.

Tobias has gotten used to his new life. He's a red-tailed hawk with the mind of a kid. It was difficult when he first became trapped in his morph, but he's started to come to terms with things. After all, how many kids actually get the chance to fly? But now Tobias is about to make a very difficult choice: a choice that the other Animorphs know nothing about. And it could mean the difference between living the rest of his life as a hawk...and being human.