

THE RISE OF THE LEGENDS

Novel Summary and Notes

Key Information

Genre: Middle-grade science fiction adventure with STEM/educational themes

Setting: Good Harbor, a coastal city with mountains nearby

Target Audience: Middle-grade readers (approximately ages 8-14)

Major Characters

Mikaela Kadono: 13-year-old protagonist with Japanese heritage; natural leader who recently moved to Good Harbor; practices karate; finds a strange symbol (kanji) above her closet door

George/Jorge Mendoza: Tech-savvy boy who lives across from Mikaela; loves building and fixing things; plays guitar; Hispanic heritage; skilled sailor

Kendall Fontenot: Aviation enthusiast with high-tech glasses; energetic and confident; dreams of being a pilot like her great-grandfather (a Tuskegee Airman)

Collin Trimble: Quiet, sensitive boy who can sense animals' emotions; wears noise-canceling headphones to manage sensory overload

Thomas Grant: Former bully who becomes an ally; physically strong; struggles with his demanding military father

Other Characters

Mr. Jaswinder Singh: Science teacher who leads the Drone Legends club; surfer who lives on a boat

Gimbal: Advanced AI quadcopter drone from the future with three personalities; protects *The Legends*

Malcolm Avar: Main antagonist; intelligent but malicious; leader of Chaos Club; seeks to harm *The Legends*

Slick: One of Malcolm's minions. He has a unique chameleon like quality that allows him to sneak into and out of places unnoticed.

Emily Brandt: Historical figure who lived in Mikaela's house in the early 1900s; left clues and messages for future "travelers"

Gordon Ambrose: WWII veteran who built a shelter beneath Thomas's house in the 1950s-60s

Dr. Kamaehu Paeniu: Physicist from the future who sent Gimbal back in time

Alexander Mantis: Villain from the future trying to change history

Plot Summary

Exposition

The story begins with a prologue showing a mysterious portal and a pale man in black entering it. It then shifts to Mikaela Kadono, who has just moved to Good Harbor with her family. She's unhappy about being the new kid again but notices a kanji symbol (meaning "leader") above her closet door—the same symbol she's seen at other important points in her life.

Mikaela meets George Mendoza, who lives across the street and flies drones. When George spies on her family with his drone, Mikaela plays a prank on him, pretending to bury a body. This breaks the ice, and George invites her to join the Drone Legends club at school.

Rising Action

At school, Mikaela witnesses bullying by Malcolm Avar and his Chaos Club. She stands up for Collin, a quiet boy who wears noise-canceling headphones, earning Malcolm's enmity. She joins Drone Legends along with George, Kendall, and Collin, led by Mr. Singh.

During a drone flight near power lines, Kendall's drone is mysteriously hijacked (by Malcolm) and nearly causes her electrocution, but a strange advanced technology drone called Gimbal appears and saves her. Mr. Singh, the teacher, discovers the drone has been sent back in time to protect his student, who are destined to be "legendary historical characters". This drone has multiple personalities and is given the nickname, Gimbal.

Mikaela discovers a secret attic in her house containing maps, a journal, and a crystal radio. The journal belonged to Emily Brandt, who lived in the house in the early 1900s and communicated with an "Oracle" who told her to prepare for future "travelers" who would save humanity.

The "Legends" set out to solve riddles left by Emily for the future travelers. In the course of doing so, they discover one clue waits on the mysterious island of Anu-hé.

George sails alone to Anu-hé. He finds a transmitter in a cave but becomes shipwrecked. Using survival skills and tools left by Emily, he survives until being rescued by his friends and Mr. Singh.

Maps that George finds on the island point to more clues in various places around Good Harbor. Using a spy-drone, Malcolm is able to see a portion of one map and tries to get to the clues before The Legends.

Malcolm discovers a secret room under the power plant in Good Harbor, protected by a giant anaconda. The room is filled with massive spools of copper wire and railroad ties.

The Legends decipher more clues leading them to an abandoned mine in the mountains. Malcolm, tracking them with spy drones, starts a forest fire to cover his activities. Thomas, formerly Malcolm's enforcer, abandons his old boss and saves Collin from the fire.

Climax

The Legends discover a hidden bomb shelter beneath Thomas's house with a shortwave radio network and access to tunnels beneath Good Harbor. They make contact with a station in Tasmania that's part of a worldwide network set up decades ago.

Following clues through the underground tunnels, they reach the old power plant where Malcolm has built a massive electromagnet to wipe out Good Harbor's data vault and cryptocurrency. The Legends are captured by Malcolm's hired criminals.

Kendall manages to pilot her drone through the tunnels to get a distress message to Mr. Singh. Meanwhile, Gimbal arrives to rescue the Legends, cutting through the steel door as Malcolm activates his electromagnet.

The massive electromagnetic pulse creates a strange vortex of energy. Gimbal contains the pulse but appears to sacrifice itself in the process. Malcolm disappears in the energy vortex. Mr. Singh is just outside the power plant where this energy vortex was created. Shortly afterward, he bumps into a strange man, dressed all in black, that reminds him of someone. It appears he's the "man in black" from the prologue.

Resolution

The city experiences a power outage, but major disaster is averted. The Legends mourn Gimbal but commit to continuing their mission together from their new headquarters in the shelter.

In the epilogue, set in the future, we learn that Dr. Kamaehu Paeniu, Rebecca Edmonds, and Caleb Van Strom created Gimbal to stop Alexander Mantis, a man who claims to be from the past and who intends to go back in time and change history. They sent Gimbal back in time to protect The Legends—Mikaela, Jorge, Kendall, Collin, and Thomas—

who will grow up to become influential world leaders who save humanity. Mantis is the man in black described in the prologue. Evidence suggests that he may indeed be Malcolm Avar, the boy thrown into the future while executing his plot, who's grown up and intent on returning to his native time.

Major Themes

1. Friendship and Teamwork: The diverse group of friends combines their unique talents to overcome challenges
2. Leadership and Self-Discovery: Each character discovers their strengths and potential
3. Technology as a Tool: Technology can be used for good or evil depending on who wields it
4. Standing Up to Bullying: The importance of courage in confronting wrongdoing
5. Environmental Stewardship: Subtle themes about taking care of the planet
6. Problem-Solving and Innovation: Using STEM principles to overcome obstacles

Educational Elements

1. STEM Concepts: Drones, electronics, radio technology, electromagnets, navigation
2. History: References to the Tuskegee Airmen, WWII, the Cold War
3. Environmental Science: Sustainable living, natural resources
4. Geography: Navigation, map reading, topography
5. Engineering and Design: Building and programming drones
6. Survival Skills: George's experience on the island demonstrates practical survival techniques

Significant Settings

1. Mikaela's House: Contains the secret attic with Emily's journals and clues
2. Benjamin Franklin School: Where the Legends meet and face the Chaos Club
3. The Underground Shelter: Built by Gordon Ambrose during the Cold War
4. The Island (Anu-hé): Where George finds a radio transmitter
5. The Abandoned Mine: Shows history of the area and shelters the Legends from fire
6. The Power Plant and Underground Tunnels: Setting for the climactic confrontation

Key Plot Points for Discussion

1. Time Travel Mechanics: How Gimbal's presence affects the timeline and whether the characters have free will or predetermined destinies
2. Thomas's Redemption: His journey from bully to hero and the factors that influence his change
3. Malcolm's Motivation: What drives his destructive behavior and desire for revenge
4. Science vs. Supernatural: The balance between scientific explanations and seemingly supernatural elements
5. The Future's Dependence on These Children: The weight of responsibility on young shoulders
6. Cryptic Messages and Problem-Solving: How the characters approach deciphering the clues

Conclusion

"The Rise of The Legends" combines adventure, friendship, and science fiction elements to tell a story about young people discovering their potential and working together to overcome challenges. The novel's structure suggests it's the beginning of a series, with the Legends poised to face more mysteries and challenges as they grow into their destined roles as world leaders.