

Adventures in
ODYSSEY

FOCUS ON THE FAMILY® PRESENTS

5

THE IMAGINATION STATION



Showdown with the Shepherd

MARIANNE HERING • BROCK EASTMAN

Praise for The Imagination Station® books

These books are a great combination of history and adventure in a clean manner perfect for young children.

—Margie B., *My Springfield Mommy* blog

These books will help my kids enjoy history.

—Beth S., third-grade public school teacher
Colorado Springs, Colorado

[The Imagination Station books] focus on God much more than the Magic Tree House books do.

—Emilee, age 7, Waynesboro, Pennsylvania

My nine-year-old son has already read [the first two books], one of them twice. He is very eager to read more in the series too. I am planning on reading them out loud to my younger son.

—Abbi C., mother of four, Minnesota



Showdown *with the* **Shepherd**

BOOK 5

MARIANNE HERING • BROCK EASTMAN
CREATIVE DIRECTOR: PAUL McCUSKER
ILLUSTRATED BY DAVID HOHN



FOCUS ON THE FAMILY® • ADVENTURES IN ODYSSEY®
TYNDALE HOUSE PUBLISHERS, INC. • CAROL STREAM, ILLINOIS

Showdown with the Shepherd

Copyright © 2011 by Focus on the Family. All rights reserved.

ISBN: 978-1-58997-631-3

A Focus on the Family book published by Tyndale House Publishers, Inc.,
Carol Stream, Illinois 60188

Focus on the Family and Adventures in Odyssey, and the accompanying logos and designs, are federally registered trademarks, and the Imagination Station is a federally registered trademark of Focus on the Family, Colorado Springs, CO 80995.

TYNDALE and Tyndale's quill logo are registered trademarks of Tyndale House Publishers, Inc.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means—electronic, mechanical, photocopy, recording, or otherwise—without prior written permission of Focus on the Family.

With the exception of known historical figures, all characters are the product of the authors' imaginations.

Cover design by Michael Heath | Magnus Creative

Cataloging-in-Publication Data for this book is available by contacting the Library of Congress at <http://www.loc.gov/help/contact-general.html>.

Printed in the United States of America

1 2 3 4 5 6 7 8 9 / 16 15 14 13 12 11

For manufacturing information regarding this product, please call 1-800-323-9400.



Contents

	Prologue	1
1	The Workshop	4
2	The Bear	11
3	The Shepherd	22
4	The Brothers	30
5	The Giant	40
6	The King	47
7	The Trick	58
8	The Enemy	62
9	The Song	70
10	The Rescue	75
11	The Knots	88
12	The Battle	93
13	The Fire	101
14	The Escape	109
	Secret Word Puzzle	116



Prologue



This story begins with an older gentleman named Mr. Whittaker. He's an inventor who owns an old house called Whit's End.

Mr. Whittaker invented the Imagination Station. It lets kids see history in person. It's a lot like a time machine.

One day two cousins, Patrick and Beth, came to Whit's End to use the Imagination Station. But it was broken.

Patrick touched the Imagination

SHOWDOWN WITH THE SHEPHERD

Station. Suddenly the machine lit up! The Imagination Station worked for the cousins.

Mr. Whittaker was surprised. He told the cousins about his last trip in the Imagination Station.

He had visited a relative named Albert, who lived in England long ago.

The men exchanged special rings. Albert gave Mr. Whittaker a ring with a rose on it. Mr. Whittaker gave Albert a ring with a knight's head on it—the Whittaker crest.

Then Albert got in trouble. Mr. Whittaker received notes asking for help for Albert.

The cousins went on four adventures to help Albert. They visited the Vikings, the ancient Romans, Kublai Khan, and an English castle.

In England, a man named Hugh took the

Prologue

ring that Mr. Whittaker had given Albert.

Hugh jumped into the Imagination Station and disappeared.



Mr. Whittaker still can't travel in the Imagination Station. He thinks it's because Hugh has the special ring. The ring causes a glitch in the Imagination Station's computer.



Now Patrick and Beth are starting a new adventure. They need to find out where Hugh went—and when. The cousins must follow Hugh and stop him from causing problems in history. But most important, they need to get the special ring back.

Can the cousins do it?



The Workshop



“Hi, Mr. Whittaker,” Patrick and Beth said at the same time. It was Friday after school. The cousins had come to Whit’s End to visit their friend.

Mr. Whittaker shut a panel on the side of the Imagination Station.

He looked up at them and smiled.

“Good afternoon,” Mr. Whittaker said.

Beth thought he looked tired. *Did he work all night and day?* she wondered.

The Workshop

“Is the machine fixed yet?” Patrick asked.

“Almost,” Mr. Whittaker said.

“Have you found Hugh?” asked Beth.

“I’ve programmed the Imagination Station. It will now find the ring Hugh took,” he said. “I’d like to send you after it. That is, if you’re willing to go.”

“We sure are!” said Patrick.

“Where are we going?” Beth asked.

“To the Holy Land when the kings of Israel ruled,” Mr. Whittaker said. “I’ve put your costumes in the changing rooms.”

The cousins changed clothes in separate rooms.

Beth came out first. She wore a plain wool tunic. It had a tan vest and belt. Patrick’s tunic was like Beth’s. But his didn’t have a vest. Instead a tan sash wrapped around

SHOWDOWN WITH THE SHEPHERD

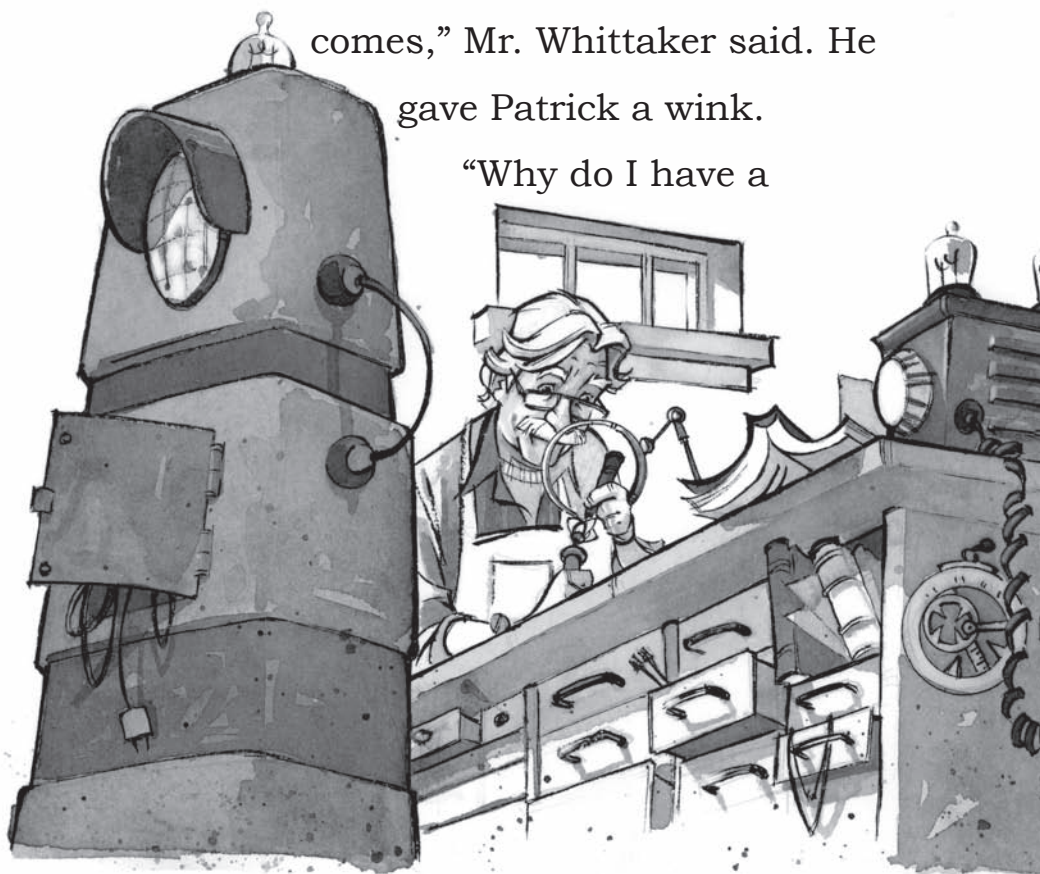
into a belt.

Mr. Whittaker then gave Beth a silver harmonica. He handed Patrick a rope woven with snake knots.

“Why does she get something fun?” Patrick asked. “All I got was this bracelet.”

“You’ll unravel that mystery when the time comes,” Mr. Whittaker said. He gave Patrick a wink.

“Why do I have a



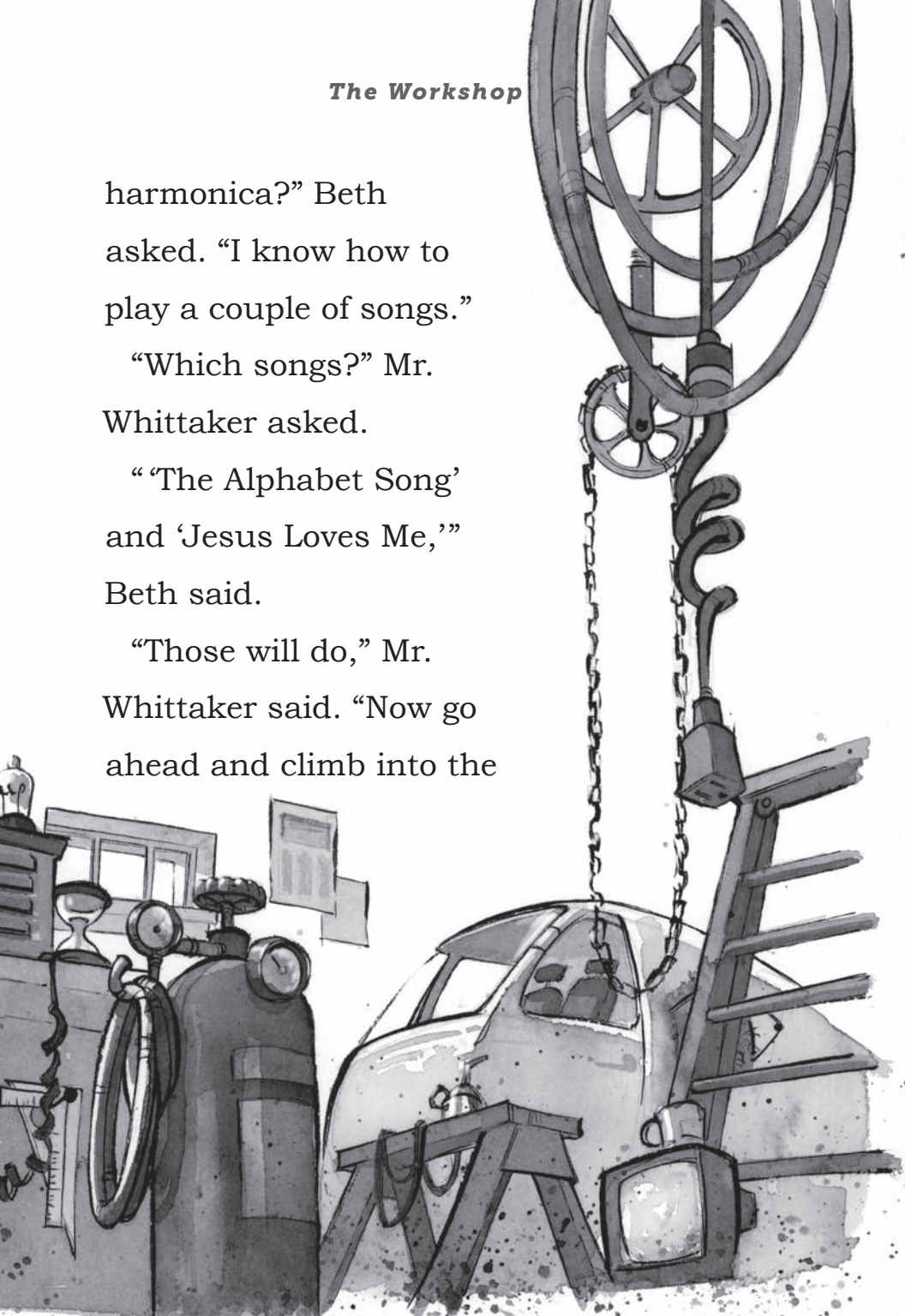
The Workshop

harmonica?" Beth asked. "I know how to play a couple of songs."

"Which songs?" Mr. Whittaker asked.

"'The Alphabet Song' and 'Jesus Loves Me,'" Beth said.

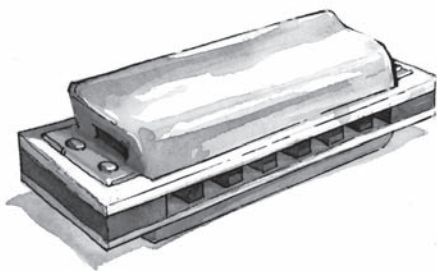
"Those will do," Mr. Whittaker said. "Now go ahead and climb into the



SHOWDOWN WITH THE SHEPHERD

Imagination Station.”

Patrick slipped the bracelet on his wrist. Beth tucked the harmonica inside a pocket. Then she and Patrick stepped into the machine.



“Remember,” Mr. Whittaker said, “you need to find Hugh. Then get the ring from him. Once you put on the ring, the Imagination Station will appear. I programmed it to send you back to Hugh’s time in England.”

Patrick looked at Beth. He swallowed a lump in his throat. Hugh wasn’t very nice.

“How will we get the ring from Hugh?” Patrick asked. “He’s a lot bigger than we are.”

The Workshop

“Let me tell you something,” Mr. Whittaker said. “You two are small. But you’re a lot smarter than Hugh. Just use your common sense. God will help you.”

Beth smiled.

“Are you both ready?” Mr. Whittaker asked.

The cousins nodded. Patrick and Beth leaned back in their seats. The inside of the Imagination Station reminded Patrick of a helicopter cockpit.

Mr. Whittaker tapped the dashboard next to the red button. “The machine is programmed,” he said. “Press the button when you’re ready.”

Mr. Whittaker stepped back. He walked over to a desk where a computer sat.

Beth pushed the red button.

The Imagination Station started to shake.

SHOWDOWN WITH THE SHEPHERD

Beth knew what was about to happen. She waited for the rumbling. Patrick imagined a helicopter taking off. He pushed his body into the seat and waited.

The machine jerked forward. The rumble grew louder.

The machine whirled.

Suddenly, everything went black.

