

Axe Of Sundering

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Ghostwalker Erik Scott De Bie 2010-04-07 This scar on my arm is the mark of the thin man's sword... These on my chest, the barbarian's gyrspike... This, on my shoulder, the woodman's axe. And this rasping whisper, all that is left of my voice, it is the scar of the Lord Singer's jealousy. They took my voice and my life and left my body for the crows. But not all who die rest in peace.

Erik Scott de Bie spins a haunting tale of revenge, honor, love, and hate, all bound within a dark man whose indomitable spirit marks him as one of - The Fighters!

The Legend of Sigmar Graham McNeill 2017-09-05 The definitive origin story of the God-King Sigmar in a collected omnibus edition. Before he became the God-King of Azyr and saviour of the Mortal Realms, before the Old World perished in the fires of the End Times, before even the rise of the Empire, Sigmar was a mortal man. As the young chieftain of the Unberogen tribe, he saved the high king of the dwarfs, earning the eternal friendship of the mountain folk. When a mighty horde of orcs threatened his lands, he united the tribes of men to stand against them at Black Fire Pass. He broke the siege of Middenheim and pushed back the forces of Chaos. And in defeating the great necromancer Nagash, he saved mankind, securing the future of the Empire and taking his first steps on the road to godhood. His deeds are legend. This is his story.

The Adversary Erin M. Evans 2013-12-03 In this third book of the Sundering series kicked off by R.A. Salvatore and the dark elf Drizzt, SCRIBE award-winning author Erin M. Evans thrusts her signature character Farideh into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the future of the Forgotten Realms. As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago. Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard's remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn't so inclined to follow devilish demands. Dahl attempts to escape only to run into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the villagers' souls, Farideh points out the ones who seem different, only to watch as the wizard's guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard's guessing game proves more and more diabolical, Farideh resolves to unravel his secrets—even if it means she'll lose her own soul to the Nine Hells. From the Hardcover edition.

The Mansion Henry Van Dyke 2021-04-26 "The Mansion" by Henry Van Dyke. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that

are user-friendly and accessible to everyone in a high-quality digital format.

The Caretaker's Guide to Fablehaven Brandon Mull 2015 An encyclopedia of the creatures, characters, artifacts, items, and places found of the Fablehaven series.

Sands of Nezza M. L. Forman 2014-10-14 When Alexander Taylor, wizard and warrior, is summoned to the land of Nezza in order to save a friend in need, he finds a country where war is a part of daily life, where adventurers are imprisoned by the Brotherhood, and where all magic is believed to be black.

The Axe of Sundering M. L. Forman 2015-10-13 Whalen Vankin is the world's greatest wizard, and he has only ever personally trained two other wizards. One is Alexander Taylor, a young man who has earned a reputation as a brave adventurer, a warrior, and man of honor. The other is Jabez, Vankin's nephew and a man whose choices have led him down a different, darker path. Dark magic has covered Westland, and evil is stirring. Whalen and Alex must journey together into the heart of danger, confronting a sea serpent, battling their way through a goblin army, and facing down more than one dragon. Alex must find the legendary Axe of Sundering, the one weapon that offers a chance to defeat Jabez and protect the land from the dark wizard's plans. But finding it will be an adventure of its own as the only pathway to the Axe leads through the underground tunnels and secret passages of Castle Conmar. But Jabez has one final weapon at his disposal: the powerful Orion Stone, which could spell the end to Whalen and Alex both.

Slathbog's Gold Mark Forman 2011 The sign is small, tucked into the corner of Mr. Clutters

Battle of the Bands C. T. Walsh 2019-05-30 When Austin and his crew get fed up at being even less popular than the kid in the marching band who wears his shoes on the wrong feet, they decide to take matters into their own hands. When Randy Warblemacher, already a popular kid (and Austin's nemesis) starts his own band that overshadows Austin's, the battle is on! And it's not just with Randy! Some of the area's best bands are in on the action: Goat Turd; 64 Farts, and Cold Sore are all looking to come out on top!

Resurrection Paul S. Kemp 2010-04-07 "Finding someone to finish a series after five novels from five different authors is no easy task. He's got to be willing to find all the open roads the others have left for him. He's got to do his homework, and quickly. And given the quality of his predecessors' work, he's got to be good. . . Enter Paul Kemp. Whew! Writers like this don't come along every day." —R.A. Salvatore The New York Times best-selling author of *The Two Swords* *THE SPIDER QUEEN LIVES AGAIN* But something is different, something her priestesses can hear in the winds, feel in their spirits, and for a select few see with their own eyes. The Demonweb Pits, removed from the Abyss to take its place among the lower planes, is more dangerous, more horrifying than anyone has ever imagined. Teeming with feral spiders bent on ripping each other to pieces—killing, eating, and killing again—the blasted landscape of Lolth's personal hell is still forming. Quentel Baenre, with the tattered remnants of her expedition continuing to plot against her, crosses that spider-

infested killing ground in hopes of answering the call of her reborn goddess. If she can make it to Lolth's side, can she even imagine what plans the Queen of the Demonweb Pits has had for her all along? The final novel in an epic six-part series from the fertile imaginations of R.A. Salvatore, and a select group of the newest, most exciting authors in the genre. Join them as they bring an end to a devastating war, and give birth to the greatest horror the Realms has ever known. Danifae Yauntyrr, former battle-captive of House Melarn, has come too far to stop now. She has regained her freedom after years of servitude, but has yet to exact her revenge. Though she has gained much, grown in both power and ambition, and enjoys the protection of the powerful draegloth Jeggred Baenre, Danifae still needs to kill Halisstra Melarn. But how can she when she's followed Quentel and Pharaun into the heart of Lolth's reformed domain, a hellish world of demonic spiders bent on eating each other, and anything else stupid enough to get in their way—including the chosen vessel of Lolth herself. While Danifae wonders how she'll ever take vengeance on a woman she left behind on the surface of Faerûn, the very target of her burning hatred is close on her heels. Halisstra has come to the Demonweb Pits with a very different agenda. In her hands she holds the fabled Crescent Blade, a sword she believes will grant her the power to kill Lolth herself—but only if they find her before she fully completes her own mysterious RESURRECTION The War of the Spider Queen comes to an end. From the Paperback edition.

Commentary on John Cyril of Alexandria 2015-04-02 In the latest addition to the Ancient Christian Texts series, David Maxwell renders a service to students of patristics and New Testament studies alike. The first complete English translation of Cyril of Alexandria's Commentary on John since the nineteenth century, this volume unveils one of the brightest lights in the Alexandrian tradition.

The Axe of Sundering M. L. Forman 2018-10-03 Whalen Vankin is the world's greatest wizard, and he has only ever personally trained two other wizards. One is Alexander Taylor, a young man who has earned a reputation as a brave adventurer, a warrior, and man of honor. The other is Jabez, Vankin's nephew and a man whose choices have led him down a different, darker path. Dark magic has covered Westland, and evil is stirring. Whalen and Alex must journey together into the heart of danger, confronting a sea serpent, battling their way through a goblin army, and facing down more than one dragon. Alex must find the legendary Axe of Sundering, the one weapon that offers a chance to defeat Jabez and protect the land from the dark wizard's plans. But finding it will be an adventure of its own as the only pathway to the Axe leads through the underground tunnels and secret passages of Castle Conmar. But Jabez has one final weapon at his disposal: the powerful Orion Stone, which could spell the end to Whalen and Alex both.

She Stood for Freedom Loki Mulholland 2016 A biography of Joan Trumpauer Mulholland follows her from her childhood in 1950s Virginia through her high school and college years, when she joined the civil rights movement, attending demonstrations and sit-ins. She also participated in the Freedom Rides of 1961 and was arrested and imprisoned.

The City of Ravens Richard Baker 2012-08-21 Ravens Bluff The City of Ravens For the first time, Jack Ravenwild's designs exceed his talents. His ambitions plunge him into the middle of a plot to destroy the city, a noble quest to find a lost hoard, and a conspiracy to seize the reins of power through the nobility's Game of Masks. Worse yet, Jack must choose between a life of freedom and saving the city he doesn't even know he loves. The Cities A new series of stand-alone novels, each set in one of the mighty cities of Faerûn.

A Tale of Light and Shadow Jacob Gowans 2015-06-15 Enter Atolas, a world where swords and daggers both extend life and end it, where magic is feared by all but a few, and where feuds and friendships influence kingdoms and courtships. Henry and Isabelle have secretly sworn to marry despite his lowly station as a carpenter, but his devotion to her drives him to commit an unthinkable act that may cost both of them their lives. At the same time, a secret, dark prophecy has set in motion events that will affect not only them, but the thrones of rulers throughout all of Atolas, threatening to eclipse the world in shadow. But all is not lost while hope remains in the guise of an unlikely hero and the strength of friendship.

Into the Labyrinth Margaret Weis 2008-12-18 From his army of the undead, Xar, Lord of the Nexus, learns of the existence of the mysterious Seventh Gate. It is said that this gate grants whoever enters it the power to create worlds—or destroy them. Only Haplo knows its location—but he doesn't know he knows it. Now an ex-lover has been sent to betray Haplo and bring back his corpse. Meanwhile, the assassin Hugh the Hand is also after Haplo, wielding the Accursed Blade. With his old companion Alfred, Haplo must seek sanctuary in the Labyrinth—a deadly prison maze whose inhabitants are condemned to death. Millennia ago a battle raged between the Sartan and the Patryn, and the Sartan sundered the world into four realms—air, fire, stone, and water—and then vanished. But now the two races have rediscovered each other through the magic of the Death Gate—and war is about to erupt anew.

The School for Good and Evil 03. The Last Ever After Soman Chainani 2015-07-21 Once best friends, Agatha and Sophie were pulled apart like strangers, each in the arms of a boy, Good with Good, Evil with Evil. Is their friendship lost forever after? But as they settle into their new lives, their story begs to be re-written, and this time, theirs isn't the only one. With the girls apart, Evil has taken over and the villains of the past have come back to change their tales and turn the world of Good and Evil upside down. With Evers being murdered and Nevers reigning supreme, the girls need to restore the balance, find the end to their story, and - hopefully - become friends again.

Albrek's Tomb Mark Forman 2013 Newly-named wizard Alexander Taylor joins a familiar company of adventurers on a new quest to discover the fate of the legendary dwarf Albrek, find his mythical tomb, and locate the lost talisman that could be the key needed to save the entire dwarf realm.

Legacy of the Crystal Shard R. A. Salvatore 2013 **Banewrecker** Jacqueline Carey 2005-08 Hated by humans who believe him to be responsible for a war between the gods, the proud Satoris orders former mortal soldier Tanaros Blacksword to prevent an unfavorable prophecy from being fulfilled by capturing the Lady of the Ellylon and thwarting her alliance with the High King of Men. By the author of Kushiel's Avatar. Reprint.

Iron Axe Steven Harper 2015-01-06 In this brand new series from the author of the Clockwork Empire series, a hopeless outcast must answer Death's call and embark on an epic adventure.... Although Danr's mother was human, his father was one of the hated Stane, a troll from the mountains. Now Danr has nothing to look forward to but a life of disapproval and mistrust, answering to "Trollboy" and condemned to hard labor on a farm. Until, without warning, strange creatures come down from the mountains to attack the village. Spirits walk the land, terrifying the living. Trolls creep out from under the mountain, provoking war with the elves. And Death herself calls upon Danr to set things right. At Death's insistence, Danr heads out to find the Iron Axe, the weapon that sundered the continent a thousand years ago. Together with unlikely companions, Danr will brave fantastic and dangerous creatures to find a weapon that

could save the world—or destroy it.

Eve of Snows L. James Rice 2019-01-20 Five hundred years ago the world shattered, banishing the gods from the Sister Continents and stealing the memories of the mortal peoples in an event known as the Great Forgetting. In seventeen days the stars will align, and a religious cabal will summon the gods back to the realms of men. In the northern tundra priests search the Steaming Lakes, a place tormented by the Wakened Dead. Deep in the mountains, demonic shadows assail priests at a holy shrine. In the south, the clans know something foul is afoot, and dispatch warriors to seek answers, but instead they find horrors. A young priestess named Eliles stands in the heart of this conspiracy; on her shoulders rest decisions which could prevent a holy war or demonic genocide. Through lies, manipulation, and murder, everyone is on a seventeen day march to fulfill or defy prophecy; the world will end or begin anew, come the Eve of Snows.

Night of the Hunter R.A. Salvatore 2014-03-11 R.A. Salvatore's New York Times best-selling saga continues as dark elf Drizzt Do'Urden returns to Gauntlgrym with old friends by his side once again, as they seek to rescue Bruenor's loyal shield dwarf-turned-vampire. But not only do Drizzt and his allies face a perilous journey through the Underdark and the dangers of the undead that lie within, but they must cross through a colony of drow, who would like nothing better than to see Drizzt Do'Urden dead.

The Herald Ed Greenwood 2014-06-03 In the 6th and final book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, Ed Greenwood, the creator of the Forgotten Realms®, further chronicles the exploits of Elminster as he fights for the future of Faerûn. Chaos grips Faerûn as vainglory, prophecy, and ancient forces coningle in the shadows cast by war. Agents of the Shadovar lurk in the corners of Candlekeep in search of the arcane secrets that will power their war machine toward Myth Drannor. Gods and their Chosen run amok, all in a gambit to seize power. And a threat foretold by an ancient seer stirs. At the heart of it all, Mystra, the great Goddess of Magic, has withdrawn from the world. Without her protection, Elminster, her greatest champion, fears for the nascent Weave, the fabric of magic Mystra wields to bind Faerûn. Will the Nightseer Shar, mistress of the great and fearsome Shadovar, seize the opportunity to blanket the world with her Shadow Weave? With the help of Storm Silverhand and his protégé Amarune, Elminster works frantically to strengthen the Weave's tethers and forestall what seems an inevitable reckoning. But other interests machinate for their own sinister ends. As the Sundering draws nigh, Elminster and his heroic cohort must see the signs for what they are. The choice of worlds lies in the balance.

Vengeance of the Iron Dwarf R. A. Salvatore 2015-03-03 Bloody war rages across the Forgotten Realms world in the third book of the Companions Codex, the latest series in R.A. Salvatore's New York Times best-selling saga of dark elf Drizzt Do'Urden. In the evolving world of the Forgotten Realms setting, the Sundering has given way to months of cloud-cloaked darkness, and war rages under that oppressive sky. The orcs have broken a hard-fought treaty that's held, however tentatively, for a hundred years, and the time to settle old scores has devolved into an all-out brawl for control of the ancient realms of the North.

Hero R.A. Salvatore 2016-10-25 New York Times—bestselling series: The saga of one of fantasy's most beloved heroes reaches a sweeping, epic climax in this conclusion to the Homecoming trilogy. Something akin to "peace" has come to the Underdark. The demon hordes have receded, and now the matron mothers argue over the fate of Drizzt Do'Urden. Even so, it becomes clear to one matriarch after another that while the renegade drow

may come and go Menzoberranzan, the City of Spiders will crawl forever on. And so Drizzt is free to return to his home on the surface once again. Scores are settled as lives are cut short, yet other lives move on. For the lone drow there is only a single final quest: a search for peace, for family, for home—for the future. Hero is the third book in the Homecoming trilogy and the thirty-third book in the Legend of Drizzt series.

Foxmask Juliet Marillier 2007-04-01 Foxmask is the second book of a fantasy duet from Juliet Marillier, weaving history and folklore into a saga of adventure, romance, and magic. The Norseman Eyvind, a fierce and loyal Wolfskin, came to a new land on top of the world to find his destiny. With his priestess bride Nessa he saved the land and weathered the treachery that was caused by Eyvind's blood-sworn friend Somerled. After much pain and sorrow the two lovers have managed to create a society where the Norse warriors and the gentle folks of the Orkney Isles live and thrive in contentment at last. A decade and more has passed since the devastating events of the creation of the settlement and Eyvind and Nessa have watched their children grow and thrive in peace. But not all on the islands are content or at peace. Thorvald, the young son of Margaret, widow of the slain king and Eyvind's war leader, has always felt apart and at odds with all he knows. He learns upon his coming to manhood that he is not his father's son but that of the love that Margaret bore for the hated Somerled and that Somerled was not killed for his treachery but sent on a boat, adrift with little more than a knife and skein of water, doomed to the god's will. Thorvald is determined to find a boat and cast off to the West in a desperate bid to find a father he never knew...and to find out if he is made of the same stuff as the heinous traitor. The tragedy of this scheme would be horrific enough...if it were not for the fact that Creidhe, the winsome daughter of Eyvind and Nessa has loved Thorvald since birth and unbeknownst to him conspires to go along on this most perilous of quests. What happens to them on their journey of discovery will ultimately change the lives of all they know and love...and will doom (or redeem) an entire people. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Azure Bonds Kate Novak 1989

Waiting for Fitz Spencer Hyde 2019-03-05 Hospitalized for her OCD, Addie Foster and her new schizophrenic friend, seventeen-year-old Fitzgerald Whitman IV, escape the psychiatric ward and undertake a journey to find the elusive--and endangered--bird, the Kirtland's warbler.

Time Jumpers Brandon Mull 2019-05-07 Trapped in a world where magic is powerful and dreams are real, Cole's epic adventure comes to a close in book five of the New York Times bestselling "fanciful, action-packed adventure" series (Publishers Weekly, starred review), from the author of the Fablehaven and Beyonders series. Cole Randolph can barely remember what life was like back home in Arizona. It's hard to imagine there was a time he didn't wake up to daily threats and danger. But Cole is still determined to find a way home with his friends and to set things right in the Five Kingdoms before he leaves. That means traveling to the last of the kingdoms—Creon. It's a place where time itself can be manipulated, where reality can bend and change. On one last death-defying mission, Cole must use everything he has learned to face a villain with powers beyond anything her has seen before. The past, present, and future are all at stake in this epic conclusions to the bestselling Five Kingdoms series.

The Lost Heir (The Gryphon Chronicles, Book 1) E. G. Foley 2016-06-15 New York Times Bestselling Author E.G. FOLEY Presents The Gryphon Chronicles! A pulse-pounding Middle Grade/YA Fantasy series with edge-of-your-seat action and tug-at-your-heartstrings emotion. An epic 6-

book series that's as much fun for grownups as it is for kids. **THE LOST HEIR**, Book 1. Let the adventure begin... **Wrath & Bones** A. J. Aalto 2015-12-16 Marnie Baranuik is confident that her new psychic detective agency will be a great success, and she has eight million business cards to prove it. But before the paint even dries on her open for business sign, she's summoned to face the Demon King Asmodeus in His own playground, the revenant court, home of the undead nobility, to participate in a conclave of the most powerful immortals on Earth. Orc prophets have forewarned her that danger is looming in the far north. In her most ambitious adventure yet, Marnie must harness her powers, gather trusted friends to wade into battle, and complete an international treasure hunt that would make Indiana Jones break into a cold sweat, before raising a new revenant house to rule from the Unhallowed Throne... and do it all without getting her heart or legs broken. Storms are brewing, threats are piling up, and the stakes are higher than ever, but Marnie is determined to dance with danger to the very end. There's only one thing left to do: deal with it, Baranuik-Style. Does anyone know if yetis like take-out? And when you're on a date with a mummy, who picks up the check?

Fablehaven Book of Imagination Brandon Mull 2016-10-04 Fablehaven has sold more than 3.5 million copies and readers made "The Caretaker's Guide to Fablehaven," the first visual discovery and definitive guide to all the mythical creatures of Brandon Mull's wildly brilliant imagination, a bestseller in Fall 15. Now it's the READER'S turn to tap into your imagination in the very first interactive guide to Fablehaven! Tuck this journal into your backpack, tote it along and use it as a fun activity book for all things Fablehaven and to reflect on the mythical creature metaphors found in the series. Examples: If you owned your own invisibility glove like Seth, how would you use it today? Learn how to draw a dragon's head with step-by-step instructions. You have found the legendary Totem Wall. Choose a face to speak with. What question would you ask? Within the pages of this book are secret codes that will help the reader discover a secret message from Brandon Mull about Dragonwatch, the sequel to Fablehaven. Dragons can create paralyzing fear. Imagine your hands and arms were literally paralyzed from encountering a dragon, but you still needed to write a message. Use your feet or mouth to write a note on the page. Create your own art: draw your own magical preserve. Include your home, landmarks, trees, trails, areas to avoid. Where is it located? What is it called? Draw your family pet as if it were a guardian to a hidden, ancient artifact. What special power does your pet have to protect the treasure it is guarding? Fans will also find coloring book pages, mazes, scavenger hunts, and instructions for origami creatures of Fablehaven characters like Raxtus!"

Blackstaff Steven E. Schend 2012-11-13 Khelben Arunsun,

Chosen of Mystra, Archmage of Waterdeep, is as close to a demigod as you're likely to meet on the streets of Faerûn's mightiest city. But when the skies rain lightning and a long-forgotten city arises from the earth, he can seem like just another wizard.

Dragon Games P. W. Catanese 2010-01-26 Having learned more about his mysterious past, Happenstance accompanies Lord Umber on a daring journey that could affect the future of Kuraharen.

The Companions R. A. Salvatore 2013-08-06 "The Companions is the best novel [R.A.] Salvatore has ever written. It's insanely courageous, profoundly powerful, masterfully constructed, and easily Salvatore's most ambitious work to date."—Paul Goat Allen, BarnesandNoble.com "After a quarter of a century, R.A. Salvatore just keeps getting better and better, and The Companions is another masterful leap forward for one of the greatest fantasy epics of all time." —Philip Athans, best-selling author of Annihilation and The Haunting of Dragon's Cliff This latest installment in New York Times best-selling author R.A. Salvatore's beloved fantasy saga, The Companions moves Salvatore's signature hero Drizzt into a new era of the Forgotten Realms. As Drizzt's fate hangs in the balance, he reflects on the lives of the trusted allies who stood by his side throughout his early life--the friends now known as the Companions of the Hall. Meanwhile, the first stirrings of the Sundering begin.

The Horn of Moran Mark Forman 2012-01 Sixteen-year-old wizard-in-training Alex Taylor and his band of fellow adventurers battle a goblin army, navigate an enchanted forest, and try to solve the sphinx's riddle in their quest to find the lost Horn of Moran and return it to Alusia before the nation erupts in war.

The Illustrated Guide to Viking Martial Antony Cummins 2012-02-29 Martial Arts researcher Antony Cummins reveals the hitherto hidden world of Viking hand-to-hand combat, which employed the sword, the spear, the axe and the shield. Based upon a careful analysis of the Viking sagas, the techniques described are recreated precisely, from knocking down a spear in mid-flight to the shield cleave. Illustrated with over 250 images, The Illustrated Guide to Viking Martial Arts in effect represents the earliest combat manual in the world. This insight into the warriors who were the scourge of Dark Age Europe is a feat of textual interpretation – and imagination.

Evicted Matthew Desmond 2016 Based on years of embedded fieldwork and painstakingly gathered data, this masterful book transforms our understanding of extreme poverty and economic exploitation while providing fresh ideas for solving a devastating, uniquely American problem.

The Hunt for Dark Infinity James Dashner 2010-02-23 After being kidnapped by Mr. Chu, Atticus "Tick" Higginbottom and his friends Paul and Sofia must survive a series of tests in several different Realities.