

Axe Of Sundering

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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.

Grudge Bearer Gav Thorpe 2005 After his father dies a coward's death on the battlefield, the new dwarf king is forced to fight to restore the honor of his family, in a Warhammer novel. Original.

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.

Hero R.A. Salvatore 2016-10-25 New York Times best-selling 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.

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.

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.

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 comingle 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.

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.

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.

The New Machiavelli Herbert George Wells 1911

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.

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 Well at the World's End William Morris 2019-09-04 The Well at the World's End tells the story of Peter, King of Upmeads, and his four sons, Blaise, Hugh, Gregory, and Ralph. These four sons decide one day that they would like to explore the world, so their father gives them permission, except for Ralph, who is to remain at home to ensure at least one living heir. Ralph, however, secretly departs contrary to his father's orders and begins his explorations at Bourton Abbas, after which he goes through the Wood Perilous. During his explorations Ralph learns about the Well at the World's End and so begins the quest that will lead him into numerous adventures and misadventures.

Kill 6 Billion Demons Tom Parkinson-Morgan 2018 "Sorority sister Allison Ruth must travel to Throne, the ancient city at the center of the multiverse, in an epic bid to save her boyfriend from the clutches of the seven evil kings that rule creation" --

Orthodoxy Gilbert Keith Chesterton 1908

Legacy of the Crystal Shard R. A. Salvatore 2013

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.

Leven Thumps and the Gateway to Foo Obert Skye 2008-08-11 When fate brings fourteen-year-old Leven and thirteen-year-old Winter together, they discover that for mankind to continue dreaming, the gateway between reality and dreams needs to be found and demolished. Reprint. **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 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.

Bunny Mona Awad 2019-06-11 "Jon Swift + Witches of Eastwick + Kelly 'Get In Trouble' Link + Mean Girls + Creative Writing Degree Hell! No punches pulled, no hilarities dodged, no meme unmangled! O Bunny you are sooo genius!" —Margaret Atwood, via Twitter "A wild, audacious and ultimately unforgettable novel." —Michael Schaub, Los Angeles Times "Awad is a stone-cold genius." —Ann Bauer, The Washington Post The Vegetarian meets Heathers in this darkly funny, seductively strange novel from the acclaimed author of 13 Ways of Looking at a Fat Girl "We were just these innocent girls in the night trying to make something beautiful. We nearly died. We very nearly did, didn't we?" Samantha Heather Mackey couldn't be more of an outsider in her small, highly selective MFA program at New England's Warren University. A scholarship student who prefers the company of her dark imagination to that of most people, she is utterly repelled by the rest of her fiction writing cohort--a clique of unbearably twee rich girls who call each other "Bunny," and seem to move and speak as one. But everything changes when Samantha receives an invitation to the Bunnies' fabled "Smut Salon," and finds herself inexplicably drawn to their front door--ditching her only friend, Ava, in the process. As Samantha plunges deeper and deeper into the Bunnies' sinister yet saccharine world, beginning to take part in the ritualistic off-campus "Workshop" where they conjure their monstrous creations, the edges of reality begin to blur. Soon, her friendships with Ava and the Bunnies will be brought into deadly collision. The spellbinding new novel from one of our most fearless chroniclers of the female experience, Bunny is a down-the-rabbit-hole tale of loneliness and belonging, friendship and desire, and the fantastic and terrible power of the imagination. Named a Best Book of 2019 by TIME, Vogue, Electric Literature, and The New York Public Library

120 Days of Sodom Marquis de Sade 2013-02-18 The 120 Days of Sodom by Marquis de Sade relates the story of four wealthy men who enslave 24 mostly teenaged victims and sexually torture them while listening to stories told by old prostitutes. The book was written while Sade was imprisoned in the Bastille and the manuscript was lost during the storming of the Bastille. Sade wrote that he "wept tears of blood" over the manuscript's loss. Many consider this to be Sade crowing achievement.

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

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.

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!

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.

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 Yauntyr, 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.

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 he has seen before. The past, present, and future are all at stake in this epic conclusion to the bestselling Five Kingdoms series.

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.

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

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.

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.

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.

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.

Trauma Michael Palmer 2015-05-12 Quitting her residency after a tragic mistake, Dr. Carrie Bryant returns home to care for her combat veteran brother and pursues a experimental therapy for PTSD before teaming up with an investigative reporter to find a missing patient.

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.

Shadowbane Erik Scott De Bie 2011-09-27 "Shadowbane is a perfect example of what is right and enduring about the Forgotten Realms: a tale of companionship, perseverance, faith, and self-exploration. With a monster and a fight scene here or there, too, in case you need a kick in the pants. You'll read it in one sitting, and then come back to see what you might have missed." ~ Brian Cortijo (Realms Designer, Loremaster of Cormyr) "If you like fast-paced, thrilling stories that explore the dark shadows and alleyways of cities in the Realms, and erupt into spectacular fights, in the company of wise-cracking heroes and anti-heroes, then a Erik Scott de Bie book is for you! SHADOWBANE takes the reader along for another ride with Kalen and Myrin, this time to lawless Luskan, and it's an adventure worth reading and rereading many times! First-rate fantasy!" ~ Ed Greenwood (Best-Selling Author, Father of the Forgotten Realms, Living Legend) "With its relentless pace and scenes of chilling horror and savage combat, Erik Scott de Bie's fiction evokes the work of old-school sword-and-sorcery masters like Robert E. Howard and Karl Edward Wagner, and Shadowbane is his best book yet. Don't miss it!" ~ Richard Lee Byers, author of the Forgotten Realms: Brotherhood of the Griffon series The city of Luskan has always been a den of pirates, thieves, and murderers. But lately, things have gotten much worse. A ship crashes offshore with nothing but corpses. Every day, people go crazy and brutalize those around them. And the only signs that even the most hardened criminals still walk the streets at night are bones. Luskan's sister city, Waterdeep, has sent a detachment to quarantine the unclean city—to let the filth within die, rather than infect the rest of the Realms. But Myrin has slipped inside, declaring that she will save Luskan. Shadowbane follows, determined to save Myrin and therefore her pet city—even if he has to kill every rat in Luskan to do it. Shadowbane features the triumphant return of popular, dark vigilante from Downshadow and carries forth the threads of the worlds-spanning Abyssal Plague series. This expanded e-book also includes a brand-new short story, entitled "A New Purpose", as well as links to an existing prequel and an original e-novella, featuring characters from Shadowbane. Also included are links to background information on the Abyssal Plague series and sample chapters from other books in the series.

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.

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...