

Axe Of Sundering

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!

Winner of the Fall 2016 Parents' Choice FunStuff Award! Magic is real -- and it runs in the family -- in this charming fantasy adventure about a boy who must balance his magical education with the demands of big-brotherhood, perfect for fans of Jenny Nimmo and Angie Sage. Henry Leach the Eighth doesn't know it yet, but he's descended from a long line of wandmakers. That means he has inherited mysterious powers, a trunk full of strange artifacts... and a whole host of problems. His biggest problem at the moment, however, is his little sister, Brianna. She's always had a special talent for getting in his way. And she takes troublemaking to new heights when she's caught in the crossfire of Henry's first major spell! Heartfelt, funny, and imaginative, Wandmaker is sure to leave young readers spellbound.

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.

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 what will help the reader discover a secret message fromBrandon Mullabout 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 creatues of Fablehaven characters like Raxtus!"

Grudge Bearer

Sam's Christmas Wish

Sundering the Gods: Book One

The Horn of Moran

Heroes of the Dustbin

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.

James Dashner's debut fantasy series, The 13th Reality, is sure to keep readers guessing--and coming back for more!

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.

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 Lost Heir (The Gryphon Chronicles, Book 1)

Fablehaven Book of Imagination

Elliot and the Goblin War

Blackstaff

Into the Labyrinth

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 Axe of SunderingShadow Mountain

Welcome to New York City's Upper East Side, where my friends and I live in luxe Fifth Avenue apartments and attend Manhattan's most exclusive private schools. We're smart, we've inherited classic good looks, we wear fantastic clothes, and we know how to party. We can't help it-we were born this way. Our story begins with three inseparable, completely gorgeous fifteen-year-olds, Serena van der Woodsen, Blair Waldorf, and Nate Archibald. Blair's loved Nate and his glittering green eyes since she was in Bonpoint onesies. Too bad Nate wishes Blair's beautiful best friend, Serena, was the one with the crush. And Serena has a secret she's keeping from them both. Hmmm, something tells me these best friends may not be as close as we thought. . . . How do I know all this? Because I know everything-and lucky for you, I can't keep a secret. So sit back while I untangle this messy little tale and tell you how it all began. Admit it, you're already falling for me. You know you love me. gossip girl

"Companion to the bestselling Ranger's Apprentice"--Cover.

Shadowbane

Wrath & Bones

The Illustrated Guide to Viking Martial

The Axe and the Throne

Slathbog's Gold

It has been six months since the inexplicable passage to Zarahemla disintegrated and disappeared. Kerra and Brock McConnell have been reunited with their long lost father, but an emptiness remains in Kerra's heart as she watches her courageous Nephite warrior, Kiddoni, fade away in a vortex of time, possibly forever. ... In the tumult of their adventure, Kerra and Brock soon find themselves in league with familiar friends from other Chris Heimerdinger novels, fighting alongside these valiant heroes and binding together Escape from Zarahemla with the imaginative Tennis Shoes Adventure series!

The sign is small, tucked into the corner of Mr. Clutters

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.

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.

Battle of the Bands

Vengeance of the Iron Dwarf

Warrior's Quest

Water Keep

Volume I of The Sundering

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?

Although their enemies are powerful, their allies few, Spencer and his team of Rebels are not giving up! But what chance do a handful of kids and one rescued janitor have against the combined evil of the Founding Witches and the Sweepers? Can the Rebels close the source of all Glop and stop the Toxites once and for all or is the world doomed to fall under the control of the sinister Bureau of Educational Maintenance? This explosive series finale is a gripping ride through conflicted loyalties and daring escapes, unexpected alliances and betrayals, and an ending you'll never forget!"

When Chad and his friends hold a competition to see whose imaginary friend is the best, the schoolyard bully says his is the best, but in the end everyone learns the true power of friendship.

It is a fool's errand and Tallos knows it, but against his own better judgment and the pleading of his wife, Tallos has committed himself to a voyage north. His lifelong friend's eldest sons are said to have been taken by Northmen, a raiding people ill-reputed for their savagery. The boys are already dead, Tallos knows, and in that dark place of grim reasoning he wishes only to find their corpses quickly so he can fulfill his promise and return to his wife. Instead, he finds something far worse.

The Big Fib

A Tale of Light and Shadow

Sands of Nezza

Eve of Snows

Banewreaker

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.

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.

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.

"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.

Iron Axe

Escape from Zarahemla

Albrek’s Tomb

Rogue Knight

The Axe of Sundering

Time of Legends is Black Library's premiere fantasy series, which brings the history and legends of the Warhammer world alive. Empire follows up Heldenhammer, by Graham McNeill, with the story of the creation of the Empire in the Old World.

For most kids, accidentally starting an interspecies war on Halloween would be the biggest event of their lives. For Elliot Penster, it was only the beginning. Now, three years later, the Brownies, who are hopelessly losing the war against the Goblins, make 11-year-old Elliot their king.

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...

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.

A Forgotten Realms Novel

School for Ghost Girls (Boo La La #1)

Pingo and the Playground Bully

The Ghostfaces

What I Wish I'd Known Before My Mission

Found in the desert as a baby by monks who named him, thirteen-year-old Marcus, who has been confined to a wheelchair ever since he can remember, knows nothing of his background and endures the difficulties of his daily life in various foster homes and schools by dreaming of Farworld, a

magical place whose pull seems to be getting increasingly stronger.

Best friends Maude, CJ, and Tiny are so excited to start third grade at Boo Academy (affectionately called Boo La La), the world's premier haunting school! The ghost girls love their new dorm mother, Ms. Finley. But she has some strange characteristics that make them think that she might be... human. Could it be?! The ghost girls are determined to find out, for the sake of their school -- and the entire ghost world!

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.

Sam has been grumpy ever since he lost his job and he shows it most when he warns everyone that if any "do-gooders" try to help his family during the Christmas holidays, he will be waiting for them with a shotgun in his lap.

Leven Thumps and the Wrath of Ezra

Wandmaker

The Hunt for Dark Infinity

The Blade of Shattered Hope

Orthodoxy

Addresses the issues of popularity, self-esteem, discipline, personal finance, and romance for teenagers.

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 Steep 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 Elles 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.

When the hunt for his lost friends leads Cole Randolph to the kingdom of Elloweer, he and new friends Mira, Twitch, and Jace team up with the resistance movement to search for Mira's sister, Honor, but enemies abound and Cole and Mira must use a new kindof magic to protect themselves.

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 New Machiavelli

Gossip Girl: It Had to Be You

Empire

The Gossip Girl Prequel

4th Volume in the Leven Thumps Series. Leven continues quest to save the imaginations and dreams of all mankind

This beautifully illustrated picture book tells the story of a