

The Spine Of The World The Legend Of Drizzt XII

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The Spine of the World - R.A. Salvatore
2009-04-07

New York Times–bestselling series: Join barbarian hero Wulfgar on another action-packed adventure in the Legend of Drizzt saga Spending just one day in the torture chambers of the Abyss would be enough to break even the heartiest soul. Wulfgar of Icewind Dale was there for six miserable years. Though Wulfgar has since been freed, he is still haunted by the memories of the pain he endured at his captor Errtu's hands. Hoping to distance himself from his past, he flees to the faraway port city of Luskan—but in so doing, isolates himself from his friends and develops an unhealthy penchant for booze. For Wulfgar, things get worse before they get better. Fired from his gig at a tavern, robbed of his warhammer, and accused of murder, he goes on the run with Morik the Rogue—beginning a dangerous, combat-filled journey toward his redemption. The Spine of the World is the second book in the Paths of Darkness series and the twelfth installment in the Legend of Drizzt series.

The Orc King - R.A. Salvatore 2008-07-01

The war against the orcs is far from over in this opening installment of a bold new trilogy in the Legend of Drizzt series The end of winter is near, and it seems the uneasy peace between the dwarves of Mithral Hall and the orcs of the newly established Kingdom of Many-Arrows will

not last long. The orc tribes united under Obould are splintering, with some seeking to establish an alliance with a clan of half ogres-half orcs. Drizzt, too, feels himself torn apart, unsure which of the Companions needs him most: As Catti-brie recovers from a serious injury, Wulfgar mourns the death of his wife. Together, the broken pair leaves Mithral Hall for Silverymoon, hoping to find a trail that leads to Wulfgar's lost adopted daughter. Meanwhile, Bruenor begins his own desperate search. Determined to end the war that nearly cost him his life and everything he has built, he will stop at nothing until he finds the ancient dwarven city of Gauntlgrym. But to truly end the war, drastic changes must be made. Powerful individuals on both sides may have to alter the way they see each other—and perhaps even talk to one another—for it will take more than swords and axes to bring a lasting peace to the Spine of the World. The Orc King is the first book in the Transitions series and the twentieth installment in the Legend of Drizzt series.

Siege of Darkness - R.A. Salvatore 2009-06-23
Gods Walk the Realms! Rising up from the black depths of the Underdark, the drow once more meet the dwarves of Mithral Hall. Bruenor Battlehammer, with Drizzt at his side, won't go down without a fight—but they'll have to fight without Wulfgar or Catti-brie at their sides. From the Paperback edition.

The Shadow Rising - Robert Jordan 2010-01-19
 The Wheel of Time is now an original series on Prime Video, starring Rosamund Pike as Moiraine! In *The Shadow Rising*, the fourth novel in Robert Jordan's #1 New York Times bestselling epic fantasy series, *The Wheel of Time*®, Rand al'Thor now wields the sword Callandor. He is both the Champion of Light and the Dragon Reborn. Now, he seeks answers to another prophecy that lies with the warrior people known as the Aiel to put him on the path of learning how to wield the One Power. Accompanied by Moiraine Damodred, Rand arrives at the Aiel Waste and is granted permission by the Wise Ones to enter the sacred city of Rhuidean. After passing through a doorframe ter'angreal, Moiraine gains foresight while the Aiel await Rand's return, either with both arms marked by dragon symbols, validating his identity as He Who Comes With the Dawn, the Chief of Chiefs of all the Aiel—or to never emerge at all. Since its debut in 1990, *The Wheel of Time*® has captivated millions of readers around the globe with its scope, originality, and compelling characters. The last six books in series were all instant #1 New York Times bestsellers, and *The Eye of the World* was named one of America's best-loved novels by PBS's *The Great American Read*. *The Wheel of Time*® New Spring: The Novel #1 *The Eye of the World* #2 *The Great Hunt* #3 *The Dragon Reborn* #4 *The Shadow Rising* #5 *The Fires of Heaven* #6 *Lord of Chaos* #7 *A Crown of Swords* #8 *The Path of Daggers* #9 *Winter's Heart* #10 *Crossroads of Twilight* #11 *Knife of Dreams* By Robert Jordan and Brandon Sanderson #12 *The Gathering Storm* #13 *Towers of Midnight* #14 *A Memory of Light* By Robert Jordan and Teresa Patterson *The World of Robert Jordan's The Wheel of Time* By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons *The Wheel of Time Companion* By Robert Jordan and Amy Romanczuk *Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Books of Earthsea - Ursula K. Le Guin
 2018-10-25

Celebrating the 50th anniversary of the timeless and beloved *A Wizard of Earthsea* - '...reads like

the retelling of a tale first told centuries ago' (David Mitchell) - comes this complete omnibus edition of the entire *Earthsea* chronicles, including over fifty illustrations illuminating Le Guin's vision of her classic saga. Contains the short story, 'The Daughter of Odren', published in print for the first time, and her last story 'Firelight'. Ursula K. Le Guin's *Earthsea* novels are some of the most acclaimed and awarded works in literature—they have received prestigious accolades such as the National Book Award, a Newbery Honor, the Nebula Award, and many more honors, commemorating their enduring place in the hearts and minds of readers and the literary world alike. Now for the first time ever, they're all together in one volume—including the early short stories, Le Guin's "Earthsea Revisioned" Oxford lecture, and new *Earthsea* stories, never before printed. With a new introduction by Le Guin herself, this essential edition will also include over fifty illustrations by renowned artist Charles Vess, specially commissioned and selected by Le Guin, to bring her refined vision of *Earthsea* and its people to life in a totally new way. Stories include: 'A Wizard of Earthsea', 'The Tombs of Atuan', 'The Farthest Shore', 'Tehanu', 'Tales From Earthsea', 'The Other Wind', 'The Rule of Names', 'The Word of Unbinding', 'The Daughter of Odren', and 'Earthsea Revisioned: A Lecture at Oxford University' With stories as perennial and universally beloved as *The Chronicles of Narnia* and *The Lord of The Rings*—but also unlike anything but themselves—this edition is perfect for those new to the world of *Earthsea*, as well as those who are well-acquainted with its enchanting magic: to know *Earthsea* is to love it. - 1,008 pages - 56 illustrations (including seven lavishly coloured plate sections) - maps of *Earthsea* - stunningly beautiful endpapers - Six novels - 4 short stories - An essay

The Crystal Shard - R.A. Salvatore 2009-06-23
 Drizzt Do'Urden has settled in the windswept towns of Icewind Dale. There, he encounters a young barbarian named Wulfgar, captured in a raid and made the ward of a grizzled dwarf name Bruenor. With Drizzt's help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the demonic power of Crenshinibon, the

fabled Crystal Shard.

Ben-Hur. A Tale of the Christ - Lew Wallace
1887

The Dark Elf Trilogy - R. A. Salvatore 2009

Untold Horror - George A. Romero 2021-08-31
Insightful interviews of horror legends George Romero, John Landis, Joe Dante, Brian Yuzna, and more, by former editor-in-chief of *Rue Morgue*, Dave Alexander, about the scariest horror movies never made! Take a behind-the-scenes look into development hell to find the most frightening horror movies that never were, from unmade Re-Animator sequels to alternate takes on legendary franchises like *Frankenstein* and *Dracula*! Features art, scripts, and other production material from unmade films that still might make you scream--with insights from dozens of directors, screenwriters, and producers with decades of experience. Featured Interviews With: George A. Romero John Landis Joe Dante Vincenzo Natali Brian Yuzna William Lustig William Malone Buddy Giovinazzo Tim Sullivan Richard Raaphorst Ruggero Deodato Jim Shooter Bob Layton David J. Skal

Forget the Alamo - Bryan Burrough 2022-06-07
A New York Times bestseller! "Lively and absorbing. . ." — The New York Times Book Review "Engrossing." —Wall Street Journal "Entertaining and well-researched . . ." —Houston Chronicle
Three noted Texan writers combine forces to tell the real story of the Alamo, dispelling the myths, exploring why they had their day for so long, and explaining why the ugly fight about its meaning is now coming to a head. Every nation needs its creation myth, and since Texas was a nation before it was a state, it's no surprise that its myths bite deep. There's no piece of history more important to Texans than the Battle of the Alamo, when Davy Crockett and a band of rebels went down in a blaze of glory fighting for independence from Mexico, losing the battle but setting Texas up to win the war. However, that version of events, as *Forget the Alamo* definitively shows, owes more to fantasy than reality. Just as the site of the Alamo was left in ruins for decades, its story was forgotten and twisted over time, with the contributions of Tejanos--Texans of Mexican origin, who fought alongside the Anglo rebels--

scrubbed from the record, and the origin of the conflict over Mexico's push to abolish slavery papered over. *Forget the Alamo* provocatively explains the true story of the battle against the backdrop of Texas's struggle for independence, then shows how the sausage of myth got made in the Jim Crow South of the late nineteenth and early twentieth century. As uncomfortable as it may be to hear for some, celebrating the Alamo has long had an echo of celebrating whiteness. In the past forty-some years, waves of revisionists have come at this topic, and at times have made real progress toward a more nuanced and inclusive story that doesn't alienate anyone. But we are not living in one of those times; the fight over the Alamo's meaning has become more pitched than ever in the past few years, even violent, as Texas's future begins to look more and more different from its past. It's the perfect time for a wise and generous-spirited book that shines the bright light of the truth into a place that's gotten awfully dark.

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 Silent Blade - R.A. Salvatore 2009-06-23
Can the Crystal Shard be destroyed at last? Drizzt is determined to destroy the evil Crystal Shard, and seeks out the help of the scholar-priest Cadderly. But instead, his worst fears are realized, and Crenshinibon falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. *The Silent Blade* is the book that brought Drizzt back to the Realms, and was a New York Times best seller on its initial release--and has been in print every day since. Like the rest of the Legend of Drizzt(R) reissues, *The Silent Blade* features beautiful new cover art by award-winning illustrator Todd Lockwood.

From the Paperback edition.

The Heart of a Texas Cowboy - Linda Broday
2017-05-02

Three Brothers. One Oath. No Compromises. The MEN of LEGEND The Cowboy One bullet is all it takes to shatter Houston Legend's world. He swore he'd never love again, but with the future of the Lone Star Ranch on the line, he finds himself at the altar promising to love and cherish a woman he's never met—a woman whose vulnerable beauty touches his heart. All Lara Boone wants is a name for her baby. She never expected to fall in love with her own husband—or any man—after the heartache she's endured. Yet when her troubled past catches up with them, Houston will move heaven and earth to protect his bride...and discover depths to a marriage of convenience neither realized could be theirs. Praise for Forever His Texas Bride: "Broday's Westerns always captivate." -RT Book Reviews 4 stars "Poignant, dramatic and packed with action and mystery." —Addicted to Romance for Forever His Texas Bride

Homeland - R.A. Salvatore 2009-06-23

Drow ranger Drizzt Do'Urden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genre's standout characters. But Homeland first reveals the startling tale of how this one lone drow walked out of the shadowy depths of the Underdark, leaving behind a society of evil and a family who want him dead. It is here that the story of this amazing dark elf truly began.

Steampunk LEGO - Guy Himber 2014-11-07
Filled with dirigibles and floating cities, penny-farthings and pirate ships, curiosities and robots galore, Steampunk LEGO is an illustrated collection of Victorian-era sci-fi treasures, all built from LEGO. Curated by award-winning LEGO builder and special effects master Guy Himber, this full-color coffee table book showcases an eclectic variety of models designed by dozens of the world's best LEGO artists. Grab your brass goggles and join fictional explorer Sir Herbert Jobson as he travels the world cataloguing its technological wonders for Queen Victoria. His entertaining descriptions of an imaginative alternate history bring these delightful LEGO models to swashbuckling life.

The Thousand Orcs - R.A. Salvatore 2003-07

The first volume in a new trilogy from the Forgotten Realms universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions, as they take on a rampaging band of bloodthirsty orcs and their mysterious master. Reprint.

Servant of the Shard - R.A. Salvatore
2009-06-23

New York Times–bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard's influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave. *Servant of the Shard* is the first book in the *Sellswords* trilogy and the fourteenth book in the *Legend of Drizzt* series.

A World Full of Spooky Stories - Angela McAllister 2019-09-03

Get ready for Halloween with this child-friendly collection of spooky stories from all over the world. Feel your pulse race and your skin tingle as you read about the fearsome witch Baba Yaga, the serpent woman from Spain, the rescue of Tam Lin from the bewitching Queen of the Fairies, how Father Death gets caught in the Enchanted Apple Tree, and the waterdwelling Bunyip from Australia. Make sure you have your candle ready as it's sure to be a long night... This gorgeous gift book is the perfect anthology for Halloween, or any time you want to be spooked! Features stories from Germany, Czechoslovakia, Russia, Africa, Brazil, Japan, Australia, India, UK, Canada, France, China, Ireland, Syria, Korea, Sweden, Egypt, Iceland, New Zealand, Arabia, Spain, Tibet, Iran, Greece. *Legends of Localization Book 2* - Clyde Mandelin 2016-11-24

History's Mysteries: Legends and Lore - Anna

Claybourne 2019

"Interesting and curious historical legends and their background, for children"--

Dungeons & Dragons - John Rogers 2014

Collects the exploits of war veteran Adric Fell and the members of his adventuring party--Bree Three-Hands, Khal Khalundurrin, Tisha Swornheart, and Varis.

The Scum Villain's Self-Saving System: Ren Zha Fanpai Ziju Xitong (Novel) Vol. 1 - Mo Xiang Tong Xiu 2021-12-14

NEW YORK TIMES BEST SELLER! The blockbuster danmei/Boys' Love novels from China that inspired the animated Scumbag System series streaming in English! This hilarious story of a man reborn as a villain in a fantasy novel series who ends up romancing the male protagonist is now in English, for the very first time. Half-demon Luo Binghe rose from humble beginnings and a tortured past to become unrivaled in strength and beauty. With his dominion over both the Human and Demon Realms and his hundreds-strong harem, he is truly the most powerful protagonist...in a trashy webnovel series! At least, that's what Shen Yuan believes as he finishes reading the final chapter in Proud Immortal Demon Way. But when a bout of rage leads to his sudden death, Shen Yuan is reborn into the world of the novel in the body of Shen Qingqiu--the beautiful but cruel teacher of a young Luo Binghe. While Shen Qingqiu may have the incredible power of a cultivator, he is destined to be horrifically punished for crimes against the protagonist. The new Shen Qingqiu now has only one course of action: get into Luo Binghe's good graces before the young man's rise to power or suffer the awful fate of a true scum villain! This Chinese fantasy (xianxia) comedy built around the romanticized love between two men (danmei) has been translated into numerous languages and inspired the animated series Scumbag System, which amassed millions of streaming views--including the English version on YouTube through Tencent Video. As the first novel series by Mo Xiang Tong Xiu to spur a global multimedia franchise, this incredibly fun tale led the way to her future blockbusters in the danmei genre: Grandmaster of Demonic Cultivation and Heaven Official's Blessing. The Seven Seas English-language edition will include exclusive, all-new covers and

interior illustrations from Xiao Tong Kong (Velinxi) and feature a translation by Faelicy (faelicy) & Lily (lily_cho).

[The Moon Dragon \(The Secrets of Droon #26\)](#) - Tony Abbott 2016-02-23

A hidden door. A magical staircase. Discover the world of Droon! There's no place like home! Eric and his friends have finally restored the Rainbow Stairs, but that was the easy part. Now Gethwing is loose in the Upper World, and the Moon Dragon is causing big trouble. Eric, Julie, and Neal have to protect their town, but they're up against mysterious creatures, strangely-behaving parents, and powerful magic. Can the kids stop Gethwing before he destroys the Upper World -- for good?

Road of the Patriarch - R. A. Salvatore 2007-07-10

As Entreri and Jarlaxle continue their journey through the monster-infested Bloodstone Lands, Jarlaxle's ambitions endanger them both, and Entreri confronts a difficult choice between friendship and survival when they confront a fierce paladin king and the ghosts of his own past. Reprint.

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.

Echoes of the Fourth Magic - R.A. Salvatore 2010-10-27

The extraordinary beginning of an epic series brimming with the unbridled action, adventure,

and imagination that have made the name R. A. Salvatore synonymous with the best in fantasy! Jeff "Del" DelGuidice was proud of his assignment to the research submarine The Unicorn. But his mission had barely begun when the vessel was sucked into a mysterious underseas void where time stood still, before propelling it forward, through the centuries. The crew surfaced in a strange, magical world changed forever by nuclear holocaust. Here a race of angelic beings had taken pity on the remnants of humankind, offering a chosen few a precious second chance. Thus the Isle of Hope was raised from the poisoned seas and set like a jewel in Earth's ravaged crown. But the jewel had a flaw, a dark vein of evil. For a sinister expert of the mystical arts had embraced the forbidden third magic, the most deadly sorcery of all. Only Del could defeat it--a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .

Rise of the King - R. A. Salvatore 2015-02-03
In the chaotic aftermath of the Sundering, the orcs of Many-Arrows reignite their bloody feud with Bruenor Battlehammer. Having escaped Gauntlgrym, the Companions of the Hall are united in body and spirit—but not in ideals. As the Darkening casts its shadows upon the northern cities of the Shining White, portending war, the past rears its angry head. Old debts insist on payment and old wrongs demand to be set right. The bloody dwarf-orc feud reignites with disastrous consequences. When drow Quentel Baenre urges the orcs into war, a new and bloodthirsty king takes the throne of Many-Arrows. The savage orc hordes gather under his command, bringing an end to the decades of peace in the North. Dwarf steel meets ancient enemies, painting the Spine of the World in red. In the middle of this chaos, the Companions march onwards—to rescue Pwent from his vampiric curse and to reclaim Bruenor's throne; to combat the treachery of the black-souled drow and to defeat the orcs. As the world repeats a deadly cycle of violence and hate, Drizzt Do'Urden is forced into a fight for his life, his loved ones, and his very soul. Rise of the King is the second book in the Companions Codex and the twenty-ninth book in the Legend of Drizzt series.

Passage to Dawn - R.A. Salvatore 2009-06-23

Revenge and Resurrection in a Frozen Wasteland! Drizzt and Catti-brie have been away from Mithral Hall for six long years, but the pain of a lost companion still weighs heavily on their strong shoulders. Chasing pirates aboard Captain Deudermont's Sea Sprite is enough to draw their attention away from their grief. Then a mysterious castaway on an uncharted island sends them back to the very source of their pain, and into the clutches of a demon with vengeance on his mind. From the Paperback edition.

God of War: Lore and Legends - Sony Studios 2020-09-08

A hardcover tome that authentically recreates Atreus' journal as seen in God of War, with expanded lore written in collaboration with the God of War writing team! The hit game is brought to life in a tangible and exciting new way as readers are invited to plumb the lore of God of War through the eyes of Kratos' son, Atreus. This hardcover volume chronicles Atreus and Kratos' journey through the fabled Nine Realms, from the Wildwoods of Midgard to the mountains of Jötunheim and beyond. In addition to the record of their mythic journey, this wondrous collection also includes a bestiary that was assembled during those travels, intimate dossiers of the characters that inhabit the masterfully crafted universe, and much more! Dark Horse Books and Santa Monica Studios present God of War: Lore and Legends. This lovingly produced edition is a must own item for any fan of God of War.

Dungeons & Dragons - R. A. Salvatore 2012
Taken from the popular novels by R.A. Salvatore, this volume delivers three graphic novels in the 'Icewind Dale Trilogy' - 'The Crystal Shard', 'Streams of Silver', and 'The Halfling's Gem' - into one book.

Gyn/Ecology - Mary Daly 2016-07-26
This revised edition includes a New Intergalactic Introduction by the Author. Mary Daly's New Intergalactic Introduction explores her process as a Crafty Pirate on the Journey of Writing Gyn/Ecology and reveals the autobiographical context of this "Thunderbolt of Rage" that she first hurled against the patriarchs in 1979 and no hurls again in the Re-Surging Movement of Radical Feminism in the Be-Dazzling Nineties.

Paths of Darkness - R. A. Salvatore 2005
An omnibus volume chronicles the epic

adventures of elf Drizzt Do'Urden in four fantasy novels.

Spine of the Dragon - Kevin J. Anderson
2019-06-04

New York Times bestselling author Kevin J. Anderson triumphantly returns to epic fantasy with the Wake the Dragon series. Spine of the Dragon is a politically charged adventure of swords, sorcery, vengeance, and the rise of sleeping giants. Two continents at war, the Three Kingdoms and Ishara, are divided by past bloodshed. When an outside threat arises—the reawakening of a powerful ancient race that wants to remake the world—the two warring nations must somehow set aside generational hatreds and form an alliance to fight their true enemy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Spine Chillers Mysteries 3-in-1 - Fred E. Katz
2010-09-21

Ready for a good scare? Kids will enjoy thrills and chills with the children in these stories who have fun as they demonstrate Christian character based on love for God, parents, and one another. Readers share a scare . . . but, of course, ghouls and ghosts are strictly in the imagination. Dr. Shivers' Carnival: Kyle Conlon discovers that a bizarre carnival has mysteriously appeared overnight—right next door to his uncle's house. He and his three friends, Sara, Sammy, and Brent, set out to investigate. The carnival's owner, Dr. Shivers, invites the four of them to try all the amusements for free—if they're brave enough. Attack of the Killer House: Anna and Jonny Greger are looking forward to a quiet day at home. When Jonny's science project—a robot—attacks Anna, she thinks it's just Jonny playing a joke. But she knows something is terribly wrong when her hair dryer flies, their video game shoots back at them, and the lawn mower takes off on its own. But a house can't attack people. Or can it? Birthday Cake and I Scream: This party's a Real Scream! It's MacKenzie's twelfth birthday. The party is at Creepy the Clown's Pizza Palace. Unlimited play on the video games makes it pretty cool, until Creepy shows up with some games of his own. Soon, all the kids want to win is a chance to get out!

Legendborn - Tracy Deonn 2020-09-15

An Instant New York Times Bestseller! Winner of the Coretta Scott King - John Steptoe for New Talent Author Award Filled with mystery and an intriguingly rich magic system, Tracy Deonn's YA contemporary fantasy reinvents the King Arthur legend and “braids together Southern folk traditions and Black Girl Magic into a searing modern tale of grief, power, and self-discovery” (Dhonielle Clayton, New York Times bestselling author of The Belles). After her mother dies in an accident, sixteen-year-old Bree Matthews wants nothing to do with her family memories or childhood home. A residential program for bright high schoolers at UNC-Chapel Hill seems like the perfect escape—until Bree witnesses a magical attack her very first night on campus. A flying demon feeding on human energies. A secret society of so called “Legendborn” students that hunt the creatures down. And a mysterious teenage mage who calls himself a “Merlin” and who attempts—and fails—to wipe Bree's memory of everything she saw. The mage's failure unlocks Bree's own unique magic and a buried memory with a hidden connection: the night her mother died, another Merlin was at the hospital. Now that Bree knows there's more to her mother's death than what's on the police report, she'll do whatever it takes to find out the truth, even if that means infiltrating the Legendborn as one of their initiates. She recruits Nick, a self-exiled Legendborn with his own grudge against the group, and their reluctant partnership pulls them deeper into the society's secrets—and closer to each other. But when the Legendborn reveal themselves as the descendants of King Arthur's knights and explain that a magical war is coming, Bree has to decide how far she'll go for the truth and whether she should use her magic to take the society down—or join the fight. This paperback edition of Legendborn contains a teaser to the thrilling sequel, Bloodmarked, as well as an exclusive short story from Selwyn Kane's perspective!

Badass: The Birth of a Legend - Ben Thompson
2011-03-15

Ben Thompson—author of Badass, creator of the epic website badassoftheweek.com, and the Internet's foremost expert on badassitude—is back to enthrall lovers of skull-smashing, bone-

crushing bad behavior with his latest compendium, *Badass: The Birth of a Legend*. Like its macho predecessor, *Badass: The Birth of a Legend* celebrates fearless berserkers of every stripe, male and female, but this time pulls them from the hoary pages of mythology, fantasy fiction, and the silver screen—from Zeus to Beowulf to Dirty Harry Callahan, the most merciless gods, monsters, heroes, villains, and mythical creatures ever envisioned. Forget your whiny Twilight vampires and werewolves, these badasses kick butt!

Starless Night - R.A. Salvatore 2009-06-23

Return to the City of Spiders! Still reeling from the death of Wulfgar, Drizzt is allowed little time to grieve, for dark elves are massing in the caverns deep under Mithral Hall. To protect his adopted home, he'll have to return to the city of his birth, the evil City of Spiders.

Menzoberranzan is one of the most dangerous places in the already perilous Underdark on a good day, but for Drizzt, a renegade with a price on his head, its certain death ever to set foot there again. But Drizzt Do'Urden and his companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall.

Dungeons & Dragons: At the Spine of the World
- Aimee Garcia 2021-08-18

A new *Dungeons & Dragons* adventure awaits! Return to Icewind Dale with a new party of adventurers! Can these five unlikely heroes stop the plot of an ancient, primordial evil? A never-ending winter night is driving an isolated northern town to the brink of madness. To save them, Runa, Saarvin, Patience, Amos, and Belyre must traverse the blighted tundra to find a cure. On the journey, they'll encounter frozen obstacles, unimaginable monsters, and dissension in their ranks. Can the fraying bonds of friendship sustain them through the dark?

Based on the original, massively popular tabletop role-playing game and featuring a brand-new cast of characters, *Dungeons and Dragons: At the Spine of the World* is written by New York Times bestselling author AJ Mendez and writer/actor Aimee Garcia! Martin Coccolo (Green Lantern, *Star Trek: Year Five*) provides stunning art that will have readers feeling the crunch of snow under their boots. Whether you're a veteran dice-slinger or a new visitor to the *Forgotten Realms*, *At the Spine of the World* is a perfect gateway to new adventure.

Monsters! - Dotti Enderle 2011-01-01

Malcolm and Dandy are excited for the upcoming monster movie marathon at the local movie theater, but when the monsters begin escaping the screen, the two boys must discover what is behind the magical attacks.

Forging Zero - Sara King 2018-10-03

For lovers of sci-fi thrillers, alien invasion stories, space opera, and sprawling first contact science fiction, this is an unforgettable post-apocalyptic epic about perseverance and survival in a harsh new world where humanity is just another item on the menu... *First Contact* doesn't go as anyone expected. Now they own us. *The Legend of ZERO: Forging Zero* is the epic journey of 14-year-old Joe Dobbs in a post-apocalyptic universe following a massive galactic empire's invasion of Earth. The oldest of the children drafted from humanity's devastated planet, Joe is impressed into service by the alien Congressional Ground Force—and becomes the unwitting centerpiece in a millennia-long alien struggle for independence. Once his training begins, one of the elusive and prophetic Trith appears to give Joe a spine chilling prophecy that the universe has been anticipating for millions of years: Joe will be the one to finally shatter the vast alien government known as Congress. And the Trith cannot lie.... But first Joe has to make it through bootcamp.