

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.

The Sublime in Antiquity James I. Porter 2016-02-15 Detailed new account of the historical emergence and conceptual reach of the sublime both before and after Longinus.

Poison Fruit Jacqueline Carey 2014-10-07 The hot-as-Hel series with the “Sookie Stackhouse type of vibe” (Paranormal Haven) is back—but this time the paranormal Midwestern town of Pemkowitz is feeling a frost in the air and the residents are frozen in fear.... The Pemkowitz Visitors Bureau has always promoted paranormal tourism—even if it has downplayed the risks (hobgoblins are unpredictable). It helps that the town is presided over by Daisy Johanssen, who as Hel’s liaison is authorized by the Norse goddess of the dead to keep Pemkowitz under control. Normally, that’s easier to do in the winter, when bracing temperatures keep folks indoors. But a new predator is on the prowl, and this one thrives on nightmares. Daisy is on her trail and working intimately with her partner and sometime lover from the Pemkowitz PD, sexy yet unavailable werewolf Cody Fairfax. But even as the creature is racking up innocent victims, a greater danger looms on Pemkowitz’s horizon. As a result of a recent ghost uprising, an unknown adversary—represented by a hell-spawn lawyer with fiery powers of persuasion—has instigated a lawsuit against the town. If Pemkowitz loses, Hel’s sovereignty will be jeopardized, and the fate of the eldritch community will be at stake. The only one who can prevent it is Daisy—but she’s going to have to confront her own worst nightmare to do it.

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!"

The Sand Prince kim alexander 2018-08-30 Two worlds. Bound by magic. Divided by a door. On the barren, war-ravaged demon world of Eriis, the fierce queen Hellne fights to keep her people alive and her son Rhuun's heritage a secret. On the green and gentle human world of Mistra, demons have faded into myth. Only a handful of old men and fanatical children still guard The Door between the worlds. Different and shunned by his demon kin, Rhuun finds refuge in a book that tells of a human world of water and wonder. Forced by his mother's enemies to flee Eriis, he finds himself trapped on the other side of The Door in the very place he has read and dreamed about-Mistra. Chained to the deadly whims of a child who guards The Door, Rhuun must balance serving and surviving, even at the risk of exposing his true identity. Riskiest of all is his task of kidnapping an infuriating young woman who is about to find out that the demons of Eriis are much, much more than just an old bedtime story.

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.

Scientific Babel Michael D. Gordin 2015-04-13 English is the language of science today. No matter which languages you know, if you want your work seen, studied, and cited, you need to publish in English. But that hasn't always been the case. Though there was a time when Latin dominated the field, for centuries science has been a polyglot enterprise, conducted in a number of languages whose importance waxed and waned over time—until the rise of English in the twentieth century. So how did we get from there to here? How did French, German, Latin, Russian, and even Esperanto give way to English? And what can we reconstruct of the experience of doing science in the polyglot past? With *Scientific Babel*, Michael D. Gordin resurrects that lost world, in part through an ingenious mechanism: the pages of his highly readable narrative account teem with footnotes—not offering background information, but presenting quoted material in its original language. The result is stunning: as we read about the rise and fall of languages, driven by politics, war, economics, and institutions, we actually see it happen in the ever-changing web of multilingual examples. The history of science, and of English as its dominant language, comes to life, and brings with it a new understanding not only of the frictions generated by a scientific community that spoke in many often mutually unintelligible voices, but also of the possibilities of the polyglot, and the losses that the dominance of English entails. Few historians of science write as well as

Gordin, and Scientific Babel reveals his incredible command of the literature, language, and intellectual essence of science past and present. No reader who takes this linguistic journey with him will be disappointed.

The Candy Shop War Brandon Mull 2014-06-10 When fifth-graders Nate, Summer, Trevor, and Pigeon meet the new candy store owner Mrs. White, she gives them magical candy that endows them with super powers, but soon they find that along with these benefits are dangerous consequences.

Legacy of the Crystal Shard R. A. Salvatore 2013

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 Forgotten Locket Lisa Mangum 2012-05-01 The future is uncertain. The battle to control the past has begun.

Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure) Wizards RPG Team 2014-07-15 Everything you need to start playing the world's greatest roleplaying game. "I recommend [the D&D Starter Set] for anyone who's curious and wants to learn D&D."—Ed Grabionowski, io9.Gizmodo.com The Dungeons & Dragons Starter Set is your gateway to action-packed stories of the imagination. This box contains the essential rules of the game plus everything you need to play heroic characters on perilous adventures in worlds of fantasy. Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters! • FIVE READY-TO-PLAY CHARACTERS • SIX DICE • ONE ADVENTURE BOOK: LOST MINE OF PHANDELVER • ONE RULEBOOK • ONE CHARACTER SHEET "D&D acolytes are everywhere. . . Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, The New Yorker Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. The main Dungeons & Dragons books are the

Player's Handbook, Monster Manual, and Dungeon Master's Guide.

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.

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.

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, Baranuk-Style. Does anyone know if yetis like take-out? And when you're on a date with a mummy, who picks up the check?

Arcade Catastrophe Brandon Mull 2014-06-10 Nate and his friends think the new Arcadeland, where tickets can earn jets, tanks, subs, and race cars, is totally cool, until they learn that the arcade owner is hiding a secret.

The Axe and the Throne M. D. Ireman 2016-01-15 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.

Heroes of the Dustbin Tyler Whitesides 2016-09-06 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!"

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.

Fyre: Septimus Heap Angie Sage 2014-02-13 In this spellbinding finale to an epic series, Septimus Heap must decide once and for all where his heart lies - with Magyk or with Alchemie and Physik. When, at

last, Marcia agrees to allow the recently reinstated Castle Alchemist, Marcellus Pye, to open the Great Chamber of Alchemie and Physik, she fears she is unleashing more than she understands. But Marcia must learn to trust Marcellus, and together they must rid the Castle of the evil Two-Faced Ring. Caught between the two, will Septimus be able to bring both sides together?

Leven Thumps and the Wrath of Ezra Obert Skye 2008 4th Volume in the Leven Thumps Series. Leven continues quest to save the imaginations and dreams of all mankind

Troy and Its Remains Heinrich Schliemann 1875

The House of Sundering Flames Aliette de Bodard 2019-08-27 The white-hot conclusion to the Dominion of the Fallen trilogy by the multi-award-winning author... The Great Houses of Paris—headed by Fallen angels and magicians—have co-existed in fragile peace. When a powerful explosion razes House Harrier, old alliances are torn apart and a race begins to fill the power void. Thuan, the beleaguered dragon head of House Hawthorn, finds a war on his doorstep. Aurore, once cast out by Harrier and almost beaten to death, seeks power to protect her family—and must venture back to her former home. And, in the ruins of House Harrier, Emmanuelle desperately tries to piece together her fragmented memories of the explosion. But beneath House Harrier awaits a fiery magic that hungers for destruction. And it is time for Houses and Houseless to stand together—or be engulfed in flames...

Wolf Hall Hilary Mantel 2009-10-13 In the ruthless arena of King Henry VIII's court, only one man dares to gamble his life to win the king's favor and ascend to the heights of political power England in the 1520s is a heartbeat from disaster. If the king dies without a male heir, the country could be destroyed by civil war. Henry VIII wants to annul his marriage of twenty years, and marry Anne Boleyn. The pope and most of Europe opposes him. The quest for the king's freedom destroys his adviser, the brilliant Cardinal Wolsey, and leaves a power vacuum. Into this impasse steps Thomas Cromwell. Cromwell is a wholly original man, a charmer and a bully, both idealist and opportunist, astute in reading people and a demon of energy: he is also a consummate politician, hardened by his personal losses, implacable in his

ambition. But Henry is volatile: one day tender, one day murderous. Cromwell helps him break the opposition, but what will be the price of his triumph? In inimitable style, Hilary Mantel presents a picture of a half-made society on the cusp of change, where individuals fight or embrace their fate with passion and courage. With a vast array of characters, overflowing with incident, the novel re-creates an era when the personal and political are separated by a hairbreadth, where success brings unlimited power but a single failure means death.

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.

Foxmask Juliet Marillier 2011-07-06 At his coming of age, Thorvald learns a shocking secret about his parentage, and sets out on a perilous voyage in search of a father he has never known. His loyal friend, Creidhe, was never meant to be part of this desperate journey. But love works in strange ways. In the Lost Isles they find a population gripped by terror. The Unspoken sing away the souls of the newborn and the chieftain of the isles answers to nobody. Creidhe and Thorvald become enmeshed in a battle for survival, in which they find themselves on opposing sides. For the future of the islands depends on a visionary child: the powerful seer Foxmask. Snatched away in infancy by a young kinsman, the boy is held in a place protected by ancient forces of nature. Before the summer is over, Thorvald and Creidhe will learn truths about themselves and about the world that will change them both forever. Praise for Wolfskin: 'An engrossing and enjoyable tale' Starburst 'A powerful narrative...a truly rewarding experience' SFX

The Fellowship of the Ring John Ronald Reuel Tolkien 2008 Sauron, the Dark Lord, has gathered to him all the Rings of Power - the means by which he intends to rule Middle-earth. All he lacks in his plans for dominion is the One Ring - the ring that rules them all - which has fallen into the hands of the hobbit, Bilbo Baggins. In a sleepy village in the Shire, young Frodo Baggins finds himself faced with an immense

task, as his elderly cousin Bilbo entrusts the Ring to his care. Frodo must leave his home and make a perilous journey across Middle-earth to the Cracks of Doom, there to destroy the Ring and foil the Dark Lord in his evil purpose. JRR Tolkien's great work of imaginative fiction has been labelled both a heroic romance and a classic fantasy fiction. By turns comic and homely, epic and diabolic, the narrative moves through countless changes of scene and character in an imaginary world which is totally convincing in its detail.

The Origin of the Family, Private Property and the State Friedrich Engels 2021-08-17 The most influential theory of the origins of women's oppression in the modern era, in a beautiful new edition In this provocative and now-classic work, Frederick Engels explores the interrelated development of the family and the state from ancient society to the Victorian era. Drawing on new anthropological theories of his time, Engels argued that matriarchal communal societies had been overthrown by class society and its emphasis on private, not communal, property and monogamous, rather than polygamous, sexual organization. This historical development, Engels argued, constituted "the world-historic defeat of the female sex." A masterclass in the application of materialist thought to history and anthropology, and touching on love, monogamy, property, and the development of the human, this landmark work is still foundational in Marxist and socialist feminist theory.

Sigvald Darius Hinks 2011-06-28 Gifted with incredible power and beauty, Prince Sigvald the Magnificent, the champion of Chaos, is tricked into an impossible war with the promise of a powerful artefact that will satisfy his dark cravings. Original.

Banewreaker Jacqueline Carey 2005-08-01 Following the triumphant success of her Kushiel series (Kushiel's Dart, Kushiel's Chosen, Kushiel's Avatar), Jacqueline Carey now turns her hand to another startling fable, an epic tale of gods waging war in their bid to control an entire universe and the mortals they use as chess pieces in a most deadly game. Once, the Seven Shapers dwelled in accord. First-born among them was Haomane, Lord-of-Thought and with his brother and sister gods, the Seven drew upon

of the power of the Souma, claimed a race of beings for their own and began Shaping the world to their will. But Haomane saw the ways of this new world and was displeased. For in his younger brother Satoris, once called the Sower, Haomane thought too prideful and in his gift, the quickening of the flesh too freely to the races...and to that of Man in particular. Haomane asked Satoris to withdraw his Gift from Men but he refused. And so began the Shapers' War. Eons have passed. The war that ensued Sundered the very world. Haomane and his siblings lay to one end of a vast ocean unable to touch their creations, Satoris and the races of the world on the other. Satoris has been broken and left adrift among the peoples of the world and is reviled, with most of the races believing that it was he alone who caused the rift and depriving them of the balm of the Seven. He sits in Darkhaven, controlling his own dominion-- seeking not victory but neither vengeance. But still Haomane is not content. Through Haomane's whispers in the minds and hearts of the races of the world come a prophecy that if Satoris were defeated, the world could be made whole and all would bask in the light of the Souma again. And the few who stay by Satoris are viewed as the ultimate evil. And so the races come together to defeat Satoris, a being who helped engender them all but who is caught in his elder brother's warp. Strong storytelling with evocative, compelling, and unforgettable characters, Banewrecker ultimately asks the question: If all that is considered good considers you evil, are you? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Slathbog's Gold Mark Forman 2011 The sign is small, tucked into the corner of Mr. Clutters
East Of West #45 Jonathan Hickman 2019-12-25 END OF SERIES The things that divide us are stronger than the things that unite us. The bestselling, long-running Sci-Fi Western set in a dystopian America where all hope for the future rests in the Four Horsemen of the Apocalypse who just happen to be trying to kill the President of the United States it all comes to an end with the 48-page East of West #45!
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.

Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book) (Dungeons & Dragons) Wizards RPG Team 2020-03-17 HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit *Dungeons & Dragons* series *Critical Role*. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a *Dungeon Master* needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first *Dungeons & Dragons* book to let players experience the game as played within the world of *Critical Role*, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of *Exandria*—such as *Vestiges of Divergence* and the possibility manipulating magic of *Dunamancy*. · Start a *Dungeons & Dragons* campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in

Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.

Colorless Tsukuru Tazaki and His Years of Pilgrimage Haruki Murakami 2014-08-12 An instant #1 New York Times Bestseller One of the most revered voices in literature today gives us a story of love, friendship, and heartbreak for the ages. Colorless Tsukuru Tazaki and His Years of Pilgrimage is the remarkable story of a young man haunted by a great loss; of dreams and nightmares that have unintended consequences for the world around us; and of a journey into the past that is necessary to mend the present. A New York Times and Washington Post notable book, and one of the Financial Times, St. Louis Post-Dispatch, Slate, Mother Jones, The Daily Beast, and BookPage's best books of the year

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.

Leven Thumps and the Gateway to Foo Obert Skye 2007-01-01 Fourteen-year-old Leven Thumps (aka "Lev") lives an empty life in small town Oklahoma... until he learns about a secret gateway bridging the real world and the world of Foo. Foo was created at the beginning of time, in the folds of the mind, and makes it possible for mankind to dream and hope, aspire and imagine. The bad news is that Foo is in chaos, and Lev alone has the power to save it. Enter Clover, a wise-cracking, foot-high sidekick; Winter, a girl who can freeze things; and Geth, the rightful heir to Foo. Their mission is to convince Lev that he has the power to save this magical realm. Will he find the gateway in time? Or will the sinister Sabine and his dark shadows get there first, and destroy mankind? This is the first book about Leven Thumps and his extraordinary journey.

120 Days of Sodom Marquis de Sade 2022-08-12 First published in 1904, '120 Days of Sodom' is a 1785 novel by Marquis de Sade, a French nobleman, revolutionary politician, philosopher, and writer celebrated for his literary portrayals of a primarily imagined libertine sexuality. His works include novels,

short stories, plays, dialogues, and political tracts. It is the tale of four noble male libertines who choose to follow ultimate sexual gratification in the form of orgies. To this end, they seclude themselves in an isolated castle in the heart of the Black Forest for four months, along with a harem of 46 victims—most of whom are young male and female teenagers.

Empire Graham McNeill 2009-08-25 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.

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.