Wizard Junior Card Game: A Fun Family Game (Wizard Card Game)

Wizard scouts are the elite, deep-recon forces of the Intergalactic Empire. They are a mix of technology and magic like abilities. Richard has been given a once-in-a-lifetime opportunity to become one of these legendary soldiers. All he has to do is make it through the Wizard Scout Academy. But with a TAC officer who hates his guts, will he even be allowed to graduate. To make matters worse, the Empire has been attacked and soon finds itself in a major war. With heavy losses in the wizard scout corps, even the Academy cadets are starting to look good to the Empire's High Command.Just when Richard thinks things can't get any worse, he is suddenly sent by 'the One' to help a beautiful elf priestess fight a demon and its army of undead. Wizard scouts may be the best of the best, but Richard is still a cadet in training. Will his skills and technology be enough to overcome dragons, demons, trolls, ghouls, and various undead from his worst nightmare? With only the aid of his battle computer, Nickelo, and the magic of an elf priestess, will his wizard scout abilities be enough to turn the tide?With the fate of two galaxies riding in the balance, Richard is honor bound to do his best in spite of the odds. The question is, will his best be good enough?

Five sixteen-year-old orphans of widely varying personality characteristics are involuntarily placed in a house of endless stairs as subjects for a psychological experiment on conditioned human response. An ALA Best Book for Young Adults. Reissue.

Get in. Get out. Get paid. That was the plan. Instead, these reluctant mercenaries uncover some hidden agendas and ancient power struggles centuries in the making. The last wizard king seeks a return to Tralodren after nearly eight centuries of exile. But doing so requires the manipulation of a band of mercenaries oblivious to his goals. The gladiator sold his soul for revenge. The knight's a bigot. The dwarf only cares about regaining his honor. Even the wizardess seems too bookish for anyone's good. But they've all been hired by a blind seer and his assistant to retrieve some forgotten knowledge long hidden away in a jungle-strangled ruin. Betrayal, madness, adventure, and magic fill this first volume of the Wizard King Trilogy, introducing readers to a world rich in history, faith, and tales of adventure--of which this story is but one of many. ". . . this promising series opener will leave many readers curious to know what comes next."--Publishers Weekly "Here be roaring monsters to be fought, characters who come vividly to life, and fell magic . . . A wild ride. Highly recommended."--Ed Greenwood, New York Times bestselling author and creator of the Forgotten Realms "With Return of the Wizard King, Chad Corrie delivers a very promising start to an exciting epic fantasy saga filled with intriguing characters and unexpected twists."--Richard Knaak, New York Times and USA Today bestselling author "Corrie uses his diverse cast . . . to guide the reader through the narrative, winding through dark paths and brutal action scenes . . . effectively mak[ing] the reader feel like a participant."--Rogues Portal

This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

An Adventurer's Guide

Wizard Junior Card Game

Return of the Wizard King: The Wizard King Trilogy Book One

Warriors & Weapons (Dungeons & Dragons)

Wizards and Spells

Fantastic Beasts: the Crimes of Grindelwald - the Original Screenplay

Harry Potter Wizard's Wand and Sticker Book includes a mini replica of Harry Potter's wand with a light feature, and a unique stand, along with a 16-page book containing 8 full-color stickers.

In a fast-paced and funny adventure, Kit must use the magic of books to save the library--and its resident dragon--from a power-hungry tycoon. Kit Spencer can't stand reading. She'd rather be outside playing and getting muddy than stuck inside with a book. But when her best friends, Josh and Alita, drag her to the local library, Kit makes an incredible discovery: she's a wizard--and books are the key to her abilities. Unfortunately, a greedy businessman wants to tear down the beloved library, destroying all its magic. To make matters worse, there's a sleeping dragon hidden there, and if she's awakened, her wild power will wreak havoc. With the help of a friendly dragon-dog hybrid named Dogon, Kit and her companions will have to find a way to save the dragon in the library--and maybe the world! A humorous romp full of library enchantment, with a diverse cast of characters and dynamic illustrations.

The instant New York Times and International Bestseller! In the first book of a new series by the bestselling author of How to Train Your Dragon, the warring worlds of Wizards and Warriors collide in a thrilling and enchanting adventure. Once there were Wizards, who were Magic, and Warriors, who were not. But Xar, son of the King of Wizards, can't cast a single spell. And Wish, daughter of the Warrior Queen, has a banned magical object of her own. When they collide in the wildwood, on the trail of a deadly witch, it's the start of a grand adventure that just might change the fabric of their worlds. With Cressida Cowell's trademark wit, and the same stunning combination of action, adventure, heart, humor, and incredible artwork that made How to Train Your Dragon a beloved bestselling franchise, The Wizards of Once will transport and enchant readers.

Wizard Junior Card GameA Fun Family GameU S Games SystemsWizard Card GameU S Games Systems

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)

Kids on Brooms

House of Stairs

Games Wizards Play

Neymar the Wizard

Roleplaying Game Supplement

The most trustworthy source of information available today on savings and investments, taxes, money management, home ownership and many other personal finance topics.

The classic children's story about a young boy, his toy castle, and a magical adventure that reveals the true meaning of courage When his beloved caretaker Mrs. Phillips tells him she's leaving, William is devastated. Not even her farewell gift of a model medieval castle helps him feel better—though he has to admit it's fascinating. From the working drawbridge and portcullis to the fully-furnished rooms, it's perfect in every detail. It almost seems magical. And when William looks at the silver knight, the tiny figure comes to life in his hand—and tells him a tale of a wicked sorcerer, a vicious dragon, and a kingdom in need of a hero. Hoping the castle's magic will help him find a way to make his friend stay, William embarks on a daring quest with Sir Simon, the Silver Knight—but he will have to face his own doubts and regrets if he's going to succeed. William's story continues in The Battle for the Castle, available as a redesigned companion edition. An IRA-CBC Children's Choice A California Young Reader Medal Winner A Dorothy Canfield Fisher Children's Book Award Winner Nominated for 23 State Book Awards

Neymar the Wizard is the fascinating coming-of-age story of Neymar da Silva Santos Junior, the skinny kid from Mogi das Cruzes, who has been called the next Pelé. Neymar has taken Brazil and the world by storm and continues to inspire millions of fans around the world with his talent, heart, and winning smile. Following the international bestsellers, The Flea the Amazing Story of Leo Messi and Ronaldo The Rise of a Winner, by Michael Part, Neymar The Wizard is the heartwarming and emotional story of a father and son, who, against all odds, made the journey from the edge of poverty, to international stardom, through love, conviction, and a young boy s belief in himself.

"A terrific icebreaker and getting-to-know-you activity." - Real Simple Magazine You'll laugh out loud as you and your friends try to fool each other with hilarious stories about your lives. When you read a question from a card, the secret flip of the coin tells you if your answer should be true or made up. When you hear a story, vote points on if you think your friend is telling the truth or pulling your leg. You'll win points if you're right but lose them if you're wrong. Think you know your friends? How well do they know you? Bluff other players but don't let them fool you. Score enough points, and you win!Winner of 7 Awards!"Simple, easy, and fun to play. Great thought-provoking questions and group activity for teenagers and adults. Everyone had a good time." - iParenting Media Awards

Kiplinger's Personal Finance

Grown and Flown

A complete guide to over 50 games to please any crowd

The Castle in the Attic

Lights Up!

Wizard Coins

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 per 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 Dunge Master's Guide.

Three oversized scorepads (total 120 sheets).

Junior Witchcraft Workbook to collect and record magic spells. Great gift under $10! This magic Book of Spells with a unique custom interior, allows Young witches to develop their skill and imagination and gives them the power to come up with their own spells recipe. Perfect size 7" x 10" with 108 pages beautifully designed, High-quality binding, premium design, paperback cover, beautiful matte finish look It's a good size for carrying in bags, purses, and backpacks. Buy your copy today, and help an aspiring witch or wizard to create magic spells and great memories!

The story of the arcane table-top game that became a pop culture phenomenon and the long-running legal battle waged by its cocreators. When Dungeons & Dragons was first released to a small hobby community, it hardly seemed destined for mainstream success--and yet this arcane tabletop role-playing game became an unlikely pop culture phenomenon. In Game Wizards, Jon Peterson chronicles the Dungeons & Dragons from hobbyist pastime to mass market sensation, from the initial collaboration to the later feud of its creators, Gary Gygax and Dave Arneson. As the game's fiftieth anniversary approaches, Peterson--a noted authority on role-playing games--explains how D&D and its creators navigated their successes, setbacks, and controversies. Peterson describes Gygax and Arneson's first meeti their work toward the 1974 release of the game; the founding of TSR and its growth as a company; and Arneson's acrimonious departure and subsequent challenges to TSR. He recounts the "Satanic Panic" accusations that D&D was sacrilegious and dangerous, and how they made the game famous. And he chronicles TSR's reckless expansion and near-fatal corporate infighting, which culminated with the company in debt and overextended and the end of Gygax's losing battle to retain control over TSR and D&D. With Game Wizards, Peterson restores historical particulars long obscured by competing narratives spun by the one-time partners. That record amply demonstrates how the turbulent experience of creating something as momentous as Dungeons & Dragons can make people remember things a bit differently from the way they actually happened.

Python for Kids

The Wonderful Wizard of Oz

Oversized Wizard Scorepads

Brain Games

A Playful Introduction To Programming

A Personal Handbook to Write & Record Your Own Spells & Rituals for Young Witches and Wizards in Training, a Great Gift for Teens, Adults, Kids, Boys & Girls

PARENTING NEVER ENDS. From the founders of the #1 site for parents of teens and young adults comes an essential guide for building strong relationships with your teens and preparing them to successfully launch into adulthood The high school and college years: an extended roller coaster of academics, friends, first loves, first break-ups, driver's ed, jobs, and everything in between. Kids are constantly changing and how we parent them must change, too. But how do we stay close as a family as our lives move apart? Enter the co-founders of Grown and Flown, Lisa Heffernan and Mary Dell Harrington. In the midst of guiding their own kids through this transition, they launched what has become the largest website and online community for parents of fifteen to twenty-five year olds. Now they've compiled new takeaways and fresh insights from all that they've learned into this handy, must-have guide. Grown and Flown is a one-stop resource for parenting teenagers, leading up to—and through—high school and those first years of independence. It covers everything from the monumental (how to let your kids go) to the mundane (how to shop for a dorm room). Organized by topic—such as academics, anxiety and mental health, college life—it features a combination of stories, advice from professionals, and practical sidebars. Consider this your parenting lifeline: an easy-to-use manual that offers support and perspective. Grown and Flown is required reading for anyone looking to raise an adult with whom you have an enduring, profound connection.

An immersive illustrated primer to the enchanted beings, magic users, and spells of Dungeons & Dragons, the leading fantasy role-playing game. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the wizards, sorcerers, and other magic-makers for which the game is known. Featuring easy-to-follow and entertaining explanations of how spells are created and used in the game, along with original illustrations of the game's essential magical characters, this book shines a spotlight on the mystical side of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, Wizards and Spells also features prompts to encourage creative problem-solving skills in the dangerous situations that may be encountered in a Dungeons & Dragons adventure.

When junior wizard Oliver Moon is nominated for the Young Wizard of the Year award, he learns that he will be competing against the best student in his school and that the judges will be visiting his embarrassing family.

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: –Use fundamental data structures like lists, tuples, and maps –Organize and reuse your code with functions and modules –Use control structures like loops and conditional statements –Draw shapes and patterns with Python's turtle module –Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Game Wizards

My Book of Spells and Magical Potions

D&d Wild Beyond the Witchlight: A Feywild Adventure Accessory Kit

Oliver Moon and the Potion Commotion

You're Pulling My Leg!

A D&D Boardgame

Travel to the land of Oz with Dorothy and find out what inspired the forthcoming film blockbuster Oz: The Great and Powerful

The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

Take the hilarious, magic-infused world of Eva Ibbotson's Which Witch, add the lovable feuding family from The Incredibles, and you'll get Wizardmatch--funny, fantastical, action-packed, and totally heartwarming. Twelve-year-old Lennie Mercado loves magic. She practices her invisibility powers all the time (she can now stay invisible for fifteen seconds!), and she dreams of the day that she can visit her grandfather, the Prime Wizard de Pomporromp, at his magical estate. Now Lennie has her chance. Poppop has decided to retire, and his grandchildren are coming from all over to compete in Wizardmatch. The winner inherits his title, his castle, and every single one of his unlimited magical powers. The losers get nothing. Lennie is desperate to win, but when Poppop creates a new rule to quelch any sibling rivalry, her thoughts turn from winning Wizardmatch to sabotaging it...even if it means betraying her family. Comedic, touching, and page-turny, Wizardmatch is perfect for fans of Mr. Lemoncello's Library, The Gollywopper Games, and The Candymakers.

The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

Fantasy Roleplaying Game Starter Set

The Everything Card Games Book

Word Searches

A Young Adventurer's Guide

Toys & Prices, 1997

A Fun Family Game

Brain Games(R) Word Searches offers more than 80 word searches in a large-print format. The word searches get progressively more challenging as you proceed through the book. Each word search is spread out over two facing pages for easier readability. Strain your brain, not your eyes, as you solve the word searches. Solutions are provided in the final section of the book. The Brain Games series was developed to help people increase their memory, sharpen their reasoning, and expand their creative thinking. Solving word searches can provide a vigorous mental workout for virtually everyone, from teenagers to senior citizens. Word-search puzzles help enhance the following cognitive functions: Attention Creative thinking General knowledge Language Problem solving Visual search

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

Lions and tigers and coloring books, oh my! The Wizard of Oz Coloring Book lets you bring Dorothy's iconic red shoes to life as you color in the black-and-white original illustrations of award-winning illustrator Charles Santore! Bring The Wizard of Oz to life in vivid color! Create your own classic picture book with colorful illustrations by New York Times #1 bestselling artist Charles Santore. Bring these stunning, original black-and-white drawings to life as you color, draw, and paint your way down the Yellow Brick Road.

More fun than Hearts and Rummy, award-winning Wizard is "the Ultimate Game of Trump" the whole family can enjoy. The rules are easy to learn -- the strategy adds an exciting challenge. In Wizard, players try to win the exact number of tricks they bid. The Wizard deck is similar to a regular deck of playing cards with the addition of four Wizards and four Jesters. Jesters always lose and Wizards always win. In the first round, players start out with one card. In the second round, players are deal two cards, and so on, with each round becoming more challenging. When you make your exact bid, you earn points. If you take too many or too few tricks, you lose points. The special, custom Wizard Score Sheet helps players keep track of bids and points. Wizard Card Game can be played with 2-6 players. Instructions are in English, French, and Spanish.

The Epic Battle for Dungeons & Dragons

Harry Potter Wizard's Wand With Sticker Book

The Wizard of Oz Coloring Book

Wizardmatch

Forgotten Realms Players Guide

Dungeon! Board Game

A cooperative game of adventure for 1–5 players set in the world of Dungeons & Dragons®. A heavy shadow falls across the land, cast by a dark spire that belches smoke and oozes fiery lava. A cave mouth leads to a maze of tunnels and chambers, and deep within this monster-infested labyrinth lurks the most terrifying creature of all: a red dragon. Who will survive the perils of Wrath of Ashardalon™? Designed for 1–5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play. This game includes the following components: • 42 plastic heroes and monsters • 13 sheets of interlocking cardstock dungeon tiles • 200 encounter and treasure cards • Rulebook • Scenario book • 20-sided die

Keep track of bidding in a distinctly Wizard way! 1, Wizard/Jester coins have goldine finish. Set of 25 coins in plastic case.

First released in 1975 and revised throughout the 1980s and early 1990s, the Dungeon! boardgame lets you explore a multi-level dungeon in search of treasure guarded by terrible monsters. The deeper into the dungeon you go, the deadlier the monsters and the greater the treasure. The player who returns to the beginning chamber with the most treasure wins!

"You pull your wand from the folds of your cloak, and its glowing blue end illuminates the door in front of you--the entrance to the banned books section. You watch as the copper snakes twist and turn around the lock that keeps students like you out. But you've been left with no choice. Your barn owl hoots softly upon your shoulder as you raise your wand to the knob and whisper the unspoken words. Kids on Brooms is a collaborative role-playing game about taking on the life of a witch or wizard at a magical school you all attend- a place full of mystery, danger, and thrilling adventure. From dealing with strict professors to facing down mythical beasts, players will get the opportunity to ride brooms, brew potions, and cast powerful magic as they uncover the incredible secrets their school and its inhabitants hold. Built using the ENnie Award-Winning Kids on Bikes framework, it is a rules-light, narrative-first storytelling game perfect for new players and gaming veterans alike!"--Back cover.

The Dragon in the Library

Hardware Age

Wrath of Ashardalon

The Ultimate Storytelling Game

Wizard Defiant

Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure)

A boy grows to manhood while attempting to subdue the evil he unleashed on the world as an apprentice to the Master Wizard.

The Wizarding World journey continues . . . The powerful Dark wizard Gellert Grindelwald was captured in New York with the help of Newt Scamander. But, making good on his threat, Grindelwald escapes custody and sets about gathering followers, most of whom are unsuspecting of his true agenda: to raise pure-blood wizards up to rule over all non-magical beings. In an effort to thwart Grindelwald's plans, Albus Dumbledore enlists Newt, his former Hogwarts student, who agrees to help once again, unaware of the dangers that lie ahead. Lines are drawn as love and loyalty are tested, even among the truest friends and family, in an increasingly divided wizarding world. Fantastic Beasts: The Crimes of Grindelwald is the second screenplay in a five-film series to be written by J.K. Rowling, author of the internationally bestselling Harry Potter books. Set in 1927, a few months after the events of Fantastic Beasts and Where To Find Them, and moving from New York to London, Paris and even back to Hogwarts, this story of mystery and magic reveals an extraordinary new chapter in the wizarding world. Illustrated with stunning line art from MinaLima with some surprising nods to the Harry Potter stories that will delight fans of both the books and films.

If you find yourself coming down with a case of rainy-day boredom or "I can't watch another rerun on TV" syndrome, grab the closest deck of cards and get ready for some serious fun! The Everything Card Games Book is packed with loads of variety to keep you entertained for hours with games you can play solo or with a group of people. Wow your friends and family with your card-shark skills by mastering these basic games - along with a handful of more advanced ones, too! In addition to key rules and instructions for play, The Everything Card Games Book provides tips on shuffling and dealing, essential etiquette, and knowing when to hold and when to fold. Learn how to play: Classic games, such as bridge and whist Team games, such as pinochle and spades Variations of games, such as Mexican Stud and Pai Gow Poker Games from abroad, such as Black Maria and Scopone Scientifico Kids' games, such as Go Fish and Memory and more! The perfect way to get you up to speed on more than fifty popular games, The Everything Card Games Book is your wild card for scoring big. Pull up a seat, gather your friends, and let the games begin!

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

Wizard Card Game

A Wizard of Earthsea

New York City's Hart Island: A Cemetery of Strangers

The Wizards of Once

The World Book Encyclopedia

The long-running "cult favorite" YA fantasy series continues with a worldwide tournament of magic—from the author of A Wizard of Mars (Slate). Every eleven years, Earth's senior wizards hold the Invitational: an intensive three-week event where the planet's newest, sharpest young wizards show off their best and hottest spells. Wizardly partners Kit Rodriguez and Nita Callahan, and Nita's sister, former wizard-prodigy Dairine Callahan, are drafted in to mentor two brilliant and difficult cases: for Nita and Kit, there's Penn Shao-Feng, a would-be sun technician with a dangerous new take on managing solar weather; and for Dairine, there's shy young Mehrnaz Farrahi, an Iranian wizard-girl trying to specialize in defusing earthquakes while struggling with a toxic extended wizardly family that demands she perform to their expectations. Together they're plunged into a whirlwind of cutthroat competition and ruthless judging. Penn's egotistical attitude toward his mentors complicates matters as the pair tries to negotiate their burgeoning romance. Meanwhile, Dairine struggles to stabilize her hero-worshipping, insecure protégée against the interference of powerful relatives using her to further their own tangled agendas. When both candidates make it through to the finals stage on the dark side of the Moon, they and their mentors are flung into a final conflict that could change the solar system for the better . . . or damage Earth beyond even wizardly repair. "Apprentices become teachers, friendships turn to romance, and long-simmering subplots achieve resolution in the 10th entry of this well-loved fantasy series . . . A delightful treat."—Kirkus Reviews

Just off the coast of the Bronx in Long Island Sound sits Hart Island, where more than one million bodies are buried in unmarked graves. Beginning as a Civil War prison and training site and later a psychiatric hospital, the location became the repository for New York City's unclaimed dead. The island's mass graves are a microcosm of New York history, from the 1822 burial crisis to casualties of the Triangle Shirtwaist fire and victims of the AIDS epidemic. Important artists who died in poverty have been discovered, including Disney star Bobby Driscol and playwright Leo Birinski. Author Michael T. Keene reveals the history of New York's potter's field and the stories of some of its lost souls.

How to Support Your Teen, Stay Close as a Family, and Raise Independent Adults