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Sent to begin the feared Hunt in the icy wastes of Siberia, Otto and his friends prepare for a first strike against Dr. Nero only to discover a traitor in their ranks who forces the team to take sides against one another.

Scheming, extorting, menacing and general evilness are nothing new in the world of villainy – indeed it's expected. But there are codes of conduct. Until now. In an attempt to purge the Global League of Villainous Enterprises of its more destructive elements, Dr Nero has underestimated the cunning and resources of those who oppose him. Meanwhile, Otto and the rest of the Alpha stream have been sent to begin their most feared exercise: The Hunt, in the icy wastes of Siberia. But there is a traitor in their midst. The first strike against Nero will be a strike against the Alpha stream. Villain-kind is on the brink of CIVIL WAR.

HIGHER INSTITUTE OF VILLAINOUS EDUCATION Otto Malpense may only be thirteen years old, but so far he has managed to run the orphanage where he lives, and he has come up with a plan clever enough to trick the most powerful man in the country. He is the perfect candidate to become the world's next supervillain. That is why he ends up at H.I.V.E., handpicked to become a member of the incoming class. The students have been kidnapped and brought to a secluded island inside a seemingly active volcano, where the school has resided for decades. All the kids are elite; they are the most athletic, the most technically advanced, and the smartest in the country. Inside the cavernous marble rooms, floodlit hangars, and steel doors, the students are enrolled in Villainy Studies and Stealth and Evasion 101. But what Otto soon comes to realize is that this is a six-year program, and leaving is not an option. With the help of his new friends: an athletic martial-arts expert; a world-famous, beautiful diamond thief; and a spunky computer genius -- the only other people who seem to want to leave -- can Otto achieve what has never been done before and break out of H.I.V.E.?

HOW FAR WILL OTTO GO TO PROTECT HIS FRIENDS? Otto Malpense and his friends thought their first year at the Higher Institute of Villainous Education was the most adventurous and exciting that they would ever encounter. They were dead wrong. When Otto and Wing are allowed off campus to attend Wing's father's funeral, they have no idea it's a trap, all part of a lethal plan organized by Cypher, the most ruthless supervillain any of them have ever known. He intends to use them to retrieve the Overlord Protocol, a device that has the capacity to help him take over the world. But when things go terribly wrong, Otto will stop at nothing to hunt him down and make him pay. With the help of Laura, Shelby, Raven, and his former nemesis, Dr. Nero, Otto must find a way to defeat an enemy that has overcome some of the planet's most infamous villains without even breaking a sweat. Because if he doesn't, the world as they know it will be changed forever.

High-octane adventures continue in the eighth book of the H.I.V.E. series, and the team of supremely talented criminals is forced to question everything they know about life as villains. Otto and Raven are desperate to rescue their friends from the clutches of Anastasia Furan, head of the evil Disciples organization. First they must track down the location of the Glasshouse, the prison where Furan trains children to become ruthless assassins. But Otto is also being hunted. In the three months since his “expulsion” from H.I.V.E., The Artemis Section—an elite intelligence division that goes after the toughest targets and reports only to the US president—has had an opportunity to locate him. Set against the backdrop of a daring high-tech prison break, nothing is quite as it seems in Deadlock.

While en route to a training exercise in the Arctic, Otto and his friends stop off for a tour of the new G.L.O.V.E. flagship, Dreadnought, and when Dreadnought is commandeered by a rogue villain, they try to thwart his evil plans.

The leaders of the world's villainous forces are being picked off one by one in a series of mysterious attacks and Dr Nero is forced to take temporary control of G.L.O.V.E. when Diabolus Darkdoom is seriously injured. He then discovers that Otto, who has now been missing for several months since Dreadnought, is leading the attacks. Under pressure from the remaining members of the ruling council, Nero is left with no choice but to issue a capture or kill order for Otto. Wing learns of the order and persuades Raven to allow him to join her on her mission to retrieve Otto. Other members of the ruling council, suspicious of Nero's relationship with the boy, have initiated their own missions to eliminate Otto. Wing and Raven find themselves in a deadly race against time to track Otto down before the other G.L.O.V.E. assassins get to him. Their pursuit takes them to a secret facility hidden deep within the Amazon rainforest, where they face a mysterious operative even deadlier than Raven. Meanwhile back at H.I.V.E., the school's own automated defence systems turn against the pupils and staff. And there is no one there to stop it.

Sam awakens to see strange vessels gathered in the skies around London. As he stares up, people stream past, walking silently toward the enormous ships, which emit a persistent noise. Only Sam seems immune to the signal. Six months later, he is absolutely alone.

After several years at King Arthur's court, Terence, as Sir Gawain's squire and friend, accompanies him on a perilous quest that tests all their skills and whose successful completion could mean certain death for Gawain.

Hoist the Jolly Robin! Fly with a swashbuckling crew as they soar through the air – and evade danger on the ground – in search of treasure and lofty adventure. Captain Blue Jay, notorious and feared pirate of the skies, has a fondness for collecting treasure, especially eggs. Unfortunately, sometimes his treasure hatches, and this time the hatchling is the strangest one the Grosbeak has ever seen. No sailor is certain whether the chick is a young god or just an oversized bird who needs too much food, but one thing is clear: the winds over Thrushland are shifting, and dramatic changes are in store for all. Whether outwitting a gang of thieving crows, outrunning murderous fishers and weasels, or rallying Briarloch’s beleaguered sparrows, this motley crew must do all they can to stay together and stay alive. And that’s just the tip of the bird’s feather! Offering a bounty of illustrations and a host of memorable characters – from an endearing star-nosed mole to an unlikely little warrior with a vendetta – here is a treasure for anyone who has ever wanted to take to the skies and see where fortune blows.

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