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A CAMPAIGN OF MYTH-INFORMATION Since it was founded, M.Y.T.H., Inc. has dealt with all manner of vile and evil creatures. But not even a magician of Skeeve’s caliber is prepared to face the most duplicitous monsters of all: politicians. Emo Weavil and his cousin Wilmer Weavil-Scuttil have been running against each other for governor of the island of Bokromi—for five years. Their magical mud-slinging (literal and otherwise) strategies continue to postpone the election, leaving the realm in a state of leaderless chaos. Hired to moderate a fair and balanced race between the candidates, Skeeve and Bunny attempt to clean up the dirty politics, only to become targets of the tabloids and paparazzi who are more interested in innuendo than in the facts...

There is no Myth-take, fantasy’s hilarious classic returns to print!The Myth-Adventures of Skeeve, Aahz, Tanda, Gleep and the rest of the myth-fit magical trouble shooters begins here with the first three novels in Robert Asprin’s fantasy classic with an introduction by his writing partner and successor of the Myth-Adventures, Jody Lynn Nye.

Aahz falls for a literal pyramid scheme, selling it stone by stone as a burial site, while claiming the coveted pointed stone top for himself. But Skeeve wants to be know why the construction site is having so many accidents-before both he and Aahz end up in the afterlife before their time...

New York Times bestselling author Robert Asprin and Jody Lynn Nye up the ante in this tale of dragons in the Big Easy... As head dragon and owner of a successful gambling operation in New Orleans, Griffen McCandles has a lot on his plate. Especially since the Krewe of Fafnir—a society of dragons—has asked him to be the king of its Mardi Gras parade. Being the king is a huge honor, and despite the extra responsibilities, Griffen can’t resist the krewe’s offer to lead the biggest party of the year. But not everyone is happy with Griffen’s new leadership status. A group of powerful dragons is conspiring to bankrupt his business, from the inside out. And when a young dragon in Griffen’s employ is murdered, it becomes clear that certain dragons will stop at nothing to dethrone the new king...

Griffen McCandles becomes a target of other dragons who wish to take his place as head of a gambling operation; but when the ghost of a voodoo queen gives him a task, Griffen sees it as the perfect opportunity to put the dragons in their place once and for all.

FROM BEST-SELLING AUTHORS TRAVIS S. TAYLOR AND JODY LYNN NYE.A teenage girl and her fellow Bright Sparks must do what it takes to stay alive and achieve success in this sequel to Moon Beam. Barbara Winton and the rest of the Bright Sparks, Dr. Keegan Bright’s team of young scientists, find themselves facing a challenge that will test all of their scientific skills and personal courage. They are competing in the first ever race to completely circle the Moon. The Sparks, and twenty-five other teams, have to count on one another as they face thousands of kilometers of unknown dangers, where even a simple accident can have fatal consequences. They form close friendships with racers from all over Earth, but also have to deal with former Spark, Pam, a mysterious and threatening figure whose departure from the Sparks program is shrouded in mystery. While the Sparks compete in the race, Dr. Bright himself is part of a groundbreaking project to seek out rare minerals underneath a crater. On the far side of the Moon, in the airless, frozen depths beneath the lunar surface, disaster strikes. On the thinly settled Moon only the Bright Sparks may be close enough help him. The young scientist find themselves not only racing for victory, but to save their beloved mentor. At the publisher’s request, this title is sold without DRM (Digital Rights Management). Praise for prequel Moon Beam: “Taylor and Nye offer up a tense escape with engaging characters and a fast-paced plot, but their true focus is on scientific detail, plausibility, and ingenuity . . . it’s an entertaining and even educational offering, perfect for those who demand science in their science fiction.”—Publishers Weekly Praise for the work of Jody Lynn Nye: "Infused with humor to keep you entertained and action to make you turn the pages."—Kirkus on Jody Lynn Nye’s Rhythm of the Imperium “I thoroughly enjoyed it, the plot, the settlement, the whole nine yards, and especially the twitch of humor at odd moments...a book I can thoroughly rec-

ommend.” —Anne McCaffrey “An unusual story well-told, with characters it’s a real pleasure to spend time with.” —David Drake "[An] innovative take on the well-loved theme of fairies and dangerous wishes." —Publishers Weekly on *Wishing on a Star* by Jody Lynn Nye and Angelina Adams About Travis S. Taylor: “[E]xplodes with inventive action.—Publishers Weekly on Travis S. Taylor’s *The Quantum Connection*. “[Warp Speed] reads like Doc Smith writing Robert Ludlum. . .You won’t want to put it down”—John Ringo

New York Times bestselling author Robert Asprin, with Eric Del Carlo and Teresa Patterson, delves into the dark secrets of the New Orleans French Quarter in this suspenseful tale of murder and revenge, justice and unexpected courage.

An anthology of math-related poems for young readers introduces a range of number concepts, from measuring time and recognizing patterns to counting objects and making estimates.

In New York Times bestselling author Robert Asprin and Jody Lynn Nye’s newest *Big Easy* dragon tale, Griffen McCandles is about to give the forces of evil a run for their money... Griffen already has his hands full running his gambling operation in New Orleans and dealing with his dragon heritage. Now his pregnant sister, Valerie, is missing—possibly kidnapped—and his uncle, Malcolm McCandles, has flown into town for a mysterious meeting with a powerful man who’s been dead for almost eight decades. And Griffen certainly hasn’t got the time to protect Councilwoman Penny Dunbar, a dragon who’s running for governor of Louisiana—if malign forces don’t take her out first. Griffen learned a long time ago to play the hand fate has dealt him, but with many lives at stake—including Val’s unborn dragon—he’s hoping for an ace in the hole...

Chronicles the life and career of the professional wrestler, from his childhood in Massachusetts to his film roles.

In a land brought to life by warriors and lovers, war and honor, the legendary tower Tornor Keep is invaded by raiders. No longer the watchtower at the winter end of a summer land, Tornor turns to a young prince with the hopes that he might protect the future of the enchanting land.

Con artist, poker player, and recent college graduate Griffen "Grifter" McCandles is stunned to discover that he and his sister Valerie are actually dragons and heads for New Orleans with Valerie to make a living in the city’s dangerous criminal underworld. Original.

Mythed again!If you never got a chance to enjoy the humorous fantasy saga of the apprentice magician Skeeve and the master magician/dimensional traveler Aahz, you are in luck. Or if you were already a fan of Robert Asprin’s Myth series, and lost your copies due to fire, flood, relatives, or other natural disasters, rejoice! Bard’s Tower, in conjunction with the Asprin literary estate, have commissioned special edition three-book omnibuses of the Myth-Adventures. In this volume, you can own the first three, *Another Fine Myth*, *Myth Conceptions*, and *Myth Directions*, complete with Phil Foglio’s clever illustrations that perfectly complement Asprin’s terrible puns, idiosyncratic punctuation, marvelous characterizations and terrific storytelling.With an introduction by Asprin’s collaborator and current writer of the series, Jody Lynn Nye."Breezy, pun-filled fantasy in the vein of Piers Anthony’s Xanth series." - Booklist"A hilarious bit of froth and frolic...Asprin has a fine time with the story. So will the reader." - Library Journal"Nobody does whimsical fantasy quite as well as Robert Asprin. Don't read them in public, unless you don't mind giggling a lot and getting strange looks." - Allison Hewett, New York State Library, Albany, NY

Every day, Harry, Phil, and Jim are fed sunflower seeds by the staff who care for them at the Cathedral of St. John the Divine. But one day, they decide they’re sick of them. They make a break for the New York City streets in search of pizza or Chinese takeout. But everywhere they go, they’re told “No peacocks!” by the restaurant owners. So they try to get an ooey, gooey, delicious meal closer to home. But how are they going to sneak into the school cafeteria and get their wings on the school’s world-famous mac ‘n cheese? A little plotting, some stolen disguises, and a little help from some students, and the mission is a go! But will the peacocks get their mac ‘n cheese? Or will their cover be blown so they have to fly the coop? Based on the real-life beloved bird celebrities

who live at the Cathedral of St. John the Divine (who are known to run off the grounds), and brought to the page in bold, bright style, *No Peacocks!* is a hilarious romp and a perfect read-aloud.

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Told in rhyme, *Danny the Dragon* is the story of a gentle dragon who doesn’t like to scare people with his flames. But when evil knights attack the kingdom’s castle, Danny takes the challenge and becomes a hero by chasing them away to save the kingdom.

The sixth of Robert Asprin’s Myth series. The mob wants him married; the magicians want him dead. Legendary car-shooting ace, the Sen Sen Ante Kid, wants to take him for a cool half-million in a game of dragon poker. Otherwise, life for Skeeve, extra-dimensional magician, is perfect - or almost.

A dictionary of surnames of the first settlers of New England and 3 successive generations prior to 1692.

The year’s best, and darkest, tales of terror, showcasing the most outstanding new short stories and novellas by contemporary masters of the macabre, including the likes of Ramsey Campbell, Neil Gaiman, Brian Keene, Tanith Lee, Elizabeth Massie, Kim Newman, Michael Marshall Smith, and Gene Wolfe. The *Mammoth Book of Best New Horror* also includes a comprehensive annual overview of horror around the world in all its incarnations; an impressively researched necrology; and a list of indispensable contact addresses for the dedicated horror fan and aspiring writer alike. It is required reading for every fan of macabre fiction.

Contains all of the stories of the first two *Thieves’ World* anthologies (*Thieves’ World* and *Tales of the Vulgar Unicorn*), with additional material. Return to the Olden Days of Sanctuary! Sanctuary, a seedy, backwater town governed by evil forces, powerful magic, and political intrigue See how *Thieves’ World* all began! Classic stories by: Robert Lynn Asprin Lynn Abbey Poul Anderson Marion Zimmer Bradley John Brunner David Drake Philip Jose Farmer Joe Haldeman Janet Morris Andrew J. Offutt A. E.van Vogt At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Experience “a bold and daring experiment in fantasy storytelling” with the first three books in the bestselling *Thieves’ World*® series (Fantasy-Faction). Created by the New York Times–bestselling author of the Myth series, as well as the Phule’s Company series, *Thieves’ World*® brings together classic fantasy’s finest authors to flesh out the shared world with their own unforgettable characters and epic worldbuilding. The first three books include stories by Lynn Abbey, Poul Anderson, Robert Lynn Asprin, Marion Zimmer Bradley, C. J. Cherryh, David Drake, Philip José Farmer, Joe Haldeman, Janet Morris, Andrew J. Offutt, and others. They introduce you to the nefarious citizens of the city of Sanctuary, including One-Thumb, the proprietor of the Vulgar Unicorn tavern; Regli, a nobleman; Illyra, the seer; Hanes, the thief; Jubal, the crime lord; and Tempus Thales, the immortal mercenary. “Game of Thrones has come to an end. . . . [Here’s] a fantasy series to fill the void. . . . You’ll be pulled into political intrigues, watch new gods replace old, and witness fortunes rise and fall and rise again.” — Book Riot “Sanctuary was the city where anything could happen, where characters created by some of the best fantasy writers of the generation crossed paths and shared adventures.” —Black Gate

Solve kid-sized dilemmas and mysteries with *SCIENCE SOLVES IT!* These fun science books for kids ages 5–8 blend clever stories with real-life science. Why did the dog turn green? Can you control a hiccup? Is that a UFO? Find the answers to these questions and more as kid characters dive into physical, life, and earth sciences. Two weeks in the country—it’s the perfect summer getaway for Amy and Tim’s family. But the house looks haunted, and they hear spooky sounds everywhere. Creaks and squeaks, rattles and rumbles. Could Amy and Tim be sharing their summer spot with a ghost? Books in this perfect STEM series will help kids think like scientists and get ahead in the classroom. Activities and experiments are included in every book!

The Wolfe Pack is military SF with a twist! The auxiliary scout platoon known as the Cockroaches contains all the outsiders and oddballs the Galactic Defense Force doesn't want to have to deal with, but can't find a way to discharge from the Space Service. They're savvy, street-smart, wise (if not book-learned), intelligent, survival-oriented, and completely unconventional. Lt. David Wolfe is their new CO: young, idealistic, and gung-ho, but even he has a secret that forced Central Command to shift him out of the line of fire. The Cockroaches get sent on what ought to be a simple courier mission to the greatest amusement park in the Galaxy, and end up defending the population from a ruthless enemy in the only way the Cockroaches know how: unconventionally!

Robert Asprin's "excellent, lighthearted fantasy series" (Epic Illustrated) continues with more antics from magician Skeeve and his eclectic team at M.Y.T.H., Inc. Business is slow for M.Y.T.H., Inc., and its president, Bunny, is getting nervous that the company might not meet its quarterly goal. So when a job comes in that's worth an absurd amount of gold--and also happens to take them to Winslow, the most luxurious vacation resort in any dimension--the team jumps at the opportunity to recoup some cash and maybe catch some R&R. Only, magician Skeeve has an unsettling feeling that this mission might be trickier than it seems. Someone in Winslow is messing with the magic lines and working hard to ensure that the M.Y.T.H. crew gets nowhere near the powerful relic that they've been hired to find. And as the mysterious manipulation turns deadly, Skeeve, Bunny, Aahz, and the rest of their partners find themselves in a race not only to finish the job but also to escape paradise alive...

Missing Game of Thrones? Dare to "be pulled into political intrigues, watch new gods replace old, and witness fortunes rise and fall and rise again" (Book Riot). A classic series for a new generation of fantasy adventure fans, Thieves' World® paved the way for the shared-world anthology tradition with epic worldbuilding, unforgettable characters, and nonstop action thanks to the legendary authors who contribute to it. The series's groundbreaking debut features stories by John Brunner, Lynn Abbey, Poul Anderson, Andrew J. Offutt, Robert Lynn Asprin, Joe Haldeman, Christine DeWees, and Marion Zimmer Bradley, who populate the lawless city of Sanctuary with orphans and wizards, fortune tellers and emperors, merchants and madams, spies, assassins, and, of course, thieves. "Sanctuary was the city where anything could happen, where characters created by some of the best fantasy writers of the generation crossed paths and shared adventures." —Black Gate "A bold and daring experiment in fantasy storytelling . . . We are introduced to the cast of characters, including beggars and crime lords, wizards and soldiers, minstrels and thieves, as this new chapter in the life of Sanctuary begins, life under the governorship of Prince Kadakithis." —Fantasy-Faction A smart, funny take on the Charles Dickens classic BLEAK HOUSE—for anyone who's ever held on to a dream just a little too long. New York writer Ricki Carstone knows the odds of Hollywood actually turning her debut novel, Jarndyce and Jarndyce, into a movie are slim. But Moxie Bernard, the most famous teen on the planet, has signed on to star in the option. Plus, the producer is throwing her a super fabulous party in Hollywood (with Moxie!) to celebrate the relaunch of her book with a younger, sexier cover. Maybe it will happen after all. Quitting her dead-end paralegal job to move

out to Los Angeles and keep an eye on the project, Ricki meets a handsome out-of-work actor who encourages her to try her hand at screenwriting, and an experienced screenwriter who is willing to help her for a fee, which only starts out small. And then there's her cute neighbor Simon, who thinks her new friends are just taking advantage of her. Will Ricki ever see her name in lights and make it big in Hollywood?

After the murder of his master Garkin, a thief and apprentice magician joins forces with a demon dimension traveler named Aahz, who has lost his power and is also looking for a way to get even. Reprint.

Every town has a story. Experience small-town life and American history with this nearly wordless picture book. A magical newspaper takes a young boy on a journey through the history of a beloved hometown, from the 1860s to present day. Striking illustrations celebrate main-street Americana as thy boy discovers the past and its importance.

The car changed travel forever. Henry Ford started a car-making revolution. Kids can read this book to find out how Ford transformed America with his cars. They will learn how many cars Ford made before the Model T Ford. Aligned to Common Core Standards and correlated to state standards. Applied to STEM Concepts of Learning Principles. Super Sandcastle is an imprint of Abdo Publishing, a division of ABDO.

Here it is! The first novel in the brand new Myth Adventures Series, by the authors of Liscence Invoked! Robert Asprin teams up with Jody Lynn Nye (Applied Mythology and Advanced Mythology) to bring you a brand new set of Myth Adventures with Skeeve, Aahz, Tanda, and the rest of the gang! Will be followed in 2004 by Myth-taken Identity. "You want me to do what?" Aahz gasped, spitting a mouthful of beer clear across the open dance floor. The tuba player gave him a chiding glance and turned his instrument over to empty it. "Ten...Female...PERVECTS!? A dimension full of Wuhses? The Deveels cheated them out of their last dime, and the Pervects got it back for them? And now they want us to throw the Pervects out? Mmm, mmm." He slammed his mug down. I recoiled slightly at the violence of the gesture. His lips twisted. His shoulders started to heave. "Mmm mmm mmm. Ha ha ha ha. HAWHAWHAWHAWHAW! HAWHAWHAWHAWHAW!" He laughed until the building rang with the sound of his voice. The other patrons watched him nervously as he slapped me on the back, stood up, slipped to his knees, and slid down the trestle of the table until he was sitting on the floor laughing. Soon, he recovered and climbed up to his feet again. He took my hand in a crushing grip. "Aw, part-Skeeve," he said, wiping tears from his yellow eyes. "I've missed you, kid. That is one of the best jokes I've heard in months. Really did me good. Fraulein!" He held up a hand and snapped his fingers. "A round for my friends!" "But I'm serious," I stated.

Presenting a collection of short novels and stories set in the many worlds of Robert Asprin. One of his most popular creations was the \_MythÓ series, chronicling the misadventures of Skeeve and Aahz, a magician who has lost his power and his hapless human apprentice as they travel through strange and varied worlds in pursuit of wealth and glory, but mostly getting into one Myth-ical mess after another. Collected in this volume for the first time are all the Myth stories of less-than-novel length, and even avid fans of the series will find new and enjoyable reading here. Also includ-

ed are other short works by Asprin, including his award-winning novelette \_Cold Cash War,Ó and several unpublished stories discovered after the writer's death. Asprin's many fans, as well as all readers who enjoy humorous fantasy and science fiction, will find a treasure trove of enjoyable reading. As editor Bill Fawcett puts it, \_His stories are always fun, but never predictable.Ó At the publisher's request, this title is sold without DRM (Digital Rights Management).

Bull rider Adam Meyer put Devil's Falls in his rearview mirror years ago and hasn't stopped running since. Now he's back—temporarily, if he has any say about it. Restless, he finds himself kissing the sexiest girl in town...and agreeing to be the fake boyfriend in her little revenge scheme. Jules Rodrigez isn't interested in the role of town spinster. Being seen with a hell raiser like Adam is the perfect way to scandalize the residents, make her ex jealous, and prove she's a sexy, desirable woman. And if their plan includes ridiculously hot sex—in public, of course—all the better. But this thing between them has an expiration date. Putting down roots isn't in Adam's blood, and Jules's roots in Devil's Falls are bedrock deep. He'll leave, even if it rips out his heart. But this time, he's not sure he'll survive it... Each book in the Foolproof Love series is a standalone, full-length story that can be enjoyed out of order. Series Order: Book #1 Foolproof Love Book #2 Fool Me Once Book #3 A Fool for You

For seventeen-year-old Lena, living in the trailer park with the rest of town's throwaways isn't exactly paradise. Dealing with a drunken father who can't keep his fists to himself doesn't help matters either. The only good thing in her life, other than track, is the mysterious man who visits her dreams, promising to find her. When a chair burns her arms, Lena chalks it up to stress-induced crazy. Yet as bizarre incidents escalate, even being crazy can't explain it all away... until one day dream guy does find her. Tarek lost Lena seventeen years ago after she was accused of treason and marked Tainted. He finally discovers her reborn on Earth into a life of suffering as punishment for her crime. However, someone else has already found her... and wants her dead. Willing to sacrifice everything, he fights to keep her safe so she can live the only life she's ever known—even if that life doesn't include him.

After learning that he and his sister Valerie are actually dragons, con artist, poker player, and recent college graduate Griffen "Grifter" McCandles sets out with Valerie to make a living in New Orleans's criminal underworld.

This is a print on demand edition of a hard to find publication. Explores whether sufficient data exists to examine the temporal and spatial relationships that existed in terrorist group planning, and if so, could patterns of preparatory conduct be identified? About one-half of the terrorists resided, planned, and prepared for terrorism relatively close to their eventual target. The terrorist groups existed for 1,205 days from the first planning meeting to the date of the actual/planned terrorist incident. The planning process for specific acts began 2-3 months prior to the terrorist incident. This study examined selected terrorist groups/incidents in the U.S. from 1980-2002. It provides for the potential to identify patterns of conduct that might lead to intervention prior to the commission of the actual terrorist incidents. Illustrations.