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## **MUOBMD - RIVERA KENNEDY**

This entertaining books has an excellent selection of easy puzzles and brain games for adults. With large-print and clear images, this book is a delight for seniors. Have hours of fun and relaxation with this enjoyable book.

A new swashbuckling epic fantasy series by New York Times bestselling author Margaret Weis and Robert Krammes. The known world floats upon the Breath of God, a thick gas similar to Earth's oceans, with land masses accessible by airship. The largest of these land masses are ruled by the rival empires of Freya and Rosia. Magic is intrinsic to the functioning of these societies, and is even incorporated into their technological devices. But now a crucial scientific discovery has occurred that could destroy the balance of power—and change the empires forever.

A conclusion to the trilogy that includes Storm Riders finds Captain Stephano de Guichen leading the Dragon Brigade to the land of the attacking Bottom Dwellers to unlock the heretical secrets of contramagic that are being used against the rest of humanity.

The swashbuckling adventures of Captain Kate Fitzmaurice continues in this thrilling continuation of the epic tale of the Dragon Corsairs. Captain Kate escapes the hangman's noose with the help of Prince Thomas, only to discover to her dismay that her dragon friend, Dalgren, has gone back to his homeland to face trial for desertion. Spymaster Henry Wallace plots to stop Prince Thomas from gaining the Freyan throne as the prince makes a daring move to prove his claim. A dangerous mission to the dark world of the Bottom Dwellers leads Kate to the discovery of a dark plot that threatens the lives of her friends and places the fate of a nation in her hands. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The first title in the second Dragonlance novel trilogy is now available for the first time in hardcover.

North of London, 2005. A doomed ro-

mance between an emokid and a scene kid. More than friends, less than lovers, they're trying to growshrooms before the world ends. Send help. Solographic novel debut from REMY BOYDELL (THE PERVERT), fully painted in watercolor.

NEW YORK TIMES BESTSELLER • The incredible untold story of World War II's greatest secret fighting force, as told by the modern master of wartime intrigue—coming soon as a limited series on Epix! “Reads like a mashup of *The Dirty Dozen* and *The Great Escape*, with a sprinkling of *Ocean's 11* thrown in for good measure.”—Michiko Kakutani, *The New York Times* ONE OF NPR'S BEST BOOKS OF THE YEAR • “Rogue Heroes is a ripping good read.”—*Washington Post* (10 Best Books of the Year) Britain's Special Air Service—or SAS—was the brainchild of David Stirling, a young aristocrat whose aimlessness belied a remarkable strategic mind. Where most of his colleagues looked at a World War II battlefield map and saw a protracted struggle, Stirling saw an opportunity: given a small number of elite men, he could parachute behind Nazi lines and sabotage their airplanes and supplies. Defying his superiors' conventional wisdom, Stirling assembled a revolutionary fighting force that would upend not just the balance of the war, but the nature of combat itself. Bringing his keen eye for detail to a riveting wartime narrative, Ben Macintyre uses his unprecedented access to the SAS archives to shine a light on a legendary unit long shrouded in secrecy.

Dragons are monsters, mages, heroes, horrors. Dragons thrill our dreams and haunt our legends. Now Margaret Weis, coauthor of the New York Times bestselling *Dragonlance* and *Death Gate* series, author of the *Star of the Guardians* series, and one of the world's leading dragonists and dragonophiles, gathers the greatest classic dragon stories of our time, written by the winners of every award in the fields of fantasy and science fiction. Book jacket.

Since its violent dissolution in 1521, the Aztec Empire of Mexico has continually intrigued us. Recent discoveries resulting from the excavation of the Templo Mayor

in the heart of Mexico City have taught us even more about this fascinating culture. The increasing recognition that the achievements of Mesoamerican civilizations were among the most sophisticated of the ancient world has led to a demand for introductions to the basic methods and theories of scholars working throughout the region. *Handbook to Life in the Aztec World* gathers the results from recent archaeological discoveries and scholarly research into a single accessible volume. Organized thematically, the handbook covers all aspects of life in the Aztec world: Mesoamerican civilizations and Aztec archeology; evolution of Aztec civilization; geography of the Aztec world; society and government; religion, cosmology, and mythology; funerary beliefs and customs; Aztec art; Aztec architecture; Nahuatl literature; the calendar, astronomy, and mathematics; economy, industry, and trade; daily life; the Aztec after conquest and today. Each chapter includes an extensive bibliography, and more than 165 original line drawings, photographs, and maps complement the text. *Handbook to Life in the Aztec World* provides all the essential information required by anyone interested in Aztec history or culture.

From New York Times bestselling author and leading fantasists Margaret Weis and Robert Krammes comes *Kingmaker*, the thrilling conclusion to the swashbuckling *Dragon Corsairs* series. In this exciting adventure, Kate and Sophia and their dragon Dalgren form a desperate plan to free Phillip from prison. Thomas is crowned king and discovers a plot by King Ullr to invade Freya. And Henry is forced to flee to the Ali-goes where he makes a discovery that could change the fortunes of his beleaguered nation. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

When dragons invade the land of Krynn, a small band of heroes, including a knight, barbarian, dwarf, and half-elf, begin the search for the magical *Dragon Orb* and *Dragonlance*.

Dragons from the distant past gather to en-

gulf the world of Krynn in war.

The critically acclaimed author of *Alien: The Cold Forge* takes readers to a rogue colony where terror lurks in the tunnels of an abandoned Weyland-Yutani complex. "Shy" Hunt and the tech team from McAllen Integrations thought they'd have an easy job—set up environmental systems for the brand new Hasanova Data Solutions colony, built on the abandoned ruins of a complex known as "Charybdis." There are just two problems: the colony belongs to the Iranian state, so diplomacy is strained at best, and the complex is located above a series of hidden caves that contain deadly secrets. When a bizarre ship lands on a nearby island, one of the workers is attacked by a taloned creature, and trust evaporates between the Iranians and Americans. The McAllen Integrations crew are imprisoned, accused as spies, but manage to send out a distress signal... to the Colonial Marines. *Alien: Into Charybdis* TM & © 2019 Twentieth Century Fox Film Corporation. All rights reserved.

From his army of the undead, Xar, Lord of the Nexus, learns of the existence of the mysterious Seventh Gate. It is said that this gate grants whoever enters it the power to create worlds—or destroy them. Only Haplo knows its location—but he doesn't know he knows it. Now an ex-lover has been sent to betray Haplo and bring back his corpse. Meanwhile, the assassin Hugh the Hand is also after Haplo, wielding the Accursed Blade. With his old companion Alfred, Haplo must seek sanctuary in the Labyrinth—a deadly prison maze whose inhabitants are condemned to death. Millennia ago a battle raged between the Sartan and the Patryn, and the Sartan sundered the world into four realms—air, fire, stone, and water—and then vanished. But now the two races have rediscovered each other through the magic of the Death Gate—and war is about to erupt anew.

Filled with heroes and heroines and spanning locales of exotic adventure in a magic-forged world, the *Dragonships of Vindras* series fully illustrates the mastery of world-building and storytelling that has made Weis and Hickman into the bestselling fantasy co-authors of all time. In *Bones of the Dragon*, Skylan Ivorson is a sea-raider of the Vindras and eventually becomes the Chief of Chiefs of all Vindras clans, an honor he truly feels he deserves as one who has been blessed by Skoval, the god of war. But sometimes a blessing is a curse in disguise. Skoval and the other ancient gods are under siege from a new generation of gods who are challenging them for the powers of creation... and the only way to stop these brash interlopers

lies within the mysterious and hidden Five Bones of the Vektan Dragons. It will be up to the Vindras people, as the dragon-goddess's champions, to undertake the quest to recover all Five. The fate of the Old Gods and the Vindras rests on their recovery—for this is not only a quest to save the world. It is also a quest for redemption. Welcome to the World of Dragonships! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The innocence of youth lost in war... In the fiery siege of the city of Hope's End the young mage Raistlin must leave behind his ideals to save himself and his brother. Yet as Raistlin and Caramon train as mercenaries, far away another soul is forged in the heat of battle. Another path is chosen, and a future dragon highlord begins her rise to power. She is Kitiara Uth Matar, the twins' half sister.

Presenting a fascinating insider's view of U.S.A.F. special operations, this volume brings to life the critical contributions these forces have made to the exercise of air & space power. Focusing in particular on the period between the Korean War & the Indochina wars of 1950-1979, the accounts of numerous missions are profusely illustrated with photos & maps. Includes a discussion of AF operations in Europe during WWII, as well as profiles of Air Commandos who performed above & beyond the call of duty. Reflects on the need for financial & political support for restoration of the forces. Bibliography. Extensive photos & maps. Charts & tables.

The Seventh Gate is the thrilling conclusion to the New York Times bestselling *Death Gate Cycle* by Margaret Weis and Tracy Hickman. In this tale of treachery, power, and heroism, Alfred, Haplo, and Marit embark on a journey of death and discovery as they seek to enter the dreaded Seventh Gate. Encountering enemies both old and new, they unleash a magic no power can control, damning themselves to an apocalypse of unimagined proportion in a final struggle between good and evil.

This volume highlights North American animated television series broadcast between 1948 and 2016, providing credits for their original broadcast period and significant members of the cast and crew, as well as short descriptive and critical analyses.

Daring dragon-riders fight to save a uniquely magical world from destruction by vengeful outcasts, in *Storm Riders* by Margaret Weis and Robert Krammes In a world where magic is intrinsic to the fabric of everyday life, two kingdoms, centuries-long enemies, have long sought a powerful magical weapon that will win them lasting

dominance. But neither realm is ready when they are both attacked by the Bottom-Dwellers, a bitter people whose own land was destroyed, and who now live only to take vengeance on those they blame for a wretched life in the storm-tossed abyss they inhabit. Using contramagic strengthened by blood sacrifice to attack the world above, they threaten to bring down whole cities, or even the island kingdoms themselves. Freya and Rosia are forced to put aside their age-old conflict to defend themselves, or risk losing everything. As the Bottom-Dwellers' contramagic eats away at the magic of the dragons that helps protect the world above, a former dragon-riding hero gathers a ragtag group to form a new dragon brigade, the one desperate hope of the two kingdoms to defeat the fiends who threaten their world. As the effects of contramagic bring the world ever closer to disaster, the new dragon brigade fight the vengeful adversary. Their high-flying heroics will be to no avail, though, unless they can somehow uncover forbidden knowledge, long hidden by the Church, without which they will never be able to prevent the world's destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Wolf Haas' Detective Brenner series has become wildly popular around the world for a reason: They're timely, edgy stories told in a wry, quirky voice that's often hilarious, and with a protagonist it's hard not to love. In this episode, Brenner forced out of the police force-tries to get away from detective work by taking a job as the personal chauffeur for two-year-old Helena, the daughter of a Munich construction giant and a Viennese abortion doctor. One day, while Brenner's attention is turned to picking out a chocolate bar for Helena at a gas station, Helena gets snatched from the car. Abruptly out of a job, Brenner decides to investigate her disappearance on his own. With both parents in the public eye, there's no scarcity of leads-the father's latest development project has spurred public protest, and the mother's clinic has been targeted by the zealous leader of an anti-abortion group. Brenner and God is told with a dark humor that leaves no character, including Brenner, unscathed. Haas tells the story of a fallible hero who can be indecisive and world-weary, baffled and disillusioned by what he finds, but who presses forward nonetheless out of a stubborn sense of decency-a two-year-old is kidnapped, so you find her, because that's just what you do.

An anthology of short fiction captures the world of the diverse dragons of Krynn,

along with the dragon-slayers and magic users who study the powerful creatures. What began as a hopeful reunion of friends has turned into a nightmare. The companions viced to protect a beautiful barbarian princess and the mystical staff she bears. But they never dreamed the price would be so high.

**NEW YORK TIMES BESTSELLER** • An all-new, official prequel novel to *The Battle for Azeroth*, Blizzard Entertainment's next expansion to the critically acclaimed *World of Warcraft* videogame. Azeroth is dying. The Horde and the Alliance defeated the demonic Burning Legion, but a dire catastrophe is unfolding deep below the surface of the world. There is a mortal wound in the heart of Azeroth, struck by the sword of the fallen titan Sargeras in a final act of cruelty. For Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde and queen of the Forsaken, there is little time to rebuild what remains and even less to mourn what was lost. Azeroth's devastating wound has revealed a mysterious material known as Azerite. In the right hands, this strange golden substance is capable of incredible feats of creation; in the wrong ones, it could bring forth unthinkable destruction. As Alliance and Horde forces race to uncover the secrets of Azerite and heal the wounded world, Anduin enacts a desperate plan aimed at forging a lasting peace between the factions. Azerite jeopardizes the balance of power, and so Anduin must gain the trust of Sylvanas. But, as ever, the Dark Lady has her own machinations. For peace to be possible, generations of bloodshed and hatred must be brought to an end. But there are truths that neither side is willing to accept and ambitions they are loath to relinquish. As Alliance and Horde alike grasp for the Azerite's power, their simmering conflict threatens to reignite all-out war—a war that would spell doom for Azeroth. Praise for *Before the Storm* "This is easily the best book in the *World of Warcraft* series, and I don't say that lightly. . . . It's so much more than a tie-in novel. . . . It's a beautiful book."—Blizzard Watch

This memoir was first published in 1930 and describes the author's school days, his time in the Army, his experiences as a war correspondent and his first years as a member of Parliament.

Chaos is everywhere as the Lord of the Nexus orders his servant Haplo and the human child known as Bane to further their master's work on Arianus, the realm of air. But their one time companion Alfred has been cast into the deadly Labyrinth. And somehow the assassin Hugh the Hand has

been resurrected to complete his dark mission. More important, the evil force that Haplo and Alfred discovered on Arianus has escaped. As Haplo's doubts about his master grow deeper, he must decide whether to obey the Lord of the Nexus or betray the powerful Patryn...and endeavor to bring peace to the universe.

This full-color graphic novel from the award-winning studio that created *The Secret of Kells* allows fans to immerse themselves in the rich storytelling and beautifully hand-crafted art of *Wolfwalkers*, just in time for the film, released in fall 2020. In a time of superstition and magic, an apprentice hunter named Robyn Goodfellow travels to Kilkenny, Ireland with her father. Wolves are seen as dangerous and wild beasts, which need to be tamed, and Robyn and her father have traveled to wipe out the very last pack. But when Robyn saves a wild girl named Mebh, their friendship leads her to discover the world of the *Wolfwalkers* and transform her into the very thing her father is tasked to destroy. Featuring full-color original art from the film as well as never-before-seen images from the studio, this graphic novel will make a perfect gift for fans of all ages. This title will be simultaneously available in paperback. © 2020 *Wolfwalkers*

A galactic revolution has toppled the Starfire dynasty, and swept into power the harsh Democratic Republic. To support the murdered king is now punishable by death. But on distant worlds, the few surviving Guardians carry a dangerous secret: Somewhere in the galaxy, they shield the rightful heir to the throne. Stalking the hidden king is the Warlord, a ruthless Republican general who wields the bloodsword. Only a few brave rebels dare to oppose him: young Dion, who fights to find his destiny; the mercenary Tusk; the outlaw commander Dixter; and the beautiful Lady Maigrey, the only person alive who can match the Warlord's cunning. Theirs is the ultimate battle against a star-spanning corruption—the ultimate sacrifice for the glory of the lost king's throne.

War can get a fellow killed. The fearless draconians of the War of the Lance have retired from the field of battle to a pleasant valley in the Kharolis Mountains. Well, it would be pleasant, if it weren't for some dwarves, whose irritating feuding prevents the draconians from realizing their greatest hope -- the ability to continue their doomed race. When the dwarves discover a map leading to a fortune buried in the dwarven kingdom of Thorbardin, the draconians are swept up in a feverish race for treasure. Little do both sides realize that they are part of the strange and terrible

destiny descending upon Krynn during the Summer of Flame. A destiny that includes the children of Chaos . . . the fire dragons! *The Doom Brigade* is the first installment in *The Chaos War* series, stories set during the war of the Dragons of Summer Flame, the *New York Times* best-selling novel co-authored by Margaret Weis.

One hundred years after the fiery *Cataclysm*, Caramon and Crysania find themselves aiding the mage's unholy quest to master the Queen of Darkns.

Three years before the September 11 bombing of the World Trade Center—a Chinese military manual called *Unrestricted Warfare* touted such an attack—suggesting it would be difficult for the U.S. military to cope with. The events of September 11 were not a random act perpetrated by independent agents. The doctrine of total war outlined in *Unrestricted Warfare* clearly demonstrates that the People's Republic of China is preparing to confront the United States and our allies by conducting "asymmetrical" or multidimensional attack on almost every aspect of our social, economic and political life.

On steamy Pryan, never-ending sunlight and plentiful rain have created a jungle so vast that humans and elves dwell high in the trees and only dwarves live anywhere near the ground. From the treetops the aristocratic elves sell weapons to the other races, whose incessant warfare sends a steady stream of profits and essential resources skyward. Now, generations of dissent and race hatred will not heal -- not even under the threat of annihilation at the hands of legendary Titans. Armed with little more than their wits and prophecy, an elf, a human, and a dwarf must unite to try to save the world from destruction.

Banished to the Nether Realm for their occult powers, the Disciples of the Dragon pledge their fealty to their fantastic dragon king in exchange for eternal youth and wealth—all except one Judas in their midst. The start of a swashbuckling adventure from *New York Times* bestselling author Margaret Weis and Robert Krammes Captain Kate Fitzmaurice was born to sail. She has made a life of her own as a privateer and smuggler. Hired by the notorious Henry Wallace, spymaster for the queen of Freya, to find a young man who claims to be the true heir to the Freyan, she begins to believe that her ship has finally come in. But no fair wind lasts forever. Soon Kate's checkered past will catch up to her. It will take more than just quick wits and her considerable luck if she hopes to bring herself—and her crew—through intact.

Collects eleven stories set during the War of Souls about forbidding places and dan-

gerous creatures, including dragons, Qualinesti rebels, gnomes, and ghosts.

Christmas is a very special time of year. It is special for Psychic Nan Killian and Medium Sarah Lyon-White and their ward Suki, who are determined to celebrate it properly. Their friends, Doctor John Watson, and

his wife Mary, both Elemental Masters, also find great delight in the season. It is special to others... for very different reasons. For Christmas Eve is also hallowed to dark forces, powers older than mankind. Women disappear in the dark of night, and reappear no longer sane. When Nan, Sarah and

the Watsons are called on to examine these victims, they discover that it was no ordinary horror of the streets that drove them mad. It will take the combined forces of Magic, Psychic Powers, and the world's greatest detective to stop the darkness before it can conquer all.