

## The Impossible Wizard The Aegis Of Merlin Book 1

*Four Nations. One Champion. After a long Autumn, Conryu Koda is ready for a rest. His hopes are dashed when Chief Kane asks for another favor. Ratings are down for the Four Nations Tournament and having the world’s only male wizard participate is just the thing to give them a boost. An exhausted Conryu has no interest in playing in an event broadcast world wide. Unfortunately for him, everyone else thinks it’s a great idea. Before he knows it he’s off to London for the games. But Conryu isn’t the only one visiting the city. The sinister Lady Tiger is in town and she’s got her eye on the other half of the broken elf artifact. Throw the stunning Heather James, scheming Malice Kincade, and an army of fanatics into the mix and ratings will be the least of Conryu’s worries. Get The Four Nations Tournament now.*

*What others in the trenches say about The Pragmatic Programmer... “The cool thing about this book is that it’s great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.” —Kent Beck, author of Extreme Programming Explained: Embrace Change “I found this book to be a great mix of solid advice and wonderful analogies!” —Martin Fowler, author of Refactoring and UML. Distilled “I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.” —Kevin Ruland, Management Science, MSG-Logistics “The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” —John Lakos, author of Large-Scale C++ Software Design “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.” —Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” —Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company....” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process—taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you’ll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you’re a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you’ll quickly see improvements in personal productivity, accuracy, and job satisfaction. You’ll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You’ll become a Pragmatic Programmer.*

*Men can’t be wizards. Everyone knows that. But everyone is wrong. Conryu has his life all planned out. Then the wizard exam arrives. He passes. The first man ever. His carefully laid plans die in an instant. His hopes for a simple life gone forever. Some consider him a monster. Others a threat. Can Conryu survive long enough to make it to wizard school? It’s going to be a long summer. Get The Impossible Wizard now.*

*With the Heart of Alchemy in place, The Immortality Engine is complete. Now all Otto needs is to learn how to use it. The secret to immortality can be found in only one place, The Sanguine Scroll Written by the first and greatest Arcane Lord, Amet Sur, the Scroll services as a manual for the Engine among other things. But Otto isn’t the only one seeking the Scroll. The race is on to see who will claim its secrets first.*

*Schooled in Magic*

*Aegis of Merlin Omnibus*

*Books 1-4*

*Book One of the Morcyth Saga*

*Book Thirteen of The Wheel of Time*

*The Good Life*

The Impossible WizardThe Aegis of Merlin Book 1Sand Hill Publishing

Death gathers in the shadow of the floating island. Conryu returns home after an eventful first year at school, eager for a quiet summer vacation with his best friends. It’s not to be. Just days after he arrives home, the Le Fay Society broadcasts its demands and his life is at the top of the list. Conryu soon finds himself on the run from the police and the only way to save himself is to hunt down those threatening the city himself. Can Conryu and his friends defeat the cunning Lady Raven before she unleashes a horde of shadow beasts on the city? Get The Raven’s Shadow now.

With the Chamber of Eternity secure, Otto must now recover the second piece of the Immortality Engine. But that task will be far from easy. For the second piece, The Heart of Alchemy, lies far to the east in the fabled Celestial Empire. Assassins, undead, monstrous beast, and demon worshippers all stand between Otto and his prize. And even more daunting, Valtan, the last living arcane lord, is determined to stop him. The cost be damned. Can Otto overcome the forces arrayed against him and take the next step down the road to immortality? Find out in The Heart of Alchemy, the sixth book in the Portal Wars Saga.

Everyone in Yaz’s village has vanished. The only clue, a strange golden coin marked with mysterious runes. Can Yaz and his friends figure out what the coin means before it’s too late? And what are the sinister Dark Sages up to in the northwest? It can’t be anything good for our heroes. It’s a race against time to rescue the missing villagers. These mysteries and more will be answered the exciting second book of The Dragonspire Chronicles.

The Pragmatic Programmer

Disciples of the Horned One Trilogy Volume 3

Open Source

Where Wizards Stay Up Late

The Awakening

*After a long and brutal conflict, the war is over. Otto controls all the portals on the continent and Garenland has made vassals of the other kingdoms. But some people can’t accept defeat. While Otto hunts King Villares in Rolan, Axel chases Prince Uther across Straken. With Markane scheming to help their enemies, the future of the New Garen Empire is far from certain. Even worse, the Wizards Guild is challenging Otto for leadership of the empire’s wizards and they’ll use any means necessary to win. The war may be over, but the battles are far from won. Yaz finally knows where to find his mother. After losing his father, he’s determined to get to her in time. Meanwhile, the Dark Sages have gained the full power of the dragonspires. Dragons rule the sky above Carttoom and Rend. Fire and death await anyone who dares resist. Only a desperate group of wizards and rangers stand between the kingdoms and slavery. Yaz’s power is the ultimate trump card. If only he can gain control of it. The final battle is here.*

*Conryu has his life all figured out. At least until the final day of school arrives and with it the annual wizard’s test. When Conryu passes the test, no one can believe it since everyone knows boys can’t do magic. Suddenly thrust into a world of magic and danger, Conryu must figure out how to use his news powers and quickly. He soon finds himself n the run from a mad religious cult and hunted by a group of wizards that view a man wielding magic as the worst abomination imaginable. When his home city is taken hostage by the sinister Lady Raven, Conryu is the only one that can save the day. Can Conryu master his magic before it’s too late? This Volume contains the first four novels of the Aegis of Merlin Urban Fantasy Series: The Impossible Wizard, The Awakening, The Chimera Jar, and The Raven’s Shadow.*

*Emily is a teenage girl pulled from our world into a world of magic and mystery by a necromancer who intends to sacrifice her to the dark gods. Rescued in the nick of time by an enigmatic sorcerer, she discovers that she possesses magical powers and must go to Whitehall School to learn how to master them. There, she learns the locals believe that she is a "Child of Destiny," someone whose choices might save or damn their world... a title that earns her both friends and enemies. A stranger in a very strange land, she may never fit into her new world... ..and the necromancer is still hunting her. If Emily can't stop him, he might bring about the end of days.*

*The Impossible Wizard*

*The Mysterious Coin*

*Disciples of the Horned One Volume 1*

*The Aegis of Merlin Book 4*

*Darkness Rising*

*The Aegis of Merlin Book 6*

Damien St. Cloud is a failure. Born into a family of warlords and with the most powerful soul force in history, he’s unable to make it work. A disappointment to his legendary father and a weakling compared to his sister, Damien’s life is miserable. His life changes forever when a visiting sorcerer proclaims Damien isn’t a warlord at all but a sorcerer. Thrust into a world of magic and danger, can Damien master his power in time to save his family and the kingdom from long forgotten evil? Darkness Rising is the first in a thrilling fantasy series. Dive into the adventure for free.

The Aldens have joined Dr. Iris Perez as she investigates legendary creatures around the world. In this adventure, the children investigate what might be living in the deep trench off the coast of Puerto Rico. From manatees to mermaids to sea monsters, creatures of the sea have been attracting tourists to the area for years. But when a man on a nearby island goes missing, it’s up to the Aldens to sort out fact from fiction.

From award-winning author, Ilona Andrews, an all-new novel set in the New York Times #1 bestselling Kate Daniels World and featuring Julie Lennart-Olsen, Kate and Curran’s ward. Atlanta was always a dangerous city. Now, as waves of magic and technology compete for supremacy, it’s a place caught in a slow apocalypse, where monsters spawn among the crumbling skyscrapers and supernatural factions struggle for power and survival. Eight years ago, Julie Lennart left Atlanta to find out who she was. Now she’s back with a new face, a new magic, and a new name—Aurelia Ryder—drawn by the urgent need to protect the family she left behind. An ancient power is stalking her adopted mother, Kate Daniels, an enemy unlike any other, and a string of horrifying murders is its opening gambit. If Aurelia’s true identity is discovered, those closest to her will die. So her plan is simple: get in, solve the murders, prevent the prophecy from being fulfilled, and get out without being recognized. She expected danger, but she never anticipated that the only man she’d ever loved could threaten everything. One small misstep could lead to disaster. But for Aurelia, facing disaster is easy; it’s relationships that are hard.

Conryu Koda wants nothing more than to be left alone to live a quiet life. But the universe seems to have other plans for him. While back at the Arcane Academy to watch his friend’s graduation, Conryu is summoned to hell by The Reaper himself. What new threat has appeared that warrants the attention of the lord of hell? Whatever it is, it can’t be good for Conryu and those he cares about.

Disciples of the Horned One Volume 2

From Journeyman to Master

The Black Egg

The Great Northern War

Married to the Shooter

Centenary Edition

After the failure in Straken, Otto is forced to accept that as long as Garenland’s enemies can send reinforcements through the portals, the Northern Army has no hope of taking Marduke. But Otto has a plan. Seize control of the portals and turn the enemy’s strength against them. To accomplish this seemingly impossible goal, Garenland’s top spies are dispatched to place magical patches on the portals in every capital. Behind enemy lines and on their own, it will be a miracle if the spies can survive, much less complete their missions. Five men will determine Garenland’s future. Can they complete the mission or with they die trying?

Whoever said homework was the worst part of going to school has never been to the Academy. Conryu returns to the academy after surviving his first semester by the narrowest of margins. Little does he know the monstrous threats waiting for him in the second half of the year. Back in Sentinel City things aren’t progressing any better as the devious Lady Raven plots the city’s destruction f hidden lair. The exciting third book in The Aegis of Merlin Series finds Conryu facing an ever growing list of dangers. Can he conqueror his foes before time runs out? Get The Chimera Jar now.

Nothing has gone right for Conryu Koda since learning he’s a wizard. On his first day at The North American Alliance’s Arcane Academy he’s greeted by protestors and pelted with tomatoes. It’s all downhill from there. With enemies around every corner, not to mention a crazy professor, will Conryu even make it to winter break? Conryu’s journey down the wizard’s path continues in the thrilling second book of the Aegis of Merlin Urban Fantasy Series. Get The Awakening now.

Steel City. The slaver capital of Carttoom. Yaz learns from his rescued friend that the villagers were sold at the Steel City slave market. And if he wants to learn to whom, he’ll need to infiltrate the headquarters of the notorious Slavers Guild and copy their records. If that wasn’t hard enough, there are still bounty hunters on the group’s trail. Staying free themselves might prove an even greater challenge than saving the villagers. While Yaz and his friends struggle to rescue the captured people of Dragonspire Village, the sinister Dark Sages are still had at work bring their evil plans to fruition. The adventure continues in The Dragonspire Chronicles Book 3, The Dragon’s Graveyard.

The Hidden Tower

Technology and Policy

The Dragon Empress

The Battle for the Western Approaches in the First World War

Rise of The Demon Lords

The Four Nations Tournament

*Twenty five years ago, it didn't exist. Today, twenty million people worldwide are surfing the Net. Where Wizards Stay Up Late is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone. In the 1960's, when computers where regarded as mere giant calculators, J.C.R. Licklider at MIT saw them as the ultimate communications devices. With Defense Department funds, he and a band of visionary computer whizzes began work on a nationwide, interlocking network of computers. Taking readers behind the scenes, Where Wizards Stay Up Late captures the hard work, genius, and happy accidents of their daring, stunningly successful venture.*

*Little did James realize when he answered the ad in the paper that he would be thrust into the middle of an adventure that will test the limits of his intelligence and courage. Not given any sort of explanation why he has been brought to this world, James, a high school senior, must discover the reason. He quickly realizes that he's able to use the knowledge he gained through the hundreds of books he's read, as well as the time spent in role playing games to help him along. The world he's been brought to is one on the edge of war and only by learning to control the magic within himself will he be able to survive the trials ahead. With the help of a boy named Miko, he sets out across this strange world to discover why he's there and what he must do.*

*Otto Shenk is the youngest son of a minor baron and a wizard. Abused by his family and considered less than human by his kingdom, Otto does his best to survive. But everything changes when Otto stumbles across a tower hidden deep in a dark part of the forest near his home. A tower that was once the home of an Arcane Lord, the immortal wizards that long ago ruled the world. Otto’s life will be changed forever. And so will the world.*

*Even a legend can die. The capital lies in ruins and Damien is no closer to finding Connor Blackman. Now word has come that his invincible father has fallen in battle. Damien and Jen set aside everything to hunt down the monster responsible. In the haunted lands Connor is busy building an army of unstoppable soldiers. With Connor and Damien on a collision course, Jen and a handful of allies struggle to hold the pass that separates the kingdom form the haunted lands. Sorcerer vs. Warlock. Warlord vs. Demon. Will the kingdom survive or will Connor harvest their souls for his infernal master? Everyone’s fate will be revealed in the thrilling finale of The Disciples of the Horn One Trilogy.*

*Bayly's War*

*Harvest of Souls*

*Raging Sea and Trembling Earth*

*The Aegis of Merlin Omnibus Vol 1*

*The Squire*

*Mermaids of the Deep Blue Sea*

In C. L. R. James's classic *Beyond a Boundary*, the sport is cricket and the scene is the colonial West Indies. Always eloquent and provocative, James--the "black Plato," (as coined by the London Times)--shows us how, in the rituals of performance and conflict on the field, we are watching not just prowess but politics and psychology at play. Part memoir of a boyhood in a black colony (by one of the founding fathers of African nationalism), part passionate celebration of an unusual and unexpected game, *Beyond a Boundary* raises, in a warm and witty voice, serious questions about race, class, politics, and the facts of colonial oppression. Originally published in England in 1963 and in the United States twenty years later (Pantheon, 1983), this second American edition brings back into print this prophetic statement on race and sport in society.

A new threat from an old empire. Damien St. Cloud has barely begun his search for Connor Blackman when a new threat appears on the horizon. Ships sailing out of the Old Empire. No one has had contact with the empire in 400 years. What could they want and what will it mean for the kingdom. Meanwhile, out in the haunted lands, Connor searches for an artifact of dark and dangerous power. An artifact

that could bring the kingdom to its knees. Out in the Western Ocean Damien will come eye to eye with the most powerful creature on the planet. In the haunted lands Connor will risk his existence to see his sinister plans to completion. The sea will rage and the earth will tremble.

When an innocent girl escapes an evil empire, the danger is only beginning.What seems like a simple bodyguard job will see Conryu dragged halfway across the world and into a war between monsters. If that isn't bad enough, the La Fey Society is mixed up with the mad emperor.After surviving the war it's time for some fun and games. At least until a group of terrorists show up intent on killing all the contestants.Despite their best efforts, The Le Fay Society is on the verge of freeing their leader. If they succeed, all Hell is going to break looseThe Aegis of Merlin Omnibus Vol. 2 contains four complete novels: Escape the Dragon Czar, Wrath of the Dragon Czar, The Four Nations Tournament & Death Incarnate.

War is Hell, especially when you're surrounded by enemies. With the king of Garenland dead and the people eager for revenge, Otto and Wolfric turn their sights north, to Garenland's ancient enemy, Straken. The Northern Army marches into enemy territory while back in the capital Otto rushes to train as many war wizards as he can. Outside forces refuse to leave them alone and Otto is forced to deal with an ever-growing array of foes, unreliable allies, and an enemy that will do anything to see Garenland fall. Can Otto overcome threats both internal and external to bring the war to a victorious close?

The Aegis of Merlin Book 3

The Origins Of The Internet

Towers of Midnight

The Sanguine Scroll

Blood Heir

Wicked

Whoever Controls the Dragons, Rules the World. Yaz loves dragons Unfortunately, only the greatest warriors in Dragonsipre Village become dragonriders. A runt like him doesn't qualify. Since the village won't give him a dragon to ride, he's determined to find an egg to hatch and train the dragon himself. Yaz and his new friend Brigid set out on a dragon hunt. But the wider world holds many dangers, sinister secrets, and mysteries best forgotten. Can Yaz and Brigid survive long enough to find an egg? Unknown to Yaz, a dark force is gathering to threaten all he holds dear. Finding a dragon egg might be the least of his problems.

Baylys War is the story of the Royal Navys Coast of Ireland Command (later named Western Approaches Command) during World War One.Britain was particularly vulnerable to the disruption of trade in the Western Approaches through which food and munitions (and later soldiers) from North America and the Caribbean and ores and raw materials from the Southern Americas, all passed on their way to Liverpool or the Channel ports and London. After the sinking of the Lusitania in May 1915 and the introduction of unrestricted submarine warfare by the Germans, Britain found herself engaged in a fight for survival as U-boats targeted all incoming trade in an attempt to drive her into submission. Britains naval forces, based in Queenstown on the southern Irish coast, fought a long and arduous battle to keep the seaways open, and it was only one they began to master after American naval forces joined in 1917.Vice-Admiral Sir Lewis Bayly was the man appointed to the Coast of Ireland Command. A fierce disciplinarian with a mania for efficiency, and thought by some of his colleagues to be more than a little mad, Bayly took the fight to the enemy. Utilising any vessel he could muster trawlers, tugs, yachts as well as the few naval craft at his disposal, he set out to hunt down the enemy submarines. The command also swept for mines, escorted merchantmen and fought endlessly against the harsh Atlantic weather. Relief came when America sent destroyers to Queenstown to serve under him, and Bayly, to the surprise of many, integrated the command into a homogenous fighting force.Along the way, the Command had to deal with the ambivalent attitude of the Irish population, the 1916 Easter Rising, the attempt to land arms on Irelands west coast and the resurgence of Irish nationalism in 1917.Baylys War is a vivid account of this vigorous defence of Britains trade and brings to life the U-boat battles, Q-ship actions, merchant ship sinkings and rescues as well as the tireless Bayly, the commander at the centre.

This is the book that started it all! The basis for the smash hit Tony Award-winning Broadway musical, Gregory Maguire's breathtaking New York Times bestseller Wicked views the land of Oz, its inhabitants, its Wizard, and the Emerald City, through a darker and greener (not rosier) lens. Brilliantly inventive, Wicked offers us a radical new evaluation of one of the most feared and hated characters in all of literature: the much maligned Wicked Witch of the West who, as Maguire tells us, wasn't nearly as Wicked as we imagined.

From the Internet's infrastructure to operating systems like GNU/Linux, the open source movement comprises some of the greatest accomplishments in computing over the past quarter century. Its story embraces technological advances, unprecedented global collaboration, and remarkable tools for facilitating distributed development. The evolution of the Internet enabled an enormous expansion of open development, allowing developers to exchange information and ideas without regard to constraints of space, time, or national boundary. The movement has had widespread impact on education and government, as well as historic cultural and commercial repercussions. Part I discusses key open source applications, platforms, and technologies used in open development. Part II explores social issues ranging from demographics and psychology to legal and economic matters. Part III discusses the Free Software Foundation, open source in the public sector (government and education), and future prospects.

Wizard War

The Heart of Alchemy

Texts and Materiality in Medieval Scandinavia

The Raven's Shadow

The Dragons' Graveyard

The Portal Thieves

**The book highlights aspects of mediality and materiality in the dissemination and distribution of texts in the Scandinavian Middle Ages important for achieving a general understanding of the emerging literate culture. In nine chapters various types of texts represented in different media and in a range of materials are treated. The topics include two chapters on epigraphy, on lead amulets and stone monuments inscribed with runes and Roman letters. In four chapters aspects of the manuscript culture is discussed, the role of authorship and of the dissemination of Christian topics in translations. The appropriation of a Latin book culture in the vernaculars is treated as well as the adminstrative use of writing in charters. In the two final chapters topics related to the emerging print culture in early post-medieval manuscripts and prints are discussed with a focus on reception. The range of topics will make the book relevant for scholars from all fields of medieval research as well as those interested in mediality and materiality in general.**

Welcome to Kapri James-White's world. Walk the streets of Detroit with her and learn what it truly means to be Married to the Shooter! Kapri James wasn't born into the struggle of the game, but she craves it. Despite pleas from her mother, the upper-middle-class teen is addicted to "slumming" and living the fast life. Everything about the black-hearted mentality of Detroit draws her in with ease. Drug dealing, carjackings, home invasions, snatch and grabs, and mayhem in general have to be on a man's resume to catch her eye. Hardcore criminal Nolan White, known citywide as a shooter, fits that description to a tee, and Kapri has to have him. She is a hood Bonnie to his gangster Clyde, and the streets often run red when the couple is involved. Theirs is a union inked in cold blood.

The Wheel of Time ® is a PBS Great American Read Selection! Now in development for TV! Since its debut in 1990, The Wheel of Time® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. In Towers of Midnight, the Last Battle has started. The seals on the Dark One's prison are crumbling. The Pattern itself is unraveling, and the armies of the Shadow have begun to boil out of the Blight. The sun has begun to set upon the Third Age. Perrin Aybara is now hunted by specters from his past: Whitecloaks, a slayer of wolves, and the responsibilities of leadership. All the while, an unseen foe is slowly pulling a noose tight around his neck. To prevail, he must seek answers in Tel'aran'rhiod and find a way--at long last--to master the wolf within him or lose himself to it forever. Meanwhile, Matrim Cauthon prepares for the most difficult challenge of his life. The creatures beyond the stone gateways--the Aelfinn and the Eelfinn--have confused him, taunted him, and left him hanged, his memory stuffed with bits and pieces of other men's lives. He had hoped that his last confrontation with them would be the end of it, but the Wheel weaves as the Wheel wills. The time is coming when he will again have to dance with the Snakes and the Foxes, playing a game that cannot be won. The Tower of Ghenjei awaits, and its secrets will reveal the fate of a friend long lost. Dovie'andi se tovyá sagain. It's time to toss the dice. TV series update: "Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as ABC's "Agents of SHIELD," the Netflix series "Hemlock Grove," and the NBC series "Chuck." Red Eagle partners Rick Selvage and Larry Mondragon will executive produce along with Radar's Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan's widow Harriet McDougal serving as consulting producer." —Variety The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altaii By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

1988 is the era, Detroit is the scene, and crack is the movement. It's a time when young black men can become self-made millionaires seemingly overnight by selling dope. The crack era has become to Blacks what Prohibition was to the Italians—a time to get over! It's a time that inspires generations of street dreamz. . . Fresh out of high school, young Wink has but one thing on his mind—rollin' fresh. Infatuated by all the trappings of the game, Wink and his B-boy crew jump head first into the ills of the drug trade, determined to taste the good life. As they pay their dues and the unforgiving streets harden their hearts, they learn that all dreams aren't worth livin', and nothing lasts forever, not even friendship.

Shadow Magic

The Chimera Jar

Life and Times of the Wicked Witch of the West

The Aegis of Merlin Book 2

The Unsuspecting Mage

The Meaning of Media

Conan the Cimmerian: the boy-thief who became a mercenary, who fought and loved his way across fabled lands to become King of Aquilonia. Neither supernatural fiends nore demonic sorcery could oppose the barbarian warrior as he wielded his mighty sword and dispatched his enemies to a bloody doom on the battlefields of the legendary Hyborian age. Collected together in one volume for the very first time, in chronological order, are Robert E. Howard's tales of the legendary hero, as fresh and atmospheric today as when they were first published in the pulp magazines of more than seventy years ago. Compiled by and with a foreward and afterword by award-winning writer and editor Stephen Jones.

The High Kingdom has known twenty years of peace. The true reason unknown to everyone save Sultan Vilos the First. At the height of The Crown War, Vilos made a deal with a powerful sorcerer. Vilos's reign would be secured in exchange for his first born daughter. The sorcerer promised to come for the princess on her eighteenth birthday. That day is today. The sorcerer is coming to claim his due and if he doesn't get it, all Hell is going to break loose.

The Aegis of Merlin Book 1

The Master of Magic

The Complete Chronicles Of Conan

Beyond a Boundary