

Battleaxe Book One Of The Axis Trilogy

The Italian General Giulio Douhet reigns as one of the twentieth century's foremost strategic air power theorists. As such scholars as Raymond Flugel have pointed out, Douhet's theories were crucial at a pivotal pre-World War II Army Air Force institution, the Air Corps Tactical School.

The Wayfarer RedemptionBook OneTor Books

A Newbery Medal Winner Richard Peck's Newbery Medal-winning sequel to *A Long Way from Chicago* Mary Alice's childhood summers in Grandma Dowdel's sleepy Illinois town were packed with enough drama to fill the double bill of any picture show. But now she is fifteen, and faces a whole long year with Grandma, a woman well known for shaking up her neighbors-and everyone else! All Mary Alice can know for certain is this: when trying to predict how life with Grandma might turn out . . . better not. This wry, delightful sequel to the Newbery Honor Book *A Long Way from Chicago* has already taken its place among the classics of children's literature. "Hilarious and poignant." —Publishers Weekly, starred review A Newbery Medal Winner A New York Times Bestseller An ALA Notable Book An ALA Best Book for Young Adults A Booklist Best Book of the Year A School Library Journal Best Book of the Year

Tencendor is no more. The land is gone. But a few SunSoars still remain. And a new foe walks the world. Ishbel Brunelle, priestess of the Serpent Coil, and Maximilian, the Lord of Elcho Falling, have raised the magic of Elcho Falling, and found new allies against the darkness in the mysterious Lealfast. And more crucially still, Axis SunSoar, former god and current hero, has rediscovered the magical Star Dance and revived his legendary Strike Force to push back the evil hordes commanded by the DarkGlass Mountain. But their enemy grows stronger through blood and betrayal, the Lealfast have their own agenda, and when unexpected treachery threatens, Axis SunSoar must face a darkness greater than any he has ever known.

An extraordinary debut novel of love that survives the fires of hell and transcends the boundaries of time. On a burn ward, a man lies between living and dying, so disfigured that no one from his past life would even recognize him. His only comfort comes from imagining various inventive ways to end his misery. Then a woman named Marianne Engel walks into his hospital room, a wild-haired, schizophrenic sculptress on the lam from the psych ward upstairs, who insists that she knows him – that she has known him, in fact, for seven hundred years. She remembers vividly when they met, in another hospital ward at a convent in medieval Germany, when she was a nun and he was a wounded mercenary left to die. If he has forgotten this, he is not to worry: she will prove it to him. And so Marianne Engel begins to tell him their story, carving away his disbelief and slowly drawing him into the orbit and power of a word he'd never uttered: love.

One of Europe's better-known and much-in-demand fantasy greats, Brocal's brand of barbarian non-stop action has graced the cover of many a paperback and magazine. His ability to imbue his work with all the power and terror of a true berserker in mid-killcraze is something that has to be seen to be believed! If you like your savage barbarians feral and your amazon beauties breath-taking, then the artwork of Brocal will fill your needs quite nicely! Contains cover-to-cover carnage, with brain-splitting scenes of swords, sorcery, and sinister mayhem!

The end of the Battle Axe Ranch Trilogy reveals the ranching families in the 1960's faced with battles against the wildness and the dangerous predators. of the Rockies. The individuals confront real life challenges in their romances, loves, friendships, betrayals, deaths, and grief. Unexpected conflicts arise that are resolved with surprising outcomes.

Take a dazzling journey through time with Tim Power's classic, Philip K. Dick Award-winning tale... "There have been other novels in the genre about time travel, but none with *The Anubis Gates'* unique slant on the material, nor its bottomless well of inventiveness. It's literally in a class by itself, a model for others to follow, and it's easy to see how it put Powers on the map."—SF Reviews Brendan Doyle, a specialist in the work of the early-nineteenth century poet William Ashbless, reluctantly accepts an invitation from a millionaire to act as a guide to time-travelling tourists. But while attending a lecture given by Samuel Taylor Coleridge in 1810, he becomes marooned in Regency London, where dark and dangerous forces know about the gates in time. Caught up in the intrigue between rival bands of beggars, pursued by Egyptian sorcerers, and befriended by Coleridge, Doyle somehow survives and learns more about the mysterious Ashbless than he could ever have imagined possible...

NEW YORK TIMES BESTSELLER • "Driving, wild and hilarious" (The Washington Post), here is the incredible "memoir" of the actor, gambler, raconteur, and Saturday Night Live veteran. Don't miss Norm's new Netflix special, *Hitler's Dog, Gossip & Treachery!* When Norm Macdonald, one of the greatest stand-up comics of all time, was approached to write a celebrity memoir, he flatly refused, calling the genre "one step below instruction manuals." Norm then promptly took a two-year hiatus from stand-up comedy to live on a farm in northern Canada. When he emerged he had under his arm a manuscript, a genre-smashing book about comedy, tragedy, love, loss, war, and redemption. When asked if this was the celebrity memoir, Norm replied, "Call it anything you damn like." Praise for *Based on a True Story* "Dostoyevsky by way of 30 Rockefeller Center . . . the best new book I've read this year or last."—The Wall Street Journal "This book is absurd fiction. . . . Scathing and funny."—The New York Times "Hilarious and filled with turns of phrase and hidden beauty like only a collection of Norm Macdonald stories could be."—Esquire "Raucous . . . a hilarious, innovative work."—A.V. Club "Part personal history and part meta riff on celebrity memoirs, the book, it quickly becomes clear, is also just partly true (and all hilarious)."—Vulture "Very, very, very funny! Thanks, Norm, for letting me be part of this Booker Prize—for-literature-quality effort."—David Letterman "Norm is brilliant and thoughtful and there is sensitivity and creative insight in his observations and stories. A lot of comics over the years have been compared to Mark Twain, but I think Norm is the only one who actually matches the guy in terms of his voice and ability. I seriously f**king love Norm Macdonald. Please buy his book. He probably needs the cash. He's really bad with money."—Louis C.K., from the foreword "Norm is one of my all-time favorites, and this book was such a great read I forgot how lonely I was for a while."—Amy Schumer "I always thought Normie's stand-up was the funniest thing there was. But this book gives it a run for its money."—Adam Sandler "Norm is one of the greatest stand-up comics who's ever worked—a totally original voice. His sense of the ridiculous and his use of juxtaposition in his writing make him a comic's comic. We all love Norm."—Roseanne Barr "Norm Macdonald makes me laugh my ass off. Who is funnier than Norm Macdonald? Nobody."—Judd Apatow "Norm Macdonald is more than a triple threat—he's a septuple threat. He is smart, funny, wry, rakish, polite, rakish . . . no, wait. He is polite, insightful, and . . . aaaaah . . . warm. No. He's exciting. Yeah. Exciting! You never know what he'll do. Okay, then make that unpredictable. Add that up. He's amazing."—Alec Baldwin "Norm is a double threat. His material and timing are both top-notch, which is unheard of. He is one of my favorites, both on- and off-

stage.”—Dave Attell “Letterman said it best: There is no one funnier than Norm Macdonald.”—Rob Schneider
The perfect Mother's Day gift: A collection of witty one-line advice New Yorker writer Patricia Marx heard from her mother, accompanied by full-color illustrations by New Yorker staff cartoonist Roz Chast. Every mother knows best, but New Yorker writer Patty Marx's knows better. Patty has never been able to shake her mother's one-line witticisms from her brain, so she's collected them into a book, accompanied by full color illustrations by New Yorker staff cartoonist Roz Chast. These snappy maternal cautions include: If you feel guilty about throwing away leftovers, put them in the back of your refrigerator for five days and then throw them out. If you run out of food at your dinner party, the world will end. When traveling, call the hotel from the airport to say there aren't enough towels in your room and, by the way, you'd like a room with a better view. Why don't you write my eulogy now so I can correct it? Every child will want to buy this for mom on Mother's Day!

Bounty hunter Luca Bennett is back and so is a woman from her past, asking for favors. Unable to resist a woman in need, Luca barrels headlong into an intricate web of organized crime. Just when she thinks she's found what she's looking for, the stakes are raised and she learns she can trust no one. While Luca tries to unravel the mystery related to her latest job, her personal life has its share of puzzles, from the enigmatic woman on the arm of her pal, police officer Jessica Chance, to a family reunion centered on an unlikely wedding. As her personal and professional lives collide, will Luca discover what she's looking for is closer than she thinks?

Epic fantasy in the tradition of Trudi Canavan, Fiona McIntosh and Robert Jordan.

Over the hot southern land of Ashdod looms the shadow of Threshold, a massive pyramid which the Magi of Ashdod are building to propel themselves into Infinity, a plane of existence that holds the promise of technological magics and supposedly unimaginable power. For decades, thousands of slaves have lost their lives in the construction of this edifice. Now that this construction is almost complete, the Magi need only to add the finishing touches, and they will let nothing stand in the way of achieving their desire. The Master of the Magi, a young and ambitious man, ready to do anything for power, sees the glassworker slave Tirzah as a plaything, a trifle to relieve the tensions of the day. He senses that under her placid façade Tirzah is hiding something, but try as he may to see beneath her surface, she remains an enigma. What he does not know is that her secret is the knowledge of forbidden magic. That she senses the inherent power in glass and can communicate with it—and that the glass in Threshold screams to her in pain. For it knows what neither Tirzah nor any of the Magi suspect. That something waits in Infinity, watching, biding its time, and when the final glass plate is laid and the capstone cemented in blood, it plans to use Threshold to step from Infinity into Ashdod... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The stunning sequel to *The Wayfarer Redemption* Axis is a true hero, in every sense of the word. On his shoulders lies the double burden of prophecy and war. Having fulfilled the first part of the prophecy by becoming the StarMan, he now must reunite the three races inhabiting his world. It is his destiny to lead an army against his evil half-brother, to regain control of Tencendor, once the greatest land in the world. It is his destiny to be caught between the two women he loves, one the epitome of gentility, beauty, and intelligence, the other a fierce warrior with a cunning wit. And it is his destiny to be thwarted at every turn by the vicious Goragel, an insane monster bent on destroying all that Axis works to preserve . . .
. Enchanter is the riveting sequel to Sara Douglass's spell-binding first novel *The Wayfarer Redemption*, and winner of the 1996 Aurealis Award for Best Fantasy Novel. Sara Douglass has taken America by storm with this powerful tale of love, prophecy, battles, and revenge. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Black Plague. The Pestilence. Disease and death haunt every town and village across 14th century Europe and none are immune from its evil. Some see the devastation of their world as a sign from God for Man's wickedness. But Brother Thomas Neville sees this swath of death as something much more. Neville is a man beset by demons. Or is it angels? He has had a visitation from none other than the Archangel Michael, who commands Thomas to a mission. This mission will take Neville across the length and breadth of the continent in a desperate bid to find the means to stop the minions of Satan who have found a doorway out of Hell and are preparing to venture forth, to try and seize this world in preparation for an assault on Heaven itself. As Thomas Neville encounters angels and demons, saints and witches, he comes to realize that the armies of God and Satan are arraying themselves for the final battle...and that his soul is to be the battleground. The question is, has Neville picked the truly good side? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Pilgrim, Book Five of the *Wayfarer Redemption* from Sara Douglass The Star Gate is destroyed and the Star Dance is dead. Icarii Enchanters, gods, and humans alike are helpless as the TimeKeeper Demons lay waste to Tencendor. There must be hope left, but no one knows where to find it. Death lurks in every twist of the Maze, but only those who have the courage to endure death can learn the secrets of the ancient enemy. Caelum SunSoar and his parents know that the only way is to discover the ancient secrets that lay trapped in the mountain Star Finger, and Faraday, martyred heroine, grows ever fearful -- and ever bitter. Must she lose everything to the land? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

“Epic storytelling on a par with Terry Goodkind and Robert Jordan.” —Library Journal. This *Wayfarer Redemption* discounted ebundle includes: *Wayfarer Redemption*, *Enchanter*, *Starman*, *Sinner*, *Pilgrim*, *Crusader* Sara Douglass's *The Wayfarer Redemption* begins and ends with prophecy – of ancient beings who came to the land of Tencendor and set in motion a struggle that has lasted for millennia...and how their descendants are faced with the discovery of an artifact that could rule the Stars. *The Wayfarer Redemption*: One young woman, Faraday, betrothed of Duke Borneheld, discovers that all she has been told about her people's history is untrue. Now she must fight against oppressive forces until everyone knows the truth of the Star Gate. *Enchanter*: Axis is a true hero, in every sense of the word. On his

shoulders lies the double burden of prophecy and war. Having fulfilled the first part of the prophecy by becoming the StarMan, he now must reunite the three races inhabiting his world. Starman: All know the tale of the Prophecy of the Destroyer, a riddle that foretold how Axis would defeat his half-brother and lay claim to the land that Tencendor will be created upon. But prophecies can sometimes be mecurious things. Sinner: The land Tencendor has been united for more than forty years. The Starman Axis defeated the dreaded monster Gorgrael and by fulfilling his destiny he has brought peace finally to this land: Attaining god-like powers, Axis retires to the ethereal sphere in the heavens. All seems golden for this land. Or so it might seem. Pilgrim: The Star Gate is destroyed and the Star Dance is dead. Icarii Enchanters, gods, and humans alike are helpless as the TimeKeeper Demons lay waste to Tencendor. There must be hope left, but no one knows wher to find it. Crusader: Choosing the land of Tencendor as their last battleground, the demons break through the Star Gate. The Gate destroyed, all magic in the world is gone and the three races of Tencendor are plunged into darkness. But there is one hope left: DragonStar. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Starman is the third title in Sara Douglass's epic fantasy Wayfarer Redemption series. A sprawling tale of love and magic, enormous battles and true monsters Axis is the StarMan of prophecy and legend, destined to lead the three races of his world to unite as one people. The people of his world all know the Prophecy of the Destroyer, despite the failed attempts of the Seneschal to suppress it in the name of the god Artor the Ploughman, and it predicts and dictates Axis's path through war and destruction to the creation of Tencendor. The Prophecy foretold that Axis would defeat his half-brother and lay claim to the land that Tencendor will be created upon. The Prophecy told of the traitor in Axis's camp-Faraday's champion, Timozel. And the Prophecy foretold many a choice that Axis must make in order to fulfill his destiny . . . but neglected to mention the choice between the beautiful and courageous Faraday, his late half-brother's wife, and the feisty and hauntingly enchanting Azhure. To Faraday, he had pledged his love and a place by his side as ruler of Tencendor; to Azhure, he had given his children, his time, and his devotion. His love for both women is what the last twist of the Prophecy relies on. While Azhure explores her newfound powers as an Icarii Enchantress, and Faraday replants the ancient forests of the Mother, the evil Gorgrael is plotting Axis's downfall, invading the sky with ice and terror and the flesh-hungry Gryphons. His most daring move is to follow prophecy, to taunt Axis with the pain of his beloved. But which beloved woman will Gorgrael choose . . . and will she be the one whose death will distract Axis from saving the world? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A stunning epic fantasy in the tradition of David Eddings, Janny Wurts and Robert Jordan. A thousand years ago the Acharites drove the Forbidden from their land. Now strange sightings along Achar's northern border foreshadow their return. the barbaric tribes of the Ravensbund are pouring south with tales of fearsome beings who feed on the terror of their prey. Winter has come early, and with it the promise of war. Axis, bastard son of the dead Princess Rivkah, is sent to the battlefield of Gorkenfort with his elite Axe-Wielders. Once there, he must hand over command to his hated half-brother, Borneheld. But travelling north, Axis falls in love with Faraday - Borneheld's bethrothed - and meets two priests who challenge the very essence of his beliefs. the Sentinels walk the land, the treeFriend has been found, and the people of the Plough, the Wing and the Horn must set aside their differences and unite under one leader against the evil rising in the North... 'Douglass has the breadth of vision necessary to create sweeping epics and the storyteller's gift that makes readers love her.' - Locus the Axis trilogy Book 1. A stunning epic fantasy in the tradition of David Eddings, Janny Wurts and Robert Jordan.A thousand years ago the Acharites drove the Forbidden from their land. Now strange sightings along Achar's northern border foreshadow their return. the barbaric tribes of the Ravensbund are pouring south with tales of fearsome beings who feed on the terror of their prey. Winter has come early, and with it the promise of war.Axis, bastard son of the dead Princess Rivkah, is sent to the battlefield of Gorkenfort with his elite Axe-Wielders. Once there, he must hand over command to his hated half-brother, Borneheld. But travelling north, Axis falls in love with Faraday - Borneheld's bethrothed - and meets two priests who challenge the very essence of his beliefs.the Sentinels walk the land, the treeFriend has been found, and the people of the Plough, the Wing and the Horn must set aside their differences and unite under one leader against the evil rising in the North... 'Douglass has the breadth of vision necessary to create sweeping epics and the storyteller's gift that makes readers love her.' - Locusthe Axis trilogy Book 1.

1940. The skies above London are filled with German planes on nightly raids, a Blitz that brings a barrage of bombs that pound the city into rubble. Each morning Londoners face the night's handiwork and though they are presented with the possibility of sudden death, they are determined to fight the evil that threatens to destroy their nation. They struggle to live normal lives amid the terror and chaos. But is it only Hitler's Luftwaffe and the Blitz that is responsible for all the death and destruction that the city is facing? Brutus, the Greek Kingman who brought the bands of power to the isle of Alba millennia ago once again walks the streets of London, this time as an American major. The men and women who are his eternal companions (and sometimes lovers and enemies) have all been reborn in this time and place. They have come together for one last battle to finally complete the magical Labyrinth buried at the heart of the city. Half completed and resonating with an evil power, the Maze calls to them to complete the Game and possibly set all the players free. As Brutus works to find a solution that will end his age-old pain he comes to realize that there is a new power that walks the land. It is strong, hungry, and it has its own agenda. And by its actions could change the world forever. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The focus of this book is the tank battles fought during the opening phase of the war in North Africa. What really happened during the engagements? How were the tanks fought? What were their strengths and weaknesses? Not simplified generalities, but substantive, basic facts gleaned from searching for details in the surviving original records. The accounts of each battle are excerpted from the original reports written by the participants directly after each engagement. To understand the basis for the outcome of the battles, it is necessary to possess a basic understanding of

the capabilities of each type of tank, its opponents, and how they were tactically employed. The first five chapters in this volume provide descriptions and technical attributes of the British, German, and Italian tanks and anti-tank guns along with the tactical doctrine from the period. Chapters six through eleven contain the details of the tank battles fought in North Africa during the period from February 1941 to June 1941. Translated excerpts from the Deutsches Afrikakorps war diary are used as a backdrop to provide a chronological guide as events progressed. An interesting feature from this war diary was the brief daily weather report revealing how hot it was and when sand storms occurred. Details on the actions in the tank battles are taken from after-action-accounts written directly after the engagements, enhanced by excerpts from war diaries of the armoured units involved to fill in the preliminary moves, buildup of strength, combat losses, and details on the actions that weren't contained in the after-action-reports. This book is compiled from the results of digging through original records for over thirty years in an attempt to find data that would aid in assessing and understanding the tank battles that took place in North Africa. Tom Jentz is also the author of *Panzertruppen 1933-1942*, and *Panzertruppen 1943-1945* (both titles are available from Schiffer Publishing Ltd.).

The Crimson Battle Axe, a sword-and-sorcery hero story about justice versus vengeance, love versus apathy, forgiveness versus bitterness, and good versus evil. Throughout the story tough choices must be made by the main characters--they must choose the right path while constantly challenged by doubts and dark forces working against them. Through fantastic battles and tender moments, with humor and unlikely friendship, five travelers follow their destiny on an amazing quest. Cover by Boris Vallejo and Julie Bell.

A millennia-old prophecy was given when the Forbidden Ones were driven from Achar. And now, the Acharites witness its manifestation: Achar is under attack by an evil lord from the North, Gorgreal-his ice demons strike from the sky and kill hundreds of brave warriors in the blink of an eye. All Acharites believe the end is near. One young woman, Faraday, betrothed of Duke Borneheld, learns that all she has been told about her people's history is untrue. While fleeing to safety from the dangerous land, Faraday, rides with Axis, legendary leader of the Axe-Wielders-and hated half-brother of Borneheld-and a man Faraday secretly loves although it would be death to admit it. She embarks on a journey, which will change her life forever, in search of the true nature of her people. This grand and heroic story tells the tale of one woman's plight to learn the truth of her people and change their hearts and their minds forever. She fights against oppressive forces to share this reality and will not desist until everyone knows. . . . The truth of the Star Gate At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The second book of the Wayfarer Redemption, an enthralling continuation of The Axis trilogy, by the bestselling Australian author Sara Douglass

Tom Cunliffe and his wife, Ros, gathered their four-year-old daughter and a couple of friends and embark on an amazing expedition sailing north from England to Norway, bashing their way westward from Norway to Iceland, then past Greenland to L'Anse aux Meadows in Northern Newfoundland in the 75 year-old pilot cutter Hirta. Their burning desire to retrace the explorations of the 10th century Vikings is told with gusto, and Cunliffe interweaves stories of Viking adventures with Hirta's progress, relating a great deal about ancient Viking history and showing that the Viking spirit still lives on in present-day Scandinavians

Ancient Greece: A place where the gods hold mortal life cheap, mere playthings to amuse, delight, and abuse at their will. But those puny mortals are not wholly devoid of power and at the core of their fabulous city-states lies the Labyrinth, where they can shape the powers of the heavens to their own design. When Theseus entered the Labyrinth and came away with the prize of freedom and his beloved Adrienne, Mistress of the Labyrinth, his future seemed assured... Until he abandoned her for the unforgivable sin of bearing him only a daughter, and the world seemed to change. From that day forward, all the Labyrinths in the ancient world started to decay. It slowly became clear that power was fading from the city-states. Was it the natural decline that comes to all cultures or was it because the power of the Labyrinth had been corrupted by a woman spurned? A hundred years pass--Troy has fallen and the Trojans are a scattered and humbled people. The warrior Brutus is of the line of kings and gods. He wears the golden kingship bands of Troy proudly--but they are his only mementos of a former glory, for he is a man without a country and is left little else but pride and a memory of the latent power that he could wield if but given a chance. When he receives a god-sent vision of a distant shore where he can rebuild the ancient kingdom, he will move heaven and earth to reach his destiny. Ever eastward he is drawn, to a lovely and mystical green land that offers him a haven--and a dream of power and conquest. Nothing will deter him... not even the entreaties of the young princess whom he took as his wife and bedded against her will. First her hatred--and now her love--torment and bind him. She is the only one who realizes the danger he is stepping into, and she will do anything to save him... and his son, whom she carries in her womb. For in the mists of Albion there lies a woman of power--a woman who has used her siren call to cloud Brutus's mind and has her own reasons for luring the warrior to these lush shores.... She is the long-descended granddaughter of Adrienne, and she has in her heart a hatred that has been passed down for generations. Her plans for Brutus will enact a revenge that could destroy the gods themselves. s20If Brutus makes the journey successfully, it will be the next step in the Game of the Labyrinth and might start a complicated contest of wills that could span centuries.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

From ancient Greece they came, remnants of the glorious Trojans. Led by Brutus, Kingman, holder of the bands of gold that wield the very magic of the Gods, these travelers are bowed but not broken, and they have come to Albion to begin anew. A vision of beauty called them to create a new Troy, and when they landed on the shores of the land that became Britain, they found an old magic that was fading. And so they began to construct a new Labyrinth, a place of magic that will bring unimaginable power to those who can control it. The temptress who brought Brutus to this land seeks to use him for her own purposes, but in that she fails, for it is the bride of Brutus who dooms the completion of the labyrinth . . .

and sends all the players in this drama---handsome Brutus, his beautiful wife, Cornelia, and the sensuous and deadly Genvissa---into a hell of death and rebirth, until the Labyrinth is completed and the ancient magic is set free. A thousand years pass. Cathedrals rise in place of mud and wattle huts, hymns to saints replace odes to Celtic and Greek gods. But the magic from the dawn of time waits, and the players are not yet done with their destinies. They have new faces and new bodies, but old souls---and not all who have come back remember their parts in this drama. There are kings and princes, deadly court intrigues, and ancient powers awoken. And a warrior across the sea who only waits for his opportunity to finish what was started centuries before . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A collection of Ragnar Redbeard's writings from various material.

The land of Tencendor is no more. But not everyone is dead. the land of tencendor is no more. But not everyone is dead. Many Icarii survive in the courts abroad, while StarDrifter SunSoar, father to Axis, lives within the corrupt Palace of the First in Coroleas. Not even the Star Dance is as dead as the Icarii Enchanters had believed, for a strange race living in the frozen northern wastes can still hear, and use, the music of the heavens. Other ghosts from the past wait in the shadows. the Skraelings once again gather in the north. Far across the Widowmaker Sea a pyramid broods and plots revenge on those who had once thought to destroy it. to the east, at the edge of the world, an ancient serpent god uncoils, sending an unwilling woman to be the bride of the enigmatic Lord of Elcho Falling. As men, Icarii, ice wraiths and ancient gods gather for war, a legend rises from the dead - Axis SunSoar, come to regain his heritage and the Star Dance, and to battle new dangers across a vast, mysterious land. PRAISE FOR SARA DOUGLASS 'breathtaking' SYDNEY MORNIG HERALD 'addictively readable' THE AGE 'a superior adventure fantasy right to the last' BOOKLIST Regency housemaid Euphemia Reeves has acquired a faerie godfather... unfortunately, he has no idea what he's doing. Euphemia Reeves has most inconveniently fallen in love with Mr Benedict Ashbrooke. Housemaids do not marry gentlemen, of course... but a faerie named Lord Blackthorn is only too eager to help Effie win Mr Benedict's heart regardless. Effie knows what a terrible idea it is to accept help from one of the Fair Folk—but life as a maid at Hartfield is so awful that she is willing to risk even her immortal soul for a chance at something better. Now, Effie has one hundred days and ten thousand stitches to make Mr Benedict fall in love with her and propose... if Lord Blackthorn doesn't wreck things by accident, that is. For Effie's greatest obstacle might well be Lord Blackthorn's overwhelmingly good intentions. The long-awaited sequel to Half a Soul delights and amuses in equal measure. Pick up Ten Thousand Stitches, and dive into another enchanting faerie tale set in Olivia Atwater's charming, magical version of Regency England!

Battle Axe Ranch is the story of the struggles of two Wyoming ranching families caught up in a cultural clash of the 1960's hot rod culture. It is set against a backdrop of rugged mountains with grizzlies, wolves, horses, and a sports car known as the Red Devil. Both families face interrelationships and conflicts that arise among grandparents, fathers, mothers, sons, and daughters. The story is the drama of young individuals seeking thrills, romance, and love and hoping for acceptance.

The 78th Division was raised in 1942 specifically for the North African invasion. From the time that the Division landed at Algiers there were to be few easy days, and the campaigning through Tunisia, Sicily and Italy was a tale of bitterly fought actions in a harsh terrain against a skilful enemy. In its first year of action alone, the 78th Division suffered 10,000 casualties. Longstop Hill, Centuripe, Termoli, Cassino, the Gustav Line, the Argenta Gap; there was always one more river to cross, another defended mountain line to breach. Ken Ford brings out how quickly the Division developed its fighting power and shows how success resulted from an all-arms effort by infantry, armour, artillery, transport, and especially engineers. Yet it is the resilience and sacrifice of now vanished County infantry regiments that rightly form the core of the book. Using first hand accounts of men who actually fought with the 78th Division, and fully illustrated with photographs and maps, this is a fitting tribute to the soldiers of the Battleaxe Division.

The term battleaxe has been used since 1910 when it implied a closely defined type: elderly, resentful, vociferous and certainly no beauty. Here Christine Hamilton presents a banquet of belligerent British belles who, for one reason or another, exude the indomitable spirit that is the hallmark of the battleaxe, and yet who defy that description. Her portraits are admiring and affectionate - a celebration of that special quality that stands certain women apart. The star-studded cast includes Dame Barbara Cartland who when asked if she thought class barriers had broken down, retorted 'Of course they have. If they hadn't, someone like you wouldn't have been interviewing someone like me'; Barbara Woodhouse, famous for her strict approach to both dogs and owners, who once said of the royal Corgis 'I have seen them on a station platform exhibiting dreadful impatience'; no-nonsense Claire Raynor who said of herself 'I'm five foot nine and built like a bus. What can I do about it? Bugger all.' and Dame Irene Ward who on a parliamentary delegation to Nazi Germany in 1936 is said to have exclaimed in stentorian tones to Hitler 'What absolute bosh you are talking '

Offers two tales of mystery and psychological suspense featuring The Old Battle-Ax, about a sister who denies knowing her own sister after she is murdered, and Dark Power, in which an aunt with a sinister past conducts experiments on children in the dark corners of the Chalet. Original.

Each member of Erik Sheepflattener's modern-day Viking-heritage family has a motto to live by. Erik is developing a motto he can truly believe in : avoid stuff. But when he and his older sister Brunhilde spend the summer with their rough-and-tumble cousins in Minnesota, axe-wielding Bru gets the idea to name and conquer all of Erik's fears.

A retired group of legendary mercenaries get the band back together for one last impossible mission in this award-winning debut epic fantasy. "Fantastic, funny, ferocious." - Sam Sykes Clay Cooper and his band were once the best of the best, the most feared and renowned crew of mercenaries this side of the Heartwyld. Their glory days long past, the mercs have grown apart and grown old, fat, drunk, or a combination of the three. Then an ex-bandmate turns up at Clay's door with a plea for help--the kind of mission that only the very brave or the very stupid would sign up for. It's time to get

the band back together. WINNER OF THE DAVID GEMMELL MORNINGSTAR AWARD FOR BEST FANTASY DEBUT. WINNER OF THE REDDIT/FANTASY AWARD FOR BEST DEBUT FANTASY NOVEL. For more from Nicholas Eames, check out: [Bloody Rose](#)

Louie Licks will save the world. He will raise our souls from the pit of regularity with his nimble fingers and undying passion to shake up our bones. However, his skills, his chops, his power, organic as they may seem, may not be enough to ward off the powers that his music has aligned against him. His axe, a 1962 Phoenix III, has power deeper than the roots of a great oak tree and has attracted an extra terrestrial fan: Abner Righteous. Abner didn't travel to Earth to watch and listen to Louie play. He wants to play. And he will. He will stop at nothing to gain the galactic power that is within his reach, and try to put Louie out of business at the same time. With alien technology, gecko henchmen, and two shiny blasters, Abner expects to win. But what he doesn't know, what he can't predict, is the power of the heart. Louie will fight for what is right, for his friends, for the music, and for his fans. For without his fans, Louie knows there will be no freedom, no energy, and no party. That's enough motivation for Louie to scrap and claw for the Phoenix III, to learn how to master its true power, and become the Rock God he was born to be. The battle is joined in Louie Licks and the Wicked Snakes: Battleaxe. Can Louie and his band survive?

Nearly two decades after it closed, the South Carolina State Hospital continues to hold a palpable mystique in Columbia and throughout the state. Founded in 1821 as the South Carolina Lunatic Asylum, it housed, fed and treated thousands of patients incapable of surviving on their own. The patient population in 1961 eclipsed 6,600, well above its listed capacity of 4,823, despite an operating budget that ranked forty-fifth out of the forty-eight states with such large public hospitals. By the mid-1990s, the patient population had fallen under 700, and the hospital had become a symbol of captivity, horror and chaos. Author William Buchheit details this history through the words and interviews of those who worked on the iconic campus.

Early Readers are stepping stones from picture books to reading books. A blue Early Reader is perfect for sharing and reading together. A red Early Reader is the next step on your reading journey. A reading competition? No way is Henry taking part in a reading contest. That is, until he hears the prize is a family trip to a theme park. Henry is determined to win ... but how on earth is he going to read all those books? Sinner is the fourth book in Sara Douglass's The Wayfarer Redemption series, however it starts a brand new story arc and is the perfect place for new readers to enter this epic fantasy series. The land Tencendor has been united for more than forty years. The Starman Axis defeated the dreaded monster Gorgrael and by fulfilling his destiny he has brought peace finally to the three races of this land: the Icarrii bird people, the Avar tree people, and the humans who for generations controlled (and oppressed) the other two races. Attaining god-like powers, Axis chose to retire to the ethereal sphere in the heavens with his beautiful consort Azhure and ceded his authority to his son Caelum SunSoar. As Supreme Ruler of Tencendor, Caelum holds the reins of power carefully and the thousands of years of ill-will between the three races seems to be at an end. All seems golden for this land. Or so it might seem. But the path of the son is not necessarily that of the father. Caelum is untried and has known nothing but peace during his lifetime. And while the three races appear at peace, there are undercurrents of jealousy and bitter memories just buried beneath the surface. So when strange powers threaten to come through the Star Gate (a source of power that gives those with magic their near immortality) bent on the destruction of all he holds dear, Caelum will have to find the strength to fight this threat. Complicating this situation is the almost impossible death of his Icarrii sister...and the culprit appears to be none other than his hated brother Drago, who as a baby had been in league with Gorgrael and had sufficient power to try to kill Caelum. As punishment Drago was made mortal (unlike his near invulnerable siblings). As Caelum struggles to hold all he holds dear safe, he is left with this quandary: Is Drago as powerless as he seems? Is his hate for his fate enough to have him murder? And is he in league with the demons that hover ever nearer? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Egypt, located around the Nile Valley, is one of the world's oldest and longest surviving cultures. Egyptian history includes periods of stability when Egypt may well have been the mightiest empire on earth, and periods of turmoil when the country was invaded by foreign powers. The history of ancient Egypt is divided into thirty-one dynasties under the pharaoh kings. Warfare and military operations can be traced through pictorial evidence and narrations carved into rocks for smaller campaigns, and temple walls for major wars. Action scenes portray fallen horses and chariot troops employing bows and arrows, and knives or swords. Warriors ready for combat can be seen wielding battle axes high above their heads. The crescent shaped battle axe could easily kill an adversary by the sheer force of the blow. Hieroglyphs also indicate that three types of sword blades were eventually employed in warfare: straight, curved, and half-curved. Ancient wall carvings frequently depict the sickle sword, suggesting that the weapon was a highly valued instrument of war. This book begins with an examination of metal and weapon manufacturing in ancient Egypt, and discusses the different sword shapes used. It then explores Egypt's military organization, including the tactics and weapons of chariot, infantry, and naval warfare. Next it discusses the structure of the army, the procedures used for recruiting and training the troops, and the general sentiment of the population toward warfare. The concluding remarks recap cultural traits and important developments in Egyptian history, and also discuss the cultural and spiritual value of the sword. Knives, Swords, and Bayonets: A World History of Edged Weapon Warfare is a book series that examines the history of edged weapons in Europe, Asia, Africa, the Americas, and the Middle East and surrounding areas before gunpowder increased the distance between combatants. The book series takes a critical look at the relationship between the soldier, his weapon, and the social and political mores of the times. Each book examines the historical background and metallurgic science of the knife, sword, or bayonet respectively, and explores the handling characteristics and combat applications of each weapon. The individual books are excerpted from the previously published book, A History of Edged Weapon Warfare, also by Martina Sprague. Look for more books in this series in the near future.

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