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The Seventh Gate

AVAILABLE FOR THE FIRST TIME IN eBOOK! General Simon Bolivar, “the Liberator” of five South American countries, takes a last melancholy journey down the Magdalena River, revisiting cities along its shores, and reliving the triumphs,

passions, and betrayals of his life. Infinitely charming, prodigiously successful in love, war and politics, he still dances with such enthusiasm and skill that his witnesses cannot believe he is ill. Aflame with memories of the power that he commanded and the dream of continental unity that eluded him, he is a moving exemplar of how much can be won—and lost—in a life.

The General in His Labyrinth

The first book in the revolutionary New York Times bestselling Expanse series, a modern masterwork of science fiction. Leviathan Wakes introduces Captain James Holden, his crew, and Detective Miller as they unravel a horrifying solar system wide conspiracy that begins with a single missing girl. Now a Prime Original series. Humanity has colonized the solar system - Mars, the Moon, the Asteroid Belt and beyond - but the stars are still out of our reach. Jim Holden is XO of an ice miner making runs from the rings of Saturn to the mining stations of the Belt. When he and his crew stumble upon a derelict ship, the Scopuli, they find themselves in possession of a secret they never wanted. A secret that someone is willing to kill for - and kill on a scale unfathomable to Jim and his crew. War is brewing in the system unless he can find out who left the ship and why. Detective Miller is looking for a girl. One girl in a system of billions, but her parents have money and money talks. When the trail leads him to the Scopuli and rebel sympathizer Holden, he realizes that this girl may be the key to everything. Holden and Miller must thread

the needle between the Earth government, the Outer Planet revolutionaries, and secretive corporations - and the odds are against them. But out in the Belt, the rules are different, and one small ship can change the fate of the universe.

"Interplanetary adventure the way it ought to be written." - George R. R. Martin
The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis
Games Babylon's Ashes Persepolis Rising Tiamat's Wrath The Expanse Short
Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital
Abyss Strange Dogs Auberon

Brothers in Arms

After the four worlds Alfred has at last found his people on Chelstra, the realm of sea. But his travels have taught him to be cautious and Alfred soon realizes his caution is justified, even among his own kind. The one person Alfred can trust is, strangely, Haplo the Patryn. But Haplo's lord has decreed all Sartan to be the enemy, and Haplo dares not go against his lord. Now the companions have arrived in a land where humans, elves, and dwarves have learned to live in peace. Unaware of an even greater threat to all the realms, it is Sartan and Patryn who will disrupt this alliance of the lesser races in their struggle to gain control of all four worlds. Only Alfred and Haplo realize that they have a much older -- and more powerful -- enemy than each other From the Paperback edition.

Damascus Gate

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 Patrynand endeavor to bring peace to the universe. From the Paperback edition.

Spymaster

Abarrach, the Realm of stone. Here, on a barren world of underground caverns built around a core of molten lava, the lesser races -- humans, elves, and dwarves -- seem to have all died off. Here, too, what may well be the last remnants of the once powerful Sartan still struggle to survive. For Haplo and Alfred -- enemies by heritage, traveling companions by necessity -- Abarrach may reveal more than either dares to discover about the history of Sartan and the future of all their descendants. From the Paperback edition.

The Immortals

The Great War of the Gods means nothing to the proud people on the mortal planet - until Akhran the Wandering God decrees the union of two mighty feuding clans. Though the families are fierce Warriors, they are few in number. Even the marriage of Khardan and Zohra is not enough to over power the strength of the invading army or prevent the imprisonment of their peoples. Now, with Khardan and Zohra mysteriously missing - seemingly cowards who hid from certain defeat - the two clans have lost all hope of ever again seeing their beloved open skies. But Prince Khardan and Princess Zohra, aided by the wizard Matthew, have been given another mission . . . a mission that at first seems less useful than counting the many grains of the desert sands, but soon proves to be of far more lasting importance.

Beautiful Redemption

The stunning conclusion to the New York Times bestselling series, perfect for fans of Cassandra Clare and Maggie Stiefvater! Is death the end . . . or only the beginning? Ethan Wate has spent most of his life longing to escape the stiflingly small Southern town of Gatlin. He never thought he would meet the girl of his dreams, Lena Duchannes, who unveiled a secretive, powerful, and cursed side of

Gatlin, hidden in plain sight. And he never could have expected that he would be forced to leave behind everyone and everything he cares about. So when Ethan awakes after the chilling events of the Eighteenth Moon, he has only one goal: to find a way to return to Lena and the ones he loves. Back in Gatlin, Lena is making her own bargains for Ethan's return, vowing to do whatever it takes -- even if that means trusting old enemies or risking the lives of the family and friends Ethan left to protect. Worlds apart, Ethan and Lena must once again work together to rewrite their fate, in this stunning finale to the Beautiful Creatures series.

The Search for Magic

Outlines a less invasive, more humane approach to end-of-life care, sharing the stories of the author's parents and explaining the political and technological factors that are interfering with patient preferences.

Fire Sea

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.

Doom of the Darksword

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.

Gates of Paradise

Ages ago, sorcerers of unmatched power sundered a world into four realms—sky, stone, fire, and water—then vanished. Over time, magicians learned to work spells only in their own realms and forgot the others. Now only the few who have survived the Labyrinth and crossed the Death Gate know of the presence of all four realms—and even they have yet to unravel the mysteries of their severed world. . . . In Arianus, Realm of Sky, humans, elves, and dwarves battle for control of precious water—traversing a world of airborne islands on currents of elven magic and the backs of mammoth dragons. But soon great magical forces will begin to rend the fabric of this delicate land. An assassin will be hired to kill a royal prince—by the king himself. A dwarf will challenge the beliefs of his people—and lead them in rebellion. And a sinister wizard will enact his plan to rule Arianus—a plan that may be felt far beyond the Realm of Sky and into the Death Gate itself.

The Maze Runner Movie Tie-In Edition (Maze Runner, Book One)

Collects eleven stories set during the War of Souls about forbidding places and dangerous creatures, including dragons, Qualinesti rebels, gnomes, and ghosts.

Leviathan Wakes

Knocking on Heaven's Door

With soaring vision and profound intelligence, Robert Stone has written a harrowing, breathtaking novel about our desperate search, at any price, for the consolation of redemption—and about the people who are all too willing to provide it. A violent confrontation in the Gaza Strip, a mind-altering pilgrimage, a race through riot-filled Jerusalem streets, a cat-and-mouse game in an underground maze, a desperate attempt to prevent a bomb from detonating beneath the Temple Mount—Damascus Gate is an exhilarating journey through the moral and religious ambiguities that haunt the holiest of cities and its seekers, cynics, hustlers, and madmen. Set in Jerusalem, where violence, ecstasy, heresy, and salvation are all to be found, Damascus Gate is simultaneously the story of a man's search for truth—or some version of it—and the story of a city where sanity is casually traded for faith.

Forging the Darksword

James Gunn's masterpiece about a human fountain of youth collects the author's

classic short stories that ran in elite science-fiction magazines throughout the 1950s. New material accompanies this updated edition, including an introduction from renowned science-fiction writer Greg Bear, a preface from Gunn himself, and "Elixer," Gunn's short story that introduced Dr. Pearce to another Immortal. What is the price for immortality? For nomad Marshall Cartwright, the price is knowing that he will never grow old. That he will never contract a disease, an infection, or even a cold. That because he will never die, he must surrender the right to live. For Dr. Russell Pearce, the price is eternal suspicion. He appreciates what synthesizing the elixir vitae from the Immortal's genetic makeup could mean for humankind. He also fears what will happen should Cartwright's miraculous blood fall into the wrong hands. For the wealthy and powerful, no price is too great. Immortality is now a fact rather than a dream. But the only way to achieve it is to own it exclusively. And that means hunting down and caging the elusive Cartwright, or one of his offspring.

Into the Labyrinth

Forty short stories and essays have been selected as representative of the Argentine writer's metaphysical narratives

Bones of the Dragon

The Red Labyrinth

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.

Callahan's Crosstime Saloon

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.

Labyrinth

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.

The Fever Code

From the bestselling authors of *The Rose of the Prophet* and *The Death Gate Cycle*, the first in a majestic saga of magic, fantasy, and adventure In the enchanted realm of Merilon, magic is life. Born without magical abilities and denied his birthright, Joram is left for dead. Yet he grows to manhood in a remote country village, hiding his lack of powers only through constant vigilance and ever more skillful sleight-of-hand. Forced to kill a man in self-defense, Joram can keep his secret from the townspeople no longer: he has no magic, no life. Fleeing to the Outlands, Joram joins the outlawed Technologists, who practice the long forbidden arts of science. Here he meets the scholarly catalyst Saryon, who has been sent on a special mission to hunt down a mysterious “dead man” and instead finds himself in a battle of wits and power with a renegade warlock of the dark Duuk-tsarith caste. Together, Joram and Saryon begin their quest toward a greater destiny—a destiny that begins with the discovery of the secret books that will enable them to overthrow the evil usurper Blachloch . . . and forge the powerful magic-absorbing Darksword.

The Paladin of the Night

Simon Spurrier (*Godshaper*, *The Power of the Dark Crystal*) and Daniel Bayliss (Jim

Henson's Storyteller: Dragons, Kennel Block Blues) present a magical look into the world of Jim Henson's Labyrinth. Before Sarah braved the Labyrinth to save her brother, another young woman sought to save a young boy named Jareth from the clutches of the Goblins. Set in 18th-century Venice, Italy, Jim Henson's Labyrinth: Coronation is a striking look into the history of the Labyrinth itself, and what happens to the little boys who don't get rescued. This is the untold history of the Goblin King. Collects issues #1-4.

Jim Henson's Labyrinth: Coronation Vol. 1

Now a major Lifetime movie event, from New York Times bestselling author and literary phenomenon V.C. Andrews (Flowers in the Attic, My Sweet Audrina) comes the fourth installment in the classic story of the Casteel family saga. Stunned by tragedy, a young woman finds herself desperate and alone, and clinging to the frailest of dreams. Can Heaven's daughter find the inner strength to survive? The car crash that killed Heaven and Logan left Annie Casteel Stonewall orphaned and crippled. Whisked off to Farthinggale Manor by the possessive Tony Tatterton, Annie pines for her lost family, but especially for Luke, her half-brother. Friend of her childhood, her fantasy prince, her loving confidante...without the warm glow of Luke's love, she is lost in the shadows of despair. When Annie discovers Troy's cottage hidden in Farthinggale's woods, the mystery of her past deepens. And even as she yearns to see Luke again, her hopes and dreams are darkened by the

sinister Casteel spell...treacherous, powerful, and evil.

THE DEATH GATE CYCLE INTO THE LABYRINTH

Pursued by assassins, Haplo, the only one who knows the location of the mysterious Seventh Gate, and his old companion, Alfred, seek refuge in the Labyrinth, a lethal prison maze whose inhabitants are condemned to death.

Serpent Mage

Callahan's Place is the neighborhood tavern to all of time and space, where the regulars are anything but. Pull up a chair, grab a glass of your favorite, and listen to the stories spun by time travelers, cybernetic aliens, telepaths and a bunch of regular folks on a mission to save the world, one customer at a time.

A Murder at Rosamund's Gate

When her daily routine of servitude is shattered by the murder of a fellow servant, seventeenth-century chambermaid Lucy Campion battles legal obstacles, plague-infected crowds, and a brutal killer to prove her wrongly accused brother's innocence.

Labyrinths

A jungle planet must defend against exploitative aliens in this novel by the #1 New York Times–bestselling author of *Star Wars: The Force Awakens*. From the rich imagination of science fiction great Alan Dean Foster comes the story of Midworld, a Humanx Commonwealth planet that’s equally fragile and hostile. Covered by a lush rainforest, Midworld is home to a primitive society that lives in harmony with the natural world. But the arrival of an exploitative human company, whose workers know nothing of Midworld’s delicate ecosystem, sparks a conflict. Should Midworld’s villagers aid the humans or stand against them? The hero of Foster’s addictive page-turner, Born, decides to lead two humans across the perilous jungle. His choice propels Midworld toward annihilation—and leads him headlong into a battle for survival.

Labyrinth of Time

The first book in the blockbuster phenomenon *The Maze Runner* series now features chapters from the highly-anticipated series conclusion, *The Fever Code*, the book that finally reveals the story of how the maze was built! This special movie tie-in edition includes an eight-page full-color insert with photos from the film. *The Maze Runner* and *Maze Runner: The Scorch Trials* are now major motion

pictures featuring the star of MTV's Teen Wolf, Dylan O'Brien; Kaya Scodelario; Aml Ameen; Will Poulter; and Thomas Brodie-Sangster. The third movie, Maze Runner: The Death Cure, will hit screens in 2018. When Thomas wakes up in the lift, the only thing he can remember is his name. He's surrounded by strangers—boys whose memories are also gone. Outside the towering stone walls that surround them is a limitless, ever-changing maze. It's the only way out—and no one's ever made it through alive. Then a girl arrives. The first girl ever. And the message she delivers is terrifying: Remember. Survive. Run. Also look for James Dashner's edge-of-your-seat MORTALITY DOCTRINE series! Praise for the Maze Runner series: A #1 New York Times Bestselling Series A USA Today Bestseller A Kirkus Reviews Best Teen Book of the Year An ALA-YASLA Best Fiction for Young Adults Book An ALA-YALSA Quick Pick "[A] mysterious survival saga that passionate fans describe as a fusion of Lord of the Flies, The Hunger Games, and Lost."—EW.com "Wonderful action writing—fast-paced...but smart and well observed."—Newsday "[A] nail-biting must-read."—Seventeen.com "Breathless, cinematic action."—Publishers Weekly "Heart pounding to the very last moment."—Kirkus Reviews "Exclamation-worthy."—Romantic Times "James Dashner's illuminating prequel [The Kill Order] will thrill fans of this Maze Runner [series] and prove just as exciting for readers new to the series."—Shelf Awareness, Starred "Take a deep breath before you start any James Dashner book."-Deseret News

The Man in the Maze

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. From the Paperback edition.

Dragon Wing

A troubled detective with a violent past tracks down the only living witness to a crime that has captivated the nation.

The Hand of Chaos

In Mandarin Gate, Edgar Award winner Eliot Pattison brings Shan back in a thriller that navigates the explosive political and religious landscape of Tibet. In an earlier time, Shan Tao Yun was an Inspector stationed in Beijing. But he lost his position, his family and his freedom when he ran afoul of a powerful figure high in the Chinese government. Released unofficially from the work camp to which he'd been sentenced, Shan has been living in remote mountains of Tibet with a group of

outlawed Buddhist monks. Without status, official identity, or the freedom to return to his former home in Beijing, Shan has just begun to settle into his menial job as an inspector of irrigation and sewer ditches in a remote Tibetan township when he encounters a wrenching crime scene. Strewn across the grounds of an old Buddhist temple undergoing restoration are the bodies of two unidentified men and a Tibetan nun. Shan quickly realizes that the murders pose a riddle the Chinese police might in fact be trying to cover up. When he discovers that a nearby village has been converted into a new internment camp for Tibetan dissidents arrested in Beijing's latest pacification campaign, Shan recognizes the dangerous landscape he has entered. To find justice for the victims and to protect an American woman who witnessed the murders, Shan must navigate through the treacherous worlds of the internment camp, the local criminal gang, and the government's rabid pacification teams, while coping with his growing doubts about his own identity and role in Tibet.

Resistance The Gathering Storm

A diplomat who successfully negotiated with intelligent aliens finds his loyalty to the human race tested in this novel by a Nebula Award-winning author. Richard Muller was an honorable diplomat who braved unimaginable dangers to make contact with the first-known race of intelligent aliens. But those aliens left a mark on him: a psychic wound that emanates a telepathic miasma his fellow humans

can neither cure nor endure. Muller is exiled to the remote planet of Lemnos, where he is left, deeply embittered, at the heart of a deadly maze . . . until a new alien race appears, seemingly intent on exterminating humanity. Only Muller can communicate with them, due to the very condition that has made him an outcast. But will Muller stick his neck out for the people who so callously rejected him?

The Seventh Gate

WARNING: This is not the actual book Looking for Alaska by John Green. Do not buy this reading Sidekick if you are looking for a full copy of this great book. Use this expert sidekick to dissect these themes in Looking for Alaska, while enjoying a detailed analysis of each chapter of the book. If that wasn't enough, we close with potential questions and responses to help you get the conversation started with co-workers, friends, or fellow book club members. This newly discovered gem from the past (2005) has become a must-read, thanks in no small part to the success of Green's 2012 masterpiece: The Fault in Our Stars. As many Green fans have already discovered, our sidekick is the ultimate go-to source for understanding the complexities of John Green's tales of teen angst and tragedy. Looking for Alaska tells the story of Miles Halter, a 16-year-old with a nondescript life who is seeking a "Great Perhaps." In his quest, he finds himself at the Culver Creek Boarding School, where his past life of boredom and safety takes a back seat to adventure and sexual experimentation. His trek to the other side of the tracks takes him only a few

steps, as he meets Alaska Young just down the hall at school. She is sexy, funny, and everything else that makes teenage boys drool. She is also a self-destructive sort, headed toward the "After" portion of Looking for Alaska, where everything comes crashing down. As our sidekick details, the themes of life and death weave their way through the novel, drawing the characters closer together while preparing them for something that will rip them apart.

Midworld

After the overwhelming defeat of their tribes, Khardan and Zohra find themselves prisoners of an evil god's disciples - and in danger of losing their honor, their lives and their souls!

Elven Star

Dragon Wing

Born without magic, Joram was one of the Dead, denied the throne of Merilon. For years, he lived among outlaws, surviving by wit and sleight-of-hand. Now, wielding the powerful, magic absorbing Darksword, Joram returns to the enchanted

Kingdom that once was his home to win revenge and claim his birthright. Here he will test Bishop Vanya and his fierce army of Duuk-tsarith in a battle unlike any their world has known. Joined by the scholarly catalyst Saryon, the young mage Mosiah, and the trickster Simkin, Jorma confronts the shattering secret of his past and discovers the ancient prophecy that puts the fate of the world in his hands--the hands that forged the Darksword.

Looking for Alaska

The thrilling novel based on the bestselling video game Resistance: Fall of Man Great Britain. July 1951. Three years ago, Russia went dark. Nothing got in. Nothing got out. The world assumed it was political strife. But it was the Chimera: voracious extraterrestrial invaders. And in December 1949, they burst across the Russian border and poured into Europe. The luckiest humans died. The less fortunate succumbed to an alien virus—and changed. Within a year, most of Europe had fallen. Only Great Britain, after struggling desperately, had kept the conquerors at bay. But as the Chimera were repelled, they were evolving. Building. Planning. America. November 1952. The Chimera have crossed the Atlantic. Their lightning strikes on American borders are devastating. Cities are lost. Small towns overrun. Citizens transformed into monstrosities. Enter Lieutenant Nathan Hale, U.S. Ranger. A veteran of the Chimeran conflict, he is uniquely immune to the alien virus. And when regular troops can't stem the Chimeran onslaught, Hale and his

special-operations team meet the menace head-on. But while they battle the relentless Chimera, deadly power games rage in the White House. And when Hale discovers a far-reaching conspiracy, one with deadly consequences for the human race, his allegiance to country and mankind is stretched to the breaking point. Based on a game rated Mature by the ESRB

The Prophet of Akhran

Now there are secrets.

Gate 76

The biggest maze book to hit shelves this year! Explore worlds made of plants, giant skyscrapers, wild habitats, and futuristic cities, in this book that asks you to trace your way through 14 magical mazes. With things to spot along the way, each maze grows in complexity with every turn of the page.

Mandarin Gate

To save her kidnapped best friend and crush, Zadie must complete an enchanted deadly labyrinth riddled with illusions. Her only hope of survival depends on

forming an alliance with the only person who knows the safe path through—a murderous boy she can't trust.

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