

Eye World Wheel Time Book

Epic fantasy legend, and author of #1 New York Times bestselling series The Wheel of Time®, Robert Jordan's never-before published novel, Warrior of the Altai: Draw near and listen, or else time is at an end. The watering holes of the Plain are drying up, the fearsome fanghorn grow more numerous, and bad omens abound. Wulfgar, a leader of the Altaii people, must contend with twin queens, warlords, prophets and magic in hopes of protecting his people and securing their future. Elspeth, a visitor from another world, holds the answers, but first Wulfgar must learn to ask the right questions. But what if the knowledge that saves the Altaii will also destroy them? "Jordan has come to dominate the world Tolkien began to reveal." —The New York Times Explore Robert Jordan's epic fantasy masterpiece, and enter the realm of The Wheel of Time® Prequel: New Spring #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 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.

Pursued by Trollocs and Myrddraal, Rand and his friends find refuge in the deserted city of Shadar Logoth, but the many dangers they face are far from over. Reprint.

After rescuing Perrin and Egwene from the Whitecloaks, Lan and Moiraine attract more attention than they'd like in the fifth volume of this graphic novel adaptation of the Eye of the World comic book. 20,000 first printing.

International bestselling author Guy Gavriel Kay's latest work is set in a world evoking early Renaissance Italy and offers an extraordinary cast of characters whose lives come together through destiny, love, and ambition. In a chamber overlooking the nighttime waterways of a maritime city, a man looks back on his youth and the people who shaped his life. Danio Cerra's intelligence won him entry to a renowned school even though he was only the son of a tailor. He took service at the court of a ruling count—and soon learned why that man was known as the Beast. Danio's fate changed the moment he saw and recognized Adria Ripoli as she entered the count's chambers one autumn night—intending to kill. Born to power, Adria had chosen, instead of a life of comfort, one of danger—and freedom. Which is how she encounters Danio in a perilous time and place. Vivid figures share the unfolding story. Among them: a healer determined to defy her expected lot; a charming, frivolous son of immense wealth; a powerful religious leader more decadent than devout; and, affecting all these lives and many more, two larger-than-life mercenary commanders, lifelong adversaries, whose rivalry puts a world in the balance. A Brightness Long Ago offers both compelling drama and deeply moving reflections on the nature of memory, the choices we make in life, and the role played by the turning of Fortune's wheel.

As Moiraine Sedai recognizes young Rand al'Thor as the Dragon Reborn, the prophesied hero who alone can stand against the power of the Dark One, the Horn of Valere, destined to play a key role in the final confrontation, is stolen

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. Over the course of fifteen books and millions of words, the world that Jordan created grew in depth and complexity. However, only a fraction of what Jordan imagined ended up on the page, the rest going into his personal files. Now The Wheel of Time Companion sheds light on some of the most intriguing aspects of the world, including biographies and motivations of many characters that never made it into the books, but helped bring Jordan's world to life. Included in the volume in an A-to-Z format are: An entry for each named character An inclusive dictionary of the Old Tongue New maps of the Last Battle New portraits of many characters Histories and customs of the nations of the world The strength level of many channelers Descriptions of the flora and fauna unique to the world And much more! The Wheel of Time Companion will be required reading for The Wheel of Time's millions of fans. 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 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.

"Everything epic fantasy should be: rich, cruel, gorgeous, brilliant, enthralling and deeply, deeply satisfying. I loved it."—Lev Grossman, author of The Magicians When destiny calls, there's no fighting back. Kihrin grew up in the slums of Quur, a thief and a minstrel's son raised on tales of long-lost princes and magnificent quests. When he is claimed against his will as the missing son of a treasonous prince, Kihrin finds himself at the mercy of his new family's ruthless power plays and political ambitions. Practically a prisoner, Kihrin discovers that being a long-lost prince is nothing like what the storybooks promised. The storybooks have lied about a lot of other things, too: dragons, demons, gods, prophecies, and how the hero always wins. Then again, maybe he isn't the hero after all. For Kihrin is not destined to save the world. He's destined to destroy it. Jenn Lyons begins the Chorus of Dragons series with The Ruin of Kings, an epic fantasy novel about a man who discovers his fate is tied to the future of an empire.

The Eye of the WorldBook One of 'The Wheel of Time'Macmillan

An American Library Association "Best Books for Young Adults" A VOYA "Best Books for Young Adults" For Rand al'Thor and his pals, life in the sleepy village of Emond's Field has been pretty dull. Until the appearance on festival night of Moiraine, a mysterious woman who claims to be an Aes Sdeai—a magician who can wield the One Power. Soon after, the village is attacked by Trollocs—a savage tribe of half-men half-beasts. Rand's father is nearly killed. But for Rand, the news gets worse. It was not the village the Trollocs were after, Moiraine tells him. It was you, Rand. Rand and his friends are forced to flee. But his escape will bring him face to face with the Dark One...the most powerful force of evil in the universe. At the Publisher's request, this title is

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There is a distinct hint of Armageddon in the air. According to The Nice and Accurate Prophecies of Agnes Nutter, Witch (recorded, thankfully, in 1655, before she blew up her entire village and all its inhabitants, who had gathered to watch her burn), the world will end on a Saturday. Next Saturday, in fact. So the armies of Good and Evil are amassing, the Four Bikers of the Apocalypse are revving up their mighty hogs and hitting the road, and the world's last two remaining witch-finders are getting ready to fight the good fight, armed with awkwardly antiquated instructions and stick pins. Atlantis is rising, frogs are falling, tempers are flaring. . . . Right. Everything appears to be going according to Divine Plan. Except that a somewhat fussy angel and a fast-living demon -- each of whom has lived among Earth's mortals for many millennia and has grown rather fond of the lifestyle -- are not particularly looking forward to the coming Rapture. If Crowley and Aziraphale are going to stop it from happening, they've got to find and kill the Antichrist (which is a shame, as he's a really nice kid). There's just one glitch: someone seems to have misplaced him. . . . First published in 1990, Neil Gaiman and Terry Pratchett's brilliantly dark and screamingly funny take on humankind's final judgment is back -- and just in time -- in a new hardcover edition (which includes an introduction by the authors, comments by each about the other, and answers to some still-burning questions about their wildly popular collaborative effort) that the devout and the damned alike will surely cherish until the end of all things.

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The final volume of the authorized, New York Times bestselling graphic novel adaptation of Robert Jordan's New York Times, USA Today, and Toronto Globe and Mail bestseller, The Eye of the World Well-known comic book writer Chuck Dixon, working closely with the Jordan estate, continues his New York Times bestselling graphic novel adaptation of Robert Jordan's international bestseller, The Eye of the World. Volume Six, which collects issues 31–35 of the Eye of the World comic book, is illustrated by Francis Nuguit. Rand al'Thor and his

companions—his old friends from Emond's Field; the brave warrior Lan Mandragoran; and Moiraine, the mysterious and powerful Aes Sedai—have at last been reunited. Their journey in search of the Eye of the World nears its climax as they dare the otherworldly Ways, guided by an Ogier, Loial, and narrowly escape the menace of the soul-stealing Machin Shin. When the group reaches the realm of the Green Man, they believe themselves safe. But two of the Forsaken are waiting for them, ready to attack and to guide their dark lord, Ba'alzamon, to the ones he has been seeking! When the three young men left Emond's Field, they were untried blades. Their long journey has stolen much of their innocence and made them seasoned warriors, given them powers and gifts they did not seek and are still learning how to use. But not until the final moments are they sure which of them the Dark One intends to claim...and whether that one is strong enough to fight back and survive.

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Mystic is the start of an enchanting new epic fantasy series from Jason Denzel, the founder of Dragonmount. I called to the Myst, and it sent us you. For hundreds of years, high-born nobles have competed for the chance to learn of the Myst. Powerful, revered, and often reclusive, Mystics have the unique ability to summon and manipulate the Myst: the underlying energy that lives at the heart of the universe. Once in a very great while, they take an apprentice, always from the most privileged sects of society. Such has always been the tradition-until a new High Mystic takes her seat and chooses Pomella AnDone, a restless, low-born teenager, as a candidate. Commoners have never been welcomed among the select few given the opportunity to rise beyond even the highest nobility. So when Pomella chooses to accept the summons and journey to Kelt Apar, she knows that she will have more to contend with than the competition for the apprenticeship. Breaking both law and tradition, Pomella undergoes three trials against the other candidates to prove her worthiness. As the trials unfold, Pomella navigates a deadly world of intolerance and betrayal, unaware that ruthless conspirators intend to make her suffer for having the audacity to seek to unravel the secrets of the Myst. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

One of the most influential works of this century, *The Myth of Sisyphus and Other Essays* is a crucial exposition of existentialist thought. Influenced by works such as *Don Juan* and the novels of Kafka, these essays begin with a meditation on suicide; the question of living or not living in a universe devoid of order or meaning. With lyric eloquence, Albert Camus brilliantly posits a way out of despair, reaffirming the value of personal existence, and the possibility of life lived with dignity and authenticity.

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Let the Dragon be drawn again on the winds of time. Patterns of the Wheel is an adult coloring book suitable for all ages featuring original art drawn from The Wheel of Time®. 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. Over the course of fifteen books and millions of words, the world that Jordan created grew in depth and complexity. Now for the very first time, fans of this astounding saga can color in the hues and vibrant shades of Robert Jordan's most beloved fantasy world. Adorn the symbols of the Ajah and the patterns on Gleeman's Cloak. Experience the peaks of Dragonmount, the depths of the Aryth Ocean, and other parts of the realm. Fill in evocative mandalas, depictions of Old Tongue, and an array of the Wheel of Time's most well-known symbols and magical items. Designed by officially-licensed Wheel of Time artist Amy Romanczuk, Patterns of the Wheel features 40 drawings inspired by pysanky, a traditional Ukrainian folkart, to provide hours of delight for The Wheel of Time's legions of fans.

Includes: The Eye of the World, The Great Hunt, The Dragon Reborn, The Shadow Rising, New Spring: The Novel Enter the world of The Wheel of Time®, the genre-defining epic fantasy series by New York Times bestselling author Robert Jordan. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. 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. The Eye of the World — When The Two Rivers is attacked by Trollocs—a savage tribe of half-men, half-beasts— five villagers flee that night into a world they barely imagined, with new dangers waiting in the shadows and in the light. The Great Hunt — Long thought only legend, the Horn of Valere is found, a mystical item able to raise the dead heroes of the ages. But then, everything changes when it gets stolen. The Dragon Reborn — Winter has stopped the war—almost—yet men are dying, calling out for the Dragon. But where is he? In the Heart of the Stone lies the next great test of the Dragon reborn. The Shadow Rising — The seals of Shayol Ghul are weak now, and the Dark One reaches out. The Shadow is rising to cover humankind. Against the Shadow rising stands the Dragon Reborn. New Spring: The Novel — A prequel to the Wheel of Time series: In the city of Tar Valon, a Foretelling of the future is uttered. On the slopes of Dragonmount, the immense mountain that looms over the city, is born an infant prophesied to change the world. That child must be found before the forces of the Shadow have an opportunity to kill him. 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 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.

A public policy expert reveals how decades of deregulation and increasing inequality have fostered a culture of cheating across America. There have always been people who cut corners, but in The Cheating Culture, David Callahan demonstrates how cheating on every level—from the highly publicized corporate scandals to Little League fraud—has risen dramatically in recent decades. He then asks the simple yet provocative questions: Why all the cheating? Why now? Callahan pins the blame on today's dog-eat-dog economic climate. An unfettered market and unprecedented economic inequality have corroded our values and threaten the level playing field so central to American democracy itself. Through revealing interviews and extensive data analysis, Callahan takes readers on a revealing tour of cheating in America and offers a powerful argument for why it matters.

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Boxed Set contains Mass Market Paperback editions of The Shadow Rising, The Fires of Heaven, and Lord of Chaos, books four through six of Robert Jordan's The Wheel of Time series. The Shadow Rising The seals of Shayol Ghul are weak now, and the Dark One reaches out. The Shadow is rising to cover humankind. In Tar Valon, Min sees portents of hideous doom. Will the White Tower itself be broken? In the Two Rivers, the Whitecloaks ride in pursuit of a man with golden eyes, and in pursuit of the Dragon Reborn. In Cantorin, among the Sea Folk, High Lady Suroth plans the return of the Seanchan armies to

the mainland. In the Stone of Tear, the Lord Dragon considers his next move. It will be something no one expects, not the Black Ajah, not Tairen nobles, not Aes Sedai, not Egwene or Elayne or Nynaeve. Against the Shadow rising stands the Dragon Reborn.... The Fires of Heaven In this sequel to the phenomenal New York Times bestseller The Shadow Rising, Robert Jordan again plunges us into his extraordinarily rich, totally unforgettable world: ...Into the forbidden city of Rhuidean, where Rand al'Thor, now the Dragon Reborn, must conceal his present endeavor from all about him, even Egwene and Moiraine. ...Into the Amyrlin's study in the White Tower, where the Amyrlin, Elaida do Avriny a'Roihan, is weaving new plans. ...Into the luxurious hidden chamber where the Forsaken Rahvin is meeting with three of his fellows to ensure their ultimate victory over the Dragon. ...Into the Queen's court in Caemlyn, where Morgase is curiously in thrall to the handsome Lord Gaebril. For once the dragon walks the land, the fires of heaven fall where they will, until all men's lives are ablaze. And in Shayol Ghul, the Dark One stirs... Lord of Chaos In this sequel to the phenomenal New York Times bestseller The Fires of Heaven, we plunge again into Robert Jordan's extraordinarily rich, totally unforgettable world: On the slopes of Shayol Ghul, the Myrddraal swords are forged, and the sky is not the sky of this world; In Salidar the White Tower in exile prepares an embassy to Caemlyn, where Rand Al'Thor, the Dragon Reborn, holds the throne--and where an unexpected visitor may change the world.... In Emond's Field, Perrin Goldeneyes, Lord of the Two Rivers, feels the pull of ta'veren to ta'veren and prepares to march.... Morgase of Caemlyn finds a most unexpected, and quite unwelcome, ally.... And south lies Illian, where Sammael holds sway....

In the conclusion to the "Wheel of Time" series, all of humanity is in peril as Rand al'Thor moves forward to break the seals on the Dark One's prison and the Last Battle will determine the fate of the world. The founder of the international Transition Towns movement asks why true creative, positive thinking is in decline, asserts that it's more important now than ever, and suggests ways our communities can revive and reclaim it. In these times of deep division and deeper despair, if there is a consensus about anything in the world, it is that the future is going to be awful. There is an epidemic of loneliness, an epidemic of anxiety, a mental health crisis of vast proportions, especially among young people. There's a rise in extremist movements and governments. Catastrophic climate change. Biodiversity loss. Food insecurity. The fracturing of ecosystems and communities beyond, it seems, repair. The future—to say nothing of the present—looks grim. But as Transition movement cofounder Rob Hopkins tells us, there is plenty of evidence that things can change, and cultures can change, rapidly, dramatically, and unexpectedly—for the better. He has seen it happen around the world and in his own town of Totnes, England, where the community is becoming its own housing developer, energy company, enterprise incubator, and local food network—with cascading benefits to the community that extend far beyond the projects themselves. We do have the capability to effect dramatic change, Hopkins argues, but we're failing because we've largely allowed our most critical tool to languish: human imagination. As defined by social reformer John Dewey, imagination is the ability to look at things as if they could be otherwise. The ability, that is, to ask What if? And if there was ever a time when we needed that ability, it is now. Imagination is central to empathy, to creating better lives, to envisioning and then enacting a positive future. Yet imagination is also demonstrably in decline at precisely the moment when we need it most. In this passionate exploration, Hopkins asks why imagination is in decline, and what we must do to revive and reclaim it. Once we do, there is no end to what we might accomplish. From What Is to What If is a call to action to reclaim and unleash our collective imagination, told through the stories of individuals and communities around the world who are doing it now, as we speak, and witnessing often rapid and dramatic change for the better.

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

Soon to be an original series starring Rosamund Pike as Moiraine! In The Dragon Reborn, the third novel in Robert Jordan's #1 New York Times bestselling epic fantasy series, The Wheel of Time®, Rand al'Thor undertakes a journey to prove himself worthy of being the Champion of Light. Winter has stopped the war—almost—yet men are dying, calling out for the Dragon. But where is he? Rand al'Thor has been proclaimed the Dragon Reborn. Traveling to the great fortress known as the Stone of Tear, he plans to find the sword Callandor, which can only be wielded by the Champion of Light, and discover if he truly is destined to battle The Dark One. Following Rand, Moiraine and their friends battle Darkhounds on the hunt, hoping they reach the Heart of the Stone in time for the next great test awaiting the Dragon Reborn. 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. The last six books in series were all instant #1 New York Times bestsellers, and The Eye of the World was named one of America's best-loved novels by PBS's The Great American Read. 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 Altai 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.

Soon to be an original series starring Rosamund Pike as Moiraine! Robert Jordan's #1 New York Times bestselling epic fantasy series, The Wheel of Time®, continues as Rand al'Thor and his companions set out to retrieve a powerful magical artifact from The Dark One's Shadowspawn in The Great Hunt. For centuries, gleemen have told the tales of The Great Hunt of the Horn. So many tales about each of the Hunters, and so many Hunters to tell of... Now the Horn itself is found: the Horn of Valere long thought only legend, the Horn which will raise the dead heroes of the ages. And it is stolen. In pursuit of the thieves, Rand al'Thor is determined to keep the Horn out of the grasp of The Dark One. But he has also learned that he is The Dragon Reborn—the Champion of Light destined to stand against the Shadow time and again. It is a duty and a destiny that requires Rand to uncover and master magical capabilities he never imagined he possessed. Since its debut in 1990, The Wheel of Time® has captivated millions of readers around the globe with its scope, originality, and compelling characters. The last six books in series were all instant #1 New York Times bestsellers, and The Eye of the World was named one of America's best-loved novels by PBS's The Great American Read. 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 Altai 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.

When a young girl ventures through a hidden door, she finds another life with shocking similarities to her own. Coraline has moved to a new house with her parents and she is fascinated by the fact that their 'house' is in fact only half a house! Divided into flats years before, there is a brick wall behind a door where once there was a corridor. One day it

is a corridor again and the intrepid Coraline wanders down it. And so a nightmare-ish mystery begins that takes Coraline into the arms of counterfeit parents and a life that isn't quite right. Can Coraline get out? Can she find her real parents? Will life ever be the same again?

The groundbreaking investigative story of how three successive presidents and their military commanders deceived the public year after year about America's longest war, foreshadowing the Taliban's recapture of Afghanistan, by Washington Post reporter and three-time Pulitzer Prize finalist Craig Whitlock. Unlike the wars in Vietnam and Iraq, the US invasion of Afghanistan in 2001 had near-unanimous public support. At first, the goals were straightforward and clear: to defeat al-Qaeda and prevent a repeat of 9/11. Yet soon after the United States and its allies removed the Taliban from power, the mission veered off course and US officials lost sight of their original objectives. Distracted by the war in Iraq, the US military became mired in an unwinnable guerrilla conflict in a country it did not understand. But no president wanted to admit failure, especially in a war that began as a just cause. Instead, the Bush, Obama, and Trump administrations sent more and more troops to Afghanistan and repeatedly said they were making progress, even though they knew there was no realistic prospect for an outright victory. Just as the Pentagon Papers changed the public's understanding of Vietnam, The Afghanistan Papers contains startling revelation after revelation from people who played a direct role in the war, from leaders in the White House and the Pentagon to soldiers and aid workers on the front lines. In unvarnished language, they admit that the US government's strategies were a mess, that the nation-building project was a colossal failure, and that drugs and corruption gained a stranglehold over their allies in the Afghan government. All told, the account is based on interviews with more than 1,000 people who knew that the US government was presenting a distorted, and sometimes entirely fabricated, version of the facts on the ground. Documents unearthed by The Washington Post reveal that President Bush didn't know the name of his Afghanistan war commander—and didn't want to make time to meet with him. Secretary of Defense Donald Rumsfeld admitted he had “no visibility into who the bad guys are.” His successor, Robert Gates, said: “We didn't know jack shit about al-Qaeda.” The Afghanistan Papers is a shocking account that will supercharge a long overdue reckoning over what went wrong and forever change the way the conflict is remembered.

Relates a tale of the bestial Trollocs, the witch Moiraine, and three boys, one of whom is fated to become the Dragon--the World's only hope and the sure means of its destruction Moiraine Damodred and Lan Mandragoran must find an infant that is prophesied to change the fate of the world before the forces of the Shadow have an opportunity to kill him. Soon to be an original series starring Rosamund Pike as Moiraine! The first novel in Robert Jordan's #1 New York Times bestselling epic fantasy series, The Wheel of Time®. The Wheel of Time turns and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. What was, what will be, and what is, may yet fall under the Shadow. Moiraine Damodred arrives in Emond's Field on a quest to find the one prophesied to stand against The Dark One, a malicious entity sowing the seeds of chaos and destruction. When a vicious band of half-men, half beasts invade the village seeking their master's enemy, Moiraine persuades Rand al'Thor and his friends to leave their home and enter a larger unimaginable world filled with dangers waiting in the shadows and in the light. Since its debut in 1990, The Wheel of Time® has captivated millions of readers around the globe with its scope, originality, and compelling characters. 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 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.

Soon to be an original series starring Rosamund Pike as Moiraine! 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. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. For three days battle has raged in the snow around the great city of Tar Valon. In the city, a Foretelling of the future is uttered. On the slopes of Dragonmount, the immense mountain that looms over the city, is born an infant prophesied to change the world. That child must be found before the forces of the Shadow have an opportunity to kill him. Moiraine Damodred, a young Accepted soon to be raised to Aes Sedai, and Lan Mandragoran, a soldier fighting in the battle, are set on paths that will bind their lives together. But those paths are filled with complications and dangers, for Moiraine, of the Royal House of Cairhien, whose king has just died, and Lan, considered the uncrowned king of a nation long dead, find their lives threatened by the plots of those seeking power. New Spring begins Moiraine and Lan's quest to find the Dragon Reborn that will lead to the events of The Eye of the World...and their fateful meeting with Rand al'Thor. New Spring is a perfect jumping-on point for fantasy readers wanting to know more about The Wheel of Time and the forthcoming TV show. 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 Altai 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

"Riot Baby bursts at the seams of story with so much fire, passion and power that in the end it turns what we call a narrative into something different altogether."—Marlon James
Ella has a Thing. She sees a classmate grow up to become a caring nurse. A neighbor's son murdered in a drive-by shooting. Things that haven't happened yet. Kev, born while Los Angeles burned around them, wants to protect his sister from a power that could destroy her. But when Kev is incarcerated, Ella must decide what it means to watch her brother suffer while holding the ability to wreck cities in her hands. Rooted in the hope that can live in anger, Riot Baby is as much an intimate family story as a global dystopian narrative. It burns fearlessly toward revolution and has quietly devastating things to say about love, fury, and the black American experience. Ella and Kev are both shockingly human and immeasurably powerful. Their childhoods are defined and destroyed by racism. Their futures might alter the world. "[Tochi] Onyebuchi has woven a story as uplifting as it is heartbreaking, an epic ode to the future and past, tiny acts of resistance, love, and the wild unstoppable sweep of revolution."—Daniel José Older
At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Two sisters are torn apart by war and must fight their way back to each other in a futuristic, Black Panther-inspired Nigeria. The year is 2172. Climate change and nuclear disasters have rendered much of earth unlivable. Only the lucky ones have escaped to space colonies in the sky. In a war-torn Nigeria, battles are fought using flying, deadly mechs and soldiers are outfitted with bionic limbs and artificial organs meant to protect them from the harsh, radiation-heavy climate. Across the nation, as the years-long civil war wages on, survival becomes the only way of life. Two sisters, Onyii and Ify, dream of more. Their lives have been marked by violence and political unrest. Still, they dream of peace, of hope, of a future together. And they're willing to fight an entire war to get there. Acclaimed author, Tochi Onyebuchi, has written an immersive, action-packed, deeply personal novel perfect for fans of Nnedi Okorafor, Marie Lu, and Paolo Bacigalupi.

The continuation of the internationally-bestselling epic fantasy phenomenon The Wheel of Time®, now in a special pocket-sized hardcover gift edition. "Jordan has come to dominate the world that Tolkien began to reveal." —The New York Times
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. From the Two Rivers is a special edition that contains Part 2 of The Eye of the World, Jordan's internationally bestselling epic fantasy saga, and is a perfect gift for old fans and new. Pursued by Trollocs and Myrddraal, Rand and his friends find refuge in the deserted city of Shadar Logoth. But their wandering—and the many dangers they face—are far from over. For from the lips of a dying Aiel girl they learn that the Dark One means to blind the Eye of the World. Having barely escaped capture and death, Rand finds himself face to face with Aginor: a wielder of the One Power and an ally of the Dark One. In the battle that follows, Rand will discover his true identity...and destiny. "The most ambitious American fantasy saga [may] also be the finest. Rich in detail and his plot is rich in incident. Impressive work, and highly recommended."—Booklist
"Recalls the work of Tolkien."—Publishers Weekly
"This richly detailed fantasy presents fully realized, complex adventure. Recommended."—Library Journal
"The definitive American fantasy saga." —Chicago Sun-Times

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 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

With the full cooperation of the Jordan estate, The Eye of the World has been turned into a stunning comic book series written by Chuck Dixon and illustrated by Chase Conley. The first Robert Jordan graphic novel, New Spring: the Graphic Novel, was a New York Times bestseller. The Eye of the World: The Graphic Novel, Volume One begins Robert Jordan's epic fantasy tale by introducing Rand al'Thor and his friends Matrim and Perrin at the spring festival. Moiraine Damodred and Lan Mandragoran appear, and almost before Rand knows it, he and his friends are fleeing his home village with Moiraine, Lan, and Egwene al'Vere, the innkeeper's daughter, who wishes to become an Aes Sedai. The conclusion of this volume leaves the travelers on the road to Baerlon, barely ahead of the pursuing Trollocs and Draghkar. As they run for their lives, Moiraine and Lan begin to teach the young people what they need to know to survive in this dangerous world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This discounted ebundle includes: The Fires of Heaven, Lord of Chaos, A Crown of Swords, The Path of Daggers, Winter's Heart
Enter the world of The Wheel of Time®, the genre-defining epic fantasy series by New York Times bestselling author Robert Jordan. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. 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. The Fires of Heaven — Now the Dragon Reborn, Rand al'Thor must conceal his present endeavor from all about him. Lord of Chaos — The White Tower in exile prepares an embassy to Caemlyn, where Rand Al'Thor, the Dragon Reborn, holds the throne—and where an unexpected visitor may change the world. A Crown of Swords — Elayne, Aviendha, and Mat come ever closer to the bowl ter'angreal that may reverse the world's endless heat wave and restore natural weather. The Path of Daggers — Nynaeve, Elayne, and Aviendha head for Caemlyn and Elayne's rightful throne, but on the way they discover an enemy much worse than the Seanchan. Winter's Heart — Rand is on the run with Min, and in Cairhein, Cadsuane is trying to figure out where he is headed. Mazrim Taim, leader of the Black Tower, is revealed to be a liar. 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 and Teresa Patterson
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applied.

The Wheel of Time®, Robert Jordan's internationally bestselling fantasy series, has captured the imaginations of millions of readers worldwide. This ebook contains the full text of the fourteen books of The Wheel of Time, plus the prequel novel New Spring. By Robert Jordan The Eye of the World The Great Hunt The Dragon Reborn The Shadow Rising The Fires of Heaven Lord of Chaos A Crown of Swords The Path of Daggers Winter's Heart Crossroads of Twilight Knife of Dreams By Robert Jordan and Brandon Sanderson The Gathering Storm Towers of Midnight A Memory of Light At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The second volume of the magnificent New York Times bestselling graphic novel adaptation of Robert Jordan's The Eye of the World With the full cooperation of the Jordan estate, The Eye of the World has been turned into a stunning comic book series. Volume One of The Eye of the World: the Graphic Novel was published by Tor in the Fall of 2011 and was a New York Times bestseller. In The Eye of the World: the Graphic Novel, Volume Two, scripted by Chuck Dixon and illustrated by Andie Tong, Rand al'Thor, Egwene al'Vere, and their friends flee their home village in the company of Moiraine and her Warder, Lan Mandragoran. Pursued by their enemies, the group seeks sanctuary in Baerlon. Rand's nightmares grow darker. Moiraine takes Egwene under her wing. Lan warns them to trust no one, but should that distrust extend to Lan and Moiraine as well? The Eye of the World: the Graphic Novel, Volume Two, collects six issues of Robert Jordan's The Wheel of Time: The Eye of the World comic book published by Dynamite Entertainment. This book will feature bonus material that gives readers a behind-the-scenes look at the creation of a graphic novel. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The World of Robert Jordan's The Wheel of Time is bursting with full-color art, legends, and stories from the iconic series that's soon to be an original series starring Rosamund Pike as Moiraine! 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 this series companion book, over eighty full color paintings include maps of the world, portraits of the central characters, landscapes, objects of Power, and national flags. The reader will learn about the exotic beasts used by the Seanchan, witness the rise and fall of Artur Hawking, peruse the deeper story of the War of the Shadow, and discover the tale of the founding of the White Tower, and the creation of the Ajahs. The inner workings of the closed country, Shara, are revealed, as is the existence of a hitherto unknown continent called The Land of the Madmen. This stunning volume also includes double-page spreads of the first seven book jackets by Darrell Sweet so that the art can be enjoyed without type, and all the known maps of the world, including maps of the Seanchan Empire, the nations of the Covenant of the Ten Nations, and the nations as they were when Artur Paendrag Tanreall began his rise to legend. In a new hardcover edition with a beautiful updated cover, The World of Robert Jordan's The Wheel of Time is a must-buy for devoted fans of the series and newcomers alike. 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 Altai 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.

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