

Leggende Del Mondo Emerso 3 Gli Ultimi Eroi

From the brilliant imagination of bestselling artist Paolo Barbieri comes a must-have book filled with exquisite and formidable stardragons. They are creative renditions of famous constellations, including Andromeda, Pegasus, Orion, Ursa Major, and many more. Barbieri's stardragons capture the essence of these cosmic forces and inspire you to shoot for the stars in everything you do.

In this epic debut fantasy, inspired by Renaissance France, an outcast finds herself bound to a disgraced lord and entangled in his plot to overthrow the king. Perfect for fans of *Grave Mercy* and *Red Queen*! Brienna desires only two things: to master her passion and to be chosen by a patron. Growing up in Valenia at the renowned Magnalia House should have prepared her. While some are born with a talent for one of the five passions—art, music, dramatics, wit, and knowledge—Brienna struggled to find hers until she chose knowledge. However, Brienna's greatest fear comes true: she is left without a patron. Months later, her life takes an unexpected turn when a disgraced lord offers her patronage. Suspicious of his intent, she reluctantly accepts. But there is much more to his story, for there is a dangerous plot to overthrow the king of Maevana—the rival kingdom of Valenia—and restore the rightful queen, and her magic, to the throne. With war brewing, Brienna must choose which side she will remain loyal to: passion or blood. Plus don't miss the thrilling sequel, *The Queen's Resistance*!

Il primo volume della nuova emozionante saga di Licia Troisi.

Two years after leaving the Faerie Realm, Henry Atherton finds a middleaged Pyrgus and his new wife, Nymph, in Mr. Fogarty's backyard. They explain that a terrible plague has taken hold of the Faerie Realm, causing faeries to age so rapidly that Pyrgus had to flee in order to save himself. Determined to help his friends, Henry returns to the realm, hoping to find a cure and perhaps win his way back into the heart of Queen Holly Blue. But the plague isn't what it seems, and when the treacherous villains of the Faerie Realm are involved, anything is possible. Readers are guaranteed to find themselves enmeshed in this final heart-stopping adventure from fantasy master Herbie Brennan.

Number-one New York Times-bestselling author Lu concludes Adelina's story with this haunting and hypnotizing finale to the Young Elites series. 5 1/2 x 8 5/16.

L'ultimo emozionante capitolo della saga delle Guerre del Mondo Emerso.

Desperately unhappy, Laura has resorted to secretly self-harming. But Laura is a Stravagante, somebody who can travel in time and space. When she finds her talisman, a small silver dagger, she stravagates with it to sixteenth-century Fortezza, a town similar to Lucca in Italy, where she meets her Stravagante, who is a swordsmith. But Laura also meets the charming and attractive Ludo, and falls for him. Their love for each other is tested when Ludo lays claim to the crown of Fortezza, and Laura finds herself fighting on the side of the Stravaganti opposing him . . . A thrilling tale filled with battles on the field and battles of the heart.

A THIEF MADE A LORD. A PRINCE MADE A VILLAIN. A DEADLY GAME FOR POWER. The exhilarating sequel to the LatinX Sunday Times bestseller *Nocturna*, about a face-changing thief and a risk-taking prince who must reunite when a deadly enemy threatens their kingdom's chance at establishing a global peace. After joining forces to save Castallan from an ancient magical evil, Alfie and Finn haven't seen each other in months. Alfie is finally stepping up to his role as heir and preparing for an International Peace Summit, while Finn is traveling and reveling in her newfound freedom from Ignacio. That is, until she's unexpectedly installed as the new leader of one of Castallan's powerful crime families. Now one of the four Thief Lords of Castallan, she's forced to preside over the illegal underground *Ocult*a competition, which coincides with the summit and boasts a legendary prize. Just when Finn finds herself back in San Cristobal, Alfie's plans are also derailed. Los Toros, the mysterious syndicate responsible for his brother's murder, has resurfaced—and their newest target is the summit. And when these events all unexpectedly converge, Finn and Alfie are once again forced to work together to follow the assassins' trail and preserve Castallan's hopes for peace with Englass. But will they be able to stop these sinister foes before a new war threatens their kingdom?

The young thief Widdershins returns home to face her destiny in “her last and most dangerous adventure” in this series finale—a “smart fantasy with heart” (*Kirkus Reviews*). After almost a year away from the grand city of Davillon, the wandering thief Widdershins has finally come to terms with the pain and grief that drove her away. Now she's returning home with the hope that her old friends can forgive her hasty actions. But home is not what it used to be. The entire city is on edge, with rumors of upheaval spreading through the darkened streets. And Shins is shocked to discover that her dreaded nemesis, Lisette Suvagne, is behind the strife. Thanks to an unholy bargain with otherworldly powers, the vindictive Lisette is far more dangerous than before—and far too formidable even for Shins and her personal god, Olgun, to confront alone. Now, for the sake of her friends, her city, and her own soul, Shins must gather allies from every corner of Davillon—lawful, unlawful, and seriously unlawful—before she faces the greatest challenge of her life. Because the greatest challenge of Widdershins's life might also be the end of it.

In 13th century Florence, the war between the Guelphs and Ghibellines is destroying entire families. Every corner of Tuscany has been drawn into the conflict, but little do the two sides realise their war is but a pale reflection of a battle between the mysterious inhabitants of the spirit world, lasting a thousand years. The spirit that guides the Cavalcanti family, Kabal, uses every any means at his disposal to make sure his family is not torn to shreds and eventually comes out on top. The true ace up his sleeve is the new head of his family, the warrior and poet Guido Cavalcanti. Guido is driven to seek an impossible peace as he strives to save his city and marry the girl he loves. He is helped by a young, exceptionally shy poet known as Dante Alighieri... It is a story of war, betrayal, intrigue and magic that is woven skilfully together to create a wondrous combination of historical accuracy and the fantastic world that lies behind human endeavour. “The Eternal War – Armies of Saints” is an innovative historical fantasy set against the backdrop of the

Florence of the Divine Comedy. It has already conquered Italy and now, with the English translation, it is set to take the world.

Law & Order meets Men in Black in this graphic novel adaptation of an unproduced TV pilot script by the author of A Game of Thrones—a never-before-seen story brought to life for the first time! **SECOND CITY. FIRST CONTACT.** Ten years ago, representatives from an interstellar collective of 314 alien species landed on Earth, inviting us to become number 315. Now, after seemingly endless delays, the Starport in Chicago is operational, a destination for diplomats, merchants, and tourists alike. Inside, visitors are governed by intergalactic treaty. Outside, the streets belong to Chicago's finest. Charlie Baker, newly promoted to the squad that oversees the Starport district, is eager to put to practical use his enthusiasm for all things extraterrestrial; he just never expected to arrive on his first day in the back of a police cruiser. Lieutenant Bobbi Kelleher is married to the job, which often puts her in conflict with Lyhanne Nhar-Lys, security champion of Starport and one of the galaxy's fiercest warriors. Undercover with a gang of anti-alien extremists, Detective Aaron Stein has no problem mixing business with pleasure—until he stumbles upon evidence of a plot to assassinate a controversial trade envoy with a cache of stolen ray guns. Now the Chicago PD must stop these nutjobs before they piss off the entire universe. Based on a TV pilot script written by George R. R. Martin in 1994 and adapted and illustrated by Hugo Award–nominated artist Raya Golden, this bold and brilliant graphic novel adaptation at last brings Martin's singular vision to rollicking life. With all the intrigue, ingenuity, and atmosphere that made A Game of Thrones a worldwide phenomenon, Starport launches a new chapter in the career of a sci-fi/fantasy superstar.

As a former vampire, Simon gets along with Downworlders. The Clave does not. One of ten adventures in Tales from the Shadowhunter Academy. As a former vampire, Simon's always been sympathetic to Downworlders. But after a training exercise goes wrong, he gets a glimpse into the Shadowhunters' prejudice as he learns about the origin of Helen and Mark Blackthorn, principle characters in The Dark Artifices. This standalone e-only short story follows the adventures of Simon Lewis, star of the #1 New York Times bestselling series, The Mortal Instruments, as he trains to become a Shadowhunter. Tales from the Shadowhunter Academy features characters from Cassandra Clare's Mortal Instruments, Infernal Devices, and the upcoming Dark Artifices and Last Hours series. Pale Kings and Princes is written by Cassandra Clare and Robin Wasserman. Read more of Cassandra Clare's Shadowhunter Chronicles in The Infernal Devices, The Mortal Instruments, and The Bane Chronicles.

India, 1920. Captain Wyndham and Sergeant Banerjee of the Calcutta Police Force investigate the dramatic assassination of a Maharajah's son, in the sequel to A Rising Man. The fabulously wealthy kingdom of Sambalpur is home to tigers, elephants, diamond mines, and the beautiful Palace of the Sun. But when the heir to the throne is assassinated in the presence of Captain Sam Wyndham and Sergeant 'Surrender-Not' Banerjee, they discover a kingdom riven with suppressed conflict. Prince Adhir was a modernizer whose attitudes—and romantic relationships—may have upset the more religious elements of his country, while his brother—now in line to the throne—appears to be a feckless playboy. As Wyndham and Banerjee desperately try to unravel the mystery behind the assassination, they become entangled in a dangerous world where those in power live by their own rules—and those who cross their paths pay with their lives. They must find a murderer, before the murderer finds them . . .

Periodico della Soprintendenza per i Beni Archeologici dell'Emilia Romagna. Riunisce, in un solo volume il contenuto di 2 fascicoli semestrali, una serie di saggi e il notiziario relativo agli scavi e ricerche, restauri, mostre e una rubrica di recensioni.

NOW A NETFLIX ORIGINAL SERIES If you have not read anything about the Baudelaire orphans, then before you read even one more sentence, you should know this: Violet, Klaus, and Sunny are kindhearted and quick-witted, but their lives are filled with bad luck and misery. All of the stories about these three children are unhappy and wretched and will most likely fill you with deep despair. From The Bad Beginning to The End, this comprehensive collection with unfortunate bonus material that may or may not include trivia questions, character profiles, and several very sad sentences is the only choice for people who simply cannot get enough of a bad thing!

Magic lies at the heart of Cassaforte, a medieval city resembling Venice. Risa Divetri will soon leave home to study the family craft—creating and enchanting glass objects. But when Cassaforte's age-old magic unravels and corruption threatens their kingdom, Risa's untapped powers rise to the surface—leading her toward her true fate.

In Pollyanna Grows Up we follow the titular character as she “grows up” through a story told in two connected parts. The first part takes place in Boston when she is age 13, having just been rehabilitated from severe injuries sustained in an automobile accident. As she leaves the hospital, she is sent to stay with a nearby dowager, who has long withdrawn into grief, pining for her lost nephew. Pollyanna is to be her “cure.” After leaving Boston, Pollyanna leaves the country with her Aunt Polly and doesn't return to Vermont until she is 20 years old. While in Boston, Pollyanna observes her host's isolation and depression, which sits in stark contrast with the opulence of her home and her material wealth. Meanwhile, naive, relentlessly positive, literal-minded Pollyanna, often oblivious to the structure of society around her, slowly comes to understand the dire, grinding poverty, isolation, and alienation that turn-of-the-century Boston was also home to.

Human connection is a central theme of the book and Pollyanna begins to engage with broader cultural and moral questions of her society before departing the country. In the second half of the book, Pollyanna acts as host to the friends she made in Boston. As such, she reconnects with them and puts them in touch with her friends and family in Vermont. As a part of growing up, Pollyanna must now address questions of how these relationships might change as her age and social status change. She must reconcile the sense of obligation she feels with her desires, and with the wants and needs of those around her. Old relationships are expanded, and new relationships are formed (or revealed) with each, in the end, more connected to all. This book is part of the Standard Ebooks project, which produces free public domain ebooks.

"Perfect late night reading" JAN MORRIS "Banffy is a born storyteller" PATRICK LEIGH FERMOR "Totally absorbing" MARTHA KEARNEY "So evocative" SIMON JENKINS An extraordinary portrait of the vanished world of pre-1914 Hungary, this epic story is told through the eyes of two cousins, Count Balint Abady and Count Laszlo Gyeroffy. Shooting parties in great country houses, turbulent scenes in parliament and the luxury life in Budapest provide the backdrop for this gripping, prescient novel, forming a chilling indictment of upper-class frivolity and political folly in which good manners cloak indifference and brutality. Abady becomes aware of the plight of a group of Romanian mountain peasants and champions their cause, while Gyeroffy dissipates his resources at the gaming tables, mirroring the decline of the Austro-Hungarian empire itself. This is the first volume Banffy's trilogy, which continues with *They Were Found Wanting* and *They Were Divided*. It was rediscovered for an international readership after the fall of communism in Hungary. With a Foreword by Patrick Leigh-Fermor and translated from Hungarian by Patrick Thursfield and Katalin Banffy-Jelen
WINNER OF THE WEIDENFELD TRANSLATION PRIZE

Europe's boundaries have mainly been shaped by cultural, religious, and political conceptions rather than by geography. This volume of bilingual essays from renowned European scholars outlines the transformation of Europe's boundaries from the fall of the ancient world to the age of decolonization, or the end of the explicit endeavor to "Europeanize" the world. From the decline of the Roman Empire to the polycentrism of today's world, the essays span such aspects as the confrontation of Christian Europe with Islam and the changing role of the Mediterranean from "mare nostrum" to a frontier between nations. Scandinavia, eastern Europe and the Atlantic are also analyzed as boundaries in the context of exploration, migratory movements, cultural exchanges, and war. *The Boundaries of Europe*, edited by Pietro Rossi, is the first installment in the ALLEA book series *Discourses on Intellectual Europe*, which seeks to explore the question of an intrinsic or quintessential European identity in light of the rising skepticism towards Europe as an integrated cultural and intellectual region.

"The exciting beginning of a promising new epic fantasy series. Prepare for ancient mysteries, innovative magic, and heart-pounding heists."—Brandon Sanderson "Complex characters, magic that is tech and vice versa, a world bound by warring trade dynasties: Bennett will leave you in awe once you remember to breathe!"—Tamora Pierce In a city that runs on industrialized magic, a secret war will be fought to overwrite reality itself—the first in a dazzling new series from *City of Stairs* author Robert Jackson Bennett. Sancia Grado is a thief, and a damn good one. And her latest target, a heavily guarded warehouse on Tevanne's docks, is nothing her unique abilities can't handle. But unbeknownst to her, Sancia's been sent to steal an artifact of unimaginable power, an object that could revolutionize the magical technology known as scrying. The Merchant Houses who control this magic—the art of using coded commands to imbue everyday objects with sentience—have already used it to transform Tevanne into a vast, remorseless capitalist machine. But if they can unlock the artifact's secrets, they will rewrite the world itself to suit their aims. Now someone in those Houses wants Sancia dead, and the artifact for themselves. And in the city of Tevanne, there's nobody with the power to stop them. To have a chance at surviving—and at stopping the deadly transformation that's under way—Sancia will have to marshal unlikely allies, learn to harness the artifact's power for herself, and undergo her own transformation, one that will turn her into something she could never have imagined.

"Once upon a time, a girl had a father, a prince, a society of friends. Then they betrayed her. Now Adelina Amouteru is turning down the bitter path of revenge. Known and feared as the White Wolf, she searches for other Young Elites to build up her own army. Her goal: strike down the Inquisition Axis who nearly killed her. But make no mistake -- Adelina is no heroine. Her powers are growing beyond her control and she trusts no one. Adelina struggles to cling to the good within her. But how can she be good when her very existence depends on darkness?"--Back cover.

Il male che il popolo degli elfi ha seminato nel Mondo Emerso sta decimando la popolazione e ha gettato città e villaggi in un gorgo di violenza e disperazione...

A young girl learns she's half mermaid and plunges into a scheme to reunite with her father in this entrancing, satisfying tale that beckons readers far below the waves. For as long as she can remember, twelve-year-old Emily Windsnap has lived on a boat. And, oddly enough, for just as long, her mother has seemed anxious to keep Emily away from the water. But when Mom finally agrees to let her take swimming lessons, Emily makes a startling discovery — about her own identity, the mysterious father she's never met, and the thrilling possibilities and perils shimmering deep below the water's surface. With a sure sense of suspense and richly imaginative details, first-time author Liz Kessler lures us into a glorious undersea world where mermaids study shipwrecks at school and Neptune rules with an iron trident — an enchanting fantasy about family secrets, loyal friendship, and the convention-defying power of love.

The world of Shannara is brimming with untold stories and unexplored territory. Now bestselling author Terry Brooks breaks new ground with a standalone adventure that's sure to thrill veteran readers and recent converts alike. The mysterious, magic-wielding Druid order has existed for long ages, battling any evil that threatens the Four Lands—and struggling to be understood and accepted by outsiders. But their hopes of building goodwill are dashed when a demon's murderous rampage at a peace summit leaves their political opponents dead—casting new suspicions upon the Druids and forcing them to flee from enemies both mortal and monstrous. Paxon Leah, the order's appointed protector, knows that blame lies with Arcannen Rai, the vile sorcerer he has battled and defeated before. But there's no time to hunt his nemesis, if he is to lead the wrongfully accused Druids to their sanctuary. It is a quest fraught with danger, as a furious government agent and his army snap at their heels, and lethal predators stalk them in the depths of the untamed wilderness. But Arcannen is playing a deeper game than Paxon realizes. Paxon's sister possesses a powerful magic that the sorcerer longs to control—but Arcannen has not reckoned with the determination of his own estranged daughter, Leofur, who is also Paxon's devoted lifemate. Leofur sets out on a perilous quest to thwart her father's desires—while the vengeful Arcannen conjures his blackest magical skills, determined to destroy them all . . . and claim the most powerful of

magics for his own.

Rebels, royals, and monsters wage war over the Mytican throne.

Henry thinks he is simply saving a butterfly from being eaten by Mr Fogarty's cat - but he is in fact saving the life of a misdirected exiled fairy prince. A prince who has to get back to his own land in order to thwart a threatened attack by the Faeries of the Night. But time is against Pyrgus Malvae and soon he is relying on Henry and Mr Fogarty not just to get him home but also to solve the puzzle that surrounds his exile. A wonderful, gripping, page-turning read full of the kind of detail that will ensure that this fabulous fantastic novel will have readers young and old holding their breath as the story unfolds.

The Pulitzer Prize-winning journalist looks at the life and times of the Chicago Bulls superstar— “The best Jordan book so far” (The Washington Post). One of sport’s biggest superstars, Michael Jordan is more than an internationally renowned athlete. As illuminated through David Halberstam’s trademark balance of impeccable research and fascinating storytelling, Jordan symbolizes the apex of the National Basketball Association’s coming of age. Long before multimillion-dollar signings and lucrative endorsements, NBA players worked in relative obscurity, with most games woefully unattended and rarely broadcast on television. Then came Larry Bird and Magic Johnson, Jordan’s two great predecessors, and the game’s status changed. The new era capitalized on Jordan’s talent, will power, and unrivaled competitiveness. In *Playing for Keeps*, Halberstam is at his investigative best, delving into Jordan’s expansive world of teammates and coaches. The result is a gripping story of the athlete and media powerhouse who changed a game forever. This ebook features an extended biography of David Halberstam.

Tania has brought the long-lost Queen Titania back to Faerie from the Mortal World of modern London. But when they cross between the worlds, they find only devastation. The Sorcerer King of Lyonesse—ancient enemy of the Faerie Court—has been released from his amber prison. As the wicked sorcerer regains his power, King Oberon, Tania's father, is imprisoned and the Faerie Court is being destroyed. Tania and her true love, Edric, must travel the Realm to try to find and rescue King Oberon, who is their only hope for defeating the evil Sorcerer King. And Tania must prepare for battle . . . and to fight a war that she may not survive.

THE BASIS FOR THE CANNES FILM FESTIVAL'S PALMA D'OR-NOMINATED FILM Set in an upper-middle-class Tel Aviv apartment building, this best-selling and warmly acclaimed Israeli novel examines the interconnected lives of its residents, whose turmoils, secrets, unreliable confessions, and problematic decisions reveal a society in the midst of an identity crisis. On the first floor, Arnon, a tormented retired officer who fought in the First Intifada, confesses to an army friend with a troubled military past how his obsession about his young daughter's safety led him to lose control and put his marriage in peril. Above Arnon lives Hani, known as "the widow," whose husband travels the world for his lucrative job while she stays at home with their two children, increasingly isolated and unstable. When her brother-in-law suddenly appears at their door begging her to hide him from loan sharks and the police, she agrees in spite of the risk to her family, if only to bring some emotional excitement into her life. On the top floor lives a former judge, Devora. Eager to start a new life in her retirement, Devora joins a social movement, desperately tries to reconnect with her estranged son, and falls in love with a man who isn't what he seems. A brilliant novelist, Eshkol Nevo vividly depicts how the grinding effects of social and political ills play out in the psyche of his flawed yet compelling characters, in often unexpected and explosive ways.

Il terzo capitolo della saga dei Cavalieri del Regno della Fantasia, in cui una ragazza elfo tenderà di sconfiggere tre potenti giganti. Il Mondo Emerso sembra giunto definitivamente al tramonto. Il morbo che il re degli elfi ha insinuato nella popolazione sta contaminando ogni villaggio, e l'unico antidoto, una pozione distillata dal sangue di ninfa, non basta a curare tutti i malati...

Leggende del Mondo Emerso - 3. Gli ultimi eroi Edizioni Mondadori

Jen Beagin’s funny, moving, fearless debut novel introduces an unforgettable character, Mona—almost 24, cleaning houses to get by, emotionally adrift. Handing out clean needles to drug addicts, she falls for a recipient who proceeds to break her heart in unimaginable ways. She decamps to Taos, New Mexico, for a fresh start, where she finds a community of seekers and cast-offs. But they all have one or two things to teach her—the pajama-wearing, blissed-out New Agers, the slightly creepy client with peculiar tastes in controlled substances, the psychic who might really be psychic. Always just under the surface are her memories of growing up in a chaotic, destructive family from which she’s trying to disentangle herself. The story of her journey toward a comfortable place in the world and a measure of self-acceptance is psychologically acute, often surprising, and entirely human.

A man becomes a hero...As a young boy in Ithaca, Odysseus listens in wonder to his grandfather Autolykos, a man feared by many across the land as a ruthless fighter. He learns of his heritage and a lifelong passion is sparked: to become an adventurer and warrior. In Mycenae, he meets King Eurystheus and learns the terrible story of Hercules - the man with god-like strength who slaughtered his family and punished by the King to undertake impossible tasks to earn absolution. But is Eurystheus the man he says he is? When a child comes to Odysseus in the middle of the night, with another, very disturbing, version of what happened that fateful night, Odysseus embarks on the first of his extraordinary quests...So begins the epic story of Odysseus, the first of two volumes: an adventure of love, war, courage and heroism, weaving from a small rocky island in Greece, to the mighty fall of Troy. An analysis of the career of Ana Mendieta, a Cuban-American feminist artist who came to prominence in the late 70s and early 80s, in terms of gender and performance theory.

#1 New York Times bestseller! From extremist groups to NASCAR to forensic twists, Temperance Brennan is back in a turbo-charged story of secrets and murder. A body is found in a barrel of asphalt in a landfill just before Raceweek when 200,000 fans are pouring into town. The next day a NASCAR crewmember visits Temperance Brennan at the MCME and tells his story. His sister, Cyndi Gamble, then a high school senior who wanted to be a NASCAR driver, disappeared twelve years before along with her boyfriend, Cale Lovette. Lovette used to hang out with a group of right-wing extremists known as the Patriot Posse. Is the body Cyndi's? Or Cale's? At the time of their disappearance, the FBI joined the investigation because of Cale's association with extremists. But the search was quickly terminated. Was there a cover-up? Tempe considers the multiple theories: did the pair take off together to join the underground militia and then get killed by militia types? Did Cale kill Cyndi and disappear into the militia underground? The case gets more complex when another man, Ted Raines, is identified as missing in Charlotte, where he had gone for the big race. Ted was an employee of the CDC in Atlantic. Could the body be his? What could Raines—if it is Raines—have been up to?

Though they were often ridiculed or ignored by their contemporaries, today astonishing sums are paid for their paintings. Their dazzling works are familiar to even the most casual art lovers—but how well does the world know the Impressionists as people?

Sue Roe's colorful, lively, poignant, and superbly researched biography, *The Private Lives of the Impressionists*, follows an extraordinary group of artists into their Paris studios, down the rural lanes of Montmartre, and into the rowdy riverside bars of a city undergoing monumental change. Vivid and unforgettable, it casts a brilliant, revealing light on this unparalleled society of genius colleagues who lived and worked together for twenty years and transformed the art world forever with their breathtaking depictions of ordinary life.

A global account of pirates and their modus operandi from the middle ages to the present day In the twenty-first century piracy has regained a central place in Western culture, thanks to a surprising combination of Johnny Depp and the *Pirates of the Caribbean* franchise as well as the dramatic rise of modern-day piracy around Somalia and the Horn of Africa. In this global history of the phenomenon, maritime terrorism and piracy expert Peter Lehr casts fresh light on pirates. Ranging from the Vikings and Wako pirates in the Middle Ages to modern day Somali pirates, Lehr delves deep into what motivates pirates and how they operate. He also illuminates the state's role in the development of piracy throughout history: from privateers sanctioned by Queen Elizabeth to pirates operating off the coast of Africa taking the law into their own hands. After exploring the structural failures which create fertile ground for pirate activities, Lehr evaluates the success of counter-piracy efforts—and the reasons behind its failures.

Molly Moon is back—and this time she's hypnotizing her way to the Academy Awards in Los Angeles! Along with Rocky and Petula the pug, Molly is tracking the sinister activities of American billionaire Primo Cell, who wants to become president and take over the world. He has all the Hollywood celebrities in his power, but Molly Moon has an amazing power of her own, which even she doesn't know about....

Georgia is an ordinary girl, living in London with her mother, stepfather, and bully of a stepbrother, and coping with the difficulties of growing up. But her life takes a sudden change when she buys a tiny figurine of a winged horse, and suddenly finds herself swept up into the world of the Stravagante. The tiny horse becomes her magical time-travel talisman and transports her to Remora, the Talian parallel to the city of Siena, Italy. There she meets Lucien, the Stravagante we first met in *City of Masks*, and many other fascinating people who are in the midst of preparing for the Stellata, the annual horse race run each year in the city. Intrigue, romance, and the rare appearance of a true winged horse ensure an exciting adventure to rival the first in this captivating series.

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