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### DF1WEM - DUNN STEPHANIE

Non c'è tregua per Sofia, erede dell'ultimo dei draghi e unica speranza contro Nidhoggr. Qualcosa di terribile è accaduto in una città lontana, un evento così infausto da offuscare il potere dell'Albero del Mondo: un Draconiano è stato ucciso, e con lui è morta per sempre la speranza di sconfiggere il nemico.

Not so very long ago, Eragon - Shadeslayer, Dragon Rider - was nothing more than a poor farm boy, and his dragon, Saphira, only a blue stone in the forest. Now, the fate of an entire civilization rests on their shoulders.

The kingdom of Goredd is populated by humans and by dragons who fold themselves into a human form. Though they live alongside each other, the peace between them is uneasy. But when a member of the royal family is murdered, and the crime appears to have been committed by a dragon the peace and treaty between both worlds is seriously threatened. . . . Into this comes Seraphina, a gifted musician who joins the royal court as the assistant to the court composer. She is soon drawn into the murder investigation and, as she uncovers hints of a sinister plot to destroy the peace in Goredd for good, finds herself caught desperately in the middle of the tension. For Seraphina hides a secret - the secret behind her musical gift - and if she is found out, her life is in serious danger. . . .

For those foolish enough to have read "The Name of this Book is Secret" and too foolhardy to have turned away from "If You're Reading This, It's Too Late", the third book in the series is best avoided. This book contains none of the following: A cursed Aztec artefact, an evil and deranged chef, a secret jungle lair inhabited by cocoa-crazed monkeys, the most dangerous chocolate ever created. Never visit [www.keepthesecret.co.uk](http://www.keepthesecret.co.uk) if you know what's good for you. "What child could resist it? A deliciously dark and chocolatey book full of big chunks of crazy humour and a cast of mouth-watering characters... "This Book is Not Good for You" is actually very good for you...the teasing, topsy-turvy world created by the scrumptious Mr Bosch is guaranteed to have you laughing all the way to the next instalment." - Lancashire Evening Post

“THE SORCERER’S RING has all the ingredients for an instant success: plots, counterplots, mystery, valiant knights, and blossoming relationships replete with broken hearts, deception and betrayal. It will keep you entertained for hours, and will satisfy all ages. Recommended for the permanent library of all fantasy readers.” —Books and Movie Reviews, Roberto Mattos (regarding A Quest of Heroes) THE GIFT OF BATTLE (Book #17) is the finale of the Bestselling series THE SORCERER’S RING, which begins with A QUEST OF HEROES (book #1)—a free download on Google Play! In THE GIFT OF BATTLE, Thor meets his greatest and final challenge, as he quests deeper into the Land of Blood to attempt to rescue Guwayne. Encountering foes more powerful than he ever imagined, Thor soon realizes he is up against an army of darkness, one for which his powers are no match. When he learns a sacred object may give him the powers he needs—an object which has been kept secret for ages—he must embark on a final quest to retrieve it before it is too late, with the fate of the Ring hanging in the balance. Gwendolyn keeps her vow to the King of the Ridge, entering the tower and confronting the cult leader to learn what secret he is hiding. The revelation sends her to Argon, and ultimately to Argon’s master—where she learns the greatest secret of all, one which may alter the destiny of her people. When the Ridge is discovered by the Empire, the invasion begins and, under attack by the greatest army known to man, it falls on Gwendolyn to defend, and to lead her people on one final, mass exodus. Thor’s Legion brothers, on their own, face unimaginable risks, as Angel is dying from her leprosy. Darius fights for his life beside his father in the Empire capital, until a surprise twist prods him, with nothing left to lose, to finally tap his own powers. Erec and Alistair reach Volusia, battling their way upriver, and they continue on their quest for Gwendolyn and the exiles, as they face unexpected battles. And Godfrey realizes that he must ultimately make a decision to be the man he wants to be. Volusia, surrounded by all the power of the Knights of the Seven, must put herself to the test as goddess and discover if she alone has the power to crush men and rule the Empire. While Argon, faced with his end of days, realizes the time has come to sacrifice himself. As good and evil hang in the balance, one final, epic battle—the greatest battle of all—will determine the outcome of the Ring for all time. With its sophisticated world-building and characterization, THE GIFT OF BATTLE is an epic tale of friends and lovers, of rivals and suitors, of knights and dragons, of intrigues and political machinations, of coming of age, of broken hearts, of deception, ambition and betrayal. It is a tale of honor and courage, of fate and destiny, of sorcery. It is a fantasy that brings us into a world we will never forget, and which will appeal to all ages and genders. THE GIFT OF BATTLE is the longest of all the books in the series, at 93,000 words! “Action-packed .... Rice's writing is solid and the premise intriguing.” —Publishers Weekly (regarding A Quest of Heroes)

Before there is peace, blood will spill blood... New territory brings new troubles for the fierce cats of the warrior Clans, who are still uncovering the secrets of their new home around the lake. Dangers they have never faced before are lurking in the twilight shadows, and former allies are acting strangely hostile. As divisions between the Clans grow deeper, Firestar's daughters face troubling decisions. One is torn between loyalty to her calling and a forbidden love, while the other struggles with her best friend's betrayal and the surprising perils of the forest. The choices they make now could affect ThunderClan for generations to come. . . . and with an unexpected enemy preparing to attack, their courage and strength will be needed more than ever if the Clan is to survive.

Francesco Koslovic—even his name straddles two cultures. And during the spring of 1955, in the village of Materada on the Istrian Peninsula, his two worlds are coming apart. Materada, the first volume of Fulvio Tomizza's celebrated Istrian Trilogy, depicts the Istrian exodus of the hundreds of thousands who had once thrived in a rich ethnic mixture of Italians and Slavs. Complicating Koslovic's own departure is his attempt to keep the land that he and his brother have worked all their lives. A picture of a disappearing way of life, a tale of feud and displacement, and imbued with the tastes, tales, and songs of his native Istria, Koslovic's story is a testament to the intertwined ethnic roots of Balkan history.

Sisters. Rivals. And the love of one man. Isabella and Beatrice d'Este are as different as night and day. Wordly and ambitious, Isabella's beauty and intellect are legendary across the courts of Europe, while her younger sister, a tomboy, prefers horses and the hunt. When Isabella is betrothed to the Marquis of Mantua, all her ambitions seem to come true -- until Beatrice marries Ludovico, the powerful Duke of Milan. Suddenly, Isabella finds herself drawn to her sister's husband, a man as charismatic as he is dangerous. Once close, the sisters are now fierce rivals, for Ludovico's affections but also for the larger prize, to be immortalized by Milan's court painter, Leonardo da Vinci. Da Vinci's glittering genius is at its zenith, with such masterpieces as The Last Supper and the Mona Lisa, but he con-

stantly struggles not to let his noble patrons' incessant demands compromise his own artistic vision. Meanwhile, the black clouds of war are looming on the horizon. As Ludovico's gamble for power in Western Europe begins to fall apart, the sisters must choose -- between passion and family, loyalty and survival.

Told in alternating voices by Frosty and outcast slayer Milla, who are pressured by the spirit of Frosty's girlfriend to work together to destroy a revitalized enemy once and for all.

Linus Hoppe has always lived in Realm One, an ideal world. Now, at 14, he must be tested by the Great Processor to determine where he deserves to live from here on. If he achieves a high score, nothing in his life will change. But if he scores too low, he'll be relegated to an inferior realm, possibly far from his family and friends. There's really nothing for Linus to worry about—unless, of course, he chooses to alter his destiny.

Nidhoggr, la malvagia viverna che un tempo cercò di distruggere l'equilibrio della natura, è tornato. Il sigillo che lo teneva imprigionato è stato infranto e il suo potere ha soggiogato la Terra intera, trasformando tutti gli uomini in mostri disposti a qualunque sacrificio per sconfiggere Sofia e gli altri Draconiani....

Accompagnée par l'étrange professeur Schlafen et ses compagnons, Sofia part pour Édimbourg. L'un des fruits Eltaninn va naître dans la capitale écossaise et Sofia doit le trouver avant ses ennemis... mais ce n'est pas l'unique mission qui attend Sophia en Écosse. Elle devra sauver des jumeaux qui possèdent l'esprit de Kuma, un vaillant guerrier dragon ! Dans la bataille pour le fruit, Sophia comprend que le monstrueux Nidhoggr a brisé le sceau qui le retenait prisonnier pour aussitôt prendre possession d'un corps humain. Si la fille dragon ne parvient pas à l'arrêter, le monde est condamné...

Tetsuo e Aiko sono stati condannati dal consiglio Divino, l'era del Nefilim è iniziata e l'esercito Divino, per poter debellare la nuova minaccia, non potrà contare questa volta sul supporto demoniaco. Il loro astio è più acceso che mai, la brigata tenta di supportare il più possibile Tetsuo mentre le sfide contro Aiko si fanno sempre più violente. Lucifero sta tramando qualcosa, le sue azioni sono sicuramente collegate alla sua previsione del futuro. Ognuno tiene ben stretto il proprio obiettivo, ma con l'arrivo del Nefilim il campo di battaglia potrebbe avere pesanti modificazioni.

Sofia è una Draconiana, una tra i rari prescelti dall'antica stirpe dei draghi per difendere il mondo dal risveglio della terribile viverna Nidhoggr. Ma avere in sé lo spirito di Thuban, il più potente dei draghi, non rende la vita più facile...

Tired of living in a haunted house, a young witch captures, washes, and turns her pesky ghosts into curtains, table linens, and bedding.

City of the Sun, written in 1602, is Tommaso Campanella's contribution to the body of literature concerned with utopia, the philosophical search for the perfect society. Campanella's utopia was based on a form of communism in which all possessions, including women and children, were shared by men. The great city was ruled by a spiritual leader named Metaphysic, whom Power, Wisdom, and Love served, overseeing all aspects of the society. Wisdom ensures that the sciences are properly taught, while Love ensures that men and women breed the most perfect children. Those with an interest in philosophy and sociology will find this book an intriguing take on the structure of an ideal society. Italian philosopher and theologian TOMMASO CAMPANELLA (1568-1639) became a monk at the age of fifteen. He was imprisoned for twenty-seven years for conspiring against the Spanish crown, and it was during this time that he wrote his most important works, including *Atheismus triumphatus* (1605) and *Metaphysica* (1609).

Ogni cento anni l'umanità viene messa alla prova. Ogni cento anni quattro ragazzi devono partecipare a una grande sfida. Il terzo titolo della saga "Century", dopo "L'anello di fuoco", "La stella di pietra" e "La città del vento": un'avventura piena di suspense e mistero che porterà i lettori in giro per il mondo insieme a quattro ragazzi davvero speciali.

La Torre Bianca è scossa da eventi impensabili, i Reietti cercano Callandor per acquisirne il potere, e Rand per distruggerlo nella carne: il Tenebroso lo brama per distruggergli l'anima. Perrin deve affrontare la realtà di Emond's Field, sempre alla ricerca di una via d'uscita dalla vita da lupo, Mat scopre un'incognita che potrebbe costargli la vita. Nynaeve, Elayne ed Egwene sono ancora a caccia dell'Ajah Nera e anche le loro strade prendono svolte impreviste, verso città oscure, verso il Mondo dei Sogni. Anche le Profezie del Rhuidean, l'antico luogo magico del Popolo del Drago, si compiono. Il Popolo del Mare ha trovato il suo Coramoor. Antichi artefatti da tempo dimenticati vengono usati per scrutare il futuro. Le vite e i sentimenti dei ragazzi di Emond's Field seguono il loro corso, intrecciandosi con gli eventi quotidiani, la magia, l'umana ostinazione. Mentre amici e nemici complotano e si mobilitano, il Drago studia i testi delle Profezie e combatte per controllare il proprio potere. Ma tutti sanno che vi sarà la guerra, contro i Reietti e i nemici del Drago Rinato... La prigioniera che rinchiude il Tenebroso sta lentamente perdendo potere, e nella battaglia finale Rand al'Thor sa già chi dovrà affrontare...

La battaglia finale per la salvezza del mondo è vicina. Per Sofia e i suoi compagni ogni gesto può significare il passo decisivo verso la vittoria o la caduta nell'abisso.

“[An] entertaining epic fantasy.” —Kirkus Reviews “Action-packed .... Rice's writing is solid and the premise intriguing.” --Publishers Weekly “The beginnings of something remarkable are there.” --San Francisco Book Review A LAND OF FIRE is Book #12 in the Bestselling series THE SORCERER’S RING, which begins with A QUEST OF HEROES (book #1), a free download! In A LAND OF FIRE (BOOK #12 IN THE SORCERER’S RING), Gwendolyn and her people find themselves surrounded on the Upper Isles, besieged by Romulus’ dragons and his million man army. All seems lost—when salvation comes from an unlikely source. Gwendolyn is determined to find her baby, lost at sea, and to lead her nation-in-exile to a new home. She travels across foreign and exotic seas, encountering unthinkable dangers, rebellion and starvation, as they sail for dream of a safe harbor. Thorgrin’s finally meets his mother in the Land of the Druids, and their meeting will change his life forever, make him stronger than he has ever been. With a new quest, he embarks, determined to rescue Gwendolyn, to find his baby, and to fulfill his destiny. In an epic battle of dragons and of men, Thor will be tested in every way; as he battles monsters and lays down his life for his brothers, he will dig deeper to become the great warrior he was meant to be. In the Southern Isles, Erec lies dying, and Alistair, accused of his murder, must do what she can to both save Erec and absolve herself of guilt. A civil war erupts in a power struggle for the throne, and Alistair finds herself caught in the middle, with her fate, and Erec’s, hanging in the balance. Romulus remains intent on destroying Gwendolyn, Thorgrin, and what remains of the Ring; but his moon cycle is coming to an end, and his power will be severely tested. Meanwhile, in the Northern province of the Empire, a new hero is rising: Darius, a

15 year old warrior, who is determined to break off the chains of slavery and rise up amongst his people. But the Northern Capitol is run by Volusia, a 18 year old girl, famed for her beauty—and famed also her barbaric cruelty. Will Gwen and her people survive? Will Guwayne be found? Will Romulus crush the Ring? Will Erec live? Will Thorgrin return in time? With its sophisticated world-building and characterization, A LAND OF FIRE is an epic tale of friends and lovers, of rivals and suitors, of knights and dragons, of intrigues and political machinations, of coming of age, of broken hearts, of deception, ambition and betrayal. It is a tale of honor and courage, of fate and destiny, of sorcery. It is a fantasy that brings us into a world we will never forget, and which will appeal to all ages and genders. Books #13--#17 in the series are now also available! "A spirited fantasy ....Only the beginning of what promises to be an epic young adult series." --Midwest Book Review "A quick and easy read...you have to read what happens next and you don't want to put it down." --FantasyOnline.net "It will keep you entertained for hours, and will satisfy all ages." --Books and Movie Reviews

Sofia guarda Roma attraverso il cancello dell'istituto dove è cresciuta e pensa che ormai non verrà più adottata da nessuno. Finché un eccentrico professore di antropologia non la prende con sé e la porta in una casa sul lago costruita intorno a un albero antico. Molto antico...

Struggling to survive in a postapocalyptic world after his village is destroyed, Yorsh, the earth's last elf, must embark on a perilous quest to decipher a powerful prophecy and find the last dragon, who holds the key to saving the world from the Dark Age that has begun. An ALA Notable Children's Book. Reprint.

On the island of Arcosi, dragons and their riders used to rule the skies. But now they are only legends, found in bedtime stories, on beautiful murals and ancient jewellery. Then servant girl Milla witnesses a murder and finds herself caring for the last four dragon eggs. Forced to keep them secret amidst the growing tensions in the city, she begins to fear that the island's ruler, Duke Olvar, isn't all that he seems. But how can Milla and her friends keep the eggs safe when it means endangering everything she's ever loved? Fiery friendships, forgotten family and the struggle for power collide as Milla's fight to save the dragons leads her to discover her own hidden past.

Sarah Beauhall has more on her plate than most twenty-somethings: day job as a blacksmith, night job as a props manager for low-budget movies, and her free time is spent fighting in a medieval re-enactment group. The lead actor breaks Sarah's favorite one-of-a-kind sword, and to avoid reshooting scenes, Sarah agrees to repair the blade. One of the extras, who claims to be a dwarf, offers to help. And that's when things start to get weird. Could the sword really be magic, as the "dwarf" claims? Are dragons really living among us as shapeshifters? And as if things weren't surreal enough, Sarah's girlfriend Katie breaks out the dreaded phrase... "I love you." As her life begins to fall apart, first her relationship with Katie, then her job at the movie studio, and finally her blacksmithing career, Sarah hits rock bottom. It is at this moment, when she has lost everything she has prized, that one of the dragons makes their move. And suddenly what was unthinkable becomes all too real...and Sarah will have to decide if she can reject what is safe and become the heroine who is needed to save her world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.