
Frenzy Dreamhouse Kings 6 Robert Liparulo

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It's So Easy White Wolf Pub

Brigand, a damaged clone, and Corgan, bred to be a hero, are rivals and the competition becomes more deadly when the beautiful Sharla comes between them and they fight for the Locker, a machine that stops aging.

Gatekeepers HMH

Using montage - relayering multiple pasts and on-going present - this challenges the obsession with "postmodernity", demanding a deeper, more connective understanding of the pleasures and dangers of the European present.

Fabricating the Absolute Fake Thomas Nelson

The house talks. It breathes. And it's hungry. The Kings have been in the creepy old place, their new home, for only a few

days, but they've experienced enough terror to last a lifetime. And the mystery is growing even more baffling. Shadowy and shifting, the big house conceals doors into other worlds that blur the line between memories and dreams—and the slightest misstep can change history forever. At least, that's if they believe the trembling old man who shows up claiming to know them. "There's a reason you're in the house," he tells them. "As gatekeepers, we must make sure only those events that are supposed to happen get through to the future." The problem is that horrors beyond description wait on the other side of those gates. As if that weren't enough, the Kings are also menaced by sinister forces on this side—like the dark, ancient stranger Taksidian, who

wants them out now. Xander, David, and Toria must venture beyond the gates to save their missing mother—and discover how truly high the stakes have become.

Taken Revell

A true story of making a difference: "What does your family stand for? Read this book—it will change your life" (Daniel H. Pink). It all started when fourteen-year-old Hannah Salwen had a "eureka" moment. Seeing a homeless man in her neighborhood at the same moment when a glistening Mercedes coupe pulled up, she said "You know, Dad, if that

man had a less nice car, that man there could have a meal." Until that day, the Salwens had been caught up like so many of us in the classic American dream—providing a good life for their children, accumulating more and more stuff, doing their part but not really feeling it. So when Hannah was stopped in her tracks by this glaring disparity, her parents knew they had to do something. As a family, they made the extraordinary decision to sell their Atlanta mansion, downsize to a house half its

size, and give half of the sale price to a worthy charity. What began as an outlandish scheme became a remarkable journey that transported them across the globe and well out of their comfort zone. In the end they learned that they had the power to change a little corner of the world—and found that it changed them, too. “You feel lighter reading this book, as if the heavy weight of house and car and appliances, the need to collect these things to feel safe as a family, are lifted

and replaced by something that makes much more sense.” —Los Angeles Times

House of Dark Shadows Albert Whitman & Company

They've been to three worlds in less than a day. Time isn't just running out...it's running wild. David King is reeling from his travels through history—and the evil he's found there. The last thing he needs is his great-great-uncle Jesse's hospital-bed instructions: You can't simply do nothing. You must fix things. David and his brother Xander's search for their abducted mother has repeatedly led them on strange and terrifying journeys as

they've stepped through the portals of the creepy old house and into some of history's most turbulent moments...and confronted an unimaginably bleak vision of the future. Now Jesse's words saddle them with an obligation to not only visit the past, but the need to rewrite it. Fulfilling their purpose will take everything they have, both mentally and physically. But they have no choice...because everything in the past-and the future-is on the line.

The Curse of the Wendigo Simon and Schuster

A world-renowned authority on the history, uses, and power of dreaming, Robert Moss guides neophyte and

experienced adventurers alike to open their own dreamgates. Through these gates await otherwise inaccessible realms of reality as well as soul remembering — the “recovering of knowledge that belonged to us before we came into this life experience.” Exercises, meditations, and the mesmerizing tales of fellow dream travelers outline Moss’s Active Dreaming technique, a kind of shamanic soul-flight that offers “frequent flyers” a passport between worlds. In this world beyond physical reality, Moss points to wellsprings of healing, creativity, and insight. As readers move into these different ways of seeing and knowing, they may also communicate with spiritual guides and departed loved ones in ways that transform their everyday lives. Recognizing European Modernities
Amsterdam University Press

The landmark text about the inner workings of the unconscious mind—from the symbolism that unlocks the meaning of our dreams to their effect on our waking lives and artistic impulses—featuring more than a hundred images that break down Carl Jung’s revolutionary ideas “What emerges with great clarity from the book is that Jung has done immense service both to psychology as a science and to our general understanding of man in society.” —The Guardian “Our psyche is part of nature, and its enigma is limitless.” Since our inception, humanity has looked to dreams for guidance. But what are they? How can we understand them? And how can we use them to shape our lives? There is perhaps no one more equipped to answer these questions than the legendary psychologist Carl G. Jung. It is in his life’s work that the unconscious mind comes to be understood as an expansive, rich world just as vital and true a part of the mind as the conscious, and it is in our dreams—those personal, integral expressions of our deepest selves—that it communicates itself to us. A seminal text written explicitly for the general reader, *Man and His Symbols* is a guide to understanding the symbols in our dreams and using that knowledge to build fuller, more receptive lives. Full of fascinating case studies and examples pulled from philosophy, history, myth, fairy tales, and more, this groundbreaking work—profusely illustrated with hundreds of visual examples—offers invaluable insight into the symbols we dream that demand understanding, why we seek meaning at all, and how these very symbols affect our lives. By illuminating the means to examine our prejudices, interpret

psychological meanings, break free of our influences, and recenter our individuality, *Man and His Symbols* proves to be—decades after its conception—a revelatory, absorbing, and relevant experience.

Dead Roses for a Blue Lady Simon and Schuster

A founding member of Guns N' Roses shares the story of his career and private life, covering the band's rise to fame, overcoming alcoholism, and his experiences as a husband and father.

Comes a Horseman Simon and Schuster

Nine years after Rom Sebastian was thrust into the most unlikely of circumstances as hero and bearer of

an unimaginable secret, the alliance of his followers is in disarray. An epic battle with The Order has left them scattered and deeply divided both in strategy and resolve in their struggle to become truly alive and free. Only 49 truly alive followers remain loyal to Rom. This meager band must fight for survival as The Order is focused on their total annihilation. Misunderstood and despised, their journey will be one of desperation against a new, more intensely evil Order. As the hand of this evil is raised to strike and destroy them they must rely on their faith in the abiding power of love to overcome all and lead them to sovereignty. SOVEREIGN wonderfully continues the new testament allegory that was

introduced in FORBIDDEN and continued in MORTAL.

The Sea of Trolls New World Library
Ghosts and other supernatural phenomena are widely represented throughout modern culture. They can be found in any number of entertainment, commercial, and other contexts, but popular media or commodified representations of ghosts can be quite different from the beliefs people hold about them, based on tradition or direct experience. Personal belief and cultural tradition on the one hand, and popular and commercial representation on the other, nevertheless continually feed each other. They frequently share space in how people think about the

supernatural. In *Haunting Experiences*, three well-known folklorists seek to broaden the discussion of ghost lore by examining it from a variety of angles in various modern contexts. Diane E. Goldstein, Sylvia Ann Grider, and Jeannie Banks Thomas take ghosts seriously, as they draw on contemporary scholarship that emphasizes both the basis of belief in experience (rather than mere fantasy) and the usefulness of ghost stories. They look closely at the narrative role of such lore in matters such as socialization and gender. And they unravel the complex mix of mass media, commodification, and popular culture that today puts old spirits into new contexts

Frenzy Thomas Nelson Publishers
Flesh-eating danger abounds in the chilling sequel to *The Monstrumologist* that is “as fast-paced, elegant, and yes, gruesome as its predecessor” (Publishers Weekly, starred review). While Dr. Warthrop is attempting to disprove that *Homo vampiris*, the vampire, could exist, his former fiancée asks him to save her husband, who has been captured by a Wendigo—a creature that starves even as it gorges itself on human flesh. Although Dr. Warthrop considers the Wendigo to be fictitious, he relents and performs the rescue—but is he right to doubt the Wendigo’s existence? Can the doctor and Will Henry hunt down the ultimate predator, who, like the legendary vampire, is neither living nor dead, and whose hunger for human flesh is never satisfied? This second book in *The Monstrumologist*

series explores the line between myth and reality, love and hate, genius and madness. Sovereign Little, Brown Books for Young Readers

After Jack becomes apprenticed to a Druid bard, he and his little sister Lucy are captured by Viking Berserkers and taken to the home of King Ivar the Boneless and his half-troll queen, leading Jack to undertake a vital quest to Jotunheim, home of the trolls. *The Land of the Silver Apples* Thomas Nelson

If we lived in a liquid world, the concept of a "machine" would make no sense. Liquid life is metaphor and apparatus that discusses the consequences of thinking, working, and living through liquids. It is an irreducible, paradoxical, parallel, planetary-scale material condition,

unevenly distributed spatially, but temporally continuous. It is what remains when logical explanations can no longer account for the experiences that we recognize as part of "being alive." Liquid life references a third-millennial understanding of matter that seeks to restore the agency of the liquid soul for an ecological era, which has been banished by reductionist, "brute" materialist discourses and mechanical models of life. Offering an alternative worldview of the living realm through a "new materialist" and "liquid" study of matter, it conjures forth examples of creatures that do not obey mechanistic concepts like predictability, efficiency, and rationality. With the advent of molecular science, an increasingly persuasive ontology of liquid technologies can be identified. Through the lens of lifelike dynamic droplets, the agency for

these systems exists at the interfaces between different fields of matter/energy that respond to highly local effects, with no need for a central organizing system. Liquid Life seeks an alternative partnership between humanity and the natural world. It provokes a re-invention of the languages of the living realm to open up alternative spaces for exploration: Rolf Hughes' "angelology" of language explores the transformative invocations of prose poetry, and Simone Ferracina's graphical notations help shape our concepts of metabolism, upcycling, and designing with fluids. A conceptual and practical toolset for thinking and designing, Liquid Life reunites us with the irreducible "soul substance" of living things, which will neither be simply "solved," nor go away. Rachel Armstrong is Professor of Experimental Architecture

at Newcastle University (UK), and has also been a Rising Waters II Fellow for the Robert Rauschenberg Foundation (April-May 2016), TWOTY futurist in 2015, Fellow of the British Interplanetary Society, and a Senior TED Fellow in 2010. She is also the coordinator of the Living Architecture project, an EU-funded project that establishes the principles for our buildings to share some of the properties of living things, e.g. metabolism, operating at the intersection of architecture, building construction, bio-energy and synthetic biology. She is also the author of *Vibrant Architecture* (De Gruyter, 2015), *Star Ark: A Living, Self-Sustaining Spaceship* (Springer, 2017), and *Soft Living Architecture: An Alternative View of Bio-informed Design Practice* (Bloomsbury, 2018). *Homo Deus Dell*

Previously available only in an ultra-limited-edition hardcover, *Dead Roses for a Blue Lady* collects eight tales of Sanja Blue, all by the vampire/vampire-hunter's creator Nancy A. Collins. These tales include the hard-to-find *Vampire King of the Goth Chicks* and *Some Velvet Morning* along with tales original to this collection, such as *Knifepoint*, *Tender Tigers* and *The None-such Horror*. *Awaken the Giant Within* Thomas Nelson Official U.S. edition with full color illustrations throughout. **NEW YORK TIMES BESTSELLER** Yuval Noah Harari, author of the critically-acclaimed New York Times bestseller and international phenomenon *Sapiens*,

returns with an equally original, compelling, and provocative book, turning his focus toward humanity's future, and our quest to upgrade humans into gods. Over the past century humankind has managed to do the impossible and rein in famine, plague, and war. This may seem hard to accept, but, as Harari explains in his trademark style—thorough, yet riveting—famine, plague and war have been transformed from incomprehensible and uncontrollable forces of nature into manageable challenges. For the first time ever, more people die from eating too much than from eating too little; more people die from old age than from infectious diseases; and more people commit

suicide than are killed by soldiers, terrorists and criminals put together. The average American is a thousand times more likely to die from binging at McDonalds than from being blown up by Al Qaeda. What then will replace famine, plague, and war at the top of the human agenda? As the self-made gods of planet earth, what destinies will we set ourselves, and which quests will we undertake? *Homo Deus* explores the projects, dreams and nightmares that will shape the twenty-first century—from overcoming death to creating artificial life. It asks the fundamental questions: Where do we go from here? And how will we protect this fragile world from our own destructive powers? This is the next

stage of evolution. This is Homo Deus. With the same insight and clarity that made Sapiens an international hit and a New York Times bestseller, Harari maps out our future.

The Merry Spinster Thomas Nelson
Elyon's lakes have turned blood red. Is it a curse . . . or the cure? Shaeda has one blue eye and one purple eye. No one fully knows her story, but her mere gaze eats away at the core of one's being. In his quest for power, Johnis now finds himself in her intoxicating grip. Assumed identities, a magic amulet, the fearsome Shataiki bats, and a troubling alliance with the Dark Priest all converge against the three

remaining chosen. Only Elyon knows what will happen when the forces of ultimate good and evil clash in their final battle. Dive deep with them in this epic conclusion—if you dare!

The Thief of Always University Press of Colorado

Which door would you go through to save the world? David, Xander, and Toria King never know what new adventures--and dangers--await them beyond the mysterious portals hidden on the top floor of their new house. They have battled gladiators and the German army, dodged soldiers on both sides of the Civil War, and barely escaped a fierce attack in their own home. Still they are no closer to finding their mother, who was pulled

by powerful forces through a portal and lost in time. Their only hope is to turn the tables on Taksidian, the menacing stranger who wants them out of the house so he can use it for his own twisted purposes. But everything changes when a trip into the near future reveals the devastating outcome of Taksidian's schemes--a destroyed city filled with mutant creatures. It is only then that the Kings realize what they're really fighting for--the fate of humanity itself.

Circle of Fire Thomas Nelson

What if praying became a curse instead of a blessing? Former Army Ranger Jagger Baird thought he had his hands full with the Tribe—the band of immortal vigilantes fighting to

regain God ' s grace by killing those opposed to Him. But that was before he encountered the ruthless group of immortals called the Clan. The Clan is after a prize that would give them unimaginable power—a piece of the Ten Commandments known as the Judgment Stone. Those who touch the Stone can see into the spiritual world: angelic warriors, treacherous demons, and the blue threads of light that signal the presence of believers in communion with God. By following the blue beam radiating from those closest to God, the Clan plans to locate His most passionate followers and destroy them. Jagger quickly realizes his high-tech gadgetry and training are no match for these merciless immortals.

But how can he defeat an enemy who hunts believers through their prayers . . . and won't stop until they've annihilated all those close to Him? In this high-action thriller, best-selling author Robert Liparulo examines the raging battle between good and evil on earth . . . and beyond.

Haunting Experiences Simon and Schuster

Mason has never known his father, but longs to. All he has of him is a DVD of a man whose face is never seen, reading a children's book. One day, on a whim, he plays the DVD for a group of comatose teens at the nursing home where his mother works. One of them, a beautiful girl,

responds. Mason learns she is part of a horrible experiment intended to render teenagers into autotrophs—genetically engineered, self-sustaining life-forms who don't need food or water to survive. And before he knows it, Mason is on the run with the girl, and wanted, dead or alive, by the mysterious mastermind of this gruesome plan, who is simply called the Gardener. Will Mason be forced to destroy the thing he's longed for most? The Gardener is a 2011 Bank Street - Best Children's Book of the Year. Timescape Crossroad Press Architecture and Modern Literature explores the

representation and interpretation of architectural space in modern literature from the early nineteenth century to the present, with the aim of showing how literary production and architectural construction are related as cultural forms in the historical context of modernity. In addressing this subject, it also examines the larger questions of the relation between literature and architecture and the extent to which these two arts define one another in the social and philosophical contexts of modernity. Architecture and Modern Literature will serve as a foundational introduction to the emerging interdisciplinary study of architecture and literature. David Spurr addresses a broad range of material, including literary, critical, and philosophical works in English, French, and German, and proposes a new historical and theoretical overview of this area, in which modern forms of "meaning" in architecture and literature are related to the discourses of being, dwelling, and homelessness.