

The First City (The Dominion Trilogy Book 3)

Based on the classic 1989 four-part Japanese anime series, from the mind of Japan's prominent storyteller artist, Masamune Shirow! In the year 2010 A.D., the Earth is a very unfriendly place -- the atmosphere is a poisonous bacterial soup, vicious underworld organizations have run of the cities, and the governments are virtually helpless. The fourth installment in the best selling Awaken Online series! Following Jason's evolution into a Keeper, he finds his fledgling city once again in turmoil. A new and deadly enemy threatens the Twilight Throne -- one that has no difficulty contending with Jason and the members of Original Sin. Jason must work quickly to consolidate his city's power. That means securing the villages within the Twilight Throne's influence, finding a steady stream of income, and growing the city's military strength. Even as the group grapples with these changes, they notice that something is stirring up the native undead around the city, although the source of this strange influence is uncertain. One thing is clear, however. Jason might have evolved, but his enemies have adapted with him. If the Twilight Throne is to survive, the group must grow stronger and Jason must learn to control his newfound abilities. Otherwise, the darkness may very well claim them all.

Scyth, known in the Inferno as the tiefling Hakkar, decanus in the worst legion of them all, must gain an audience with Prince Belial to get his hands on the Coals of Hellflame. His friends are also keeping busy: Crag, once more a member of the Awoken, heads to Terrastera to learn how to create a Rift to the Nether; Infect goes digging in the Lakharian Desert; Bomber speeds toward the underwater kingdom of the naga; Crawler strives to be the first in the world to build a magic tower up to five levels; Tissa and Irita focus on growing the clan; and new recruit Hiros must fight against his own demons. In the meantime, the legates of the Destroying Plague gather an undead horde to march on Kharinza...

Thomas' lyrical prologue introduces this collection of his complete and unfinished poems and early works.

A Documentary History of Virginia, 1606-1700

Fearless (Dominion Trilogy Book #2)

Empire and Liberty in North America, 1500-2000

The River Is Dark

Dominion of the Eye

The House of Binding Thorns

The final book of the Bible, Revelation prophesies the ultimate judgement of mankind in a series of allegorical visions, grisly images and numerological predictions. According to these, empires will fall, the "Beast" will be destroyed and Christ will rule a new Jerusalem. With an introduction by Will Self.

Since its original publication in 1975, The Old Dominion in the Seventeenth Century has become an important teaching tool and research volume. Warren Billings brings together more than 200 period documents, organized topically, with each chapter introduced by an

interpretive essay. Topics include the settlement of Jamestown, the evolution of government and the structure of society, forced labor, the economy, Indian-Anglo relations, and Bacon's Rebellion. This revised, expanded, and updated edition adds approximately 30 additional documents, extending the chronological reach to 1700. Freshly rethought chapter introductions and suggested readings incorporate the vast scholarship of the past 30 years. New illustrations of seventeenth-century artifacts and buildings enrich the texts with recent archaeological findings. With these enhancements, and a full index, students, scholars, and those interested in early Virginia will find these documents even more enlightening.

"A mysterious worldwide epidemic reduces the birthrate of female infants from 50 percent to less than one percent. Medical science and governments around the world scramble in an effort to solve the problem, but twenty-five years later there is no cure, and an entire generation grows up with a population of fewer than a thousand women"--Page 4 of cover.

A groundbreaking book that puts early and medieval West Africa on the map of global history Pick up almost any book on early and medieval world history and empire, and where do you find West Africa? On the periphery. This pioneering book tells a different story. Interweaving political and social history and drawing on a rich array of sources, Michael Gomez unveils a new vision of how categories of ethnicity, race, gender, and caste emerged in Africa and in global history. Focusing on the Savannah and Sahel region, Gomez traces how Islam's growth in West Africa, along with intensifying commerce that included slaves, resulted in a series of political experiments unique to the region, culminating in the rise of empire. A radically new account of the importance of early Africa in global history, African Dominion will be the standard work on the subject for years to come.

Angels, Demons and What Lies Ahead

An Anthology of Speculative Fiction from Africa and the African Diaspora

A Novel

The Book of Lost Things

Imajica

Authorized King James Version

2028-at írunk, és a világot egy új megbetegedés sújtja. Eleinte enyhébb emlékeztetkieséseket, majd később dühkitöréseket, végül elmebajt és halált okoz. A Losian-kórnak elnevezett betegség gyors lefolyású, és a rövid távú modellezések szerint elterjedésében hamarosan meghaladja az Alzheimerert. Dr. Gillian Ryan neuroradiológus a Losian-kór egyik fő kutatója, területének legkiválóbb alakja. Az orvosi elhivatottság mellett különösen nagy a tét számára, hogy megfejtse a betegséget kiváltó okot, és megtalálja az ellenszert: a férjét már elvesztette, és hétéves lányánál is jelentkeztek a tünetek, legfeljebb évei lehetnek hátra. Az áttörés azonban a rengeteg munka és kísérlet ellenére elmarad, és megvonják tőle a kutatási támogatást. Nem sokkal később azonban

váratlan megkeresést kap a NASA-tól: az egyik titkos állomásukon felütötte a fejét a Losian-kór. A diagnózis elsőre lehetetlennek tűnik, de a legénységen jelentkező tünetek kizárják minden más lehetőséget. A szervezet felkéri Ryant, hogy tartson egy speciális alakulattal az úton, és fejtse meg a betegséget. Cserébe a kutatásának korlátlan finanszírozását ígérnek neki. Az utazás azonban hamar rémálommá válik, a küldetést megmagyarázhatatlan és erőszakos események szakítják félbe. Minden kérdéssé válik – a küldetés igazi célja, a legénység indítéka és a végtelen úr gyilkos titkai. Joe Hart a lebilincselő tudományos-fantasztikus kaland és az agyfacsaró lélektani thriller keverékével nemcsak a világúr végtelen titkairól lebbenti fel a fátylat, hanem az emberi lélekben megbúvó még sötétebb ismeretlenről is.

"Rich in plot twists, byzantine intrigues and hidden secrets, Imajica is a Chinese puzzle box constructed on a universal scale...Barker has an unparalleled talent for envisioning other worlds." — Washington Post Book World From master storyteller Clive Barker comes an epic tale of myth, magic, and forbidden passion. Imajica is an epic beyond compare: vast in conception, obsessively detailed in execution, and apocalyptic in its resolution. At its heart lies the sensualist and master art forger, Gentle, whose life unravels when he encounters Judith Odell, whose power to influence the destinies of men is vaster than she knows, and Pie 'oh' pah, an alien assassin who comes from a hidden dimension. That dimension is one of five in the great system called Imajica. They are worlds that are utterly unlike our own, but are ruled, peopled, and haunted by species whose lives are intricately connected with ours. As Gentle, Judith, and Pie 'oh' pah travel the Imajica, they uncover a trail of crimes and intimate betrayals, leading them to a revelation so startling that it changes reality forever.

The First City Thomas & Mercer The Last Girl Thomas & Mercer

An ENEMIES TO LOVERS post-apocalyptic fantasy perfect for Sarah J. Maas and Holly Black fans. She never should've taken the dare. In a destroyed world plagued with pestilence and monsters, nothing was easy. It's brutal, deadly, and most often, short. Hazel thought she understood who her enemies were: starvation, infection, her mama's disgusting lima beans, and the Tainted - human beasts full of death, fury, and poison. That's why she never saw it coming. The death. The lies. The complete betrayal. No one said love wouldn't destroy you. Fans of The Hunger Games, The Selection, and Secondborn are raving about this new thrilling post-apocalyptic fantasy from USA Today Bestselling Author Frost Kay. One click now! "With a refreshingly unpredictable plot, real and relatable characters, and a deliciously magnetic romance, I devoured THE TAINTED in one sitting." USA TODAY Bestselling Author Raye Wagner Dominion of Ash: 0.5 - The Strain 1 - The Tainted 2 - The Exiled (fall 2019)

Relentless (Dominion Trilogy Book #1)

A New History of Empire in Early and Medieval West Africa

The Devil's Dominion

The History of England from the Battle of Waterloo to Victoria's Diamond Jubilee
The Last Girl

Popper, Jonah, Gretchen, and Alice are back! The Hobgoblin Riot, Dominion of Black
Book 2. A litrpg adventure. CLUSTERF*CK clus-ter-f*ck \ ?kl?-st?r-?f?k \ vulgar slang
Noun.1) A disastrously and utterly mishandled situation or undertaking.2) Popper
scouting mission to Castellane. It was supposed to be a simple scouting mission.
out. No fighting. No new quests. Just me, my hippocorn Alice, and a few hired
mercenaries. We were going to tiptoe into the Spiral, get the info we needed, and
You know, the Spiral? That tower defense run that protects the hobgoblin capital
invaders? Easy, right? Nobody would even know we were there. Yeah, so about the
Dominion of the Eye: Urbanism, Art and Power in Early Modern Florence radically
revises our ideas about the origins of rationally planned public space in the European
city. Through a spatial and historical analysis of the major squares of Florence, a
in the Trecento, together with primary civic monuments, Marvin Trachtenberg shows
that, contrary to current belief, Florentine planners engaged in a theoretically
sophisticated mode of practice. In these squares, geometrically structured perspectives
views of the principal monuments were established long before Alberti and other
Renaissance theorists may have promoted such planning. Trachtenberg demonstrates
that this urbanistic scenography, deeply informed by medieval optical science, was
closely allied with perspectival developments in architecture, painting, and sculpture,
forming a unified visual culture that was highly attentive to the eye of the spectator.
analysis of the critical role of the piazza in the Florentine sociopolitical field reveals
the art of the piazza was part of state practice as a work of art. Including more than
new drawings and 200 illustrations, *Dominion of the Eye* challenges many of the
truisms in the art history of the Renaissance, offering a new model for understanding
art of Italy in the early modern era.

The publication of the King James version of the Bible, translated between 1603
1611, coincided with an extraordinary flowering of English literature and is univer-
sally acknowledged as the greatest influence on English-language literature in history.
world-class literary writers introduce the book of the King James Bible in a series of
beautifully designed, small-format volumes. The introducers' passionate, provocative
and personal engagements with the spirituality and the language of the text make
Bible come alive as a stunning work of literature and remind us of its overwhelming
contemporary relevance.

Americans often think of their nation's history as a movement toward ever-greater
democracy, equality, and freedom. Wars in this story are understood both as necessary
to defend those values and as exceptions to the rule of peaceful progress. In *The Days
of War*, historians Fred Anderson and Andrew Cayton boldly reinterpret the development
of the United States, arguing instead that war has played a leading role in shaping
America from the sixteenth century to the present. Anderson and Cayton bring this
sweeping narrative to life by structuring it around the lives of eight men—Samuel
Champlain, William Penn, George Washington, Andrew Jackson, Antonio Lopez de
Santa Anna, Ulysses S. Grant, Douglas MacArthur, and Colin Powell. This approach

enables them to describe great events in concrete terms and to illuminate critical connections between often-forgotten imperial conflicts, such as the Seven Years War and the Mexican-American War, and better-known events such as the War of Independence and the Civil War. The result is a provocative, highly readable account of the ways in which republic and empire have coexisted in American history as two sides of the same coin. The Dominion of War recasts familiar triumphs as tragedies, proposes an unconventional set of turning points, and depicts imperialism and republicanism as inseparable influences in a pattern of development in which war and freedom have been intertwined. It offers a new perspective on America's attempts to define its role in the world at the dawn of the twenty-first century.

The Old Dominion in the Seventeenth Century

Role Playing Game and Resource Book

The Holder's Dominion

Coldest Fire

Awaken Online: Dominion

Dominion, Book I

The third thrilling Chronicles of the Invaders adventure from New York Times bestselling author John Connolly and Jennifer Ridyard mixes classic sci-fi with gripping suspense and richly drawn characters. Syl Hellais and Paul Kerr have traveled through Derith, the mysterious wormhole from which no traveler has ever returned. Yet Derith's secrets are darker than they imagined, and trapped in a dimension beyond their own, they finally emerge to discover a universe that has moved on without them. Years have passed, and civil war rages among the Illyri. It is whispered that the Earth is lost, prey to the alien parasites known as the Others, and other worlds will soon follow. Most shocking of all, the sinister Archmage Syrene of the Nairene Sisterhood has disappeared into the bowels of the Sisterhood's lair. But before she cloistered herself, Archmage Syrene chose her replacement. The Sisterhood has a new leader, with her own plans for the future of her race. Now Syl and Paul, teenagers in a deadly adult world, must find a way to change the course of history and save the lives of billions. They have but one hope—for Syl Hellais is changing...

Sweet Revenge? When two senseless killings hit close to home, columnist Clarence Abernathy seeks revenge for the murders—and, ultimately, answers to his own struggles regarding race and faith. After being dragged into the world of inner-city gangs and racial conflict, Clarence is encouraged by fellow columnist Jake Woods to forge an unlikely partnership with a redneck homicide detective. Soon the two find themselves facing dark forces, while unseen eyes watch from above. This re-release of Randy Alcorn's powerful bestseller spins off from Deadline and offers a fascinating glimpse inside heaven. Can One Man's Search for Justice Stand Up to the Forces of Evil Threatening to Destroy Him? A shocking murder drags

black newspaper columnist Clarence Abernathy into the disorienting world of inner-city gangs and racial conflict. In a desperate hunt for answers to the violence (and to his own struggles with race and faith), Clarence forges an unlikely partnership with redneck detective Ollie Chandler. Despite their differences, Clarence and Ollie soon find themselves sharing the same mission: victory over the forces of darkness vying for dominion. Filled with insight—and with characters so real you'll never forget them—Dominion is a dramatic story of spiritual searching, racial reconciliation, and hope. I don't know when I have read a novel that affected me so profoundly. Randy Alcorn has combined a superb mystery/detective story with a lesson in racial relations in America, gang dynamics and symbols, Christian values, and spiritual warfare. —Dave Kirby, Troy (Alabama) Broadcasting Corporation Even better than its predecessor...Alcorn's writing remains top-notch. —Sean Taylor, CBA Marketplace

READER'S GUIDE INCLUDED

Story Behind the Book Randy Alcorn thoroughly researched his characters, spending time in the inner city with homicide and gang detectives to better create the scenes for this bestselling novel. He set the story in his hometown of Portland, Oregon, and the main character, Clarence Abernathy, is a black journalist whose unforgettable father played baseball in the old Negro Leagues. Randy has received many letters from readers who assume he is African American due to his accurate portrayals of racial issues.

Joe Pitt's life sucks. He hasn't had a case or a job in God knows how long and his stashes are running on empty. What stashes? The only ones that count to a guy like Joe: blood and money. The money he uses to buy blood; the blood he drinks. Hey, buddy, it's that or your neck—you want to choose? The only way to lay his hands on both is to take a gig with the local Vampyre Clan. See, something new is on the streets, a new high, a high so strong it can send a Vampyre spazzing through Joe's local watering hole. Till Joe sends him through a plate-glass window, that is. So it's time for Joe to gut up and swallow that pride and follow the leads wherever they go. It won't be long before he's slapping stoolies, getting sapped, and being taken for a ride above 110th Street. Someone's pulling Joe's strings, and now he's riding the A train, looking to find who it is. He's gonna cut them when he finds them—the strings and the hands that hold them.

Dominion is the first anthology of speculative fiction and poetry by Africans and the African Diaspora. An old god rises up each fall to test his subjects. Once an old woman's pet, a robot sent to mine an asteroid faces an existential crisis. A magician and his son time-travel to Ngoni country and try to change the course of history. A dead child returns to haunt his grieving mother with terrifying

consequences. Candace, an ambitious middle manager, is handed a project that will force her to confront the ethical ramifications of her company's latest project—the monetization of human memory. Osupa, a newborn village in pre-colonial Yorubaland populated by refugees of war, is recovering after a great storm when a young man and woman are struck by lightning, causing three priests to divine the coming intrusion of a titanic object from beyond the sky. A magician teams up with a disgruntled civil servant to find his missing wand. A taboo error in a black market trade brings a man face-to-face with his deceased father—literally. The death of a King sets off a chain of events that ensnare a trickster, an insane killing machine, and a princess, threatening to upend their post-apocalyptic world. Africa is caught in the tug-of-war between two warring Chinas, and for Ibrahima torn between the lashings of his soul and the pain of the world around him, what will emerge? When the Goddess of Vengeance locates the souls of her stolen believers, she comes to a midwestern town with a terrible past, seeking the darkest reparations. In a post-apocalyptic world devastated by nuclear war, survivors gather in Ife-Iyoku, the spiritual capital of the ancient Oyo Empire, where they are altered in fantastic ways by its magic and power.

Urbanism, Art, and Power in Early Modern Florence

The Poems of Dylan Thomas

Glory to the Dominion! (Disgardium Book #9): LitRPG Series

Featuring New Illustrations and an Appendix

A LitRPG Adventure

The Final Trade

"Ackroyd, as always, is well worth the read." —Kirkus, starred review *Dominion*, the fifth volume of Peter Ackroyd's masterful *History of England*, begins in 1815 as national glory following the Battle of Waterloo gives way to a post-war depression and ends with the death of Queen Victoria in January 1901. Spanning the end of the Regency, Ackroyd takes readers from the accession of the profligate George IV whose government was steered by Lord Liverpool, whose face was set against reform, to the 'Sailor King' William IV whose reign saw the modernization of the political system and the abolition of slavery. But it was the accession of Queen Victoria, at only eighteen years old, that sparked an era of enormous innovation. Technological progress—from steam railways to the first telegram—swept the nation and the finest inventions were showcased at the first Great Exhibition in 1851. The emergence of the middle-classes changed the shape of society and scientific advances changed the old pieties of the Church of England, and spread secular ideas among the population. Though intense industrialization brought booming times for the factory owners, the working classes were still subjected to poor housing, long work hours, and dire poverty. Yet by the end of Victoria's reign, the British Empire dominated much of the globe, and Britannia really did seem to rule the waves.

The Guardians have always been a part of 226 Veronica's life. Since she was a small child, she has been told stories of how heroes saved the world from a global war. Now, in honor of the four Guardians who saved them from extinction, the people of the Dominion worship them as gods. But 226 Veronica suspects that the four-known as the Leader, Educator, Enforcer, and Caregiver-are not the just rulers their subjects believe them to be. Instead, the Guardians have ushered in a rule of terror and paranoia. When they catch any sign of individuality on their many cameras, they destroy it immediately. Rather than living a life of true equality, the people suffer a grey existence. When 226 Veronica begins questioning the Guardians' intentions, she finds herself in a unique position to get answers. She is directly employed by the Guardians and sent to live in the great Pyramid, which houses the government. As 226 Veronica starts to uncover the secrets hidden within the Pyramid, she will finally learn the truth about the Guardians, the war, and her own place in the Dominion-and what she discovers could send the entire Dominion into chaos.

The Emperor of Aria is dead, and three junior members of a street gang are unwittingly caught up in the ensuing struggle for the throne, in the first epic adventure in a new fantasy world from a master of the genre. The Emperor of Aria has been murdered, the Empire is in crisis, and Dead Men walk the streets... But Myla, Fings, and Seth couldn't care less. They're too busy just trying to survive in the Sulk-struck city of Varr, committing petty violence and pettier crimes to earn their keep in the Unrulys, a motley gang led by Blackhand. When the Unrulys are commissioned to steal a mysterious item to order, by an equally mysterious patron, the trio are thrust right into the bitter heart of a struggle for the Crown, where every faction is after what they have. Forced to lie low in a city on lockdown, they will have to work together if they want to save their skins... and maybe just save the Empire as well. File Under: Fantasy [Sword-Monks | Chicken Foot | Dead Men Walking | Murdering Bastard]

A detailed look at the folk magic used by settlers in early New England.

Dominion

The Chronicles of the Invaders

The Dominion Tank Police

The Hobgoblin Riot: Dominion of Blades Book 2

The Dominion

No Dominion

Explore the Mortal Realms in this great action-packed novel. In the rain-soaked shanty towns of Excelsis, sellsword Niksar Astaboras drunkenly barter his way to a meaningless existence. Little does he care for the war that rages between men and monsters beyond the city walls, despite portents of its encroaching threat. Mortal life in the Realm of Beasts is short enough, and to leave the shelter of civilisation is to surrender to certain death. But death is coming to Excelsis. The forces of

Destruction are on the move and the realm quakes with each thunderous step. In the wildlands, a sinister new foe overwhelms even the mighty Stormcast Eternals. Yet just as all seems lost, an unexpected champion rises - one to whom Niksar is inextricably linked - ready to lead a crusade into the very heart of darkness. Embroiled in this harrowing journey, Niksar is forced to choose between loyalty and the chance of survival, and in so doing discover his true worth in the greatest battle yet against savagery.

The world changed after that terrible day when the sky burned, and now every heart is gripped by fear Earthquakes, fire, disease, and floods pummel the earth, and its citizens watch in horror. But in the darkness there is hope--an anonymous but powerful hero whom the public dubs "Guardian" emerges from the wreckage. He is Grant Borrows, one a chosen few who walk the earth with extraordinary powers. They travel the globe, helping those in deepest peril and determined to uncover the secret behind this world-shattering cataclysm. But when signs of a dangerous ancient prophecy begin coming true, dark questions arise about secrets Grant might still be harboring. The world teeters on the brink. But some refuse to let it fall. They are: *Fearless*

Archangel Uriel is hell bent on revenge on the demon prince Vladek. To get into the prince's impenetrable fortress, he'll have to fight in the pits of the underworld. And he'll need the help of the last person he can trust -- the demon witch Nadya. There is no way Nadya, who spends her days taking care of others, expected to find Uriel on her doorstep. He seems no happier about being there than she does. But helping him means evening the scales against her backstabbing sister, and she'll do whatever it takes to make that bitch pay. Using the fight pit circuits in the demon underworld, Nadya helps Uriel combat his way to the arena at the castle in Russia. Only she isn't what she seems. As a matter of fact, she may hold the key to his redemption...and to his heart. Each book in the Dominion series is *STANDALONE*: * *The Deepest Well* (prequel) * *Darkest Heart* * *Hardest Fall* * *Coldest Fire*

For over thirty years, Dominion of Blades has been the hottest online role-playing game in the world. Any gamer with an immersion rig can enter the world of sword and sorcery, of goblins and dragons, and they can hack and slash their way to glory. But the game is too real for some, and after an epidemic of real-life fatalities, public use of the immersion technology has been banned, causing the game to be shut down. Jonah wakes to find himself in-game, level one, with no memory of how he arrived and no way to eject. With only two companions, trapped

in a world that once hosted millions, Jonah must battle his way across a treacherous landscape, fighting virtual monsters, all-too-real pain, and a very human enemy in a desperate bid to survive.

Revelation

A Littrpg Adventure

Legacy of the Brightwash

The Dominion of War

The House of Shattered Wings

Dominion of Blades

Taking refuge in fairy tales after the loss of his mother, twelve-year-old David finds himself violently propelled into an imaginary land in which the boundaries of fantasy and reality are disturbingly melded. By the author of *The Black Angel*. 75,000 first printing.

As sales of Hagee's current New York Times bestseller, *Four Blood Moons*, continue to soar, hundreds of thousands of readers have had their thirst whetted to know what is to come at the end of this world . . . heaven itself! Hagee's national media power assures another mega-bestseller.

In a small town along the Mississippi River, separate but nearly identical attacks have left two married couples brutally murdered in their homes. Enter former homicide detective Liam Dempsey, whose estranged brother fell victim to the killer. Dragged into the investigation as a suspect, Dempsey vows to solve the case and clear his name. As the ex-cop tries to pull justice from the town's emotional wreckage, he realizes that his could be the next life lost to the killer's ruthless, twisted plan for revenge --p. [4] of cover

In the late twentieth century, the streets of Paris are lined with haunted ruins, the aftermath of a Great War between arcane powers. Those that survived the carnage still retain their irrepressible appetite for novelty and distraction, and The Great Houses still vie for dominion over France's once grand capital. Once the most powerful and formidable, House Silverspires now lies in disarray. Within its walls, three very different people must come together: a naive but powerful Fallen angel; an alchemist with a self-destructive addiction; and a resentful young man wielding spells of unknown origin. They may be Silverspires' salvation--or the architects of its last, irreversible fall. And if Silverspires falls, so may the city itself.

The First City

Obscura

The First Book of Moses, Called Genesis

Magic and Religion in Early New England

African Dominion

The Three Heavens

It is seven years after the first outbreak of "the Sweats" destroyed the world, almost overnight. Two refugees from the death and decay of London, Stevie Flint and Magnus McFall, have both washed up on the Orkney Islands. A rural community clinging to survival, the islands are home to a generation of youth who barely remember a time before the pandemic. One of them, Magnus' foster son, Shuggie, is fourteen years old and angry as hell: he and his young friends blame all adults for the loss of the technological and scientific wonders of the past. When the foster parents of Shug's girlfriend, Misty, are found murdered and the young couple vanishes without a trace, Magnus fears the worst. Refusing to believe they could have committed the crime, and in order to find Shuggie and Misty before something terrible happens to them, Magnus and Stevie set off on a quest into the decaying city of Glasgow--and into the heart of a post-apocalyptic landscape they tried to leave behind when

they fled the chaotic streets of London.

After her father's death on a mountain rescue mission, Kaylie Ames watched her family shatter. So when Kaylie fled Tacoma for college in faraway Austin, she figured that even the worst campus drama would be a relief. But when her old friend Elliott turns up on his knees in the grocery store aisle, raving about something called a morphis, Kaylie feels compelled to enter Elliott's unfamiliar world. Guided by Elliott and his friends, Kaylie signs on to the massively popular online game Edannair. There she discovers a world of beautiful vistas and magical creatures, where people from all over the globe step into the roles of warriors on fantastical quests. But a real-world evil threatens the players: the mysterious Holder, leader of the elite team known as Sarkmarr, is coercing his followers into traumatic offline dares known as "morphis assignments." To save her friends, Kaylie must infiltrate Sarkmarr and survive the Holder's tests. Will she find the courage there to keep her own family from falling apart?

The multi-award-winning author of *The House of Shattered Wings* continues her *Dominion of the Fallen* saga as Paris endures the aftermath of a devastating arcane war.... As the city rebuilds from the onslaught of sorcery that nearly destroyed it, the great Houses of Paris, ruled by Fallen angels, still contest one another for control over the capital. House Silverspires was once the most powerful, but just as it sought to rise again, an ancient evil brought it low. Phillippe, an immortal who escaped the carnage, has a singular goal—to resurrect someone he lost. But the cost of such magic might be more than he can bear. In House Hawthorn, Madeleine the alchemist has had her addiction to angel essence savagely broken. Struggling to live on, she is forced on a perilous diplomatic mission to the underwater dragon kingdom—and finds herself in the midst of intrigues that have already caused one previous emissary to mysteriously disappear.... As the Houses seek a peace more devastating than war, those caught between new fears and old hatreds must find strength—or fall prey to a magic that seeks to bind all to its will.

A "marvelous" (Economist) account of how the Christian Revolution forged the Western imagination. Crucifixion, the Romans believed, was the worst fate imaginable, a punishment reserved for slaves. How astonishing it was, then, that people should have come to believe that one particular victim of crucifixion—an obscure provincial by the name of Jesus—was to be worshipped as a god. *Dominion* explores the implications of this shocking conviction as they have reverberated throughout history. Today, the West remains utterly saturated by Christian assumptions. As Tom Holland demonstrates, our morals and ethics are not universal but are instead the fruits of a very distinctive civilization. Concepts such as secularism, liberalism, science, and homosexuality are deeply rooted in a Christian seedbed. From Babylon to the Beatles, Saint Michael to #MeToo, *Dominion* tells the story of how

Christianity transformed the modern world.

How the Christian Revolution Remade the World

The Tainted

The Moonsteel Crown

The thrilling sequel to the runaway bestseller *The Last Girl*. Zoey is not the woman she once was. She's watched her friends die at the hands of their captors, been hunted, and returned from the brink of death. Now she must find the truth about who she is. In search of the family she never knew, Zoey learns of personal records stored in an Idaho missile silo that may contain the information she and the other women seek. With the help of her group of newfound friends, Zoey travels to the missile facility, but among the records, they uncover information that leads to an insidious and horrific new foe: the Fae Trade, a macabre carnival of slavery and pain. Zoey's journey into the darkest parts of the human psyche brings her perilously close to the ever-thinning line between good and evil, and the final cost in her quest for justice might be her own humanity.

Follow the law and you'll stay safe. But what if the law is wrong? Tashué's faith in the law is beginning to crack. Three years ago, he stood by when the Authority condemned Jason to the brutality of the Rift for non-compliance. When Tashué's son refused to register as tainted, the laws had to be upheld. He'd never doubted his job as a Regulation Officer before, but three years of watching your son wither away can break down even the strongest convictions. Then a dead girl washed up on the bank of the Brightwash, tattooed and mutilated. Where had she come from? Who would tattoo a child? Was it the same person who killed her? Why was he the only one who cared?

Nothing comes without a cost. After defeating the red dragon's legion of bloodthirsty demons, Audrey can finally settle into the afterlife with the knowledge her family is safe. But her quest for a perfect existence shatters the moment Logan is kidnapped in an attempt to bend her to Satan's will. Audrey must now travel to the one place no hunter has ever ventured to save the man she loves . . . Hell. Savage demons, desiccated corpses, life sucking zombie trees, and a land of death and rot await Audrey and her friends as they battle through the fiery realm. But Logan's freedom comes with a price . . . the destruction of Audrey's happily ever after. As Satan schemes for dominion over all the realms, Audrey learns that some acts may be beyond redemption.

In the space of a breath, what he thought was his life...shattered. Grant Borrowes has been Shifted- in the silence between heartbeats, his whole life fundamentally altered. There's another man in the world wearing his face and living his life. What's more, the man staring back from his mirror is a stranger. But the changes don't stop at skin-level. Inexplicably, he's able to affect objects around him by simply thinking about them. And as he soon learns, he's become the central figure in a vast web of intrigue that stretches from an underground global conspiracy to a prophecy dating back over seven thousand years. Enemies and allies find him at every turn, but one thing they learn all too soon is that you don't want to push Grant Borrowes too far... Can destiny be undone? The players are ready. The game is in motion. And the pace is: Relentless. (The Dominion Trilogy Book 1)