
Hordes Of The Things

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Hordes Of The Things Version 2.1 *Lulu.com*

Hords Of The Things is the ultimate fast-play fantasy wargame rule set for miniature figures. Using the successful DR rule system, but based on classical fantasy fiction rather than strict history, the rules have been proven in extensive competition use since 1991 and enjoy an international player base.

Hordes of the Things Version 2.1

Hordes of the Things

The Atmospherians

A Novel *Simon and Schuster*

Best Book of 2021 by Esquire Book You Need to Read in 2021 by Harper's Bazaar "Darkly funny and glitteringly satirical, The Atmospherians unforgettably takes aim at wokeness, wellness, and toxic masculinity." —Esquire This "edgy, addictive" (Kirkus Reviews, starred) satire about two best friends who form The Atmosphere—a cult designed to reform problematic men—is "a book to be devoured" (Vanity Fair). Sasha Marcus was once the epitome of contemporary success: an internet sensation, social media darling, and a creator of a high-profile wellness brand for women. But a confrontation with an abusive troll has taken a horrifying turn, and now she's at rock bottom: canceled and doxxed online, isolated in her apartment while men's rights protestors rage outside. Sasha confides in her oldest childhood friend, Dyson—a failed actor with a history of body issues—who hatches a plan for her to restore her reputation by becoming the face of his new business venture, The Atmosphere: a rehabilitation community for men. Based in an abandoned summer camp and billed as a workshop for job training, it is actually a rigorous program designed to rid men of their toxic masculinity. Sasha has little choice but to accept. But what horrors await her as the resident female leader of a crew of washed up, desperate men? And what exactly does Dyson want? Explosive, dazzling, and wickedly funny, The Atmospherians is "a book written with this exact cultural moment in mind" (Oprah Daily).

Armies and Legions and Hordes

Chinese Hordes and Human Waves

A Personal Perspective of the Korean War, 1950-1953 *Pen and Sword*

The North Koreans attack on their Southern neighbors shocked and surprised the World. The conflict rapidly escalated with China soon heavily involved on one side and the United States and United Nations on the other. The author, then a young Gunner officer, found himself in the midst of this very nasty war. He describes first hand what it was like to be at the infamous Battle of the Hook, where UN troops held off massed attacks by the Communists. Few outside the war zone realized just how horrific conditions were. As a qualified Chinese interpreter and, later, a senior military intelligence officer, Parritt is well placed to analyze why the Commonwealth got involved, the mistakes and successes and the extreme risk that the war represented. This is not only a fine memoir but a unique insight into a forgotten War.

De Bellis Antiquitatis Version 3.0 *Lulu.com*

DBA Version 3.0 updates the highly successful De Bellis Antiquitatis wargame rules for recreating ancient and medieval battles with miniature figures. The brainchild of well-known wargame designer Phil Barker and his wife Sue Laflin-Barker, the simple DBA rule system combines fast play play with historical realism to produce a visually realistic and exciting contest.

Very Nice Ways to Say Very Bad Things

An Unusual Book of Euphemisms *Sourcebooks, Inc.*

At a loss for words, hockey puck? You can always quote Shakespeare... Or delve into this entertaining compendium of insults and verbal abuse, all couched in language of the most uplifting nature. Filled with common and not-so-common zingers that will both shock you and make you laugh your @\$#! off. Includes: Exactly how to address individual mounds of foul, undigested lumps of donkey entrails That "F"-ing word and other intensives Many, many ways to refer to the part that goes over the fence last More euphemisms, synonyms, phrases and descriptions than you knew existed for sexual activities, proclivities, untoward incidents, accidents of nature and the beast with two backs Addressing the mentally incompetent, the cerebrally challenged, the absurdly bureaucratic, the impossibly rational and other instances of ineptitude, obfuscation or obstruction and much more!

De Bellis Magistrorum Militum version 2.1 *Lulu.com*

Version 2.1 is the latest update to the DBMM rules. It features several rule refinements and now covers the period 3000 BC to 1525 AD. Included in this edition is a selection of army lists to help new players get started quickly. DBMM offers an advanced rule system for the discerning wargamer seeking historical accuracy as well as a fast and exciting game.

Contagious

Why Things Catch On *Simon and Schuster*
Upper Saddle River, N.J. : Creative Homeowner,

Norse Mythology I #4 *Dark Horse Comics (Single Issues)*

Loki rescues the gods from his own foolish wager in "The Master Builder", drawn by Piotr Kowalski, and we learn of Loki's most dangerous spawn, who will each play a part in the end of all things, in "Lokis' Children," drawn by David Rubin (Ether).

To the End of the Earth

A History of the Crypto-Jews of New Mexico *Columbia University Press*

"Drawing on individual biographies (including those of colonial officials accused of secretly practicing Judaism), family histories, Inquisition records, letters, and other primary sources, Hordes provides a detailed account of the economic, social, and religious lives of crypto-Jews during the colonial period and after the annexation of New Mexico by the United States in 1846"--Jacket.

Hatchet *Simon and Schuster*

Celebrate the thirtieth anniversary of the Newbery Honor-winning survival novel Hatchet with a pocket-sized edition perfect for travelers to take along on their own adventures. This special anniversary edition includes a new introduction and commentary by author Gary Paulsen, pen-and-ink illustrations by Drew Willis, and a water resistant cover. Hatchet has also been nominated as one of America's best-loved novels by PBS's The Great American Read. Thirteen-year-old Brian Robeson, haunted by his secret knowledge of his mother's infidelity, is traveling by single-engine plane to visit his father for the first time since the divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present. At first consumed by despair and self-pity, Brian slowly learns survival skills—how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire—and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.

Last Resort

A Zombicide Novel *Simon and Schuster*

Hordes of zombies threaten to wipe out all of mankind in this first action-horror novel set in the exciting (yet horrifying) world of the Zombicide games. The zombie apocalypse has driven humanity up into the Adirondacks. Enter Westlake, hardened career criminal on the path of "the Villa", a legendary mafia hideout where he can escape the devastation. When he's ambushed by the undead, an old FBI "friend" and his squad of survivors rescue him... and then force him to reveal his secrets. The jokey myth of the Villa suddenly becomes salvation for the settlements scattered around Saranc

Lake. Reluctantly, Westlake is saddled with an oddball team to navigate mine fields, trip wires, and flesh-eating zombies at every turn to find their safe haven. Shame there's already someone living there...

Zombies in Western Culture

A Twenty-First Century Crisis *Open Book Publishers*

Why has the zombie become such a pervasive figure in twenty-first-century popular culture? John Vervaeke, Christopher Mastropietro and Filip Miscevic seek to answer this question by arguing that particular aspects of the zombie, common to a variety of media forms, reflect a crisis in modern Western culture. The authors examine the essential features of the zombie, including mindlessness, ugliness and homelessness, and argue that these reflect the outlook of the contemporary West and its attendant zeitgeists of anxiety, alienation, disconnection and disenfranchisement. They trace the relationship between zombies and the theme of secular apocalypse, demonstrating that the zombie draws its power from being a perversion of the Christian mythos of death and resurrection. Symbolic of a lost Christian worldview, the zombie represents a world that can no longer explain itself, nor provide us with instructions for how to live within it. The concept of 'domicide' or the destruction of home is developed to describe the modern crisis of meaning that the zombie both represents and reflects. This is illustrated using case studies including the relocation of the Anishinaabe of the Grassy Narrows First Nation, and the upheaval of population displacement in the Hellenistic period. Finally, the authors invoke and reformulate symbols of the four horseman of the apocalypse as rhetorical analogues to frame those aspects of contemporary collapse that elucidate the horror of the zombie. *Zombies in Western Culture: A Twenty-First Century Crisis* is required reading for anyone interested in the phenomenon of zombies in contemporary culture. It will also be of interest to an interdisciplinary audience including students and scholars of culture studies, semiotics, philosophy, religious studies, eschatology, anthropology, Jungian studies, and sociology.

Shaping Things *MIT Press (MA)*

A guide to the next great wave of technology—an era of objects so programmable that they can be regarded as material instantiations of an immaterial system.

All the Ugly and Wonderful Things *Booktopia Editions*

As the daughter of a drug dealer, Wavy knows not to trust people, not even her own parents. It's safer to keep her mouth shut and stay out of sight. Struggling to raise her little brother, Donal, eight-year-old Wavy is the only responsible adult around. Obsessed with the constellations, she finds peace in the starry night sky above the fields behind her house, until one night her star gazing causes an accident. After witnessing his motorcycle wreck, she forms an unusual friendship with one of her father's thugs, Kellen, a tattooed ex-con with a heart of gold. By the time Wavy is a teenager, her relationship with Kellen is the only tender thing in a brutal world of addicts and debauchery. When tragedy rips Wavy's family apart, a well-meaning aunt steps in, and what is beautiful to Wavy looks ugly under the scrutiny of the outside world. Kellen may not be innocent, but he is the fixed

point in Wavy and Donal's chaotic universe. Instead of playing it safe, Wavy has to learn to fight for Kellen, for her brother, and for herself. About the Author Bryn Greenwood is a fourth-generation Kansan, one of seven sisters, and the daughter of a mostly reformed drug dealer. She earned a MA in Creative Writing from Kansas State University. She is the New York Times bestselling author of the novels *The Reckless Oath We Made*, *All the Ugly and Wonderful Things*, *Last Will*, and *Lie Lay Lain*. She lives in Lawrence, Kansas. Industry Reviews New York Times bestseller USA Today bestseller

De Bellis Renationis *Lulu.com*

"De Bellis Renationis" is a set of wargames rules for Renaissance battle, covering the period from 1491 AD to 1700 AD. It was first published in 1995 and later updated to version 2.0 published in 2004. It was accompanied by three books of Army Lists describing the main armies in use during that period. This reprint of the 2004 version (DBR 2.0) provides both rules and army lists in a single convenient volume. (Please note this reprint is not produced by WRG Ltd).

Things I Learned From Falling

The must-read true story of 2020 *Aster*

An inspirational and gripping first-person account of determination, adversity and survival against the odds. 'Uplifting and brave' - Stylist The must-read true story of 2020. In 2018, Claire Nelson made international headlines. She was in her thirties and was beginning to burn out - her hectic London life of work and social activity and striving to do more and do better in the big city was frenetic and stressful. Although she was surrounded by people all of the time, she felt increasingly lonely. When the anxiety she felt finally brought her to breaking point, Claire decided to take some time off and travelled to Joshua Tree Park in California to hike and clear her head. What happened next was something she could never have anticipated. While hiking, Claire fell 25 feet, gravely injuring herself and she lay alone in the desert - mistakenly miles off any trail, without a cell phone signal, fighting for her life. She lay in the elements for four days until she was miraculously found - her rescuers had not expected to find her alive. In *THINGS I LEARNED FROM FALLING* Claire tells her incredible story and what it taught her about loneliness, anxiety and transformation and how to survive it all.

Attila the Hun *C. Press/F. Watts Trade*

A Wicked History is the definitive biography series for middle and high school students on the evil individuals who twisted the course of history. Newly revised editions include additional resources that supplement and support the core text. These include related primary sources, prompts for students to reflect on what they've read, and project ideas for further inquiry. Engaging narratives introduce readers to history's most famous and infamous figures Sophisticated design appeals to high-school and middle-school readers Controlled vocabulary and sentence length make these books highly readable Directly correlated to Social Studies Standards for Middle and High School www.factsfornow.scholastic.com See page 1 for more information.

The Book of the Damned *Library of Alexandria*

"Time travel, UFOs, mysterious planets, stigmata, rock-throwing poltergeists, huge footprints, bizarre rains of fish and frogs-nearly a century after Charles Fort's *Book of the Damned* was originally published, the strange phenomenon presented in this book remains largely unexplained by modern science. Through painstaking research and a witty, sarcastic style, Fort captures the imagination while exposing the flaws of popular scientific explanations. Virtually all of his material was compiled and documented from reports published in reputable journals, newspapers and periodicals because he was an avid collector. Charles Fort was somewhat of a recluse who spent most of his spare time researching these strange events and collected these reports from publications sent to him from around the globe. This was the first of a series of books he created on unusual and unexplained events and to this day it remains the most popular. If you agree that truth is often stranger than fiction, then this book is for you"--Taken from Good Reads website.

The Population Story

From Now to 2000 *London : University of Western Ontario, School of Journalism*

Sue Laflin-Barker's Start Ancient Wargaming Using DBA 3.0

This book introduces the fascinating subject of ancient wargaming using the latest edition of DBA version 3.0. *De Bellis Antiquitatis* have become known for the combination of simple game mechanics and playability. The rules are easy to learn, but the finer details of tactics are hard to master. The rules are extensively used for competitions around the world. The book starts by discussing how to choose a period of history and build an wargaming army, then it includes the complete DBA 3.0 rules with a detailed step by step play through of a sample game- Germans v Romans on the bank of the river Rhine. There are also numerous sample army lists with discussion of the sources on which they are based. Sue Laflin-Barker was a key contributor to the development and success of WRG. This is her first solo authorship of a wargaming book.

Émile Durkheim and the Birth of the Gods

Clans, Incest, Totems, Phratries, Hordes, Mana, Taboos, Corroborees, Sodalities, Menstrual Blood, Apes, Churingas, Cairns, and Other Mysterious Things *Routledge*

The Birth of the Gods is dedicated to Durkheim's effort to understand the basis of social integration. Unlike most social scientists, then and now, Durkheim concluded that humans are naturally more individualistic than collectivistic, that the primal social unit for humans is the macro-level unit ('the horde'), rather than the family, and that social cohesion is easily disrupted by human self-interest. Hence, for Durkheim, one of the "gravest" problems facing sociology is how to mold these human proclivities to serve the collective good. The analysis of elementary religions, Durkheim believed, would allow social scientists to see the fundamental basis of solidarity in human societies, built around collective representations, totems marking sacred forces, and emotion-arousing rituals directed at these totems. The first half of the book traces the key influences and events that led

Durkheim to embrace such novel generalizations. The second part makes a significant contribution to sociological theory with an analysis that essentially "tests" Durkheim's core assumptions using cladistic analysis, social network tools and theory, and data on humans closest living relatives—the great apes. Maryanski marshals hard data from primatology, paleontology, archaeology, genetics, and neuroscience that enlightens and, surprisingly, confirms many of Durkheim's speculations. These data show that integration among both humans and great apes is not so much group or kin oriented, per se, but orientation to a community standing outside each individual that includes a sense of self, but also encompassing a cognitive awareness of a "sense of community" or a connectedness that transcends sensory reality and concrete social relations. This "community complex," as Maryanski terms it, is what Durkheim was beginning to see, although he did not have the data to buttress his arguments as Maryanski is able to do.

DBMM Army Lists: Book 4 The High Medieval Period 1071 AD to 1525 AD *Lulu.com*

THE REPUBLIC BEYOND BOOKS HUB

THE REPUBLIC Plato's Republic is widely acknowledged as one of the most influential works in the history of philosophy. Presented in the form of a dialogue between Socrates and three different interlocutors, it is an inquiry into the notion of a perfect community and the ideal individual within it. During the conversation, other questions are raised: what is goodness; what is reality; what is knowledge; what is the purpose of education? With remarkable lucidity and deft use of allegory, Plato arrives at a depiction of a state bound by harmony and ruled by 'philosopher kings'. THE REPUBLIC The Republic is a philosophical dialogue about the nature of justice and the order and character of the just city-state and the just individual. The dialogues, among Socrates and various Athenians and foreigners, discuss the meaning of justice and examine whether or not the just man is happier than the unjust man, by proposing a society ruled by philosopher-kings and the guardians. THE REPUBLIC In this intellectually and historically influential work of philosophy and political theory, Plato discusses the theory of forms, the immortality of the soul, and the roles of the philosopher and of poetry in society. THE REPUBLIC

The Other Side of Yet

Finding Light in the Midst of Darkness *Simon and Schuster*

A raw and powerful memoir about how resilience, hope, and defiant faith can lead to powerful transformation even in the midst of our darkest hours. Media executive Michelle D. Hord has suffered loss at almost every major phase in her life; the most devastating being the murder of her beloved daughter at the hands of her ex-husband. Yet through it all, there was a voice inside her insisting that she must let the light shine through the holes in her heart. With evocative prose and spiritual insight, *The Other Side of Yet* offers a compassionate blueprint on how to harness your inner strength. She shares how, while we can't control the pain or trauma that alters life as we knew it before, we can always pivot to a yet and rebuild a new after. *The Other Side of Yet* is about creating a life of purpose, passion, and possibility regardless of what is thrown at us. It highlights

how we can face our hardships, yet also choose to keep fighting. A timeless and accessible book for anyone who has experienced grief or loss, it will give you the inspiration and tools you need to reclaim your story.

Defending Your Castle

Build Catapults, Crossbows, Moats, Bulletproof Shields, and More Defensive Devices to Fend Off the Invading Hordes *Chicago Review Press*

A man's home is his castle, or so the saying goes, but could it withstand an attack by Attila and the Huns, Ragnar and the Vikings, Alexander and the Greeks, Genghis Khan and the Mongols, or Tamerlane and the Tartars? Backyard Ballistics author William Gurstelle poses this fascinating question to modern-day garage warriors and shows them how to build an arsenal of ancient artillery and fortifications aimed at withstanding these invading hordes. Each chapter introduces a new bad actor in the history of warfare, details his conquests, and features weapons and fortifications to defend against him and his minions. Clear step-by-step instructions, diagrams, and photographs show how to build a dozen projects, including "Da Vinci's Catapult," "Carpini's Crossbow," a "Crusader-Proof Moat," "Alexander's Tortoise," and the "Cheval-de-frise." With a strong emphasis on safety, the book also gives tips on troubleshooting, explains the physics behind many of the projects, and shows where to buy the materials. By the time they've reached the last page, at-home defenders everywhere will have succeeded in creating a fully fortified home.

The Moor's Account *Simon and Schuster*

An "exquisite piece of historical fiction" (Winnipeg Free Press), *The Moor's Account* is "brilliantly imagined fiction...rewritten to give us something that feels very like the truth" (Salman Rushdie). In 1527, the conquistador Pánfilo de Narváez left the port of San Lucar de Barrameda in Spain with a crew of more than five hundred men. His goal was to claim what is now the Gulf Coast of the United States for the Spanish crown and, in the process, become as wealthy and as famous as Hernán Cortés. But from the moment the Narváez expedition reached Florida it met with incredibly bad luck—storms, disease, starvation, hostile Indians. Within a year, there were only four survivors: the expedition's treasurer, Cabeza de Vaca; a Spanish nobleman named Alonso del Castillo Maldonado; a young explorer by the name of Andrés Dorantes; and his Moroccan slave, Mustafa al-Zamori. The four survivors were forced to live as slaves to the Indians for six years, before fleeing and establishing themselves as faith healers. Together, they traveled on foot through present-day Florida, Texas, New Mexico, and Arizona, gathering thousands of disciples and followers along the way. In 1536, they crossed the Rio Grande into Mexican territory, where they stumbled on a group of Spanish slavers, who escorted them to the capital of the Spanish empire, México-Tenochtitlán. Three of the survivors were asked to provide testimony of their journey—Castillo, Dorantes, and Cabeza de Vaca, who later wrote a book about this adventure, called *La Relación*, or *The Account*. But because he was a slave, Estebanico was not asked to testify. His experience was considered irrelevant, or superfluous, or unreliable, or unworthy, despite the fact that he had acted as a scout, an interpreter, and a translator. This novel is his story.

Bored of the Rings

A Parody of J. R. R. Tolkien's *The Lord of the Rings* *Signet*

The Horde

How the Mongols Changed the World *Harvard University Press*

An epic history of the Mongols as we have never seen them—not just conquerors but also city builders, diplomats, and supple economic thinkers who constructed one of the most influential empires in history. The Mongols are widely known for one thing: conquest. In the first comprehensive history of the Horde, the western portion of the Mongol empire that arose after the death of Chinggis Khan, Marie Favereau shows that the accomplishments of the Mongols extended far beyond war. For three hundred years, the Horde was no less a force in global development than Rome had been. It left behind a profound legacy in Europe, Russia, Central Asia, and the Middle East, palpable to this day. Favereau takes us inside one of the most powerful sources of cross-border integration in world history. The Horde was the central node in the Eurasian commercial boom of the thirteenth and fourteenth centuries and was a conduit for exchanges across thousands of miles. Its unique political regime—a complex power-sharing arrangement among the khan and the nobility—rewarded skillful administrators and diplomats and fostered an economic order that was mobile, organized, and innovative. From its capital at Sarai on the lower Volga River, the Horde provided a governance model for Russia, influenced social practice and state structure across Islamic cultures, disseminated sophisticated theories about the natural world, and introduced novel ideas of religious tolerance. The Horde is the eloquent, ambitious, and definitive portrait of an empire little understood and too readily dismissed. Challenging conceptions of nomads as peripheral to history, Favereau makes clear that we live in a world inherited from the Mongol moment.

Into the Wild *Anchor*

Krakauer's page-turning bestseller explores a famed missing person mystery while unraveling the larger riddles it holds: the profound pull of the American wilderness on our imagination; the allure of high-risk activities to young men of a certain cast of mind; the complex, charged bond between fathers and sons. "Terrifying... Eloquent... A heart-rending drama of human yearning." —New York Times In April 1992 a young man from a well-to-do family hitchhiked to Alaska and walked alone into the wilderness north of Mt. McKinley. He had given \$25,000 in savings to charity, abandoned his car and most of his possessions, burned all the cash in his wallet, and invented a new life for himself. Four months later, his decomposed body was found by a moose hunter. How Christopher Johnson McCandless came to die is the unforgettable story of *Into the Wild*. Immediately after graduating from college in 1991, McCandless had roamed through the West and Southwest on a vision quest like those made by his heroes Jack London and John Muir. In the Mojave Desert he abandoned his car, stripped it of its license plates, and burned all of his cash. He would give himself a new name, Alexander Supertramp, and, unencumbered by money and belongings, he would be free to wallow in the raw, unfiltered experiences that nature presented. Craving a blank spot on the map, McCandless

simply threw the maps away. Leaving behind his desperate parents and sister, he vanished into the wild. Jon Krakauer constructs a clarifying prism through which he reassembles the disquieting facts of McCandless's short life. Admitting an interst that borders on obsession, he searches for the clues to the drives and desires that propelled McCandless. When McCandless's innocent mistakes turn out to be irreversible and fatal, he becomes the stuff of tabloid headlines and is dismissed for his naiveté, pretensions, and hubris. He is said to have had a death wish but wanting to die is a very different thing from being compelled to look over the edge. Krakauer brings McCandless's uncompromising pilgrimage out of the shadows, and the peril, adversity, and renunciation sought by this enigmatic young man are illuminated with a rare understanding--and not an ounce of sentimentality. Mesmerizing, heartbreaking, *Into the Wild* is a tour de force. The power and luminosity of Jon Krakauer's stoytelling blaze through every page.

Christian Nation

"righteousness Exalteth a Nation".

A Very Large Expanse of Sea *HarperCollins*

Longlisted for the National Book Award for Young People's Literature! From the New York Times and USA Today bestselling author of the *Shatter Me* series comes a powerful, heartrending contemporary novel about fear, first love, and the devastating impact of prejudice. It's 2002, a year after 9/11. It's an extremely turbulent time politically, but especially so for someone like Shirin, a sixteen-year-old Muslim girl who's tired of being stereotyped. Shirin is never surprised by how horrible people can be. She's tired of the rude stares, the degrading comments—even the physical violence—she endures as a result of her race, her religion, and the hijab she wears every day. So she's built up protective walls and refuses to let anyone close enough to hurt her. Instead, she drowns her frustrations in music and spends her afternoons break-dancing with her brother. But then she meets Ocean James. He's the first person in forever who really seems to want to get to know Shirin. It terrifies her—they seem to come from two irreconcilable worlds—and Shirin has had her guard up for so long that she's not sure she'll ever be able to let it down.

Parable of the Sower *Open Road Media*

A New York Times Notable Book: In 2025, with the world descending into madness and anarchy, one woman begins a fateful journey toward a better future. "A stunner." —Flea, musician and actor, *TheWall Street Journal* Lauren Olamina and her family live in one of the only safe neighborhoods remaining on the outskirts of Los Angeles. Behind the walls of their defended enclave, Lauren's father, a preacher, and a handful of other citizens try to salvage what remains of a culture that has been destroyed by drugs, disease, war, and chronic water shortages. While her father tries to lead people on the righteous path, Lauren struggles with hyperempathy, a condition that makes her extraordinarily sensitive to the pain of others. When fire destroys their compound, Lauren's family is killed and she is forced out into a world that is fraught with danger. With a handful of other refugees, Lauren must make her way north to safety, along the way conceiving a revolutionary idea that may

mean salvation for all mankind. This ebook features an illustrated biography of Octavia E. Butler including rare images from the author's estate.

Summerland

A Novel *HarperCollins*

From the Pulitzer Prize winning Michael Chabon comes this bestselling novel for readers of all ages that blends fantasy and folklore with that most American coming-of-age ritual: baseball—now in a new edition, with an original introduction by the author. Ethan Feld is having a terrible summer: his father has moved them to Clam Island, Washington, where Ethan has quickly established himself as the least gifted baseball player the island has ever seen. Ethan's luck begins to change, however, when a mysterious baseball scout named Ringfinger Brown and a seven-hundred-and-sixty-five-year-old werefox enter his life, dragging Ethan into another world called the Summerlands. But this beautiful, winter-less place is facing destruction at the hands of the villainous Coyote, and it has been prophesized that only Ethan can save it. In this cherished modern classic, the New York Times bestselling, Pulitzer Prize winning author brings his masterful storytelling, dexterous plotting, and singularly envisioned characters to a coming-of-age novel for readers of all ages.

Attila and the Nomad Hordes *Osprey Publishing*

Of all the conquerors who swept out of Central Asia, two names stand out in European memory – Attila the Hun and Genghis Khan the Mongol. Both are remembered for massacres and devastation; yet whereas Genghis is also famous for the laws he imposed on half of Asia and for the trade which flourished under Mongol rule, Attila's notoriety seems unrelieved by positive achievements. But what was Attila's short-lived empire really like? What happened to the Huns afterwards, and what role did the nomads of Central Asia play in the centuries between Attila and Genghis Khan?

The Educational Ideas of Charles Fourier (1772-1837). *Psychology Press*

First Published in 1969. Routledge is an imprint of Taylor & Francis, an informa company.

The Land of Narnia

Brian Sibley Explores the World of C. S. Lewis *HarperCollins*

C.S. Lewis's The Cronicles of Narnia have captured the hearts and imaginations of millions of readers all over the world. Now, in this exciting guide to Narnia, you can read all about the inspiration behind each of the stories, characters, and places in these seven magical volumes, and find out how their creator, C.S. Lewis, came to invent the world beyond the wardrobe door. Meticulously researched by writer Brian Sibley, and lovingly illustrated by artist Pauline Baynes, original illustrator of The Cronicles of Narnia, The Land of Narnia is a fascinating gateway into every aspect of C.S. Lewis's imaginative world. The Land of Narnia invites readers to delve deeper into the wonders of the magical place called Narnia, and examines how C. S. Lewis came to create this fascinating world. Meticulously researched by writer Brian Sibley, and lavishly illustrated with full-color and black-and-white drawings by Pauline Baynes, The Land of Narnia is an illuminating celebration of the mysterious world that lies just beyond the wardrobe door. The Land of Narnia invites readers to delve deeper into the wonders of the magical place called Narnia, and examines how C. S. Lewis came to create this fascinating world. Meticulously researched by writer Brian Sibley, and lavishly illustrated with full-color and black-and-white drawings by Pauline Baynes, The Land of Narnia is an illuminating celebration of the mysterious world that lies just beyond the wardrobe door.

The Poisonwood Bible *Faber & Faber*

Barbara Kingsolver's acclaimed international bestseller tells the story of an American missionary family in the Congo during a poignant chapter in African history. It spins the tale of the fierce evangelical Baptist, Nathan Price, who takes his wife and four daughters on a missionary journey into the heart of darkness of the Belgian Congo in 1959. They carry with them to Africa all they believe they will need from home, but soon find that all of it - from garden seeds to the King James Bible - is calamitously transformed on African soil. Told from the perspective of the five women, this is a compelling exploration of African history, religion, family, and the many paths to redemption. The Poisonwood Bible was nominated for the Pulitzer Prize in 1999 and was chosen as the best reading group novel ever at the Penguin/Orange Awards. It continues to be read and adored by millions worldwide.