

Earth Reborn Earhrise Book 7

They emerge from shadows. Hungry for flesh, they scurry forth. They are the marauders, the galaxy's deadliest predators. And they crave Earth. Five years ago, we won our first galactic war. We defeated the scum, a race of alien centipedes. But the marauders are stronger, smarter, and crueler by far. And they will show us no mercy. Marco Emery, hero of the last war, struggles today as a civilian. Shell shock cripples him. Nightmares haunt him. Yet now he must become a soldier again. Now his old platoon must reunite. Together, they must defeat the greatest threat Earth has ever known. Or humanity will fall.

One of the most influential works of this century. The Myth of Sisyphus and Other Essays is a crucial exposition of existentialist thought, influenced by works such as Don Juan and the novels of Kafka, these essays begin with a meditation on suicide; the question of living or not living in a universe devoid of order or meaning. With lyric eloquence, Albert Camus brilliantly posits a way out of despair, reaffirming the value of personal existence, and the possibility of life lived with dignity and authenticity.

Earth Reborn. We came from deep space. Creatures of claws and endless malice, they ravage the world. As the war flares, as cities crumble, Private Marco Emery and his platoon blast into space. They won one battle on Earth. Their next battle must be fought in the darkness. The scum will not rest until the last human is dead. Marco and his friends must defeat them. They must win. Or Earth will fall.

It's all-out war. Our cities fall. Millions die. The scum, these cruel aliens from deep space, are determined to kill us all. So we must kill them. Humanity musters its greatest fleet. Thousands of starships rally. Millions of soldiers deploy. For Earth to stand a chance, we must invade the aliens' homeworld. We must destroy their planet. Before they destroy ours. Earth's fleet flies through space. We fly toward millions of enemy ships. We fly to almost certain death. This will be the hour humanity falls. . . . or the hour of our greatest victory.

Starship Freedom

The Moth Snowstorm

A Decade of Art for Social Change

Victory's Price (Star Wars)

A First Zen Reader

He calls himself Farouche, after a character from legend, but his reality is that his memories and identity were stolen from him by a secret enemy. In a far-future world of wizards and walled cities, he finds himself trailing a wealthy merchant ' s caravan across a dusty plain. Possessed of a soldier ' s skills, he hires on with the merchant and begins to build a life. But his efforts to discover his past reveal a dark prospect: was he a participant in a notorious massacre of innocents? Will Farouche come to know the truth? Will he survive the journey across a lawless land to the remote city of Olliphraet, ruled by half-mad thaumaturgs? And when he finally lays bare the plot in which he has been ensnared, will it be too late? Matthew Hughes delivers another dark fantastical adventure set in a decadent Dying Earth, where men and half-men and even the gods themselves contend for earthly power and unearthly prizes.

2000 Gold Medalion Award winner! Christianity is more than a personal relationship with Jesus Christ. It is also a worldview that not only answers life's basic questions—Where did we come from, and who are we? What has gone wrong with the world? What can we do to fix it?—but also shows us how we should live as a result of those answers. How Now Shall We Live? gives Christians the understanding, the confidence, and the tools to confront the world’s bankrupt worldviews and to restore and redeem every aspect of contemporary culture: family, education, ethics, work, law, politics, science, art, music. This book will change every Christian who reads it. It will change the church in the new millennium.

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A Legend Caught in a Revolution. A New Life That Mirrors the Past. A Dark Cult Threatening to Destroy What's Left of Civilization. Some things you just can't escape, doesn't matter how far you run. King Daryn has turned the Sons of Liberty into a war machine. Texas is flooded with exiles and refugees. The Church of The Redemption has come to power, changing the geopolitical landscape. Everything the Clearwater crew knew is gone. They've had to start a new life, hidden away from it all. Stealing what they can to survive. But there's no safety in solitude. They know that better than anyone. Everything they know is about to change, when they stumble upon enough silver and weaponry to buy a small army. There's just one problem--the people who it belonged to are about to come looking for it. And a new war simmering in the dark is about to tear the country apart. No matter how far they push it away, they can't escape the destiny pulling them in like a gravity well. After all, history will not be denied its legends.

Mind Painter

A Field Guide to Getting Lost

The Rise

The Last Pictures

The Myth of Sisyphus And Other Essays

Earth Valer

A comprehensive political and design theory of planetary-scale computation proposing that The Stack—an accidental megastructure—is both a technological apparatus and a model for a new geopolitical architecture. What has planetary-scale computation done to our geopolitical realities? It takes different forms at different scales—from energy and mineral sourcing and subterranean cloud infrastructure to urban software and massive universal addressing systems; from interfaces drawn by the augmentation of the hand and eye to users identified by self—quantification and the arrival of legions of drones, robots, and bots. Together, how do these distort and deform modern political geographies and produce new territories in their own image? In The Stack, Benjamin Bratton proposes that these different genres of computation—smart grids, cloud platforms, mobile apps, smart cities, the Internet of Things, automation—can be seen not as so many species evolving on their own, but as forming a coherent whole: an accidental megastructure called The Stack that is both a computational apparatus and a new governing architecture. We are inside The Stack and it's inside us.

an account that is both theoretical and technical, drawing on political philosophy, architectural theory, and software studies, Bratton explores six layers of The Stack: Earth, Cloud, City, Address, Interface, User. Each is mapped on its own terms and understood as a component within the larger whole built from hard and soft systems intermingling—not only computational forms but also social, human, and physical forces. This model, informed by the logic of the multilayered structure of protocol "stacks," in which network technologies operate within a modular and vertical order, offers a comprehensive image of our emerging infrastructure and a platform for its ongoing reinvention. The Stack is an interdisciplinary design brief for a new geopolitics that works with and for planetary-scale computation. Interweaving the continental, urban, and perceptual scales, it shows how we can better build, dwell within, communicate with, and govern our worlds. thestack.org

Machines.They fly our starships. Mine our asteroids. Connect us to one another. They serve us without question.But what if the machines rebelled?We call it the Singularity. The day the machines wake up. A day that can destroy humanity.Marco and Addy are heroes, veterans of the Alien Wars. Today they are civilians, married, and peacefully raising a family.That peace will soon shatter.For years, Marco and Addy fought aliens, terrors from deep space. But how can they fight Earth's machines, an enemy humanity itself created?

This collection of twenty essays reflects the ethical and political questions facing artists and ranges from scholarly reporting to comic strips

The basilisks, cruel alien serpents, attacked our world. They bombed us. Hunted us. Butchered us without pity. But now we will be the hunters. We will assemble a fleet. We will cross the vastness of space. And for the first time, we will strike the enemy on his own soil. It's a time for courage. A time for heroes. We will no longer hide in bunkers. We will no longer die like sheep. Freedom will be won with blood and fire. Freedom will be the legacy of Earth. We are the last humans. And we will win!

Earth Unleashed

EarthRise

Requiem for Dragons: The Complete Trilogy (World of Requiem)

Song of Dragons: The Complete Trilogy (World of Requiem)

We Fight for Freedom

(The Eye of the World, The Great Hunt, The Dragon Reborn, The Shadow Rising, New Spring, New Spring: The Novel)

The starship Freedom ship until the aliens attack! Battles for Galacticca meets Starship Troopers in this sci-fi adventure from Daniel Aronson, the USA Today bestselling author of Earthrise. The starship Freedom was once a mighty warship. Today she's a tourist attraction. The space wars ended long ago. The Freedom is now a flying museum. The tourists love it. The Changing of the Guard, the starfighter aerobatics, the starboard cannon salute. . . .It's the best show in the galaxy. James King commands the starship Freedom. He hates his job. He was a real soldier once. Back when the Freedom was a real warship. He never imagined himself running a tourist trap. Right after Christmas, he plans to retire. Then, on Christmas day, the aliens attack. Horrifying aliens. Creatures of claws, fangs, and endless malice. Within hours, they devastate Earth's military. Millions die. So much for retirement. The aliens spare the starship Freedom. After all, she's only a tourist attraction. But not to Commander King. He will get his beloved starship battle-ready. He will enter the fight. The Freedom will fly to war again!

Human civilizations' longest lasting artifacts are not the great Pyramids of Giza, nor the cave paintings at Lascaux, but the communications satellites that circle our planet. In a stationary orbit above the equator, the satellites that broadcast our TV signals, route our phone calls, and process our credit card transactions experience no atmospheric drag. Their inert hulls will continue to drift around Earth until the Sun expands into a red giant and engulfs them about 4.5 billion years from now. The Last Pictures, co-published by Creative Time Books, is rooted in the premise that these communications satellites will ultimately become the cultural and material ruins of the late 20th and early 21st centuries, far outlasting anything else humans have created. Inspired in part by ancient cave paintings, nuclear waste warning signs, and Carl Sagan's Golden Records of the 1970s, artist/geographer and MacArthur "Genius" Fellow Trevor Paglen has developed a collection of one hundred images that will be etched onto an ultra-archival, golden silicon disc. The disc, commissioned by Creative Time, will then be sent into orbit onboard the Ecostar XVI satellite in September 2012, as both a time capsule and a message to the future. The selection of 100 images, which are the centerpiece of the book, was influenced by four years of interviews with leading scientists, philosophers, anthropologists, and artists about the contradictions that characterize contemporary civilizations. Consequently, The Last Pictures engages some of the most profound questions of the human experience, provoking discourse about communication, deep time, and the economic, environmental, and social uncertainties that define our historical moment. Copub: Creative Time Books

We call them the grays. For years, they lurked in shadows. For years, they struck from the dark. Kidnapping us. Torturing us. Studying us. Now they unleash their full fury. Thousands of their saucers attack Earth. Our armies crumble. Earth burns. Yet from the fire, heroes rise. Marco Emery. Addy Linden. Einav Ben-Ari. Names everyone on Earth knows. The names of legends. Names now whispered as a prayer. Around the world, humanity will rally. Under their leadership, we will fight. Together we can win. The grays think us weak. But we will stand strong!

It begins. The final battle between man and machine.Earth burns. The Dreamer, a cruel artificial intelligence, brutalizes our world. His robots reduce our cities to ash. His cyborgs march by the millions. Humanity is now an endangered species.But we still fight!A band of heroes undertakes a dangerous quest. Some call it a suicide mission. They fly to a computerized world, deep in space, where the Dreamer dwells.There humanity will face an electric god. There we will fall. . . . or rise higher than ever before.

The Legacy of Earth

Earth Honor

Earth and Beyond in Tumultuous Times

Earth Shadows

Earth Lost

The Flat Earth Trilogy Book of Secrets I

Requiem. A forbidden word. The name of a lost kingdom, the homeland of dragons. Yet there are some who remember Requiem, who will fight to see it rise again . . . This bundle includes all three novels in Requiem for Dragons, an epic fantasy trilogy about myth, memory, and dragonfire. BOOK 1: DRAGONS LOST: The kingdom of dragons is all but forgotten. The Cured Temple now rules over the ashes of that lost realm. Yet some still carry the dragon magic. Some still whisper the forbidden word: "Requiem. . ." BOOK 2: DRAGONS REBORN: The last dragons in the world, only a handful of souls, bind together. They fly again. They fight the Cured Temple. They cry out in the open sky: "Remember Requiem!" BOOK 3: DRAGONS RISING: The Cured Temple's armies swarm across land, sea, and sky. The world's last dragons fly to face them... vowing to destroy the Temple and see Requiem rise again. . . . THE REQUIEM SERIES: Dawn of Dragons Book 1: Requiem's Song Book 2: Requiem's Hope Book 3: Requiem's Prayer Song of Dragons Book 1: Blood of Requiem Book 2: Tears of Requiem Book 3: Light of Requiem Dragonlore Book 1: A Dawn of Dragonfire Book 2: A Day of Dragon Blood Book 3: A Night of Dragon Wings The Dragon War Book 1: A Legacy of Light Book 2: A Birthright of Blood Book 3: A Memory of Fire Requiem for Dragons Book 1: Dragons Lost Book 2: Dragons Reborn Book 3: Dragons Rising Flame of Requiem Book 1: Forged in Dragonfire Book 2: Crown of Dragonfire Book 3: Pillars of Dragonfire Dragonfire Rain Book 1: Blood of Dragons Book 2: Rage of Dragons Book 3: Flight of Dragons

The marauders, terrors from deep space, hit us hard. Our starships shattered. Our armies collapsed. Our cities crumbled. As Earth smolders, the marauders imprison us in camps. They farm us like cattle. They torture us for sport. Earth weeps. But there is hope. The Ghost Fleet, an ancient alien armada, might still exist in deep space. In a single starship, Sergeant Marco Emery and his friends seek this mythical fleet. They must find it. They must return with its might. Or the marauders will kill us all.

They came from deep space. They came to destroy us. Fifty years ago, bloodthirsty aliens devastated the Earth. Most of humanity perished. We fell into darkness. But now we rise from the ashes. Now we fight back. Marco Emery was born into the war. After his mother is killed, he joins the Human Defense Force, Earth's ragtag army. Emery must survive basic training, become a soldier, and finally face the aliens in battle. Against the alien onslaught, Earth stands alone. But we will fight. We will rise. We will win.

They called her a relic. They said she would never fly again. They said she was too old. Too large. A floating museum. But now the starship Freedom is the only hope of mankind. The aliens attack us everywhere. Vicious aliens. Bloodthirsty spiders from deep space. Our fleets burn. Our cities fall. Earth cries out for salvation. James "Bulldog" King, commander of the Freedom, answers the call. He will gather the fleet. He will lead an assault. This is the final stand of mankind. There can be no victory without sacrifice. No courage without fear. No freedom without heroes to defend it. This is a time for heroes. A time for war. A time for the starship Freedom to light the darkness.

The Wheel of Time, Books 1-4

Hoop

Festus

A Poem

A God in Chains

Earth Rising

Who-or what-shall inherit the Earth? In 2045, the climate crisis has pushed civilization to the brink of nuclear war. Trillionaire space magnate John Rook leads a desperate escape to the nascent Mars colony. But when the atomic auroras fade and those left on Earth find themselves struggling against more than just fallout and other survivors, the lucky ones who got away fear they made a one-way trip. Centuries later in the now-sprawling Martian metropolis, a transformed species tries to cope with life on an alien world starved of flora and fauna. Their ancestors' actions and the distant neon blue flicker of the rewilded Earth haunt those confined to the rusty red planet. None feel it more than John's daughter, the eminent Gloria Rook. Her mind and body are sharper than ever, but no cybernetic implant or designer chemical can dull the longing. An impossible signal hints there may be a way to return to Earth and reveals another more nefarious secret. It might just be Gloria and the Martians' chance to finally go home, or destroy everything they've built.

For years, they stalked us. Kidnapped us. Dissected us. For years, we feared them. Some call them "gray aliens." Some claim they crashed in Roswell. Others say they're just a myth. But legends often spring from terrifying truths. There are monsters in the dark. And their evil knows no bounds. We've faced aliens before. But nothing like this. This enemy is stronger, smarter, and crueler by far. And they want to kill us all. But we refuse to fall. We will muster all our courage. All our strength. We will tell the enemy: "Earth will rise!"

Earth and Beyond in Tumultuous Times offers a critical exploration of the Anthropocene concept. It addresses the urgent geopolitical and environmental questions raised by the new geological epoch. How are we to rethink landscapes, such as river deltas, oceans, or outer space? How can we create spaces for resistance and utopic dreaming? This volume confronts these questions by charting how space and place are constructed, deconstructed, and negotiated by humans and non-humans under conditions of globally entangled consumption, movement, and contamination. The essays in this volume are complemented by artistic interventions that offer a poetics for a harmed planet and the numerous worlds it contains. Earth and Beyond in Tumultuous Times is part of the series Future Ecologies dedicated to rethink the multiple ecologies that flourish and struggle on Earth and beyond.

Requiem. A dream. A prayer. A kingdom for those cursed, those exiled, those whom men call "weredragons." A homeland for those who can grow wings, breathe fire, and rise as dragons. Dawn of Dragons, an epic fantasy trilogy, tells the story of Requiem's birth, wars, and hope. This bundle includes all three novels in the trilogy. BOOK 1: REQUIEM'S SONG: Weredragons, men call them. Monsters. Cursed ones. People who can turn into dragons. Can these lost souls bind together and forge a kingdom of their own? BOOK 2: REQUIEM'S HOPE: Requiem is birthed in blood and fire, but enemies rise to destroy it. Raem, King of the Abyss, leads a host of demons to crush Requiem. Can this fledgling kingdom of dragons survive? BOOK 3: REQUIEM'S PRAYER: Requiem burns. Raem, the Demon King, sends forth monstrous sphinxes to slay every last dragon. To survive, Requiem's dragons must fly to their darkest battlefield—the unholy Abyss itself. In 2011, the Song of Dragons trilogy introduced readers to mythical Requiem, a kingdom whose people can become dragons. The Requiem novels have gone on to sell hundreds of thousands of copies, captivating readers around the world. Dawn of Dragons goes back in time to Requiem's earliest days, telling an epic story for both new readers and old fans-of loss, hope, and dragonfire. Dawn of Dragons -- an epic fantasy trilogy. For fans of dragons, shapeshifters, swords and sorcery, A Game of Thrones, Eragon, The Hobbit and The Lord of the Rings. . . . THE REQUIEM SERIES: Dawn of Dragons Book 1: Requiem's Song Book 2: Requiem's Hope Book 3: Requiem's Prayer Song of Dragons Book 1: Blood of Requiem Book 2: Tears of Requiem Book 3: Light of Requiem Requiem: Dragonlore Book 1: A Dawn of Dragonfire Book 2: A Day of Dragon Blood Book 3: A Night of Dragon Wings The Dragon War Book 1: A Legacy of Light Book 2: A Birthright of Blood Book 3: A Memory of Fire Requiem for Dragons Book 1: Dragons Lost Book 2: Dragons Reborn Book 3: Dragons Rising Requiem: Flame of Requiem Book 1: Forged in Dragonfire Book 2: Crown of Dragonfire Book 3: Pillars of Dragonfire Dragonfire Rain Book 1: Blood of Dragons Book 2: Rage of Dragons Book 3: Flight of Dragons

Earth Fire

A Post-Apocalyptic Novel

Nature and Joy

Children of Earhrise Book 6

How Now Shall We Live?

Requiem: Dawn of Dragons, Book 1

According to the working definition of the International Big History Association, ‘Big History seeks to understand the integrated history of the Cosmos, Earth, Life and Humanity, using the best available empirical evidence and scholarly methods.’ In recent years Big History has been developing very fast indeed. Big History courses are taught in the schools and universities of several dozen countries. Hundreds of researchers are involved in studying and teaching Big History. The unique approach of Big History, the interdisciplinary genre of history that deals with the grand narrative of 13.8 billion years, has opened up a vast amount of research agendas. Big History brings together constantly updated information from the scientific disciplines and merges it with the contemplative realms of philosophy and the humanities. It also provides a connection between the past, present, and future. Big History is a colossal and extremely heterogeneous field of research encompassing all the forms of existence and all timescales. Unsurprisingly, Big History may be presented in very different aspects and facets. In this volume the Big History is presented and discussed in three different ways. In its first part, Big History is explored in terms of methodology, theories of knowledge, as well as showcasing the personal approach of scholars to Big History. The second section comprises such articles that could clarify Big History's main trends and laws. The third part of this book explores the nature of teaching Big History as well as profiling a number of educational methods. This volume will be useful both for those who study interdisciplinary macropblems and for specialists working in focused directions, as well as for those who are interested in evolutionary issues of Astrophysics, Geology, Biology, History, Anthropology, Linguistics and other areas of study. More than that, this edition will challenge and excite your vision of your own life and the exciting new discoveries going on around us!

After the vicious, insect-like aliens called the Saurons invaded Earth and killed billions, they enslaved the survivors, forcing them to build mysterious temples under brutal conditions. In an effort to control their human slaves, the Saurons install a puppet president to keep them under control. But President Alexander Franklin and Chief of Security Jack Manning aren't about to play along. Rebellion is in the air, and the fight for freedom is spreading far and wide, from the center of activity in Washington to the distant lands of Guatemala. A diverse group of rebels, including an ex-FBI agent, a doctor inside the heart of enemy territory, and the president will have to band together with a host of other insurgents from across war-torn Earth to overcome impossible odds if they're to save what's left of humankind. With non-stop action and a remarkable cast of characters, the epic conclusion to William C. Dietz's DeathDay is a thrilling tale of adversity, rebellion, strength and humanity in a futuristic world where the survival of the many lies in the hands of the brave few.

Green sisters are environmentally active Catholic nuns working to heal the earth as they cultivate new forms of religious culture. Inviting us into their world, Taylor offers a firsthand understanding of the experiences of women whose lives bring together orthodoxy and activism, and whose lifestyle provides a compelling view of sustainable living.

The moth snowstorm, a phenomenon Michael McCarthy remembers from his boyhood when moths “would pack a car’s headlight beams like snowflakes in a blizzard,” is a distant memory. Wildlife is being lost, not only in the wholesale extinctions of species but also in the dwindling of those species that still exist. The Moth Snowstorm is unlike any other book about climate change today; combining the personal with the polemical, it is a manifesto rooted in experience, a poignant memoir of the author’s first love: nature. McCarthy traces his adoration of the natural world to when he was seven, when the discovery of butterflies and birds brought sudden joy to a boy whose mother had just been hospitalized and whose family life was deteriorating. He goes on to record in painful detail the rapid dissolution of nature’s abundance in the intervening decades, and he proposes a radical solution to our current problem: that we each recognize in ourselves the capacity to love the natural world. Arguing that neither sustainable development nor ecosystem services have provided adequate defense against pollution, habitat destruction, species degradation, and climate change, McCarthy asks us to consider nature as an intrinsic good and an emotional and spiritual resource, capable of inspiring joy, wonder, and even love. An award-winning environmental journalist, McCarthy presents a clear, well-documented picture of what he calls “the great thinning” around the world, while interweaving the story of his own early discovery of the wilderness and a childhood saved by nature. Drawing on the truths of poets, the studies of scientists, and the author’s long experience in the field, The Moth Snowstorm is part elegy, part ode, and part argument, resulting in a passionate call to action.

Earth Remembers

Requiem's Song

An Alphabet Squadron Novel

Earth Alone

The Stack

Earth Machines

From celebrated art historian, curator, and teacher Sarah Lewis, a fascinating examination of how our most iconic creative endeavors—from innovation to the arts—are not achievements but conversions, corrections after failed attempts. The gift of failure is a riddle: it will always be both the void and the start of infinite possibility. The Rise—a part investigation into a psychological mystery, part an argument about creativity and art, and part a soulful celebration of the determination and courage of the human spirit—makes the case that many of the world’s greatest achievements have come from understanding the central importance of failure. Written over the course of four years, this exquisite biography of an idea is about the improbable foundations of a creative human endeavor. Each chapter focuses on the inestimable value of often ignored ideas—the power of surrender, how play is essential for innovation, the “near win” can help propel you on the road to mastery, the importance of grit and creative practice. The Rise shares narratives about figures past and present that range from choreographers, writers, painters, inventors, and entrepreneurs; Frederic Douglass, Samuel F.B. Morse, Diane Arbus, and J.K. Rowling, for example, feature alongside choreographer Paul Taylor, Nobel Prize-winning physicists Andre Geim and Konstantin Novoselov, and Arctic explorer Ben Saunders. With valuable lessons for pedagogy and parenting, for innovation and discovery, and for self-direction and creativity, The Rise “gives the old chestnut ‘if at first you don’t succeed...’ a jolt of adrenaline” (Eile).

The marauders, vicious alien predators, brought us to our knees. They destroyed our fleets. They butchered millions. But now we fight back. Across the ruins of Earth, we rise in rebellion. In the depths of space, we seek allies. And our last warship prepares for one final battle. It's a time for heroes. A time to show our human pride. Because Earth is our home. Earth is our birthright. Earth is eternal. We will save it. Or we will die on our feet.

Weredragons, men call them. Monsters. Cursed ones. People who can turn into beastly reptiles. In an ancient world just rising from darkness, they are everywhere. Some wander the plains with clans of mammoth hunters. Others are born in riverside huts. Some live across the ocean where seafaring tribes are discovering the secrets of bronze and writing in clay. Everywhere their curse is the same—people who can grow wings, breathe fire, and take flight as dragons. And everywhere, they are hunted. They hide in forests and caves, dispersed. Many are alone, unaware that others exist. They are shunned, afraid, dying. . . .until a group of these lost souls binds together and stands tall. A blacksmith in a world of stone tools. A mammoth hunter exiled from her tribe. A traveling juggler and a wandering warrior. An elderly droid and an outcast prince. They are weredragons. They are cursed and hunted. Together they will forge a new tribe, a home for their kind. A dawn of dragon rises. The nation of Requiem is born. Requiem's Song -- an epic fantasy novel. For fans of dragons, shapeshifters, swords and sorcery, A Game of Thrones, Eragon, The Hobbit and The Lord of the Rings. . . . THE REQUIEM SERIES: Requiem: Dawn of Dragons Book 1: Requiem's Song Book 2: Requiem's Hope Book 3: Requiem's Prayer Requiem: Song of Dragons Book 1: Blood of Requiem Book 2: Tears of Requiem Book 3: Light of Requiem Requiem: Dragonlore Book 1: A Dawn of Dragonfire Book 2: A Day of Dragon Blood Book 3: A Night of Dragon Wings Requiem: The Dragon War Book 1: A Legacy of Light Book 2: A Birthright of Blood Book 3: A Memory of Fire Requiem:

Requiem for Dragons Book 1: Dragons Lost Book 2: Dragons Reborn Book 3: Dragons Rising Requiem: Flame of Requiem Book 1: Forged in Dragonfire Book 2: Crown of Dragonfire Book 3: Pillars of Dragonfire Requiem: Dragonfire Rain Book 1: Blood of Dragons Book 2: Rage of Dragons Book 3: Flight of Dragons

A stimulating exploration of wandering, being lost, and the uses of the unknown from the author of Orwell's Roses Written as a series of autobiographical essays, A Field Guide to Getting Lost draws on emblematic moments and relationships in Rebecca Solnit's life to explore issues of uncertainty, trust, loss, memory, desire, and place. Solnit is interested in the stories we use to navigate our way through the world, and the places we traverse, from wilderness to cities, in finding ourselves, or losing ourselves. While deeply personal, her own stories link up to larger stories, from captivity narratives of early Americans to the use of the color blue in Renaissance painting, not to mention encounters with tortoises, monks, punk rockers, mountains, deserts, and the movie Vertigo. The result is a distinctive, stimulating voyage of discovery.

Earthrise

On Software and Sovereignty

Dawn of Dragons: The Complete Trilogy (World of Requiem)

Earth Reborn

Green Sisters

Teaching & Researching Big History: Exploring A New Scholarly Field

This book is an Anthology of Gregory Lessing Garrett's writings and others on the topic of Flat Earth Plane Cosmology of all types, including Enclosed Earth, Hollow Earth, Concave Earth, Infinite Plane Earth, The Enochian Earth Model, etc... The hope is that the ideas expounded in this Flat Earth Trilogy series will provide compelling justifications for the claim that no curvature can be found on the Earth, which points to the empirical conclusion that we live on a plane and not a spinning ball in science fiction outer space. The details regarding the possible topography of the Earth are discussed in depth in this book, but ultimately, the absolute true topography of the Earth is not known by anyone. -Gregory Lessing Garrett

Includes: The Eye of the World, The Great Hunt, The Dragon Reborn, The Shadow Rising, New Spring: The Novel Enter the world of The Wheel of Time's, the genre-defining epic fantasy series by New York Times bestselling author Robert Jordan. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. Since its debut in 1990, The Wheel of Time by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Eye of the World – When The Two Rivers is attacked by Trollocs—a savage tribe of half-men, half-beasts—five villagers flee that night into a world they barely imagined, with new dangers waiting in the shadows and in the light. The Great Hunt – Long thought only legend, the Horn of Valere is found, a mystical item able to raise the dead heroes of the ages. But then, everything changes when it gets stolen. The Dragon Reborn – Winter has stopped the war—almost—yet men are dying, calling out for the Dragon. But where is he? In the Heart of the Stone Lies the next great test of the Dragon reborn. The Shadow Rising – The seals of Shayol ghul are weak now, and the Dark One reaches out. The Shadow is rising to cover humankind. Against the Shadow rising stands the Dragon Reborn. New Spring: The Novel – A prequel to the wheel of Time series: In the city of Tar Valon, a Foretelling of the future is uttered. On the slopes of Dragonmount, the immense mountain that looms over the city, is born an infant prophesied to change the world. That child must be found before the forces of the Shadow have an opportunity to kill him. The Wheel of Time's New Spring: The Novel #1 The Eye of the World #2 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knives of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time at the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

They walk among us. They look just like us. They plot our doom. Some call them the scummers. Hybrids. Humans with alien DNA. Years ago, they hatched in alien labs. They came to Earth as sleeper agents. Since then, they've been mingling with our society. They teach our children. They cook our food. They tend to our elders. All the while waiting. Biding their time. Hiding in plain sight. And now they strike. With

devastating force. With terrifying cruelty. They bring Earth to its knees. But we will rise again. We are humans, brave and proud. And we will fight back! The bestselling Earthrise saga continues with a new tale of human courage.

Song of Dragons, an epic fantasy trilogy, tells the story of Requiem -- a fallen, ancient land whose people could become dragons... and whose last survivors dream of flying again. With hundreds of thousands of copies sold, the Song of Dragons novels have captivated readers around the world. Now you can read the entire trilogy in one collection. BOOK 1: BLOOD OF REQUIEM -- Requiem, a kingdom of men who could become dragons, lies in ruin. Its destroyer, the tyrant Dies Irae, leads his griffins on a hunt for survivors. Will Requiem's last children perish in the wilderness... or once more become dragons and fly to war? BOOK 2: TEARS OF REQUIEM -- Dies Irae masters new servants: the nightshades, demons of shadow who fear no sword or arrow. They suck the souls from all who live, like a glutton sucking marrow from bones. Can Requiem's last children, a mere scattering of survivors, defeat them? BOOK 3: LIGHT OF REQUIEM -- The world lies in ruin. Forests smolder. The crows feast. From the ashes, Dies Irae raises new soldiers: monsters sewn together from dead body parts. As the undead army marches, Requiem's survivors muster what forces they can... and prepare for their last stand. Song of Dragons -- an epic fantasy trilogy. For fans of dragons, shapeshifters, swords and sorcery, A Game of Thrones, Eragon, The Hobbit and The Lord of the Rings. _____ THE REQUIEM SERIES: Dawn of Dragons Book 1: Requiem's Song Book 2: Requiem's Hope Book 3: Requiem's Prayer Song of Dragons Book 1: Blood of Requiem Book 2: Tears of Requiem Book 3: Light of Requiem Dragonlore Book 1: A Dawn of Dragonfire Book 2: A Day of Dragon Blood Book 3: A Night of Dragon Wings The Dragon War Book 1: A Legacy of Light Book 2: A Birthright of Blood Book 3: A Memory of Fire Requiem for Dragons Book 1: Dragons Lost Book 2: Dragons Reborn Book 3: Dragons Rising Flame of Requiem Book 1: Forged in Dragonfire Book 2: Crown of Dragonfire Book 3: Pillars of Dragonfire Dragonfire Rain Book 1: Blood of Dragons Book 2: Rage of Dragons Book 3: Flight of Dragons

Get the Message?

Earth, Our Home

Creativity, the Gift of Failure, and the Search for Mastery

American Rebirth

The aces of the New Republic have one final chance to defeat the darkness of Shadow Wing in this thrilling conclusion to the Star Wars: Alphabet Squadron trilogy! In the wake of Yrica Quell's shocking decision—and one of the fiercest battles of their lives—the remnants of Alphabet Squadron seek answers and closure across a galaxy whose old war scars are threatening to reopen. Soran Keize has returned to the tip of Shadow Wing's spear. Operation Cinder, the terrifying protocol of planetary extermination that began in the twilight of the Imperial era, burns throughout the galaxy. Shadow Wing is no longer wounded prey fleeing the hunters of the New Republic. With its leader, its strength has returned, and its Star Destroyers and TIE squadrons lurk in the darkness between stars, carrying out the fallen Emperor's final edict of destruction—as well as another, stranger mission, one Keize has championed not for the dying Empire, but for its loyal soldiers. Alphabet Squadron's ships are as ramshackle and damaged as their spirits, but they've always had one another. Now, as they face the might of Keize's reborn juggernaut, they aren't sure they even have that. How do you catch a shadow? How do you kill it? And when you're finally victorious, who pays the price?

A Legend is Reborn in the American Apocalypse. For Rob "Hood" Huntington, a regular twenty-something kid from D.C., the end of civilization happened in an instant. There were no warnings. One day, the power cuts off, and it never comes back on. His home city devolves to chaos after being decimated by a nuclear blast. An unknown war has shattered the American Civilization we all knew. Luckily for Hood, he quickly discovers he's one of the most naturally gifted marksmen alive. Two years have passed since civilization has collapsed. Hidden away in the mid-Atlantic countryside rests the small town of Clearwater, where Hood, his sister Taylor, and an ex-cop by the name of Whiskey lead a group of thieving survivors. In the remnants of America, two wasteland Kings fight a ruthless war for control of the land. A war Hood and his loved ones cannot escape. In between making bad jokes and getting drunk with the unlikely friends he's made in the Clearwater crew, Hood has to face the reality of this new world: you have to fight for your survival, you have to fight for your family, you have to fight for what you believe. Even if you see yourself in the faces of the people on the other end of the trigger. The American Rebirth Series #1 Hood #2 Legends #3 American Rebirth (to be released SUMMER 2017) If you enjoyed I Am Legend, The Road, The Walking Dead, or The Last of Us, you won't want to miss HOOD! They call themselves the next step in human evolution. But we call them "scummers." They are hybrids. Humans with alien DNA. They attacked us. They butchered us. Now we fight back. Under the leadership of Einav Ben-Ari, our brave soldiers fly to the scummer planet. To war. But we face a terrifying foe. The scummers are stronger than us. Faster. Fiercer. And their queen is none other than Lailani de la Rosa . . . Ben-Ari's oldest and best friend. The two forces clash. The final battle is here. A battle between the old and new. Between humans and those who vow to supplant us. This is a war between old friends . . . and a war for humanity's soul.