

House Of Dark Shadows Dreamhouse Kings 1 Robert Liparulo

If you breathe . . . It will find you. The list of 10,000 names was created for maximum devastation. Business leaders, housewives, politicians, celebrities, janitors, children. None of them is aware of what is about to happen--but all will be part of the most frightening brand of warfare the world has ever known. The germ--an advanced form of the Ebola virus--has been genetically engineered to infect only those people whose DNA matches the codes embedded within it. Those whose DNA is not a match simply catch a cold. But those who are a match experience a far worse fate. Within days, their internal organs liquify. Death is the only escape. The release of the virus will usher in a new era of power where countries are left without defense. Where a single person--or millions--could be killed with perfect accuracy and zero collateral damage. Where your own DNA works against you. The time isn't coming. It is now. Pray the assassins get you first. Welcome to Nightshade, California--a small town full of secrets. It's home to the psychic Giordano sisters, who have a way of getting mixed up in mysteries. During their investigations, they run across everything from pom-pom-shaking vampires to shape-shifting boyfriends to a clue-spewing jukebox. With their psychic powers and some sisterly support, they can crack any case! Teenage girls are being mysteriously attacked all over town, including at Nightshade High School, where Daisy Giordano is a junior. When Daisy discovers that a vampire may be the culprit, she can't help but suspect head cheerleader Samantha Devereaux, who returned from summer break with a new "look." Samantha appears a little . . . well, dead, and all the most popular kids at school are copying her style. Is looking dead just another fashion trend for Samantha, or is there something more sinister going on? To find out, Daisy joins the cheerleading squad. This ebook includes a sample chapter of DEAD IS A BATTLEFIELD.

"Mr. Cruse, how high would you like to fly?" A smile soared across my face. "As high as I possibly can." Pilot-in-training Matt Cruse and Kate de Vries, expert on high-altitude life-forms, are invited aboard the Starclimber, a vessel that literally climbs its way into the cosmos. Before they even set foot aboard the ship, catastrophe strikes: Kate

announces she is engaged—and not to Matt. Despite this bombshell, Matt and Kate embark on their journey into space, but soon the ship is surrounded by strange and unsettling life-forms, and the crew is forced to combat devastating mechanical failure. For Matt, Kate, and the entire crew of the Starclimber, what began as an exciting race to the stars has now turned into a battle to save their lives. Award-winning and bestselling author Kenneth Oppel brings us back to a rich world of flight and fantasy in this breathtaking new sequel to Airborn and Skybreaker.

Charlotte Perkins Gilman's 1892 short story, The Yellow Wallpaper is a valuable piece of American feminist literature that reveals attitudes toward the psychological health of women in the nineteenth century. Diagnosed with "temporary nervous depression - a slight hysterical tendency" by her physician husband, a woman is confined to an upstairs bedroom. Descending into psychosis at the complete lack of stimulation, she starts obsessing over the room's yellow wallpaper: "It is the strangest yellow, that wall-paper! It makes me think of all the yellow things I ever saw - not beautiful ones like buttercups, but old foul, bad yellow things. But there is something else about that paper - the smell! ... The only thing I can think of that it is like is the color of the paper! A yellow smell."

The Dreams in the Witch-House

The Dream-Quest of Unknown Kadath

Your Handbook for Action

Dead Is a Battlefield

Whirlwind

Four hundred years in a future dystopian world, an ancient copy of the Bible is discovered that will change civilization. When fifteen-year-old Xander and his family move into an old, abandoned house in the middle of a dense forest outside of a small California town, they discover that not only are some of the rooms portals into other places, but that malevolent forces are at work.

"The Dreams in the Witch-House" by Howard Phillips Lovecraft. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are

user-friendly and accessible to everyone in a high-quality digital format.

Book 11 in Ved Mehta's Continents of Exile series. Nearly 50 years in the making, Continents of Exile is one of the great works of twentieth-century autobiography: the epic chronicle of an Indian family in the twentieth century. From 1930s India to 1950s Oxford and literary New York in the 1960s-80s, this is the story of the post-colonial twentieth century, as uniquely experienced and vividly recounted by Ved Mehta. This chapter of Mehta's remarkable memoirs details the many dilemmas he encounters during the building of a new home on a strange, irresistible island: from ever-climbing costs to a frequent infestations of potato bugs in the basement. Underlying the travails of construction lies a richly allegorical tale about Mehta's own struggles as a writer and as a man in love.

Heroes of the Valley

Dead Is The New Black

The Judgment Stone

Dark City

In the Dream House

The ancients saw Death as a blazing figure on horseback, swift and merciless. Those facing the black chasm often mistook the hearts for the beating of hooves. Now, two FBI agents pursuing a killer from a centuries-old cult realize they have become his prey. A collection of horror-inspired flash fiction, featuring over 40 new stories from literary, horror, and emerging writers—edited by Michel and Nadxieli Nieto, the twisted minds behind Tiny Crimes: Very Short Tales of Mystery and Murder. In this playful, inventive collection, leading literary and horror writers spin chilling tales in only a few pages. Each slim, fast-moving story brings to life the monsters readers love to fear, from brokenhearted vampires to Uber-taking serial killers and mind-reading witches. But what if the most terrifying Tiny Nightmares so bloodcurdling—and unforgettable—are the real-world horrors that writers such as Samantha Hunt, Brian Koppelman, Jemc, Stephen Graham Jones, Lilliam Rivera, Kevin Brockmeier, and Rion Amilcar Scott weave into their fictions, exploring how climate change, warming, racism, social media addiction, and homelessness are just as frightening as, say, a vampire's fangs sinking into your neck for advice? Read with the hall light on and the bedroom door open just a crack. Featuring new stories from Samantha Hunt, Jacob Lurie, Stephen Graham Jones, Rion Amilcar Scott, and more!

In this dramatic short story -- a prequel to the award-winning Chaos Walking Trilogy -- author Patrick Ness gives us the story of the journey to the New World. Whether you're new to Chaos Walking or an established fan, this prequel serves as a fascinating introduction to the series that Publishers Weekly called one of the most important works of young adult science fiction in recent years.

When a gorgeous new student's prediction that a teacher will be murdered comes true, seventeen-year-old Daisy is determined to solve the crime, but when all signs point to the killer being a werewolf, she fears she is in over her head. Original.

The 13th Tribe

Chiveis Trilogy

A Memoir

Dark Shadows

Frenzy

Their destiny is to fix history. Their dream is to get home. When you live in a house that's really a gateway between past and present, you have to be ready for anything. It's a painful fact the Kings have faced since moving to Pinedale eight days ago. Desperately trying to rescue their mother from an unknown time and place, brothers Xander and David have lunged headlong into the chaos of history's greatest--and most volatile--events. But their goal has continually escaped their grasp. And worse: Finding Mom is only a small part of what they must do, thanks to the barbaric Taksidian. His ruthless quest to sieze their house and its power from them has put not only the family, but all of mankind, in grave danger. Somehow, the key to it all hinges on Uncle Jesse's words to the boys: "Fixing time is what our family was made to do." But how can they fix a world that has been turned updisde down--much less ever find their way home? At long last, the secrets of the house and the King family are revealed in the stunning conclusion to this epic series.

What if praying became a curse instead of a blessing? Former Army Ranger Jagger Baird thought he had his hands full with the Tribe--the band of immortal vigilantes fighting to regain God's grace by killing those opposed to Him. But that was before he encountered the ruthless group of immortals called the Clan. The Clan is after a prize that would give them unimagivable power--a piece of the Ten Commandments known as the Judgment Stone. Those who touch the Stone can see into the spiritual world: angelic warriors, treacherous demons, and the blue threads of light that signal the presence of believers in communion with God. By following the blue beam radiating from those closest to God, the Clan plans to locate His most passionate followers and destroy them. Jagger quickly realizes his high-tech gadgetry and training are no match for these merciless immortals. But how can he defeat an enemy who hunts believers through their prayers . . . and won't stop until they've annihilated all those close to Him? In this high-action thriller, best-selling author Robert Liparulo examines the raging battle between good and evil on earth . . . and beyond.

When a group of immortal vigilantes threatens millions, only one man is brave enough to stand in their way. Their story didn't start this year...or even this millennium. It began when Moses was on Mt. Sinai. Tired of waiting on the One True God, the twelve tribes of Israel began worshipping a golden calf through pagan revelry. Many received immediate death for their idolatry, but 40 were handed a far worse punishment—endless life on earth with no chance to see the face of God. This group of immortals became the 13th Tribe, and they've been trying to earn their way into heaven ever since—by killing sinners. Though their logic is twisted, their brilliance is undeniable. Their wrath is unstoppable. And the technology they possess is beyond anything mere humans have ever seen. Jagger Baird knows nothing about the Tribe when he's hired as head of security for an archaeological dig on Mt. Sinai. The former Army Ranger is still reeling from an accident that claimed the life of his best friend, his arm, and his faith in God. The Tribe is poised to execute their most ambitious attack ever and the lives of millions hang in the balance. When Jagger's wife and son are caught in the crossfire, he'll stop at nothing to save them. But how can one man stand against an entire tribe of immortals? "Liparulo plunges deep into the pages of Scripture to find intriguing what-if's and stunning revelations—all woven into a tale that is both skin-tinglingly supernatural and thought-provokingly real. Packed with high-tech gadgetry, action, and heart . . . Read this novel! Seriously!" —TED DEKKER, New York Times best-selling author of *Forbidden* and the *Circle Series* "The author of *Comes a Horseman* ushers in an exciting new series with this action-packed and intricately plotted spiritual thriller that should appeal to fans of Frank Peretti and Oliver North." —Library Journal "A fantasy-thriller with overt (but not overly intrusive) Christian themes . . . The book can be read as a story of a man's spiritual transition, or it can be read as a fast-paced thriller with fantasy elements. Either way, it's a success." —Booklist "Liparulo opens the *Immortal Files* series with a bang . . . Liparulo has concocted a fast-moving, imaginative narrative that examines moral questions . . . every reader is in for roller-coaster action, competently done, with a late-breaking major plot curve that leaves the door open for more." —Publishers Weekly "If you're a fan of suspense or biblical fiction, this is one book you won't want

to miss. Its mind-blowing action will keep readers totally immersed.” –RT Book Review, 4 1/2 stars

The original, classic, Dark Shadows books from the Paperback Library, return with Hermes Press' archival reprint of all 32 titles in the series beginning with the first novel which first saw print in December, 1966. The first book in this reprint series, "Dark Shadows," will feature the original painted cover depicting Victoria Winters and the complete text, re-proofed and error free. These reprints will present each installment in the series with its original cover, but, unlike the Paperback Library books will present the titles in a larger 6 inch by 8 inch format, printed on archival paper and bound to be read and enjoyed without cracking or coming unbound. Each book in the series was written by William Edward Daniel Ross who used the pen name Marilyn Ross. The forerunner to today's immensely popular vampire-themed television programs and theatrical films, Dark Shadows still garners serious attention as one of the most memorable TV shows of the last fifty years. Hermes Press' complete reprint of the series makes the entire collection of these classic novels available once again to fans of gothic romance, Dark Shadows, and all of the series' classic characters.

The Yellow Wallpaper

Dead Is a State of Mind

Tiny Nightmares

Dark Harbor

The New World (FREE Short Story)

“Full of surprising twists, shocking betrays, and baffling mysteries. But at its heart it's about courage, wisdom, and hope...” —Robert Liparulo, author of *The 13th Tribe*, *The Judgment Stone*, and the *Dreamhouse Kings* series *The throne is redeemed, but the battle is just beginning*. In the dark corners of an ancient land, evil lurks in the shadows. Powerful druids haunt the spaces of their lost territory. Double-minded noblemen fight for domain and influence. Invaders from the north threaten the kingdom of Magnus. This land of promise and redemption is mired in deceit and corruption. The Orphan King, once victorious in conquest, appears to be losing his grip on his seat of power. Thomas rules Magnus, but does not know whom he can trust. His enemies anticipate his every move, thwarting him at each turn. Something is not right. Under attack, both in the supernatural and natural worlds, Thomas must reach back into the secret layers of his past to find the strength and wisdom to fight his battles. When the mist clears, who will stand with him?

Four hundred years after a deadly virus and nuclear war destroyed the modern world, a new and noble civilization emerges. In this kingdom, called Chiveis, snowcapped mountains provide protection, and fields and livestock provide food. The people live medieval-style lives, with almost no knowledge of the "ancient" world. Safe in their natural stronghold, the Chiveisi have everything they need, even their own religion. Christianity has been forgotten—until a young army scout comes across a strange book. With that discovery, this work of speculative fiction takes readers on a journey that encompasses adventure, romance, and the revelation of the one true God. Through compelling narrative and powerful character development, *The Sword* speaks to God's goodness, his refusal to tolerate sin, man's need to bow before him, and the eternality and power of his Word. Fantasy and adventure readers will be hooked by this first book in a forthcoming trilogy.

Keep construction on track with helpful checklists Turn your dream of a custom home into reality! Thinking about building your own home? This easy-to-follow guide shows you how to plan and build a beautiful home on any budget. From acquiring land to finding the best architect to overseeing the construction, you get lots of savvy tips on managing your new investment wisely -- and staying sane during the process! Discover how to: * Find the best homesite * Navigate the plan approval process * Obtain financing * Hire the right contractor * Cut design and construction costs * Avoid common mistakes

"Immersive and gorgeously written." —Buzzfeed The highly anticipated sequel to *Raybearer*, the instant New York Times bestselling fantasy sensation that set the world on fire For the first time, an Empress Redemptor sits on Aritsar's throne. To appease the sinister spirits of the dead, Tarisai must now anoint a council of her own, coming into her full power as a *Raybearer*. She must then descend into the Underworld, a sacrifice to end all future atrocities. Tarisai is determined to survive. Or at least, that's what she tells her increasingly distant circle of friends. Months into her shaky reign as empress, child spirits haunt her, demanding that she pay for past sins of the empire. With the lives of her loved ones on the line, assassination attempts from unknown quarters, and a handsome new stranger she can't quite trust . . . Tarisai fears the pressure may consume her. But in this finale to the *Raybearer* duology, Tarisai must learn whether to die for justice . . . or to live for it.

One Woman's Search for Everything Across Italy, India and Indonesia

The Lost World of Film Noir (Revised and Expanded Edition)

Continents of Exile: 11

The Distance Between Us

Redemptor (*Raybearer* Book 2)

Nastasya has lived for hundreds of years, but for some reason, life never seems to get any better. She left her spoiled, rich girl life to find peace at River's Edge, a safe haven for wayward immortals. There, she learned to embrace River's Edge, despite som drama involving the sexy Reyn, who she wants but won't allow herself to have. But just as she's getting comfortable, her family's ties to dark magick force her to leave. She falls back into her old, hard partying ways, but will her decision lead her into the hands of a dark immortal? Or will it be her first step to embracing the darkness within her?

Traces the author's experiences as an illegal child immigrant, describing her father's violent alcoholism, her efforts to obtain a higher education, and the inspiration of Latina authors.

The Dream-Quest of Unknown Kadath H. P. Lovecraft - "The Dream-Quest of Unknown Kadath" is a novella by American writer H. P. Lovecraft. It is both the longest of the stories that make up his Dream Cycle and the longest Lovecraft work to feature protagonist Randolph Carter. Along with his 1927 novel *The Case of Charles Dexter Ward*, it can be considered one of the significant achievements of that period of Lovecraft's writing. The Dream-Quest combines elements of horror and fantasy into an epic tale that illustrates the scope and wonder of humankind's ability to dream.

Strengthen family and community engagement to promote equity and increase student success! When schools, families, and communities collaborate and share responsibility for students' education, more students succeed in school. Based on 30 years of research and fieldwork, this fourth edition of a bestseller provides tools and guidelines to use to develop more effective and equitable programs of family and community engagement. Written by a team of well-known experts, this foundational text demonstrates a proven approach to implement and sustain inclusive, goal-oriented programs. Readers will find: Many examples and vignettes Rubrics and checklists for implementation of plans CD-ROM complete with slides and notes for workshop presentations

Building Your Own Home For Dummies

Timescape

Gatekeepers

House of Dark Shadows Scholastic Special Edition

Which door would you go through to save the world? David, Xander, and Toria King never know what new adventures--and dangers--await them beyond the mysterious portals hidden on the top floor of their new house. They have battled gladiators and the German army, dodged soldiers on both sides of the Civil War, and barely escaped a fierce attack in their own home. Still they are no closer to finding their mother, who was pulled by powerful forces through a portal and lost in time. Their only hope is to turn the tables on Taksidian, the menacing stranger who wants them out of the house so he can use it for his own twisted purposes. But everything changes when a trip into the near future reveals the devastating outcome of Taksidian's schemes--a destroyed city filled with mutant creatures. It is only then that the Kings realize what they're really fighting for--the fate of humanity itself.

They've been to three worlds in less than a day. Time isn't just running out...it's running wild. David King is reeling from his travels through history--and the evil he's found there. The last thing he needs is his great-great-uncle Jesse's hospital-bed instructions: You can't simply do nothing. You must fix things. David and his brother Xander's search for their abducted mother has repeatedly led them on strange and terrifying journeys as they've stepped through the portals of the creepy old house and into some of history's most turbulent moments...and confronted an unimaginably bleak vision of the future. Now Jesse's words saddle them with an obligation to not only visit the past, but the need to rewrite it. Fulfilling their purpose will take everything they have, both mentally and physically. But they have no choice...because everything in the past--and the future--is on the line.

From New York Times bestseller, Kendall Ryan, comes a sexy new standalone novel. My tempting and very alpha friend Sterling Quinn is

someone I consider off-limits. It's not just that we're friends, he's also cocky, confident, and British, which means he's a walking aphrodisiac. But lately he's been giving me the look. You know the one. When he thinks I'm not paying attention, and his gaze lingers for too long. When we start working together, that's when the sexual tension between us gets so thick, I want to hack through it with a machete. I want to make all these deep feelings I've harbored for him disappear, because there's no way this can end well. The lines between business and pleasure become irrevocably blurred, and I'm stuck between a rock and Sterling's very, very hard place. Rather than keep a level head about our growing attraction, Sterling wants to go all in, showing me just how explosive we can be together. But I've been around long enough to know that this British bad boy is more than my heart can handle. I'm not about to be cast aside like yesterday's underwear when he's done having fun. Sterling's never been told no, and he's not about to put his ego aside and play by my rules. But I never thought he'd fight so dirty. The house talks. It breathes. And it's hungry. The Kings have been in the creepy old place, their new home, for only a few days, but they've experienced enough terror to last a lifetime. And the mystery is growing even more baffling. Shadowy and shifting, the big house conceals doors into other worlds that blur the line between memories and dreams—and the slightest misstep can change history forever. At least, that's if they believe the trembling old man who shows up claiming to know them. "There's a reason you're in the house," he tells them. "As gatekeepers, we must make sure only those events that are supposed to happen get through to the future." The problem is that horrors beyond description wait on the other side of those gates. As if that weren't enough, the Kings are also menaced by sinister forces on this side—like the dark, ancient stranger Taksidian, who wants them out now. Xander, David, and Toria must venture beyond the gates to save their missing mother—and discover how truly high the stakes have become.

vol. 1

School, Family, and Community Partnerships

Dark Shadows the Complete Paperback Library Reprint Volume 1

Darkness Falls

The Fix Up

YA. Adventure fiction. Fantasy fiction. Listen then, and I'll tell you again of the Battle of the Rock. But none of your usual wriggling, or I'll stop before I've begun . . . Halli loves the old stories from when the valley was a wild and dangerous place - when the twelve legendary heroes stood together to defeat the ancient enemy, the bloodthirsty Trows. Halli longs for adventure but these days the most dangerous thing in the valley is boredom. He tries to liven things up by playing practical jokes. But when one of his jokes goes too far, he reawakens an old blood feud and finds himself on a hero's quest after all. Along the way he meets a ruthless thief, a murderous rival, and a girl who may just be as fearless as he is . Jonathan Stroud has created an epic saga with a funny, unique spin, and an unforgettable anti-hero.

House of Dark Shadows Thomas Nelson Inc

It's not just the house that's keeping secrets. Pretending everything's all right is harder than it sounds. But the Kings know that even if they told the truth about the bizarre things happening in their house, no one would believe them. They're hyper-

focused on rescuing their lost family member before anyone finds out what's going on. But when a stranger shows up to take their house, their options start dwindling fast. Why would he be so interested in a run-down old place? And what secret is he hiding--just as he hides the scars that crisscross his body? The mystery gets stranger with each passing day. Will the Kings be able to find a way to harness the house's secrets and discover who is watching their every move before another gets snatched into an unknown world?

This revised and expanded edition of Eddie Muller's Dark City is a film noir lover's bible, taking readers on a tour of the urban landscape of the grim and gritty genre in a definitive, highly illustrated volume. Dark City expands with new chapters and a fresh collection of restored photos that illustrate the mythic landscape of the imagination. It's a place where the men and women who created film noir often find themselves dangling from the same sinister heights as the silver-screen avatars to whom they gave life. Eddie Muller, host of Turner Classic Movies' Noir Alley, takes readers on a spellbinding trip through treacherous terrain: Hollywood in the post-World War II years, where art, politics, scandal, style -- and brilliant craftsmanship -- produced a new approach to moviemaking, and a new type of cultural mythology.

Fortress of Mist

The Dream House

Of Mice and Men

Watcher in the Woods

Book 2 in the Merlin's Immortals series

A farmhouse is being reproduced a dozen times, with slight variations, throughout a valley. Three small graves have been dug in the front garden, the middle one lying empty. A woman in a wheelchair sorts through boxes while her husband clammers around the old demolished buildings, wondering where the animals have gone. A young woman - called 'the barren one' behind her back - dreams of love, while an ageing headmaster contemplates the end of his life. At the entrance to the long dirt driveway, a car appears and pauses - pointed towards the house like a silver bullet, ticking with heat. So begins *The Dream House*, Craig Higginson's riveting and unforgettable novel set in the Midlands of KwaZulu-Natal. Written with dark wit, a stark poetic style and extraordinary tenderness, this is a story about the state of a nation and a deep meditation on memory, ageing, meaning, family, love and loss. This updated 2016 edition contains new content, with Craig Higginson exploring the background to *The Dream House*, his varied experiences in a farmhouse in KwaZulu-Natal and the subsequent and poignant motivations for this moving novel. A revolutionary memoir about domestic abuse by the award-winning author of *Her Body and Other Parties* In *The Dream House* is Carmen Maria Machado's engrossing and wildly innovative account of a relationship gone bad, and a bold dissection of the mechanisms and cultural representations of psychological abuse. Tracing the full arc of a

harrowing relationship with a charismatic but volatile woman, Machado struggles to make sense of how what happened to her shaped the person she was becoming. And it's that struggle that gives the book its original structure: each chapter is driven by its own narrative trope—the haunted house, erotica, the bildungsroman—through which Machado holds the events up to the light and examines them from different angles. She looks back at her religious adolescence, unpacks the stereotype of lesbian relationships as safe and utopian, and widens the view with essayistic explorations of the history and reality of abuse in queer relationships. Machado's dire narrative is leavened with her characteristic wit, playfulness, and openness to inquiry. She casts a critical eye over legal proceedings, fairy tales, Star Trek, and Disney villains, as well as iconic works of film and fiction. The result is a wrenching, riveting book that explodes our ideas about what a memoir can do and be.

When fifteen-year-old Xander and his family move into a Victorian fixer-upper in the middle of a dense forest near the small town of Pineville, California, they discover that not only are some of the rooms portals into other places, but that malevolent forces are at work.

Tells a story about the strange relationship of two migrant workers who are able to realize their dreams of an easy life until one of them succumbs to his weakness for soft, helpless creatures and strangles a farmer's wife.

The Sword

Comes a Horseman

Eat, Pray, Love

Starclimber

A Novel

The King family has moved into a strange old house. Could it be a dream come true—or a place of nightmares? When the Kings move from LA to a secluded small town, fifteen-year-old Xander is beyond disappointed. He and his friends loved to create amateur films, but the tiny town of Pinedale is the last place a movie buff and future filmmaker wants to land. But he, David, and Toria are captivated by the many rooms in the old Victorian fixer-upper they moved into—as well as the heavy woods surrounding the house. They soon discover there's something odd about their new home. Sounds come from the wrong directions. Prints of giant, bare feet appear in the dust. And when David tries to hide in the linen closet, he winds up in locker 119 at his new school. Then the really weird stuff kicks in: they find a hidden hallway with portals leading to far-off places—in long-

ago times. Xander is starting to wonder if this kind of travel is a teen's dream come true . . . or his worst nightmare. "A powerhouse storyteller delivers his most fantastic ride yet!" —Ted Dekker, New York Times bestselling author on the Dreamhouse Kings series

Fast-paced, time travel YA Book 1 in the Dreamhouse Kings series Book 1: House of Dark Shadows Book 2: Watcher in the Woods Book 3: Gatekeepers Book 4: Timescape Book 5: Whirlwind Book 6: Frenzy Book length: appr. 60,000 words Includes reading group guide

Traces the author's decision to quit her job and travel the world for a year after suffering a midlife crisis and divorce, an endeavor that took her to three places in her quest to explore her own nature, experience fulfillment and learn the art of spiritual balance. (Biography & autobiography). Reissue. A best-selling book. Movie tie-in.

Nightshade High freshman Jessica Walsh's hope of finding normalcy in high school is crushed when fellow students develop zombie-like crushes on a new boy, and she learns that she is a Virago, a woman warrior who fights when her city is in trouble. Original. 75,000 first printing.

Germ

House of Dark Shadows

Very Short Stories of Horror