

Carol Milford is an exuberant, liberal-hearted woman who marries a man from a small town. After they marry they settle in his home-town, Gopher Prairie, which Carol finds narrow and ugly. She throws herself into reforming the town, but is met only with derision by her own class. She decides to leave, but finds that the world outside is just as flawed as Gopher Prairie. She remains uncowed, however, declaring "I do not admit that dish-washing is enough to satisfy all women!"

Clerks meets Buffy the Vampire the Slayer in this original urban fantasy ebook about Geekomancers—humans that derive supernatural powers from pop culture. Ree Reyes's life was easier when all she had to worry about was scraping together tips from her gig as a barista and comic shop slave to pursue her ambitions as a screenwriter. When a scruffy-looking guy storms into the shop looking for a comic like his life depends on it, Ree writes it off as just another day in the land of the geeks. Until a gigantic "BOOM!" echoes from the alley a minute later, and Ree follows the rabbit hole down into her town's magical flip-side. Here, astral cowboy hackers fight trolls, rubber-suited werewolves, and elegant Gothic Lolita witches while wielding nostalgia-powered props. Ree joins Eastwood (aka Scruffy Guy), investigating a mysterious string of teen suicides as she tries to recover from her own drag-your-heart-through-jagged-glass breakup. But as she digs deeper, Ree discovers Eastwood may not be the knight-in-cardboard armor she thought. Will Ree be able to stop the suicides, save Eastwood from himself, and somehow keep her job?

Collecting the first three volumes of the Quincy Harker, Demon Hunter Dark Urban Fantasy series, this omnibus edition will look fantastic sitting on a shelf, or it can also be used to battle back home invaders. This is a HEAVY book

A NEW YORK TIMES Bestseller! Hippolyta, queen of the Amazons, has kept a secret from her daughter all her life--and when Wonder Woman learns who her father is, her life will shatter like brittle clay. The only one more shocked than Diana by this revelation? Bloodthirsty Hera. So why is her sinister daughter, Strife, so eager for the truth to be told? Superstar writer Brian Azzarello creates a new direction for one of DC's best-known heroes, with spectacular art by Cliff Chiang and Tony Akins! Collects the first six issues of the critically acclaimed Wonder Woman series!

Second Hand Curses

Corpies

Wonder Woman Vol. 1: Blood (The New 52)

Super Powereds

The Case of the Damaged Detective

Most people would be overjoyed to win \$50,000 and the chance to star in a nation-wide commercial, even if it was just for a fast food joint like Camelot Burger. Then again, Clint Tucker has never been like most people. Ushered to the tropical paradise of Kenowai, he and the other winners undertake an island tradition for the cameras, one meant to free a local imprisoned deity. One with very specific requirements that have yet to be met. One that might just be a bit more authentic than any of them expected. One that will begin a journey fraught with danger, excitement, and more beer than is wise or healthy.

A mystery/road trip/buddy comedy/action adventure from the author of Second Hand Curses. A dance club full of bodies. Cause of death - a mystery. The lone survivor - a man, raving like a lunatic, wearing only a deerstalker hat. Now, the man who calls himself Sherman Holmes is being studied like a lab rat by a top-secret government agency. How is it he can be barely clinging to reality one minute - yet be a seeming genius the next? Within his brain might just be the greatest scientific breakthrough of the millennium, if anyone can figure out how to access it. Enter the agent code named Watson. Once a rising star, a deadly betrayal sent him spiraling into uncertainty and paranoia. Now saddled with moving Sherman to a more-secure facility, he must prove he's still up to the task. With enemies on their heels, a whole country to cross, and Sherman ranting in his ear, the job proves to be more of a challenge than Watson ever anticipated. With Watson's experience and the bizarre insights of his own twisted mind, Sherman just might survive. But can Watson survive Sherman?

The Conquest of Happiness is Bertrand Russell's recipe for good living. First published in 1930, it pre-dates the current obsession with self-help by decades. Leading the reader step by step through the causes of unhappiness and the personal choices, compromises and sacrifices that (may) lead to the final, affirmative conclusion of The Happy Man

Book Abstract : Since the publication of Le Bon's book, The Crowd, little has been added to our knowledge of the mechanisms of crowd-behavior. As a practical problem, the habit of crowd-making is daily becoming a more serious menace to civilization. Events are making it more and more clear that, pressing as are certain economic questions, the forces which threaten society are really psychological. The current author's thesis is that there is a necessary connection between crowd-thinking and the various traditional systems of intellectualist, absolutist, and rationalist philosophy. He concludes the way out must be through the formation of some such habits of thinking. The author argues that the humanist way of thinking may provide an educational method which will break up the logical forms in which the crowd-mind entrenches itself. (PsycINFO Database Record (c) 2006 APA, all rights reserved).

A Memoir by Lady Trent

Dream Days

Bones of the Past

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Peter Grant is one of London ' s Finest, a member of the Metropolitan Police Service. However, while most of the capital ' s PCs are out chasing pickpockets and helping vomit-soaked hen parties, Peter is well underway to becoming London ' s second wizarding cop. Working out of the secretive Folly in the heart of the city, he and his colleagues take on those crimes that might be described as weird, spooky, or frozen-hand-around-the-heart terrifying. Having garnered a fair amount of experience and knowledge, Peter is also in line for a promotion and is undergoing the process that could make him a Detective... Self-contained magical crimes, as recounted by Detective Peter Grant to his superiors, as he takes the Detective exam. If you've ever wanted to try the mysterious world of Rivers of London, this is the perfect opportunity to get on board! An all-new series of Rivers of London short stories by Ben Aaronovitch and Andrew Cartmel. Set between The Hanging Tree and Black Mould.

Some people are born boring. Some live boring. Some even die boring. Fred managed to do all three, and when he woke up as a vampire, he did so as a boring one. Timid, socially awkward, and plagued by self-esteem issues, Fred has never been the adventurous sort. One fateful night - different from the night he died, which was more inconvenient than fateful - Fred reconnects with an old friend at his high school reunion. This rekindled relationship sets off a chain of events thrusting him right into the chaos that is the parahuman world, a world with chipper zombies, truck driver wereponies, maniacal necromancers, ancient dragons, and now one undead accountant trying his best to "survive." Because even after it's over, life can still be a downright bloody mess.

Four Non-Player Characters (NPCs) find themselves forced to pretend they're adventurers in order to save their town and loved ones.

Putting the Grand Quest behind them, the party rides onward in search of answers. Between one member's unexpected new condition and the mysteries of the Bridge, their only hope appears to be gaining entrance to Lumal, said to hold the greatest collection of knowledge in all the kingdoms. But when a curious path appears in a seemingly uninhabited forest, the party finds themselves in a place set apart from the kingdoms, and the world at large: a hidden hamlet, filled by unusual people, all of whom have long histories of their own. Soon sealed inside the town by unseen forces, the former NPCs will have to uncover what brought them there --and who is keeping them trapped-- while there's still time to fight back. Because something more is brewing, something involving the very gods themselves. With unknown enemies to the front and supposed allies at their rear, the party will need more than their usual tricks if they hope to see the outside world once more.