

## Halls Of Power Ancient Dreams Book 3

Kubla Khan Born a Queen Finding Eden The Soul's Mark: Found Gothiniad Why We Sleep The Dreamer Drawn In Heroes in the Halls Dream Shifters When Dreams Come True The Dream of Yellow Kites Dreaming Beyond Your Dreams Great Blank Comic Books for Kids Hell's Ascendant The Deemster Lovecraft Country Ancient Ruins Madame Pantomime's Balinese Dream The Dream Engine Spells of Old Rare Earths Ancient Dreams Crisis of Faith Ancient Dreams Omnibus Edition The City of Ember Marin's Codex Sting & Song Hallowed Halls Anne's Ogre Homer The Dream-Quest of Unknown Kadath Halls of Power Morton Hall Song of the Severed Lord At the Sharp End of Lightning Sonora and the Scroll of Alexandria Dear Sister Confessions of Sylva Slasher Just To See Him Again

### Kubla Khan

Josie had lived across the street from Benjamin most of her life. As a young teen she admired him for his good looks and then for the hardworking man he appeared to her young eyes. She made up her mind he was to be her first lover. She waited until the summer before going away to college to make her bold move. Benjamin was reluctant and concerned about his sudden and mutual attraction for the eighteen year old across the street. It should not have happened, yet he knew it was real and possibly his last chance for true love. All the signs were there. All he had to do was accept Josie as the woman in his dreams and let destiny take its course. Fate is cruel and cuts their love affair short. Josie is heartbroken and then somehow Benjamin touched her soul over the years making her believe that true love never dies and mated souls are never truly separated. Benjamin always believed they would meet again. But can Josie endure their time apart and remain connected to her greatest love?

### Born a Queen

Dreams are good for fun, profit and rehearsal for murder. In a bleak future world, Trevor Gant transmits creative dreams for wealthy clients. One night the creation turns into a graphic murder, and to Trevor's horror, the morning news reports that exact crime. Did he create the dream, or did a stronger spinner somehow intrude? To figure it out, Trevor gives up clients and links with known spinners, the company's latest class of trainees and monitors. Stalking a victim night after night escalates toward murder. Which of the network partners is creating it? Or might Trevor possess a split personality that shares his own brain?

### Finding Eden

“My tale starts with a ‘once upon a time’ — A long time ago, beings lived who could control the elements, immortality, and time. We called them gods and gave them our worship. They played with us like toys, took our lives and sabotaged our love. Now, the gods are myths. Stories in books—not to be confused with our modern world. I believed this until I found myself tumbling into a dream. This dream takes me to another life. To a forgotten time in a bloody age. I dream of Hades’s son and a lustful goddess. I dream of limitless power and revolving time. I dream a death and love that was mine My name is Cara Wynter— and this is my story.” Cara Wynter is a literature student living with her twin sister, Lily, in Fairhaven Washington. A daughter of witches, touch brings Cara only pain, and dark visions of pasts and futures she can rarely change. Already fighting to exist in her strange reality, she begins to crumble when the reoccurring dreams of her own death begin. In a desperate attempt to unlock the secrets in the violent images, she finds herself lost in a contest between love—and the will of the ancient gods. With only forgotten memories and the pages of a book to guide her, she struggles to understand her past and break a deadly curse. Cara must face her worst fears—to save the soul of a god she has treasured for centuries, and a love she cannot live without.

## **The Soul's Mark: Found**

It's night. Always night. Dreams guard against the evil forged by nightmares. Infinite shooting stars illuminate a moonless sky. A city stands alone, surrounded by a darkened field. On its fringes, a man watches one star separate from the masses and fall. What survives the crash will unveil a secret centuries long hidden. Molly hasn't slept well since the night of her twenty-fourth birthday. Being struck by lightning might have something to do with it, but then again, her chicken did look a little undercooked at dinner. Whatever the culprit, her life quickly catapults from mundane to insane as, night after night, Molly is transported through her once dreamless sleep to a mysterious land illuminated by shooting stars. There she meets the captivating but frustrating Dev, and together they discover Molly possesses a power coveted by his people--the ability to conjure almost anything she desires into existence. Seduced by the possibilities of this gift, Molly shifts her attention from waking life toward the man, the magic, and the world found in her dreams. But Molly must ask herself--does something truly exist if you only see it when you close your eyes? Faced with the threat of losing everything--her job, best friend, boyfriend, and most importantly, that little thing called her sanity--Molly will learn just how far she'll go to uncover what is real and what is merely a figment of her imagination.

## **Gothiniad**

Lily is not allowed to dream For the first fifteen years of her life, Lily's father, a prominent sleep researcher, has kept her from dreaming. Now she's determined to find out why. Defying her father's wishes, Lily is drawn into the Dreambetween, a shared dream of extraordinary possibility and danger, where she hears the first seductive notes of the Severed Lord's song.

Two hundred years of preying upon the women of Lily's bloodline have brought the Severed Lord to the brink of conquering the dreaming realm. He needs just one more victim, a dreamer of rare and special talents. A dreamer like Lily. For millennia, Lily's bloodline has shared the blessing and the curse of the Dreambetween, a shared dream of extraordinary possibility and danger. And now the Severed Lord is calling her, his song an irresistible enchantment, drawing her into a battle for the future of the Dreambetween. In order to survive, Lily must find a way to resist the enchantments of his song. The future of the Dreambetween hangs in the balance. ===== Song of the Severed Lord is the first part of The Dreambetween Symphony, a sprawling tale of history, romance, fantasy, and dreams that follows generations of the dreaming blood from prehistoric Britain to the modern day.

### **Why We Sleep**

Great Blank Comic Books For Kids, make your dream with drawing & designing -Matte cover -8"x10" -40 pages Use this book to make your own comic books and create your own stories.

### **The Dreamer**

This is an omnibus collection of the novels Ancient Ruins, Spells of Old, and Halls of Power. The collection has been revised and has several expanded scenes, but is largely the same. I must note that this book is dark fantasy, with an emphasis on dark. Ancient Ruins: Sistina awakened after millennia of dormancy, her memories in tatters and born anew. Residing in the ruins of an ancient city, she finds herself drawn into a war between two elven nations and the slaver kingdom of Kelvanis when she rescues a princess from slavery. With her domain containing hints of forgotten knowledge, Sistina becomes a dungeon, stronghold, and source of hope all at once. And perhaps, just perhaps, she could finally find love in her new life. Spells of Old: Having successfully driven off an assault and freed captives of Kelvanis, Sistina begins fortifying to defend those she cares about from further attacks. Yet with all her power within her halls, she cannot grant those under her protection true freedom. To truly bring hope to her love, Sistina must delve into who she once was, and bring forth every scrap of magic she has to become a shining beacon of hope. Sadly, Kelvanis' plans are only mildly impeded by her efforts up until now, and they will stop at nothing to bring their ends about. The only question is, whose side is time on? Halls of Power: Having rocked the world via high magic that was believed lost, the dungeon Sistina has shown her power at last, as she has done everything in her power to protect those that she loves. Crowned queen of the new city of Beacon, Phynis Constella is searching for allies as full-scale war erupts between her homeland of Sifaren and the fell nation of Kelvanis. Each side must use everything in their power to defeat the other, but with the threat of the goddess Tyria looming, there can be only one victor. Long-waiting plans at last are rising to a head, and even Sistina is uncertain of whether or not she can survive them. But for her beloved Queen, she is willing to risk anything.

## **Drawn In**

Having successfully driven off an assault and freed captives of Kelvanis, Sistina begins fortifying to defend those she cares about from further attacks. Yet with all her power within her halls, she cannot grant those under her protection true freedom. To truly bring hope to her love, Sistina must delve into who she once was, and bring forth every scrap of magic she has to become a shining beacon of hope. Sadly, Kelvanis' plans are only mildly impeded by her efforts up until now, and they will stop at nothing to bring their ends about. The only question is, whose side is time on?

## **Heroes in the Halls**

Searching in the secret city of Shangri-La, deep in the mountains of the Himalayas, Allora finds information that will lead toward the true purpose of the Eye of the Titans. It will also awaken a dormant enemy who's been waiting for the right time to strike. At the end of the Rebel Wars, a sleeper agent, code-named Hades, wreaked havoc among the Guardians. The information he passed on to the King of Sonora led to the death of many high ranking agents, including Allora's uncle and Sas' father. Now, he's been activated again. The only way that Allora can expose the traitor is to find the one item that he covets most. Hades is after an ancient scroll from the lost city of Alexandria, which carries a key piece of information that could lead to the destruction of Earth. Allora will test her limits, face new enemies, and figure out that in the game of secrets, no one is safe.

## **Dream Shifters**

George, Quarry Hall's mechanic, is a broken man, haunted by dreams of a life he can't remember. Vincent fights to keep George from remembering the soulless killer he once was -- until a trip to distract George gets his picture in a magazine, and awakens the past. Anne's past again haunts her and she struggles to regain her peace. The Ogre who molested her and killed her parents is gone -- isn't he? The Black Prince who rescued her returns, but her delight in seeing her hero is crushed when she learns the Ogre escaped and is closer than she could have guessed. As Anne re-fights the battle of forgiveness and healing, Quarry Hall and Vincent's former commando team race to find the mystery man hunting George. Will his trail lead to an enemy from decades ago? At what point can a monster be considered truly dead and gone?

## **When Dreams Come True**

Charlie is happiest when biking with Max and Toby, or watching films with Allie. But when Charlie reaches year nine, everything begins to change. As her friends develop new interests, Charlie's dreams become more frequent and vivid, and a

family crisis tears her away from her friends. How will Charlie react when old family secrets are revealed? Will her life change completely when some of her dreams start to come true?

## **I Dream of Yellow Kites**

Who says having all your dreams come true is a good thing? Serenity Winters is taking the summer off. After her last year included crushing on the wrong guy (again), having her best friend move all the way across the country, and an unexpected loss she's still not prepared to deal with, she deserves it. And a visit to see Maia in California seems the perfect getaway. Beaches, bonfires and boys? Yes please! But Rennie's dreams aren't so easy to elude. Sketching what she can remember of them helps some, but her drawings are taking on a life of their own and the dreams they represent are starting to come true. Enter Alex, who may or may not be perfect. (No, who is she kidding? He's perfect. Great hair, plus he can quote Hamlet and Yoda? Come on!) But Alex has secrets of his own, namely a hidden ability to transport himself through time using a book as a portal. Could it be that both Rennie and Alex are being drawn in to the same mystery? They better find out quickly, because her dreams are getting louder. And they know her by name.

## **Dreaming Beyond Your Dreams**

AT THE SHARP END OF LIGHTNING: The intertwined worlds of Oceanlight and Earth are no longer hidden from view of each other. In one realm, Yalara Narika, a winged Sea Sprite, searches for her family and she encounters a deadly blue haze at sea. Escaping the poison makes her realize that her world, Oceanlight, is experiencing sudden and catastrophic environmental change. Meanwhile, in the safe suburban normality of North Wales, Einion Morgan Alban, a restless youth with haemophilia, is nearly murdered by a man in a white suit who intentionally shoves him off a cliff. If Yalara and Einion don't uncover the connections between their worlds and near-deaths, it will have dire consequences for the worlds they live in. Book one of the OCEANLIGHT series.

## **Great Blank Comic Books for Kids**

Now an HBO® Series from J.J. Abrams (Executive Producer of Westworld), Misha Green (Creator of Underground) and Jordan Peele (Director of Get Out) The critically acclaimed cult novelist makes visceral the terrors of life in Jim Crow America and its lingering effects in this brilliant and wondrous work of the imagination that melds historical fiction, pulp noir, and Lovecraftian horror and fantasy. Chicago, 1954. When his father Montrose goes missing, 22-year-old Army veteran Atticus Turner embarks on a road trip to New England to find him, accompanied by his Uncle George—publisher of The Safe Negro Travel Guide—and his childhood friend Letitia. On their journey to the manor of Mr. Braithwhite—heir to the estate that

owned one of Atticus's ancestors—they encounter both mundane terrors of white America and malevolent spirits that seem straight out of the weird tales George devours. At the manor, Atticus discovers his father in chains, held prisoner by a secret cabal named the Order of the Ancient Dawn—led by Samuel Braithwhite and his son Caleb—which has gathered to orchestrate a ritual that shockingly centers on Atticus. And his one hope of salvation may be the seed of his—and the whole Turner clan's—destruction. A chimerical blend of magic, power, hope, and freedom that stretches across time, touching diverse members of two black families, *Lovecraft Country* is a devastating kaleidoscopic portrait of racism—the terrifying specter that continues to haunt us today.

### **Hell's Ascendant**

Heroes are all around us you can be one of them! Books for healthcare practitioners and facilities are often geared to executives and senior staff. In *Heroes in the Halls*, however, author Claude Halpin incorporates leadership concepts, education and management practices which can be used by all, both at work and home regardless of individual roles. With years of professional experience, education and consulting experience supporting his efforts, Claude teaches practices that break down barriers among staff members, helping them achieve goals and releasing the untapped potential of every employee.

### **The Deemster**

Black-and-white print version This is an enhanced print book that has been adapted from an enhanced e-book. Sophia, while climbing in the Austrian Alps, ventures down from the heights into the valley below and finds an enchanted village where she meets a fortuneteller and several other people who help to guide her to dream beyond your dreams and to follow those dreams to their fulfillment. Civilization has given us many human guideposts to help us understand that our potential is far more than we often realize. Sophia understands this and follows the road that the spirit of the enchanted village lays before her. On her journey she encounters some guiding geniuses whom you can experience if you would like. In the text you will occasionally read (click here). If you buy the "Click List for Dreaming Beyond Your Dreams" from Amazon for one dollar and have it available on your smart phone, tablet, or computer while connected to the Internet--you can click the appropriate video as you read your print book. You will be able to experience some of these stalwarts of our history directly. Einstein, Churchill and Charlie Chaplin are examples. Other times you will experience the creations of important artists such as arias from Puccini's or Verdi's operas or musical compositions of Schubert, Kalman and Beethoven. Experiencing these cannot only lift your spirits but may also help you to dream beyond your dreams.

### **Lovecraft Country**

Randolph Carter dreams three times of a majestic sunset city, but each time he is abruptly snatched away before he can see it up close. When he prays to the gods of dream to reveal the whereabouts of the phantasmal city, they do not answer, and his dreams of the city stop altogether. Undaunted, Carter resolves to go to Kadath, where the gods live, to beseech them in person. However, no one has ever been to Kadath and none even knows how to get there. In dream, Randolph Carter descends "the seventy steps to the cavern of flame" and speaks of his plan to the priests Nasht and Kaman-Thah, whose temple borders the Dreamlands. The priests warn Carter of the great danger of his quest and suggest that the gods withdrew his vision of the city on purpose.

### **Ancient Ruins**

Fiction. Young Adult. Spring break gets wild on the liveliest cruise in the Pacific until the undead crash the party. Eighteen-year-old Sylva Fleischer and her friends raise the dead for a living for police investigations and mourning families. Two years after her high school crush, a hot guy named Brandon, is assumed dead, Sylva's friends convince her to go on a spring break cruise in an effort to suppress her depression over him. But when passengers mysteriously die and reanimate into flesheating zombies like she's never seen before, Sylva plunges into a horrifying struggle between a ship infested with the undead and the scariest thing of all: a second chance with Brandon after she discovers he's still alive. This is a zombie story that eats right to the core and leaves you licking your chops for more. Got zombies? "[Ace] wastes no time immersing us in full, gore-spattered, Technicolor horror The tension is almost unbearable"—Leslie Ann Moore "Ace should never write a non-zombie book again. As one Aussie likes to say, this is a ripping yarn."—Ken Hughes

### **Madame Pantomime's Balinese Dream**

Julie is delighted to finally meet her long-lost twin sister, Joanna, but she soon discovers that Joanna refuses to share Julie with anyone else--even if she has to kill to keep her to herself. Original.

### **The Dream Engine**

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing

Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred

### **Spells of Old**

Reconciling two divergent faiths to a single goddess is much more difficult when the conference begins with an assassination attempt. As her followers have to deal with the multiple unknown attackers which are assaulting them, Tyria finds her hands tied by divine law and her struggle to decide who she is, and who she should be. Further, the mystery of blank spots in her memories raises more questions for the goddess. Fortunately, she is not alone in her journey. The mortals followers of Tyria's faith find themselves embroiled in a war with roots far in the past, and which may have consequences for the future as well. A single tug at Fate's tangled skein could have consequences that none of them anticipated, not even Tyria's hidden enemies.

### **Rare Earths**

A truth terrible enough to bury for a millennium A mysterious boy calling in her sleep A secret city that shouldn't exist When Eila Doyle first sees the strange boy beckoning in whispers from somewhere deep in her imagination, she questioned her sanity. She was used to seeing strange things with her eyes closed - that's what Eila did all day while strapped to the Blunderbuss, Building whatever the Ministry of Manifestation required - but never before have those images felt so real, or so dangerous. After Eila learns the terrible truth about her reality and the monsters inside it, she thinks that maybe madness might be her only escape This thrilling young adult steampunk adventure is the first in the Dream Engine series by masters of story Platt & Truant, authors of The Beam, Unicorn Western, and many more.

### **Ancient Dreams**

"When Dr. Joy Gilbert is fired, she returns to her small town home to find her former fiancée single, her mother struggling financially and physically, and the 15-year-old daughter of her former boss stowed away in her back seat"--

### **Crisis of Faith**

Homer, the little unicorn, dreams of being just like his hero Pegasus the flying horse. Follow along as Homer goes on quest after quest to reach his goal. Does he reach his goal to be like his hero, or does he find something even more valuable? Homer teaches us that we don't need wings in order to soar. That each of us is special just as we are. At the back of the book are two blank pages to allow for creativity. So many kids love to draw and continue their own version of the story and I felt it important to allow them that space. There is an additional page available via pdf to anyone that purchases this book. It contains additional story and image. To request your copy, please contact me at my LiterarySocial site mentioned in the book.

### **Ancient Dreams Omnibus Edition**

Gothiniad of Surazeus - Oracle of Gotha presents 150,792 lines of verse in 1,948 poems, lyrics, ballads, sonnets, dramatic monologues, eulogies, hymns, and epigrams written by Surazeus 1993 to 2000.

### **The City of Ember**

Sistina awakened after millennia of dormancy, her memories in tatters and born anew. Residing in the ruins of an ancient city, she finds herself drawn into a war between two elven nations and the slaver kingdom of Kelvanis when she rescues a princess from slavery. With her domain containing hints of forgotten knowledge, Sistina becomes a dungeon, stronghold, and source of hope all at once. And perhaps, just perhaps, she could finally find love in her new life.

### **Marin's Codex**

This is a prequel to the Ancient Dreams trilogy, but is best read after the other volumes. Some mysteries are shrouded by both time and wars long since past. One of these mysteries revolves around the discovery of the true nature of magic, and the High Mage who ushered in a new era of understanding. Her name was Marin, and her life's work was consumed in the writing of her research. This is Marin's story, and that of her only student, Emonael, as they completed her research. They faced many trials together, and grew to respect one another as few have ever understood, even as others sought to silence the threat she posed to their power. This volume also contains a novella, Into the Eternal Wood, a story about Sistina Constella of the Kingdom of Everium.

### **Sting & Song**

For some, hopes, dreams, and ambitions come easily. Not so much for Lilith. Created by one of the most feared

supervillains, Shadowmind, she has no past of her own and only a passing familiarity with the world as it is. With a death sentence hanging over her head due to who created her and how she was created, she escaped into the world to see and explore, and perhaps find a meaning to her life. There she encounters heroes and villains alike, including those who brought her maker to justice. Gina and Rachel are superheroines in San Francisco, and freak chance brings them into contact with Lilith. As they interact, the three grow to be friends but with villains after them, who knows what the future will bring?

### **Hallowed Halls**

By day, Mary Alayna Dalton is a successful Chicago professional. By night, she shares her home with six young men and performs with them in their band that plays at the local pub. The only thing missing in her life is a loving relationship with someone accepting of her whole life. When Clark Dulanty accidentally stumbles from her days into her nights and uncovers both sides of Mary Alayna Dalton, their encounters are turbulent and their ensuing romance revealing as Clark slowly discovers all her secrets, only to expose the ambiguities of his own life choices on his journey to Finding Eden.

### **Anne's Ogre**

When Amelia Caldwell tries to begin a new life, she discovers that her birthmark means more than it seems. She has been marked by a vampire's soul; not only does she hold his soul, she is also his soulmate. Mitchell Lange has been searching almost a century for his soulmate and is determined not to let Amelia go. Since Amelia has no intention of belonging to anyone, they both become trapped on an emotional rollercoaster. As Amelia searches for answers, she becomes caught in the middle of a deadly game of revenge and is forced to realize that you can't run from destiny.

### **Homer**

"Sleep is one of the most important but least understood aspects of our life, wellness, and longevity. An explosion of scientific discoveries in the last twenty years has shed new light on this fundamental aspect of our lives. Now neuroscientist and sleep expert Matthew Walker gives us a new understanding of the vital importance of sleep and dreaming"--Amazon.com.

### **The Dream-Quest of Unknown Kadath**

Having rocked the world via high magic that was believed lost, the dungeon Sistina has shown her power at last, as she has done everything in her power to protect those that she loves. Crowned queen of the new city of Beacon, Phynis Constella is

searching for allies as full-scale war erupts between her homeland of Sifaren and the fell nation of Kelvanis. Each side must use everything in their power to defeat the other, but with the threat of the goddess Tyria looming, there can be only one victor. Long-waiting plans at last are rising to a head, and even Sistina is uncertain of whether or not she can survive them. But for her beloved Queen, she is willing to risk anything. This is the final chapter of the Ancient Dreams Trilogy.

### **Halls of Power**

#### **Morton Hall**

What happens when the god of chaos wins a divine poker game? Bee-girls. The life of a giant bee is a simple one. The life of a giant bee when her queen turns the entire hive into human-like apis to fend off an attack? That's a good deal more complicated. Getting down from a 50-foot giant rose without wings, while surviving the attacks of malevolent wasps is just a start. Surviving long enough to figure out what to do with her new life proves to be something of a challenge, but at least that much is understandable. Of course, that's when she gets sucked into the tangled web of an ambitious demon lord who's threatening to plunge the world into a war. The only question is, are the gods done with her yet?

#### **Song of the Severed Lord**

Though left uncompleted, "Kubla Khan" is one of the most famous examples of Romantic era poetry. In it, Samuel Coleridge provides a stunning and detailed example of the power of the poet's imagination through his whimsical description of Xanadu, the capital city of Kublai Khan's empire. Samuel Coleridge penned "Kubla Khan" after waking up from an opium-induced dream in which he experienced and imagined the realities of the great Mongol ruler's capital city. Coleridge began writing what he remembered of his dream immediately upon waking from it, and intended to write two to three hundred lines. However, Coleridge was interrupted soon after and, his memory of the dream dimming, was ultimately unable to complete the poem. HarperPerennial Classics brings great works of literature to life in digital format, upholding the highest standards in ebook production and celebrating reading in all its forms. Look for more titles in the HarperPerennial Classics collection to build your digital library.

#### **At the Sharp End of Lightning**

"When you realized your life-like dream wasn't real, you woke up. But when I realized my life was a dream, I didn't wake up." When Dahlia Adler sees her body lying twisted and crumpled on the ground below her, she wonders if it isn't all just a

nightmare. But as things become clearer, Dahlia realizes it's all too real. She has to find her killer. And she has to move on.

### **Sonora and the Scroll of Alexandria**

It is a short story by Mrs. Gaskell. In the novel she explores different kinds of love, and her observations about human nature are as acute here as in her longer works. In this particular attempt she especially identifies motherhood and mother's feelings for her children. An awakening attempt!

### **Dear Sister**

Two stolen Pakistani nuclear bombs, a conspiracy to manipulate the global market in rare earths and a plot to assassinate the President of the United States. It's going to be a busy week for Ali Monpour, special investigator for the National Security Advisor. Rare Earths is a fast-paced political thriller ripped from today's headlines! Action and intrigue intertwine from the deserts of Balochistan to the halls of power in Washington, D.C.

### **Confessions of Sylva Slasher**

The heavens are about to explode. Reunited at last, Isalla, Kitania, and Rose survived the machinations of Haral despite the odds against them. They've won one battle. Now they have to avert a war, racing the clock to unveil their enemies. The Society of the Golden Dawn has not been idle; the conspirators have begun to move more quickly. The plans they've set in motion are more deadly than anyone might fear, and all three worlds are in peril. Isalla, Kitania, and Rose have gained many allies over the course of their journey, but can they defeat the forces following the mysterious Lord of Light? Find out in the thrilling conclusion of the Mantles of Power trilogy!

### **Just To See Him Again**

This adult coloring book contains 36 unique coloring pages based on the charming early twentieth-century textile designs of the Indonesian artist and illustrator Mas Prignadie. Printed on one side of the paper. Imagery includes botanicals, birds and insects incorporated into designs that vary in complexity. The light-weight paper quality of this economy edition makes this coloring book most suitable for use with colored pencils or crayons. Paper does hold up to markers (water or alcohol-based) if a heavy-weight bleeder page is used. Not suitable for use with watercolors.

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