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**Romulus Buckle & the Engines of War 47North** Learning his long-lost sister is being kept at a mysterious clan's base, Romulus Buckle must rescue her to gain the key to victory over the Founders, but this rescue attempt means abandoning his allies to face the Founders' raids alone. **Romulus Buckle & the City of the Founders 47 North** Captain Romulus Buckle and his zeppelin crew plan to rescue their kidnapped leader from the City of the Founders, but first they must survive the war zeppelins and aliens that infest the skies of post-apocalyptic Southern California. **Romulus Buckle and the Luminiferous Aether Dressing for Altitude U.S. Aviation Pressure Suits, Wiley Post to Space Shuttle Government Printing Office** "Since its earliest days, flight has been about pushing the limits of technology and, in many cases, pushing the limits of human endurance. The human body can be the limiting factor in the design of aircraft and spacecraft. Humans cannot survive unaided at high altitudes. There have been a number of books written on the subject of spacesuits, but the literature on the high-altitude pressure suits is lacking. This volume provides a high-level summary of the technological development and operational use of partial- and full-pressure suits, from the earliest models to the current high altitude, full-pressure suits used for modern aviation, as well as those that were used for launch and entry on the Space Shuttle. The goal of this work is to provide a resource on the technology for suits designed to keep humans alive at the edge of space."--NTRS Web site. **Technics and Civilization University of Chicago Press** Technics and Civilization first presented its compelling history of the machine and critical study of its effects on civilization in 1934—before television, the personal computer, and the Internet even appeared on our periphery. Drawing upon art, science, philosophy, and the history of culture, Lewis Mumford explained the origin of the machine age and traced its social results, asserting that the development of modern technology had its roots in the Middle Ages rather than the Industrial Revolution. Mumford sagely argued that it was the moral, economic, and political choices we made, not the machines that we used, that determined our then industrially driven economy. Equal parts powerful history and polemic criticism, *Technics and Civilization* was the first comprehensive attempt in English to portray the development of the machine age over the last thousand years—and to predict the pull the technological still holds over us today. "The questions posed in the first paragraph of *Technics and Civilization* still deserve our attention, nearly three quarters of a century after they were written."—*Journal of Technology and Culture* **Sea Is Ours Tales from Steampunk Southeast Asia Rosarium Publishing** Steampunk takes on Southeast Asia in this anthology The stories in this collection merge technological wonder with the everyday. Children upgrade their fighting spiders with armor, and toymakers create punchcard-driven marionettes. Large fish lumber across the skies, while boat people find a new home on the edge of a different dimension. Technology and tradition meld as the people adapt to the changing forces of their world. The *Sea Is Ours* is an exciting new anthology that features stories infused with the spirits of Southeast Asia's diverse peoples, legends, and geography. **Scientific Babel How Science Was Done Before and After Global English University of Chicago Press** English is the language of science today. No matter which languages you know, if you want your work seen, studied, and cited, you need to publish in English. But that hasn't always been the case. Though there was a time when Latin dominated the field, for centuries science has been a polyglot enterprise, conducted in a number of languages whose importance waxed and waned over time—until the rise of English in the twentieth century. So how did we get from there to here? How did French, German, Latin, Russian, and even Esperanto give way to English? And what can we reconstruct of the experience of doing science in the polyglot past? With *Scientific Babel*, Michael D. Gordin resurrects that lost world, in part through an ingenious mechanism: the pages of his highly readable narrative account teem with footnotes—not offering background information, but presenting quoted material in its original language. The result is stunning: as we read about the rise and fall of languages, driven by politics, war, economics, and institutions, we actually see it happen in the ever-changing web of multilingual examples. The history of science, and of English as its dominant language, comes to life, and brings with it a new understanding not only of the frictions generated by a scientific community that spoke in many often mutually unintelligible voices, but also of the possibilities of the polyglot, and the losses that the dominance of English entails. Few historians of science write as well as Gordin, and *Scientific Babel* reveals his incredible command of the literature, language, and intellectual essence of science past and present. No reader who takes this linguistic journey with him will be disappointed. **Material Cultures of Childhood in Second World War Britain Routledge** How do children cope when their world is transformed by war? This book draws on memory narratives to construct an historical anthropology of childhood in Second World Britain, focusing on objects and spaces such as gas masks, air raid shelters and bombed-out buildings. In their struggles to cope with the fears and upheavals of wartime, with families divided and familiar landscapes lost or transformed, children reimagined and reshaped these material traces of conflict into toys, treasures and playgrounds. This study of the material worlds of wartime childhood offers a unique viewpoint into an extraordinary period in history with powerful resonances across global conflicts into the present day. **Extinct A Compendium of Obsolete Objects Reaktion Books** Blending architecture,

design, and technology, a visual tour through futures past via the objects we have replaced, left behind, and forgotten. So-called extinct objects are those that were imagined but were never in use, or that existed but are now unused—superseded, unfashionable, or simply forgotten. *Extinct* gathers together an exceptional range of artists, curators, architects, critics, and academics, including Hal Foster, Barry Bergdoll, Deyan Sudjic, Tacita Dean, Emily Orr, Richard Wentworth, and many more. In eighty-five essays, contributors nominate “extinct” objects and address them in a series of short, vivid, sometimes personal accounts, speaking not only of obsolete technologies, but of other ways of thinking, making, and interacting with the world. *Extinct* is filled with curious, half-remembered objects, each one evoking a future that never came to pass. It is also a visual treat, full of interest and delight. **Phoenix Cafe Hachette UK** After two hundred years colonising earth, the Aleutians prepare to return to space, leaving behind humanity and an earth that have been shaped by their presence, their care, and their cruelty. In the dying days of Aleutian rule, Catherine has altered her body to appear more alien, and soaks herself in the decadence of their culture. Misha idolises the Aleutians, and begins a love affair with Catherine, both desperate to forget their humanity and embrace the alien. What will be left for the humans when the Aleutians leave? What will the Aleutians take with them from their time on earth? Could humanity have changed them as much as they changed it? Dark, violent, political and emotional, *PHOENIX CAFÉ* is the third book in Gwyneth Jones' critically acclaimed *Aleutians Trilogy*. **The Steampunk User's Manual An Illustrated Practical and Whimsical Guide to Creating Retro-futurist Dreams Abrams** This comprehensive guide to Steampunk creations of all kinds offers inspiration and practical tips for bringing your own retro-futuristic visions to life. Whether you're a newbie to the world of Steampunk, or a long-time enthusiast of airships, goggles, and mad scientists, *The Steampunk User's Manual* is essential reading. The popular subgenre of science fiction has grown into a cultural movement; one that invites fans to let their imaginations go wild. In this volume, Jeff VanderMeer—the renowned expert in all things Steampunk—presents a practical and inspirational guidance for finding your own path into this realm. Including sections on art, fashion, architecture, crafts, music, performance, and storytelling, *The Steampunk User's Manual* provides a conceptual how-to guide on everything from the utterly doable to the completely over-the-top. **Britain Be Fluent in British Life and Culture Thorogood Publishing** Examines the work and the personalities behind British cultural icons, pulling out the key information in easily digested, entertaining chunks. The culture of everyday life is also revealed, exploring the variation between the English, Scots and Welsh, and dissecting how they approach life; how they eat, socialize, vote, dress and laugh. **The Synonym Finder Rodale Books** Originally published in 1961 by the founder of Rodale Inc., *The Synonym Finder* continues to be a practical reference tool for every home and office. This thesaurus contains more than 1 million synonyms, arranged alphabetically, with separate subdivisions for the different parts of speech and meanings of the same word. **For Steam and Country Book One of the Adventures of Baron Von Monocle Her father's been pronounced dead. Destructive earthquakes ravage the countryside. An invading army looms over the horizon. And Zaira's day is just getting started... Abandoned at an early age, Zaira von Monocle found life as the daughter of a great adventurer to be filled with hard work and difficulty. She quickly learned to rely on only herself. But when a messenger brought news that her father was dead and that she was the heir to his airship, her world turned upside down. Zaira soon finds herself trapped in the midst of a war between her home country of Rislandia and the cruel Wyranth Empire, whose soldiers are acting peculiarly--almost inhuman. With the enemy army advancing, her newfound ship's crew may be the only ones who can save the kingdom.** *For Steam and Country* is the first book in the *Adventures of Baron Von Monocle* series by top-10 Amazon best selling space opera author, Jon Del Arroz. **William Shakespeare's Star Wars Verily, A New Hope Quirk Books** The *New York Times* Best Seller Experience the *Star Wars* saga reimagined as an Elizabethan drama penned by William Shakespeare himself, complete with authentic meter and verse, and theatrical monologues and dialogue by everyone from Darth Vader to R2D2. Return once more to a galaxy far, far away with this sublime retelling of George Lucas's epic *Star Wars* in the style of the immortal Bard of Avon. The saga of a wise (Jedi) knight and an evil (Sith) lord, of a beautiful princess held captive and a young hero coming of age, *Star Wars* abounds with all the valor and villainy of Shakespeare's greatest plays. Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs throughout will entertain and impress fans of *Star Wars* and Shakespeare alike. Every scene and character from the film appears in the play, along with twenty woodcut-style illustrations that depict an Elizabethan version of the *Star Wars* galaxy. Zounds! This is the book you're looking for. **Sanctuary Island Sanctuary Island St. Martin's Paperbacks** *SANCTUARY ISLAND* Lily Everett When Ella's sister decides to reunite with their estranged mother, Ella goes along for the ride—it's always been the two Preston girls against the world. But *Sanctuary Island*, a tiny refuge for wild horses tucked off the Atlantic coast, is more inviting than she ever imagined. And it holds more than one last opportunity to repair their broken family—if Ella can open her carefully guarded heart, there is also the chance for new beginnings. Grady Wilkes is a handyman who can fix anything...except the scars of his own past. When he accepts the task of showing Ella the simple beauties of the island that healed him, he discovers a deep sense of comfort he thought he'd lost. But now he must convince the woman who never intended to stay that on *Sanctuary Island*, anything is possible—forgiving past mistakes, rediscovering the simple joys of life, and maybe even falling in love. **Galahad Schwartz and the Cockroach Army Douglas & McIntyre Limited** Galahad saves Glitterville with the aid of some unexpected allies. **Dragonwriter A Tribute to Anne McCaffrey and Pern BenBella Books, Inc.** When Anne McCaffrey passed in November 2011, it was not only those closest to her who mourned her death; legions of readers also felt the loss deeply. The pioneering science fiction author behind the *Dragonriders of Pern*® series crafted intricate stories, enthralling worlds, and strong heroines that profoundly impacted the science fiction community and genre. In *Dragonwriter*, Anne's son and *Pern* writer Todd McCaffrey collects memories and stories about the beloved author, along with insights into her writing and legacy, from those who knew her best. Nebula Award-winner Elizabeth Moon relates the lessons she learned from *Pern's* Lessa (and from Lessa's creator); Hugo Award-winner David Brin recalls Anne's steadfast belief that the world to come will be better than the one before; legendary SFF artist Michael Whelan shares (and tells stories about) never-before-published *Pern* sketches from his archives; and more. Join Anne's co-writers, fellow science fiction authors, family, and friends in remembering her life, and exploring how her mind and pen shaped not only the *Weys* of *Pern*, but also the literary landscape as we know it. Contributors include: • Angelina Adams • David Brin • David Gerrold • John Goodwin • Janis Ian • Alec Johnson • Georgeanne Kennedy • Mercedes Lackey • Sharon Lee and Steve Miller • Lois McMaster Bujold • Elizabeth Moon • Charlotte Moore • Robert Neilson • Jody Lynn Nye and Bill Fawcett • Robin Roberts • Elizabeth Ann Scarborough • Wen Spencer • Michael Whelan • Richard J. Woods • Chelsea Quinn Yarbro **Meteorology: The Science of the Atmosphere Good Press** "Meteorology: The Science of the Atmosphere" by Charles Fitzhugh Talman. 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. **Ocean of Sound Aether Talk, Ambient Sound and Imaginary Worlds** *Serpent's Tail* Sun Ra, Brian Eno, Lee Perry, Kate Bush, Kraftwerk, Aphex Twin, Ryuichi Sakamoto and Brian Wilson are interviewed in this extraordinary work of sonic history. It travels from the rainforests of Amazonas to virtual Las Vegas; from David Lynch's dream house high in the Hollywood Hills to the megalopolis of Tokyo. *Ocean of Sound* begins in 1889 at the Paris exposition when Debussy first heard Javanese music performed. An ethereal culture developed in response to the intangibility of 20th century communications. Author of *Rap Attack 3* and *Exotica*, David Toop has in *Ocean of Sound* written an exhilarating, path-breaking account of ambient sound. **I Couldn't Paint Golden Angels Sixty Years of Commonplace Life and Anarchist Agitation** *A K Press* Distribution Albert Meltzer (1920-when-ever) has been involved actively in class struggles since the age of 15; exceptionally for his generation in having been a convinced Anarchist from the start, without any family background in such activity. *I Couldn't Paint Golden Angels* is a lively, witty account of what he claims would have been the commonplace life of a worker but for the fact that he spent sixty years in anarchist activism. As a result it is a unique recounting of many struggles otherwise distorted or unrecorded, including the history of the contemporary development of anarchism in Britain and other countries where he was involved, notably Spain. His story tells of many struggles, including for the first time, the Anglo-Spanish cooperation in the post-War anti-Franco resistance and provides interesting sidelights on, amongst others, the printers' and miners' strikes, fighting Blackshirts and the battle of Cable Street, the so-called Angry Brigade activities, the Anarchist Black Cross, the Cairo Mutiny and wartime German anti-Nazi resistance, the New Left of the 60s, the rise of squatting - and through individuals as varied as Kenyatta, Emma Goldman, George Orwell, Guy Aldred and Frank Ridley - all of which have crowded out not only his story, but his life too. **Edith and Florence Stoney, Sisters in Radiology** *Springer* This book explores the lives and achievements of two Irish sisters, Edith and Florence Stoney, who pioneered the use of new electromedical technologies, especially X-rays but also ultraviolet radiation and diathermy. In addition, the narrative follows several intertwined themes as experienced by the sisters during their lifetimes. Their upbringing, influenced by their liberal-minded scientist father, set the tone for both their lives. Irish independence fractured their family heritage. Their professional experiences, fulfilling for Florence as a qualified doctor but often frustrating for Edith as a Cambridge-educated scientist, mirrored those of other aspiring women during this period, when the suffragist movement expanded and women's lobby groups were formed. World War I created an environment in which their unusual specialist knowledge was widely needed, and the sisters' war experiences are carefully examined in the book. But ultimately this is the extraordinary story of two independent but closely bonded sisters and their abiding love and support for one another. **The Physics of Metrology All about Instruments: From Trundle Wheels to Atomic Clocks** *Springer Science & Business Media* Conceived as a reference manual for practicing engineers, instrument designers, service technicians and engineering students. The related fields of physics, mechanics and mathematics are frequently incorporated to enhance the understanding of the subject matter. Historical anecdotes as far back as Hellenistic times to modern scientists help illustrate in an entertaining manner ideas ranging from impractical inventions in history to those that have changed our lives. **Mr. Punch's History of Modern England** *Punk Rock: So What? The Cultural Legacy of Punk* *Routledge* It's now over twenty years since punk pogo-ed its way into our consciousness. *Punk Rock So What?* brings together a new generation of academics, writers and journalists to provide the first comprehensive assessment of punk and its place in popular music history, culture and myth. The contributors, who include Suzanne Moore, Lucy O'Brien, Andy Medhurst, Mark Sinker and Paul Cobby, challenge standard views of punk prevalent since the 1970s. They: \* re-situate punk in its historical context, analysing the possible origins of punk in the New York art scene and Manchester clubs as well as in Malcolm McClarens brain \* question whether punk deserves its reputation as an anti-fascist, anti-sexist movement which opened up opportunities for women musicians and fans alike. \* trace punks long-lasting influence on comics, literature, art and cinema as well as music and fashion, from films such as *Sid and Nancy* and *The Great Rock n Roll Swindle* to work by contemporary artists such as Gavin Turk and Sarah Lucas. \* discuss the role played by such key figures as Johnny Rotten, Richard Hell, Malcolm McClaren, Mark E. Smith and Viv Albertine. *Punk Rock Revisited* kicks over the statues of many established beliefs about the meaning of punk, concluding that, if anything, punk was more culturally significant than anybody has yet suggested, but perhaps for different reasons. **Boneshaker** *Pan Macmillan* WINNER OF THE LOCUS AWARD FOR BEST NOVEL Ezekiel Blue's father committed a crime, unleashing a deadly menace into steampowered Seattle. And his bereaved family has paid the price. Now, Ezekiel is determined to clear his father's name, risking death and the undead in the attempt. Sixteen years ago, as the American Civil War dawned, gold brought hordes to the frozen Klondike. Fanatical in their greed, Russian prospectors commissioned Dr Leviticus Blue to create a great machine, to mine through Alaska's ice. Thus the Incredible Bone-Shaking Drill Engine was born. But the Boneshaker went awry, destroying downtown Seattle and unearthing a subterranean vein of blight gas. Anyone who breathed its fumes turning into the living dead. The devastated city is now walled in to contain the blight. But unknown to Briar, his widowed mother, Ezekiel is going in. His quest will take him into a city teeming with ravenous undead, air pirates, criminal overlords, and heavily armed refugees. And only Briar can bring him out alive. 'Adventure of rollicking pace and sweeping proportions ... this book is made of irresistible' Scott Westerfeld, 'This is a hoot from start to finish' Cory Doctorow, 'Intelligent, exceptionally well written and showcasing a phenomenal strong female protagonist' Publishers Weekly **Since Tomorrow** *Createspace Independent Pub* From reviews of *SINCE TOMORROW*: "SINCE TOMORROW is the best post-apocalyptic novel I've read since Cormac McCarthy's *THE ROAD*" Jo Vonbargen "...a magnificent book that lays out an exquisitely formed vision of a broken world." A.F. Stewart "I could've been reading Faulkner or Hemingway, the writing was so powerful." Frederick Lee Brooke An old man rides a workhorse through the night, across mudslides, past stores abandoned for decades, past the rotted corpses of automobiles invisible under mounds of blackberry. Rain courses from his rabbit skin poncho. He carries a sword and a spear. He knows where to find the murderer. He will face him alone. "Since Tomorrow" is a novel of a world in the remaking. The old man, Frost, remembers the "good times". Those who live on his "farm" among collapsed warehouses and the foundations of vanished houses struggle to maintain human values. But when others in this makeshift world are driven only by greed and the need for power, all values must ultimately be replaced by the simple instinct for survival. In this full length novel Morgan Nyberg takes the reader to the West Coast of Canada, where the city of Vancouver has been transformed by climate change, pandemic, economic collapse and earthquake into "Town", a squalid, lawless place inhabited the desperate, the diseased and the dying. Taking advantage of this state of affairs is the formidable

Langley, who grows poppies to produce "skag", a crude form of opium. Langley has amassed enough power to control a small private army. Now he is determined to acquire Frost's farm for himself. Recklessly opposing Langley is Frost's fearless but impulsive granddaughter, Noor. Like Russell Hoban's "Riddley Walker" or Cormac McCarthy's "The Road", "Since Tomorrow" demonstrates that there is room in the post-apocalyptic genre for exceptional writing. Morgan Nyberg tells nothing - he shows everything. In clear, sensuous prose free of commentary or explanation - prose as addictive as Langley's skag - he leads the reader toward that climactic night with Frost on his horse, and farther, to the threshold of a new, perhaps happier, era. **Archigram Architecture without Architecture MIT Press** The first book-length critical and historical account of an ultramodern architectural movement of the 1960s that advocated "living equipment" instead of buildings. In the 1960s, the architects of Britain's Archigram group and Archigram magazine turned away from conventional architecture to propose cities that move and houses worn like suits of clothes. In drawings inspired by pop art and psychedelia, architecture floated away, tethered by wires, gantries, tubes, and trucks. In Archigram: Architecture without Architecture, Simon Sadler argues that Archigram's sense of fun takes its place beside the other cultural agitants of the 1960s, originating attitudes and techniques that became standard for architects rethinking social space and building technology. The Archigram style was assembled from the Apollo missions, constructivism, biology, manufacturing, electronics, and popular culture, inspiring an architectural movement—High Tech—and influencing the postmodern and deconstructivist trends of the late twentieth century. Although most Archigram projects were at the limits of possibility and remained unbuilt, the six architects at the center of the movement, Warren Chalk, Peter Cook, Dennis Crompton, David Greene, Ron Herron, and Michael Webb, became a focal point for the architectural avant-garde, because they redefined the purpose of architecture. Countering the habitual building practice of setting walls and spaces in place, Archigram architects wanted to provide the equipment for amplified living, and they welcomed any cultural rearrangements that would ensue. Archigram: Architecture without Architecture—the first full-length critical and historical account of the Archigram phenomenon—traces Archigram from its rediscovery of early modernist verve through its courting of students, to its ascent to international notoriety for advocating the "disappearance of architecture." **Permanent Exhibit American Reader Brief** collage-style essays that explore the ephemeral and fractured nature of life in the digital age. **The Hammer and the Blade Watkins Media Limited** Egil and Nix, adventurers and swords for hire, are pulled into the dark schemes of a decadent family with a diabolical secret. A fast paced adventure redolent with the best of classic sword and sorcery tales. **File Under: Fantasy [ Swords | Hammers | Deadly Secrets | Time To Die ]** From the Paperback edition. **Viral Nation Penguin** After a virus claimed nearly the entire global population, the world changed. The United States splintered into fifty walled cities where the surviving citizens clustered to start over. The Company, which ended the plague by bringing a life-saving vaccine back from the future, controls everything. They ration the scant food and supplies through a lottery system, mandate daily doses of virus suppressant, and even monitor future timelines to stop crimes before they can be committed. Brilliant but autistic, sixteen-year-old Clover Donovan has always dreamed of studying at the Waverly-Stead Academy. Her brother and caretaker, West, has done everything in his power to make her dream a reality. But Clover's refusal to part with her beloved service dog denies her entry into the school. Instead, she is drafted into the Time Mariners, a team of Company operatives who travel through time to gather news about the future. When one of Clover's missions reveals that West's life is in danger, the Donovans are shattered. To change West's fate, they'll have to take on the mysterious Company. But as its secrets are revealed, they realize that the Company's rule may not be as benevolent as it seems. In saving her brother, Clover will face a more powerful force than she ever imagined... and will team up with a band of fellow misfits and outsiders to incite a revolution that will change their destinies forever. **Enchanted Objects Innovation, Design, and the Future of Technology Simon and Schuster** We are now standing at the precipice of the next transformative development: the Internet of Things. Soon, connected technology will be embedded in hundreds of everyday objects we already use: our cars, wallets, watches, umbrellas, even our trash cans. These objects will respond to our needs, come to know us, and learn to think on our behalf. David Rose calls these devices--which are just beginning to creep into the marketplace--Enchanted Objects. Some believe the future will look like more of the same--more smartphones, tablets, screens embedded in every conceivable surface. Rose has a different vision: technology that atomizes, combining itself with the objects that make up the very fabric of daily living. Such technology will be woven into the background of our environment, enhancing human relationships and channeling desires for omniscience, long life, and creative expression. The enchanted objects of fairy tales and science fiction will enter real life. Groundbreaking, timely, and provocative, Enchanted Objects is a blueprint for a better future, where efficient solutions come hand in hand with technology that delights our senses. **Lego Atlantis Brickmaster Dk Pub** Young builders can build fantastic models of undersea crafts from LEGO's all-new Atlantis line or come up with unique Atlantis creations of their own. This kit includes 140 bricks and two minifigures. Full color. Consumable. **Roget's 21st Century Thesaurus in Dictionary Form The Essential Reference for Home, School, Or Office Laurel** Combining scholarly authority with a new awareness of today's communication demands, "Roget's 21st Century Thesaurus" is the simple, reliable way to find the perfect word for your needs. It features an easy-to-use dictionary format plus a revolutionary concept index that arranges words by idea, thus enhancing the user's process of association, and leading scores of additional selections. The inclusion of a wide spectrum of words and phrases with each entry -- from sophisticated choices to completely new vocabulary in the language -- brings the user an exceptional number of alternatives to fit any variation of style and tone. Created by a leading expert in linguistics and lexicography with today's communication needs in mind. More word choices than any other thesaurus -- Over 1 million words! Concise definitions for each main entry. A revolutionary concept index -- arranged by idea, it mirrors the way we actually think! No obsolete terms -- all synonyms reflect modern usage. **Elfshadow Wizards of the Coast** Silent death stalks the Harpers of Faerûn. One by one, members of the semi-secret society for good in the Realms are falling to a murderer's blade. Now a Harper agent and a beautiful half-elf assassin must solve the mystery. If they fail, they will be the next victims. But things in the Realms are rarely that simple. **Shadowdale Avatar Series Wizards of the Coast** An all-new digital version of one of the key titles in the entire Forgotten Realms novel line. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series will have a cohesive cover design and all-new art. This title was originally released underneath the author pseudonym Richard Awlinson. When the gods are banished from the heavens, they must travel through Faerûn in the guise of mortals. When four companions, last survivors of the Company of the Lynx, find themselves in possession of a mysterious amulet, they must escape death at the hand of Bane, god of murder. When magic itself runs wild, no one can say that the most innocent of spells will not destroy the world. **Archigram Princeton**

**Architectural Press** The title Archigram came from the notion of a more simple and urgent item than a Journal, like a telegram or aerogramme - hence, "archi(ecture)-gram."". **Anchor Me Martini & Olive** "Though shadows still haunt us, and ghosts from our past continue to threaten our happiness, my life with Damien is nothing short of perfection. He is my heart and my soul. My past and my future. He is the man who holds me together, and his love fuels my days and enchants my nights. But when tragedy and challenge from both inside and outside the sanctity of our marriage begin to chip away at our happiness, I am forced to realize that even a perfect life can begin to crack"--Back cover. **Twelve Years a Slave Prabhat Prakashan** "Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt **Thesaurus of English Words and Phrases Classified and Arranged So as to Facilitate the Expression of Ideas and Assist in Literary Composition**