

Die Once More Revenants 3 5 Ziyuanore

When a decades-old mass grave near a notorious Biloxi nightclub is unearthed, reporter Carson Lynch is among the first on the scene. The remains of five women lie within, each one buried with a bridal veil—and without her ring finger. Once an award-winning journalist, Carson knows her career is now hanging by a thread. This story has pulled her out of a pit of alcohol and self-loathing, and with justice and redemption in mind she begins to investigate. Days later two more bodies appear, begging the question—is a copycat murderer terrorizing Biloxi, or has a serial killer awoken from a twenty-five-year slumber?

Ages ago, elves and dwarves unknowingly migrated between Universes via a Junction. Jenneva and Egam believe they have found a Junction and plan a trip with Alexander to test the theory and investigate the origins of the elves and dwarves. Because they believe that the perennial animosity between the two races is due to misunderstandings about their histories, the mages include the prince of elves and the prince of dwarves in the group. Trouble begins at the very start of the journey as Egam falters going through the Junction, awakening an old nemesis, the evil demon, Alutar. It appears that the excursion will not just clarify history, but also actually change it. As the group discovers they are trapped in the new Universe, the shocking truth of the real history of the races is overshadowed by impending doom as an ancient prophecy begins to unfold. Meanwhile, the evil sorcerer, Sarac, not only gains freedom from his imprisonment, but also gains the blessing of the evil demon.

"A handbook for hunting and punishing witches to assist the Inquisition and Church in exterminating undesirables. Mostly a compilation of superstition and folklore, the book was taken very seriously at the time it was written in the 15th century and became a kind of spiritual law book used by judges to determine the guilt of the accused"--From publisher description.

Simultaneously real and unreal, the dead are people, yet they are not. The society of medieval Europe developed a rich set of imaginative traditions about death and the afterlife, using the dead as a point of entry for thinking about the self, regeneration, and loss. These macabre preoccupations are evident in the widespread popularity of stories about the returned dead, who interacted with the living both as disembodied spirits and as living corpses or revenants. In *Afterlives*, Nancy Mandeville Caciola explores this extraordinary phenomenon of the living's relationship with the dead in Europe during the five hundred years after the year 1000. Caciola considers both Christian and pagan beliefs, showing how certain traditions survived and evolved over time, and how attitudes both diverged and overlapped through different contexts and social strata. As she shows, the intersection of Christian eschatology with various pagan afterlife imaginings—from the classical paganisms of the Mediterranean to the Germanic, Celtic, Slavic, and Scandinavian paganisms indigenous to northern Europe—brought new cultural values about the dead into the Christian fold as Christianity spread across Europe. Indeed, the Church proved surprisingly open to these influences, absorbing new images of death and afterlife in unpredictable fashion. Over time, however, the persistence of regional cultures and beliefs would be counterbalanced by the effects of an increasingly centralized Church hierarchy. Through it all, one thing remained constant: the deep desire in medieval people to bring together the living and the dead into a single community enduring across the generations.

Death is not only the final moment of life, it also casts a huge shadow on human society at large. People throughout time have had to cope with death as an existential experience, and this also, of course, in the premodern world. The contributors to the present volume examine the material and spiritual conditions of the culture of death, studying specific buildings and spaces, literary works and art objects, theatrical performances, and medical tracts from the early Middle Ages to the late eighteenth century. Death has always evoked fear, terror, and awe, it has puzzled and troubled people, forcing theologians and philosophers to respond and provide answers for questions that seem to evade real explanations. The more we learn about the culture of death, the more we can comprehend the culture of life. As this volume demonstrates, the approaches to death varied widely, also in the Middle Ages and the early modern age. This volume hence adds a significant number of new facets to the critical examination of this ever-present phenomenon of death, exploring poetic responses to the Black Death, types of execution of a female murderess, death as the springboard for major political changes, and death reflected in morality plays and art.

In 1919 the Treaty of Versailles stripped Germany of its overseas colonies. This sudden transition to a post-colonial nation left the men and women invested in German imperialism to rebuild their status on the international stage. Remnants of an earlier era, these *Kolonialdeutsche* (Colonial Germans) exploited any opportunities they could to recover, renovate, and market their understandings of German and European colonial aims in order to reestablish themselves as "experts" and "fellow civilizers" in discourses on nationalism and imperialism. *Revenants of the German Empire: Colonial Germans, Imperialism, and the League of Nations* tracks the difficulties this diverse group of Colonial Germans encountered while they adjusted to their new circumstances, as repatriates to Weimar Germany or as subjects of the War's victors in the new African Mandates. Faced with novel systems of international law, Colonial Germans re-situated their notions of imperial power and group identity to fit in a world of colonial empires that were not their own. The book examines how former colonial officials, settlers, and colonial lobbies made use of the League of Nations framework to influence diplomatic flashpoints including the Naturalization Controversy in Southwest Africa, the Locarno Conference, and the Permanent Mandates Commission from 1927-1933. Sean Wempe revises standard historical portrayals of the League of Nations' form of international governance, German participation in the League, the role of interest groups in international organizations and diplomacy, and liberal imperialism. In analyzing Colonial German investment and participation in interwar liberal internationalism, the project challenges the idea of a direct continuity between Germany's colonial period and the Nazi era. Dark necromancers have laid claim to forsaken kingdoms and summoned forth the souls of those who defiled their oathmarks. The dead, once again, march to war. As armies of wraiths and skeletal warriors bring destruction to their lands, the small kingdoms of the Marches also turn to the spirits of the dead. Gathering the most ancient and powerful of oathmarks, they recall the spectral forms of those that died in loyal battle to once again come forth in defence of their kingdoms. With these ethereal warriors joining their ranks, the kings of the Marches may yet stand. This supplement for *Oathmark: Battles of the Lost Age* introduces the forces of the dead to the game. Some armies will use dark magic to summon the souls and corpses of traitors from the past, while others will recall the spirits of loyal warriors that gave their lives and willingly fight again. This book also includes expanded rules for characters, which allow you to chart their progress from battle-to-battle, and watch as they grow in rank, responsibility, and power. All of these rules are then incorporated into a campaign featuring new scenarios that together tell of an epic war for survival.

When Willie arrives in Indian Territory, she knows only one thing: no one can find out who she really is. To escape a home she doesn't belong in anymore, she assumes the name of a former classmate and accepts a teaching job at the Cherokee Female Seminary. Nothing prepares her for what she finds there. Her pupils are the daughters of the Cherokee elite—educated and more wealthy than she, and the school is cloaked in mystery. A student drowned in the river last year, and the girls whisper that she was killed by a jealous lover. Willie's room is the very room the dead girl slept in. The students say her spirit haunts it. Willie doesn't believe in ghosts, but when strange things start happening at the school, she isn't sure anymore. She's also not sure what to make of a boy from the nearby boys' school who has taken an interest in her—his past is cloaked in secrets. Soon, even she has to admit that the revenant may be trying to tell her something. . . . Azagoth Even in the fathomless depths of the underworld and the bleak chambers of a damaged heart, the bonds of love can heal...or destroy. He holds the ability to annihilate souls in the palm of his hand. He commands the respect of the most dangerous of demons and the most powerful of angels. He can seduce and dominate any female he wants with a mere look. But for all Azagoth's power, he's bound by shackles of his own making, and only an angel with a secret holds the key to his release. She's

an angel with the extraordinary ability to travel through time and space. An angel with a tormented past she can't escape. And when Lilliana is sent to Azagoth's underworld realm, she finds that her past isn't all she can't escape. For the irresistibly sexy fallen angel known as Azagoth is also known as the Grim Reaper, and when he claims a soul, it's forever... Hades A fallen angel with a mean streak and a mohawk, Hades has spent thousands of years serving as Jailor of the Underworld. The souls he guards are as evil as they come, but few dare to cross him. All of that changes when a sexy fallen angel infiltrates his prison and unintentionally starts a riot. It's easy enough to quell an uprising, but for the first time, Hades is torn between delivering justice — or bestowing mercy — on the beautiful female who could be his salvation...or his undoing. Thanks to her unwitting participation in another angel's plot to start Armageddon, Cataclysm was kicked out of Heaven and is now a fallen angel in service of Hades's boss, Azagoth. All she wants is to redeem herself and get back where she belongs. But when she gets trapped in Hades's prison domain with only the cocky but irresistible Hades to help her, Cat finds that where she belongs might be in the place she least expected... Z Zhubaal, fallen angel assistant to the Grim Reaper, has spent decades searching for the angel he loved and lost nearly a century ago. Not even her death can keep him from trying to find her, not when he knows she's been given a second chance at life in a new body. But as time passes, he's losing hope, and he wonders how much longer he can hold to the oath he swore to her so long ago... As an emim, the wingless offspring of two fallen angels, Vex has always felt like a second-class citizen. But if she manages to secure a deal with the Grim Reaper — by any means necessary — she will have earned her place in the world. The only obstacle in the way of her plan is a sexy hardass called Z, who seems determined to thwart her at every turn. Soon it becomes clear that they have a powerful connection rooted in the past...but can any vow stand the test of time?

NOW A MAJOR MOTION PICTURE #1 NEW YORK TIMES BESTSELLER A thrilling tale of betrayal and revenge set against the nineteenth-century American frontier, the astonishing story of real-life trapper and frontiersman Hugh Glass The year is 1823, and the trappers of the Rocky Mountain Fur Company live a brutal frontier life. Hugh Glass is among the company's finest men, an experienced frontiersman and an expert tracker. But when a scouting mission puts him face-to-face with a grizzly bear, he is viciously mauled and not expected to survive. Two company men are dispatched to stay behind and tend to Glass before he dies. When the men abandon him instead, Glass is driven to survive by one desire: revenge. With shocking grit and determination, Glass sets out, crawling at first, across hundreds of miles of uncharted American frontier. Based on a true story, *The Revenant* is a remarkable tale of obsession, the human will stretched to its limits, and the lengths that one man will go to for retribution.

My life had always been blissfully, wonderfully normal. But it only took one moment to change everything. Suddenly, my sister, Georgia, and I were orphans. We put our lives into storage and moved to Paris to live with my grandparents. And I knew my shattered heart, my shattered life, would never feel normal again. Then I met Vincent. Mysterious, sexy, and unnervingly charming, Vincent Delacroix appeared out of nowhere and swept me off my feet. Just like that, I was in danger of losing my heart all over again. But I was ready to let it happen. Of course, nothing is ever that easy. Because Vincent is no normal human. He has a terrifying destiny, one that puts his life at risk every day. He also has enemies . . . immortal, murderous enemies who are determined to destroy him and all of his kind. While I'm fighting to piece together the remnants of my life, can I risk putting my heart—as well as my life and my family's—in jeopardy for a chance at love?

The year is 1689. Situated on the northern boundary of the Massachusetts Bay colony, the town of Cold Marsh is a place of secrets, a village characterized by repression and guilt. Fourteen years have passed since the outbreak of King Philip's War and darkness has come to the Cold Marsh. Two of the town's young women have vanished under mysterious circumstances, and the country seethes with rumors of witchcraft and devilry. Even their God has abandoned them. When a third young woman disappears, the men of the village determine to leave the safety of the village and enter the other world of the woods in search of her. *Revenants* is a lyrical evocation of the colonial landscape, a poetic meditation on the hills and wilds of that vanished country. It also brings back to life, with breathing intimacy, the inner landscape of sombre repression known to the settlers of New England.

Get the first three books in the Warden Series at a steep discount! _____ WARDEN (BOOK 1: WENDIGO FEVER) Part lawman, part tracker and part magician, the Wardens are monster-hunters - tasked with protecting the people from the various, nightmarish creatures that have invaded the world of men. However, despite being descended from a long line of Wardens, 16-year-old Errol Magnus believes it to be the absolute worst job on the planet: How could a single occupation simultaneously be the most boring, abominably stupid and extraordinarily dangerous profession imaginable? But when his older brother Tom - the current Warden for their region - goes missing, Errol has no choice but to enter the Badlands, where monsters abide in mind-boggling numbers, to find him. During his search, Errol crosses paths with - and finds himself stalked by - the legendary Wendigo, a monster with preternatural strength and speed, as well as enhanced senses of sight, smell and hearing...and an insatiable hunger for human flesh. Now Errol must do the impossible and not only escape from the monster (something no one has ever done before), but also avoid the unearthly legacy it leaves on all its victims - a terrifying curse known as Wendigo Fever. _____

WARDEN (BOOK 2: LURE OF THE LAMIA) Despite his personal dislike for the job, Errol Magnus has faithfully carried out the daunting (and singularly dangerous) duties of Warden for their region in place of his missing brother Tom. Truth be told, despite his reluctance in accepting the role, there is no one better suited for it in terms of knowledge, training and skill. Arriving home after an extended sojourn in the Badlands, where monsters are as common as blades of grass, Errol longs for just a single day to pass that doesn't require him to put his life in danger. His desire for a respite, however, is complicated by two things: the arrival of a mysterious troupe of performers - and the appearance of a bloodthirsty creature that kills its victims in a horribly gruesome fashion. Now Errol must determine what connection - if any - exists between the troupe and the killings, as well as find a way to stop the monster before the body count goes any higher. _____

WARDEN (BOOK 3: ATTACK OF THE ASWANG) For most of his life, 16-year-old Errol Magnus categorically rejected the idea of being a Warden. Growing up right next to the Badlands, he encountered enough bloodthirsty monsters in the ordinary course of events; he'd never seen much sense in assuming a post that required you to actively seek them out. Recently, however, while competently and capably serving as Warden on behalf of his missing brother Tom, Errol's had a change of heart. Now, for reasons of his own, he desperately wants the position.

Unfortunately, being officially appointed Warden not only requires that Errol's skills be tested by his peers, but that he also make a perilous journey to the city of Apolos in order to be examined by the High Warden himself. Traveling with a group of colleagues, Errol thinks all danger is behind them once they reach the safety of the city. However, nothing could be further from the truth.

Something has followed them out of the Badlands, and - one by one - his traveling companions are being viciously slain by something...inhuman. It's up to Errol to find the creature and bring its killing spree to a halt, before he himself winds up the next victim. teen, young adult, fantasy, coming of age, horror, paranormal, supernatural, romance, legends, myths, fables, monsters,

aswang, homunculus, magic, mystery, YA, wendigo, zombie, lamia, nymph, basilisk, sorcery, roc, revenant, golem
Once upon a time, I had known nothing about my family. But then I went to Europe and discovered who I really was. And my new life...well, it was like something right out of a fairy tale. I was a member of the royal family of Dobrenica, a tiny, obscure European country with some very unusual attributes. Like magic. And ghosts. And vampires. But for the first time in my life I was truly happy. I was engaged to be married to the heir apparent to the throne, and we were in love. So my mood was high as I walked under the triumphal arch in the center of the capital city and passed the off little painting of a door that had intrigued me ever since I first came to Dobrenica. It was rendered so realistically that on first glance it seemed three dimensional, and I always ran my fingers over the amazing painting as I passed. But this time, my fingers closed on an actual cold metal doorknob, and the door swung inward, revealing a sun-drenched landscape and a teenage girl with honey-colored braids. As I stepped over the magical threshold, she spoke. "You are called to guide the child Aurelie," she said. "But that is only half your task: to save Dobrenica, you must bring her here." And with that, she disappeared, leaving me floating like a spirit in a strange world, two hundred years in the past.

"Remarkable, riveting, disorienting and dark." —Madeleine Roux, New York Times bestselling author of the Asylum series
A Nightmare on Elm Street meets Inception in this gripping psychological thriller from international bestselling author Amy Plum. Seven teenagers who suffer from debilitating insomnia agree to take part in an experimental new procedure to cure it because they think it can't get any worse. But they couldn't be more wrong. When the lab equipment malfunctions, the patients are plunged into a terrifying dreamworld where their worst nightmares have come to life—and they have no memory of how they got there. Hunted by monsters from their darkest imaginations and tormented by secrets they'd rather keep buried, these seven strangers will be forced to band together to face their biggest fears. And if they can't find a way to defeat their dreams, they will never wake up. Dreamfall is perfect for fans of dark and edgy young adult novels from authors like Danielle Vega, Natasha Preston, Kendare Blake, and Madeleine Roux. It is the first book in a spine-tingling duology full of action, suspense, and horror that's sure to keep readers on the edge of their seat until the very last page.

Groundhog Day meets the worst super-spy, ever. Every time Rueben Peet dies, he 'returns' to his body with the memories of what's to come. It seems that he gets to 'repeat' his mistakes again and again. Good thing, too...Rueben is the worst super-spy ever. When New York City comes under threat of nuclear destruction, Rueben is the only one who can save the city. But even an infinite number of re-dos is not enough, for lurking in the background is a nefarious force threatening, not only NYC, but also the world. Rueben and his trusted friends must find a way to stop this evil from consuming everything and everyone. And the only way to do it is by dying again to save the world.

Ever since its literary coinage in Jean Paul's novel, *Siebenkäs* (1796), the concept of *Doppelgänger* has had significant influence upon representations of the self in German literature. This study charts the development of the double from its origins in the Romantic period, through its more marginal - but nonetheless significant - manifestations in the post-Romantic culture, to its revival at the fin-de-siècle and transfer to the silent screen. The book features an introduction to the practice and theory underlying the use of the *Doppelgänger*, with particular reference — to psychoanalysis, followed by chapters on Jean Paul, Hoffmann, Kleist, poetic realism (Droste-Hülshoff, Keller, Storm) and modernism (Kafka, Rilke, Hoffmannsthal, Schnitzler, Meyrink, Werfel). This study shows that the often underestimated figure of the double may provide a key to the epistemological, aesthetic and psychosexual structures of the texts it visits and revisits, with a particular focus on its effects in the fields of vision and language.

A survey of the motif of the revenant, showing how medieval themes and motifs persist today.

This one-hundred-page novella picks up where the international bestselling *Die for Me* trilogy ended and follows the eternally irresistible Jules Marchenoir as he leaves Paris behind for a fresh start in New York City. Jules is a revenant—an undead being whose fate forces him to sacrifice himself over and over again to save human lives. He's spent the last century flirting his way through Paris and, most recently, falling in love with his best friend's girlfriend. Loyalty and heartbreak have led him to choose a new life in NYC. Separated from his friends and his home, Jules is adrift in this dangerous new world, facing unknown enemies . . . until he meets a revenant named Ava. Though the battle for France has been won, an epic war between good and evil has just begun in the Big Apple, and Ava needs Jules's help to uncover the key to an American victory. Jules finds himself in the same position he crossed an ocean to escape: at risk of losing his immortal existence as well as his heart. Epic Reads Impulse is a digital imprint with new releases each month.

For a limited time, Amy Plum's star-crossed paranormal romance *Die for Me* is available with a special sneak peek of *Until I Die*, the second book in this lush trilogy. Bonus content is also included: tips for "Living La Belle Vie" from main character Kate—including her favorite books, movies, and paintings.

All too often, the history of poetry criticism in the 20th Century is told as a tale of two sides. While 'Lit crit' pored over the author's every line, 'Theory' stood on the shoulder of texts to gaze into the metaphysical mists. Drawing on the key insights of both Lit crit and Theory, *On Modern Poetry* tries to get beyond the opposition between them, proposing instead a 'total criticism' that draws on all resources available. It combines 'analytic irony' with 'imaginative empathy' in order to generate fresh insights. The themes discussed in the first part of the book include tradition, voice, rhyme, rhetoric, and objects, bringing in critics such as Eliot, Heidegger, Empson, Blackmur, and De Man. The second part examines texts by Tennyson, Symons, Hopkins, Larkin and Prynne. An original exploration of poetry and its criticism, *On Modern Poetry* is an essential guide for readers and students at all levels. *If I Should Die* delivers a stunning, deeply satisfying conclusion to the international bestselling *Die for Me* trilogy by Amy Plum. Kate is devastated. Her boyfriend Vincent is a revenant who waited lifetimes to find her. But once he did their future together was shattered almost immediately. They were betrayed by their trusted ally, Violette. She killed Vincent and destroyed his body so that he could not be reanimated. Now Vincent is doomed to roam the earth as a spirit. But Kate isn't willing to accept life without her true love. She'll risk anything to save him, even as Violette, their friend-turned-enemy, begins to wage a war to rule over France's Immortals. Amy Plum created an intricate, original mythology for her YA paranormal series. The books, set in Paris, the City of Lights, introduce readers to revenants, undead beings who must sacrifice themselves again and again to save the lives of strangers.

The Revenants is the story of Michael Reeves, a psychic diver forced to dive on the most haunting shipwreck of them all: Titanic. Reeves knows the Titanic wreck, and he has some designs on one treasure in particular--The Great Omar, a priceless copy of The Rubaiyat of Omar Khayyam that sank with the ship in 1912. During a catastrophic dive, Reeves experiences a reawakening of psychic abilities. The ship's grave becomes the classic "bad place," filled with supernatural presences and deadly currents.

"Thoughtfully written, drawing on her own life experience as well as her anthropological training, Pr bin provides us with a new window into the complex world of trans-national adoption. She weaves together kinship, media, and globalization as well as recent Korean history to offer us lessons about today's adoption practices." —Barbara Katz Rothman, author of *Weaving A Family: Untangling Race and Adoption* A great mobilization began in South Korea in the 1990s: adult transnational adoptees began to return to their birth country and meet for the first time with their birth parents—sometimes in televised encounters which garnered high ratings. What makes the case of South Korea remarkable is the sheer scale of the activity that has taken place around the adult adoptees' return, and by extension the national significance that has been accorded to these family meetings. Informed by the author's own experience as an adoptee and two years of ethnographic research in Seoul, *Meeting Once More* sheds light on an understudied aspect of transnational adoption: the impact of adoptees on their birth country, and especially on their birth families. The volume offers a complex and fascinating contribution to the study of new kinship models, migration, and the anthropology of media. Elise Pr bin was born in South Korea in 1978, was raised in France, and is now living in New York City with her husband and daughter. In 2006 she obtained her PhD at University of Paris X-Nanterre in social anthropology, was a postdoc and lecturer at Harvard University from 2007 to 2009 and served as Assistant Professor at Hanyang University (South Korea) from 2010 to 2011. She is now an independent scholar.

Die Once More Harper Collins

Linden Avery returns to the Land in search of her kidnapped mentally ill son, whom she discovers fully healed and at the side of her believed-dead beloved, Thomas Covenant, leading an attack on Revelstone.

Michael Grant's *Gone* series meets M. Night Shyamalan's *The Village* in this riveting story of one girl's journey to save the very people who have lied to her for her entire life. Amy Plum, international bestselling author of the *Die for Me* series, delivers a fast-paced adventure perfect for fans of Marie Lu, Veronica Rossi, and Robison Wells. Juneau grew up fearing the outside world. The elders told her that beyond the borders of their land in the Alaskan wilderness, nuclear war had destroyed everything. But when Juneau returns from a hunting trip one day and discovers her people have been abducted, she sets off to find them. And leaving the boundaries for the very first time, she learns the horrifying truth: World War III never happened. Nothing was destroyed.

Everything she'd ever been taught was a lie. As Juneau comes to terms with an unfathomable deception, she is forced to survive in a completely foreign world, using only the skills and abilities she developed in the wild. But while she's struggling to rescue her friends and family, someone else is after her. Someone who knows the extraordinary truth about her secret past.

I wish there was only today, just right now, and no forever. It seems fitting that I fell in love in Paris, the most beautiful city in the world. And if I pretend, I can almost believe that my life is normal and everyone I care about is safe. But as long as I'm with Vincent, "normal" doesn't exist. Gorgeous, charming, and witty, he's everything you could ask for in a boyfriend—but his destiny is so much more. Even more terrifying than his destiny are his dangerous enemies, enemies who will kill for immortality. How are Vincent and I supposed to be together forever if we're always in danger? I know I'll do whatever it takes—even if it means lying to the people I love—to fight against a fate that is trying to tear us apart.

You are Evan Pettibon, a young boy that is to become the king of Ding Dong Dell. After the passing of his father, he was to inherit the throne, but a coup d'etat by his truster adviser put his life in danger. Thanks to a mysterious stranger named Roland, he is saved, but not without losing his kingdom in the process. Evan has decided to start a new kingdom, one where everyone can live in peace, with the help of his newly acquired friend, Roland. This guide contains the following: - A detailed walkthrough for the main story, from the beginning to the end - A guide to all 175 Sidequests - Locations for every Citizen, Higgedy Stone, Songbook and other collectibles - A comprehensive trophy guide that will net you another shiny platinum An isolated village, remote and vulnerable. A series of brutal murders. And a vengeful spirit born of tragedy, reawakened after a centuries-old massacre. Three distinctly different people must come together, racing against time and their own personal demons in a desperate attempt to stop an unstoppable killer, and in so doing, save their town. Welcome to Paskagankee, Maine. You may not survive the visit.

Set in the romantic and death-defying world of the international bestselling *Die for Me* trilogy, this digital original novella follows Jules, a brooding, immortal French artist who has fallen in love with his best friend's girlfriend. Jules Marchenoir is a revenant—an undead being whose fate forces him to sacrifice himself over and over again to save human lives. He's spent the better part of the last century flirting his way through Paris, but when he met Kate Mercier, the heroine from Amy Plum's *Die for Me* trilogy, he knew his afterlife had changed forever and he had found the love of his life. Until Kate fell for his best friend, Vincent. Now Jules is faced with an impossible decision: choosing between his loyal friend and a love truly worth dying for. Epic Reads Impulse is a digital imprint with new releases each month.

"This majestic, moving novel is an instant classic, a book that will be read, discussed and taught beyond the rest of our lives."—Chicago Tribune Winner of the National Book Critics Circle Award, *A Lesson Before Dying* is a deep and compassionate novel about a young man who returns to 1940s Cajun country to visit a black youth on death row for a crime he didn't commit. Together they come to understand the heroism of resisting. From the critically acclaimed author of *A Gathering of Old Men* and *The Autobiography of Miss Jane Pittman*.

NEW YORK TIMES BEST-SELLING AUTHOR – NOMINATED FOR THE 2019 HUGO AWARD FOR BEST SERIES – WINNER OF THE 2016 LOCUS AWARD – NOMINATED FOR THE HUGO, NEBULA AND ARTHUR C. CLARKE AWARDS. *DEATH AND NEW BEGINNINGS* Shuos Jedao is awake. ... and nothing is as he remembers. In his mind he's a teenager, a cadet—a nobody. But he finds himself in the body of an old man, a general controlling the elite forces of the hexarchate, and the most feared—and reviled—man in the galaxy. Jedao carries orders from Hexarch Nirai Kujen to reconquer the fractured pieces of the hexarchate on his behalf. But he has no memory of ever being a soldier, let alone a general, and the Kel soldiers under his command hate him for a massacre he can't remember committing. Kujen's friendliness can't hide the fact that he's a tyrant. And what's worse, Jedao and Kujen are being hunted by an enemy who knows more about Jedao and his crimes than he does himself...

How the ghost stories of pagan times reveal the seamless union existing between the world of the living and the afterlife

- Demonstrates how Medieval Christianity transformed the more corporeal ghost encountered in pagan cultures with the disembodied form known today
- Explains how the returning dead were once viewed as either troublemakers or guarantors of the social order

The impermeable border the modern world sees existing between the world of the living

and the afterlife was not visible to our ancestors. The dead could--and did--cross back and forth at will. The pagan mind had no fear of death, but some of the dead were definitely to be dreaded: those who failed to go peacefully into the afterlife but remained on this side in order to right a wrong that had befallen them personally or to ensure that the law promoted by the ancestors was being respected. But these dead individuals were a far cry from the amorphous ectoplasm that is featured in modern ghost stories. These earlier visitors from beyond the grave--known as revenants--slept, ate, and fought like men, even when, like Klaufi of the Svarfdaela Saga, they carried their heads in their arms. Revenants were part of the ancestor worship prevalent in the pagan world and still practiced in indigenous cultures such as the Fang and Kota of equatorial Africa, among others. The Church, eager to supplant this familial faith with its own, engineered the transformation of the corporeal revenant into the disembodied ghost of modern times, which could then be easily discounted as a figment of the imagination or the work of the devil. The sanctified grounds of the church cemetery replaced the burial mounds on the family farm, where the ancestors remained as an integral part of the living community. This exile to the formal graveyard, ironically enough, has contributed to the great loss of the sacred that characterizes the modern world.

Harper and her boyfriend Quinton suspect that his mad father, with the help of his Ghost Division, are sending plague-like destruction across Europe and must stop him before he destroys the world, in a follow-up to Possession.

Indian Writing In English: Perspectives Looks At Indo-Anglican Writings From Two Aspects As A Social Document And As A Work Of Literature. The Essays Included In This Volume Focus On Some Of The Works Of Some Of The Writers Who Wrote In The Period 1947-2001. The Novel Azadi Chronicles A Transitional As Well As A Turbulent Period In The History Of India. From The 1960S Onwards One Can Discern A Change In The Style Of Writers Writing In English. They Became Bolder And Stronger In Expressing Their Emotional Needs. Kamala Das S Writings Epitomise This Change. Degeneration Of Old Values And Corruption That Creep In With Modernization Are Depicted In The Writings Of Upmanyu Chatterjee And Arundhati Roy. The Favourite Theme Of Nearly All The Writers Analysed Here Has Been Human Relationships. Our Lives Revolve Around Them In Some Form Or The Other. Relationship Make All The Difference In Life. Relationships Cannot Grow From Nothing. They Develop Through Association And Require A Long Gestation Period Between Conception And Delivery. The Contributors Who Have Contributed Articles For This Volume Are Teachers And Researchers Of Great Merit. They Have Debated And Discussed On Indo-Anglican Fiction At Seminars And Workshops. I Am Sure This Volume Will Be Of Great Help To Students And Scholars Of Indian Writing In English.

In a remote Welsh village by the sea, four friends grow up together. Plain but charismatic Del is the ringleader, unstoppable, supremely confident in her ability to get her own way. Neil, shy and stuttering, and Ricky, full of rage and loneliness, are misfits at school until Del takes them under her wing. Steph is the outsider, but she too is mesmerized by Del's devil-may-care approach to life. They hang around together – mucking about in the woods, searching for treasure on the seashore, doing dares, sharing cigarettes. Then, one terrible day, the gang is broken up for good. Meeting ten years later in the now stagnating village, Neil, Ricky and Steph revisit their childhood haunts and re-live the memories that have cast a shadow over each of their lives. Del is, by turns, the beating heart at the centre of all their stories and a gaping absence. Set against the backdrop of the northern Welsh coast, and told through the voices of Neil, Ricky and Steph – the children left behind – Revenant pieces together their memories of childhoods broken by desertion, absence and death, and uncovers the secrets and betrayals of childhood friendships, with thoughtful, shocking brilliance.

"What does "death" really mean? Is there life after death? Is that idea even intelligible? This bok includes various views on these matters, from John Lachs's gentle but firm insistence that the notion of immortality is philosophically unintelligible, to Jurgen Moltmann's brave and careful examination of various arguments for what happens when we die. Other contributors search the Platonic dialogues for a metaphorical immortality which might satisfy the human longing for some meaning which does not die ..."

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