

Something From The Nightside Wordpress

The Carnacki Institute is all about ghosts - or at least, keeping them under control. Their latest assignment sees JC and the team sent to a small country village, site of a famously haunted inn. At first, JC thinks that the spirits in the King's Arms are more the stuff of urban legend than anything that needs the Ghost Finders' expertise. But one story rings true: the tale of a traveller trapped in the inn by an unusual thunderstorm. She retired to her room for the night - and vanished. Trapped by an unusual thunderstorm - like the one that begins raging outside shortly after they arrive . . . As the team investigates, they are forced, one by one, to face some hard truths about themselves, their relationships and the haunting itself - truths that may push Happy Jack over the edge into the madness he has always feared . . . Spirits from Beyond is the fourth title in New York Times bestselling author Simon R. Green's Ghost Finders series.

Those stories you hear? The ones about things that only come out at night? Things that feed on blood, feed on us? Got news for you: they're true. Only it's not like the movies or old man Stoker's storybook. It's worse. Especially if you happen to be one of them. Just ask Joe Pitt. There's a shambler on the loose. Some fool who got himself infected with a flesh-eating bacteria is lurching around, trying to munch on folks' brains. Joe hates shamblers, but he's still the one who has to deal with them. That's just the kind of life he has. Except afterlife might be better word. From the Battery to the Bronx, and from river to river, Manhattan is crawling with Vampyres. Joe is one of them, and he's not happy about it. Yeah, he gets to be stronger and faster than you, and he's tough as nails and hard to kill. But spending his nights trying to score a pint of blood to feed the Vyrus that's eating at him isn't his idea of a good time. And Joe doesn't make it any easier on himself. Going his own way, refusing to ally with the Clans that run the undead underside of Manhattan—it ain't easy. It's worse once he gets mixed up with the Coalition—the city's most powerful Clan—and finds himself searching for a poor little rich girl who's gone missing in Alphabet City. Now the Coalition and the girl's high-society parents are breathing down his neck, anarchist Vampyres are pushing him around, and a crazy Vampyre cult is stalking him. No time to complain, though. Got to find that girl and kill that shambler before the whip comes down . . . and before the sun comes up.

Taylor is the name, John Taylor. My card says I'm a detective, but what I really am is an expert on finding lost things. It's part of the gift I was born with as a child of the Nightside. I left there a long time ago, with my skin and sanity barely intact. Now I make my living in the sunlit streets of London. But business has been slow lately, so when Joanna Barrett showed up at my door, reeking of wealth, asking me to find her runaway teenage daughter, I didn't say no. Then I found out exactly where the girl had gone. The Nightside. That square mile of Hell in the middle of the city, where it's always three A.M. Where you can walk beside myths and drink with monsters. Where nothing is what it seems and everything is possible. I swore I'd never return. But there's a kid in danger and a woman depending on me. So I have no choice—I'm going home.

New York Times bestselling author Simon Green introduces a new kind of hero, one who fights the good fight against some very old foes in the first novel in the Secret Histories series. The name's Bond. Shaman Bond. Actually, that's just his cover. His real name is Eddie Drood, but when your job includes a license to kick supernatural arse on a regular basis, you find your laughs where you can. For centuries, his family has been the secret guardian of Humanity, all that stands between all of you and all of the really nasty things that go bump in the night. As a Drood field agent he wore the golden torc, he killed monsters, and he protected the world. He loved his job. Right up to the point where his own family declared him rogue for no reason. Now, the only people who can help Eddie prove his innocence are the people he used to consider his enemies...

Rumor Mora fears two things: hellhounds too strong for him to kill, and failure. Jude Welton has two dreams: for humans to stop killing monsters, and for his strange abilities to vanish. But in no reality should a boy raised to love monsters fall for a boy raised to kill them. Nyx Llorca keeps two secrets: the moon speaks to her, and she's in love with her best friend, Dahlia. Braeden Tennant wants two things: to get out from his mother's shadow, and to unlearn his colony's darkest secret. To save everyone they love, they'll both have to commit treason. During one twenty-seven-hour night, these four runaways must stop the war between the colonies and the monsters from becoming a war of extinction, or the things they fear most will be all that's left.

This book presents cross-linguistic and cross-cultural investigations of word meaning from different domains of the lexicon - concrete, abstract, physical, sensory, emotional, and social. The words they consider are complex, culturally important, and basic, in a range of languages that includes English, Russian, Polish, French, Warlpiri and Malay.

From the back cover: Welcome to Mannequin: Tales of Wood Made Flesh, an anthology celebrating the uncanny realm of the living inanimate. Featuring tales of dolls, mannequins, statues, and other varieties of humanoid horror, Mannequin explores the intersection between artificiality and life through a stunning variety of writers both established and new. This highly-anticipated debut anthology from Silent Motorist Media is certain to leave readers of horror and weird fiction more than satisfied. Ramsey Campbell, Michael Wehunt, Christine Morgan, Richard Gavin, Kristine Ong Muslim, Nicholas Day, Austin James, William Tea, Duane Pesice, S. L. Edwards, Matthew M. Bartlett, S. E. Casey, Justin A. Burnett, Daulton Dickey, C. P. Dunphey, Jon Padgett, Introduction by Christopher Slatsky.

A planet of outlaws, rebels, and misfits must fight back against the corrupt empire in a novel by a New York Times—bestselling author: “Lots of action.” —Science Fiction Chronicle Long before the start of a galactic rebellion, Mistworld is just another rebel planet, cut off from the fruits of empire by a punishing blockade. In a spaceport where ships hardly land anymore, and any piece of high tech is worth far more than its weight in gold, a medieval order has imposed itself on this once-rich world: The strong rule, the weak perish, and no one is too rich to steal. Investigator Topaz is one of the few honest people left on this cutthroat planet. With her husband, Sergeant Michael Gunn, Topaz does what she can to keep the crooks who run Mistworld in check. But when the corrupt Empire devises an unprecedented scheme to attack the ESP shield that guards Mistworld, Topaz is the only one who can save the planet from being overrun. An enemy fleet lurks just off world—but it is the enemies at home whom Topaz and Gunn should fear the most.

Nightside: Tales of Outre Noir is a collection of stories that hash together the Bizarre and the Noir. With authors who are on top of their game, this book is filled with tense prose and horrifying scenes that lovers of dark fiction will appreciate. There are screenplays mixing Lovecraftian horror and Biblical tales, and stories of detectives solving gruesome murders. It's a sub-genre cocktail, shaken and shared with murderous crazies that could very well be your friends or family members.

New York Times bestselling author Simon R. Green “continues to deliver enjoyable, fast-paced, and fun entertainment” (SF Revu) in his Secret Histories novels featuring supernatural arse kicker Eddie Drood—who's about to play a most dangerous game in his latest adventure.... Some call me Shaman Bond, but I was born Eddie Drood, the latest in a long line of folks who chase monsters out of closets for a living to keep humanity safe from all that is dark, demonic, and just downright evil. Needless to say, we've made our fair share of enemies over the centuries—and made some questionable bargains. In exchange for the power to fight the forces of darkness, my parents signed over their souls. They're not the only ones who've made deals with Heaven, Hell, and every otherworldly realm in between, but now the bill's due for several big names in the supernatural community. Including my girl, Molly. She, my parents, and other major players have been kidnapped so they'll pay up—or participate in the “Big Game.” The rules are simple: get from one side of the pocket dimension to the other and kill your competitors. The winner's debt is paid in full, and the losers get themselves permanently lost, body and soul, forever.

To save my loved ones, I've got to become a ringer in this deadly contest that's undoubtedly rigged by the Powers That Be...

In *Dark Enlightenment* Kennet Granholm provides a detailed look at the Left-Hand Path magic order Dragon Rouge in particular and explores the contexts of contemporary esoteric magic in general.

The Green Mysteries is the product of twenty-five years of experiential research on the spiritual and occult properties of plants. Presenting a vast array of trees and herbs from many spiritual traditions, this exhaustive compendium examines their folklore, magical uses and spiritual essences. While presenting the material through both magical and mythopoetic narrative, the stance of the book is also grounded firmly in supportive disciplines such as botany, chemistry, and anthropology and also includes up to date phylogenetic and pharmacological findings. Interspersed with the encyclopedic plant entries are short narratives addressing such concepts as the Witches' Flying Ointment, intoxicating incense, the herbal dimension of Alchemy, and the 'Green Saints' such as Al-Khidir, the medieval Wildman, and the forest-dwelling Nymphs who nourished the Greek gods. More than a mere collation of previously existing works on plants, much of the material is drawn directly from the author's private field notes, diaries, and manuals of magical operation, presented in an engaging narrative style. Illustrated with over 270 original illustrations by Benjamin Vierling, commissioned for the project.

"The Night-Side of Nature: Ghosts and Ghost-Seers" by Catherine Ann Crowe. 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.

The untold story of the heretical thinkers who dared to question the nature of our quantum universe Every physicist agrees quantum mechanics is among humanity's finest scientific achievements. But ask what it means, and the result will be a brawl. For a century, most physicists have followed Niels Bohr's Copenhagen interpretation and dismissed questions about the reality underlying quantum physics as meaningless. A mishmash of solipsism and poor reasoning, Copenhagen endured, as Bohr's students vigorously protected his legacy, and the physics community favored practical experiments over philosophical arguments. As a result, questioning the status quo long meant professional ruin. And yet, from the 1920s to today, physicists like John Bell, David Bohm, and Hugh Everett persisted in seeking the true meaning of quantum mechanics. *What Is Real?* is the gripping story of this battle of ideas and the courageous scientists who dared to stand up for truth.

Dekker isn't happy that he and his little sister, Riley, are stuck in Button Hill with their weird old great-aunt Primrose. When he discovers an old clock in the cellar, made entirely of bones and with a skull for a face, he doesn't think much about it. But when Riley goes missing, a strange boy named Cobb appears in Button Hill. He tells Dekker that Button Hill sits on the border between Nightside and Dayside—and that Riley is in Nightside and may never return. In order to save her, Dekker must follow her into the darkness and sacrifice something he thought he couldn't live without.

Science fiction-roman.

From the New York Times bestselling author of *Moonbreaker* comes the epic final *Secret Histories* adventure, where the Droids will take on the most unexpected of enemies: the inhabitants of the Nightside. The Droids are all about control, making people do what they're told for the greater good. The Nightside is all about choice: good and bad and everything in between. The Droids want to make the world behave. The Nightside wants to party. They were never going to get along. For centuries, ancient Pacts have kept the Droids out of the Nightside, but now the Droids see the Nightside as a threat to the whole world. They march into the long night, in their armour, to put it under their control. All too soon, the two sides are at war. It's Eddie Droid and Molly Metcalf against John Taylor and Shotgun Suzie. The Droid Sarjeant-at-Arms and their Armourer against Dead Boy and Razor Eddie. More groups join in: the London Knights, the Ghost Finders, the Spawn of Frankenstein, Shadows Fall, and the Soulhunters. Science and magic are running wild, there's blood running in the gutters, and the bodies are piling up. Is anyone going to get out of this alive?

Shakespeare has been one of the most-cited authors since his plays were performed, and yet little attention has been paid to his views on psychic phenomena. It took another 300 years of paranormal experiences before scholars at Cambridge University helped to found the Society for Psychical Research, which brought scientific scrutiny to the area, and the UK is now a world leader in university research on this topic. This book throws new light on many historical case reports from Shakespeare's time onwards. It identifies the core experiences that transcend time and give clues to an understanding of psychic phenomena. The book highlights Shakespeare's insights, showing how these relate to, and even amplify, the conclusions of later and on-going research. In our time of disconnectedness from nature, the book discusses neglected human experiences which represent an important part of life and which do, in fact, occur to most of us. In doing so, the book raises awareness against the emptiness of a zombie-like existence in today's society and offers a new approach to life and death, and their deeper meaning.

"Fascinating . . . memorable . . . revealing . . . perhaps the best of Carl Sagan's books."—The Washington Post Book World (front page review) In *Cosmos*, the late astronomer Carl Sagan cast his gaze over the magnificent mystery of the Universe and made it accessible to millions of people around the world. Now in this stunning sequel, Carl Sagan completes his revolutionary journey through space and time. Future generations will look back on our epoch as the time when the human race finally broke into a radically new frontier—space. In *Pale Blue Dot*, Sagan traces the spellbinding history of our launch into the cosmos and assesses the future that looms before us as we move out into our own solar system and on to distant galaxies beyond. The exploration and eventual settlement of other worlds is neither a fantasy nor luxury, insists Sagan, but rather a necessary condition for the survival of the human race. "Takes readers far beyond *Cosmos* . . . Sagan sees humanity's future in the stars."—Chicago Tribune

It is the far future, and the giant spaceship, *The Whorl*, has travelled for forgotten generation towards its destination. Lit inside by the artificial Long Sun, *The Whorl* is so huge that you can see whole cities in the sky. And now the gods of *The Whorl* begin to intervene in human affairs. A god speaks to Patera Silk, a clergyman at work in the schoolyard of his church. Silk must go on a quest to save his church and his people. "Stylistic excellence and topnotch storytelling."—Library Journal At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ishmael Jones investigates a haunted house . . . but is haunted by his own past in the latest of this quirky paranormal mystery series. "That house is a bad place. Bad things happen there . . ." Set high on top of Widows Hill, Harrow House has remained empty for years. Now, on behalf of an anonymous prospective buyer, Ishmael and Penny are spending a night there in order to investigate the rumours of strange lights, mysterious voices, unexplained disappearances, and establish whether the house is really haunted. What really happened at Harrow House all those years ago? Joined by a celebrity psychic, a professional ghost-hunter, a local historian and a newspaper reporter, it becomes clear that each member of 'Team Ghost' has their own pet theory as to the cause of the alleged haunting. But when one of the group suddenly drops dead with no obvious cause, Ishmael realizes that if he can find out how and why the victim died, he will have the key to solving the mystery.

Today fans still remember and love the British girls' comic *Misty* for its bold visuals and narrative complexities. Yet its unique history has drawn little critical attention. Bridging this scholarly gap, Julia Round presents a comprehensive cultural history and detailed discussion of the comic, preserving both the inception and development of this important publication as well as its stories. *Misty* ran for 101 issues as a stand-alone publication between 1978 and 1980 and then four more years as part of *Tammy*. It was a hugely successful anthology comic containing one-shot and serialized stories of supernatural horror and fantasy aimed at girls and young women and featuring work by writers and artists who dominated British comics such as Pat Mills, Malcolm Shaw, and John Armstrong, as well as celebrated European artists. To this day, *Misty* remains notable for its daring and sophisticated stories, strong female characters, innovative page layouts, and big visuals. In the first book on this topic, Round closely analyzes *Misty's* content, including its creation and production, its cultural and historical context, key influences, and the comic itself. Largely based on Round's own archival research, the study also draws on interviews with many of the key creators involved in this comic, including Pat Mills, Wilf Prigmore, and its art editorial team Jack Cunningham and Ted Andrews, who have never previously spoken about their work. Richly illustrated with previously unpublished photos, scripts, and letters, this book uses *Misty* as a lens to explore the use of Gothic themes and symbols in girls' comics and other media. It surveys existing work on childhood and Gothic and offers a working definition of Gothic for Girls, a subgenre which challenges and instructs readers in a number of ways.

An order of magical-knife wielding female assassins brings both peace and chaos to their post-apocalyptic world in this bewitching blend of science fiction and epic fantasy—the first entry in a debut duology that displays the inventiveness of the works of Sarah Beth Durst and Marie Lu. Kyra is the youngest Markswoman in the Order of Kali, a highly trained sisterhood of elite warriors armed with telepathic blades. Guided by a strict code of conduct, Kyra and the other Orders are sworn to protect the people of Asiana. But to be a Markswoman, an acolyte must repudiate her former life completely. Kyra has pledged to do so, yet she secretly harbors a fierce desire to avenge her dead family. When Kyra's beloved mentor dies in mysterious circumstances, and Tamsyn, the powerful, dangerous Mistress of Mental Arts, assumes control of the Order, Kyra is forced on the run. Using one of the strange Transport Hubs that are remnants of Asiana's long-lost past, she finds herself in the unforgiving wilderness of desert that is home to the Order of Khur, the only Order composed of men. Among them is Rustan, a young, disillusioned Marksman whom she soon befriends. Kyra is certain that Tamsyn committed murder in a twisted bid for power, but she has no proof. And if she fails to find it, fails in her quest to keep her beloved Order from following Tamsyn down a dark path, it could spell the beginning of the end for Kyra—and for Asiana. But what she doesn't realize is that the line between justice and vengeance is razor thin . . . thin as the blade of a knife.

From the author of the international best seller *An Instance of the Fingerpost*, *Arcadia* is an astonishing work of imagination. In Cold War England, Professor Henry Lytten, having renounced a career in espionage, is writing a fantasy novel that dares to imagine a world less fraught than his own. He finds an unlikely confidante in Rosie, an inquisitive young neighbor who, while chasing after Lytten's cat one day, stumbles through a doorway in his cellar and into a stunning and unfamiliar bucolic landscape—remarkably like the fantasy world Lytten is writing about. There she meets a young boy named Jay who is about to embark on a journey that will change both their lives. Elsewhere, in a dystopian society where progress is controlled by a corrupt ruling elite, the brilliant scientist Angela Meerson has discovered the potential of a powerful new machine. When the authorities come knocking, she will make an important decision—one that will reverberate through all these different lives and worlds.

Isaac Vainio is a Libriomancer, a member of a secret society founded five centuries ago by Johannes Gutenberg. As such, he is gifted with the magical ability to reach into books and draw forth objects. But when Gutenberg vanishes without a trace, Isaac finds himself pitted against everything from vampires to a sinister, nameless foe who is bent on revealing magic to the world at large... and at any cost.

Wizard detective Harry Dresden, murdered by an unknown assassin, must save his friends and his soul without any magic to help him in this novel from the New York Times best-selling author of *Side Jobs*. Reprint.

A novel of military science fiction telling the story of Earth's annexation by an alien empire. Long considered a primitive people on a backwater planet, humanity finds itself in the middle of a war, and faced with extinction.

When a body is discovered in a locked toilet cubicle on the late-night train to Bath, Ishmael Jones is faced with his most puzzling case to date. When Ishmael Jones and his partner Penny are asked to escort a VIP on the late-night train to Bath, it would appear to be a routine case. The Organisation has acquired intelligence that an attempt is to be made on Sir Dennis Gregson's life as he travels to Bath to take up his new position as Head of the British Psychic Weapons Division. Ishmael's mission is to ensure that Sir Dennis arrives safely. How could anyone orchestrate a murder in a crowded railway carriage without being noticed and with no obvious means of escape? When a body is

discovered in a locked toilet cubicle, Ishmael Jones has just 56 minutes to solve a seemingly impossible crime before the train reaches its destination.

Garrett, a human detective, tries to track down the heir to a fortune in silver in a world of gnomes, centaurs, and vampires

“Have we really come so far, when a tour of the Continent is so desirable a thing? We’ve traded our swords for treaties, our daggers for promises—but our thirst for violence has never been quelled. And that’s the crux of it—it can’t be quelled. It’s human nature.” For her sixteenth birthday, Vaela Sun receives the most coveted gift in all the Spire—a trip to the Continent. It seems an unlikely destination for a holiday: a cold, desolate land where two nations remain perpetually locked in combat. Most citizens lucky enough to tour the Continent do so to observe the spectacle and violence of battle, a thing long vanished in the peaceful realm of the Spire. For Vaela, the war holds little interest. As a talented apprentice cartographer and a descendant of the Continent herself, she sees the journey as a dream come true: a once-in-a-lifetime opportunity to improve upon the maps she’s drawn of this vast, frozen land. But Vaela’s dream all too quickly turns to nightmare as the journey brings her face-to-face with the brutal reality of a war she’s only read about. Observing from the safety of a heli-plane, Vaela is forever changed by the sight of the bloody battle being waged far beneath her. And when a tragic accident leaves her stranded on the Continent, Vaela finds herself much closer to danger than she’d ever imagined—and with an entirely new perspective as to what war truly means. Starving, alone and lost in the middle of a war zone, Vaela must try to find a way home—but first, she must survive.

Visit the shadowy places where monsters and demons roam in this collection by the New York Times–bestselling author of the Nightside and Secret Histories series. Welcome to the worlds of Simon R. Green. In this wide-ranging collection, the bestselling urban fantasist opens doors into hidden places: strange realms bordering our own mundane existence and prowled by creatures of fancy and nightmare. Here are the strange, frequently deadly—and sometimes even dead—things that lurk in garbage-strewn city alleyways and grimy subway stations after midnight, visible only to the most perceptive human or inhuman eye. In these tales, Green revisits the ingenious worlds within worlds that he created for his wildly popular novels. Take a stroll on the Nightside with a jaded street wizard, an underpaid government functionary responsible for keeping demons, vamps, and aliens in line. Enter the hidden recesses of Drood Hall, where the aging family member who creates powerful weapons that protect humankind recalls his long and bloody career. Join a squad of no-longer-human soldiers dispatched to combat the all-consuming jungle on a distant planet. Visit a house at the intersection of two realities that serves as a sanctuary from the evil of all worlds. Confront the unstoppable zombie army of General Kurtz in a brilliant homage to *Apocalypse Now*. And whatever you do, never forget that there are monsters out there. Really. Here are seventeen tales—each accompanied by an afterword by the author—of magic, sorcery, and the supernatural by a master of all that is dark.

Quests are overrated All his life, Prince Rupert thrilled in the glorious exploits of his royal ancestors. Finally embarking on his own heroic journey, Rupert realizes there’s a lot the minstrels leave out of their songs. On the hunt for a mythical dragon, besieged by demons, and navigating the cursed Darkwood with a smart-mouthed unicorn, Rupert is becoming somewhat disenchanted with legends. But even if he succeeds, peril awaits, because the king never intended for his spare heir to return from this fool’s errand. Now, with the help of a few unusual allies, Rupert must make up the story as he goes--outmaneuvering assassins, thwarting the voracious spread of the Darkwood, and grappling with rumors of a powerful evil’s return. Rupert may not be the hero Forest Kingdom wanted, but at this rate, he’s the only one they’re going to get. New York Times bestselling author Simon R. Green’s trademark wit and genre-twisting narrative sparkles in *Blue Moon Rising*, the first book of *The Forest Kingdom* series.

Young Silk, inspired by the gods, fights for survival against the shadowy rulers of the city of Viron, who command the technological wonders of the future

Here for the first time, the head of a genuine Magical Organisation reveals the esoteric doctrines of the 'black' magic of the Left-Hand Path, as well as the practical applications of psychosexual formulae of which very little is generally known.

The grit of grimdark meets a police procedural in this rollicking debut fantasy series where two watchmen protect the streets of one of fantasy's most dangerous cities. A member of the Yenara City guard has gone missing. The culprit could be any of the usual suspects: drug-dealing orcs, mind-controlling elves, uncooperative mages, or humans being typical humans. It's up to two reluctant partners -- Rem, a miscreant who joins the Watch to pay off his bail, and Torval, a maul-wielding dwarf who's highly unimpressed with the untrained Rem -- to uncover the truth and catch the murderer loose in their fair city. "A brilliant premise, wonderfully told. A city that breathes, and heroes you can't help but root for." -- Nicholas Eames, author of *Kings of the Wyld* "A glorious tour through fantasy's seamier side. A wilder ride than Middle Earth, and you'll love every minute of it!" -- Jon Hollins, author of the *Dragon Lords* series

From “one of the great . . . American short story writers,” comes a collection of dark fantastical fiction (*The Washington Post*). In the Locus Award–winning “Croatoan,” a man descends into the sewers of New York City to confront the detritus of his irresponsibility. An “Emissary from Hamelin” presents humanity with an ultimatum, or everyone on Earth will have a dear price to pay the piper. And in the title story—famously written by the author in the storefront window of a Santa Monica bookshop—Willis Kaw is convinced that he is an alien trapped inside an Earthman’s body, only to discover his suffering serves a purpose. *Strange Wine* includes these three stories and a dozen more unique visions from the writer the *Washington Post* hails as a “lyric poet, satirist, explorer of odd psychological corners, and purveyor of pure horror and black comedy.” Includes: “Croatoan,” “Working With the Little People,” “Killing Bernstein,” “Mom,” “In Fear of K,” “Hitler Painted Roses,” “The Wine Has Been Left Open Too Long and the Memory Has Gone Flat,” “From A to Z, in the Chocolate Alphabet,” “Lonely Women Are the Vessels of Time,” “Emissary from Hamelin,” “The New York Review of Bird Seeing,” “The Boulevard

of Broken Dreams,” “Strange Wine,” “The Diagnosis of Dr. D’arqueAngel”

Artie Boyle was a run-of-the-mill American hockey dad. Then terminal cancer happened. The best doctors despaired. And Artie dared to look for a miracle. Artie had never put much stock in mysticism or miracles. But when his best friends bought tickets to fly with him to Croatia to the controversial shrine at Medjugorje where healings were known to happen, he dared it all. They found themselves in powerful ways sharing spiritually, even praying together, something they would have found very odd before. And when they came home Artie was healed—completely. The cancer was gone. The doctors at Mass General Hospital were astounded yet could offer no explanation. Six Months to Live relates not only Artie’s miraculous healing but his spiritual transformation and the hope and inspiration he offers to thousands who hear his story.

Fleeing her mother’s murderers, a London teenager discovers an underground world of thieves and ghosts in this dark urban fantasy series debut. Jasmine Towne and her mother have always been taken care of by men known only as the Uncles. But Jazz was raised to always beware. And she discovers why on the day she finds her paranoid mother murdered. Her mother’s last words, scrawled in her own blood, demand action: JAZZ HIDE FOREVER. Seeking cover in the London Underground, Jazz slips through a mysterious gate—and seemingly through time. Inside an abandoned city of bomb shelters and forgotten Tube stations, she finds temporary refuge with a gang of petty thieves. But flashes of the past, spectral and haunting, share the tunnels with no regard for the living. Now Jazz must ask herself a difficult question: how long can she hide from the terrors of both her worlds? "Magical realism at its finest...with mystery, magic, ghosts and a fascinating subterranean world."—Sfrevu.com

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