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World's End *World's End*
World's End *World's end*
Invasion of the Body Snatchers
Beyond World'S End *Irregular*
Wars *The House at World's End*
Alexander at the World's
End *Galapagos, World's End*
The Warrior of World's End
Galapagos Meet Me at World's
End **The Sandman** *DCeased:*
Hope At World's End **The Well**
at the World's End *World's*
End Beyond the World's End
World's End *The Well at the*
World's End **City at World's**
End *World's End* **World's End**
Loss and Wonder at the
World's End **At the World's**
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The World's End *Murders*
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the World's End: A Tale *The*
Well at the World's End
World's End *Ulu* **World End**
Solte Vol. 1 *City at World's*
End **The World of the End**
Wild Strawberries *At The*
World's End **Dormia** *The*
Collected Works of William
Morris

Introducing Alfonso Perplexon, hero of the epic fantasy tale *Dormia*! Alfonso Perplexon is an unusual sleeper. He climbs trees, raises falcons, even shoots deadly accurate arrows, all in his sleep. No one can figure out why. Then one evening a man arrives at

Alfonso's door, claiming to be Alfonso's long-lost uncle Hill. This uncle tells a fantastical tale: Alfonso's ancestors hail from Dormia—an ancient kingdom of gifted sleepers—which is hidden in the snowy peaks of the Ural Mountains. According to Hill, Dormia exists thanks to a tree known as the Founding Tree, with roots that pump life into the frozen valley. But the Founding Tree is now dying, and in a matter of days, Dormia faces an icy apocalypse. Dormia's salvation lies with the Great Sleeper, who possesses the special powers to enter a sleep trance and grow a new Founding Tree. Hill suspects that Alfonso is just such a person. In fact, Alfonso's sleeping-self has already hatched this tree. Now the question is: Can Alfonso and his uncle deliver it in time? They must hurry, but they also must be careful not to be followed by Dormia's age-old enemy, the Dragoonya, who are always hunting for one of the secret entryways into Dormia. Alfonso agrees to take the tree to Dormia, and thus begins one of the greatest adventures a twelve-year-old boy could ever wish for. As he woke up from a late afternoon nap, Alfonso blinked open his eyes and discovered that he was perched at the top of a gigantic pine

tree - some two-hundred feet above the ground. The view was spectacular. Alfonso could see for miles in every direction and he could even make out his house in the distant hamlet of World's End, Minnesota. Unfortunately, there was no time to enjoy the view. The small branch that Alfonso stood upon was covered with gleaming snow and creaked dangerously under the pressure of his weight. Icy gusts of wind shook the entire treetop. Alfonso looked down grimly at the ground far below. If he fell, he would most certainly die. "Oh brother," muttered Alfonso to himself. "Not again." "The Well at the World's End" is a fantasy novel by the British artist, poet, and author William Morris. This book has a strong influence on other fantasy, including Tolkien's "Lord of The Rings." The book tells about Ralph, the youngest son of a minor King who runs away from his home to seek a mysterious well, which waters give strength, youth, and immortality. Yet, as it often happens, the best part of a story is the travel itself: on the way to the cherished well, Ralf learns about life and sees the real good and evil. Haunted by the burden of his family's traitorous past, woozy with pot, cheap wine and sex, and disturbed by a frighteningly

real encounter with some family ghosts, Walter van Brunt is about to have a collision with history. It will lead Walter to search for his lost father. And it will send the story into the past of the Hudson River Valley, from the late 1960's back to the anticommunist riots of the 1940's to the late seventeenth century, where the long-hidden secrets of three families--the aristocratic van Warts, the Native-American Mohonks, and Walter's own ancestors, the van Brunts--will be revealed. An American release of an award-winning debut novel from Israel finds epilogist Ben Mendelssohn committing suicide after the death of his beloved wife and encountering a curious material afterlife where he reconnects with long-departed family members but cannot find his wife. The epic fantasy novel that defined the genre, now in one volume As the youngest son of a king, Ralph of Upmeads is expected to forsake adventure for the safety of home. But the call of the Well at the World's End is too powerful to resist, and Ralph disobeys his parents in order to seek out his true destiny in its magical waters. The journey is long and arduous as the well lies on the far side of a distant mountain range and the lands beyond Upmeads are full of treacherous characters. With the help of a beautiful maiden and an ancient hermit, Ralph completes his quest and raises the cup of immortality and wisdom to his lips. The question is, what will he do with his newfound powers? Widely recognized as the

forerunner to modern fantasy, *The Well at the World's End* is a magnificent tale of romance and adventure and a major influence on the works of J. R. R. Tolkien and C. S. Lewis. Ever since returning from Dormia, Alfonso has enjoyed sleeping in a bed like a normal person. No more waking up at the top of a tree or the edge of a cliff. In fact, no sleepwalking at all. But then, while visiting France on a class trip, Alfonso feels that strange and familiar pull of sleep. Upon waking, he finds himself in the belly of a ship headed to Egypt. In his backpack are a few old books and a vial of medicine he stole while asleep. Something is calling Alfonso back to Dormia. Perhaps it's the Founding Tree? Or perhaps it's the man he sees in his dreams--the one who looks just like his deceased father? Whatever it is, Alfonso is powerless to resist. Storytellers Jake Halpern and Peter Kujawinski take Alfonso on another fantastical quest to Dormia--and beyond--to a vast underground world that holds the answer to a terrifying message: Let me tell you of a dark shadow tree and the world's end. After being caught in the vortex of a reality storm, a group of travelers find themselves at the Worlds' End inn where they share stories of the places they have visited and the people they have met. In 1835, Charles Darwin observed variations among the Galapagos Islands' species that inspired him to formulate the theory of natural selection. Eighty-eight years later, in 1923, a scientific expedition

sponsored by the New York Zoological Society followed in Darwin's wake. Led by the author, a biologist and explorer, the scientists visited the the islands to study and obtain specimens of indigenous plants and animals. This is his personal account of that expedition. He recounts the expedition's productive results, including specimens of 60 species previously unknown to science, and an unparalleled accumulation of data that stimulated many scientific papers and new avenues of naturalistic inquiry. A murder, a cult, a kaiju. All are explored in this mindbending supernatural mystery set in a South Korean village. A supernatural murder mystery set in the 90's rural South Korea. A powerful and emotion-fueled story by Bruce Kim, with haunting art and colors by Katia Vecchio. The hotly anticipated new standalone from the bestselling and award-winning Queen of Historical Fiction, Emma Carroll. Britain, 1962 'Who are you?' I asked. 'You don't know who I am? You mean, it's not been on the news?' The girl glanced from Ray to me and back again. 'It's better I don't tell you,' she said firmly. Nothing ever happens in *World's End Close*. So when Stevie discovers a runaway girl in her coal shed, the first thing she does is fetch her best friend, Ray. Both are dying for a bit of adventure, and when the girl begs for help, they readily agree. Yet they soon realise they've taken on more than they bargained for. The girl, Anna, reveals she's on the run from people who are trying

to poison her. Meanwhile, on the news, the Americans and Russians are arguing over missiles in Cuba. As the threat of war grows, Anna's behaviour becomes more mysterious. And when Stevie unearths a dark family secret, she wonders if Anna has come to World's End Close on purpose, with a special message just for her . . . An enthralling thriller, perfect for our tumultuous times. 'The Hilary Mantel of children's fiction.' The Telegraph 'Rightfully owns the title "Queen of Historical Fiction".' BookTrust 'Historical fiction at its finest.' Bookseller 'Echoes of Michael Morpurgo and Nina Bawden.' The Times Dramatic, dystopian adventure, from the bestselling Incarceron author. London solicitor Ruth Gallagher and bereaved hack writer Jack Churchill are the first to witness the dawning of the Age of Misrule, as the Celtic gods and the mythical creatures associated with them return to the modern world. From the sight of an old crone washing a head in the waters of the Thames, the emergence of the supernatural grows quickly, leaving only the sparest of hopes for humanity's survival. The author of "The Dark Age" trilogy begins a new series blending urban fantasy with Celtic legends and should appeal to fans of Charles deLint, Christopher Golden, and Laurell K. Hamilton. [Look for Darkest Hour, the second series title, in June.Ed.] Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. The Well at the World's End was among the

very first of its kind - it is an epic romance of duplicity, machination, passion, and wizardry, and is, in short, a vast odyssey into the weird. It is a beautifully rich fantasy, a vibrant fairy tale without fairies. It is the most entrancing of William Morris's late romances - part futuristic fantasy novel, part old-fashioned fairy tale. Morris writes his magic love story with a sense of color and pattern, and the sheer imaginative fervor of one of the most brilliant decorative artists that has ever lived. A Classic fantasy novel! In this book-length poem, translated for the first time into English and presented in a bilingual format, Nobel Laureate Neruda composes a "valediction to the Sixties" and confronts a grim disillusionment growing inside him. Hot on the heels of The Summer Queen, this novel is a must-read for fans of Vinge's Hugo Award-winning series. BZ Gundhalinu, a policeman who became an outcast after saving the future Summer Queen, quits his job to follow his ne'er-do-well brothers into the godforsaken waste, World's End, to prospect. BZ's odyssey will set the stage for The Summer Queen. The pleasant little American city of Middletown is the first target in an atomic war - but instead of blowing Middletown to smithereens, the super-hydrogen bomb blows it right off the map - to somewhere else! First there is the new thin coldness of the air, the blazing corona and dullness of the sun, the visibility of the stars in high daylight. Then comes the

inhabitant's terrifying discovery that Middletown is a twentieth-century oasis of paved streets and houses in a desolate brown world without trees, without water, apparently without life, in the unimaginably far-distant future. A group of teenage science students and a team of U.S. Army Rangers discover an ancient race of crystalline beings beneath the South Pole. These beings soon create a race of gigantic monsters, and the young scientists and soldiers must join forces with Godzilla, king of the monsters, to prevent humanity being destroyed. An Eric Banyon fantasy. More than 100 splendid illustrations enhance this fascinating firsthand account of a 1923 expedition to survey the wildlife of the Galápagos Islands. Beebe, a renowned biologist and explorer, combines literary skill with careful research to produce an exceptionally readable book. "High romance, exact science, fascinating history, wild adventure." — Nation. When his father dies, and he is reduced at a stroke from prosperity to penury, Euxenus decides to leave Athens and seek his fortune elsewhere. As a philosopher and intellectual of some note, he has no difficulty getting a job as tutor to a young prince in the wealthy but utterly provincial court of King Philip of Macedon. The young prince is called Alexander, and the rest is history. Or is it? Alexander conquered Greece, Egypt and the Persian Empire in the course of eight years, amassing a huge army along

the way, and leaving behind him the foundations of countless new cities named after him. He proclaimed himself a deity, and died at the age of 33. In *ALEXANDER AT THE WORLD'S END*, Tom Holt tells the story of two remarkable men, one of whom conquered empires and one of whom struggled to overcome the drainage problems of a small village. It is a story of two men whose paths crossed only briefly, but whose encounter changed both their lives for ever. And it is a story which throws an extraordinary new light on the man who became Alexander the Great. In *Beyond the World's End* T. J. Demos explores cultural practices that provide radical propositions for living in a world beset by environmental and political crises. Rethinking relationships between aesthetics and an expanded political ecology that foregrounds just futurity, Demos examines how contemporary artists are diversely addressing urgent themes, including John Akomfrah's cinematic entanglements of racial capitalism with current environmental threats, the visual politics of climate refugees in work by Forensic Architecture and Teddy Cruz and Fonna Forman, and moving images of Afrofuturist climate justice in projects by Arthur Jafa and Martine Syms. Demos considers video and mixed-media art that responds to resource extraction in works by Angela Melitopoulos, Allora & Calzadilla, and Ursula Biemann, as well as the multispecies ecologies of

Terike Haapoja and Public Studio. Throughout *Demos* contends that contemporary intersections of aesthetics and politics, as exemplified in the Standing Rock #NoDAPL campaign and the Zad's autonomous zone in France, are creating the imaginaries that will be crucial to building a socially just and flourishing future. "The classic science fiction novel"--Cover. In *Loss and Wonder at the World's End*, Laura A. Ogden brings together animals, people, and things—from beavers, stolen photographs, lichen, American explorers, and birdsong—to catalog the ways environmental change and colonial history are entangled in the Fuegian Archipelago of southernmost Chile and Argentina. Repeated algal blooms have closed fisheries in the archipelago. Glaciers are in retreat. Extractive industries such as commercial forestry, natural gas production, and salmon farming along with the introduction of nonnative species are rapidly transforming assemblages of life. Ogden archives forms of loss—including territory, language, sovereignty, and life itself—as well as forms of wonder, or moments when life continues to flourish even in the ruins of these devastations. Her account draws on long-term ethnographic research with settler and Indigenous communities; archival photographs; explorer journals; and experiments in natural history and performance studies. *Loss and Wonder at the World's End* frames environmental change as

imperialism's shadow, a darkness cast over the earth in the wake of other losses. Laura A. Ogden considers a wide range of people, animal, and objects together as a way to catalog the ways environmental change and colonial history are entangled in the Fuegian Archipelago of southernmost Chile and Argentina. In *Earth's darkest hour*, heroes will bring hope in this new addition to the *DCEased* saga, taking place within the timeline of the original epic! *DCEased* became a smash horror hit in 2019 by offering a twisted version of the DC Universe infected by the Anti-Life Equation, transforming heroes and villains alike into mindless monsters. *DCEased: Hope At World's End*, previously only available digitally, expands the world of that original *DCEased* series by filling in that story's time jump and focusing on characters including Superman, Wonder Woman, Martian Manhunter, Stephanie Brown, Wally West, and Jimmy Olsen. In *DCEased: Hope At World's End*, the Anti-Life Equation has infected over a billion people on Earth. Heroes and villains have fallen. In the immediate aftermath of the destruction of Metropolis, Superman and Wonder Woman spearhead an effort to stem the tide of infection, preserve and protect survivors, and plan for what's next. In *Earth's darkest hour*, heroes will bring hope! The war for Earth has only just begun! This volume collects *DCEased: Hope At World's End* chapters 1-14. Contains "The Remnant," "Armageddon," and "Glorious

Appearing" Irregular Wars: Conflict at the World's End provides a fun and easy, fast-play, set of rules for engagements on the fringe of the European world - Ireland, the Americas, the East Indies and the vast steppes of Central Asia. The lands discovered by European explorers seeking easy access to the trading wealth of the Indies exposed untold avenues for expansion. The sixteenth and seventeenth centuries saw successive waves of self-aggrandising traders, raiders, conquerors and colonists leave Europe for new lands beyond the sea. Some pursued the freedom to practice persecuted religions or the opportunity to convert the heathens, others sought raw resources in the form of gold, furs or exotic spices or plants, like nutmeg or tobacco. The game is designed for engagements between two forces of from 500 to 2,500 fighting men per side. Each player represents a leading conquistador, noble, governor, daimyo, chief, cacique or petty monarch. These leaders are given the umbrella title of 'lords'. The key to success in Irregular Wars is the lord's ability to harness the enthusiasm of volunteer or militia soldiers which, together with the effective use of terrain, counts for more than sheer numbers alone. The uncertain nature of army recruitment and variable level of centralised command and control make the rules ideal for small scale, localised and asymmetrical warfare. The game could quite easily be expanded to cover earlier or

later conflicts anywhere in the world prior to the establishment of reliable and professional armies. This second edition of Irregular Wars continues the fun and fast approach of the original rules. More background information and explanations are provided and the phase sequence has been streamlined. Additional changes throughout the rules make the randomised aspects of the game more realistic... in a random sort of way. This edition includes army lists for 48 different sixteenth and seventeenth century armies belonging to the major European colonial powers and the indigenous populations of Ireland, the Americas, East Indies and Eurasian Steppe. The pleasant little American city of Middletown is the first target in an atomic war - but instead of blowing Middletown to smithereens, the super-hydrogen bomb blows it right off the map - to somewhere else! First there is the new thin coldness of the air, the blazing corona and dullness of the sun, the visibility of the stars in high daylight. Then comes the inhabitant's terrifying discovery that Middletown is a twentieth-century oasis of paved streets and houses in a desolate brown world without trees, without water, apparently without life, in the unimaginably far-distant future. Carrie, Tom, Em and Michael Fielding are at the mercy of their rotten Uncle Rudolph after a fire leaves them homeless, with their mother in hospital and their father abroad at sea. Uncle Rudolph and his vain wife Val

reluctantly take the children in, but soon let them live alone at World's End, their ramshackle house in the countryside, rather than look after them. So begins a life with no grown-ups where the Fielding children can adopt as many dogs, cats, monkeys and horses as they like. Free at last from interference from their relatives, they begin to fend for themselves, adding to their already sizeable collection of animals - rescuing them from the thoughtless cruelty of adults. The House at World's End is the first adventure in The World's End series. The horrific killing of two young Edinburgh women in October 1977 sparked a nationwide manhunt that turned into one of Britain's longest and most famous murder investigations. In The World's End Murders, Tom Wood and David Johnston tell the story of two innocent young women, Helen Scott and Christine Eadie, and of the extraordinary commitment of the police enquiry over three decades that eventually led to the discovery of links to their deaths with Angus Sinclair, one of Scotland's most notorious murderers and sex offenders. But this is not a gruesome tale of murder. It is a story of heroes - of the families of Helen and Christine who, with quiet dignity, have carried an unimaginable burden down the years, and of the police officers, the support staff and the scientists who persisted in their investigations and never gave up. This edition has been fully updated to cover the sensational retrial of Angus Sinclair after he was acquitted

in 2010. Angus Sinclair is the first person in Scottish legal history ever to have been tried for the same crime twice. The youngest son of King Peter, leaves his family home to explore the world, meet new people, and discover the Well at the World's End. It's an unconventional hero's journey that takes the protagonist on a life-changing adventure. King Peter has four sons, all of whom are eager to leave home. He allows three of them to travel the world but forces his youngest boy, Ralph, to stay. Despite his father's ruling, Ralph sets out on his own adventure without his family's blessing. While on the road, he encounters exciting and unusual characters, including the Lady of Abundance and the maiden Ursula. When he learns of the powerful Well at the World's End, his journey takes a sudden and unexpected turn. The Well at the World's End is full of distinct characters and vivid imagery. William Morris weaves a fantastical tale driven by curiosity and romance. This story is a standout within its genre and among Morris' impressive catalog. With an eye-catching new cover, and professionally typeset manuscript, this edition of *The Well at the World's End* is both modern and readable. A killer comet speeds for Earth, big enough to wipe out all life and choke the atmosphere for a century. When the news breaks, soft-spoken freshman Charlotte Hartland gets caught in a flood of panicked students on her college campus-until a black SUV swoops in to extract her. Charlotte's powerful

grandfather has saved her a cryosleep berth at the Bunker Reservation Project, a hastily formed effort to save humanity from extinction. When the idealistic program begins to unravel, Charlotte will have to fight for her place in the future. But the only person who can help her is a hotheaded construction worker with a grudge against her family-and the clock is counting down to disaster. A memoir and cultural history the World's End, a West London area once home to bohemian artists and punk rock and now an outpost of neoliberalism. Charlie Gere's account of growing up in the World's End area of West London during the Cold War combines local history, cultural history, memoir, and a strong sense of the apocalyptic. Once a rundown part of Chelsea at the wrong end of the King's Road, the World's End has long been a place for bohemian writers and artists, including Turner, Whistler, Beckett, Bacon, and Bacon's muse Henrietta Moraes, all of whom evinced an appropriate apocalyptic sensibility. After World War II, in which the area suffered severe bombing, it became a center of the counterculture that emerged from what Jeff Nuttall called "Bomb Culture," formed by the threat of nuclear annihilation. The famous boutique *Granny Takes a Trip* opened there in 1966, joined later on by *Hung On You*, Puss Weber's *Flying Dragon Tea Room*, and the commune *Gandalf's Garden*. The area also featured trepanning aristocrats and pet lions, among other

eccentricities. In the 1970s, the World's End was the center of punk rock. Gere's parents arrived as part of a wave of gentrification, and Gere, born and brought up there, witnessed its social and cultural evolution. As an adolescent, he was traumatized by the prospect of nuclear war. He has lived long enough to see the World's End now bearing the marks of out-of-control neoliberalism and its grotesque accompanying inequality. But this too shall pass as worlds end. When Jack Churchill and Ruth Gallagher encounter a terrifying, misshapen giant beneath a London bridge they are plunged into a mystery which portends the end of the world as we know it. All over the country, the ancient gods of Celtic myth are returning to the land from which they were banished millennia ago. Following in their footsteps are creatures of folklore: fabulous beasts, wonders and dark terrors. As technology starts to fail, Jack and Ruth are forced to embark on a desperate quest for four magical items - the last chance for humanity in the face of powers barely comprehended. From the acclaimed author of *The Jungle*: The first in a Pulitzer Prize-winning historical saga about the son of an American arms dealer during WWI. Lanning "Lanny" Budd spends his first thirteen years in Europe, living at the center of his mother's glamorous circle of friends on the French Riviera. In 1913, he enters a prestigious Swiss boarding school and befriends Rick, an

English boy, and Kurt, a German. The three schoolmates are privileged, happy, and precocious—but their world is about to come to an abrupt and violent end. When the gathering storm clouds of war finally burst, raining chaos and death over the continent, Lanny must put the innocence of youth behind him; his language skills and talent for decoding messages are in high demand. At his father's side, he meets many important political and military figures, learns about the myriad causes of the conflict, and closely follows the First World War's progress. When the bloody hostilities eventually conclude, Lanny joins the Paris Peace Conference as the assistant to a geographer asked by President Woodrow Wilson to redraw the map of Europe. Perfect for fans of *The Winds of War*, *World's End* is the magnificent opening chapter of a monumental series that brings the first half of the twentieth century to vivid life. A thrilling mix of history, adventure, and romance, the Lanny Budd Novels are a testament to the breathtaking scope of Upton Sinclair's vision and his singular talents as a storyteller. From the creator of cult favorites *Lucifer* and *the Biscuit Hammer*, *Spirit Circle*, and *Planet With*. In a world plagued by magical pollution, an orphan girl sets off on an adventure! In a world plagued by magical pollution, Solte—an orphan whose mother and father were killed trying to wipe out this blight—decides to follow in her parents' footsteps. But rather than cleansing the

pollution, she wants to venture into it, like the Salvagers who reclaim treasure from its depths. Only she wants to travel farther, to see if she can find the other side!

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