

## Dreamlander

*When Grampa, of the adventurous Stowaway family, goes missing, Papa refuses to lead the rest of the family on more explorations, but young Rory and Morgan find that Gran Stowaway knows what really happened to Grampa and is planning a rescue.*

***TOURISTS RUSH IN WHERE DREAMERS FEAR TO TREAD . . . Where does your mind go when you fall asleep? To the Dreamland, where seven Sleepers dream the ever-changing landscape drawn by the trillions of sleeping minds from the Waking World. Where form follows function, so a hovel today may be a castle or a cave tomorrow. Where the people battle nightmares with only the strength of their will and sanity. Chuck Meadows is a Visitor from the Waking World, on an astral vision quest around the Dreamland. He has come on this arduous and dangerous journey to the Dreamland in hope of discovering the reason for the deep misery of his soul. With the aid of his spirit guide, Keir, the other members of the group, and the Dreamlanders he will meet along the way, he has to solve the puzzle before it literally tears him apart. But not all Dreamlanders are eager to assist Chuck on his quest. There is an element lurking throughout the land that resents the Visitors and all they stand for. They hate the intrusion by Waking minds into their realm. They are furious that Visitors wield almost limitless influence while they have nothing. They intend to send a message back to the Waking world to leave them alone forever. The leader of the conspiracy is waiting only for the right moment to strike. He has a secret weapon that no one, Dreamlanders or Waking Worlders, can withstand. Chuck and his companions are unaware of the doom that awaits them%but they have unseen allies as well as enemies. Chuck must learn the truth about them and about himself before it is too late. At the publisher's request, this title is sold without DRM (Digital Rights Management).***
*\_There[s plenty of entertaining satire throughout . . . [with] humor and unusual setting.Ó ¾Locus\_The entire premise is fun . . . reads a lot like Piers Anthony[s Xanth series. Nye . . . is an author to watch.Ó ¾Kliatt Michael O'Leary's Dreamlander Express trilogy. It tells the story of factory worker Patrick Mika Fitzgerald, who after several years of working at the same job and looking after his ailing mother, is freed from these ties by death and redundancy. He embarks on an existential train journey in pursuit of a woman he has dreamed of meeting. When reality and dreams colide his world is turned into a previously unknown state of moral real dilemma. He only wanted a duchess for a day--but she's determined to make it a marriage for life When his father and older brother suddenly pass away, the new Duke of Haverly is saddled with a title he never expected to bear. To thwart the plans of his scheming family, the duke impulsively marries a wallflower. After all, she's meek and mild; it should be easy to sequester her in the country and get on with his life--as a secret agent for the Crown. But his bride has other ideas. She's determined to take her place not only as his duchess but as his wife. As a duchess, she can use her position to help the lowest of society--the women forced into prostitution because they have no skills or hope. Her endeavors are not met favorably in society, nor by her husband who wishes she'd remain in the background as he ordered. Can the duke succeed in relegating her to the sidelines of his life? When his secrets are threatened with exposure, will his new wife be an asset or a liability?*

*Uncover the Secrets to Creating Characters Readers Will Never Forget Award-winning author K.M. Weiland's previous book, the acclaimed Creating Character Arcs, showed writers how to identify the five most important types of character arcs and use them to bring your own characters to life with stunning and powerful realism. Now it's time to put those lessons to use! Building upon the principles you've already learned, the Creating Character Arcs Workbook presents a guided approach to choosing the right type of character arc for your story, joining plot and character into a cohesive and resonant whole, and choosing stories with life-changing themes. Containing hundreds of incisive questions and imagination-revving exercises, this valuable resource will show you how to: Write an inspiring Positive Change Arc Create one of three unforgettable Negative Change Arcs Take full advantage of a heroic Flat Arc Align the structure of your character arcs with that of your plot Revise a story that has no arc And so much more! This accessible and streamlined workbook will empower you to create resonant character arcs-and an outstanding novel. Start writing your best book today!*

*Acclaim for "Behold the Dawn" "Enough action to satisfy the adventure lover; enough impossible awakening love to satisfy the romantic; enough research to satisfy the historian, enough intrigue, betrayal and murder to satisfy the mystery lover, and enough mercy and forgiveness to satisfy the Christ-follower."-Jeannie Campbell, The Character Therapist "I consider literary-induced insomnia, inspiring writing, and mild fictional character obsession the marks of a great story. K.M. Weiland's thrilling historical fiction novel, "Behold the Dawn," provides all of the above."-Kerry Johnson "Meticulously researched and so beautifully written, it reads like poetry."-S.L. Coelho About the Book The vengeance of a monk. The love of a countess. The secrets of a knight. Marcus Annan, a knight famed for his prowess in the deadly journey competitions, thought he could keep the bloody secrets of his past buried forever. But when a mysterious crippled monk demands Annan help him wreak vengeance on a corrupt bishop, Annan is forced to leave the tournaments and join the Third Crusade in the Holy Land. Wounded in battle and hunted on every side, he agrees to marry-in name only-the traumatized widow of an old friend, in order to protect her from the obsessive pursuit of a mutual enemy. Together, they escape an infidel prison camp and flee the Holy Land. But, try as he might, he cannot elude the past-or his growing feelings for the Lady Mairead. Amidst the pain and grief of a war he doesn't even believe in, he is forced at last to face long-hidden secrets and sins and to bare his soul to the mercy of a God he thought he had abandoned years ago. More Praise for "Behold the Dawn" ..".there is a beauty in the way her theme emerges naturally and powerfully from within the story. Really, the story has much of the gut-wrenching drama and emotional roller-coaster ride of a Shakespearean play."-William Polm "Marcus Annan is a compelling, tragic character, struggling against dark knights, darker men of the cloth, and darkest still, his own inner demons."-Joseph M. Fraser "I found myself returning to several passages even before completing the book-not to remind myself of events, but to savor them. Ójne of the few historical novels ... so beautifully written."-B. Howard*

*All his life Shane Lassiter had revered the man who stood in place of the father he had never known. Nathaniel Wilcock had taken Shane into his own home, loved him as a son, and placed within his grasp one of the largest ranches in the Wyoming Territory.But Shane had heard the stories. He knew the whispers about the fugitive gunman who stood against Wilcock during the land wars that had rocked the valley almost thirty years ago. In Nathaniel Wilcock?s eyes, the gunman was nothing better than a vigilante and an outlaw, and as such he had died. To the people of Hangtree, he was a hero?a martyr who had stood against corrupt power and injustice. When Wilcock?s greed moves him against the only woman Shane has ever loved?a woman who holds the secret that could resurrect everything for which the outlaw fought?Shane finds himself forced into a place not so very different from that of the outlaw thirty years ago. He must make a decision, the shadow of which will forever be cast over the lives of all those he loves. It is a decision between truth and power?between honor and life?between right and wrong.*

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[The Writer's Guide to Plotting Stories That Matter](#)

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Acclaim for "Structuring Your Novel" "I have long wished for a book like this. "Structuring Your Novel" is so much more than a writing craft book-it's a recipe to help writers structure a deep, meaningful journey for their hero that will captivate readers from beginning to end."-Angela Ackerman, Author of "The Emotion Thesaurus" "There is absolute gold in this book-and I am grateful that the author has a real talent for distilling some of the somewhat clunky information found elsewhere, into really simple-to-understand and easy-to-follow techniques."-Robert Scanlon "This book shows a writer how to structure their novel from beginning to end in a no-nonsense manner. It's fast and easy reading, and MAKES SENSE "-Carrie C. Spencer About the Book Is Structure the Hidden Foundation of All Successful Stories? Why do some stories work and others don't? The answer is "structure." In this IPPY and NIEA-Award winning guide from the author of the bestselling "Outlining Your Novel," you will learn the universal underpinnings that guarantee powerful plot and character arcs. An understanding of proper story and scene structure will show you how to perfectly time your story's major events and will provide you with an unerring standard against which to evaluate your novel's pacing and progression. "Structuring Your Novel" will show you: How to determine the best techniques for empowering your unique and personal vision for your story. How to identify common structural weaknesses and flip them around into stunning strengths. How to eliminate saggy middles by discovering your "centerpiece." Why you should NEVER include conflict in every scene. How to discover the questions you "don't" want readers asking about your plot-and then how to get them to ask the right questions. Story structure has enabled countless bestselling and classic authors. Now it's your turn More Praise for "Structuring Your Novel" "K.M. Weiland delivers another exceptional resource for writers-offering practical guidance on everything from crafting a book's hook to its resolution."-Elizabeth Spann Craig, Author of the Myrtle Clover Mysteries ""Structuring Your Novel" will give you the blueprint for making your story more powerful. I'm taking this one with me to my desert island "-Jennifer Ibarra "After finishing the book, I reviewed my own writing and was easily able to see where the story wasn't working, understand why it wasn't, and figure out what I needed to do to fix it."-Abby Geiger More storytelling assistance from K.M. Weiland: Outlining Your Novel: Map Your Way to Success-Can outlining help you write a better story?

When a plague turns people into monsters, the only safe place left to live is the Ora, a spaceship lingering beside Earth's moon. Aboard are the specimens of the next generation, modified genetically to develop powerful, supernatural abilities, which they must use to exterminate those infected by the plague and stop the apocalypse. From the day Eos Europa was created eighteen years ago, she's cared about little else. But despite being a formidable opponent with a rule of never backing down, her lack of a supernatural ability disqualifies her from becoming a soldier. Stripped of the title she's worked a lifetime for, Eos feels she's lost everything. But that changes when soldiers start disappearing. Just seconds after landing on Earth, they begin falling off the Ora's radar without a trace. Desperate for answers, the Ora's leading officer deploys Eos as their replacement, regardless of her deficiencies-and in the end, it's not her deficiencies that stop her. It's the realities she faces, which cause her to question everything about who she is, where she's come from, and how the apocalypse really began, leaving her to decide whether she'll continue to play the puppet she was created to be, or disappear like everybody else.

To me, bad taste is what entertainment is all about. If someone vomits watching one of my films, it's like getting a standing ovation. Thus begins John Waters's autobiography. And what a story it is. Opening with his upbringing in Baltimore ("Charm City" as dubbed by the tourist board; the "hairedo capital of the world" as dubbed by Waters), it covers his friendship with his muse and leading lady, Divine, detailed accounts of how Waters made his first movies, stories of the circle of friends/factors he used in these films, and finally the "sort-of fame" he achieves in America. Complementing the text are dozens of fabulous old photographs of Waters and crew. Here is a true love letter from a legendary filmmaker to his friends, family, and fans.

No one knows more about everything - especially everything rude, clever, and offensively compelling - than John Waters. The man in the pencil-thin mustache, auteur of the transgressive movie classics Pink Flamingos, Polyester, the original Hairspray, Cry-Baby, and A Dirty Shame, is one of the world's great sophisticates, and in Mr. Know-It-All he serves it up raw: how to fail upward in Hollywood; how to develop musical taste from Nervous Norvus to Maria Callas; how to build a home so ugly and trendy that no one but you would dare live in it; more important, how to tell someone you love them without emotional risk; and yes, how to cheat death itself. Through it all, Waters swears by one undeniable truth: "Whatever you might have heard, there is absolutely no downside to being famous. None at all." Studded with cameos of Waters's stars, from Divine and Mink Stole to Johnny Depp, Kathleen Turner, Patricia Hearst, and Tracey Ullman, and illustrated with unseen photos from Waters's personal collection, Mr. Know-It-All is Waters's most hypnotically readable, upsetting, revelatory book - another instant Waters classic. 'Waters doesn't kowtow to the received wisdom, he flips it the bird . . . [Waters] has the ability to show humanity at its most ridiculous and make that funny rather than repellent' Jonathan Yardley, The Washington Post 'Carsick becomes a portrait not just of America's desolate freeway nodes - though they're brilliantly evoked - but of American fame itself' Lawrence Osborne, The New York Times Book Review Magic Alec's Revenge is the third novel in Michael O'Leary's trilogy Dreamlander Express. It concerns the main character, Magic Alex, who was part of The Beatles' entourage in the late 1960s. Exposed as a charlatan rather than the electronic 'wizard' he claimed to be, he is now, 50 years later, in a lunatic hospital, claiming that he invented all the things that control our everyday lives, the internet, cell phones, i-phones etc, and his revenge is our imprisonment by dependence on all his inventions. The novel also contrasts the All You Need Is Hate world of the 1930s Nazis to the All You Need Is Love philosophy of the 1960s and asks what is it we all need in the 21st Century if we are to remain human?

Angel doesn't remember her magical heritage...but it remembers her. Start with a struggle revolving around the source of magic. Is it genetic--or is it part of your soul? What if someone was using his powers to run experiments based on a complete misconception of the source of magic? Throw in a twisted family tree that's rooted in a centuries' old feud, a painting that (literally) holds the key to the truth, a mysterious and talkative beetle, and an Elven rocker who can play the songs of the stars on an electric guitar. This is the world Angel Mason was born into, thrust out of, and returned to seven years later. To top it off, she must rediscover her identity and save her home from a madman at the same time. Kat Heckenbach's debut young adult fantasy has earned three awards: Compton Crook (finalist), Grace Awards (YA category finalist), and INDIE Next Generation Book Awards (YA category finalist). Readers have compared her writing to that of Cornelia Funke and Madeline L'Engle. Ideal for young teens, older teens, and anyone who loves adventure, mystery, fantasy and magic.

Born in the worst suburb in Pittsburgh, Elaine Brogan is bright, beautiful and bold. When her father is falsely arrested for passing counterfeit \$100 bills, Elaine vows to become a Secret Service agent and track down the man responsible. After barely surviving the arduous Secret Service Training Academy in Laurel, Maryland, she is transferred to bleak and blustery Great Falls, Montana. But things do not go as planned, and Elaine soon finds herself betrayed and thrown into an adventure that takes her halfway around the world, from dark and mysterious Sofia, Bulgaria, to Moscow Russia, and finally, to Milan, Italy. In the end, will Elaine find the love and happiness she truly seeks...or will she turn to a life of obscene wealth, power and corruption? Fans of Sidney Sheldon and Janet Ivanovich will enjoy this book. Keywords: international, spies, revenge, conspiracy, financial, gambling, casino, mafia, Italy, Milan, Russia, Moscow, murder, treasury, secret service, FBI, fast-paced, short, long

[Storming](#)

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[A Tasteful Book About Bad Taste](#)

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[When Stars Burn Out \(Europa, #1\)](#)

[Amanda in England](#)

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[School of Light](#)

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After an peculiar young woman falls out of the sky onto his biplane, an irresposible barnstormer must help her prevent a pirate dirigible with a weather machine from wreaking havoc on the Nebraska hometown he fled nine years ago.

Amanda Ross is visiting England and taking in all the sights. She gets lost in the maze at Hampton Court, does some shopping at Harrods, meets the ravens in the Tower of London, explores Windsor Castle, and rides the London Eye. When she discovers a vintage book is missing from a collection, she is determined to find out who stole it. Amanda befriends a pair of tough teenagers from the streets of London, an elderly bookshop owner, and a big, friendly, clever, Maine Coon cat named Rupert. Follow Amanda through cobblestone streets, medieval castles, and underground tunnels in her quest to find the missing novel!

Theme Is What Your Story Is Really AboutTheme--the mysterious cousin of plot and character. Too often viewed as abstract rather than actionable, theme is frequently misunderstood and left to chance. Some writers even insist theme should not be purposefully implemented. This is unfortunate, because in many ways theme is story. Theme is the heart, the meaning, the point. Nothing that important should be overlooked. Powerful themes are never incidental. They emerge from the conjunction of strong plots and resonant character arcs. This means you can learn to plan and implemnet theme. In doing so, you will deepen your ability to write not only stories that entertain, but also stories that stay with readers long after the end.Writing Your Story's Theme will teach you:?How to create theme from plot and character.?Why every supporting character and subplot should enhance the theme.?How to prevent theme from seeming preachy or "on the nose."?What to consider in identifying the best theme for any given story.?And much more!Conscious mastery of theme will elevate every story you write and allow you to craft fiction of depth and meaning.Take Control of Your Story Via a Powerful Implementation of Theme

Is Ahmose's divine gift a blessing or a curse? The second daughter of the Pharaoh, Ahmose has always dreamed of a quiet life as a priestess, serving Egypt's gods, ministering to the people of the Two Lands. But when the Pharaoh dies without an heir, she is given instead as Great Royal Wife to the new king -- a soldier of common birth. For Ahmose is god-chosen, gifted with the ability to read dreams, and it is her connection to the gods which ensures the new Pharaoh his right to rule. Ahmose's elder sister Mutnofret has been raised to expect the privileged station of Great Royal Wife; her rage at being displaced cannot be soothed. As Ahmose fights the currents of Egypt's politics and Mutnofret's vengeful anger, her youth and inexperience carry her beyond her depth and into the realm of sacrilege. To right her wrongs and save Egypt from the gods' wrath, Ahmose must face her most visceral fear: bearing an heir. But the gods of Egypt are exacting, and even her sacrifice may not be enough to restore the Two Lands to safety.

This bestselling guide will help you choose the right type of outline to unleash your creativity as a writer, guide you in brainstorming plot ideas, and aid you in discovering your characters.

A pacifist monk. A threatening darkness. An innocent village hanging in the balance. Hoping to escape his dark past, Amana travels to the great village of Bajok in search of redemption. The day he arrives, a young woman is slain and the locals point their fingers at the new arrival. Amana must overcome the village's trepidation. A demon is on the loose and he fears more will die. The solution is obvious—a swift and brutal counterattack. But his vow of peace is the last virtue that remains in his tattered soul. Is his personal peace more valuable than the lives of the innocent, or will Amana be swallowed by the darkness that has hounded him his entire life? Delve into an African fantasy inspired by Angola folklore, where Amana will face mystical villains, ancient secrets, and the demons that smolder within himself.

Fabbers, slabbers and fakies were dehumanizing slurs for fabricated humans. Bricks, however, was the People ' s favorite. The Sentience Laws were created to protect the rights of Bricks, but the laws didn ' t last long. Banished to the remote isolation of the Settlement, Paul and Raine are sentenced to live the rest of their lives in the wilderness. Escape and freedom will depend on Marcus Anderson, the man responsible for all the suffering that ' s been endured since the invention of biomites—the synthetic stem cells used to fabricate halveskins and Bricks. Marcus needs them in order to find the “ powers-that-be, ” the man he believes is truly responsible for the world ' s suffering. Their journey will take them to a tiny island in the South Atlantic, where the truth is much closer than they realize. That ' s where they will discover the “ powers-that-be ” . And so much more. INTERVIEW WITH THE AUTHOR WHAT GENRE DO YOU PREFER? Science fiction, dystopia, technothriller and, to some extent, young adult. I do have a series of novellas in the vampire genre. Yeah, I know. Doesn ' t fit. That character, Drayton, came out of nowhere when I was at a community theatre production of Dracula. I figured that an immortal vampire would more likely become compassionate and wise as he grew older. The technothriller Halfskin is similar to vampires in that technology promises immortality and complete control of our bodies. But then what? WHY A SYNTHETIC STEM CELL? Organic life is too nilly-willy. We ' re limited by our DNA. Give it to the scientists to perfect this vehicle that carries us around because it is a vehicle. If we no longer have organic bodies, if every one of our cells is replaced by something manmade all the way down to the neurons and synapses, then what are we? What if our world is just a computerized environment, ala The Matrix? Would we know the difference? Look, we ' re printing organs today. I ' m not, but someone is. Some genius has figured out how to push play and heart or liver or kidney comes down the chute. Halfskin takes the idea into the distant future and explores whether this leads to more happiness or just more of the same. Because more money, more problems. DO YOU HAVE ANOTHER JOB BESIDES AUTHOR? Day job. I ' m a college horticulture teacher. Writing is a passion. No plans to change it. WHAT IS YOUR MOTTO? Breathe. WHAT TALENT WOULD YOU MOST LIKE TO HAVE? Omnipresent supergalactic oneness. IF WE HAD A CUSTOM THAT ALLOWED US TO EAT OUR CHILDREN, WHAT KIND OF SAUCE WOULD YOU USE? Ketchup, the miracle condiment. ARE OUR ELECTRONIC DEVICES STEALING OUR SOUL? AND IF SO, DO YOU MAKE OFFERINGS TO YOUR TOASTER? I offer white bread and the toaster gives back crunchy, brown bread. Never doubt a true miracle.

[The Sekhmet Bed](#)

[Edgewise](#)

[Map Your Way to Success](#)

[Epistle 1](#)

[The Map to Everywhere](#)

[\(a Novel in the Irish-M \\_ori Tradition\)](#)

[All That's Left to Know About the Provocateur of Bad Taste](#)

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[Step-By-Step Exercises for Planning Your Best Book](#)

[Shadows in the Stone](#)

[Journey to Virginland](#)

'It is said the Bintheyr Map to Everywhere will take its possessor wherever he or she needs to go..’ Master thief, Fin, is unusual - when he’s out of sight, everyone forgets he exists! He needs to find his mother - the one person who might remember him. Schoolgirl, Marrill, board

a pirate ship in a car park and is carried off to another world. She needs to find her way home. Fin and Marrill are on a wild adventure to find the Map to Everywhere, but can they escape the Oracle - a dark and powerful wizard who seeks the map to fulfil a terrifying prophecy first in an epic new adventure series from husband-and-wife team, John Parke Davis and NEW YORK TIMES bestselling author, Carrie Ryan. Beautifully illustrated by Todd Harris.

Straight is the first in Michael O'Leary's trilogy, Dreamlander Express. It is the story of Paul Calvert who returns to his hometown, Auckland, after being away in 'dreamland' for several years. He discovers that all the things he knew about the family he grew up in are false.

Questions arise: was his real father a high-ranking SS officer and was his conception and birth a Nazi racial experiment to test whether the Maori people of New Zealand are the Ayrian Maoris as suggested by 19th Century eugenic philosophers.

Part of Penguin's beautiful hardback Clothbound Classics series, designed by the award-winning Coralie Bickford-Smith, these delectable and collectible editions are bound in high-quality colourful, tactile cloth with foil stamped into the design. Charlotte Bronte's first published novel, Jane Eyre was immediately recognised as a work of genius when it appeared in 1847. Orphaned into the household of her Aunt Reed at Gateshead, subject to the cruel regime at Lowood charity school, Jane Eyre nonetheless emerges unbroken in spirit and integrity. How she takes up the post of governess at Thornfield Hall, meets and loves Mr Rochester and discovers the impediment to their lawful marriage are elements in a story that transcends melodrama to portray a woman's passionate search for a wider and richer life than that tradition accorded to her sex in Victorian society.

When bandits seize his child, one man sacrifices everything to save her. The most important thing in Corporal Bronwyn Darrow's life is rising in the ranks at Aruam Castle. His goal is to be captain of the guard one day. The last thing he needs is distractions. When a woman and child are forced into his life, tensions escalate, and he's caught between his drive for promotion and what his heart desires.If you love stories of adventure mixed with magic and romance set in archaic landscapes, you'll love McGyver's Shadows in the Stone. Unlike many fantasy novels, family plays a central part in this story, so be prepared for the hero to receive unwanted motherly advice.Shadows in the Stone is the first book in the Castle Keepers epic fantasy series. It will introduce readers to a unique cast of characters who want to control their destiny. Brace yourself for the ride to another time and place.McGyver wields her pencil in a similar realm J. R. R. Tolkien and Terry Brooks released their imagination. It is traditional fantasy of old with magic, legends, dragons and dwarfs.Buy Shadows in the Stone today and begin your journey into the Land of Ath-o'Lea where magic and sword clash. Follow Diane Lynn McGyver into the Land of Ath-o'Lea and live the fantasy. To learn more about her books and future adventures, visit her website (dianelynnmcgyver.com) or follow her on Twitter: @DLMcGyver. To receive sneak peeks into the third book of the Castle Keepers series Revelation Stones, follow her at Patreon (https://www.patreon.com/dianemcgyver)

Cookie Mueller (1949-1989) was a firecracker, a cult figure, a wild child, a writer, a go-go dancer, a mother and a queer icon. A child of suburban 1950s Maryland, she made her name first as an actress in the films of John Waters, and then as an art critic and columnist, a writer of hilarious stories and a maven of New York's downtown art world. Edgewise, by Berlin-based actress and writer Chloe? Griffin, tells the story of Cookie's life through an oral history composed of more than 80 interviews with the people who knew her, including John Waters, Mimi Stole, Gary Indiana, Sharon Niesp, Max Mueller, Linda Yablonsky, Richard Hell, Amos Poe and Raymond Foye. The contributors take us from the late-1960s artist communes of Baltimore to 1970s Provincetown and New York, through 1980s Berlin and Positano. Along with the text, Edgewise includes artwork, unpublished photographs and archival material and photography by Philip-Lorca diCorcia, David Armstrong, Robert Mapplethorpe, Peter Hujar and others.

Cookie trips through her forty-year odyssey on this planet--from LSD to shopping at the A&P, from birthing Max to shooting Pink Flamingos Cookie trips through her forty-year odyssey on this planet -- from LSD to shopping at the A&P, from birthing Max to shooting Pink Flamingos. The echoes of her passionate commitments will ring in your ears. It is a tragedy to have lost her. Fortunately, along with the memories, she left us this marvellous testament to her intrepid zest for living.

At turns heartbreaking and diabolically funny, Journey to Virginland is a tour de force, delivered by a master storyteller. The protagonist, a loutish and bercerebral antihero known simply as Dog, takes on the challenge to navigate the perilous paradigm shifts of our age, determined to find his proper place under the sun. Is he doomed to failure? Or will he pull it off by heeding his own irreducible voice, given the ebb of the old certainties? Dog pursues the answer unrelentingly through an impassioned quest for identity and meaning. He revisits his relationships with women, family, literature, and homeland, in the process illuminating his journey with commentaries on history, religion, politics, and culture that unravel our very fabric. Marked by biting satire and tapings into lushest scholarship, Dog's naked critique touches on some of the most pressing issues facing humanity: the arrogance of empire and organized religion; the persistence of bigotry, xenophobia, and social Darwinism; the double standards of sexual politics; the bankrupt rationale behind patriotism and state propaganda; and hypercapitalism and consumerism, among others. What emerges from the protagonist's odyssey is not only a cogent depiction of what makes us tick, but, as day follows night, a dazzling new vista for social and spiritual transformation. With its vibrant style, thematic breadth, and, ultimately, unfettered sense of humanity, Journey to Virginland establishes itself as a groundbreaking literary enterprise and a true original.

[Lust, Money & Murder - Books 1, 2 & 3 \(Book 1 Free\)](#)

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[Unlevel Crossings](#)

[Writer's Digest Annotated Classics](#)

[Behold the Dawn](#)

[For Your Personal Finances](#)

[Creating Character Arcs Workbook](#)

[A Picture of Cookie Mueller](#)

[Bricks](#)

[Dreamlander](#)

[Mr Know-It-All](#)

[Walking Through Clear Water in a Pool Painted Black](#)

For more than 50 years John Waters has been staging a coup against the good taste of the American public. From the ultimate gross-out in Pink Flamingos to the amazing general-audience rating of his biggest hit Hairspray, Waters has been subverting viewers' expectations with comedies that stretch past the boundaries of even today's jaded audiences. A provocateur of bad taste in a glorious way, Waters started out as an outsider with a camera and a small circle of fellow delinquents. In tearing down icons of the silver screen, Waters would create his own that are used still by others in movies and television. And that's only part of the tale. John Waters FAQ looks at how a nice boy from the right side of the tracks would end up becoming a demon of society and the influences that drove his ambition in moviemaking. Also featured are biographical information of the Dreamlanders -- the actors and crew members who would join Waters on his adventures in filmland over the years, including Waters's best-remembered find Divine. Beyond chapters dedicated to the making of each of his films -- from Hag in a Black Leather Jacket to his most recent A Dirty Shame -- there are those covering his career as a writer and artist. Also reviewed are his acting career in other people's television shows and movies over the years, Water's interest in music, and projects that never were to be. John Waters FAQ covers it all in the career of a man who started out with a dream of becoming an underground filmmaker and became so much more.

Explores the techniques of effective character development in the processing of writing novels to take the author's stories from good to great, including how to determine which arc is right for your character, why you should never pit plot against character, and how to avoid the pitfalls of writing novels without character arcs.

Learn How to Make Your First Draft Easy! Award-winning author K.M. Weiland's previous book, the bestselling Outlining Your Novel, showed writers how to embrace outlines in a way that makes the writing process fun, inspiring, and easy. Now it's time to put those lessons to use! Building upon the principles you've already learned, the Outlining Your Novel Workbook presents a guided approach to getting the bones of your story down on paper, identifying plot holes, and brainstorming exciting new possibilities. Containing hundreds of incisive questions and imagination-revving exercises, this valuable resource will show you how to: Create your own personalized outlining process Brainstorm premise and plot ideas Discover your characters Choose and create the right settings Organize your scenes And so much more! This accessible and streamlined workbook will empower you to create a powerful outline--and an outstanding novel. Start writing your best book today!

In a strange realm, Roan was the strangest of all -- because he always looked the same: normal. Dreamland was the place where sleepers in the "real" world went when they dreamed, and the permanent residents might change their form without warning. In dreams, there's nothing unusual about talking to a giant rabbit who suddenly turns into a living fire hydrant without missing a beat in the conversation. But Roan was always...Roan. And that was very bizarre. But something sinister is going on in Dreamland. Their constantly changing world is created by the Seven Sleepers, and will continue to exist so long as at least one of the Sleepers is asleep and dreaming. Now someone is out to destroy Dreamland by eliminating them. And unless the nightmare plot is foiled, Dreamland and its inhabitants will vanish like a blown-out candle flame, bringing an end to all dreams.... At the publisher's request, this title is sold without DRM (Digital Rights Management).

PERFECTION IS A DANGEROUS ILLUSION Where does your mind go when you fall asleep. To the Dreamland, where seven Sleepers dream the ever-changing landscape drawn by trillions of sleeping minds from the Waking World. Where form follows function, so a hovel today may be a castle or a cave tomorrow. Where the people battle nightmares with only the strength of their will and sanity. Juele is the youngest and most promising new student to enter the strange new world of the School of Light. At this legendary institution, she will learn how to master illusion, the highest form of art in the Dreamland. Her talent has excited the interest of many of the senior students, the professors, but most important of all, the Idealists. They are the elite of the Illusionists, a tightly knit group of talents who admit Juele to their mysterious circle in the Ivory Tower. Her mentor, an Idealist named Rutaro, has embarked upon a project to surround the Castle of Dreams with an image of perfection, in which Juele will play a key role. But other students who are jealous of Juele's good fortune set out to pervert Rutaro's design. What they have in mind bears no resemblance to reality. The worst part is that no one, not Rutaro, nor the King, the ministers, or even Roan, the King's Investigator, seems to notice that the government of the Dreamland is plunging into deadly chaos. Juele is faced with having to find the reality within the fantasy with the only skill she has at hanillusion. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Troubled by unhappiness, Chuck Meadows mounts a dangerous journey into his own unconscious to discover the deepest secrets of his soul. Original.

What if it were possible to live two very different lives in two separate worlds? What if the dreams we awaken from are the fading memories of that second life? What if one day we woke up in the wrong world?Every night, a woman on a black warhorse gallops through the mist in Chris Redston's dreams. Every night, she begs him not to come to her. Every night, she aims her rifle at his head and fires. The last thing Chris expects--or wants--is for this nightmare to be real. But when he wakes up in the world of his dreams, he has to choose between the likelihood that he's gone spectacularly bonkers or the possibility that he's just been let in on the secret of the ages.Only one person in a generation may cross the worlds. These chosen few are the Gifted, called from Earth into Lael to shape the epochs of history--and Chris is one of them. But before he figures that out, he accidentally endangers both worlds by resurrecting a vengeful prince intent on claiming the powers of the Gifted for himself. Together with a suspicious princess and a guilt-ridden Cherazii warrior, Chris must hurl himself into a battle to save a country from war, two worlds from annihilation, and himself from a dream come way too true.

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