

If We Survive Andrew Klavan

"Baby Boomers (and I confess I am one): prepare to squirm and shake your increasingly arthritic little fists. For here comes essayist Helen Andrews."--Terry Castle

With two recessions and a botched pandemic under their belt, the Boomers are their children's favorite punching bag. But is the hatred justified? Is the destruction left in their wake their fault or simply the luck of the generational draw? In *Boomers*, essayist Helen Andrews addresses the Boomer legacy with scrupulous fairness and biting wit. Following the model of Lytton Strachey's *Eminent Victorians*, she profiles six of the Boomers' brightest and best. She shows how Steve Jobs tried to liberate everyone's inner rebel but unleashed our stultifying digital world of social media and the gig economy. How Aaron Sorkin played pied piper to a generation of idealistic wonks. How Camille Paglia corrupted academia while trying to save it. How Jeffrey Sachs, Al Sharpton, and Sonya Sotomayor wanted to empower the oppressed but ended up empowering new oppressors. Ranging far beyond the usual Beatles and Bill Clinton clichés, Andrews shows how these six Boomers' effect on the world has been tragically and often ironically contrary to their intentions. She reveals the essence of Boomerness: they tried to liberate us, and instead of freedom they left behind chaos.

Charlie West went to bed an ordinary high-school student. He woke up strapped to a chair, covered in blood and bruises. He hurts all over. And a strange voice outside the door has just ordered his death.

S.A. Bodeen's *The Compound* is a 2009 Bank Street - Best Children's Book of the Year. Eli and his family have lived in the Compound for six years. The world they knew is gone. Eli's father built the Compound to keep them safe. Now, they can't get out. He won't let them.

"Never give in." Ever since he woke up in a terrorist torture chamber—with a year of his life erased from his mind—Charlie West has been on the run. He has one desperate hope of getting his life back: track down the mysterious agent named Waterman. But in fact, reaching Waterman—and recovering the secrets lost in his own memory—will only increase his danger. Because a team of ruthless killers is rapidly closing in on him, determined to stop him from finding the answers. And the truth of the matter is more incredible . . . and more deadly . . . than he could ever imagine. "Action sequences that never let up . . . wrung for every possible drop of nervous sweat." —Booklist review of *The Long Way Home*

When revolutionaries seize control of a country in Central America where sixteen-year-old Will is serving at a mission, he and the other volunteers find themselves in a desperate race to escape the violence and return home.

While Logan and his friends, leaders of the Markless revolution, face Chancellor Cylis's army, the Dust seeks a cure for an epidemic sweeping through the Marked, Logan's sister Lily's allegiance remains unclear, and climatic changes become ever more threatening.

In an unnamed Third World country, in the not-so-distant future, three "dumpsite boys" make a living picking through the mountains of garbage on the outskirts of a large city. One unlucky-lucky day, Raphael finds something very special and very mysterious. So mysterious that he decides to keep it, even when the city police offer a handsome reward for its return. That decision brings with it terrifying consequences, and soon the

dumpsite boys must use all of their cunning and courage to stay ahead of their pursuers. It's up to Raphael, Gardo, and Rat—boys who have no education, no parents, no homes, and no money—to solve the mystery and right a terrible wrong. Andy Mulligan has written a powerful story about unthinkable poverty—and the kind of hope and determination that can transcend it. With twists and turns, unrelenting action, and deep, raw emotion, *Trash* is a heart-pounding, breath-holding novel.

Meet Samantha McGregor She seems like your average teen, but Samantha is unusually gifted. God gives her visions and dreams that offer unconventional glimpses into other people's lives and problems. It's a powerful gift with a lot of responsibility...

Bad Connection: Book One Kayla Henderson lives on the edge. She likes to break the rules, considers partying an extracurricular activity, and can't stand her parents. So, most people aren't surprised when she goes missing. Like everyone else, Samantha McGregor assumes Kayla has run away. But then she has a vision where Kayla is tied up with duct tape over her mouth. Freaked by the image, Samantha wonders, Is Kayla alive or dead? Was the vision real or just a silly dream? Most important, can Kayla be found before it's too late? Reader's Guide Included! Story Behind the Book "The secular world has become very interested in 'supernatural' gifts. Take, for example, shows like *Joan of Arcadia*, *The Medium*, *Monk*, and *Dead Zone*. Yet it's God who gives every good and perfect gift. My guess is that we humans barely tap into the vast variety of gifts that He has to offer. Not only that, but our fast-paced, high-tech culture rarely relies on those good 'old-fashioned' character traits like insight, intuition, wisdom, and foresight. My hope is that this series will provide a fun way for teens to explore deeper levels of spirituality and creativity while inspiring them to a greater love for God." — Melody Carlson

If We Survive Thomas Nelson Incorporated

From Edgar Award-winning Andrew Klavan, a supernatural thriller about a good cop in the grips of an evil curse: the first in a trilogy about a crime-fighter on a quest to control the beast within. Zach Adams is one of the best detectives in the country. Nicknamed Cowboy, he's a soft-spoken homicide detective known for his integrity and courage under fire. He serves on a federal task force that has a single mission: to hunt down Dominic Abend, a European gangster who has taken over the American underworld. In a centuries-old forest under a full moon, a beast assaults Zach, cursing him forever. In the aftermath, he is transformed into something horrible—something deadly. Now, the good cop has innocent blood on his hands. He has killed—and will kill again—in the form of a beast who can't be controlled or stopped. Before he can free himself, he's going to have to solve the greatest mystery of all: How can you defeat evil when the evil is inside you? When Rick lost the ability to run, he came one step closer to becoming a hero. New High Score! New Record Time! Rick nodded with grim satisfaction. He laid the game controller aside on the sofa and reached for his crutches. Rick Dial was the best quarterback Putnam Hills High School had ever seen. Unflappable. Unstoppable. Number 12. But when a car accident left him crippled, Rick's life as he knew it ended. He disavowed his triumphant past. He ignored his girlfriend. He disappeared into his bedroom—and into the glowing video screen. But Rick's uncanny gaming skills have attracted attention. Dangerous attention.

Government agents have uncovered a potentially devastating cyber-threat: a Russian genius has created a digital reality called the Realm, from which he can enter, control, and disrupt American computer systems . . . from transportation to defense. The agents want Rick, quick-thinking quarterback and gaming master, to enter the Realm and stop the madman—before he sends America into chaos. Entering the Realm will give Rick what he thought he'd never have again: a body as strong and fast as it was before the accident. But this is no game, there are no extra lives, and what happens to Rick in the Realm happens to Rick's body in reality. Even after Rick agrees to help, he can't shake the sense that he's being kept in the dark. Why would a government agency act so aggressively? Can anyone inside the Realm be trusted? How many others have entered before him . . . and failed to return? In the tradition of *Ender's Game* and *The Matrix*, *MindWar* is a complex thriller about a seemingly ordinary teenager who discovers a hidden gift—a gift that could make him a hero . . . or cost him everything. "Edgar Award–winning Klavan's well-orchestrated fantasy thriller features . . . an imaginative mix of gaming action with real-life stakes. With just the right cliff-hanger ending, this trilogy opener shows promise." —Booklist

Presents six alternative versions of the familiar story of a boastful miller and the daughter he claims can spin straw into gold.

Born with blue "fire" in his right hand marking him elite, Bruno cares only about being the most popular rugby player around, until one day a strange young boy tricks Bruno into changing the color of his fire.

Twelve-year-old Ryan, the new recruit to kid spy organization CHERUB, is tasked with infiltrating a criminal empire by befriending the leader's grandson, unaware that his first mission will turn into one of the biggest in CHERUB's history.

This time, there's no escape from The Realm. The *MindWar* Realm is a computerized world created by a deranged terrorist named Kurodar. Built through a link between Kurodar's mind and a network of supercomputers, The Realm is a pathway through which the madman can project himself into any computer system on the planet. Twice before, Rick Dial has entered the Realm as a Mind Warrior and come back alive. But now, something has gone terribly wrong. A connection has formed in Rick's brain that sends him hurtling into The Realm without his consent—and brings the Realm's monsters into the Real World. As Kurodar works to turn Rick's brain to his own purposes, Rick's waking and sleeping life is ravaged by terrors he never imagined. Rick knows he has no choice but to face The Realm's final and most powerful protector. But can Rick destroy *MindWar* without destroying himself and the people he loves?

Praise for *Code of Silence*: "Deliberate, plausible, and gritty whodunit." —Booklist
Starred Review Taken! A detour through the park leads Cooper, Gordy, Hiro, and Lunk straight into a trap, and Gordy is abducted! For the kidnapper, it's all a game, a way to settle an old score, with no one getting hurt. But evil has a way of escalating, and once his identity is discovered, the rules change. Despite the best

of police efforts, the hours tick by without a clue or a ransom call, leaving everyone to their own fears. Gordy is gone. Cooper descends deeper into a living nightmare, imagining the worst for his best friend and cousin. Hours stretch into days, and talks of a memorial service begin to surface. But Cooper still feels his cousin is alive and develops a reckless plan, changing all the rules. Now the one who set out to rescue his friend needs to be rescued himself. Sometimes rescuing a friend from darkness means going in after them.

They came on a mission of mercy, but now they're in a fight for their lives. High schooler Will Peterson and three friends journeyed to Central America to help rebuild a school. In a poor, secluded mountain village, they won the hearts of the local people with their energy and kindness. But in one sudden moment, everything went horribly wrong. A revolution swept the country. Now, guns and terror are everywhere—and Americans are being targeted as the first to die. Will and his friends have got to get out fast. But streets full of killers . . . hills patrolled by armies . . . and a jungle rife with danger stand between them and the border. Their one hope of escape lies with a veteran warrior who has lost his faith and may betray them at any moment. Their one dream is to reach freedom and safety and home. If they can just survive.

What should have been an ordinary morning is about to spiral into a day of unrelenting terror. As a reporter for his high school newspaper, Tom is always on the lookout for an offbeat story. But from the moment he woke up this morning, his own life has been more bizarre than any headline could ever tell. The streets of his town are suddenly empty and silent. A strange fog has drifted in from the sea and hangs over everything. And something is moving in that fog. Something evil. Something hungry. Closing in on Tom. Tom's terrified girlfriend Marie says the answers lie at the Santa Maria Monastery, a haunted ruin standing amidst a forest blackened by wildfire. But can he trust her? A voice that seems to be coming from beyond the grave is warning him that nothing is what it seems. Only one thing is certain: with his world collapsing around him, Tom has only a few hours to recover the life he knew—before he, too, is lost forever in this nightmare city.

Andrew Klavan reinvents the classic ghost story with this literary X-Files, a breathtaking blend of Hollywood-style excitement and literary tour de force. Richard Storm is a Hollywood producer who has reached the top of his profession making horror movies based on classic English ghost stories. Now, with his life beginning to unravel, he flees to England on a desperate quest: to find evidence that the great old stories bear an element of truth, that the human spirit lives on after death, that in this all-too-material world there still may be reason to have faith. But his search uncovers more than he bargained for: Sophia Endering, a mysterious damsel in distress who may just be the last love of Storm's life; Harper Albright, an eccentric pipe-smoking old woman whose researches into the paranormal mask an obsessive hunt for a malevolent killer; and the man known as Saint Iago, a seemingly immortal villain who makes a night with a vampire look like a walk in the park. Richard Storm's nightmares are about to step down off the screen into real life. And Storm is about to begin a journey through his

deepest passions and his darkest fears, to a romance that could last forever, and a secret a thousand years old—down a trail formed by the classic ghost stories themselves—into the very heart of the uncanny.

Charlie West just woke up in someone else's nightmare. He's strapped to a chair. He's covered in blood and bruises. He hurts all over. And a strange voice outside the door just ordered his death. The last thing he can remember, he was a normal high-school kid doing normal things—working on his homework, practicing karate, daydreaming of becoming an air force pilot, writing a pretty girl's number on his hand. How long ago was that? Where is he now? Who is he really? And more to the point . . . how is he going to get out of this room alive?

Fans of *Incarceron* by Catherine Fisher and *Variant* by Robison Wells won't want to miss this magnetic first book in a gripping dystopian sci-fi series. Marie Lu, New York Times bestselling author of the Legend trilogy, raves that *Taken* is "an action-packed thrill ride from beginning to end. More, please!" Gray Weathersby has grown up expecting to disappear at midnight on his eighteenth birthday. They call it the Heist—and it happens to every boy in Claysoot. His only chance at escape is to climb the Wall that surrounds Claysoot. A climb no one has ever survived . . .

In a world where everyone must be Marked in order to gain citizenship and participate in society, a group of youngsters who questions the system struggles to identify the true enemy—while pursuing a group of Markless teenagers.

Andrew Klavan's *MindWar* Trilogy—now available in one volume. In the tradition of *Ender's Game* and *The Matrix*, *MindWar* is a complex thriller about a seemingly ordinary teenager who discovers a hidden gift—a gift that could make him a hero . . . or cost him everything. *MindWar* When Rick lost the ability to run, he came one step closer to becoming a hero. *Hostage Run* Rick is faced with an impossible choice: save the life of his best friend Molly . . . Or save the free world. *Game Over* Rick emerged victorious from *The Realm* twice. Is his luck about to run out?

The first young adult page-turner from New York Times bestselling author Gregg Hurwitz. In one terrifying night, the peaceful community of Creek's Cause turns into a war zone. No one under the age of eighteen is safe. Chance Rain and his older brother, Patrick, have already fended off multiple attacks from infected adults by the time they arrive at the school where other young survivors are hiding. Most of the kids they know have been dragged away by once-trusted adults who are now ferocious, inhuman beings. The parasite that transformed them takes hold after people turn eighteen—and Patrick's birthday is only a few days away. Determined to save Patrick's life and the lives of the remaining kids, the brothers embark on a mission to uncover the truth about the parasites—and what they find is horrifying. Battling an enemy not of this earth, Chance and Patrick become humanity's only hope for salvation. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Three years ago, working vice for the NYPD, Dan Champion uncovered a sex slavery ring run by a kingpin known only as the Fat Woman. Obsessed with bringing her down, Champion infiltrated a world of sexual obsession and perversity. He broke the case, but the case also broke him. He started taking drugs and soon began to form hallucinations...a dead child prowling the streets of New York...a beautiful woman named Samantha who would have given him the love he always wanted—if she'd only been

real. Now Champion is a small town detective, chasing burglars and juvenile delinquents, hanging out at the local tavern where he is romancing a waitress. The ghosts and hallucinations are finally behind him as he begins to rebuild his life. Then one night Champion is called to examine the body of a woman who has washed ashore. Yet when he looks at her face, he sees that it's Samantha, the woman he dreamed about long ago...a woman who doesn't exist. Suddenly, Champion is haunted again, only this time it's by a team of expert killers who want to make sure he never finds the truth: the truth about the dead child who wanders through his imagination; the truth about the lover who inhabits his dreams; and the truth about a killer who has been on the run — in the wind — for a lifetime. The ghosts of the dead are all around him, and Champion has to find out who murdered them, fast, or he could become one of them himself.

RICK DIAL IS FACED WITH AN IMPOSSIBLE CHOICE: SAVE THE LIFE OF HIS BEST FRIEND MOLLY . . . OR SAVE THE FREE WORLD. Rick Dial's career as a superstar quarterback ended when a car accident left him unable to walk. But his uncanny gaming ability caught the attention of a secret government organization trying to stop a high-tech terrorist attack on America. He's been to the fantastical cyber world called the MindWar Realm . . . and returned to Real Life victorious. But the stakes have just gone up. Another attack is imminent, and Rick is the only one who can stop it. How can he, though, when terrorists have kidnapped his best friend Molly and are threatening to kill her if Rick returns to the Realm? As Molly uses every resource of mind and body to outwit her brutal captors, Rick races against time inside a nightmare video game where a fate worse than death may be waiting for him. Hundreds of miles apart, both will have to test the power of their faith and the strength of their spirits. They're being forced to a moment of sacrifice . . . one that could cost them everything. Psychiatrist Cal Bradley's perfect life and marriage in a small New England town is turned upside down when he takes on a new patient, nineteen-year-old Peter Blue, a teenager whose violent rampage could hold the key to uncovering his wife's hidden past. Reprint.

Enjoy three of Andrew Klavan's novels as an e-book collection! **Crazy Dangerous Do Right, Fear Nothing.** Sam Hopkins is a good kid who has fallen in with the wrong crowd. Hanging around with car thieves and thugs, Sam knows it's only a matter of time before he makes one bad decision too many and gets into real trouble. But one day, Sam sees these friends harassing an eccentric schoolmate named Jennifer. Finding the courage to face the bullies down, Sam loses a bad set of friends and acquires a very strange new one. Jennifer is not just eccentric. To Sam, she seems downright crazy. She has terrifying hallucinations involving demons, the devil, and death. And here's the really crazy part: Sam is beginning to suspect that these visions may actually be prophecies—prophecies of something terrible that's going to happen very soon. Unless he can stop it. With no one to believe him, with no one to help him, Sam is all alone in a race against time. Finding the truth before disaster strikes is going to be both crazy and very, very dangerous. **If We Survive** They came on a mission of mercy, but now they're in a fight for their lives. High schooler Will Peterson and three friends journeyed to Central America to help rebuild a school. In a poor, secluded mountain village, they won the hearts of the local people with their energy and kindness. But in one sudden moment, everything went horribly wrong. A revolution swept the country. Now, guns

and terror are everywhere—and Americans are being targeted as the first to die. Will and his friends have got to get out fast. But streets full of killers . . . hills patrolled by armies . . . and a jungle rife with danger stand between them and the border. Their one hope of escape lies with a veteran warrior who has lost his faith and may betray them at any moment. Their one dream is to reach freedom and safety and home. If they can just survive. *Nightmare City* What should have been an ordinary morning is about to spiral into a day of unrelenting terror. As a reporter for his high school newspaper, Tom is always on the lookout for an offbeat story. But from the moment he woke up this morning, his own life has been more bizarre than any headline could ever tell. The streets of his town are suddenly empty and silent. A strange fog has drifted in from the sea and hangs over everything. And something is moving in that fog. Something evil. Something hungry. Closing in on Tom. Tom's terrified girlfriend Marie says the answers lie at the Santa Maria Monastery, a haunted ruin standing amidst a forest blackened by wildfire. But can he trust her? A voice that seems to be coming from beyond the grave is warning him that nothing is what it seems. Only one thing is certain: with his world collapsing around him, Tom has only a few hours to recover the life he knew—before he, too, is lost forever in this nightmare city.

"I am most grateful for two things: that I was born in North Korea, and that I escaped from North Korea." - Yeonmi Park "One of the most harrowing stories I have ever heard - and one of the most inspiring." - The Bookseller "Park's remarkable and inspiring story shines a light on a country whose inhabitants live in misery beyond comprehension. Park's important memoir showcases the strength of the human spirit and one young woman's incredible determination to never be hungry again."

—Publishers Weekly *In Order to Live*, Yeonmi Park shines a light not just into the darkest corners of life in North Korea, describing the deprivation and deception she endured and which millions of North Korean people continue to endure to this day, but also onto her own most painful and difficult memories. She tells with bravery and dignity for the first time the story of how she and her mother were betrayed and sold into sexual slavery in China and forced to suffer terrible psychological and physical hardship before they finally made their way to Seoul, South Korea—and to freedom. Park confronts her past with a startling resilience. In spite of everything, she has never stopped being proud of where she is from, and never stopped striving for a better life. Indeed, today she is a human rights activist working determinedly to bring attention to the oppression taking place in her home country. Park's testimony is heartbreaking and unimaginable, but never without hope. This is the human spirit at its most indomitable. *Do Right, Fear Nothing*. Sam Hopkins is a good kid who has fallen in with the wrong crowd. Hanging around with car thieves and thugs, Sam knows it's only a matter of time before he makes one bad decision too many and gets into real trouble. But one day, Sam sees these friends harassing an eccentric schoolmate named Jennifer. Finding the courage to face the bullies down, Sam loses a bad set of friends and acquires a very strange new one. Jennifer is not just eccentric. To Sam, she seems downright crazy. She has terrifying hallucinations involving demons, the devil, and death. And here's the really crazy part: Sam is beginning to suspect that these visions may actually be prophecies—prophecies of something terrible that's going to happen very soon. Unless he can stop it. With no one to believe him, with no one to help him, Sam is all alone in a race against time. Finding the truth before disaster strikes is going

to be both crazy and very, very dangerous. “The adrenaline-charged action will keep you totally immersed.” —RT Book Reviews

"You're not alone. You're never alone." Charlie West has held on to that belief, but now he's starting to wonder. He went to bed one night an ordinary high-school kid. When he woke up, he was wanted for murder and hunted by a ruthless band of terrorists. He's been on the run ever since. Now he's stuck in prison, abandoned by his allies, trying desperately to stay a step ahead of vicious prison gangs and brutal guards. And a flash of returning memory tells him another terrorist strike is coming—soon. A million people will die unless he does something. But what? He's stuck in a concrete cage with no way out and no one who can help. Charlie has never felt so alone—and yet he knows he can't give in or give up . . . not with the final hour ticking away. “A thriller that reads like a teenage version of 24 . . . an adrenaline-pumping adventure.” —TheDailyBeast.com (review of *The Last Thing I Remember*)

"Austin Lively is on the hunt--and on the run. With a pair of hitmen on his trail in California, and an evil wizard coming after him in the Eleven Lands, [he's] trying to complete a dual quest"--

Like *The Last Temptation of Christ*, *Son of Man* is a novel about Jesus—the Jesus not of faith, but of flesh.

"What was this place? Was I crazy? Or was I crazy before, back in L.A.? Was my real life some sort of dream? Was this hell reality?" Austin Lively is a struggling, disillusioned screenwriter whose life is suddenly changed forever when he opens a door and is unwittingly transported to a fantastical medieval realm. Austin finds himself wielding a bloody dagger while standing over a very beautiful and very dead woman. Bewildered and confused, he is seized by castle guards and thrown in a dungeon. Just when he begins to fear the worst he is suddenly transported back to reality in LA. Did that really just happen? Has he gone insane? Was it all a dream? Did he have a brain tumor? Desperate for answers, sets out to find them and discovers that the mystery can only be unlocked by a strange piece of fiction that holds the truth about the magical kingdom. But he isn't the only person searching for the missing manuscript, and his rivals will stop at nothing to get it first. To complicate matters more, Austin soon discovers that he has no control over when he passes between worlds, and finds himself out of trust for even the simple things, like walking through doorways. Stuck between dual realities -charged for a murder he doesn't recall in one and running from a maniacal billionaire who's determined to kill him in another- Austin's monotonous life has become an epic adventure of magic, murder, and political intrigue in both the New Republic of Galiana and the streets of Los Angeles California.

“A gritty, twist-filled thriller” of crime and corruption by a two-time Edgar Award winner (*The Wall Street Journal*). John Shannon is a petty thief on the run. A three-time loser framed for a murder he didn't commit, he knows the cops are closing in on him and that he's facing life in prison—or death by lethal injection. Then, as if out of nowhere, a bizarre text message draws him to a meeting in the dark of night. A foreigner who calls himself the Identity Man offers Shannon an incredible chance to start again: a new face, a new home, a new beginning. Soon Shannon finds himself living a life he never dreamed possible. In a ruined city trying to rebuild, he finds work as a carpenter and a wood carver. He meets the beautiful Teresa Grey and for the first time falls in love with the sort of woman who could make him a better man. It seems too good to be true—and

it is. It turns out this ruined city is crawling with corruption. There are crooked politicians, gangsters, dirty cops everywhere—and, for some reason he doesn't understand, all of them seem to want Shannon dead . . . “Klavan builds slow-burning tension like nobody's business, and Shannon's struggle to redeem himself is powerful and compelling.” —Booklist

American politics grows embittered because it is increasingly torn between two rival constitutions, two opposed cultures, two contrary ways of life. American conservatives rally around the founders' Constitution, as amended and as grounded in the natural and divine rights and duties of the Declaration of Independence. American liberals herald their “living Constitution,” a term that implies that the original is dead or superseded, and that the fundamental political imperative is constant change or transformation (as President Obama called it) toward a more and more perfect social democracy ruled by a Woke elite. *Crisis of the Two Constitutions* details how we got to and what is at stake in our increasingly divided America. It takes controversial stands on matters political and scholarly, describing the political genius of America's founders and their efforts to shape future generations through a constitutional culture that included immigration, citizenship, and educational policies. Then it turns to the attempted progressive refounding of America, tracing its accelerating radicalism from the New Deal to the 1960s' New Left to today's unhappy campus nihilists. Finally, the volume appraises American conservatives' efforts, so far unavailing despite many famous victories, to revive the founders' Constitution and moral common sense. From Ronald Reagan to Donald Trump, what have conservatives learned and where should they go from here? Along the way, Charles R. Kesler argues with critics on the left and right, and refutes fashionable doctrines including relativism, multiculturalism, critical race theory, and radical traditionalism, providing in effect a one-volume guide to the increasingly influential Claremont school of conservative thought by one of its most engaged, and engaging, thinkers.

In the heat of the city, a man is out of time: speeding in a beat-up Ford Tempo, blasting easy-listening music. Reporter Steve Everett drinks too much, makes love to his boss's wife, and has just stumbled upon a shocking truth: a convicted killer is about to be executed for a crime he didn't commit. In the cold confines of Death Row, Frank Beachum is also out of time. Ready to say good-bye to the wife and child he loves and hello to the God he still believes in, Beachum knows he did not kill a convenience store clerk six years ago. But in a few hours—if Steve Everett can't find the evidence to stop it—a needle is going to pierce Frank Beachum's skin. The killing machine is primed. The executioner is waiting. And so is the priest. Now the clock is ticking down and the race is on—between the reporter and his demons, between the system and its lethal flaws, between the last innocent man and society's ultimate crime. . . .

Andrew Sullivan—youngest ever editor of *The New Republic*, founding editor of *The Daily Dish*, hailed as “one of the most influential journalists of the last three decades” by *The New York Times*—presents a collection of his most iconic and powerful essays of social and political commentary from *The New Republic*, *The Atlantic*, *The New York Times Magazine*, *New York* magazine, and more. Over the course of his career, Andrew Sullivan has never shied away from staking out bold positions on social and political issues. A fiercely independent conservative, in 1989 he wrote the first national cover story in favor of marriage equality, and then an essay, “The Politics of Homosexuality,” in *The New Republic* in 1993, an article called the most consequential of the decade in the gay rights movement. A pioneer of online journalism, he started blogging in 2000 and helped define the new medium with his blog, *The Daily Dish*. In 2007, he was one of the first political writers to champion the presidential

campaign of Barack Obama, and his cover story for *The Atlantic*, “Why Obama Matters,” was seen as a milestone in that campaign’s messaging. In the past five years, he has proved a vocal foe both of Donald Trump and of wokeness on the left. Loved and loathed by both left and right, Sullivan is in a tribe of one. Bold, timely, and thought-provoking, this collection of Sullivan’s greatest arguments on culture, politics, religion, and philosophy demonstrates why he continues to be ranked among the most intriguing and salient figures in US media.

A freak plane crash sets off a chase for a little girl with strange powers in this “stay-up-all-night” thriller from an Edgar Award–winning author (*USA Today*). Amanda is playing in the backyard when the plane explodes overhead. As metal, fire, and bodies rain down on her small town, the little girl wanders off. Houses on either side explode as she toddles away from the carnage, across the park, and into the woods. When her mother finds her, Amanda is asleep in the arms of a mysterious man. Carol takes her daughter and flees for her life, afraid not of the hell their town has become, but of what might happen if her daughter is found. Little Amanda is blessed with the power to heal the sick, and there are powerful people who want to find out where her mysterious ability comes from. After the crash, Carol and her daughter flee to New York, where one mother’s love is all that stands between Amanda and the forces of evil.

After he confesses to murder, a sleuthing English teacher will need a Christmas miracle to prove a condemned man innocent

Would you like to have the confidence, the kind of driving purpose, that shuts out all fear? Do you want your life to be filled with adventure? There are many kinds of soldiers, and the ones that this book is written for don’t necessarily wear a uniform. The missions these soldiers undertake have more than just political or historical significance—they are impacting eternity. *Bulletproof* is a field manual for the Christian soldier. It addresses the issues of fear and risk from a Christian perspective, using primarily military examples and analogies. Holton teaches believers how to overcome fear and join the ranks of the army of God. Terrorism. Murder. Disease. Job Loss. Road Rage. Weapons of Mass Destruction. Environmental Disaster. What Are You Scared? By every sense of reason, you should be. By faith, you don’t have to be. God’s soldiers are issued body armor: Peace that surpasses understanding. But you must choose to put it on. Chuck Holton reveals how to claim this peace of mind and rest in the sovereignty of God’s plan while stationed in our dangerous world. Not denying legitimate causes for fear, Holton’s balanced perspective to living boldly as a Christian today offers refreshing hope in the midst of rampant anxiety. Because when you begin seeing things from the Commander’s perspective, you won’t have to dodge bullets. Until your mission is complete, you are bulletproof. *Story Behind the Book* “In October 2002, a sniper started killing people at random in the area where I live. The community almost ground to a standstill, with people refusing to leave their homes, drive the streets, or send their children to school until the killer was found. What disturbed me most was the reaction of many of my fellow Christians—one of fear just like their unsaved neighbors. I felt we were passing up a perfect opportunity to model the peace that passes all understanding to a very needy audience. Since then I have come to realize that the Bible, almost in its entirety, tells us over and over again that we should not be afraid. A life lived trusting God is a fearless, confident life that will draw others to it.”

[Copyright: 3b67f1ee9cfe3f42061ef312745fadb2](https://www.amazon.com/dp/B000APR000)