

Chronicles Of The Imagination

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Chronicles of the Imagination - the Noble Dragons

500 years ago, long before the coming of the Blood of the Land, a time of hopeful uncertainty has fallen on the icy world of Staranana. The cruel Emperor Seth has mysteriously vanished, but the people begin their celebrations perhaps a bit prematurely. A sinister plot to destroy the Starananians' last and greatest stronghold, Stony City, quickly unfolds as 100,000 mongrel dragons rain destruction down on the city, and Lizard Face, Seth's treacherous second-in-command, prepares to usurp the abandoned throne. However, hope comes in the form of three young and powerful dragons loyal to the cause of the people. Together with Splash Moonbeam, legendary ancestor of Spikey Moonbeam, and Rys Noble, a young and powerful dragon tamer, the Noble Dragons will fight to protect Stony City from its greatest threat yet. Unfortunately, victory will come with a heavy price, and it may not even be final. For the disappearance of Seth does not match the expectations of prophecy, and his return will spell certain doom for Stony City and all of Staranana.

Chronicles of the Imagination

Faith is Dead! - Or so it seems as a ragtag group of freedom fighters on the icy planet of Staranana decide to give up the fight. Few can truly blame them, for 5000 years of torment and death under an immortal tyrant have taken a devastating toll. Long ago, the Lord God promised a deliverer called the Blood of the Land. However, after millennia of waiting it seems that God has forgotten His promise and abandoned the tiny world of Staranana. In the midst of this chaos a single family remains faithful and continues to trust in the promises of God. Together they embark on a quest to find the Blood of the Land and ultimately overthrow the cruel dictator, Emperor Seth. Murder, betrayal, and miracles of God await the Moonbeams on their quest, and the ultimate question remains: Does God still care about Staranana?

Chronicles of Aamya

"Can aliens speak to us? Can we make friends on the moon? These questions will all be answered in the book. Now we speak of books but can books speak about us? Do our actions have consequences for our beloved books? Thoughts so vivid, yet your destiny has found you picking up this book. Speaking of destiny, can an apocalypse like a tsunami make you friends with animals? Speaking ill of others, especially for your loved ones, affects your karma. Calling your sister rat can make you a rat! So do not fight with your siblings. Make friends with everyone, believe in yourself to achieve greatness and enter the magical world of queen fairies and alien friends, where bears speak English and make gadgets which stop time. Welcome to the world of imagination, welcome to the world of goodness, welcome to the world of the chronicles of Aamyra."

Chronicles of the Imagination - the Noble Dragons

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Chronicles of the Imagination

Kidnapped! Only days before the first Christmas on Staranana ever, the unthinkable happens; a centuries old enemy returns. Three months earlier, Lizard Face vanished into deep space, and he soon faded from the minds of the people he had helped oppress. Now he's back with deadly intentions. Armed with a stolen Stararockan ship and a deadly alien computer virus, he kidnaps Scotty and takes him to an ancient world on the far side of the galaxy. His demand for the boy's safe return is an ancient Starananian relic the bears know next to nothing about. Should they comply, even to save Scotty's life, it will spell the end of Staranana and Stararocka. Now it will be up to Scotty to escape from his captors and warn the bears before they make the biggest mistake of their existence. Throughout it all, he will learn what it truly means to trust God.

Here, There Be Dragons

The year is 1917. Following the sudden death of his Professor, a young man and his two companions are approached by a strange man who gives them a book to safeguard. This book, the Imaginarium Geographica, is the reason the Professor was killed, and now, they too are in mortal danger. Chased by the ferocious Wendigo, half-man half-werewolf creatures, the three companions seek refuge on a ship - a ship that leads them to the extraordinary lands of myth and legend mapped in the precious book they carry. As their adventure unfolds we learn that the friends are in fact C.S Lewis, J.R.R Tolkien and Charles Williams - and as they discover that events in the known world mirror those in the imaginary realm, they come to realise the importance of the Imaginarium Geographica, and if not protected, there will be no peace from the war that rages in our world.

Chronicles of the Imagination - the Betrayal of Kelcott

Revenge! Cold, Sweet Revenge! Every race has its traitors, and the people of Staranana are no exception. Set 15 years before the events of Chronicles of the Imagination: Staranana, readers will find themselves transported back to one of the most heartbreaking chapters in the planet's deep and bloody history. Weary of war, the rebels follow a long trusted but treacherous leader on a fool's errand like sheep to the slaughter. Their plan is to assassinate the malevolent Emperor Seth, but every warning of prophecy says that is impossible. Only one rebellious teen, Spikey Moonbeam, opposes the plan, and he quickly finds himself a fugitive - running from the very people he thought were his friends. Nevertheless, it will be up to him to save everyone. Even so, before he can, families will be destroyed, blood will run red in the snow, and the truth will be abandoned altogether. But in the end, all is not lost! For the words of the Hidden King never fail, and even in the darkest of times, hope always survives!

Chronicles of the Imagination - Lizard Face

Kidnapped! Only days before the first Christmas on Staranana ever, the unthinkable happens; a centuries old enemy returns. Three months earlier, Lizard Face vanished into deep space, and he soon faded from the minds of the people he had helped oppress. Now he's back with deadly intentions! Armed with a stolen Stararockan ship and a deadly alien computer virus, he kidnaps Scotty and takes him to an ancient world on the far side of the galaxy. His demand for the boy's safe return is an ancient Starananian relic that the bears know next to nothing about. Should they comply, even to save Scotty's life, it will spell the doom of both Staranana and Stararocka. Now it will be up to Scotty to escape from his captors and warn the bears before they make the biggest mistake of their existence. Throughout it all, he will learn what it truly means to trust in the Lord.

The Shadow Dragons

The Caretakers of the Imaginarium Geographica are at war. The Imperial Cartological Society, led by Richard Burton, have collected all of the doors from the Keep of Time, and are building a new tower in our world at the request of an old enemy: The Winter King's Shadow. He has a terrible weapon – The Spear of Destiny – that can be used to command the shadows of anyone it touches...including the protectors of the Archipelago, the dragons. With a ship called The Iron Dragon, the Shadow King regains passage to the Archipelago where he uses the power of the Spear and the portals of Time to enlist an unstoppable army of Dragon Shadows. And after the Archipelago falls, he intends to betray the Allies in our world – but not to align himself with the opposition. The Shadow King intends to use the turmoil of WWII to take over BOTH worlds. All the legendary Caretakers, past and present, come together on a great island in the northermost part of the Archipelago to decide the ultimate fate of the Imaginarium Geographica, as a terrible battle ravages the lands around them. And their only hope lies with a small group of companions who are on the quest for the broken sword Caliburn: the Grail Child Rose Dyson; her mechanical companion, the owl Archie; a mouse with an attitude; a dead Professor of Ancient Literature; and the mythical knight, Don Quixote. They must sail beyond the ends of the Archipelago in search of the sword, and the only being alive who can repair it: a scholar, who, once upon a time, was called Madoc.

Search for the Red Dragon

John, Jack, and Charles (who met nine years ago when they became Caretakers of the Imaginarium Geographica, an atlas of all the lands we think of as imaginary) have come together again. Someone is kidnapping the children of the Archipelago of Dreams - and the legendary Dragonships, which can cross between the two worlds, have disappeared. Their search takes them from Sir James Barrie and Peter Pan, to Jason and the Argonauts, Medea, the Pied Piper of Hamelin, and much more! An inventive, magical adventure that will keep readers riveted.

The First Dragon

Restoring the Archipelago of Dreams comes with a precious price in this final volume of the critically acclaimed Chronicles of the Imaginarium Geographica series. To save the world, Charles, the Grail Child Rose Dyson, and Edmund McGee must travel deep into the past to discover the identity of the mythical Architect of the Keep of Time. However, even if that tower can be restored, the Archipelago of Dreams is still missing. Somehow, the first Dragon must be found to restore the lands to what they once were. But fulfilling their mission may be giving the Echthroi exactly what they wanted all along... In this chilling conclusion to the critically acclaimed Chronicles of the Imaginarium Geographica series, the Caretakers will have to trust those who were once enemies, defeat the worst within themselves, and discover what may be the most important truth of all: where there is hope, and will, and courage, redemption is always possible.

Chronicles of the Imagination - Old Covenant

Every new technology comes with a price. For Spikey Moonbeam, that price will cut he, his family, and his friends off from Staranana and leave them stranded on an alien world at the very dawn of time. But not just any alien world - Earth! After discovering a seemingly innocent means of observing events through time, the Moonbeams, Scotty, TB, and Garlan find themselves alone in Earth's biblical past with very little hope of ever returning home. Together with some of the most famous characters from throughout the Bible, they will have to fight their way through time. Along the way, new friendships will

be forged, new enemies will be vanquished, curses will be pronounced, and children will grow up. In the end, only One can save them; only One can send them home. But will they find this One before time is irrevocably altered? And more importantly, will they find Him before this adventure is? To Be Continued?

Imagination and the Arts in C. S. Lewis

Imagination has long been regarded as central to C. S. Lewis's life and to his creative and critical works, but this is the first study to provide a thorough analysis of his theory of imagination, including the different ways he used the word and how those uses relate to each other. Peter Schakel begins by concentrating on the way reading or engaging with the other arts is an imaginative activity. He focuses on three books in which imagination is the central theme--*Surprised by Joy*, *An Experiment in Criticism*, and *The Discarded Image*--and shows the important role of imagination in Lewis's theory of education. He then examines imagination and reading in Lewis's fiction, concentrating specifically on the *Chronicles of Narnia*, the most imaginative of his works. He looks at how the imaginative experience of reading the *Chronicles* is affected by the physical texture of the books, the illustrations, revisions of the texts, the order in which the books are read, and their narrative "voice," the "storyteller" who becomes almost a character in the stories. *Imagination and the Arts in C. S. Lewis* also explores Lewis's ideas about imagination in the nonliterary arts. Although Lewis regarded engagement with the arts as essential to a well- rounded and satisfying life, critics of his work and even biographers have given little attention to this aspect of his life. Schakel reviews the place of music, dance, art, and architecture in Lewis's life, the ways in which he uses them as content in his poems and stories, and how he develops some of the deepest, most significant themes of his stories through them. Schakel concludes by analyzing the uses and abuses of imagination. He looks first at "moral imagination." Although Lewis did not use this term, Schakel shows how Lewis developed the concept in *That Hideous Strength* and *The Abolition of Man* long before it became popularized in the 1980s and 1990s. While readers often concentrate on the Christian dimension of Lewis's works, equally or more important to him was their moral dimension. *Imagination and the Arts in C. S. Lewis* will appeal to students and teachers of both children's literature and twentieth-century British writers. It will also be of value to readers who wish to compare Lewis's creations with more recent imaginative works such as the *Harry Potter* series.

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The Imagination Chronicles

Deep in a strange and distant forest, there is a dark hidden castle draped with strangling, living, poisonous vines. Sharp turrets and high windows surround the very center of the twisting fortress . . . And so begins our saga of the ancient and mysterious characters of the Wizard's Legacy.

Chronicles of the Imagination - New Covenant

Lost, alone, homesick - these are only a few words to describe Spikey Moonbeam and his ragtag group of Starananian time travelers. Four months earlier, he, his family, and his friends found themselves stranded at the very beginning of biblical history. Through trial and no shortage of error, they have bumped their way through the centuries trying to make it home. Along the way, they've earned the friendships of some of the most famous characters in the Bible - Noah, Shem, Caleb, and Moses to name a few. Now, still millennia from home, they have a chance to make yet another friend - the Lord Jesus Christ Himself. From His birth all the way to the garden tomb, they'll get to worship their Savior face to face. However, a sinister old enemy is waiting in the wings, and stopping him could very well cost

one of them their life. Sorrow and hope will walk hand-in-hand during the last days of this adventure. But it won't end until blood has been shed - and faith has been satisfied.

Chronicles of the Imagination

In this third addition to the series your favorite characters get...STRANDED! Every new technology comes with a price. For Spikey Moonbeam, that price will cut he, his family, and his friends off from Staranana and leave them stranded on an alien world at the very dawn of time. But not just any alien world - Earth! After discovering a seemingly innocent means of observing events through time, the Moonbeams, Scotty, TB, and Garlan find themselves alone in Earth's biblical past with very little hope of ever returning home. Together with some of the most famous characters throughout the Bible, they will have to fight their way through time. Along the way, new friendships will be forged, new enemies will be vanquished, curses will be pronounced, and children will grow up. In the end, only One can save them; only One can send them home. But will they find this One before time is irrevocably altered? And more importantly, will they find Him before this adventure is...To Be Continued?

The Historic Imagination in Fourteenth-century English Vernacular Chronicles

Seven years after the events of The Shadow Dragons, John, Jack and Charles are finally able to return to their beloved Archipelago of Dreams. But even as their return is celebrated by old friends, new concerns shadow the reunion, namely the threat of Echthroi, the primordial Shadow, but, perhaps even worse, the apparent splintering of Time itself. Now, the Caretakers must fight against their most fearsome enemy ever and attempt to restore Time. They must journey through a forgotten door from the destroyed Keep of Time in order to seek out the Dragon's Apprentice. If they fail, it will mean the end of both of the worlds. But success will carry its own price - a price that may be too high even for the Caretakers to bear.

The Dragon's Apprentice

Your sins will find you out! For nearly five millennia, the cruel and near-omnipotent Emperor Seth has brutalized the gentle people of Staranana. However, when rumors reach him from a neighboring solar system of an even more powerful monarch named Lord Nimbus, Seth sets out into the Universe to investigate. The result - the wicked despot crash lands on a primitive jungle world called Loxa where every trace of royalty, power, and even dignity is stripped away from him. For the people of this world, the Kodi, have a strict and violent code for punishing sin - and Seth's countless sins have preceded him throughout the galaxy. Now, imprisoned by both the Kodi and the mysterious Shifters, Seth will be forced to walk the Path of Repentance. On this journey, he will relive the five greatest sins of his life. Should he fail to repent before the journey is over, his life will be forfeit. However, should he repent, his own master, Licen, is sure to pour out unspeakable wrath. At long last, Emperor Seth will be confronted with his sins and will face the very questions we all must answer. Life or death? Sin or righteousness?

Chronicles of the Imagination - the Emperor's Passage

Welcome to the enchanting world of "Tales to Treasure: Chronicles of Imagination and Learning," a collection of heartwarming stories that will captivate the hearts of young readers and their families. Journey through mystical realms, where radiant compasses guide lost souls to hidden oases, rainsticks summon soothing rains in lush rainforests, and delicate chalices amplify emotions and intentions. Explore magical lands with healing lotus flowers, serene moonstones, and enchanted phoenix feathers that bring balance and rejuvenation. Uncover the power of curiosity with a curious key that unlocks the wonders of imagination and dive into an underwater odyssey where a soaring starfish grants wishes and weaves dreams. Crafted with love by the penname Kimberly Blair, these tales are not just stories but treasures filled with positivity, life lessons, and the celebration of family. Each page is beautifully illustrated to bring these enchanting worlds to life. "Tales to Treasure" is a book that parents and children will cherish as they embark on an extraordinary journey of wonder, wisdom, and self-discovery. Immerse yourself in tales that inspire, entertain, and leave a lasting impression on young hearts. Discover the magic of imagination, the joy of learning, and the power of love within the pages of this captivating book. Pick up your copy of "Tales to Treasure: Chronicles of Imagination and Learning" today and treasure the moments of togetherness as you explore these delightful tales with your child.

Tales to Treasure

Or so it seems as a ragtag group of freedom fighters on the icy planet Staranana decides to give up the fight. Few can truly blame them. 5,000 years of torment and death under an immortal tyrant have taken a devastating toll. Long ago, the Lord God promised a deliverer called the Blood of the Land. However, after millennia of waiting, it seems that God has forgotten His promise and abandoned the tiny world of Staranana to its doom. In the midst of this chaos, a single family remains faithful and continues to trust in the promises of God. Together, they will embark on a quest to find the Blood of the Land in an attempt to overthrow Staranana's cruel dictator, Emperor Seth. Murder, betrayal, and miracles of God await the Moonbeams on their quest, and the ultimate question remains: Does God still care about Staranana? This new edition includes not only a fantastic Christ-honoring adventure, but also educational extras great for use in any home or Christian school classroom. This novel is recommended for 5th through 8th grade students.

Chronicles of the Imagination

With the publication of this book, the hitherto hidden key to unlocking your imagination is finally revealed, and placed within your reach. The seeds for this germane work were planted seven years ago. After an extensive gestation, tender cultivation, it is, fittingly enough, on a harvest moon that our trusty scythe has been deployed to reap the lush harvest that has sprung forth from the seeds that were sown years ago: Good things in life do take a long time. And rather than theorize-though theory will always have its rightful place-this book takes the tack of illustrating with copious examples, and lavish illustrations to boot, what it means to enrich one's imagination. Open the book, and embark on a fun-filled romp by way of a series of luxuriant jaunts-eight to be precise-which have been chronicled, time-lapse photography style, to bring out the undercurrents, the nuances, and thereby stretch your imagination the better, amplifying it many times over.

The Harvest Moon Chronicles

What is the price of faith? Lost, alone, homesick - these are only a few words to describe Spikey Moonbeam and his ragtag group of Starananian time travelers. Four months earlier, he, his family, and his friends found themselves stranded at the very beginning of biblical history. Through trial, and no shortage of error, they have bumped their way through the centuries trying to make it home. Along the way, they've earned the friendships of some of the most famous characters in the Bible - Noah, Shem, Caleb, and Moses to name a few. Now, still millennia from home, they have a chance to make yet another friend - the Lord Jesus Christ Himself. From His birth all the way to the garden tomb, they'll get to worship their Savior face to face. However, a sinister old enemy is waiting in the wings, and stopping him could very well cost one of them their life. Despair and hope will walk hand in hand during the last days of this adventure. But it won't end until blood has been shed...and faith has been satisfied.

Chronicles of the Imagination

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the Land, and, at long last, overthrow the cruel dictator, Emperor Seth. Murder, betrayal, and miracles of God await the Moonbeams on their quest, and the ultimate question remains - does God still care about Staranana?

Chronicles of the Imagination: Staranana

With the Archipelago of Dreams in the hands of the Echthroi and the link to the Summer Country lost, the Grail child, Rose Dyson, the new Cartographer, Edmund McGee, and the Caretakers Emeritus seek to rebuild the Keep of Time but face a terrible new enemy who was once an ally. Illustrations.

The Dragons of Winter

An epic, highly acclaimed fantasy that has just been optioned as a feature film by Fox 2000! The Icemark is a kingdom in grave danger. Its king has been killed in battle, its enemy lies in wait, and its fate rests on the shoulders of one girl. Thirrin Freer Strong-in-the-Arm Lindenshield, a beautiful princess and an intrepid warrior, must find a way to protect her land from a terrible invasion. She will forge an extraordinary alliance of noble Snow Leopards, ancient Vampires, and ferocious Wolf-folk. She will find unexpected strength in her friendship with a young warlock. And she will lead her allies to victory with her fierce battle cry: "Blood! Blast! And Fire!"

Cry of the Icemark (The Icemark Chronicles, Book 1)

Llana Love is about to find out that her dream visions are actual events that propel her into varying parallel universes and to become something she only thought existed in her dreams and on the Space Channel. After her husband's death she is faced with realizing that reality is never what it seems, it has all been a pre-requisite to become what the universes need, the Dream Warrior. As the Dream Warrior, Llana is thrown into an exciting new existence with superhuman abilities and strength beyond comparison but the 3 Devil War Lord Brothers each want her as their own. It will be up to Llana and her UNIT to take them down, but it won't be without a fight, hardship, and casualties. Love struggles between human and non-human; will she choose the right one?

The Dream Warrior Chronicles Book 1

On a September evening in 1931, John and Jack, two of the Caretakers of the Imaginarium Geographica, discover a plea for help on an ancient medieval parchment. It seems to have been written by their friend, Hugo Dyson! But when they rush to warn him, they find that Hugo has already been abducted by fierce creatures called the Un-Men, who have mistaken him for the third Caretaker, Charles. And in that moment, the world begins to change... The Frontier which separates our world from the Archipelago of Dreams has fallen. Dark and terrible beasts roam throughout England. No one can be summoned from the Archipelago. And worse, their mentor and ally Bert seems to have forgotten them entirely! The only hope of restoring order from the chaos lies on a forgotten island - where a time travel device left by Jules Verne must be used to race through history itself - from the Bronze Age, to the fall of Troy and the founding of the Silver Throne. And in that single night, John and Jack discover that the only way to save their friend and stop the chaos destroying the world is to solve a two-thousand year-old mystery: Who is the Cartographer?

The Indigo King

For over half a century, scholars have laboured to show that C. S. Lewis's famed but apparently disorganised Chronicles of Narnia have an underlying symbolic coherence, pointing to such possible unifying themes as the seven sacraments, the seven deadly sins, and the seven books of Spenser's Faerie Queene. None of these explanations has won general acceptance and the structure of Narnia's symbolism has remained a mystery. Michael Ward has finally solved the enigma. In Planet Narnia he demonstrates that medieval cosmology, a subject which fascinated Lewis throughout his life, provides the imaginative key to the seven novels. Drawing on the whole range of Lewis's writings (including previously unpublished drafts of the Chronicles), Ward reveals how the Narnia stories were designed to express the characteristics of the seven medieval planets - Jupiter, Mars, Sol, Luna, Mercury, Venus, and Saturn - planets which Lewis described as "spiritual symbols of permanent value" and "especially worthwhile in our own generation". Using these seven symbols, Lewis secretly constructed the Chronicles so that in each book the plot-line, the ornamental details, and, most important, the portrayal of the Christ-figure of Aslan, all serve to communicate the governing planetary personality.

The cosmological theme of each Chronicle is what Lewis called 'the kappa element in romance', the atmospheric essence of a story, everywhere present but nowhere explicit. The reader inhabits this atmosphere and thus imaginatively gains concrete knowledge of the spiritual character which the tale was created to embody. Planet Narnia is a ground-breaking study that will provoke a major reevaluation not only of the Chronicles, but of Lewis's whole literary and theological outlook. Ward uncovers a much subtler writer and thinker than has previously been recognized, whose central interests were hiddenness, immanence, and knowledge by acquaintance.

Planet Narnia

Dragons. They are more than a memory from an age of wizards and heroes. These winged, fire-breathing beasts soar through the traditions of many lands, and through our dreams. In their many guises - Western or Eastern, reptile or lizard or serpent, wyvern, hydra, basilisk - dragons embody everything that we humans call magic. In this volume of the acclaimed 'Future Chronicles' anthology series, twelve authors invite you to journey to very different worlds - lands of fire and fury, of legend and lore - but all worlds where dragons roam unshackled from myth, freed from the imagination, and real. "The Dragon Chronicles" features stories by bestselling authors Elle Casey (War of the Fae), David Adams (Ren of Atikala), K.J. Colt (Klawdia), Terah Edun (Courtlight), and Daniel Arenson (Dragonlore) plus seven more of today's most visionary authors in fantasy and speculative fiction.

The Dragon Chronicles

Published in the early 1950s, C. S. Lewis's seven Chronicles of Narnia were proclaimed instant children's classics and have been hailed in The Oxford Companion to Children's Literature as "the most sustained achievement in fantasy for children by a 20th-century author." But how could Lewis (a formidable critic, scholar, and Christian apologist) conjure up the kind of adventures in which generations of children (and adults) take such delight? In this engaging and insightful book, C. S. Lewis expert David C. Downing invites readers to join his vivid exploration of the Chronicles of Narnia, offering a detailed look at the enchanting stories themselves and also focusing on the extraordinary intellect and imagination of the man behind the Wardrobe. Downing presents each Narnia book as its own little wardrobe - each tale an opportunity to discover a visionary world of bustling vitality, sparkling beauty, and spiritual clarity. And Downing's examination of C. S. Lewis's personal life shows how the content of these classic children's books reflects Lewis's love of wonder and story, his affection for animals and homespun things, his shrewd observations about human nature, along with his vast reading, robust humor, theological speculations, medieval scholarship, and arcane linguistic jokes. A fun glossary of odd and invented words will allow readers to speak with Narnian flair, regaling friends and family with unusual words like cantrips, poltooney, hastilude, and skirling. A masterful work that will appeal to both new and seasoned fans of Narnia, Into the Wardrobe offers a journey beyond Narnia's deceptively simple surface and into its richly textured and unexpected depths.

Into the Wardrobe

The White Witch, Aslan, fauns and talking beasts, centaurs and epic battles between good and evil -- all these have become a part of our collective imagination through the classic volumes of The Chronicles of Narnia. Over the past half century, children everywhere have escaped into this world and delighted in its wonders and enchantments. Yet what we do know of the man who created Narnia? This biography sheds new light on the making of the original Narnian, C. S. Lewis himself. Lewis was one of the intellectual giants of the twentieth century and arguably the most influential religious writer of his day. An Oxford don and scholar of medieval literature, he loved to debate philosophy at his local pub, and his wartime broadcasts on the basics of Christian belief made him a celebrity in his native Britain. Yet one of the most intriguing aspects of Clive Staples Lewis remains a mystery. How did this middle-aged Irish bachelor turn to the writing of stories for children -- stories that would become among the most popular and beloved ever written? Alan Jacobs masterfully tells the story of the original Narnian. From Lewis's childhood days in Ireland playing with his brother, Warnie, to his horrific experiences in the trenches during World War I, to his friendship with J. R. R. Tolkien (and other members of the "Inklings"), and his remarkable late-life marriage to Joy Davidman, Jacobs traces the events and people that shaped Lewis's philosophy, theology, and fiction. The result is much more than a conventional biography of Lewis: Jacobs tells the story of a profound and extraordinary imagination. For those who grew up with Narnia, or for those just discovering it, The Narnian tells a remarkable tale of a man who knew great

loss and great delight, but who knew above all that the world holds far more richness and meaning than the average eye can see.

The Narnian

A single baby, born to save a world. Two ancient prophecies, both foretelling the extinction of a race. Two sides racing to their appointment with destiny. A leader of men, determined to outwit the foretelling of his doom, leads his people in a sickening massacre to secure the continuation of his race. A single man, troubled with nightmares and voices in dreams, worries for his sanity as his life crumbles around him. Alone and friendless, Vincent escapes to isolated freedom, the loneliness forcing him to succumb to the terrifying nightmares and finally, to listen to the voices in the dreams. Many worlds away across the aching void, Farra listens to the voices in her own dreams, and embarks upon a perilous journey to bring truth and justice to one troubled soul struggling to find a purpose. The child that is now a man must face his nemesis and end the tide of evil that laid waste his world as he took his first breath. The voices in the dreams lead them on a journey through space and time, from world to world in a desperate struggle for truth, justice, life.

The Lilean Chronicles: Book One ~ Redemption

Immerse yourself in the epic and magical world of Narnia with "The Chronicles of Narnia: The Complete 7-Book Collection." This enchanting collection includes all seven timeless novels written by C.S. Lewis, transporting readers of all ages to a realm where imagination knows no bounds. Discover the secrets hidden within the wardrobe in "The Lion, the Witch and the Wardrobe," as four ordinary children find themselves in the midst of an extraordinary adventure. Follow their journey through enchanting lands, from the high seas in "The Voyage of the Dawn Treader" to the mysterious depths of "The Silver Chair." Encounter talking animals, mythical creatures, and powerful sorcery as you join Peter, Susan, Edmund, and Lucy on their quest to restore peace and defeat the forces of evil. Experience the magic of Narnia firsthand, where loyalty, bravery, and the triumph of good over evil resonate on every page. "The Chronicles of Narnia: The Complete 7-Book Collection" is a beloved classic series that has captivated readers for generations. With its timeless themes, unforgettable characters, and rich storytelling, these books have become a cornerstone of children's literature. This collection is the perfect addition to any bookshelf, a treasured gift for fantasy enthusiasts, and a gateway to a world of wonder and imagination. Open the pages of this extraordinary collection and embark on a journey beyond your wildest dreams. Let the magic of Narnia ignite your imagination and transport you to a world where anything is possible.

The Chronicles of Narnia Complete 7-Book Collection

'Fantasy as it ought to be written' George R.R. Martin The final instalment of Robin Hobb's Sunday Times best-selling series The Rain Wild Chronicles.

Blood of Dragons (The Rain Wild Chronicles, Book 4)

"In 'The Gift of Imagination: The Power of Curious Minds,' siblings Sarah and Tom embark on an enchanting adventure destined to captivate the hearts and imaginations of readers aged 9-12. Their lives take an unexpected turn when they relocate to a charming yet mysterious old house in a picturesque town, with the true magic concealed within the long-forgotten attic. Initially appearing ordinary, the house conceals the allure of a locked attic, untouched for decades, stirring the siblings' curiosity. Unbeknownst to them, this dusty attic becomes the gateway to a captivating mystery that will forever alter their destinies. The narrative unfolds with the excitement of a new beginning as Sarah and Tom settle into their new home. Yet, the locked attic, cast in shadows and off-limits due to parental warnings, intensifies their intrigue, fuelling their determination to unveil its secrets. Their journey brims with suspense and excitement as they stumble upon an ancient key, the missing link unlocking the attic's door and revealing forgotten relics, each holding a fragment of the overarching puzzle. Central to the tale is the siblings' unwavering resolve to decipher the attic's mysteries, leading them to believe in the existence of a hidden treasure within the town. Along the way, they unravel the town's history, its idiosyncrasies, and the stories of its past inhabitants. 'The Gift of Imagination: The Power of Curious Minds' weaves a narrative tapestry of adventure, friendship, and the exhilaration of discovery. The siblings find companionship in local kids who join their treasure hunt, forging an unbreakable bond. Each chapter unfolds a journey of wonder and exploration, imparting valuable lessons on history, teamwork, and perseverance. As Sarah and Tom draw closer to their goal, a pivotal clue surfaces, guiding them to the treasure's concealed location. The tale concludes with heartfelt resonance as

the siblings, alongside their newfound friends, unveil the long-lost treasure, discovering its true worth surpasses their wildest imaginations. More than a mere story, 'The Gift of Imagination: The Power of Curious Minds' extends an invitation to a world of curiosity, adventure, and the transformative power of teamwork. This book encourages young readers to embrace their innate sense of wonder, explore their surroundings, and appreciate the magic concealed in the most unexpected places."

The Gift of Imagination

This book examines the cultural and political history of the Church of the East, the main Christian church in Iraq and Iran. Philip Wood uses medieval Arabic sources to examine history-writing by Christians in the fifth to ninth centuries AD.

The Chronicle of Seert

"Written down in the 'Chronicles of Fenn' Before the ripples of time began"... Adventure awaits! A Story of Light is a wondrous tale delightfully spun with the threads of imagination and wisdom. An ancient land is in need of a way out of the darkness. Geoffrey Piffleton Jordan, mirrors for children the noble virtues of courage, kindness, love, and joy. Children of all ages will be inspired to follow his and the Zzah's examples in bringing back 'the LIGHT'! A gift that children and adults will treasure for a lifetime.

A Story of Light