

Outbreak Company Volume 1

From fads, crazes, and manias to collective delusions, scares, panics, and mass hysterias, history is replete with examples of remarkable social behavior. Many are fueled by fear and uncertainty; others are driven by hope and expectation. For others still, the causes are more obscure. This massive collection of extraordinary social behaviors spans more than two millennia, and attempts to place many of the episodes within their greater historical and cultural context. Perhaps the most well known example of unusual collective behavior occurred in 1938, when a million or more Americans were frightened or panicked after listening to a realistic radio drama about a Martian invasion of New Jersey, based on an adaptation of the H.G. Wells novel "War of the Worlds." Less known but equally remarkable scares based on Wells' book occurred in Chile in 1944 (when Army units were mobilized), in Ecuador in 1949 (when riots broke out, leaving more than a dozen dead), as well as in Buffalo in 1968, Rhode Island in 1974, and Europe in 1988 and 1998. The modern civilized world is by no means immune to such peculiar episodes. In the late 20th century, scores of people in the U.S. and Europe were wrongly incarcerated following claims of Satanic ritual abuse by authorities untutored in False Memory Syndrome. This episode recalls the European witch terror of the late Middle Ages, when innocent people were tortured and executed for consorting with the Devil based on the flimsiest of evidence. **OUTBREAK! THE ENCYCLOPEDIA OF EXTRAORDINARY SOCIAL BEHAVIOR** is an authoritative reference on a broad range of topics: collective behavior, deviance, social and perceptual psychology, sociology, history, folklore, religious studies, political science, social anthropology, gender studies, critical thinking, and mental health. Never before have so many sources been brought together on the mesmerizing topic of collective behavior.

A piercing and scientifically grounded look at the emergence of the coronavirus pandemic and how it will change the way we live—"excellent and timely." (The New Yorker) Apollo's Arrow offers a riveting account of the impact of the coronavirus pandemic as it swept through American society in 2020, and of how the recovery will unfold in the coming years. Drawing on momentous (yet dimly remembered) historical epidemics, contemporary analyses, and cutting-edge research from a range of scientific disciplines, bestselling author, physician, sociologist, and public health expert Nicholas A. Christakis explores what it means to live in a time of plague—an experience that is paradoxically uncommon to the vast majority of humans who are alive, yet deeply fundamental to our species. Unleashing new divisions in our society as well as opportunities for cooperation, this 21st-century pandemic has upended our lives in ways that will test, but not vanquish, our already frayed collective culture. Featuring new, provocative arguments and vivid examples ranging across medicine, history, sociology, epidemiology, data science, and genetics, Apollo's Arrow envisions what happens when the great force of a deadly germ meets the enduring reality of our evolved social nature.

The Kingdom of Balmore is in trouble. Kaoru goes back to learn more, but she gets dragged into a succession conflict between the princes of Brancott. As the Angel of the Goddess, Kaoru wanted to avoid getting involved in human conflicts, but it's also her duty as the Angel to straighten out Brancott for falsely representing the Goddess's will. She goes to take control of the situation with her potion cheat powers, but a figure lurking behind the chaos is ready to face her...

The year is 20XX, and Shinichi Kanou is a pretty typical otaku: he loves anime, manga, games, and light novels, but his devotion to the two-dimensional hasn't always made him the most popular guy around. What he doesn't know is that Japan has discovered a portal to another world in the vicinity of Mount Fuji. The people of the Eldant Empire, though, only have eyes for one of Japan's traditional exports: pop culture. Enter Amutech, a purveyor of "general entertainment" that's secretly run by the Japanese government. Shinichi lands a job as the company's general manager. Now he finally has a chance to put his nerd know-how to good use spreading the otaku gospel in the Eldant Empire. And wait... he has to work with a half-elf maid, an empress, AND a female soldier to get the job done?

When hardcore FPS enthusiast Hiroaki Dewa pulls off his VR headset and steps outside for the first time in ages, he realizes that the whole world is in ruins! Soon after, he coincidentally runs into horror junkie Otoha Judou, and the two of them team up to endure the zombie apocalypse. One fateful night, a VR AI known as "Raven" leaves them a cryptic message: "Survive, and humanity may flourish once again." Follow these ragtag oddballs as they cling to hope in a hopeless world!

Kyouhei Nanbu adores living his life peacefully and quietly, and not without reason! Pamil—a self-proclaimed princess's body double android—appeared in his house from an exhumed(?) coffin, and with her a wild collection of troubles, ranging from simple misunderstandings to kidnappings and more. While Kyouhei tries to keep her under control, the Storner sisters and their Colonel are still lurking in the background, waiting for their opportunity to capture Pamil. Will Kyouhei ever get the return to normalcy that he craves? On top of all of that, the events that happened on Valentine's Day are still weighing heavily on all involved. Will Kyouhei, Sanae, and Pamil find an answer to the question in their hearts? And what does the word "family" really mean for them?

The outbreak changed everything, but there are some bonds even the undead can't break. It's been six years since Pete Guinn last saw his sister, Corrie. He always hoped to see her again, but feared she was dead. When an elusive billionaire reveals Corrie is living under an assumed name in the Australian outback, Pete unquestioningly jumps at the chance of a reunion. But you can't win the lottery without buying a ticket, and billionaires don't do favours for free. Corrie is in hiding from her old employer, and from the Rosewood Cartel. Now that they've both found her, only a miracle can save the two siblings, and what happens in Manhattan can't be described as miraculous. What begins as a viral outbreak soon turns into an impossible horror. People are infected and die, only to rise up and continue transmitting the infection. Even as the army is mobilised, the virus spreads beyond the borders of the United States. Nowhere is safe from the living dead. As Australia is quarantined, the mining town of Broken Hill becomes a transit hub for the relief effort. Tourists are evacuated while civilians are conscripted, Pete and Corrie among them. Together with a bush pilot, a flying doctor, and an outback cop, the struggle to maintain civilisation begins. Supplies run low. Looting is rampant. Laws are forgotten, especially by the cartel who haven't abandoned their search for Corrie and their quest for revenge. Set in Broken Hill and beyond as the Australian quarantine begins. As this book returns to the beginning of the outbreak, it can be considered a good entry point for readers new to the series.

IT'S THE END OF THE OF THE (OTHER) WORLD AS WE KNOW IT On the other side of a wormhole connected to Japan is a fantasy world called the Holy Eldant Empire. The Empire isn't on the best of terms with the neighboring Kingdom of Bahairam, where there's just been a major disaster. Amateana and Clara, of the Baharamanian army, are right in the middle of it all when who should they run into but Myusel's mother, Falmelle! With her Foreseeing Eye, she makes a prediction: "Bring Shinichi here, and things will be resolved!" That's how Kanou Shinichi, General Manager of the otaku-goods business Amutech, finds himself heading for Bahairam once again, this time with his friends in tow. But the fate of the entire enchanted world might be riding on him! Is this going to be his final fantasy?!

For more than 40 years, Anthony Sinclair has researched the world's most famous conservation area, Serengeti. He understands its complex ecology - grasslands, birds, insects, and animals - as well as anyone on earth. Here he shares his deep knowledge, plus stories of dealing with civil war, bandits, poachers, and politicians.

Awaking to absolute chaos and carnage while on a school trip, Yogiri Takatou discovers that everyone in his class has been transported to another world! He had somehow managed to sleep through the entire ordeal himself, missing out on the Gift — powers bestowed upon the others by a mysterious Sage who appeared to transport them. Even worse, he and another classmate

were ruthlessly abandoned by their friends, left as bait to distract a nearby dragon. Although not terribly bothered by the thought of dying, he reluctantly decides to protect his lone companion. After all, a lowly Level 1000 monster doesn't stand a chance against his secret power to invoke Instant Death with a single thought! If he can stay awake long enough to bother using it, that is...

A National Bestseller, a New York Times Notable Book, and an Entertainment Weekly Best Book of the Year from the author of Extra Life “By turns a medical thriller, detective story, and paean to city life, Johnson's account of the outbreak and its modern implications is a true page-turner.” —The Washington Post “Thought-provoking.” —Entertainment Weekly It's the summer of 1854, and London is just emerging as one of the first modern cities in the world. But lacking the infrastructure-garbage removal, clean water, sewers-necessary to support its rapidly expanding population, the city has become the perfect breeding ground for a terrifying disease no one knows how to cure. As the cholera outbreak takes hold, a physician and a local curate are spurred to action-and ultimately solve the most pressing medical riddle of their time. In a triumph of multidisciplinary thinking, Johnson illuminates the intertwined histories of the spread of disease, the rise of cities, and the nature of scientific inquiry, offering both a riveting history and a powerful explanation of how it has shaped the world we live in.

DECISIONS, DECISIONS The nation of Japan is connected via wormhole to a place called the Holy Eldant Empire in a parallel fantasy world. It had been Japan's little (or big) secret, but after an aircraft carrier got caught in the time slip, the Americans know about it, too. The Americans have an extralegal idea for how to get their hands on the extraordinary technology of the Eldant Empire—and their target is Petralka! Can Shinichi and his friends stand against the modern world's most powerful military force? What waits beyond this final battle? Welcome to the final installment of Outbreak Company!

HOW DO YOU SOLVE A PROBLEM LIKE SHINICHI? On the other side of a wormhole connected to Japan is a fantasy world called the Holy Eldant Empire. A guy named Shinichi is the general manager of Amutech, a company established to foster cultural exchange there—otaku culture, that is! Lately, Shinichi has gone back to his old shut-in ways because—well, if you'd been through what he has, wouldn't you? Minori's trying everything she can to get him to come out of his cave, but in the meantime, the world outside the mansion is... under existential threat?! Shinichi's not the only one with a tale to tell, though: everyone's favorite cross-dresser Hikaru and the lizardman couple Brooke and Cerise also feature in the second Outbreak Company short story collection!

"Attack the feudal lord's mansion!" With this bold declaration, Chaika affirms that she'll do whatever it takes--no matter how reckless--in order to fulfill her mission. "I want to leave proof that I lived." And with this solemn wish, Toru ensures that his journey with Chaika will change the world...

YOIO! (YOU ONLY ISEKAI ONCE!) Connected to Japan via wormhole, the Holy Eldant Empire exists in a parallel fantasy world, where Shinichi has been spending his time as an otaku evangelist. He's learned that this world is actually a far-future version of our own, and now it turns out instability in the wormhole might threaten the ability to go to modern Japan and back: everyone who's been sent here could find themselves stranded on an island floating in time. Shinichi and his friends are instructed to leave the other world behind, but Shinichi's heart is here, and it won't be so easy for him. As if that wasn't enough to worry about, he suddenly finds himself confronted with a major threat to both his world and this one... or is that this world and his one? Wait, which world is which? The point is, everyone's in a lot of trouble! And wait... What's this about a final countdown? Huh?

"Ufufu. And YOU shall be my attendant." Iris, the seventh princess of Luxembourg, has arrived at IS Academy—and taken Ichika as her servant. Ling is less than pleased, and when Iris proposes eloping back to her country, she challenges her to an IS match to put a stop to it. But even teamed up with Houki, the two can't keep up with her fourth-generation IS... And if that isn't bad enough, the changes Houki's been going through prompt a previously unknown squad of mass-produced IS to kidnap her! Ichika and the other cadets are thrust into the battle that will later be known as the Akatsubaki Incident. Chaos swirls around the red camellia in the twelfth installment of Infinite Stratos!

"When the monstrous Jave attacked, mankind's strongest warrior died defending humanity--and was reincarnated as a baby. Now, thirteen years later, the Jave have returned! Enrolling in an academy that trains people to use the magic-powered battlesuits known as Division Maneuver, Okegawa Kuon can only operate Division 1, the weakest--until the opportunity to pilot a special, one-of-a-kind suit appears, one that can be activated even with rock-bottom levels of magical power! "

In Friedland, there's a new god in town: Yukinari Amano, who now keeps the area safe from the terrible creatures that routinely attack it. In hopes of raising Friedland's standard of living, Yuki decides to open trade negotiations with another village. However, this seemingly simple task leads to a shocking discovery: a human-erdgod symbiote! And as if that weren't enough, a monstrous new threat is bearing down on Friedland while Yuki is away... What will the village do? It's Volume 2 of the smash-hit guns-meet-swords action-fantasy, *Bluesteel Blasphemer!*

First-year high school student Momota Kaoru just saved a beautiful high school girl, Orihara Hime, from a train molester. One thing leads to another, and they end up going on a date! They have a lot in common: they both love video games, they both jam to their favorite songs on mixtapes, they were even both born in the Year of the Snake. Except... Orihara's first game console used cartridges... and her old mixtapes are all on MiniDisc... and, oh, her birthday is actually 12 years before Momota's! When her secret comes out, she thinks it must all be over... but will Momota really let something like a little age gap get in the way of his love for Orihara? Find out if love really can transcend generations in this sugar-sweet romantic comedy!

The panic unleashed by a mysterious contagion threatens the bonds of family and community in a seemingly idyllic suburban community. The Nash family is close-knit. Tom is a popular teacher, father of two teens: Eli, a hockey star and girl magnet, and his sister Deenie, a diligent student. Their seeming stability, however, is thrown into chaos when Deenie's best friend is struck by a terrifying, unexplained seizure in class. Rumors of a hazardous outbreak spread through the family, school and community. As hysteria and contagion swell, a series of tightly held secrets emerges, threatening to unravel friendships, families and the town's fragile idea of security. A chilling story about guilt, family

secrets and the lethal power of desire, *THE FEVER* affirms Megan Abbott's reputation as "one of the most exciting and original voices of her generation." *Laura Lippman In this prescient thriller about an all-too-possible scenario, a man fights to keep his family alive when a cyberworld meltdown and fierce storms cut New York City off from the world. Mike Mitchell is an average New Yorker living in an apartment in Chelsea, struggling to keep his family together. When the Internet goes down, he suddenly finds himself fighting just to keep them alive. The electricity and power supplies fade in and out, and the explanations offered by the authorities are vague and untrustworthy. A string of increasingly bizarre disasters starts appearing on the world's news networks, and a monster snowstorm hits New York City before Christmas. Mike and his close friends and family hunker down in their apartment building for safety, organizing and rationing food and water. Outside, the boundaries between lawful and criminal behaviour break down as resources become scarce. With the threat to their safety growing, Mike and his family pin their hopes on fleeing the city for the countryside. But as the world and cyberworld come crashing down, New York is suddenly cut off, turning the city into a wintry tomb where nothing is what it seems, and where no one can be trusted . . .

A. R. Myers's research in the history of late medieval England spanned more than forty years. Throughout his academic career 15th-century England, especially the documentary remnants of its administration, held his attention consistently though not exclusively. The relevant studies, fruits of his research in this field which were originally published in periodicals published over five decades, have here been brought together. As a corpus they provide a collection of important documents related to the crown, the royal household and parliament. Complete with a critical introduction by R. B. Dobson, this is the essential collection of the works of an influential historian of early modern England.

Now in its second edition, this book focuses on practical algorithms for mining data from even the largest datasets.

MY FAIR... LAD? On the other side of a wormhole connected to Japan is a fantasy world called the Holy Eldant Empire. A guy named Shinichi is the General Manager of Amutech, a company established to foster cultural exchange—otaku culture, that is! And soon Shinichi will need to be not just the purveyor of consumable entertainments, but the savior of the whole Eldant Empire. Wait, what?! It all starts with the arrival of one Prince Rubert, ambassador from one of Eldant's allies. He's, like, a super hunk, and no sooner has he arrived than he drops a total bombshell that leaves the entire imperial court in an uproar. And that's not all: it turns out Rubert and Garius go way back. In fact, in their schoolboy days, they were awfully close, if you know what we mean. (Minori sure does, and it's making her head explode!) The whole thing's on the train to crazy town... but can the Eldant Empire really afford to have Shinichi play conductor?!

Writing French Algeria is a groundbreaking study of the European literary discourse on French Algeria between the conquest of 1830 and the outbreak of the Algerian War in 1954. For the first time in English, this intertextual reading reveals the debate conducted within Algeria - and between colony and metropole - that aimed to forge an independent cultural identity for the European settlers. Through astute discussions of various texts, Peter Dunwoodie maps the representation of Algeria both in the dominant nineteenth-century discourse of Orientalism, via the *littérature d'escale* of writers such as Gautier or Fromentin, and in the colonial writing of Louis Bertrand, Robert Randau, and the 'Algerianists' who played a critical role in the construction of the new 'Algerian'. Dunwoodie shows how this ultimate construction relied on an extremely selective process which marginalized the indigenous people of the Maghreb in order to rediscover the country's 'Latin' roots. The book also focuses on the dialogism operative in the works of *École d'Alger* writers like Gabriel Audisio, Albert Camus, and Emmanuel Roblès, interrogating the way in which their voices countered the closure of those earlier strategies and yet still articulated the unresolvable dilemma of an inherently unstable and impermanent minority whose identity remained grounded in otherness.

This volume presents a comprehensive account of the COVID-19 pandemic, also known as the novel coronavirus pandemic, as it happened. Originating in China in late 2019, the COVID-19 outbreak spread across the entire world in a matter of three to four months. This volume examines the first responses to the pandemic, the contexts of earlier epidemics and the epidemiological basics of infectious diseases. Further, it discusses patterns in the spread of the disease; the management and containment of infections at the personal, national and global level; effects on trade and commerce; the social and psychological impact on people; the disruption and postponement of international events; the role of various international organizations like the WHO in the search for solutions; and the race for a vaccine or a cure. Authored by a medical professional and an economist working on the frontlines, this book gives a nuanced, verified and fact-checked analysis of the COVID-19 pandemic and its global response. A one-stop resource on the COVID-19 outbreak, it is indispensable for every reader and a holistic work for scholars and researchers of medical sociology, public health, political economy, public policy and governance, sociology of health and medicine, and paramedical and medical practitioners. It will also be a great resource for policymakers, government departments and civil society organizations working in the area.

What do you do when the MMO you've run for 15 years comes to an end? Akira Ono didn't get much of a choice — he woke up trapped inside the world of his own game in the body of his in-game character: the Demon Lord. With an outcast child as his sidekick, he tries his best to survive the cruel fantasy world of his own creation, prosecution from the good guys, and of course, the final boss.

Chaika's true mission--as well as her true identity--is revealed at long last. Toru must make the tough decision to remain by the side of his traveling companion or risk the possibility of plunging the world into darkness again! But what good is a saboteur in a world without conflict? And just who is the mysterious figure helping Chaika from the shadows...?

Kyouhei is the kind of person who cherishes every moment of his peaceful, 'normal' everyday life. Choose whichever synonym you like; he just wants a quiet life. However, with his dad being involved in some really shady businesses, his best friend being a wannabe rockstar, and his schoolmate Sanae... being Sanae, that's easier said than done, but he does his best. One day, he ends up accidentally releasing a naked girl from a coffin, who has no idea what 'normal' means. Unfortunately for him, Kyouhei can kiss that peace and quiet goodbye. Now, on top of his dad's lack of regard for anything approaching common sense or decency, his friend's thirst for excitement, and his admirer's... attention, Kyouhei has to deal with a (self-proclaimed) body double android of a princess from some European country? He just wants off this fake fake princess' wild ride!

One of The New York Times Book Review's 10 Best Books of the Year Winner of the Los Angeles Times Book Prize (History) *The Sleepwalkers: How Europe Went to War in 1914* is historian Christopher Clark's riveting account of the explosive beginnings of World War I. Drawing on new scholarship, Clark offers a fresh look at World War I, focusing not on the battles and atrocities of the war itself, but on the complex events and relationships that led a group of well-meaning leaders into brutal conflict. Clark traces the paths to war in a minute-by-minute, action-packed narrative that cuts between the key decision centers in Vienna, Berlin, St. Petersburg, Paris, London, and Belgrade, and examines the decades of history that informed the events of 1914 and details the mutual misunderstandings and unintended signals that drove the crisis forward in a few short weeks. Meticulously researched and masterfully written, Christopher Clark's *The Sleepwalkers* is a dramatic and authoritative chronicle of Europe's descent into a war that tore the world apart.

The Cultural Research Club is an eclectic bunch: a pro wrestling fanboy, a goofy ditz, a master of snark, a laid-back jokester, and a total girly-girl. Their peaceful teenage lives are turned upside-down, however, when they suddenly and inexplicably start swapping bodies with each other. At first it's all wacky hijinks... but then things get a little too personal. Boundaries are crossed, and dark secrets come to light--secrets that threaten to destroy the very foundations of their friendship. Who--or what--is causing the body-swap phenomenon? Will it ever stop? But most of all... can their club survive it? Find out in the hit ensemble dramedy light novel from award-winning author Sadanatsu Anda!

NEW YORK TIMES BESTSELLER • An urgent wake-up call about the future of emerging viruses and a gripping account of the doctors and scientists fighting to protect us, told through the story of the deadly 2013–2014 Ebola epidemic “Crisis in the Red Zone reads like a thriller. That the story it tells is all true makes it all more terrifying.”—Elizabeth Kolbert, Pulitzer Prize–winning author of *The Sixth Extinction* From the #1 bestselling author of *The Hot Zone*, now a National Geographic original miniseries . . . This time, Ebola started with a two-year-old child who likely had contact with a wild creature and whose entire family quickly fell ill and died. The ensuing global drama activated health professionals in North America, Europe, and Africa in a desperate race against time to contain the viral wildfire. By the end—as the virus mutated into its deadliest form, and spread farther and faster than ever before—30,000 people would be infected, and the dead would be spread across eight countries on three continents. In this taut and suspenseful medical drama, Richard Preston deeply chronicles the pandemic, in which we saw for the first time the specter of Ebola jumping continents, crossing the Atlantic, and infecting people in America. Rich in characters and conflict—physical, emotional, and ethical—*Crisis in the Red Zone* is an immersion in one of the great public health calamities of our time. Preston writes of doctors and nurses in the field putting their own lives on the line, of government bureaucrats and NGO administrators moving, often fitfully, to try to contain the outbreak, and of pharmaceutical companies racing to develop drugs to combat the virus. He also explores the charged ethical dilemma over who should and did receive the rare doses of an experimental treatment when they became available at the peak of the disaster. *Crisis in the Red Zone* makes clear that the outbreak of 2013–2014 is a harbinger of further, more severe outbreaks, and of emerging viruses heretofore unimagined—in any country, on any continent. In our ever more interconnected world, with roads and towns cut deep into the jungles of equatorial Africa, viruses both familiar and undiscovered are being unleashed into more densely populated areas than ever before. The more we discover about the virosphere, the more we realize its deadly potential. *Crisis in the Red Zone* is an exquisitely timely book, a stark warning of viral outbreaks to come.

When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.

Beginning with the absolutely critical first moments of the outbreak in China, and ending with an epilogue on the vaccine rollout and the unprecedented events between the election of Joseph Biden and his inauguration, Lawrence Wright's *The Plague Year* surges forward with essential information--and fascinating historical parallels--examining the medical, economic, political, and social ramifications of the COVID-19 pandemic.

The explosion of a jetliner over India triggers an Apocalyptic battle that sweeps across the subcontinent. Reprint.

NATIONAL BOOK AWARD FINALIST • NATIONAL BESTSELLER • An audacious, darkly glittering novel set in the eerie days of civilization's collapse—the spellbinding story of a Hollywood star, his would-be savior, and a nomadic group of actors roaming the scattered outposts of the Great Lakes region, risking everything for art and humanity. Now an original series on HBO Max. Kirsten Raymonde will never forget the night Arthur Leander, the famous Hollywood actor, had a heart attack on stage during a production of *King Lear*. That was the night when a devastating flu pandemic arrived in the city, and within weeks, civilization as we know it came to an end. Twenty years later, Kirsten moves between the settlements of the altered world with a small troupe of actors and musicians. They call themselves *The Traveling Symphony*, and they have dedicated themselves to keeping the remnants of art and humanity alive. But when they arrive in *St. Deborah by the Water*, they encounter a violent prophet who will threaten the tiny band's existence. And as the story takes off, moving back and forth in time, and vividly depicting life before and after the pandemic, the strange twist of fate that connects them all will be revealed. Look for Emily St. John Mandel's new novel, *Sea of Tranquility*, coming in April 2022!

As a motivational inspirer, Eloria's mission is to convince her friend Persephonice to leave the elf world behind. She knows that if she can't, she will be stuck in their world herself. But what she finds in the primitive elf world is magic and a connection she never thought possible. Viator is a prince of the darkland elves and captures one of those extraordinary creatures like Persephonice to turn over to his father, but his people worry about the prophecy where a girl from another world would take over their kingdom. He's not giving her up as he realizes he needs her to help fulfill his mission to make his wings transparent. And she has to see where his dangerous quests will take them both...if they can survive the trials.

NEW YORK TIMES BEST SELLER • A grand, devastating portrait of three generations of the Sackler family, famed for their philanthropy, whose fortune was built by Valium and whose reputation was destroyed by OxyContin. From the prize-winning and bestselling author of *Say Nothing*, as featured in the HBO documentary *Crime of the Century*. The Sackler name adorns the walls of many storied institutions—Harvard, the Metropolitan Museum of Art, Oxford, the Louvre. They are one of the richest families in the world, known for their lavish donations to the arts and the sciences. The source of the family fortune was vague, however, until it emerged that the Sacklers were responsible for making and marketing a blockbuster painkiller that was the

catalyst for the opioid crisis. Empire of Pain begins with the story of three doctor brothers, Raymond, Mortimer and the incalculably energetic Arthur, who weathered the poverty of the Great Depression and appalling anti-Semitism. Working at a barbaric mental institution, Arthur saw a better way and conducted groundbreaking research into drug treatments. He also had a genius for marketing, especially for pharmaceuticals, and bought a small ad firm. Arthur devised the marketing for Valium, and built the first great Sackler fortune. He purchased a drug manufacturer, Purdue Frederick, which would be run by Raymond and Mortimer. The brothers began collecting art, and wives, and grand residences in exotic locales. Their children and grandchildren grew up in luxury. Forty years later, Raymond's son Richard ran the family-owned Purdue. The template Arthur Sackler created to sell Valium—co-opting doctors, influencing the FDA, downplaying the drug's addictiveness—was employed to launch a far more potent product: OxyContin. The drug went on to generate some thirty-five billion dollars in revenue, and to launch a public health crisis in which hundreds of thousands would die. This is the saga of three generations of a single family and the mark they would leave on the world, a tale that moves from the bustling streets of early twentieth-century Brooklyn to the seaside palaces of Greenwich, Connecticut, and Cap d'Antibes to the corridors of power in Washington, D.C. Empire of Pain chronicles the multiple investigations of the Sacklers and their company, and the scorched-earth legal tactics that the family has used to evade accountability. The history of the Sackler dynasty is rife with drama—baroque personal lives; bitter disputes over estates; fistfights in boardrooms; glittering art collections; Machiavellian courtroom maneuvers; and the calculated use of money to burnish reputations and crush the less powerful. Empire of Pain is a masterpiece of narrative reporting and writing, exhaustively documented and ferociously compelling. It is a portrait of the excesses of America's second Gilded Age, a study of impunity among the super elite and a relentless investigation of the naked greed and indifference to human suffering that built one of the world's great fortunes.

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