

Alien Arcana Starships Mage Book 4

REALITY BITES Talk radio host and werewolf Kitty Norville has agreed to appear on TV's first all-supernatural reality show. She's expecting cheesy competitions and manufactured drama starring shapeshifters, vampires, and psychics. But what begins as a publicity stunt will turn into a fight for her life. The cast members, including Kitty, arrive at the remote mountain lodge where the show is set. As soon as filming starts, violence erupts and Kitty suspects that the show is a cover for a nefarious plot. Then the cameras stop rolling, cast members start dying, and Kitty realizes she and her monster housemates are ironically the ultimate prize in a very different game. Stranded with no power, no phones, and no way to know who can be trusted, she must find a way to defeat the evil closing in . . . before it kills them all.

Mars destroyed his ship -- but gave him a new one. Mars drafted his Mage -- for the good of humanity! He should have known that wouldn't be the end of it... Captain David Rice has a new ship, a new crew, and a new set of Jump Mages to carry him between the stars. All he wants is to haul cargo, make money and keep his head down. His past, however, is not so willing to let him go. An old enemy is reaching out from beyond the grave to destroy any chance of peace or life for Captain Rice--and old friends are only making things more complicated! All he wants is to be a businessman, but as the death toll mounts he must decide what is more important: his quiet life or the peace humanity has enjoyed for centuries...

The epic battles between Optimus Prime and Megatron have long thrilled Transformers fans. But these two giants weren't always great leaders and bitter foes. This new novel continues the electrifying saga that started with Transformers: Exodus, unveiling the origins of the conflict—the explosive events that unfolded before Optimus and Megatron arrived Earthside, forever altering the destiny of their kind. Once allies, Optimus and Megatron are now enemies in a civil war. To prevent Cybertron from falling into Megatron's hands, Optimus jettisons the planet's heart, the AllSpark, into space, then sets out to find it with Megatron hot on his heels. Optimus is determined to defeat Megatron, bring the AllSpark home, and restore Cybertron to its former glory. But a saboteur lurks aboard Optimus's spaceship, and ahead lie lost colonies, some of them hostile. Optimus needs help of the highest caliber, but from whom? Heroes such as Solus, Nexus, and Vector Prime are just names from make-believe stories of long ago. Or are they? Maybe it's time for Optimus Prime to find out. Maybe it's the only chance he has to vanquish mighty Megatron.

Some of the science fiction genre's leading writers—including David Weber, John Ringo, Eric Flint, and Timothy Zahn--chronicle the continuing adventures and exploits of daring starship commander Honor Harrington, in a new action-packed anthology.

Alien Arcana

Children of Prophecy

Worlds of Honor 4

An Encyclopedia of Our Worst Nightmares

Zero World

This new supplement provides new rules and modules for running a futuristic d20 Modern campaign. The wealth of information covers new character traits, advanced classes, starting occupations, gear, starships, monsters, and more.

A collection of short fiction presents the dangerous and multifaceted world of Honor Harrington--starship captain, admiral, and interstellar heroine.

An ancient power unleashed from its prison. Fleets summoned by oaths old and new alike. A rising tide of war that may consume the galaxy! Captain Morgan Casimir's mission to stop a war has ended in a nightmare. In the heart of an ignored nebula, trapped behind a ring of newborn stars, she has awoken a creature of another time: the horde of biological starships who call themselves the Infinite. Fifty thousand years ago, the Infinite drove the galaxy's Alavan Precursors to a grave mistake that destroyed all that was. Unleashed once more by the very people Morgan Casimir sought to stop, the Infinite now threaten an entirely new era. The only thing standing in their way is a fragile alliance of old enemies, determined to keep them contained in the Astoroko Nebula. But when that ancient prison fails, the galaxy must stand together-or watch the beginning of a golden age dissolve into apocalypse...

A pirate attack with only one survivor A conspiracy woven across the planets A vengeance that will not be denied When pirates seize the inter-planetary freighter owned by Brad Mantruso's family, he is dumped into space. Saved from death by a passing Fleet ship, he is left with nothing but his skills, a gun, and a burning desire for vengeance. Acquiring a ship, he reinvents himself as the mercenary Captain Brad Madrid. Before he can pursue his enemies, however, he finds himself dragged into an unexpected conflict when his ship's history draws new enemies to him. Beset by pirates, slavers, and a woman who might be his savior-but definitely is a spy-it will take all of his skill, cunning, and new friends to claim his revenge!

Drifter's Folly

Kitty's House of Horrors

Interstellar Mage

Sword of Mars

Icons of Horror and the Supernatural

A shackled Earth, ruled by an unstoppable tyrant An exiled son, and a one-way trip across the galaxy A perfect world, their last hope for survival Vice Admiral Isaac Gallant is the heir apparent to the First Admiral, the dictator of the Confederacy of Humanity. Unwilling to let his mother's tyranny stand, he joins the rebellion and leads his ships into war against the might of his own nation. Betrayal and failure, however, see Isaac Gallant and his allies captured. Rather than execute her only son, the First Admiral instead decides to exile them, flinging four million dissidents and rebels through a one-shot wormhole to the other end of the galaxy. There, Isaac finds himself forced to keep order and peace as they seek out a new home without becoming the very dictator he fought against—and when that new home turns out to be too perfect to be true, he and his fellow exiles must decide how hard they are prepared to fight for paradise--against the very people who built it.

"Here in the Just City you will become your best selves. You will learn and grow and strive to be excellent." Created as an experiment by the time-traveling goddess Pallas Athene, the Just City is a planned community, populated by over ten thousand children and a few hundred adult teachers from all eras of history, along with some handy robots from the far human future—all set down together on a Mediterranean island in the distant past. The student Simmea, born an Egyptian farmer's daughter sometime between 500 and 1000 A.D, is a brilliant child, eager for knowledge, ready to strive to be her best self. The teacher Maia was once Ethel, a young Victorian lady of much learning and few prospects, who prayed to Pallas Athene in an unguarded moment during a trip to Rome—and, in an instant, found herself in the Just City with grey-eyed Athene standing unmistakably before her. Meanwhile, Apollo—stunned by the realization that there are things mortals understand better than he does—has arranged to live a human life, and has come to the City as one of the children. He knows his true identity, and conceals it from his peers. For this lifetime, he is prone to all the troubles of being human. Then, a few years in, Sokrates arrives—the same Sokrates recorded by Plato himself—to ask all the troublesome questions you would expect. What happens next is a tale only the brilliant Jo Walton could tell. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A bloody war has ended in a restored peace And the shield of Martian magic guards the stars Two centuries of spell and steel to ward all humanity Two years ago, Lieutenant Commander Roslyn Chambers stood witness to the surrender of the last remnants of the Republic. Fueled by atrocity against Mage and mundane alike, the secessionists who waged war against the Protectorate of Mars are finally defeated. Now, a special commission from the Mage-Queen of Mars takes Roslyn deep into the former Republic to hunt the architects of that atrocity. Mages who betrayed their own, the creators of Project Prometheus must be brought to justice. But hidden from even the Republic, Prometheus has woven magic and technology together once more. Here, hidden from all prying eyes, they have created a monster..one that even a Protectorate forged by the spell must call black magic.

A defector with a dangerous lead A chance to speak for the silent A perilous quest into enemy stars

Alien Interview

Hand of Mars

Judgment of Mars

Exile

The Service of the Sword

Armor up for a metal-pounding explosion of action, adventure and amazing speculation by topnotch writers—including Nebula-award winner Jack McDevitt, Sean Williams, Dan Abnett, Simon Green, and Jack Campbell!on a future warrior that might very well be just around the corner. Science fiction readers and gamers have long been fascinated by the idea of going to battle in suits of powered combat armor or at the interior controls of giant mechs. It's an armor-plated clip of hard-hitting tales featuring exoskeleton adventure with fascinating takes on possible future armors ranging from the style of personal power suits seen in Starship Troopers and Halo to the servo-controlled bipedal beast-mech style encountered in Mechwarrior and Battletech. At the publisher's request, this title is sold without DRM (Digital Rights Management).

A shuttle accident claims the lives of the Mage-King of Mars and his heir. The Crown and the Mountain fall to the Mage-King's daughter. Even as they get a handle on the list Kiera's father left them, Damien is grimly certain of one thing: when it comes to the deaths of Kings, he doesn't believe in accidents.

It is the dawn of the sixth millennium and the skies are darkening, for the suns are fading. Humans reached the stars long ago, building a republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended on humanity, for the greatest of civilizations has fallen and even the stars die.

Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. This is the universe of the Fading Suns. My Time Among the Stars collects the journals of Guissepe Alustro, a priest traveling the Known Worlds in the aftermath of the Emperor Wars and the beginning of the reign of Alexius I. Alustro encounters nobles, priests, mercenaries, aliens, knights, starships, psychics, lost worlds, ancient artifacts, and the Dark Between the Stars. His journals reveal the adventures, intrigues, mysteries, and spiritual yearnings of humankind many millennia from now. Alustro's journals were originally featured as the prologues for the Fading Suns series of sourcebooks, each of which presented new knowledge about a facet of the universe. All of them are collected here for the first time, as transcribed for pre-Diasporan readers by Bill Bridges (World of Darkness, Werewolf: the Apocalypse, Mage: the Awakening, Promethean: the Created).

A collection of original, epic science fiction stories by some of today's best writers—for fans who want a little less science and a lot more action—and edited by two-time Hugo Award winner John Joseph Adams. Inspired by movies like The Guardians of the Galaxy and Star Wars, this anthology features brand-new stories from some of science fiction's best authors including Dan Abnett, Jack Campbell, Linda Nagata, Seanan McGuire, Alan Dean Foster, Charlie Jane Anders, Kameron Hurley, and many others.

Armored

A Starship's Mage Universe Novel

The Service of Mars

My Time Among the Stars

Mountain of Mars

"Includes the complete bonus novella The Dire Earth, a prequel to the bestselling sci-fi adventure The Darwin Elevator."

A mercenary with a secret past A pirate leader with a secret mission A clash that will shake planets Mercenary Captain Brad Madrid has spent years building the resources to go after the man who murdered his family. His new career has benefits--but also duties and responsibilities he cannot lightly brush aside. A new mission brings him once again into conflict with the Terror, however, and as friends and lovers alike perish around him, he realizes that responsibility and vengeance align. Neither the man he was nor the man he is can suffer the Terror to live. Aided by allies across the planets and a familiar shadowy spy, Brad will hunt his enemy across the Solar System, chasing down a final confrontation that will shake the foundations of humanity...and fulfil his Oath of Vengeance.

Yesterday, Rachel went to sleep listening to Taylor Swift, curled up in her grandma's quilt, worrying about geometry. Today, she woke up in a ditch, bloodied, bruised, and missing a year of her life. She doesn't recognize the person she's become: She's popular. She wears nothing but black. Black to cover the blood. And she can fight. Tell no one. She's not the only girl to go missing within the last year...but she's the only girl to come back. She desperately wants to unravel what happened to her, to try and recover the rest of the Lost Girls. But the more she discovers, the more her memories return. And as much as her new life scares her, it calls to her. Seductively. The good girl gone bad: sex, drugs, and raves, and something darker...something she still craves. The rush of the fight, the thrill of the win—something she can't resist, that might still get her killed...

Offers entries on 24 of the significant archetypes of horror and the supernatural, from the classical epics of Homer to the novels of Stephen King.

Equilibrium

Lost Girls

Stellar Fox

The Legend of the Pumpkin Thief

Vigilante Duology

Dark Matter is a full science fiction conversion for the 5th Edition of the World's Greatest Roleplaying that unlocks a universe of adventure for your table, without leaving your favorite fantasy staples behind. This full campaign setting is rife with gorgeous art, easy to learn, and generic enough to use with any campaign.

In a galaxy tied together by the magic of the elite Jump Magi, Damien Montgomery is a newly graduated member of their number. With no family or connections to find a ship, he is forced to service on an interstellar freighter known to be hunted by pirates. When he takes drastic action to save the Blue Jay from their pursuers, he sets in motion a sequence of events beyond his control - and attracts enemies on both sides of the law! Starship's Mage was originally released as five separate episodes.

ROGUE MAGE TURNED INTERPLANETARY ENVOY Three years ago, as Ship's Mage of the starship Blue Jay, Damien Montgomery was pursued to the edge of human space by both the agents and enemies of the Mage-King of Mars - before being brought in from the cold. Now, trained in new skills by the Mage-King himself, Damien has been sent to the planet Ardennes alongside Alaura Stealey, Hand of the King. A rebel movement there has destroyed cities fighting a Governor seemingly lost to corruption. But not all on Ardennes is as it seems. As allies becomes enemies and an entire world comes apart in chaos around him, Damien will find both his skills and integrity tested to the utter limit.

Ten thousand stars, once chained, taste freedom An eternal empire, once undefeated, falls to pieces An alliance, once united, now lacks a common foe War was hard enough. Peace may be impossible

Oath of Vengeance

Cosmic Powers

Voice of Mars

Mage--Provocateur

On Writing

An enemy on the run to neutral space An elite squadron beyond the reach of any backup A secret deal that could doom the whole sector... When United Planets Alliance Captain Henry Wong and Ambassador Sylvia Todorovich attempted to bring peace to the Ra Sector, they turned to the Drifters for neutral ground. Instead, the nomadic spacers betrayed the summit and attempted to kill everyone there. With peace forged despite the Drifters' betrayal, Henry and Sylvia take an elite squadron in pursuit of the Drifter Convoy. Their enemies have friends at every turn, neutral worlds who will give them shelter-and if the UPA breaches that neutrality, everything Henry and Sylvia have worked for could crash down in flames. If the UPA is to keep the peace in the stars of a fallen empire, their diplomats must be untouchable, their honor unblemished. But as Henry's superiors prepare for all-out war, his ships fly ever closer to a deadly trap laid by an enemy that knows them all too well...

An alien ruin A murdered archeologist An ancient secret--and a conspiracy that will kill to keep it! When a scientist is murdered after finding signs of alien magic in an archeological dig, Mage Damien Montgomery, Hand of the Mage-King of Mars, is sent to investigate both the murder and the alien ruins. His investigation is interrupted when a mysterious ship attacks the ruins with weapons only available to the Martian Navy. Despite saving the dig site, Montgomery is left with more questions than answers. His investigations reveal questions about the origin of his magic and his nation--and lead him back to the one place that should be safe: the court of the Mage-King of Mars.

In 1999, Stephen King began to write about his craft -- and his life. By midyear, a widely reported accident jeopardized the survival of both. And in his months of recovery, the link between writing and living became more crucial than ever. Rarely has a book on writing been so clear, so useful, and so revealing. On Writing begins with a mesmerizing account of King's childhood and his uncannily early focus on writing to tell a story. A series of vivid memories from adolescence, college, and the struggling years that led up to his first novel, Carrie, will afford readers a fresh and often very funny perspective on the formation of a writer. King next turns to the basic tools of his trade -- how to sharpen and multiply them through use, and how the writer must always have them close at hand. He takes the reader through crucial aspects of the writer's art and life, offering practical and inspiring advice on everything from plot and character development to work habits and rejection. Serialized in the New Yorker to vivid acclaim, On Writing culminates with a profoundly moving account of how King's overwhelming need to write spurred him toward recovery, and brought him back to his life. Brilliantly structured, friendly and inspiring, On Writing will empower--and entertain--everyone who reads it.

A war fought in the shadows A conspiracy shattered in fire A moment of weakness... When politics are played for blood. The destruction of the secret archive of the Royal Order of Keepers on Mars has left Damien Montgomery, Hand of the Mage-King, with his enemies defeated, his lover dead-and his questions unanswered. When he seeks out the remaining Keepers for answers, he discovers only violence and death in their strongholds. Someone else is hunting down the survivors to make sure they never answer Damien's questions-or anyone else's. As a wave of murder sweeps Mars and the consequences of the Keepers' conspiracy sink home, Damien is summoned before the Council of the Protectorate to answer for the deaths of two other Hands. In the political heart of the Protectorate of Mars, he finds he may be forced to choose between honoring the oaths he swore and preserving the survival of the Protectorate itself

Mage-Commander

Starship's Mage: Omnibus

Changer of Worlds

Raven's Peace

Transformers: Exiles

A humanitarian mission into unfriendly stars A training cruise under the watch of a fortified fleet base The closing jaws of a trap years in the making

The content of this book is the letter, Top Secret interview transcripts and personal notes received from the late Matilda O'Donnell MacElroy, an Army Air Force nurse who stationed at the Roswell Army Air Field 509th Bomb Group.Her letter asserts that this material is based on a series of interviews she conducted with an extraterrestrial being as part of her official duty as a nurse in the U.S. Army Air Force. During July and August she interviewed a saucer pilot who crashed near Roswell, New Mexico on July 8th, 1947. The being identified itself as an officer, pilot and engineer of The Domain Expeditionary Force, a race of beings who are using the asteroid belt in our solar system as a intergalactic base of operations.

Fifty thousand years ago, the Precursors broke the universe Now great powers and small alike fight over their wreckage But in the midst of the chaos, there is a question no one asks... Why? Morgan Casimir, commander of the A!Tol Imperial cruiser Defiant, has seen the works of the Precursor aliens known as the Alava. She has seen their accidents threaten worlds and consume entire star fleets. Charged by her Empress to prevent a conspiracy of profiteers from finding and using a lost fleet of Alava warships, she knows unimaginable catastrophe looms if she fails.

With her lover, xenoarcheologist Dr. Rin Dunst, at her side, she is sent to a hot zone on the edge of war to once again achieve the impossible. But as they search along a border flaring in violence, Morgan discovers that if the worst comes to pass, her orders are to destroy the ships rather than allow them to be taken...and she realizes that there just might be a reason seemingly godlike aliens lost an entire fleet.

YOU CAN NEVER GO HOME When accusations of piracy and mass murder are laid against his homeworld, Damien Montgomery is sent to resolve the crisis. As counter-accusations fly and an old flame re-enters his life, the newest Hand of the Mage-King of Mars finds himself in the midst of a bloody interstellar shadow war. With the death toll mounting, Damien must decide whether he should trust the world he came from - or the world that asked for his help. The wrong choice will trigger a civil war that could shatter human civilization. No pressure. Voice of Mars is book 3 of the Starship's Mage series.

UnArcana Stars

Eyes of Tomorrow

A Darker Magic

The Just City

As the townsfolk sleep, something creeps into the neighborhood. Hidden in the shadows, its presence is as old as time itself, its intent not born of goodness. Nick, a teenager who fancies himself a detective, wakes to find his carved masterpiece missing. Now a mystery is afoot and Nick has his first assignment, to find out who or what is snatching up the town's pumpkins and why. Unfortunately, as with all great detectives, obstacles stand in Nick's way—the neighborhood bully and his cronies and the strange old lady and her dog who share the run-down house at the end of Nick's block. As Nick investigates, an urban legend unravels . . . the legend of the Pumpkin Thief. Nick fears the legend as he embarks on the most dangerous adventure of his young life. Collecting clues, getting ever closer to the true nature of evil, he learns that curiosity comes with a high price.

Secrets have been unleashed Worlds have fallen A Mage-King has died But the war rages on! Secrets and warships combined to turn the tide of the Siege of Legatus, delivering the capital of the Republic of Faith and Reason into the hands of their enemies. With Damien Montgomery called away to lead the entire Protectorate of Mars, fighting the war falls to Mage-Admiral Jane Alexander and Mage-Lieutenant Roslyn Chambers. As the Martian Second Fleet moves against the remaining Republic worlds, Captain Kelly LaMonte's covert stealth ship sweeps the worlds away from the conflict, searching for the Republic's government-in-hiding and a chance to end the bloody conflict. But this war began in the shadows, and the secrets hidden in those shadows threaten to turn the tide of the war once more-and bring it to the heart of the Protectorate!

Vengeance hunts them. Rebellion seeks them. Loyalty commands them. The shadows will fear them. Captain David Rice and Mage Maria Soprano have made their choice, signing up with the Martian Interstellar Security Agency and converting Red Falcon into a covert operations ship for the Protectorate. Their new duties drag them back into the very underworld they once strove to escape, intentionally provoking the Azure Legacy into a renewed conflict. They find unexpected allies with secret agents from Legatus's rebellion against Mars as they seek to stop Mikhail Azure's Blue Star Syndicate from being reborn. The Azure Legacy wants revenge. Legatus wants blood. David and Maria are bound by the overriding duty of all officers of the Mage-King's Protectorate: Protect the innocent.

Alien ArcanaFaolan's Pen Publishing Incorporated

D20 Future

A Memoir of the Craft

Heart of Vengeance

Shadows of the Fall

Dark Matter

Peace forged on the edge of civilization Lies forged in the heart of mankind A legend rises to the final challenge Exile to the Syntactic Cluster has been good for Kira Demirci and her friends. Once elite pilots of the Apollo System Defense Force, they now own the most powerful mercenary warship in the entire star cluster.

Working with the carrier-for-hire Conviction and her Captain John Estanza, they have helped the King of Redward usher in a new era of hope for the entire Cluster. That hope is nearly shattered when Estanza's old enemies in the Equilibrium Institute strike directly at Redward's king. Revenge and money bring the mercenaries into an allied fleet-one intended to neutralize the last threats to the peace. But the Institute's plans for the Syntactic Cluster are intricate and deep. Even as the mercenaries and their employers move against the enemies they see, shadows gather in the Cluster, bearing whispers of a forgotten name: Cobra Squadron.

An alien ruin A murdered archeologist An ancient secret-and a conspiracy that will kill to keep it. When a scientist is murdered after finding signs of alien magic in an archeological dig, Mage Damien Montgomery, Hand of the Mage-King of Mars, is sent to investigate both the murder and the alien runes. His investigation is interrupted when a mysterious ship attacks the ruins with weapons only available to the Martian Navy. Despite saving the dig site, Montgomery is left with more questions than answers. His investigations reveal questions about the origin of his magic and his nation-and lead him back to the one place that should be safe: the court of the Mage-King of Mars.

Some soldiers are the shields of innocent souls Others are the fanatics of their cause And for them...no war is ever truly over! Tempered on the anvil of the war against the secessionist UnArcana Worlds and tested against the evil of Project Orpheus, Mage-Commander Roslyn Chambers has risen through the ranks of the Royal Martian Navy to serve as second-in-command of one of their most prestigious battlecruisers, Duke of Magnificence. A desperate call for help sends Roslyn and her new ship deep into the frontiers of Protectorate space, where they discover that hold-outs of the UnArcana Worlds' fleets have returned to plunder innocent ships across the Fringe. To protect the innocent and serve her Queen, Roslyn Chambers must rise to the task before her. She must learn to command-both herself and a warship of the Mage-Queen of Mars!

An age in the past, the world's two greatest Mages fought a bloody war to a draw that slew them both. In the time since, the Kingdom of Vishni has known quiet, and the Swarm beyond the mountains has grown in strength and numbers. Now, with the Time of Prophecy at hand, dark forces move to fulfil ancient visions. Two men, born to poverty but bearing the blood of those ancient Mages, will rise to decide the fate of both Swarm and Kingdom as the fires of this ancient conflict rise anew.

Tales of the Fading Suns

The Saga Anthology of Far-Away Galaxies