

Deceived Star Wars The Old R Lic 2 Paul S Kemp

In a zombie horror tale set in the Star Wars universe, the Sith academy apprentices react fearfully to new outbreaks of unexplained violence, the Dark Lord's withdrawal, and a Jedi Master's efforts to rescue a hostage.

A twenty-fifth anniversary edition brings together the original, complete "Star Wars" novels in a single volume that includes "Star Wars : a New Hope," "The Empire Strikes Back," and "Return of the Jedi."

"Explores various perspectives on the process of building the Golden Gate Bridge. The reader's choices reveal the historical details"--

Set a thousand years before the events of Star Wars: A New Hope, Drew Karpysyn's electrifying Darth Bane novels take us deep into the dark side. This action-packed series follows the transformation of a lost young man who becomes a legendary Sith Lord, able to wield the awesome power of the Force as never before. Packed with nonstop thrills, the entire Darth Bane trilogy is now available as an eBook bundle featuring PATH OF DESTRUCTION RULE OF TWO DYNASTY OF EVIL After a high-stakes card game ends violently, Dessel, a lowly miner, vanishes into the ranks of the Sith army and ships out to join the war against the Republic and its Jedi champions. There, Dessel's brutality, cunning, and exceptional command of the Force swiftly win him renown as a warrior. But in the eyes of his watchful masters, a far greater destiny awaits him . . . if he can prove himself worthy. As an acolyte in the Sith Academy, studying at the feet of its greatest masters, Dessel embraces his new identity: Bane. However, in order to gain full acceptance into this chilling Brotherhood, he must surrender completely to the dark side. Only by defying the most sacred traditions of the Sith can Bane hope to triumph—and forge from the ashes a new era of absolute power.

The Green Beauty Guide

The Old Republic Series: Star Wars Legends 4-Book Bundle

Star Wars: The Old Republic Volume 2—Threat of Peace

The Pagan Christ

Annihilation

Building the Golden Gate Bridge

The second novel set in the Old Republic era and based on the massively multiplayer online game Star Wars®: The Old Republic™ ramps up the action and brings readers face-to-face for the first time with a Sith warrior to rival the most sinister of the Order's Dark Lords—Darth Malgus, the mysterious, masked Sith of the wildly popular “Deceived” and “Hope” game trailers. Malgus brought down the Jedi Temple on Coruscant in a brutal assault that shocked the galaxy. But if war crowned him the darkest of Sith heroes, peace would transform him into something far more heinous—something Malgus would never want to be, but cannot stop, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. And now she's going to find out what happened to him, even if it means breaking every rule in the book. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

"This collection of stories tells the origin of that tribe. It includes all eight of the Lost tribe of the Sith stories, as well as Pandemonium, the final chapter."--Publisher description

The Sixth Sense meets Planet of the Apes in a moving science fiction novel set so far in the future, humanity is gone and forgotten in Lawrence M. Schoen's Barsk: The Elephants' Graveyard An historian who speaks with the dead is ensnared by the past. A child who feels no pain and who should not exist sees the future. Between them are truths that will shake worlds. In a distant future, no remnants of human beings remain, but their successors thrive throughout the galaxy. These are the offspring of humanity's genius-animals uplifted into walking, talking, sentient beings. The Fant are one such species: anthropomorphic elephants ostracized by other races, and long ago exiled to the rainy ghetto world of Barsk. There, they develop medicines upon which all species now depend. The most coveted of these drugs is koph, which allows a small number of users to interact with the recently deceased and learn their secrets. To break the Fant's control of koph, an offworld shadow group attempts to force the Fant to surrender their knowledge. Jorl, a Fant Speaker with the dead, is compelled to question his deceased best friend, who years ago mysteriously committed suicide. In so doing, Jorl unearths a secret the powers that be

would prefer to keep buried forever. Meanwhile, his dead friend's son, a physically challenged young Fant named Pizlo, is driven by disturbing visions to take his first unsteady steps toward an uncertain future.

Based on the epic videogame from BioWare and LucasArts **NEW YORK TIMES BESTSELLER** *The Sith Empire is in flux. The Emperor is missing, presumed dead, and an ambitious Sith lord's attempt to seize the throne has ended fatally. Still, Darth Karrid, commander of the fearsome Imperial battle cruiser Ascendant Spear, continues her relentless efforts to achieve total Sith domination of the galaxy. But Karrid's ruthless determination is more than matched in the steely resolve of Theron Shan, whose unfinished business with the Empire could change the course of the war for good. Though the son of a Jedi master, Theron does not wield the Force—but like his renowned mother, the spirit of rebellion is in his blood. As a top covert agent for the Republic, he struck a crucial blow against the Empire by exposing and destroying a Sith superweapon arsenal—which makes him the ideal operative for a daring and dangerous mission to end Ascendant Spear's reign of terror. Joined by hot-headed smuggler Teff'ith, with whom he has an inexplicable bond, and wise Jedi warrior Gnost-Dural, Darth Karrid's former master, Theron must match wits and weapons with a battle-tested crew of the most cold-blooded dark side disciples. But time is brutally short. And if they don't seize their one chance to succeed, they will surely have countless opportunities to die. Praise for Annihilation* "An espionage story interwoven with personal conflicts . . . space battles, lightsaber fights, and gripping spy missions . . . Annihilation may be Karpysyn's strongest novel yet."—Roqoo Depot "Pure Star Wars action-adventure entertainment as only Drew Karpysyn can write it."—*The Founding Fields*

Star Wars : the Old Republic

Star Wars: Commencement

Barsk: The Elephants' Graveyard

Dark Disciple: Star Wars

Heir to the Empire: Star Wars Legends

Shows how everyone has the capacity to succeed and how most use only a small portion of their talents.

After hundreds of years, the Sith Empire has returned to the galaxy, determined to crush the Republic that sent them into exile. For young Sith Teneb Kel, it is his only chance to rise above his lowly beginnings as a slave and prove his worth to the Dark Council. Yet their mission for him is unexpected. He will not hunt Jedi, but rather a fellow Sith—the Emperor's apprentice! Introduces major events and characters from LucasArts and BioWare's massive multiplayer online game *The Old Republic*! Written by Alexander Freed, a senior writer behind the game.

A guided tour of the mysterious Star Wars galaxy during the turbulent times of the Old Republic Enter the world of *The Old Republic*, the new online Star Wars game franchise, with *Star Wars The Old Republic Encyclopedia*. Explore the characters, weapons, vehicles, events, locations and planets of the galaxy in the times of the Old Republic. Created in collaboration with LucasArts, this is more than just an encyclopedia - it is a guided tour of a dangerous, compelling and mysterious universe featuring amazing stills and plans from the groundbreaking video game. *Star Wars The Old Republic Encyclopedia* is a must-have for Star Wars fans of all ages.

A thrilling race against the clock to save the world from fantasy creatures from a cult 80s film. Perfect for fans of Henson Company puppet classics such as *Labyrinth*, *Dark Crystal* and *The Never-Ending Story*. Jack Corman is failing at life. Jobless, jaded and on the "wrong" side of thirty, he's facing the threat of eviction from his London flat while reeling from the sudden death of his father, one-time film director Bob Corman. Back in the eighties, Bob poured his heart and soul into the creation of his 1986 puppet fantasy *The Shadow Glass*, a film Jack loved as a child, idolising its fox-like hero Dune. But *The Shadow Glass* flopped on release, deemed too scary for kids and too weird for adults, and Bob became a laughing stock, losing himself to booze and self-pity. Now, the film represents everything Jack hated about his father, and he lives with the fear that he'll end up a failure just like him. In the wake of Bob's death, Jack returns to his decaying home, a place creaking with movie memorabilia and painful memories. Then, during a freak thunderstorm, the puppets in the attic start talking. Tipped into a desperate real-world quest to save London from the more nefarious of his father's creations, Jack teams up with excitable fanboy Toby and spiky studio executive Amelia to navigate the labyrinth of his father's legacy while conjuring the hero within—and igniting a *Shadow Glass* resurgence that could, finally, do his father proud.

Star Wars the Old Republic Encyclopedia

A Discourse in Steel

The Mark of the Crown

A Novel of the Old Republic

The Old Republic Explorer's Guide

Your Essential Resource to Organic and Natural Skin Care, Hair Care, Makeup, and Fragrances

One of the Republic's elite spies, Theron Shan, embarks on an assignment to uncover dark secrets that could shatter the fragile peace with

the Sith and plunge the galaxy back into war! An old Jedi, Ngani Zho--once Theron's mentor, and formerly thought lost in Sith territory--has returned quite a bit more peculiar than before he left . . . Unfortunately, he is the only one who can guide Theron on his mission. Quickly, Theron's hands are full with Zho, a troublesome thief, and the Sith who never should have let that old Jedi return to the Republic! * Direct connections between game and comic! * Written by Alexander Freed, a senior writer of the game! * Starring Theron Shan of the legendary Shan bloodline.

Here is a special 20th anniversary edition of the #1 New York Times bestselling novel that reignited the entire Star Wars publishing phenomenon—featuring an Introduction and annotations from award-winning author Timothy Zahn, exclusive commentary from Lucasfilm and Del Rey Books, and a brand-new novella starring the ever-popular Grand Admiral Thrawn. The biggest event in the history of Star Wars books, Heir to the Empire follows the adventures of Luke Skywalker, Han Solo, and Princess Leia after they led the Rebel Alliance to victory in Star Wars: Episode VI Return of the Jedi. Five years after the Death Star was destroyed and Darth Vader and the Emperor were defeated, the galaxy is struggling to heal the wounds of war, Princess Leia and Han Solo are married and expecting twins, and Luke Skywalker has become the first in a long-awaited line of new Jedi Knights. But thousands of light-years away, the last of the Emperor's warlords—the brilliant and deadly Grand Admiral Thrawn—has taken command of the shattered Imperial fleet, readied it for war, and pointed it at the fragile heart of the New Republic. For this dark warrior has made two vital discoveries that could destroy everything the courageous men and women of the Rebel Alliance fought so hard to create. The explosive confrontation that results is a towering epic of action, invention, mystery, and spectacle on a galactic scale—in short, a story worthy of the name Star Wars. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

The second novel set in the Old Republic era and based on the massively multiplayer online game Star Wars: The Old Republic™ ramps up the action and brings readers face-to-face for the first time with a Sith warrior to rival the most sinister of the Order's Dark Lords—Darth Malgus, the mysterious, masked Sith of the wildly popular “Deceived” and “Hope” game trailers. Malgus brought down the Jedi Temple on Coruscant in a brutal assault that shocked the galaxy. But if war crowned him the darkest of Sith heroes, peace would transform him into something far more heinous—something Malgus would never want to be, but cannot stop, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. And now she's going to find out what happened to him, even if it means breaking every rule in the book

Based on unproduced episodes of Star Wars: The Clone Wars, this new novel features Asajj Ventress, former Sith apprentice turned bounty hunter and one of the great antiheroes in the Star Wars galaxy. The only way to bring down the Sith's most dangerous warrior may be to join forces with the dark side. In the war for control of the galaxy between the armies of the dark side and the Republic, former Jedi Master turned ruthless Sith Lord Count Dooku has grown ever more brutal in his tactics. Despite the powers of the Jedi and the military prowess of their clone army, the sheer number of fatalities is taking a terrible toll. And when Dooku orders the massacre of a flotilla of helpless refugees, the Jedi Council feels it has no choice but to take drastic action: targeting the man responsible for so many war atrocities, Count Dooku himself. But the ever-elusive Dooku is dangerous prey for even the most skilled hunter. So the Council makes the bold decision to bring both sides of the Force's power to bear—pairing brash Jedi Knight Quinlan Vos with infamous one-time Sith acolyte Asajj Ventress. Though Jedi distrust for the cunning killer who once served at Dooku's side still runs deep, Ventress's hatred for her former master runs deeper. She's more than willing to lend her copious talents as a bounty hunter—and assassin—to Vos's quest. Together, Ventress and Vos are the best hope for eliminating Dooku—as long as the emerging feelings between them don't compromise their mission. But Ventress is determined to have her retribution and at last let go of her dark Sith past. Balancing the complicated emotions she feels for Vos with the fury of her warrior's spirit, she resolves to claim victory on all fronts—a vow that will be mercilessly tested by her deadly enemy . . . and her own doubt. Praise for Dark Disciple “Reading Dark Disciple really feels like you're watching some of the best episodes of The Clone Wars.”—EUCantina “Emotionally charged . . . Christie Golden does a wonderful job of capturing the characters.”—Roqoo Depot “A cool inclusion into the Star Wars mythos . . . Ventress and Vos have a cool and compelling dynamic, and are used to explore more of what it means to flirt with the Dark Side of the Force.”—IGN “[The Clone Wars have been] a huge part of the Star Wars brand for years, and [Christie] Golden manages to craft a story worthy of the themes and characters that fans have come to relate to. . . . [She] uses this

opportunity to craft *Dark Disciple* into a spy/espionage thriller.”—Tech Times “Golden especially excelled at bringing Ventress’s biting but appealing personality to life. . . . She’s very much a woman trying to find her way, and *Dark Disciple* adds nuance.”—Nerdist “Smart, captivating, and unforgettable . . . among the finest in Star Wars storytelling.”—Coffee with Kenobi

Star Wars: The Wrath of Darth Maul

Darth Bane: Star Wars Legends 3-Book Bundle

Recovering the Lost Light

Annihilation: Star Wars Legends (The Old Republic)

Learning To Twirl

An Egil & Nix Novel

After more than 52 weeks on the Toronto Star’s bestseller list and 43 weeks on The Globe and Mail’s bestseller list, Tom Harpur’s groundbreaking book, The Pagan Christ, is now available in paperback. This new edition includes the twenty-page discussion guide, with more than 100 questions, to help facilitate a deeper, chapter-by-chapter analysis and more profound understanding of the findings and arguments found in the book. Subjects for discussion include: the ancient Egyptian roots of Christianity, the real meaning of the Bible, the key to whether Jesus really existed, the re-mythologizing of Christianity, the meaning of the Christ within all of us and the need to understand myth and allegory. With a new introduction by Tom Harpur, this paperback edition sheds further light on what has become one of the most talked about books of the new millennium.

Drew Karpysyn has made his mark with imaginative, action-packed work on several acclaimed videogames, including Mass Effect and Star Wars: Knights of the Old Republic, as well as in a succession of New York Times bestselling tie-in novels. Now Karpysyn introduces a brilliantly innovative epic fantasy of perilous quests, tormented heroes, and darkest sorcery—a thrilling adventure that vaults him into the company of such authors as Terry Goodkind, Brandon Sanderson, and Peter V. Brett. Long ago the gods chose a great hero to act as their agent in the mortal world and to stand against the demonic spawn of Chaos. The gods gifted their champion, Daemron, with three magical Talismans: a sword, a ring, and a crown. But the awesome power at his command corrupted Daemron, turning him from savior to destroyer. Filled with pride, he dared to challenge the gods themselves. Siding with the Chaos spawn, Daemron waged a titanic battle against the Immortals. In the end, Daemron was defeated, the Talismans were lost, and Chaos was sealed off behind the Legacy—a magical barrier the gods sacrificed themselves to create. Now the Legacy is fading. On the other side, the banished Daemron stirs. And across the scattered corners of the land, four children are born of suffering and strife, each touched by one aspect of Daemron himself—wizard, warrior, prophet, king. Bound by a connection deeper than blood, the Children of Fire will either restore the Legacy or bring it crashing down, freeing Daemron to wreak his vengeance upon the mortal world. BONUS: This edition includes an excerpt from Drew Karpysyn’s The Scorched Earth. Praise for Children of Fire “This intricately layered adventure breathes realism and overshadowing menace into ancient mythic archetypes, exposing the pain and wonder inherent in magic and the mingled hope and cynicism of modern fantasy.”—Publishers Weekly (starred review) “A rousing quest fantasy . . . a fast-paced action-packed good and evil thriller.”—SF Revu “From the first page of Children of Fire, Karpysyn captures the reader’s attention with his excellent, intricate storyline.”—RT Book Reviews “Children of Fire stands on its own as a thoroughly entertaining tale. The book strikes a perfect balance between character driven storytelling and rich world building.”—Roqoo Depot “[Karpysyn] is truly a master of world building. . . . I would recommend this title to any fan of the genre.”—Among the Wreckage “Compulsively readable, wildly entertaining.”—A Girl, A Boy and A Blog “Children of Fire is engrossing, and full of characters that are modern. . . . I thoroughly enjoyed Children of Fire and look forward for the next two books.”—FANGirl Blog “Drew Karpysyn weaves a rich, contrasting tapestry of epic story and doom. Gripping and compelling from first page to last, Children of Fire is a dark-chocolate fantasy; delightfully biting and delectable at once. Four ill-fated children born under a sign of chaos and flame carried me on a journey into an intriguing world of shadowy wonder. It is a spellbinding epic told with masterful craft. Well done, Drew!”—Tracy Hickman, New York Times bestselling co-author of the Dragonlance and Death Gate series

Two devout teenagers faced love amid tragedy circa 1969. An Army enlistment during the Vietnam Conflict promised career

opportunities but tore their dreams apart. As a Roman Catholic, Nancy knew better than to succumb to temptation. She was following the example of her two older sisters: one a nun, and the other a wife who'd had three children in quick succession. But when a sweet-talking devilishly-handsome boy began charming her, it wasn't just her baton that was twirling. It was her heart. Peter knew he shouldn't resent his older brother, the golden boy. Terry excelled in sports, academics, and winning friends while Peter was stuck at home milking cows. Their parents expected Peter to hold down the farm when Terry's world was upended by an accident. Once Peter fell for a beautiful red-haired angel, he knew his prayers had been answered. Later, while Peter performed his patriotic duty in Vietnam, he discovered his brother was ambushing him on the home front, about to steal his cherished wife and daughter. Did his devotion to the Army's cause create an unbridgeable rift in his marriage? Return to the mythical Capital High School in Lincoln, Nebraska, for the third in the Twirler Quartet series that delivers more heartbreak and joy at a time when naïve teenage boys were being drafted, surprised college students were being attacked at protest marches, and the president promised peace and love to the youth of America.

A brand-new *Star Wars: The Old Republic* novel from bestselling *Star Wars* author Drew Karpysyn. As well as exploring what happened to Revan after *Knights of the Old Republic*, in this novel readers will learn who the Sith Emperor is in the time of the Old Republic, where he came from and how he has held onto power for so long... There's something out there. A juggernaut of evil bearing down to crush the Republic - unless one lone Jedi, shunned and reviled, can stop it. Revan: hero, traitor, conqueror, villain, savior. A Jedi who left Coruscant to defeat Mandalorians—and returned a disciple of the dark side, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was high. His memories have been erased. All that's left are nightmares—and deep, abiding fear. What exactly happened beyond the Outer Rim? Revan can't quite remember, yet can't entirely forget. Somehow he stumbled across a terrible secret that threatens the very existence of the Republic. With no idea what it is, or how to stop it, Revan may very well fail, for he's never faced a more powerful and diabolic enemy. But only death can stop him from trying...

Fatal Alliance

Thrawn: the Ascendancy Trilogy #1

The Shadow Glass

The Star Wars Trilogy

Riptide: Star Wars Legends

A Tale of Egil & Nix

*For readers of Brent Weeks, Joe Abercrombie, Peter V. Brett, and Scott Lynch comes the first book in a fantastic, hilarious new sword-and-sorcery series that puts a clever new twist on the golden age of epic fantasy. Robbing tombs for fun and profit might not be a stable career, but Egil and Nix aren't in it for the long-term prospects. Egil is the hammer-wielding warrior-priest of a discredited god. Nix is a roguish thief with just enough knowledge of magic to conjure up trouble. Together, they seek riches and renown, yet often find themselves enlisted in lost causes—generally against their will. So why should their big score be any different? The trouble starts when Nix and Egil kill the demonic guardian of a long-lost crypt, nullifying an ancient pact made by the ancestors of an obscenely powerful wizard. Now the wizard will stop at nothing to keep that power from slipping away, even if it means freeing a rapacious beast from its centuries-old prison. And who better than Egil and Nix—the ones responsible for his current predicament—to perform this thankless task? Praise for *The Hammer and the Blade* and Paul S. Kemp “A gripping tale [with] the feeling of a classic *Dungeons & Dragons* campaign.”—Publishers Weekly “Most heroes work up to killing demons. Egil and Nix start there and pick up the pace.”—Elaine Cunningham, author of the *Thorn Trilogy* “Kemp delivers sword and sorcery at its rollicking best, after the fashion of Fritz Leiber’s *Fafhrd and the Gray Mouser*.”—Library Journal*

Deceived: Star Wars Legends (The Old Republic) Random House Worlds

*Not just an epic videogame from BioWare and LucasArts, *Star Wars: The Old Republic™* spawned a New York Times bestselling series of novels—which are now together in one electrifying ebook bundle. *Fatal Alliance*, *Deceived*, *Revan*, and *Annihilation* tell four daringly original stories of Jedi and Sith that embody this unique, beloved era in *Star Wars Legends* storytelling. . . . *FATAL ALLIANCE* by Sean Williams From across the galaxy they've come: a Jedi Padawan, an ex-trooper drummed out of the Republic's elite Blackstar Squad, and a mysterious Mandalorian. An extraordinary auction has drawn them all together, in quest of a prize whose value may be the wealth of a world itself. None intend to leave empty-handed. All have secrets, desires, and schemes. And nothing could ever unite them as allies—except the truth about the deadly danger of the object they covet. But can Sith and Jedi, Republic and Empire, join as one against the certain doom of the galaxy? *DECEIVED* by Paul S. Kemp A Sith warrior to rival the most sinister of the Order's Dark Lords, Darth Malgus brought down the Jedi Temple on Coruscant in a brutal assault that shocked the galaxy. But if war crowned him the darkest of Sith heroes, peace will transform him into something far more heinous—something Malgus would never want to be but cannot stop becoming, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Jedi Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. *REVAN* by Drew Karpysyn Hero, traitor, conqueror, villain, savior—Revan has been all of these. He left Coruscant a Jedi, on a mission to defeat the Mandalorians. He returned a Sith disciple, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was the loss of his memories. All that's left are nightmares—and deep, abiding fear. One thing he's certain of: Something very dark is plotting against the Republic. With no idea how to identify the threat, let alone stop it, Revan may be doomed to fail. But only death can stop him from trying. *ANNIHILATION* by Drew Karpysyn After his triumphant destruction of a Sith superweapon arsenal, covert*

agent Theron Shan is recruited for an even more dangerous mission. A power struggle has the Empire in flux, but Darth Karrid remains bent on total domination, using a fearsome Imperial cruiser in her reign of terror. Now, joined by a hotheaded smuggler and Karrid's former Jedi Master, Theron must match wits and weapons with a crew of the most cold-blooded dark side disciples. And if they don't seize their one chance to succeed, they will have countless opportunities to die.

This Star Wars novel ties in with the MMORPG of the same name, and is written by Sean Williams, the acclaimed science fiction author whose previous Star Wars game tie-in The Force Unleashed debuted at #1 in the New York Times bestseller list. 3,500 years in the past of the far-away galaxy, when the Jedi and Galactic Republic clashed with the Sith Empire, smuggler Jet Nebula has stumbled across a treasure richer than he ever dreamed. The Hutts want to auction it to the highest bidder, be it the Republic or the Empire, both of whom hope to bolster their chances in the coming conflict. But the Sith are interested too, and they don't bargain with anyone; the Jedi High Council is sending someone to investigate; a mysterious Mandalorian is chasing something connected to a long-forgotten crime; while a spy plays every side at once. What Jet has unearthed will surprise all of them, and leave none of them unchanged.

Star Wars: The Old Republic Volume 3—The Lost Suns

Revan

Star Wars: Riptide

Lockdown: Star Wars Legends (Maul)

Fatal Alliance, Deceived, Revan, Annihilation

An Interactive Engineering Adventure

The Sith Empire rises from the ashes, set on a path of destruction and devastation in the wake of one of its most sinister dark lords—Darth Malgus. Our time has come. For three hundred years we prepared; we grew stronger while you rested in your cradle of power, believing your people were safe and protected. You were trusted to lead the Republic, but you were deceived, as our powers of the dark side have blinded you. . . . You were deceived and now your Republic shall fall. It is a time of vengeance in a galaxy far, far away. Darth Malgus steps out of the shadows to lead the Sith in striking a fatal blow to the heart of the Jedi Order. Crimson blades rain death and pain upon the Republic, seizing control of Coruscant. But even in triumph, Darth Malgus discovers betrayal by his own brethren, a quest for peace with the Republic that will only corrode their hard-won power. As the dark lord plots against the Sith leading their own kind to ruin, vengeance hunts him in turn. Her name is Aryn Leneer—a Jedi with nothing left to lose on a quest to avenge her slain master.

NEW YORK TIMES BESTSELLER The Jedi have struck a blow against tyranny. Can they strike down ultimate evil? Chief of State Natsi Daala has been overthrown, and the Jedi Order has taken control of the Galactic Alliance. But while the new governors dismantle Daala's draconian regime, forces still loyal to the deposed official are mobilizing a counterstrike. And even the Jedi's new authority may not be enough to save Tahiri Veila, the former Jedi Knight and onetime Sith apprentice convicted of treason for the killing of Galactic Alliance officer Gilad Pellaeon. Meanwhile, Luke and Ben Skywalker are relentlessly pursuing Abeloth, the powerful dark-side entity bent on ruling the galaxy. But as they corner their monstrous quarry on the planet Nam Chorios, the two lone Jedi must also face the fury of the Sith death squadron bearing down on them. And when Abeloth turns the tables with an insidious ambush, the Skywalkers' quest threatens to become a suicide mission. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

A latest Old Republic tie-in novel inspired by the fan-favorite online game continues the saga that includes the best-selling Fatal

Alliance, Deceived and Revan. By the best-selling author of the Star Wars: Darth Bane series. 60,000 first printing. Video game tie-in.

A newly knighted Jedi on her first mission, eighteen-year-old Kerra Holt has joined a band of Jedi volunteers traveling deep behind enemy lines.

Dynasty of Evil: Star Wars Legends (Darth Bane)

Star Wars

The 20th Anniversary Edition

Path of Destruction, Rule of Two, Dynasty of Evil

The Hammer and the Blade

Red Harvest

Mind Matters

A novelization of plots in the online video game "Star Wars: The Old Republic" shares the story of a mysterious Sith Lord who defies the Empire and destroys the Jedi Temple, setting the stage for the Treaty of Coruscant.

Examines the differences between natural, organic, and biodynamic products, discusses how to shop for the best products for the best prices, offers instructions for making homemade cleansers and toner, and includes other practical suggestions for natural skin, teeth, and hair care. Original. 25,000 first printing.

A look at the era of Star Wars: The Old Republic, written by one of the writers behind LucasArts and BioWare's massive multiplayer online game, Threat of Peace unveils a

galaxy on the brink of destruction three hundred years after the events of Knights of the Old Republic! For decades, the Galactic Republic and the Sith Empire have been at war. The Sith have gained control of the Outer Rim, but their efforts to penetrate the Core Worlds have so far been thwarted. Now, representatives from both sides attempt to negotiate a peace treaty—but deception by the Sith puts the Jedi in an unfortunate position. • Collects Star Wars: The Old Republic #1-#27, which appeared originally online at swtor.com. • Bonus behind-the-scenes content found nowhere else! • Written by Rob Chestney, one of the writers behind the game! • Critical events prior to LucasArts and BioWare's massive multiplayer online game! • Discover more of the newest Star Wars era!

Star Wars Lost Tribe of the Sith: the Collected Stories

Deceived: Star Wars Legends (The Old Republic)

Learn Faster, Work Smarter

Aflame

Deceived

Conviction: Star Wars Legends (Fate of the Jedi)

In the process of vanquishing a shipload of Sith from the distant past, Jedi Knight Jaden Korr uncovered the frozen results of a horrific cloning experiment: insane Jedi-Sith clones. Only some of those clones thawed...and now they're loose in a galaxy that has enough to deal with under the tightening grip of the evil Darth Caedus. Jaden Korr will have to hunt them down, and if he can't save them, he will have to destroy them!

A guide to the new massive multi-player online game "Star Wars, the Old Republic" outlines character types and provides detailed but spoiler-free information on all the planets in which the game takes place.

Follows the adventures of Zayne Carrick, one lone Padawan who becomes a fugitive hunted by his own Masters for the charge of murdering every one of his fellow Jedi-in-training and his desperate race to clear his name.

Forged by rage. Taken as a child and trained in the ways of the Sith, he became the apprentice to the greatest evil the galaxy has ever known... Honed by the dark side. After years of plotting in secrecy, he and his Master will take revenge on the Jedi Order--and the once-mighty Republic will tremble... The savage story of Darth Maul has been shrouded in mystery--until now.

Star Wars: The Old Republic Volume 1 -- Blood of the Empire

Children of Fire

Power Up Your Mind

A queen is dying. Her angry son is conspiring to thwart his planet's elections and maintain his rule. But he might not be her only heir. There may be another bearing the elusive Mark of the Crown. The true heir must be found.

The future of the dark side hangs in the balance in the stunning conclusion to the Darth Bane series. Twenty years have passed since the Sith and their endless rivalries were eradicated and replaced with the Rule of Two. Darth Bane now reigns alongside his young acolyte, Zannah, who must study and train in the dark side of the Force until the time comes to strike down her master and claim the mantle for herself. But Bane's brutal new regime has one potential fatal flaw—how will their legacy continue if an apprentice fails to raise their blade in combat? The only solution must be for the Dark Lord of the Sith to rediscover a long-forgotten secret of the order—the key to immortality. Bane's doubt spurs his young apprentice into action, and Zannah vows to destroy her master at any cost. After he mysteriously vanishes, she tracks him across the galaxy to a desolate desert outpost, where the fate of the dark side will be forged by a final fight to the death.

Anyone can escape danger. No one can escape the truth. When a ship full of Sith warriors arrived in Galactic Alliance space, the fight to destroy it accidentally uncovered a hidden menace: a long-hidden group of clones, secretly created as insidious weapons capable of wielding the Force and heedless of the differences between light side and dark side. Now the clones have escaped—and evidence suggests that they are flawed by genetic disease and violent madness. Jedi Knight Jaden Korr pursues the clones, hoping to heal them but prepared to destroy them. What he doesn't know is that Sith agents are hot on his heels, determined not only to recover the clones for their Master but to capture Jaden for their own dark-side purposes. In a life-or-death battle, Jaden will confront a shocking reality that will rock him to his core and bring him face-to-face with the question of what makes a man . . . and a Jedi. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

NEW YORK TIMES BESTSELLER Set before the events of Star Wars: Episode I The Phantom Menace, this new novel is a thrilling follow-up to Star Wars: Darth Plagueis. It's kill or be killed in the space penitentiary that houses the galaxy's worst criminals, where convicts face off in gladiatorial combat while an underworld gambling empire reaps the profits of the illicit blood sport. But the newest contender in this savage arena, as demonic to behold as he is deadly to challenge, is fighting for more than just survival. His do-or-die mission, for the dark masters he serves, is to capture the ultimate weapon: an object that will enable the Sith to

conquer the galaxy. Sith lords Darth Plagueis and Darth Sidious are determined to possess the prize. And one of the power-hungry duo has his own treacherous plans for it. But first, their fearsome apprentice must take on a bloodthirsty prison warden, a cannibal gang, cutthroat crime lord Jabba the Hutt, and an unspeakable alien horror. No one else could brave such a gauntlet of death and live. But no one else is the dreaded dark-side disciple known as Darth Maul. Praise for Lockdown “Schreiber . . . was a great choice for this novel, imbuing the story with a dark, foreboding tone while never quite stepping into the horror territories that *Death Troopers* and *Red Harvest* took us.”—*Jedi News* “Fans of the dark side should rejoice. Lockdown delivers a can’t-put-this-down tale of scum and villainy.”—*Club Jade* “[Lockdown is] an action-packed ride that spins one entertaining chapter after another. The multiple layers of story keeps readers guessing what will happen next and just who will live and who will die. . . . It certainly adds to the character of Darth Maul while matching [Darth] Plagueis’s complexity with sheer fun. . . . Five out of five metal bikinis.”—*Roqoo Depot* “Somehow, Schreiber is able to skate the line between hard-hitting prison story and the adventure and excitement I love from *Star Wars* in a way that doesn’t betray either genre. It’s really quite masterful.”—*Big Shiny Robot* “Lockdown is an exciting, engaging read. . . . It actually lines up beautifully for a sequel, which I, for one, would love to read.”—*Coffee with Kenobi* “The novel makes *The Clone Wars* better. It also illuminates *The Phantom Menace*. I think it’s the hallmark of the best tie-in fiction to resonate throughout other parts of the expanded universe in that way.”—*Knights’ Archive* “By the fiftieth page, I was hooked. . . . Lockdown is a wonderful ‘antihero’ novel, where it’s just fine to root for the villain, because there are even worse things out there. This book was so fun and entertaining. I’ll have to keep an eye out for more *Star Wars* books from Schreiber.”—*Seattle Geekly*