

Judgment Of Mars (Starship's Mage Book 5)

The field of psychology and psychiatry identifies the characteristics of psychopaths in society, but the spiritual side of this issue is basically not understood and ignored. Why psychopaths exist has remained a mystery until now. As a student of the Word of God for nearly thirty years, I believe the answer to this mystery can be found in the Bible. When one understands spiritual roots, the origins of psychopaths come to light. Adolf Hitler, a man identified as a psychopath, sent millions of people to their deaths without mercy. Through him and the iniquity of his family line, the reader will step back in time and discover the Origins of a Psychopath.

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

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!

To preserve humanity's survival and freedom in a hostile galaxy, Annette Bond tied her world to the A!Tol Imperium. With enough time, she can build Earth a place in the galaxy. But as Bond's many enemies gather their forces, the clouds of war threaten not only the recovering Terra but the entire Imperium.

The Secret History of Science Fiction

Sword of Mars

Judgment of Mars

The Magicians and Mrs. Quent

Starship's Mage: Episode 2

UnArcana Stars

A starfighter squadron driven to desertion Hunted by friends and enemies alike With

one final hope for a new beginning

In the tradition of the old "Ace Doubles" two-in-one books, here is the second Wildside Mystery Double: DEADLY THINGS: A COLLECTION OF MYSTERIOUS TALES, by Darrell Schweitzer. Darrell Schweitzer's first mystery collection explores the murderous impulse in a variety of historical settings. Three mysteries are set in ancient Rome, two featuring Pliny the Younger as investigator. Two are Shakespearean mysteries, in one of which King Henry V plays detective, with the other based on The Two Noble Kinsmen. Three Sherlock Holmes tales involve the apparent misapplication of the Great Detective's methods to the supernatural, a revelation of one of Watson's unwritten cases, and a multi-genre record-breaker, an alternate history, vampire cat detective story. THE JUDGMENT OF THE GODS AND OTHER VERDICTS OF HISTORY, by Robert Reginald. Four scintillating tales of detection from ancient and medieval times. In "The Judgment of the Gods," a young Greek trader must solve the murder of Assyrian King Sennacherib. William of Occam, the medieval philosopher, is forced by Pope John XXII in "Occam's Razor" to solve the murders of French King Philip IV and Pope Clement V. Occam returns in "Occam's Treasure," this time unraveling the puzzle surrounding the killing of clergymen in Avignon. In "Occam's Measure," the great thinker must stop a vicious serial killer stalking the night-time streets of the papal city. Great mystery--and fantasy--reading!

This ingeniously conceived anthology raises the intriguing question, If Thomas Pynchon's Gravity's Rainbow had won the Nebula award in 1973, would the future distinction between literary fiction and science fiction have been erased? Exploring the possibility of an alternate history of speculative fiction, this literary collection reveals that the lines between genres have already been obscured. Don DeLillo's "Human Moments in World War III" follows the strange detachment of two astronauts who are orbiting in a skylab while a third world war rages on earth. "The Ziggurat" by Gene Wolfe traverses a dissolving marriage, a custody dispute, and the visit of time travelers from the future. T. C. Boyle's "Descent of Man" is the subversively funny tale of a man who suspects that his primatologist lover is having an affair with one of her charges. In "Schwarzschild Radius," Connie Willis draws an allegorical parallel between the horrors of trench warfare and the speculative physics of black holes. Artfully crafted and offering a wealth of esteemed authors—from writers within the genre to those normally associated with mainstream fiction, as well as those with a crossover reputation—this volume aptly demonstrates that great science fiction appears in many guises.

"A bizarre yet effective yoking of the spy and horror genres." —The Washington Post Book World The Lovecraftian Singularity has descended upon the world in The Labyrinth Index, beginning an exciting new story arc in Charles Stross' Hugo Award-winning Laundry Files series! Since she was promoted to the head of the Lords Select Committee on Sanguinary Affairs, every workday for Mhari Murphy has been a nightmare. It doesn't help that her boss, the new Prime Minister of Britain, is a manipulative and deceptive pain in the butt. But what else can she expect when working under the thumb of none other than the elder god Nyarlathotep a.k.a the Creeping Chaos? Mhari's most recent assignment takes her and a ragtag team of former Laundry agents across the pond into the depths of North America. The United States president has gone missing. Not that Americans are alarmed. For some

mysterious reason, most of the country has forgotten the executive branch even exists. Perhaps it has to do with the Nazgûl currently occupying the government and attempting to summon Cthulhu. It's now up to Mhari and her team to race against the Nazgûl's vampire-manned dragnet to find and, for his own protection, kidnap the president. Who knew an egomaniacal, malevolent deity would have a soft spot for international relations?

Ender's Game

The Terran Privateer

The Shiva Option

Eyes of Tomorrow

From the Inner Mind to the Outer Limits

ONSET: Blood of the Innocent

The third game in the STORYTELLER series delves into a world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. 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...

Damien Montgomery, Ship's Mage on a freighter with more enemies than he expected, was forced to turn his ship into a weapon to save them from pirates. What he did shouldn't have been possible – and attempting it is a crime worse than murder. When their secret is unveiled, the crew of the space freighter Blue Jay must decide how far they are willing to go save their Mage and their ship. Starship's Mage is space opera set in a future we would never have predicted: where humanity's far flung interstellar colonies are tied together by the Protectorate of the Mage King of Mars and the magic of the Jump Mages. Starship's Mage: Episode 2 is a 21,957 word novella, the second of five in a serial. Episode 3 is targeted for release in June of 2014.

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

Theia's Moons

A Collection of Mysterious Tales / The Judgment of the Gods and Other Verdicts of History (Wildside Mystery Double #2)

Conviction

Raven's Peace

Q-Ship Chameleon

Twelve Years a Slave

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...

A war older than the nation An enemy with agents at every turn An ancient foe with an offer of peace The alliance with the Elfin Warriors has allowed the United States Government's supernatural forces, the Omicron Branch, to hold the line against the demons and take the war to the Vampire Familias, defeating them in battle and reclaiming their resources. Victory against the vampires, however, leaves David White with a moral dilemma as he captures an entire convoy of freshly turned vampires: beyond saving, but innocent of their species' crimes. Duty only allows one fate for them--but then an ancient vampire arrives to negotiate for their freedom. Letting them go drags David into the middle of a political nightmare as the Omicron branch must decide which is more important: Omicron's authority and revenge for their dead, or the very Constitution and people they are sworn to defend..

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

A bizarre discovery inside a hollow asteroid-spaceship triggers a worldwide war that results in the utter destruction of all human life, except for those inside the spaceship. Reissue.

Book Two in the Duchy of Terra

The Biblical Account of a Nephilim Seed

Children of Prophecy

The Service of Mars

Book One in the Duchy of Terra

Duchess of Terra

A small town cop with an unexpected gift A shadowy government agency on the side of justice A call no good man could turn away When vampires attack David White's small town, only luck, firepower, and the intervention of an elite government task force save his life. The aftermath of the attack leaves him in the middle of the world's biggest secret: the existence of government agencies that regulate the supernatural. They insist that David's "luck" is actually a supernatural gift, and he's immediately recruited into ONSET, the most shadowy part of America's thin blue line of police protectors. Questioning both his gifts and the agency he now serves, David is drawn into an escalating battle that threatens all of humanity. If he isn't what ONSET thinks he is, the entire world may pay the price.

In this unprecedented collection of science fiction and fantasy quotations, the reader revisits the stunning moment when Mary Shelley's Frankenstein monster first comes to life; witnesses the transformation of Robert Louis Stevenson's Dr. Jekyll into Mr. Hyde; is present when Bruce Wayne resolves to become Batman; and overhears the cosmic conclusions of The Incredible Shrinking Man. Drawing upon two centuries of the vast and provocative literature of science fiction and fantasy, this comprehensive book presents more than 2,900 quotations from wide-ranging sources, including science fiction and fantasy stories, novels, films, and television programs. The quotations are organized by topic—alien worlds; darkness and light; robots, androids, and cyborgs; machines and technology; weapons; and more than one hundred others. The reader will encounter the wit and wisdom of renowned authors (H. G. Wells, Ray Bradbury, J. R. R. Tolkien, Ursula K. Le Guin) along with definitive versions of such important statements as Isaac Asimov's Three Laws of Robotics and Star Trek's Prime Directive. With its thorough index, this book is both an invaluable resource for the writer or scholar and an irresistible page-turner for the curious browser.

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!

The "provocative and entertaining follow-up" to *The Forge of God*: Exiled from their planet, humans unite with one alien race in the fight against another (Publishers Weekly). The *Ship of the Law* travels the infinite enormity of space, carrying eighty-two young people: fighters, strategists, scientists—and children. After one alien culture destroyed their home, another offered the opportunity for revenge in the form of a starship built from fragments of the Earth's corpse, a ship they now use to scour the universe in search of their enemy. Working with sophisticated nonhuman technologies that need new thinking to comprehend them, they're cut off forever from the people they left behind. Denied information, they live within a complex system that is both obedient and beyond their control. They're frightened. And they're waging war against entities whose technologies are unimaginably advanced and vast, and whose psychology is ultimately, unknowably alien. In *Anvil of Stars*, the multimillion-selling, Nebula Award-winning author of *Eon* and other science fiction masterpieces "fashions an action-packed and often thrilling plot; by using each of the well-depicted alien races to mirror human behavior, he defines what it means to be Homo sapiens. . . . A gripping story" (Publishers Weekly).

Zero World

To Serve and Protect

Exile

The Labyrinth Index

A Starship's Mage Universe Novel

Eyes Wide Shut

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.

The Hidden Pattern presents a novel philosophy of mind, intended to form a coherent conceptual framework within which it is possible to understand the diverse aspects of mind and intelligence in a unified way. The central concept of the philosophy presented is the concept of "pattern": minds and the world they live in and co-create are viewed as patterned systems of patterns, evolving over time, and various aspects of subjective experience and individual and social intelligence are analyzed in detail in this light. Many of the ideas presented are motivated by recent research in artificial intelligence and cognitive science, and the author's own AI research is discussed in moderate detail in one chapter. However, the scope of the book is broader than this, incorporating insights from sources as diverse as Vedantic philosophy, psychedelic psychotherapy, Nietzschean and Peircean metaphysics and quantum theory. One of the unique aspects of the patternist approach is the way it seamlessly fuses the mechanistic, engineering-oriented approach to intelligence and the introspective, experiential approach to intelligence.

*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*

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

The Hidden Pattern

Great Sausage Recipes and Meat Curing

A Darker Magic

Science Fiction Quotations

Deadly Things

Fortitude

In this enchanting debut novel, Galen Beckett weaves a dazzling spell of adventure and suspense, evoking a world of high magick and genteel society—a world where one young woman discovers that her modest life is far more extraordinary than she ever imagined. Of the three Lockwell sisters—romantic Lily, prophetic Rose, and studious Ivy—all agree that it's the eldest, the book-loving Ivy, who has held the family together ever since their father's retreat into his silent vigil in the library upstairs. Everyone blames Mr. Lockwell's malady on his magickal studies, but Ivy alone still believes—both in magic and in its power to bring her father back. But there are others in the world who believe in magick as well. Over the years, Ivy has glimpsed them—the strangers in black topcoats and hats who appear at the door, strangers of whom their mother will never speak. Ivy once thought them secret benefactors, but now she's not so certain. After tragedy strikes, Ivy takes a job with the reclusive Mr. Quent in a desperate effort to preserve her family. It's only then that she discovers the fate she shares with a jaded young nobleman named Dashton Rafferdy, his ambitious friend Eldyn Garritt, and a secret society of highwaymen, revolutionaries, illusionists, and spies who populate the island nation of Altania. For there is far more to Altania than meets the eye and more to magick than mere fashion. And in the act of

saving her father, Ivy will determine whether the world faces a new dawn—or an everlasting night. . . .

The Service of Mars

Edwer Thissell has to conduct a murder investigation on a planet where everyone wears masks and plays complicated musical instruments to denote their social status.

The worldwide bestseller, *Ender's Game* by Orson Scott Card comes to the screen at last in a major motion picture event in November 2013. Starring Hugo's Asa Butterfield, Harrison Ford, and Ben Kingsley, the movie is sure to inspire a new audience of fans to read the book that started it all. Once again, Earth is under attack. An alien species is poised for a final assault. The survival of humanity depends on a military genius who can defeat the aliens. But who? Ender Wiggin. Brilliant. Ruthless. Cunning. A tactical and strategic master. And a child. Recruited for military training by the world government, Ender's childhood ends the moment he enters his new home: Battle School. Among the elite recruits Ender proves himself to be a genius among geniuses. He excels in simulated war games. But is the pressure and loneliness taking its toll on Ender? Simulations are one thing. How will Ender perform in real combat conditions? After all, Battle School is just a game. Isn't it?

Mage-Provocateur

The Moon Moth

Interstellar Mage

Eon

Origins of a Psychopath

The Ascension

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.

The wars ended years earlier. The people of Esaki pulled themselves together and learned to enjoy life again, despite their dwindled population. Malkia became leader of her town, not by choice but by the calling of God. She lived in a state of peace and turned to her source whenever she felt a need of strength. However danger was coming their way and it was time to face the reality of their situation. Malkia and her people travel through their broken world to escape the savages coming their way and learn more about their world, their lives and their true circumstances throughout their journey. Life is not what it seems and as their eyes begin to open to the truth, the world as they know it crumbles beneath their feet.

An offer that no one else could match A mission that no one else could achieve An enemy only a few know they share... Commodore Kira Demirci is now the commander of a small but powerful mercenary force-one of the most dangerous in the cluster of stars she now calls home. Her own actions have brought peace to the Syntactic Cluster, though, and a mercenary

is in limited demand. A mutual interest brings her into the circle of the heir to the Royal Crest, a wealthy kingdom dozens of light-years away. Jade Panosyan has a nightmare brewing—and a plan to deal with it. In the Crest, a powerful political party beholden to Kira's own enemies is maneuvering to remove Jade's father before he can free a dozen star systems from the clutches of the Equilibrium Institute. If they are to fail and the Institute's plans be thwarted once more, Jade Panosyan needs someone to complete an impossible mission. The payment? The fleet carrier Fortitude, unmatched by any ship within a hundred light-years. The catch? Kira Demirci has to capture the carrier—from the elite forces of her employer's nation!

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.

Relics of Eternity

A Patternist Philosophy of Mind

When the Devil Dances

Onset

City in the Sky

DEFEAT WAS NOT AN OPTION The war wasn't going well. The mind-numbingly alien Arachnids were an enemy whose like no civilized race had ever confronted. Like some carnivorous cancer, the "Bugs" had overrun planet after planet . . . and they regarded any competing sentient species as only one more protein source. They couldn't be reasoned with, or even talked to, because no one had the least idea of how to communicate with a telepathic species with no recognizable language . . . and whose response to any communication attempt was a missile salvo. No one knew how large their civilization^{3/4}if it could be called a "civilization"^{3/4}actually was, or how it was organized, but the huge fleets they threw against their opponents suggested that it was enormous. The Grand Alliance of Humans, Orions, Ophiuchi, and Gorm, united in desperate self-defense, have been driven to the wall. Billions of their civilians have been slaughtered. Their most powerful offensive operation has ended in shattering defeat and the deaths of their most experienced and revered military commanders. The edge in technology with which they began the war is eroding out from under them and whatever they do, the Bugs just keep coming. But the warriors of the Grand Alliance know what stands behind them and they will surrender no more civilians to the oncoming juggernaut. They will die first . . . and they will also reactivate General Directive 18, however horrible it may be. Because when the only possible outcomes are victory or racial extermination, only one option is acceptable. The Shiva Option At the publisher's request, this title is sold without DRM (Digital Rights Management).

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!

After five years of battling invaders, human civilization prepares a strike to drive the aliens from the Earth. But the Clan-Lord of the Sten has learned from the defeats human have dealt him, and has his own battle plan. When he squares off against Major Michael O'Neal, the only winner will be Satan himself. . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Trapped between two peoples Erik Tarverro is a half-breed raised as a smith in the human city of Vidran. Hounded for his mixed blood and denied mastery in his craft, he leaps at the chance to join his father's people in the Sky City of Newport. There, he learns he is the only heir of an ancient and noble line. His father's name opens doors and gathers allies, but Erik must still struggle to understand both this strange new culture and his place within it. Fate will deny him a peaceful understanding, though, as the clouds of war gather – and his father's enemies have laid their eyes upon his City in the Sky.

Anvil of Stars

Mage

Heart of Vengeance

Explains how to smoke brine, and cure meats, demonstrates sausage making techniques, provides recipes, and tells how to start a sausage-making business

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.

Seeking to escape the shadow of Annette Bond's success, Captain Morgan Casimir has taken a posting on the far side of the A!Tol Imperium. Here she hopes to begin a legend for herself that stands apart from her stepmother, the Duchess.

When an alien armada destroys the United Earth Space Force and takes control of the human homeworld, newly reinstated Captain Annette Bond must take her experimental hyperspace cruiser Tornado into exile as Terra's

only interstellar privateer.