

Blood Rock Skindancer 2 Anthony Francis

Steve Rabin's Game AI Pro 360: Guide to Architecture gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology covering game AI architecture. This volume is complete with articles by leading game AI programmers that further explore modern architecture such as behavior trees and share architectures used in top games such as Final Fantasy XV, the Call of Duty series and the Guild War series. **Key Features** Provides real-life case studies of game AI in published commercial games **Material** by top developers and researchers in Game AI **Downloadable demos and/or source code available online**

Where Legend Begins Years before he became famous as The Ranger, young Samuel Burrack was a buffalo hunter trying his hand at enterprise on the Western Frontier. When his best friend is murdered, his first instinct is simple—find the killers and deliver justice. Joined by legendary Ranger Clyde “Outrider” Sazes, Samuel learns how to track, hunt, and shoot from the best in the territory. But when the badmen split up, so must the partners, and Samuel soon finds himself alone in the very town the gang has chosen as a rendezvous. Befriended and further taught the skills of the

killing trade by Lawrence Shaw (aka Fast Larry, the Fastest Gun Alive) the newly deputized Samuel will have to muster all of his strength, courage, and skill against a batch of murderous thieves whose only desire is to kill and conquer. For Samuel Burrack, it is his first fight to the death—and his first step toward becoming a legend....

Liquid FireBell Bridge Books

Rousing pulp action and steampunk come together in a heartbreaking story of high adventure and alternate history. In the year 1870, a horrible plague of vampires swept over the northern regions of the world. It is now 2020 and a bloody reckoning is coming. Princess Adele is heir to the Empire of Equatoria, a remnant of the old tropical British Empire. When she becomes the target of a merciless vampire clan, her only protector is the Greyfriar, a mysterious hero who fights the vampires from deep within their territory. Their dangerous relationship plays out against an approaching war to the death between humankind and the vampire clans. The first book in a trilogy of high adventure and alternate history. Combining rousing pulp action with steampunk style, the Vampire Empire series brings epic political themes to life within a story of heartbreaking romance, sacrifice, and heroism.

Urban Shaman

Collected Wisdom of Game AI Professionals

Steaming Forward: 30 Adventures in Time
24 Tales of Myth and Mystery
Tome of Artifacts
Shadow of the Demon Lord

Wizard Harry Dresden must investigate his own flesh and blood when a series of killings strike Chicago's magic practitioners in this novel in the #1 New York Times bestselling series. Someone is targeting the members of the city's supernatural underclass—those who don't possess enough power to become full-fledged wizards. Some have vanished. Others appear to be victims of suicide. But now the culprit has left a calling card at one of the crime scenes—a message for Harry Dresden. Harry sets out to find the apparent serial killer, but his investigation turns up evidence pointing to the one suspect he cannot possibly believe guilty: his half-brother, Thomas. To clear his brother's name, Harry rushes into a supernatural power struggle that renders him outnumbered, outclassed, and dangerously susceptible to temptation. And Harry knows that

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if he screws this one up, people will die—and one of them will be his brother...

In our busy world of meetings and microwaves, car radios and cellphones, people always wish they could get an extra hour in the day. But what if they could? Doorways to Extra Time is an anthology that explores ways to get extra time (be it an hour, a day, or a decade) and the impact it would have--whether upon a single life, a family or an entire world.

Joanne Walker has three days to learn to use her shamanic powers and save the world from the unleashed Wild Hunt. No worries. No pressure. Never mind the lack of sleep, the perplexing new talent for healing herself from fatal wounds, or the cryptic, talking coyote who appears in her dreams. And if all that's not bad enough, in the three years Joanne's been a cop, she's never seen a dead body—but she's just come across her second in three days. It's been a bitch of a week. And it isn't over yet.

Sarah must balance two jobs, her girlfriend Katie, and an

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interest in medieval reenactments, a tenuous endeavor that is disrupted when a sword-crafting dwarf and a host of shape-shifting dragons enter her life.

Fantastic Voyages Through Alternate Worlds

City Of Illusions

Bitter Spirits

Game AI Pro 3

Wild Country

Acclaimed by critics and readers on its first publication in 1987, winner of the Locus Award for Best First Novel, Emma Bull's *War for the Oaks* is one of the novels that has defined modern urban fantasy. Eddi McCandry sings rock and roll. But her boyfriend just dumped her, her band just broke up, and life could hardly be worse. Then, walking home through downtown Minneapolis on a dark night, she finds herself drafted into an invisible war between the faerie folk. Now, more than her own survival is at risk—and her own preferences, musical and personal, are very much beside the point. By turns tough and lyrical, fabulous and down-to-earth, *War for the Oaks* is a fantasy novel that's as much about this world as about the other one. It's about real love and loyalty, about real music and musicians, about false glamour and true art. It will change the way you hear and see your own daily life. At the Publisher's request, this title is being sold without Digital Rights

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Management Software (DRM) applied.

'She is unique. She is legend' THE TIMES 'A tour de force' EVENING STANDARD 'A wonderfully mordant analyst of human weakness' Martin Amis Earth, like the rest of the Known Worlds, has fallen to the Shing. Scattered here and there, small groups of humans live in a state of semi-barbarism. They have lost the skills, science and knowledge that had been Earth's in the golden age of the League of Worlds, and whenever a colony of humans tries to rekindle the embers of a half-forgotten technology, the Shing, with their strange, mindying power, crush them out. There is one man who can stand against the malign Shing, but he is an alien with amber eyes and must first prove to paranoid humanity that he himself is not a creature of the Shing.

Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. Details the werecrocodilians of the World of Darkness.

The Edge lies between worlds, on the border between the Broken, where people shop at Walmart and magic is a fairytale—and the Weird, where blueblood aristocrats rule, changelings roam, and the strength of your magic can change your destiny... Cerise Mar and her unruly clan are cash poor but land rich, claiming a large swathe of the Mire, the Edge

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swamplands between the state of Louisiana and the Weird. When her parents vanish, her clan's long-time rivals are suspect number one. But all is not as it seems. Two nations of the Weird are waging a cold war fought by feint and espionage, and their conflict is about to spill over into the Edge—and Cerise's life . William, a changeling soldier who left behind the politics of the Weird, has been forced back into service to track down a rival nation's spymaster. When William's and Cerise's missions lead them to cross paths, sparks fly—but they'll have to work together if they want to succeed...and survive.

The Undying Legion: Crown & Key

War for the Oaks

Game AI Pro 360: Guide to Architecture

Blood Rock

Black Blade Blues

Stranded

Lost Cities author Childress takes us deep into Mexico and Central America in search of the mysterious Olmecs, North America's early, advanced civilization. The Olmecs, now sometimes called Proto-Mayans, were not acknowledged to have existed as a civilization until an international archeological meeting in Mexico City in 1942. Now, the Olmecs are slowly being recognized as the Mother Culture of

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Mesoamerica, having invented writing, the ball game and the “Mayan” Calendar. But who were the Olmecs? Where did they come from? What happened to them? How sophisticated was their culture? How far back in time did it go? Why are many Olmec statues and figurines seemingly of foreign peoples such as Africans, Europeans and Chinese? Is there a link with Atlantis? In this heavily illustrated book, join Childress in search of the lost cities of the Olmecs! Chapters include: The Mystery of the Origin of the Olmecs; The Mystery of the Olmec Destruction; The Mystery of Quizuo; The Mystery of Transoceanic Trade; The Mystery of Cranial Deformation; The Mystery of Olmec Writing; more. Heavily illustrated, includes a color photo section.

A delicious tale of revenge and identity from Carrie Ryan, the bestselling author of The Forest of Hands and Teeth In the wake of the deadly devastation of luxury yacht Persephone, just three souls remain to tell its story?and two of them are lying. Only Frances Mace, rescued from the ocean after torturous days adrift with her dying friend

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Libby, knows that the Persephone wasn't sunk by a rogue wave as survivors Senator Wells and his son are claiming?it was attacked. To ensure her safety from the obviously dangerous and very powerful Wells family, Libby's father helps newly orphaned Frances assume Libby's identity. Frances has spent years in hiding, transforming herself into Libby, and she can no longer allow the people who murdered her entire family and Libby to get away with it. After years of careful plotting, she's ready to set her revenge plans into motion?even if it means taking down the boy she'd once been in love with: the senator's son. The game has just begun, and Frances is not only playing dirty, she's playing to win. Demons! Vampires! Time Travelers! A Giant Chicken? The creators of Twelve Hours Later and Thirty Days Later are back for another time-turning read with adventure in the offing, steam in the air, and tongue occasionally in cheek. Join us for fantastical stories from fifteen authors, including Harry Turtledove, Kirsten Weiss, Katherine Morse and David Drake, Anthony Francis, and Madeleine Holly-Rosing

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as we journey through time and genre. Take a tour of Jolly Olde London where madness may (or may not) prevail and things can get hairy after dark. Take an airship across the sea to the ancient city of Atlantis. Battle demons! Match wits with mystics! Try to resist the seductive power of chocolate or the magic of tiny mushrooms! Maybe even steal a treasure from a dragon. So put the kettle on, pour a strong cuppa, and curl up on the couch for a rollicking good read with Some Time Later. The clock is ticking ...

It's the roaring twenties, and San Francisco is a hotbed of illegal boozing, raw lust, and black magic. The fog-covered Bay Area can be an intoxicating scene, particularly when you specialize in spirits... Aida Palmer performs a spirit medium show onstage at Chinatown's illustrious Gris-Gris speakeasy. However, her ability to summon (and expel) the dead is more than just an act. Winter Magnusson is a notorious bootlegger who's more comfortable with guns than ghosts—unfortunately for him, he's the recent target of a malevolent hex that renders him a magnet for hauntings. After Aida's

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supernatural assistance is enlisted to banish the ghosts, her spirit-chilled aura heats up as the charming bootlegger casts a different sort of spell on her... On the hunt for the curseworker responsible for the hex, Aida and Winter become drunk on passion. And the closer they become, the more they realize they have ghosts of their own to exorcise...

A Hidden Legacy Novel

Road Passenger Transport Management

Mokole

A Novel

Liquid Fire

Ruby Fever

After seeing the death of his lover Susan Delgado, Gunslinger Roland Deschain and his ka-tet Cuthbert and Alain are forced to flee into the desert with a deadly posse--the Big Coffin Hunters--in hot pursuit.

On the edge, all things are possible... From Stranded, by Anthony Francis She crested a ridge overlooking the wreck--and froze, bewitched. Climbing from the ship were the most beautiful people she'd ever seen. They wore armored spacesuits, patched in a thousand places, and painted to look like animals. Helmets folded back revealed inner

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pressure suits decorated too: one girl in a leopard outersuit had a snakeskin helm, adorned with feathers, over skin painted a pale blue. Serendipity gasped. These were adventurers. The gravity was clearly punishing their slender frames, but they kept going, crawling out of the smoking ship from every hatch, rappelling down on spacelines, tools jangling on their belts when their boots touched the broken earth. Not one of them looked a day over sixteen. That should have meant nothing--her grandmother didn't look a day over sixteen--but as fractured shale dislodged by her slogs crackled down the slope, they turned and stared at her with youthful shock. They had none of the smug poise of ancient souls newly young. What Serendipity saw instead, and felt keenly, was fear. Her gut churned. The boys were armed with projectile automatics. ? Three Great Authors--Three Great Science Fiction Stories A Strand In The Web New York Times Bestselling Fantasy Author Anne Bishop makes her U.S. debut in Science Fiction with this engaging futuristic novella. The Restorers travel the universe fulfilling a purpose handed down through the generations. They live and die aboard city-ships, never knowing the worlds they create and save. What begins as a disastrous training exercise in creating and balancing ecosystems becomes an unexpected fight for survival. The only hope may be the secret project of an untried Restorer team. A Host Of Leeches Award winning author James Alan Gardner pens a wonderfully imaginative tale, in which a young woman wakes to find herself the sole human on an orbiting, mechanical space station. To find a

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way home, she must navigate the dangerous politics of war between opposing robot leaders. Stranded Popular urban fantasy writer Anthony Francis (Dakota Frost, Skindancer series) explores the clash of ethics and survival when a young, genetically engineered centaress from the ultra-advanced Alliance lays claim to a rare, strategic garden planet, only to find herself captured by a band of rag-tag Frontier refugees who've crashed their vintage ship on her unexpectedly hostile world. On the edge, all things are possible... From Stranded, by Anthony Francis She crested a ridge overlooking the wreck--and froze, bewitched. Climbing from the ship were the most beautiful people she'd ever seen. They wore armored spacesuits, patched in a thousand places, and painted to look like animals. Helmets folded back revealed inner pressure suits decorated too: one girl in a leopard outersuit had a snakeskin helm, adorned with feathers, over skin painted a pale blue. Serendipity gasped. These were adventurers. The gravity was clearly punishing their slender frames, but they kept going, crawling out of the smoking ship from every hatch, rappelling down on spacelines, tools jangling on their belts when their boots touched the broken earth. Not one of them looked a day over sixteen. That should have meant nothing--her grandmother didn't look a day over sixteen--but as fractured shale dislodged by her slogs crackled down the slope, they turned and stared at her with youthful shock. They had none of the smug poise of ancient souls newly young. What Serendipity saw instead, and felt keenly, was fear. Her gut churned. The boys were armed

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with projectile automatics. ?

The Nicole AI system was the most advanced artificial intelligence ever created ... until today. Confronted with a new sibling designed to replace her, Nicole becomes an unstoppable killer. With his team and perhaps the entire building dead, Nicole's designer must run a deadly race with Nicole ... to see who can stop whose weak heart first.

Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.

Jeremiah Willstone and the Clockwork Time Machine

Debris Dreams

Fang-tastic Fiction

Elder Evils

Daughter of Deep Silence

Graffiti Girl

"Thank you to the powers-that-be for the opportunity to be one of the first readers c
by Dakota Frost and her magical tats. Addictive, sassy, sexy, funny, intense, brilliant."

--Bitten By Books, on Frost Moon "With Blood Rock, Anthony Francis's Skindancer serie
becomes one of my favorites."--Book'd Out, on Blood Rock Magical tattoo artist Dakot

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is back--fighting a fire that may burn down the world. For millennia, ancient factions of wizards have closely guarded the secrets of liquid fire--distilled from the blood of dragons--the magical key to unbelievably powerful spells. Now, Dakota's flirtation with a fireweaver while visiting San Francisco engulfs her in a magical feud. Forced to defend herself with a masterwork, a powerful dragon tattoo, Dakota becomes the target of superstitious mortals who believe she's summoned the spirit of a dragon . . . the first step in an incredibly dangerous spell that could create more liquid fire. Soon, Dakota finds herself caught in a magical battle between ageless wizards desperate to seize the rapidly dwindling supply of liquid fire and fireweaver terrorists who'll stop at nothing to keep every last drop of it for themselves. Even if that means killing Dakota. The race is on to find the truth about liquid fire, the secret behind Dakota's magic tattoos, and the message hidden in the fireweaver's secret codes--before the world goes up in flames. Filled with spectacular magic, pyrotechnics, action, and kinky romance, LIQUID FIRE is the action-packed third installment in the Dakota Frost, Skindancer series. Epic Award winner Anthony Francis writes the Skindancer series while working on robots for "the Search Engine Which Starts with a 'G'." Describes the characteristics and attributes of a variety of monsters, zombies, demons, werewolves, animals, and aliens for use in the Dungeons and Dragons game. Mathews uses a limited definition of paranormal, and examines works set, for the most part, in a relatively realistic modern world inhabited by both humans and paranormal beings. Moonshifted An Edie Spence Novel Cassie Alexander After surviving a brutal vampire attack

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Nurse Edie Spence is ready to get back to work—attending to supernatural creatures, providing medical help. But her nursing skills are put to the test when she witnesses a hit-and-run during her lunch break. The injured pedestrian is not only a werewolf, he's the pack leader. And now Edie's stuck in the middle of an all-out were-war... With two rival packs fighting tooth and nail, Edie has no intention of crossing enemy lines. But when she meets her patient's nephew—a tattooed werewolf named Lucas with a predatory gleam in his eye that's hard to resist—Edie can't help but choose sides. The question is: can she trust this dangerous ally? And can she trust her own instincts when she's near him? Either way, Edie can't stay neutral to pull away—even if getting involved makes her easy prey...

Frost Moon

Planning and Coordinating Passenger Transport Operations

Star Trek Psychology

Some Time Later

White Night

Bayou Moon

In an alternate Atlanta where magic is practiced openly, where witches sip coffee at local cafes, shapeshifters party at urban clubs, vampires rule the southern night like gangsters, and mysterious creatures command dark caverns beneath the city, Dakota Frost's talents are coveted by

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all. She's the best magical tattooist in the southeast, a Skindancer, able to bring her amazing tats to life. When a serial killer begins stalking Atlanta's tattooed elite, the police and the Feds seek Dakota's help. Can she find the killer on the dark fringe of the city's Edgeworld? Among its powerful outcasts and tortured loners, what kind of enemies and allies will she attract? Will they see her as an invader, as a seducer, as an unexpected champion ... or as delicious prey?

In this New York Times bestselling powerful and exciting fantasy set in the world of the Others series, humans and the shape-shifting Others will see whether they can live side by side...without destroying one another. There are ghost towns in the world—places where the humans were annihilated in retaliation for the slaughter of the shape-shifting Others. One of those places is Bennett, a town at the northern end of the Elder Hills—a town surrounded by the wild country. Now efforts are being made to resettle Bennett as a community where humans and Others live and

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work together. A young female police officer has been hired as the deputy to a Wolfgard sheriff. A deadly type of Other wants to run a human-style saloon. And a couple with four foster children—one of whom is a blood prophet—hope to find acceptance. But as they reopen the stores and the professional offices and start to make lives for themselves, the town of Bennett attracts the attention of other humans looking for profit. And the arrival of the outlaw Blackstone Clan will either unite Others and humans...or bury them all.

The next entry in Sterling's pop culture psychology series features 20 essays and an exclusive interview with Rod Roddenberry son of "Star Trek" creator Gene Roddenberry. In a fun and accessible way, "Star Trek Psychology" delves deep into the psyches of the show's well-known and -loved characters. The trailblazing franchise spans five TV series, 13 films, and countless novelizations. "Star Trek Psychology" uses academic and scientific theories to analyze and answer such questions as "Why do "Trek s"

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aliens look so human?" and "How can the starship's holodeck be used for therapy?" This compilation examines alien neurobiology, discusses identity formation for shape shifters, explores the importance of emotion for artificial intelligence, and much more."

A thrilling new Victorian-era urban fantasy for fans of Kevin Hearne's Iron Druid Chronicles, the Showtime series Penny Dreadful, and the Sherlock Holmes movies featuring Robert Downey, Jr. With a flood of dark magic about to engulf Victorian London, can a handful of heroes vanquish a legion of the undead? When monster-hunter Malcolm MacFarlane comes across the gruesome aftermath of a ritual murder in a London church, he enlists the help of magician-scribe Simon Archer and alchemist extraordinaire Kate Anstruther. Studying the macabre scene, they struggle to understand obscure clues in the ancient Egyptian hieroglyphics carved into the victim's heart—as well as bizarre mystical allusions to the romantic poetry of William Blake. One thing is clear: Some very potent black

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magic is at work. But this human sacrifice is only the first in a series of ritualized slayings. Desperate to save lives while there is still time, Simon, Kate, and Malcolm—along with gadget geek Penny Carter and Charlotte, an adolescent werewolf—track down a necromancer who is reanimating the deceased. As the team battles an unrelenting army of undead, a powerful Egyptian mummy, and serpentine demons, the necromancer proves an elusive quarry. And when the true purpose of the ritual is revealed, the gifted allies must confront a destructive force that is positively apocalyptic. Praise for The Undying Legion “Monstrously entertaining.”—Wit and Sin “These books are just pure unadulterated fun.”—Slapdash & Sundry “An impressive follow-up in the Crown & Key trilogy.”—Bibliophage “A pulse-pounding ride.”—Faire’s Fair “A delightful read! . . . The Undying Legion combines a thrilling well-developed plot with spectacular action sequences, witty banter, and unlikely heroes that are fabulously unique and fascinating.”—Goldilox and the Three

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Weres "Once I started reading, I couldn't put it down. . . . This book was fantastic."—Word Gurgle Praise for Clay and Susan Griffith's The Shadow Revolution "Team Griffith creates a number of really compelling characters whose exploits will keep readers glued to the pages!

Terrific!"—RT Book Reviews "A fast-paced, action-filled dark fantasy that is just sheer fun to read . . . The Shadow Revolution kicks off the Crown & Key series in spectacular fashion!"—Fresh Fiction "Werewolves, mad

science, and plenty of smiting. Pass the popcorn."—Emma Jane Holloway, author of The Baskerville Affair series "A thrilling read! Clay and Susan Griffith have crafted a gritty, action-packed Victorian-era fantasy world full of dark creatures, mystery, and magic—a must read for steampunk fans!"—Shawntelle Madison, author of the Coveted series

The Greyfriar

The Hereafter Bytes

Moonshifted

Werewolf Storytellers Handbook

Thirty Days Later

A Short Story

Hang on to the edge of your seat with this exciting anthology of Steampunk flash fiction, featuring pairs of stories thirty days apart. Filled with rayguns and corsets, ghosts and gamblers, dragons and airships, Thirty Days Later features stories of intrigue and deceit, of comeuppance and conspiracy, of myths and monsters, of defectors and dilettantes, of time travel and time relentlessly passing. Join us in a nail-biting exploration of the churning worlds of gears, steam, action, and adventure! Join us for fantastical stories from authors including Harry Turtledove, Kirsten Weiss, Katherine Morse and David Drake, Anthony Francis, Lillian Csernica, Steve DeWinter, and Sharon E. Cathcart as we journey through time and genre.

Graffiti art. It's bold. It's thrilling. And it can get a girl into serious trouble.... Raised by her single mom (who's always dating the wrong kind of man) in a struggling California neighborhood, Angel Rodriguez is a headstrong, independent young woman who channels her hopes and dreams for the future into her painting. But when her entry for a

community mural doesn't rate, she's heartbroken. Even with winning artist Nathan Ramos—a senior track star and Angel's secret crush—taking a sudden interest in Angel and her art, she's angry and hurt. She's determined to find her own place in the art world, her own way. That's when Miguel Badalin—from the notorious graffiti crew Reyes Del Norte—opens her eyes to an underground world of graf tags and turf wars. She's blown away by this bad boy's fantastic work and finds herself drawn to his dangerous charm. Soon she's running with Miguel's crew, pushing her skills to the limit and beginning to emerge as the artist she always dreamed she could be. But Nathan and Miguel are bitter enemies with a shared past, and choosing between them and their wildly different approaches to life and art means that Angel must decide what matters most before the artist inside of her can truly break free.

#1 New York Times bestselling author Ilona Andrews is back with the newest book in the exciting Hidden Legacy series—the thrilling conclusion to her trilogy featuring fierce and beautiful Prime magic user Catalina Baylor. An escaped spider, the unexpected arrival of an Imperial Russian Prince, the senseless assassination of a powerful

figure, a shocking attack on the supposedly invincible Warden of Texas, Catalina's boss... And it's only Monday. Within hours, the fate of Houston—not to mention the House of Baylor—now rests on Catalina, who will have to harness her powers as never before. But even with her fellow Prime and fiancé Alessandro Sagredo by her side, she may not be able to expose who's responsible before all hell really breaks loose.

Game AI Pro3: Collected Wisdom of Game AI Professionals presents state-of-the-art tips, tricks, and techniques drawn from developers of shipped commercial games as well as some of the best-known academics in the field. This book acts as a toolbox of proven techniques coupled with the newest advances in game AI. These techniques can be applied to almost any game and include topics such as behavior trees, utility theory, path planning, character behavior, and tactical reasoning. KEY FEATURES Contains 42 chapters from 50 of the game industry's top developers and researchers. Provides real-life case studies of game AI in published commercial games. Covers a wide range of AI in games, with topics applicable to almost any game. Includes downloadable demos and/or source code, available at

*http://www.gameapro.com SECTION EDITORS Neil Kirby General
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Sibling Rivalry
Monster Manual III
Twelve Hours Later
The Mystery of the Olmecs
Side Jobs
Doorways to Extra Time*

With tales ranging from the deadly serious to the absurdly hilarious—including an original story for this volume—Side Jobs is a must-have collection for every devoted Harry Dresden fan. As Chicago’s only professional wizard, Harry Dresden has had cases that have pitted him against insane necromancers, power-hungry faerie queens, enigmatic dark wizards, fallen angels—pretty much a “who’s who” of hell and beyond—with the stakes in each case ranging from a lone human soul to the entire human race. But not every adventure Harry Dresden

undertakes is an epic tale of life and death in a world on the edge of annihilation. Here, together for the first time in paperback, are the shorter works of #1 New York Times bestselling author Jim Butcher—a compendium of cases that Harry and his cadre of allies managed to close in record time. “One of the giants of urban fantasy...delivers some great stories in this volume...This is a great collection, featuring a hero who's proven himself over and over again, as well as delving into the odd corners of his fascinating and fantastic world. Highly recommended.”—SFRevu

Sixteen-year-old Drusilla Zhao lives in a space station. When terrorists destroy the space elevator, in a flash Dru's parents are dead and she's cut off from her girlfriend Sarah on Earth. Can Dru survive a war and deadly debris to find her way home to Sarah?

A complete guide to road passenger transport management, featuring contributions from experts in the field and management tools for passenger road transport operators. From an Epic Award winning author comes a sprawling tale of

brass buttons, ray guns, and two-fisted adventure! In an alternate empire filled with mechanical men, women scientists, and fantastic contraptions powered by steam, a high ranking officer in the Victoriana Defense League betrays his country when he steals an airship and awakens an alien weapon that will soon hatch into a walking factory of death. Commander Jeremiah Willstone and her team must race through time in a desperate bid to stop the traitor's plan to use the alien weapon to overthrow the world's social order. With time running out, Jeremiah may have to sacrifice everything she is to save everyone she loves. "Addictive, sassy, sexy, funny, intense, brilliant." -Bitten By Books, on Frost Moon Epic Award winner Anthony Francis writes the Dakota Frost, Skindancer series and the Jeremiah Willstone series while working on robots for "the Search Engine Which Starts with a 'G'."

An Edie Spence Novel

Twenty-first-century Paranormal Reads

The Long Road Home

COME FOR THE CYBERSPACE, STAY FOR THE LAUGHS. COME FOR THE

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LAUGHS, STAY FOR THE CYBERSPACE. Romeo is a digital copy of his dead bio self—a ghost—in a spindly robot body. When Romeo's friend Abigail—a dominatrix with a gift for uncovering secrets—tells Romeo she's at risk because of dangerous info from a client, Romeo agrees to help her investigate. Pursued by digital Golden Retrievers and a real-world assassin, Romeo slips in and out of cyberspace in a madcap race for survival. Can he unmask the criminal who threatens the integrity of cyberspace and the real-world economy before it's too late?

Myth! Intrigue! Dirigibles! Literacy! Support public libraries and explore a world of steampunk fiction!