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City in the Sky

The book is concerned with narrative in digital media that changes according to user input—Interactive Digital Narrative (IDN). It provides a broad overview of current issues and future directions in this multi-disciplinary field that includes humanities-based and computational perspectives. It assembles the voices of leading researchers and practitioners like Janet Murray, Marie-Laure Ryan, Scott Rettberg and Martin Rieser. In three sections, it covers history, theoretical perspectives and varieties of practice including narrative game design, with a special focus on changes in the power relationship between audience and author enabled by interactivity. After discussing the historical development of diverse forms, the book presents theoretical standpoints including a semiotic perspective, a proposal for a specific theoretical framework and an inquiry into the role of artificial intelligence. Finally, it analyses varieties of current practice from digital poetry to location-based applications, artistic experiments and expanded remakes of older narrative game titles.

Great Sausage Recipes and Meat Curing

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

Rimward Stars

The Vampire War is over. The United States is reeling. The Masquerade is fragmenting. The Apocalypse is here... The long and bloody war with the vampires in the United States has finally ended, thanks to the efforts of the vampire Arbiter

and ONSET Commander David White—and a nuclear explosion on American soil. The final battle proves harder to conceal than hoped, however, and a series of high profile incidents end any chance of hiding the supernatural. Suddenly the world is faced with the fact that it is both more wonderful and more terrible than humanity ever realized. But as the US Government struggles to adapt to this new reality, old enemies have set into motion plans that could render humanity's struggles irrelevant. There are those beyond the Seal who were once Gods...and they want their planet back!

The Human: The Rise of the Jain 3

When the aristocratic Vishov family is banished from their native Ustalav due to underhanded politics, they're faced with a choice: fade slowly into obscurity, or strike out for the nearby River Kingdoms and establish a new holding on the untamed frontier. For Lady Tyressa Vishov, the decision is simple. Together with her children and loyal retainers, she'll forge a new life in the infamous Echo Wood, and neither bloodthirsty monsters nor local despots will stop her from reclaiming her family honor. Yet the shadow of Ustalavic politics is long, and even in a remote and lawless territory, there may be those determined to see the Vishov family fail. From New York Times bestselling author Michael A. Stackpole comes a new novel of frontier adventure set in the world of the Pathfinder Roleplaying Game and the new Pathfinder Online massively multiplayer online roleplaying game.

Voice of Mars

An enemy hidden in the shadows A crack in the armor of secrecy One chance to find an answer Captain David Rice and the crew of Red Falcon have spent two years infiltrating the arms smuggling underworld of the Protectorate of the Mage-King of Mars. When the co-opted rebellion on Ardennes reveals a supply chain of weapons intended to fight Mars, this makes them the perfect team to investigate. His new mission brings him across old friends and old enemies alike, but as his suspects start turning up dead, David realizes he isn't the only one following the loose ends. As shadowy enemies move to position themselves for civil war, Red Falcon's crew must chase an ever-shrinking set of clues. If they succeed, they might just buy the Protectorate peace for their lifetime. But if they fail

Pathfinder Tales: Hellknight

A new hero emerges to save Dematr from destruction in this sequel to the Pillars of Reality series from the New York Times–bestselling author. For centuries, the Great Guilds conspired to keep Dematr unchanged. The Mechanics Guild kept secret the technology for steam locomotion, rifles, and far-talkers, leaving most people to live in a world of oil lamps, crossbows, and horse cavalry, while the Mages treated all others as if they were nothing—until Master Mechanic Mari, dragon slayer and pirate queen, and Master of Mages Alain raised an army to free their world. Kira of Pacta Servanda, Mari and Alain's daughter, has known since childhood that she would always live in the shadow of her heroic parents. But then the world of Dematr learned that a new kind of ship had left the far-distant world of Urth. The ship would take just ten years to reach Dematr. But for what purpose? Kira is

sixteen when the ship from Urth arrives—and she discovers that her world still needed heroes.

Middle-Earth: Journeys in Myth and Legend

A profound understanding of the surrealists' connections with alchemists and secret societies and the hermetic aspirations revealed in their works • Explains how surrealist paintings and poems employed mythology, gnostic principles, tarot, voodoo, alchemy, and other hermetic sciences to seek out unexplored regions of the mind and recover lost “psychic” and magical powers • Provides many examples of esoteric influence in surrealism, such as how Picasso's *Demoiselles d'Avignon* was originally titled *The Bath of the Philosophers* Not merely an artistic or literary movement as many believe, the surrealists rejected the labels of artist and author bestowed upon them by outsiders, accepting instead the titles of magician, alchemist, or—in the case of Leonora Carrington and Remedios Varo—witch. Their paintings, poems, and other works were created to seek out unexplored regions of the mind and recover lost “psychic” and magical powers. They used creative expression as the vehicle to attain what André Breton called the “supreme point,” the point at which all opposites cease to be perceived as contradictions. This supreme point is found at the heart of all esoteric doctrines, including the Great Work of alchemy, and enables communication with higher states of being. Drawing on an extensive range of writings by the surrealists and those in their circle of influence, Patrick Lepetit shows how the surrealists employed mythology, gnostic principles, tarot, voodoo, and alchemy not simply as reference points but as significant elements of their ongoing investigations into the fundamental nature of consciousness. He provides many specific examples of esoteric influence among the surrealists, such as how Picasso's famous *Demoiselles d'Avignon* was originally titled *The Bath of the Philosophers*, how painter Victor Brauner drew from his father's spiritualist vocation as well as the Kabbalah and tarot, and how doctor and surrealist author Pierre Mabille was a Freemason focused on finding initiatory paths where “it is possible to feel a new system connecting man with the universe.” Lepetit casts new light on the connection between key figures of the movement and the circle of adepts gathered around Fulcanelli. He also explores the relationship between surrealists and Freemasonry, Martinists, and the Elect Cohen as well as the Grail mythos and the Arthurian brotherhood.

The Grateful Dead Reader

Arranged in chronological order, these pieces add up to nothing less than a full-scale history of the greatest tour band in the history of rock. From Tom Wolfe's account of the Dead's first performance as the Grateful Dead (at an Acid Test in 1965), to Ralph Gleason's 1967 interview with the 24-year-old Jerry Garcia, to Mary Eisenhart's obituary of the beloved leader of the band, these selections include not only outstanding writing on the band itself, but also superb pieces on music and pop culture generally. Fans will be fascinated by the poetry, fiction, drawings, and rare and revealing photographs featured in the book, as well as the anthology's many interviews and profiles, interpretations of lyrics, and concert and record reviews. Still, *The Grateful Dead* was more than a band—it was a cultural phenomenon. For three decades it remained on one unending tour, followed

everywhere by a small army of nomadic fans. This phenomenon is both analyzed and celebrated here, in such pieces as Ed McClanahan's groundbreaking article in *Playboy* in 1972, fan-magazine editor Blair Jackson's 1990 essay on the seriousness of the drug situation at Dead concerts, and Steve Silberman's insightful essays on the music and its fans.

Agents of Mars

A starfighter squadron driven to desertion Hunted by friends and enemies alike
With one final hope for a new beginning

ONSET: Stay of Execution

Nearly 200 stunningly realistic paintings and drawings bring the greatest fantasy epic of all time to life. Classical realism unites with contemporary storytelling as artist Donato Giancola explores the mythic grandeur and the iconic characters of J.R.R. Tolkien's *The Lord of the Rings* saga. Donato has made it his life's work to translate Tolkien's words into compelling visuals, with gorgeous oil paintings and drawings reminiscent of Rembrandt and Caravaggio. His interpretations of Middle-earth span his entire career, from private commissions to the 2001 edition of the graphic novel adaptation of *The Hobbit*, all collected in this massive compendium--a must-have for collectors of Tolkien and fantasy "What struck me about J.R.R. Tolkien's work was how he filled Middle-earth with a wealth of history," says Author Donato Giancola. "From the simple beginnings of Bilbo and the dwarves in *The Hobbit*, to the personal trials of Frodo and the Fellowship in *The Lord of the Rings*, to the epic tragedies in *The Silmarillion*, these tales are woven together by a grand fabric of unifying mythologies, bringing depth to the cultures and characters within." "Amazing work from an astounding talent." - George R.R. Martin

The Crusader Road

A young hero must harness her singular powers to save the world in the conclusion to the New York Times–bestselling author's *Legacy of Dragons* trilogy. Ancient weapons of mass destruction lie hidden under the city of Pacta Servanda. Remnants of the Great Guilds and rebellious factions of the Empire want to seize those weapons and regain control of Dematr. Only Jason, brought by the first ship from Earth since the colony failed, might be able to disarm the threat. But he also might know how to employ the weapons for his own ends, making him a danger to all sides. Standing between these threats is Kira of Dematr. But Kira, who somehow has both Mage powers and technical skills, is consumed by the mental conflicts caused by having both. As rogue Mechanics, Mages, and mercenaries attack with every weapon at their disposal, Kira suffers blackouts and begins to lose her mind. The fate of her world rests not only on her survival, but also her ability to control her unprecedented abilities.

Raven's Peace

Q-Ship Chameleon

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

Twelve Years a Slave

A newborn Alliance, forged to stop the destroyers of worlds
A potential ally, with secrets hidden by a thousand lies
A long-doomed star, whose ruins hold a vital answer
Isaac Lestrout, Admiral of the Exilium Space Fleet, has spent the last three years working with Ambassador Amelie Lestrout to build an alliance against the Rogue Matrices, Als bent on converting every world into a paradise--regardless of whether anyone lives on it. As Isaac hunts the Rogue that destroyed one of their allies' homeworlds, Amelie begins negotiations with a potential new ally that could tip the balance. The Governance is a power to rival the human homeworlds the Lestrouts were exiled from--but like those homeworlds, not all is as it seems. And far from the war, Octavio Catalan leads an expedition into the shattered wreckage of the home system of the Matrices' builders. Among those dead worlds, he hopes to find the answer to the question that haunts the survivors of that race: why did their Als go genocidally insane?

Exile

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes: * Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards * New prestige classes like the Master Chymist and the Battle Herald * and much, much more!

Daughter of Dragons

Interactive Digital Narrative

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...

The Nuclear Druid

An entire galaxy hangs in the balance . . . A Jain warship has risen from the depths of space, emerging with a deadly grudge and a wealth of ancient yet lethal technology. It is determined to hunt down the alien Client, and will annihilate all those who stand in its way. So Orlandine must prepare humanity's defence. Both humanity and the Prador thought their ancient foe - the Jain - had perished in a past age. And they resolve to destroy these outliers at any cost. Orlandine wants the Client's inside knowledge to act, but the Client has her own agenda. Earth Central therefore looks to the Prador for alliance, after the Jain destroy their fleet. However, not everyone is happy with this, and some will do anything to shatter this fragile coalition. As the Jain warship makes its way across the galaxy, it seems unstoppable. Human and Prador forces alike struggle to withstand its devastating weaponry. Orlandine's life work is to neutralize Jain technology, so if she can't triumph, no one can. But will she become what she's vowed to destroy? The Human is the final book in Neal Asher's Rise of the Jain trilogy. 'Neal Asher's books are like an adrenaline shot targeted directly for the brain' John Scalzi, author of the Old Man's War series 'Magnificently awesome. Then Asher turns it up to eleven' Peter F. Hamilton on the first in the trilogy, The Soldier

Judgment of Mars

Set in the imaginary world of the role-playing game, Pathfinder.

The Sync Book

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.

Sword of Mars

Nobody cheats death. A warrior haunted by his past, Salim Ghadafar serves as a problem-solver for a church he hates, bound by the goddess of death to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant's successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter Salim, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There's only one problem: The investigation is being financed by Neila Anvanory, the dead merchant's stubborn and aristocratic daughter. And she wants to go with him. Along with his uninvited passenger, Salim must unravel a web of intrigue that will lead them far from the blistering sands of Thuvia on a grand tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems

The Esoteric Secrets of Surrealism

26 bloggers/writers/artists share their experiences and perspectives on the strange and beautiful universe in which we live. Featuring writers from: The Sync Whole, Reality Sandwich, Etemenanki, The Mask of God, Labyrinth of the Psychonaut, The Stygian Port, Live From The Logosphere, Star Theory, The Patternist, Gosporn, All The Happy Creatures, Kosmos Idikos, Radio8Ball, Constellation Contemplation, Kozmikon, Accidental Alchemist, Libyan Sibyl, A Few Shots To Shaman, Mercury's Messenger, Synchronism Forum Alan Abbadessa-Green + Goro Adachi + Jason Barrera + Douglas Bolles + Peg Carter + Tommy Fulks + Kevin Halcott + Kyle Hunt + Sibyl Hunter + Stefan Jablonski + Jeremy + Andras Jones + Crystal Kanarr + Jon Kidd + Jake Kotze + Neil Kramer + Rammer Martinez Sanchez + Justin Gray Morgan + Will Morgan + Christopher "C" Myers + Eunus Noe + Jennifer Palmer + Jim Sanders + Michael Schacht + Toure + Steve Willner Edited by Alan Abbadessa-Green

Virtues of War

The Terran military, the Astral Force, launches a mission to crush a colonial rebellion on the colony of Cerberus. The results of that mission ripple across the planets of the Centauria, and place the entire system on the brink of war. Lieutenant Katja Emmes is a platoon commander, leader of the 10-trooper strike team aboard the fast-attack craft Rapier. Although fully trained, she has never led troops in real operations before, and lives in the shadow of her war-hero father. Sublieutenant Jack Mallory is fresh out of pilot school, daydreaming about a fighter pilot position in the space fleet and in for a rude awakening. Lieutenant Commander Thomas Kane uses a six-month deployment in command of Rapier to secure his rise to stardom within the military. As violence erupts, each will be tested as never before. How they respond may decide the fate of Terra, and Earth.

King's Gate 2

Paizo Publishing is the award-winning publisher of fantasy role playing games, accessories, and board games. Liane Merciel's Pathfinder Tales: Hellknight is a thrilling addition to their popular novel series. The Hellknights are a brutal organization of warriors dedicated to maintaining law and order at any cost. For devil-blooded Jheraal, even the harshest methods are justified if it means building a better world for her daughter. Yet when a serial killer starts targeting hellspawn like Jheraal and her child, Jheraal has no choice but to use all her cunning and ruthlessness in order to defeat an ancient enemy to whom even death is no deterrent.

Roleplaying Game

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.

Interstellar Mage

A young woman must take up arms against a powerful empire in this fantasy series of dragons and mages from the New York Times–bestselling author. Twenty years after the Great Guilds were overthrown, the Empire plans to avenge its defeat with the help of renegade Mechanics and Mages still loyal to the old Guilds. But first they must eliminate a threat in the midst: Kira, daughter of Master Mechanic Mari and Master of Mages Alain. Kidnapped and imprisoned, Kira must not only escape but evade the full might of the Empire. Her only hope lies in the skills she has mastered; her indomitable spirit; and the unfailing aid of Jason, her boyfriend from the distant world of Urth. With the Imperial legions closing in and thousands of lives riding on her efforts, Kira has to use every weapon available to her, including special abilities she has kept secret until now—abilities that may prove to be as dangerous as the enemy. Meanwhile, Mari and Alain must work to create an alliance against the Empire. If they fail, a deadlier new war will erupt, with every soldier carrying a rifle instead of a sword or crossbow—and the Peace of the Daughter will end in a bloodbath.

Mage-Provocateur

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

Blood of the City

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.

Conviction

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

Starship's Mage: Omnibus

Master of Devils

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

ONSET: Blood of the Innocent

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

Destiny of Dragons

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.

UnArcana Stars

Blood of Dragons

With new powers and new women, Alex Burke will fight his way across Ratonya. The Covenant has sent gifted killers against him, but he will not be stopped. With an elf, a giant, and a demon, he'll prove that killing him is going to be harder than his enemies ever imagined. As his power grows, Alex will find the gods themselves are involved in his future-- and his past.

Crusade

Now a major motion picture nominated for nine Academy Awards. Narrative of Solomon Northup, a Citizen of New-York, Kidnapped in Washington City in 1841, and Rescued in 1853. Twelve Years a Slave by Solomon Northup is a memoir of a black man who was born free in New York state but kidnapped, sold into slavery and kept in bondage for 12 years in Louisiana before the American Civil War. He provided details of slave markets in Washington, DC, as well as describing at length cotton cultivation on major plantations in Louisiana.

ONSET: To Serve and Protect

Luma is a cobblestone druid, a canny fighter and spellcaster who can read the chaos of Magnimar's city streets like a scholar reads books. Together, she and her siblings in the powerful Derexhi family form one of the most infamous and effective mercenary companies in the city, solving problems for the city's wealthy elite. Yet despite being the oldest child, Luma gets little respect - perhaps due to her half-elven heritage. When a job gone wrong lands Luma in the fearsome prison called the Hells, it's only the start of Luma's problems. For a new web of bloody power politics is growing in Magnimar, and it may be that those Luma trusts most have become her deadliest enemies! From visionary game designer and author Robin D. Laws comes a new urban fantasy adventure of murder, betrayal, and political intrigue set in the award-winning world of the Pathfinder Roleplaying Game.

Children of Prophecy

A shuttle accident claims the lives of the Mage-King of Mars and his heir. The

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

Mountain of Mars

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

Death's Heretic

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

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