

## Mage Provocateur Starships Mage Red Falcon Book 2

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.

From one Court, two are born... as a new Lord is crowned in glory But a murderer risks all their secrets... bringing shadows could burn everything down Jason Kilkenny is a quarter-human Vassal of the Queen of the Fae and the neutral arbiter of supernatural affairs around the Fae Court in the Canadian city of Calgary. He has spent half a year building relationships with the existing power structure—but all of that is thrown into chaos when the Fae leadership dictates that Calgary's Court split into Seelie and Unseelie factions. Backed by the highest authority, the new Lord Andrell is there to build an Unseelie Court from nothing, and he will brook no interference, no challenges. Meanwhile, a rogue Fae launches a vicious slaughter at Calgary's largest public event, and Jason is dragged into an investigation and pursuit of a monster far more powerful than he is. The rogue's Unseelie heritage brings him into conflict with Lord Andrell, and the city's peace is threatened. One wrong step could unleash civil war between the new Courts and Jason's own secrets could lead to lighting the embers of a civil war amongst all Fae—embers that have slumbered since before his birth. If only he knew what those secrets were...

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

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...

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.

Vassal of the Queen of the Fae Noble of the Wild Hunt Child of the Horned King. Bait. Jason Kilkenny has learned his full heritage and the nature of the bloodline that runs in his veins. One quarter mortal, he is also the child of a Power, the Horned King of the Wild Hunt of the Fae. But his father is dead, murdered in a fae civil war that ended before Jason was born. It ended because of a powerful spell the Horned King cast, trading his life to deny the Masked Lords the weapon they needed to kill the Fae Powers. Now, Jason gathers allies and resources in his new home of Calgary. The Fae Masked Lords are hunting him, but he has what they want and they have to come to him. The Fae Powers have prepared a trap for their long-hidden enemies, with Jason as both bait and ambush. It's a clever plan—but no plan survives contact with the enemy!

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.

The Demon Chernobog¾ Foiled but Not Conquered in The Shadow of the Lion¾ is Back to Conquer Sixteenth-Century Venice! Chernobog had come within a hair of seizing absolute power in Venice, but was thwarted by the guardian Lion-spirit, who awoke to protect his city from the power-mad demon. But the power of the Lion is limited to Venice, and Chernobog has a new ally in the King of Hungary, who has besieged the island of Corfu to seize control of the Adriatic from Venice. Trapped on the island is the small band of heroes who awoke the Lion and thwarted Chernobog before. Far from the Lion's help, Manfred and Erik lead guerrillas against the foe, and Maria discovers ancient magical powers on the island. If she can make alliance with them, she may be able to repel the invaders¾but not without paying a bitter personal price. . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Praise for the Prequel, The Shadow of the Lion: "The prolific Lackey and cohorts Flint and Freer whip up a luscious bouillabaisse of politics, intrigue, love and black magic set in an "Other-worldly, New-Age Venice. . . ." The authors' use of contemporary American vernacular . . . instead of pompous period speech keeps the pages turning fast. . . ." ¾Publishers Weekly "[A] massive concoction of alternate history, high fantasy, and historical romance set in the sixteenth-century Venice of an alternate world . . . rich plotting, vivid characterization, and splendid evocation of Renaissance ethics and culture should make readers turn all the pages." ¾Booklist ". . . a sweeping alternate history. . . The authors deftly wield the juxtaposition of fantasy and history into a finely crafted story." ¾Romantic Times "[A] top pick . . . fast-paced action and complex, believable settings." ¾The Bookwatch

In The Human, the final book in Neal Asher's epic Rise of the Jain trilogy, an entire galaxy hangs in the balance as the ancient and powerful Jain threat emerges anew . . . 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 defense. 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?

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

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

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 + Eunos Noe + Jennifer Palmer + Jim Sanders+ Michael Schacht + Toure + Steve Willner Edited by Alan Abbadessa-Green

An paranormal agency in tatters A critical alliance that must not fail A betrayal in their darkest hour The demon Ekhmez ripped out the heart of America's supernatural defenders and strengthened their foes. The agencies of the Omicron branch of the US government face a newly expanded threat with their resources stretched to the breaking point. To hold the line, newly promoted Commander David White of ONSET is sent to forge an alliance with the Elfin Conclave, a supernatural organization with its own history, grudges and politics. When violence wracks the Conclave and guts the allies they sought, David White must hunt the Elfin's foes across the Pacific northwest, taking any help that comes his way—because when the world is on fire, can you turn away your enemy's enemy?

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.

A dying world, shattered by a broken machine A desperate flight, their only hope for refuge A robotic race, ally and destroyer alike The Republic of Exilium has grown in strength and confidence at the far end of the galaxy from the rest of mankind, sending out scout ships to survey the worlds around them as they try to learn more about the mysterious Construction Matrix AIs. Finding one of the genocidal rogues of that mysterious "race" in the process of destroying an inhabited world, Captain Octavio Catalan takes his ship into a desperate battle. He is victorious—but he is too late. The world of the strange aliens he has encountered is doomed. The distant Republic can barely help, but the honor of their leaders will not permit them to stand idly by. Ships and crews are set into motion to commence a desperate evacuation of their newfound friends, and debts with the strange Matrices are called in. One branch of Matrices destroyed the planet. Another may well save it—but the AIs have their own agenda and the price they ask may be beyond the Republic and its new allies...

A bygone legend with a washed-up crew A crack team gathered for one last tour A cold war that has simmered to its final hour When the Castle Federation deployed the first starfighters, they revolutionized war and drove the Terran Commonwealth from their space. The first of the carriers for those deadly strike craft was Avalon, a legend that turned the tide of a dozen battles. That was decades ago. Now Avalon is obsolete, a backwater posting—but still a legend to the Federation and her allies and enemies alike. Wing Commander Kyle Roberts and a cadre of officers are sent aboard the old carrier to take her on a final tour along the frontier. Aboard, Roberts finds outdated fighters, broken pilots...and key subordinates who just might be traitors. He and the others will get Avalon ready for war once more regardless. Show tour or not, the old enemy has been seen near the border and no matter what, when the call comes, Avalon will answer! This box set includes Space Carrier Avalon, Stellar Fox, and Battle Group Avalon.

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.

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!

Unraveling the Mysteries of the Universe What do you see when you gaze at the night sky? Do you contemplate the stars as the random result of an evolutionary process? Or do you marvel over them as a testament of the Creator's glory? Modern science has popularized a view of the cosmos that suggests there is no need for God and denies any evidence of His existence. But *The Story of the Cosmos* provides a different—and fascinating—perspective. It points to a God who makes Himself known in the wonder and beauty of His creation. This compilation from respected scholars and experts spans topics from “The Mathematical Creation and the Image of God” to “The Glorious Dance of Binary Stars” and “God's Invisible Attributes—Black Holes.” Contributors include Dr. William Lane Craig, Dr. Guillermo Gonzalez, Dr. Melissa Cain Travis, and Dr. Michael Ward. Come, take a deeper look at the universe...and explore the traces of God's glory in the latest discoveries of astronomy, science, literature, and art.

Charity Wiser, matriarch of the Wiser clan by virtue of her wealth and power, is an indomitable provocateur ... and private detective Russell Quant's newest employer. There is more than a single rotten apple on the Wiser family tree, and Quant has been hired to discover which one is intent on murdering his client. To help him sleuth out the evil culprit, Charity Wiser arranges a family reunion aboard the opulent *Friends of Dorothy* cruise liner as it tours the most exotic ports of the Mediterranean. But smooth sailing is short-lived as undercurrents of clashes - local and tourist, gay and straight, trendy and traditional - offer Russell insight into the Wisers and reveal a family simmering with rage and greed. He begins to wonder: who doesn't want Charity Wiser dead? Shifting from his prairie stomping ground to a sea undulating with death, Quant's smarts, senses and sea legs are challenged. From tantalizing tapas and sweet sangria in Spain to the bitter taste of death in Sicily, Quant goes head to head with friends and foes in a series of unforgettable locales. Come aboard a sensual journey of sun and sea brine, caviar and champagne on a cruise replete with the luxury of murder.

In the sewer-building projects of 1940s New York City, something ancient and powerful has been awoken. With half a dozen mortal workers dead, the Fae Courts of the city find themselves forced to action despite their desperate lack of manpower. Their call for aid brings six young Fae to the city, among them the Seelie Noble Talus, son of Korinth. New to the city and expendable, they are tasked with finding the creature underneath the city. The youths are assured that nothing in the world can stand against six Fae Nobles. On the other hand, nothing supernatural should have been sleeping under New York City...

A ragged newcomer... With a secret even he doesn't know A backwater city... With a countdown to an explosion no one is expecting A secret Covenant... And a conspiracy to break it to pieces Jason Kilkenny is a new arrival in the Canadian city of Calgary. Unlike most newcomers, Jason isn't looking for a job in oil and gas: he's a half-fae changeling that wants to get away from the politics of the inhuman races. He soon learns that despite being a supernatural backwater, the city is run by a near-godlike Wizard—and the shadows are full of unseen dangers. Jason's here to hide, but he finds himself called to service by Calgary's understaffed Fae Court. As supernatural politics collide in his new home, Jason's plan to keep his head down is shattered and he finds himself testing the limits of his meager gifts. He cannot run, he cannot hide...and if he loses, he loses everything.

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.

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 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.

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

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...

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

The 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

