

Vanguard Precipice Star Trek Seekers

Old Korvosa is under quarantine, a sprawling slum contained by roadblocks and guardposts manned by remorseless Hellknights and sinister plague doctors. While the rest of Korvosa stifles under an increasingly brutal martial law, the quarantined streets of Old Korvosa descend into true bedlam. Yet the one man who may hold the truth behind the perils that have brought Korvosa to its knees is lost inside the quarantine zone. Can he be rescued from the clutches of a new menace rising in the festering pits of Old Korvosa, and what secrets does he know that could justify the bounties for his death? This volume of Pathfinder presents an in-depth exploration of the rakshasas of the world of Golarion and reveals details on one of the world's most sinister networks of assassins, the Red Mantis.

Seven Pillars of Wisdom is a memoir of the soldier known as 'Lawrence of Arabia.' Lawrence is a fascinating and controversial figure and his talent as a vivid and imaginative writer shines through on every page of his masterpiece. 'Seven Pillars of Wisdom' written between 1919 and 1926, is an extraordinary tale of action, politics and adventure. The story describes heroism through instances of war by a man who not only shaped events but was molded by them. The genre of the book can be related to many broad subjects like political history, military strategy, pathology or travel story. Lawrence, known as the defender of the empire, had found war in the Arab world and a long-lasting sideline to the War to End All Wars. This war produced more war during the time, in which, along with many other eminent writers, Lawrence was also involved. Seven Pillars of Wisdom provides a unique portrait of this extraordinary man and an insight into the birth of the Arab nation.

Operation Vanguard is in chaos. On a post-apocalyptic world in the Taurus Reach, undercover Starfleet Intelligence agent Cervantes Quinn finds an ancient Shedai conduit. Unfortunately, the Klingons have found it first and sent an army to claim it. Light-years away on Vulcan, reporter Tim Pennington answers a cryptic call for help and ends up stalking interstellar criminals with an unlikely partner: T'Pol, the woman who sabotaged his career and is now a fugitive from justice. Meanwhile, Diego Reyes, former commander of Starbase 47, lives as a prisoner aboard a Klingon starship. But his former enemies aren't seeking revenge. In fact, the only man who knows why Reyes is still alive is the one who arranged his kidnapping and faked his death -- the enigmatic Councilor Gorkon. All their fates, as well as the futures of three great powers, are linked by one thing: the mysterious Mirdonyae Artifact. And unless Doctor Carol Marcus and Ming Xiong can unlock its secrets in time, it might destroy them all.

An all-new eBook exclusive adventure in the Taurus Reach with the starship crews, undercover agents, civilian colonists, and alien power players of the Vanguard saga, based on Star Trek: The Original Series. Following the dramatic events as chronicled in Vanguard: Storming Heaven, the U.S.S. Enterprise and other starships that participated in the final battle in the Taurus Reach have been remanded to a remote starbase. While evacuees from the station are processed and the ships repaired, restocked, and re-staffed as needed, Captain James T. Kirk is ordered to report to Admiral Heihachiro Nogura, Starbase 47's second and final commanding officer. Through flashbacks intercut with the ongoing conversation between Kirk and Nogura, the Enterprise's involvement in the last days of Operation Vanguard—and the conflict between Starfleet and Tholian forces at Starbase 47—is now told from the perspective of Kirk and his crew.

First published in 1932, "The Greater Trumps" is a novel by British writer Charles W. S. Williams. At its heart, it is a story of how to use the original Tarot cards to divine the meaning of all cosmic processes, illustrated throughout with beautiful images of a deck of Tarot cards originally designed by the French engraver and map-maker Claude Bardel in 1751. Charles Walter Stansby Williams (1886 – 1945) was a British theologian, novelist, poet, playwright, and literary critic. He was also a member of the "The Inklings", a literary discussion group connected to the University of Oxford, England. They were exclusively literary enthusiasts who championed the merit of narrative in fiction and concentrated on writing fantasy. He was given a scholarship to University College London, but was forced to leave in 1904 because he couldn't afford the tuition fees. Other notable works by this author include: "The Greater Trumps" (1932), "War in Heaven" (1930), and "The Place of the Lion" (1931). This volume is highly recommended for lovers of fantasy fiction, and it would make for a fantastic addition to any collection. Many vintage books such as this are increasingly scarce and expensive. It is with this in mind that we are republishing this volume now in an affordable, modern, high-quality edition complete with the original text and artwork.

In Thomas Ligotti's first nonfiction outing, an examination of the meaning (or meaninglessness) of life through an insightful, unsparing argument that proves the greatest horrors are not the products of our imagination but instead are found in reality. "There is a signature motif discernible in both works of philosophical pessimism and supernatural horror. It may be stated thus: Behind the scenes of life lurks something pernicious that makes a nightmare of our world." His fiction is known to be some of the most terrifying in the genre of supernatural horror, but Thomas Ligotti's first nonfiction book may be even scarier. Drawing on philosophy, literature, neuroscience, and other fields of study, Ligotti takes the penetrating lens of his imagination and turns it on his audience, causing them to grapple with the brutal reality that they are living a meaningless nightmare, and anyone who feels otherwise is simply acting out an optimistic fallacy. At once a guidebook to pessimistic thought and a relentless critique of humanity's employment of self-deception to cope with the pervasive suffering of their existence, The Conspiracy against the Human Race may just convince readers that there is more than a measure of truth in the despairing yet unexpectedly liberating negativity that is widely considered a hallmark of Ligotti's work.

How can we live in such a way that we die only once? How can we organize a society that gives us a better chance to be fully alive? How can we reinvent religion so that it liberates us instead of consoling us? These questions stand at the center of "The Religion of the Future"--a book about religion and a religious work in its own right.

A TURNING POINT FOR THE STARFLEET CORPS OF ENGINEERS! After the catastrophic events of Wildfire, the S.C.E. crew of the U.S.S. da Vinci is in disarray. Half of the ship's complement were killed at Galvan VI, and the survivors must put their lives back together. Corsi, accompanied by Stevens, tries to make amends with her long-estranged father. Abramowitz attempts to lose herself in her work, only to be confronted with an old rival -- and her own emotional fears. P8 Blue goes home to find her world confronting a crisis that threatens the Nasat's very existence. But it is Captain Gold and Commander Gomez who face the most difficult trials, as they find the road to recovery a difficult one. Each confronts demons from the past and the uncertainty of the future, leading to a bitter confrontation from which neither may ever truly recover.... Breakdowns contains the complete eBook editions of S.C.E. adventures #25-28: Home Fires, Age of Unreason, Balance of Nature, and Breakdowns, all previously released separately.

Chesteron's description of his intellectual and philosophical journey to Christianity.

Made to Break is a history of twentieth-century technology as seen through the prism of obsolescence. Giles Slade explains how disposability was a necessary condition for America's rejection of tradition and our acceptance of change and impermanence. This book gives us a detailed and harrowing picture of how, by choosing to support ever-shorter product lives, we may well be shortening the future of our way of life as well.

Continuing the milestone 50th anniversary celebration of Star Trek—an epic new trilogy that stretches from the events of The Original Series movie The Search for Spock to The Next Generation! The Klingon Empire stands on the precipice. In the wake of violence from the cult known as the Unsung, paranoia threatens to break Chancellor Martok's regime. Klingons increasingly call for a stronger hand to take control...one that Lord Korgh, master manipulator, is only too willing to offer. But other forces are now in motion. Assisted by a wily agent, the Empire's enemies secretly conspire to take full advantage of the situation. Aboard the USS Titan, Admiral William T. Riker realizes far more than the Federation's alliance with the Klingons is in danger. With the Empire a wounded animal, it could either become an attacker—or a target. Yet even as hostilities increase, Commander Worf returns to the USS Enterprise and Captain Jean-Luc Picard with a daring plan of his own. The preservation of both the Empire and the Federation alliance may hinge on an improbable savior leading a most unlikely force....

After Operation Vanguard leads to the reawakening of the vengeful Shedai, ambassadors struggle to prevent war while Diego Reyes, Vanguard's former commanding officer, leads the search for a weapon that can destroy the Shedai.

The final novel in the acclaimed Vanguard saga, based on Star Trek: The Original Series! Secret operations, sealed orders, high-risk military special operations—such dangerous missions have been at the core of the Star Trek Vanguard series since its inception. Four great nations—the Federation, the Klingon Empire, the Tholian Assembly, and the Romulan Star Empire—have all taken tremendous risks in their race to learn and control the technologies of the ancient interstellar hegemony known as the Shedai. Now get ready for the mystery of the Taurus Reach to be revealed....

#1 NEW YORK TIMES BESTSELLER * "The Uninhabitable Earth hits you like a comet, with an overflow of insanely lyrical prose about our pending Armageddon."--Andrew Solomon, author of *The Noonday Demon* With a new afterword It is worse, much worse, than you think. If your anxiety about global warming is dominated by fears of sea-level rise, you are barely scratching the surface of what terrors are possible--food shortages, refugee emergencies, climate wars and economic devastation. An "epoch-defining book" (*The Guardian*) and "this generation's *Silent Spring*" (*The Washington Post*), *The Uninhabitable Earth* is both a travelogue of the near future and a meditation on how that future will look to those living through it--the ways that warming promises to transform global politics, the meaning of technology and nature in the modern world, the sustainability of capitalism and the trajectory of human progress. *The Uninhabitable Earth* is also an impassioned call to action. For just as the world was brought to the brink of catastrophe within the span of a lifetime, the responsibility to avoid it now belongs to a single generation--today's. Praise for *The Uninhabitable Earth* "The Uninhabitable Earth is the most terrifying book I have ever read. Its subject is climate change, and its method is scientific, but its mode is Old Testament. The book is a meticulously documented, white-knuckled tour through the cascading catastrophes that will soon engulf our warming planet."--Farhad Manjoo, *The New York Times* "Riveting. . . . Some readers will find Mr. Wallace-Wells's outline of possible futures alarmist. He is indeed alarmed. You should be, too."--*The Economist* "Potent and evocative. . . . Wallace-Wells has resolved to offer something other than the standard narrative of climate change. . . . He avoids the 'eerily banal language of climatology' in favor of lush, rolling prose."--Jennifer Szalai, *The New York Times* "The book has potential to be this generation's *Silent Spring*."--*The Washington Post* "The Uninhabitable Earth, which has become a best seller, taps into the underlying emotion of the day: fear. . . . I encourage people to read this book."--Alan Weisman, *The New York Review of Books*

Grayson Hall was a widely acclaimed New York Theatre actress, 1964 Academy Award nominee, and co-star of the 1960s-70s Gothic television serial, *Dark Shadows*. Here for the first time is a survey of her life and career which takes place in the world of New York writers and artists beginning in the early 1950s; a world that revolved around serious intellectual discourse, cocktails, cigarettes and theatre! Grayson's own story is that of a hugely talented woman, admired by writers, producers, fellow actors, but who did not get the one role that would propel her into the stratosphere. Nevertheless, with the roles she did inhabit, she became an iconic figure. This book reaches back to Grayson's earliest stage appearances in 1942 as a teenager on Long Island; her extensive stage work in regional theatre and in New York City; her television and film appearances including three early New York art house films, the avant-garde French film *Qui êtes-vous, You Polly Maggoo?* and her Oscar nominated turn in *The Night of the Iguana*. And for *Dark Shadows* followers, this book answers some lingering questions: who got hired on *Shadows* first, Grayson or her husband Sam? Was it always happiness and light on the *Dark Shadows*

set? And did she really do much aside from Shadows or Iguana?

In this fascinating and comprehensive collection of Chinese myths and legends, E. T. C. Werner drew upon material readily available to him as a member of the Chinese government's' Historiographical Bureau in Peking. A former barrister and British consul in Foochow, Werner presents a wealth of information illuminating the ideas and beliefs that governed the daily lives of the Chinese people long before the revolutions of the 20th century. Offering a provocative glimpse into a world dominated by traditional rules of etiquette and inhabited by demons, dragon-gods, and spirits, the volume opens with an introductory chapter on the origins of the Chinese people. In succeeding chapters, Mr. Werner's readable, well-illustrated text considers the gods of China and myths of stars, thunder, lightning, wind and rain; of water and fire; of epidemics, medicine, and exorcism; as well as tales about the goddess of mercy, the guardian of the gate of heaven, accounts of how the Monkey became a god, and much more. In addition, 32 striking illustrations depict such traditional deities as the Spirit That Clears the Way, civilian and military Door Gods, the Kitchen-God, Dragon-Gods, the Gods of Happiness, Office, and Longevity, and others. Engrossing and informative, Myths and Legends of China will appeal not only to lovers of folklore but to anyone interested in Chinese art, culture, or philosophy.

A latest installment in the Vanguard series follows the events of Reap the Whirlwind and follows the establishment of a new commander at Starbase 47 during the former commander's trial for treason, a situation that is further complicated by escalating tensions with the Klingons. Original.

Experience Lara Croft's defining moment as she becomes the Tomb Raider. In Shadow of the Tomb Raider, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. The Shadow of The Tomb Raider Official Art Book features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms

William Riker, former first officer of the USS Enterprise in Star Trek: The Next Generation, takes command of the new USS Titan in this white-knuckled adventure perfect for longtime and new Star Trek fans. After almost a decade of strife against foes such as the Borg, the Cardassians, the Klingons, and the Dominion, the United Federation of Planets is at the dawn of a new era. Starfleet is renewing its mission of peaceful exploration, diplomacy, and the expansion of knowledge. Among the starships spearheading that endeavor is the USS Titan, commanded by Captain William T. Riker and manned by the most biologically varied and culturally diverse crew in Starfleet history. But their mission does not begin according to plan. In the wake of Star Trek: Nemesis, Praetor Shinzon, slayer of the Romulan Senate, is dead. The power vacuum created by his demise has put the Romulan Star Empire, longtime adversary of the Federation, at the brink of civil war. Competing factions now vie for control of their fragmenting civilization, and if the empire should fall, that entire area of the galaxy may destabilize. To restore order to the region, Titan's long-anticipated mission of exploration is delayed as Starfleet assigns Riker to set up power-sharing talks among the Romulan factions. But even as the first tentative steps are taken toward building a new Romulus, the remnants of the Tal Shiar, the dreaded Romulan intelligence service, are regrouping behind the scenes for a power play of their own. With no other help available, Riker and the Titan crew become the last hope to prevent the quadrant from falling into chaos.

The omnibus edition of an epic crossover trilogy uniting characters from every corner of the Star Trek universe, and revealing the shocking origin and final fate of the Federation's most dangerous enemy--the Borg. DESTINY #1: GODS OF NIGHT THE BORG RETURN—WITH A VENGEANCE. Blitzkrieg attacks by the Borg leave entire worlds aflame. No one knows how they are slipping past Starfleet's defenses, so Captain Picard and the crew of the Enterprise have to find out—and put a stop to it. Thousands of light-years away, Captain Riker and the crew of the Titan follow bizarre energy pulses to a mysterious, hidden world. But what they find there is a figure out of history: a Starfleet captain long thought dead. At the same time, in the Gamma Quadrant, a new captain and her crew investigate the wreck of the Earth starship Columbia NX-02, missing in action for more than two centuries. Four starships. Four captains. Four lives about to intersect—and discover their shared Destiny. DESTINY #2: MERE MORTALS IT'S A CLASH OF CIVILIZATIONS. The Borg have found a secret passage through subspace and are using it to attack the Federation. But the passage is one of many that the Enterprise crew finds inside a nebula, and Captain Picard and Captain Dax must find the right one—and lead a counterstrike to stop the impending Borg invasion. Meanwhile, Captain Riker and the Titan's crew are held captive by the reclusive and powerful aliens known as the Caeliar. The Titan's freedom hinges on the action of fellow prisoner Erika Hernandez, commander of the long-lost Earth starship Columbia. Hernandez has lived among the Caeliar for centuries—enduring disasters, accidental time-travel, and interstellar exile. After so long as their prisoner, will she dare to fight for her freedom? Or is an eternity in captivity her inescapable Destiny? DESTINY #3: LOST SOULS THE FINAL BATTLE HAS BEGUN. An armada of several thousand Borg cubes has wiped out a fleet of ships sent by the Federation and its allies. The Collective's goal this time isn't assimilation—it's extermination. Captain Picard, Captain Riker, and Captain Ezri Dax unite in a final desperate bid to halt the Borg's genocidal march through known space. But their three starships—the Enterprise, the Titan, and the Aventine—are no match for the Borg armada. Or are they? With them is Erika Hernandez, former captain of the Columbia. She has powers and insight gained from centuries of living with the aliens known as the Caeliar. She can end the Borg threat forever—or transform it into an unstoppable menace that will devour the galaxy. Destruction or salvation—only one can be her final Destiny.

The second novel in an epic crossover trilogy uniting characters from every corner of the Star Trek universe, revealing the shocking origin and final fate of the Federation's most dangerous enemy—the Borg. On Earth, Federation President Nanietta Bacco gathers allies and adversaries to form a desperate last line of defense against an impending Borg invasion. In deep space, Captain Jean-Luc Picard and Captain Ezri Dax join together to cut off the Collective's route to the Alpha Quadrant. Half a galaxy away, Captain William Riker and the crew of the Starship Titan have made contact with the reclusive Caeliar—survivors of a stellar cataclysm that, two hundred years ago, drove fissures through the structure of space and time, creating a loop of inevitability and consigning another captain and crew to a purgatory from which they could never escape. Now the supremely advanced Caeliar will brook no further intrusion upon their isolation, or against the sanctity of their Great Work. For the small, finite lives of mere mortals carry little weight in the calculations of gods. But even gods may come to understand that they underestimate humans at their peril.

The World's Greatest Detective Meets Horror's Most Notorious Villains! Late 1895, and Sherlock Holmes and his faithful companion Dr John Watson are called upon to investigate a missing persons case. On the face of it, this seems like a mystery that Holmes might relish – as the person in question vanished from a locked room. But this is just the start of an investigation that will draw the pair into contact with a shadowy organisation talked about in whispers, known only as the 'Order of the Gash.' As more people go missing in a similar fashion, the clues point to a sinister asylum in France and to the underworld of London. However, it is an altogether different underworld that Holmes will soon discover – as he comes face to face not only with those followers who do the Order's bidding on Earth, but those who serve it in Hell: the Cenobites. Holmes' most outlandish adventure to date, one that has remained shrouded in secrecy until now, launches him headlong into Clive Barker's famous Hellraising universe... and things

will never be the same again. With an introduction by Hellraiser II actress Barbie Wilde.

A renowned Soviet director discusses his theory of film as an artistic medium which must appeal to all senses and applies it to an analysis of sequences from his major movies

Before us lies the valley of the Drave, one of those endless wildernesses where even the wild beast loses its way. Forests everywhere, maples and aspens a thousand years old, with their roots under water; magnificent morasses the surface of which is covered, not with reeds and water-lilies, but with gigantic trees, from the dependent branches of which the vivifying waters force fresh roots. Here the swan builds her nest; here too dwell the royal heron, the blind crow, the golden plover, and other man-shunning animals which are rarely if ever seen in more habitable regions.

The Taurus Reach: the source of a secret that has driven the great powers of the 23rd century to risk everything in the race to control it. Now four new adventures—previously untold tales of the past and present, with hints of what is yet to come—begin the next great phase in the Vanguard saga. Witness the dawn of Starbase 47, as Ambassador Jetanien faces choices that will shape the future of Operation Vanguard . . . follow journalist Tim Pennington as he reaches a crossroads in his search for the truth...see how the crises on two colonies transform the lives of Diego Reyes and Rana Desai...and travel with Cervantes Quinn to a deadly confrontation that will change everything—all in one unforgettable Star Trek collection.

In this epic spiritual poem, Sri Aurobindo reveals his vision of mankind's destiny within the universal evolution. He sets forth the optimistic view that life on earth has a purpose, and he places our travail within the context of this purpose: to participate in the evolution of consciousness that represents the secret thread behind life on Earth.

"John Connolly returns with a prequel that goes back to the very beginning of Private Investigator Charlie Parker's astonishing career with his first terrifying case"--

It is the autumn of 1880, and Dr John Watson has just returned from Afghanistan. Badly injured and desperate to forget a nightmarish expedition that left him doubting his sanity, Watson is close to destitution when he meets the extraordinary Sherlock Holmes, who is investigating a series of deaths in the Shadwell district of London. Several bodies have been found, the victims appearing to have starved to death over the course of several weeks, and yet they were reported alive and well mere days before. Moreover, there are disturbing reports of creeping shadows that inspire dread in any who stray too close.

Holmes deduces a connection between the deaths and a sinister drug lord who is seeking to expand his criminal empire. Yet both he and Watson are soon forced to accept that there are forces at work far more powerful than they could ever have imagined. Forces that can be summoned, if one is brave – or mad – enough to dare...

Technology, at least in theory, is improving our productivity, efficiency, and communication. The one thing it's not doing is making us happier. We are experiencing historically high levels of depression and dissatisfaction. But we can change that. Knowing that technology is here to stay and will continue to evolve in form and function, we need to know how to navigate the future to achieve a better balance between technology, productivity, and well-being. Technology can drive—not diminish—human happiness. In *The Future of Happiness*, author Amy Blankson, cofounder of the global positive psychology consulting firm GoodThink, unveils five strategies successful individuals can use, not just to survive—but actually thrive—in the Digital Age: • Stay Grounded to focus your energy and increase productivity • Know Thyself through app-driven data to strive toward your potential • Train Your Brain to develop and sustain an optimistic mindset • Create a Habitat for Happiness to maximize the spaces where you live, work, and learn • Be a Conscious Innovator to help make the world a better place By rethinking when, where, why, and how you use technology, you will not only influence your own well-being but also help shape the future of your community. Discover how technologies can transform the idea of "I'll be happy when . . ." to being happy now.

"The fulfilled renown of Moby-Dick and of *As I Lay Dying* is augmented by *Blood Meridian*, since Cormac McCarthy is the worthy disciple both of Melville and Faulkner," writes esteemed literary scholar Harold Bloom in his Introduction to the Modern Library edition. "I venture that no other living American novelist, not even Pynchon, has given us a book as strong and memorable." Cormac McCarthy's masterwork, *Blood Meridian*, chronicles the brutal world of the Texas-Mexico borderlands in the mid-nineteenth century. Its wounded hero, the teenage Kid, must confront the extraordinary violence of the Glanton gang, a murderous cadre on an official mission to scalp Indians and sell those scalps. Loosely based on fact, the novel represents a genius vision of the historical West, one so fiercely realized that since its initial publication in 1985 the canon of American literature has welcomed *Blood Meridian* to its shelf. "A classic American novel of regeneration through violence," declares Michael Herr. "McCarthy can only be compared to our greatest writers."

To his legion of admirers Dario Argento is a legend, and to his filmmaking contemporaries he's an inspiration and an icon. For many years Argento's ground-breaking shockers like *Deep Red*, *Suspiria*, *Inferno* and *Opera* meant box-office gold. Now the maverick auteur, lauded as the Italian Hitchcock and the Horror Fellini, has written his autobiography, revealing all about his fascinating life, his dark obsessions, his talented family, his perverse dreams, and his star-crossed work. With candour and honesty, *Fear* lifts the lid on Argento's glittering career, from his childhood mixing with glamorous Italian movie stars to his start in the fledgling field of cinema criticism, Argento shares compelling anecdotes about his life growing up in La Dolce Vita Rome. Born into a family that breathed cinema, as a child Dario Argento was a voracious devourer of books and films. Bored by school so much that he fled to Paris, the young Dario felt at ease only in the darkness of a cinema - where he found fertile soil in which his solitary nature and overflowing imagination could flourish. But it was his experience as a journalist that led to his life-changing encounter with Sergio Leone, for whom he and Bernardo Bertolucci wrote the script for *Once Upon a Time in the West*. Meanwhile, the mind of the future director developed a desire as ambitious as it was magnificent: to make a film in a new style, distinct from all others. Channelling the films of Hitchcock, Lang and Antonioni triggered a wealth of ideas that changed the history of cinema. His first film came out in 1970 - *The Bird with the Crystal Plumage*. In no time at all the name of Dario Argento was known across the globe. And soon enough a series of classic films including *Deep Red* and *Suspiria* saw the light of the projector beam. Dario Argento is a maverick auteur who captured his personal demons on celluloid. At last, his fascinating life story can be told: his passions, his loves, his fears. In his autobiography, alongside the tale of an inspirational film director making his mark on the world, one glimpses the anxieties of a driven but shy man, in love with cinema and life itself. Adapted from the Italian translation and illustrated with rare photographs, the award-winning and critically acclaimed *Master of Terror* tells all. So put on your black leather gloves and start turning the pages of *Fear* for the answer to every question you've ever wanted to ask about the weird and wonderful world of Dario Argento.

Imagine *Alias* combined with *Star Trek* and you have the idea behind for *VANGUARD*, a new concept for *Star Trek* fiction that takes it in a compelling new direction, presenting a new perspective on the classic Original Series era, with novels running parallel to Kirk's original five-year mission. *VANGUARD* is a Starfleet space station charged with the exploration and colonization of a region of space that holds a highly coveted, mysterious, and potentially cataclysmic secret - one that the Federation must solve before anyone else. The race is on and at the centre of this intrigue is an eclectic mix of Starfleet and civilian protagonists unlike any crew previously seen in *Star Trek*. Their turbulent lives aboard the station and on the ships they travel are painted against the backdrop of an evolving storyline that will gain momentum as the series progresses and the layers of ancient mystery are steadily peeled back, one after another.

The experience of modernization -- the dizzying social changes that swept millions of people into the capitalist world -- and modernism in art, literature and architecture are brilliantly integrated in this account.

An all-new Star Trek series begins! A new mission: The late twenty-third century—Starfleet's golden age of exploration. Desperate to stay one step ahead of its rivals, the Federation sends two starships, the scout Sagittarius and the cruiser Endeavour, to plumb the secrets of the vast region known as the Taurus Reach. A doomed race: Drawn by mysterious energy readings to a lush green world, the crew of the Sagittarius find the Tomol: a species whose members all commit ritual suicide just as they reach the cusp of adulthood. An old foe: The crew of the Sagittarius wants to save the Tomol from their cycle of self-destruction, but first they'll need to save themselves—from the most nefarious Klingon starship commander in history. TM, [®], & © 2013 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

HarbingerStar Trek VanguardSimon and Schuster

The Taurus Reach: a remote interstellar expanse that holds a very old and potentially cataclysmic secret, the truth of which is feared by the Tholians, coveted by the Klingons, and dubiously guarded by the Federation. At the center of this intrigue is Vanguard, a Federation starbase populated by an eclectic mix of Starfleet officers and civilians, whose lives are forever altered as they explore the layers of mystery surrounding the Reach and steadily peel them away...one after another. In the aftermath of Harbinger, Commodore Diego Reyes commands Vanguard while waging an intensely personal struggle, tasked to uncover the true significance of the Taurus Reach while simultaneously concealing that mission from his fellow officers -- and even his closest friends. As the Daedalus-class U.S.S. Lovell brings some of Starfleet's keenest technical minds to help, the U.S.S. Endeavour makes a find that could shed further light on the enigmatic meta-genome that has captured the Federation's interest -- if its crew survives the discovery.... Deep within the Taurus Reach, an ancient and powerful alien mind has awakened prematurely from aeons of hibernation, alerted to the upstart civilizations now daring to encroach upon the worlds in her care. With the stakes for all sides escalating rapidly, the alien lashes out with deadly force against the interlopers, propelling the Vanguard crew on a desperate race to understand the nature of the attacker, and to prevent the Taurus Reach from becoming a war zone.

The first novel in an epic crossover trilogy uniting characters from every corner of the Star Trek universe, revealing the shocking origin and final fate of the Federation's most dangerous enemy—the Borg. Half a decade after the Dominion War and more than a year after the rise and fall of Praetor Shinzon, the galaxy's greatest scourge returns to wreak havoc upon the Federation—and this time its goal is nothing less than total annihilation. Elsewhere, deep in the Gamma Quadrant, an ancient mystery is solved. One of Earth's first generation of starships, lost for centuries, has been found dead and empty on a desolate planet. But its discovery so far from home has raised disturbing questions, and the answers harken back to a struggle for survival that once tested a captain and her crew to the limits of their humanity. From that terrifying flashpoint begins an apocalyptic odyssey that will reach across time and space to reveal the past, define the future, and show three captains—Jean-Luc Picard of the U.S.S. Enterprise, TM William Riker of the U.S.S. Titan, and Ezri Dax of the U.S.S. Aventine—that some destinies are inescapable.

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