

STARGATE SG 1: Four Dragons

Shortly after Daniel Jackson returns from his time among the ascended Ancients, he volunteers to join an archaeological survey of Chinese ruins on P3Y-702, but after accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of the Goa'uld Lord Yu. Blaming himself for Daniel's capture, Jack O'Neill vows to go to any lengths to get him back--even if it means taking matters into his own hands.

No one gets left behind. Following on from the success of their first mission to recover ancient anti-gravity technology, SG-1 set off to rescue Major Henry Boyd and the rest of SG-10 from the edge of a black hole. But the rescue attempt has unforeseen ramifications which force them to confront a monstrous secret on the homeworld of the Kinahhi.

Rendered outlaws in the wilderness when the land of Medalon surrenders to foreign invaders, Damin Wolfblade and his army work to defeat a usurper, while Demon Child R'shiel struggles toward a final confrontation with the powerful Xaphista. By the author of Treason Keep. Reprint.

A deadly race across 1,001 planets will determine more than just the fate of the empire. This explosive first book in a duology jam-packed with tension and

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thrills is perfect for fans of The Hunger Games, Aurora Rising, and Three Dark Crowns. Alyssa Farshot has spent her whole life trying to outrun her family legacy, even leaving behind the Kingship and her uncle, the emperor, for a life of exploring. But when her dying uncle announces a crownchase—a search for the royal seal hidden in the empire that will determine the next ruler—Alyssa is thrust into her greatest, most dangerous adventure yet.

Stargate SG1-16

STARGATE SG-1 Behind Enemy Lines

A Touch of Fever

Harshini

The Mythology of Grimm

The science fiction epic of our time has arrived. Three years ago, an object one hundred miles across was spotted on a trajectory for Earth's sun. Now, its journey is almost over. As it approaches, two competing manned vehicles race through almost half a million kilometers of space to reach it first. But when they both arrive on the entity, they learn that it has been sent toward Earth for a reason. An intelligent race is desperately attempting to communicate with our primitive species. And the message is: Help us.

Four DragonsFandemonium Limited

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When SG-1 sets off to free the Mujina from Apophis, Colonel O'Neill's team must confront the Raven King, an insane leader on a nightmarish planet.

Stealing a baby dragon was easy! Hiding it is a little more complicated, in this second book in the critically acclaimed Dragons in a Bag series. Jaxon had just one job--to return three baby dragons to the realm of magic. But when he got there, only two dragons were left in the bag. His best friend's sister, Kavita, is a dragon thief! Kavita only wanted what was best for the baby dragon. But now every time she feeds it, the dragon grows and grows! How can she possibly keep it secret? Even worse, stealing it has upset the balance between the worlds. The gates to the other realm have shut tight! Jaxon needs all the help he can get to find Kavita, outsmart a trickster named Blue, and return the baby dragon to its true home. Don't miss Book 1: Dragons in a Bag: AN ALA-ALSC NOTABLE CHILDREN'S BOOK AN NPR BEST BOOK OF THE YEAR A CHICAGO PUBLIC LIBRARY BEST BOOK OF THE YEAR A KIRKUS REVIEWS BEST BOOK OF THE YEAR The Dragons in a Bag series continues! Coming in Spring 2022, don't miss The Witch's Apprentice.

The Dragon Thief

Warehouse 13

Starlighter

Fall of Rome

First Amendment

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The unity of the team is threatened on their first mission.

After a noteworthy career with "Superman", "Indiana Jones" and "Deadly Foes of Spiderman", the work of well-known, veteran, comic-book artist Kerry Gammill mysteriously disappeared from the pages of "Superman" and "X-Men". This volume reveals the reason for Gammill's exodus - to fulfil a life-long desire to work on monster films. He has been working as a conceptual artist on film and television projects which include "Stephen King's Storm of the Century" TV mini-series, "Virus" (1999), "Species II" (1998), "Can of Worms" (TV 1999), Dean Koontz's "Phantoms" (1998), "Stargate SG-1" TV series, and "The Outer Limits" TV series. In this volume Gammill takes us behind the scenes on the very important but little-known world of film conceptual art with a focus on designing creatures for action films. This is not just a "how to" book, but also Gammill's autobiographic career retrospective, filled with art and anecdotes about his years at Marvel, DC and Hollywood.

in a world known as P4V-837, the SG-1 team encounters the Kayeichi, a race of apparently hospitable natives, but, after a few hours on the planet, the members of the team find themselves experiencing bizarre hallucinations that become progressively darker and more terrifying. Reissue. (A Sci-Fi Channel series, starring Richard Dean Anderson)

For years, tales of DRAGONS from another world kidnapping and enslaving humans have been circulating in Jason Masters' world, while for a slave girl named Koren, the stories of a human world seem pure myth. Together, these two teens will need to bridge two planets in order to overthrow the draconic threat and bring the lost slaves home. What if the Legends Are True? Jason Masters doubted the myths that told of people taken through a portal to another realm and enslaved by dragons. But when he receives a cryptic message from his missing brother, he must uncover the truth and find the

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portal before it's too late. At the same time, Koren, a slave in the dragons' realm, discovers she has a gift that could either save or help doom her people. As Jason and Koren work to rescue the enslaved humans, a mystic prophecy surrounding a black egg may make all their efforts futile.

The Power Behind the Throne

Blazewrath Games

The Bionic Woman Season Four

Dragon Blood, Book 1

Dawn and Darkness

Colonel Ridge Zirkander isn't the model of military professionalism—he has a tendency to say exactly what's on his mind, and his record has enough demerits to wallpaper the hull of an airship—but as the best fighter pilot in the Iskandian army, he's used to a little leniency from his superiors. Until he punches the wrong diplomat in the nose and finds himself issued new orders: take command of a remote prison mine in the inhospitable Ice Blades Mountains. Ridge has never been in charge of anything larger than a flier squadron—what's he supposed to do with a frozen fortress full of murderers and rapists? Not to mention the strange woman who shows up right before he arrives... Sardelle

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Terushan wakes from three hundred years in a mage stasis shelter, only to realize that she is the last of the Referatu, the sorcerers who once helped protect Iskandia from conquerors. Their subterranean mountain community was blown up in a treacherous sneak attack by soldiers who feared their power. Everyone Sardelle ever knew is dead, and the sentient soulblade she has been bonded to since her youth is buried in the core of the mountain. Further, what remains of her home has been infested by bloodthirsty miners commanded by the descendants of the very soldiers who destroyed her people. Sardelle needs help to reach her soulblade—her only link to her past and her last friend in the world. Her only hope is to pretend she's one of the prisoners while trying to gain the commander's trust. But lying isn't her specialty, especially when the world has changed so much in the intervening centuries, and if Colonel Zirkander figures out who she truly is, he'll be duty-bound to sentence her to the only acceptable punishment for sorcerers: death.

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The team discover a ruined city with a deadly secret. The Bionic Woman returns! Jaime Sommers, the iconic heroine of the wildly popular television series which ran from 1976 to 1978, is back in action in an all-new adventure that features guest appearances by fan favorites Oscar Goldman and Steve Austin, the Six Million Dollar Man! Finally coming to terms with her life as a bionic woman, Jaime Sommers balances her personal life with the occasional mission as a top agent for the OSI. Recently upgraded with new bionic components and software, she is deployed to Mexico on a routine assignment and discovers herself the target of Maureo Morales, a rogue general formerly of the Air Force. The machinations of this new enemy and his obsession with cyborgs and Fembots will lead her to North Eden, a picturesque community billed as being just a little bit closer to Heaven. What is the bizarre secret of North Eden, and how will Sommers survive the general's master plan? " Although unwilling participants, SG-1 soon finds itself fighting with the Vanir against its ancient foe--the brutal

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giants of Jotunheim--and feasting long into the night. But when dawn arrives, the team find itself in a very different world.

The Drawings of Kerry Gammill

Stargate SG-1

Book Three of the Hythrun Chronicles

A Matter of Honor

STARGATE SG-1 Hall of the Two Truths

As Brandon Sanderson's #1 bestselling Skyward series celebrates its third volume, Cytonic, travel back in time to the origin of Cytonics in the novella Defending Elysium. Centuries before Spensa looked skyward from the planet Detritus--back on Old Earth before it was lost--Jason Write faced a crucial question: was humanity ready to join galactic society? When faster-than-light communications were discovered by a small telephone company in 2071, alien species such as the Tenasi and Varvax overheard them and came to visit Earth. Because the Phone Company controls all communications with the aliens, their operatives like Jason operate above the law. Now, on the space platform Evensong, one

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of the Phone Company's scientists has gone missing before surfacing in a hospital with amnesia, and Jason is sent to investigate. Right as he arrives, the body of a murdered Varvax ambassador is discovered, sure to cause a galactic incident. Coln Abrams of the United Intelligence Bureau seizes the opportunity to investigate Jason as he deals with the crisis. This could be the UIB's chance to discover the Phone Company's secrets—how does FTL communication work, and what is Jason hiding? Winner of Spain's UPC Award for Science Fiction in 2007. "Zoe, a foster child, discovers a mysterious gem left to her by her birth mother—a crystal that grants her powers of light. Now Zoe is the Diamond Cadet and, along with a team of action-hero girls, she travels the globe to defeat The Darkness that has possessed her foster parents"—Provided by publisher.

On a quest to bring colleagues home, O'Neill must face his past. A reporter wants answers to the mysteries of StarGate, and Col. Jack O'Neill is only too happy to oblige, by taking him through the gate and into the heart of danger

Reliquary

Crownchasers

STARGATE SG-1 Insurrection (Apocalypse Book 3)

Women Share What It Really Takes to Stay Married

Defending Elysium

Steven Barnes delivers the explosive follow-up to his groundbreaking alternate history novel *Lion's Blood in Zulu Heart*, a tale of racial unrest in a reimagined America circa 1860. Set in the late 1800s in an alternate universe in which Africa colonized the Americas, *Zulu Heart* continues the stories of two men from very different backgrounds. Kai is a politically important Ethiopian nobleman; Aidan, a white Irishman who was until recently Kai's slave. But just as the promise of freedom has separated these two men's fates, racial discourse is about to reunite them. A rebellion is building toward civil war. Loyalties are being drawn along the lines of homelands, namely Egypt and Ethiopia, and causing the New World to be torn into a North and a South—with Kai and Aidan caught in the crossfire.

A bestselling, groundbreaking author investigates successful long term marriages, interviewing wives and their uncensored strategies for staying married. America's high divorce rate is well known. But little attention has been paid to the flip side: couples who creatively (sometimes clandestinely) manage to build marriages that are lasting longer than we ever thought possible. What's the secret? To find out, bestselling journalist Iris Krasnow interviewed more than 200 wives whose marriages have survived for 15 to 70 years. They are a diverse cast, yet they share one common and significant trait: They have

made bold, sometimes secretive and shocking choices on how to keep their marital vows, "till death do us part," as Krasnow says, "without killing someone first." In raw, candid, titillating stories, Krasnow's cast of wise women give voice to the truth about marriage and the importance of maintaining a strong sense of self apart from the relationship. Some spend summers separately from their partners. Some make time for wine with the girls. One septuagenarian has a recurring date with an old flame from high school. In every case, the marriage operates on many tracks, giving both spouses license to pursue the question "Who am I apart from my marriage?" Krasnow's goal is to give women permission to create their own marriages at any age. Marital bliss is possible, she says, if each partner is blissful apart from the other. A fascinating window on the many faces of modern relationships, *The Secret Lives of Wives* brims with inspiring and daring examples of women who have it both ways: a committed marriage and personal adventures in uncharted territory. For anyone who wants to stay married and stay sane, this is the book to read!

Colonel Jack O'Neill and the Stargate SG-1 team undertake a new mission that prompts a journey to myriad worlds in their efforts to safeguard humanity from hostile alien forces.

Original.

THE UNKNOWN HAS AN ADDRESS. . . . Hidden away in the Badlands of South Dakota, Warehouse 13 is a top-secret repository for historical artifacts imbued with dangerous supernatural properties. Secret Service agents Pete Lattimer and Myka Bering are ever on

the lookout for loose artifacts threatening to ruin the world's day. Their mission: "Snag it, bag it, tag it." Reports of a genuine psychic healer, along with a simultaneous epidemic of mysterious illnesses, lead Myka and Pete on a hazardous investigation that stretches from a carnival sideshow back to the bloody history of the Civil War. But when Pete is infected with a deadly disease, Myka and the rest of the team, including Artie Nielsen and Claudia Donovan, must track down a pair of cursed gloves—before a madman unleashes a virulent plague upon America!

Crystal Cadets

STARGATE SG-1 Female of the Species

STARGATE SG-1 & STARGATE ATLANTIS Far Horizons

The Secret Lives of Wives

When a Stargate malfunction throws Colonel Cameron Mitchell, Dr. Daniel Jackson, and Colonel Sam Carter back in time, they only have minutes to live. But their rescue, by an unlikely duo - General Jack O'Neill and Vala Mal Doran - is only the beginning of their problems. When a Crystal Skull is discovered beneath the pyramid of the Sun in Mexico, it ignites a cataclysmic chain of events that maroons SG-1 on a dying world. Xal'tcan is a brutal society, steeped in death and sacrifice, where the bloody gods of the Aztecs demand tribute from a fearful and superstitious population. But that's the least of Colonel

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Jack O'Neill's problems.

Follow the famed Neterus and the Neteru Guardian Team from the epic 12-novel Vampire Huntress Legend series as they take the fight against evil beyond the Armageddon. In the Dawn and Darkness graphic novel (collecting the four-issue series), the team is still searching for the wounded Anti-Christ while trying to avoid the wrath of Lucifer. Complicating matters, several members of the team are pregnant with the next generation of Warriors of Light, and the darkness wants them and their unborn wiped off the face of the planet. To make matters worse, a new predator is hunting humans - something not wholly vampire or werewolf or like any demon they've ever encountered... and this time the predator is out for more than just blood!

Aris Boch is back--and this time he's after Daniel Jackson.

Valhalla

A Stargate SG-1 Novel

Heaven's Shadow

A Cytaverse Novella

Drawing Monsters & Heroes for Film & Comics

Book One: Gamers of the Lost Arc
Formerly published as just "Death by Clich é "To Sartre, Hell was other people. To the game designer, Hell is the game. Damico writes games for a living. When called in to rescue a local roleplaying game demo, Damico is shot in the head by a loony fan. He awakens in a game. A game full of hackneyed tropes and clich é d plots. A game he

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was there to save, run by the man who murdered him just moments ago. A game that has just become world-swap fantasy. Damico, to his horror, has become the heart of the cliché. Set on their quest in a scene that would make Ed Wood blush, Damico discovers a new wrinkle. As a game designer, he is a creative force in this broken place. His presence touches the two-dimensional inhabitants. First a peasant, then a barmaid, then his character's own father - all come alive. But the central question remains. Can Damico escape, or is he trapped in this nightmare? Forever. Wait, what? This is a comedy? Ignore all that. Death by Cliché is a heartwarming tale of catastrophic brain damage. Share it with someone you love. Or like. Or anyone at all. Buy the book. Based on a true story.

"It was meant to be a soft mission, something to ease Doctor Daniel Jackson back into things after his time among the Ancients-- after all, what could possibly go wrong on a simple survey of ancient Chinese ruins? As it turns out, a whole lot. After accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of Lord Yu, the capricious Goa'uld System Lord. Meanwhile, SGI's efforts to rescue their friend are hampered by a representative of the Chinese government with an agenda of his own to follow-- and a deep secret to hide. But Colonel Jack O'Neill is in no mood for delay. He'll go to any lengths to get Daniel back-- even if it means ignoring protocol and taking matters into his own hands"--Page 4 of cover.

Dragons and their riders compete in an international sports tournament in this alternate contemporary world fantasy Lana Torres has always preferred dragons to people. In a few weeks, sixteen countries will compete in the Blazewrath World Cup, a tournament where dragons and their riders fight for glory in a dangerous relay. Lana longs to represent her native Puerto Rico in their first ever World Cup appearance, and when Puerto Rico's Runner--the

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only player without a dragon steed—is kicked off the team, she ’ s given the chance. But when she discovers that a former Blazewrath superstar has teamed up with the Sire—a legendary dragon who ’ s cursed into human form—the safety of the Cup is jeopardized. The pair are burning down dragon sanctuaries around the world and refuse to stop unless the Cup gets cancelled. All Lana wanted was to represent her country. Now, to do that, she ’ ll have to navigate an international conspiracy that ’ s deadlier than her beloved sport.

GET INSIDE GRIMM. NBC ’ s hit television series Grimm pits modern detective Nick Burkhardt of the Portland Police against a cast of terrifying villains—lifted directly from the pages of classic fairytales. In the world of the show, the classic stories are actually a document of real events, and Nick himself is descended from a long line of guardians, or Grimms, charged with defending humanity from the mythological creatures of the world. From The Big Bad Wolf to Sleeping Beauty, The Mythology of Grimm explores the history and folkloric traditions that come into play during Nick ’ s incredible battles and investigations—tapping into elements of mythology that have captured our imaginations for centuries.

The Fairy Tale and Folklore Roots of the Popular TV Show

Balanced on the Blade's Edge

Sacrifice Moon

Siren Song

The Morpheus Factor

Colonel Jack O'Neill and his SG-1 team find themselves stranded on a primitive world where the inhabitants pay

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homage to the Goa'uld by providing their best specimens as host bodies for their young.

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The Price You Pay

Death by Cliché

Four Dragons

City of the Gods

Zulu Heart