

## Stargate Atlantis Reliquary

Sam Dryden, retired special forces, lives a quiet life in a small town on the coast of Southern California. While out on a run in the middle of the night, a young girl runs into him on the seaside boardwalk. Barefoot and terrified, she's running from a group of heavily armed men with one clear goal—to kill the fleeing child. After Dryden helps her evade her pursuers, he learns that the eleven year old, for as long as she can remember, has been kept in a secret prison by forces within the government. But she doesn't know much beyond her own name, Rachel. She only remembers the past two months of her life—and that she has a skill that makes her very dangerous to these men and the hidden men in charge. Dryden, who lost his wife and young daughter in an accident five years ago, agrees to help her try to unravel her own past and make sense of it, to protect her from the people who are moving heaven and earth to find them both. Although Dryden is only one man, he's a man with the extraordinary skills and experience—as a Ranger, a Delta, and five years doing off-the-book black ops with an elite team. But, as he slowly begins to discover, the highly trained paramilitary forces on their heels is the only part of the danger they must face. Will Rachel's own unremembered past be the most deadly of them all?

A former friend has betrayed the Raksura and their groundling companions, and now the survivors must race across the Three Worlds to rescue their kidnapped family members. When Moon and Stone are sent ahead to scout, they quickly encounter an unexpected and potentially deadly ally, and decide to disobey the queens and continue the search alone. Following in a wind-ship, Jade and Malachite make an unlikely alliance of their own, until word reaches them that the Fell are massing for an attack on the Reaches, and that forces of the powerful Empire of Kish are turning against the Raksura and their groundling comrades. But there may be no time to stage a rescue, as the kidnapped Raksura discover that their captors are heading toward a mysterious destination with a stolen magical artifact that will cause more devastation for the Reaches than anything the lethal Fell can imagine. To stop them, the Raksura will have to take the ultimate risk and follow them into forbidden territory. The Harbors of the Sun, from celebrated fantasy author Martha Wells, is the thrilling follow-up to The Edge of Worlds, and the conclusion of a new Three Worlds duology of strange lands, uncanny beings, dead cities, and ancient danger.

Manny Boreaux, a troubled adolescent from Texas, is magically transported into the body of a goblin pickpocket in an alternate world inhabited by faerie creatures. Manny must quickly adapt to the danger all around him and try to find a way to get back home, a feat complicated by the pickpocket's association with a notorious gang of thieves. But when Manny uncovers a plot to assassinate a young king, he must enlist the aid of an elf cavalier and a cat burglar to thwart a Sidhe witch's scheme to ignite a civil war between humans and the Fae.

In "The Falling World," Jade, sister queen of the Indigo Cloud Court, has traveled with Chime and Balm to another Raksuran court. When she fails to return, her consort, Moon, along with Stone and a party of warriors and hunters, must track them down. Finding them turns out to be the easy part; freeing them from an ancient trap hidden in the depths of the Reaches is much more difficult.

The Siren Depths

Razor's Edge

Network Effect

Halcyon

A Touch of Fever

In the fragile peace following Queen Death's defeat, Dr. Daniel Jackson arrives in Atlantis to indulge in some real archaeology. Naturally, things don't go according to plan.

A brutal society needs the team to harness Wraith technology.

In their ongoing quest for new allies, Atlantis's flagship team travel to Halcyon, a grim industrial world where the Wraith are no longer feared -- they are hunted. Horrified by the brutality of Halcyon's warlike people, Lieutenant Colonel John Sheppard soon becomes caught in the political machinations of Halcyon's aristocracy.

Winner: 2018 Hugo Award for Best Novella Winner: 2018 Nebula Award for Best Novella Winner: 2018 Alex Award Winner: 2018 Locus Award One of the Verge's Best Books of 2017 A New York Times and USA Today Bestseller A murderous android discovers itself in All Systems Red, a tense science fiction adventure by Martha Wells that interrogates the roots of consciousness through Artificial Intelligence. "As a heartless killing machine, I was a complete failure." In a corporate-dominated spacefaring future, planetary missions must be approved and supplied by the Company. Exploratory teams are accompanied by Company-supplied security androids, for their own safety. But in a society where contracts are awarded to the lowest bidder, safety isn't a primary concern. On a distant planet, a team of scientists are conducting surface tests, shadowed by their Company-supplied 'droid - a self-aware SecUnit that has hacked its own governor module, and refers to itself (though never out loud) as "Murderbot." Scornful of humans, all it really wants is to be left alone long enough to figure out who it is. But when a neighboring mission goes dark, it's up to the scientists and their Murderbot to get to the truth. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Jesus Christ Cypher

And Other Secrets to a Happy Life

The Element of Fire

STARGATE ATLANTIS Pride of the Genii

The Ships of Air

Global disaster threatens the Atlantis homeworld.

On a desert-like planet two men hunt for relics they sell to a ruling race which needs them for its power. One day the hunters discover for themselves what that power is. By the author of *The Element of Fire*.

The Second Novel in the Hugo Award-Nominated Books of the Raksura Series, from New York Times Bestselling Author Martha Wells (*The Murderbot Diaries*). Moon, once a solitary wanderer, has become consort to Jade, sister queen of the Indigo Cloud court. Together, they travel with their people on a pair of flying ships in hopes of finding a new home for their colony. Moon finally feels like he's found a tribe where he belongs. But when the travelers reach the ancestral home of Indigo Cloud, shrouded within the trunk of a mountain-sized tree, they discover a blight infecting its core. Nearby they find the remains of the invaders who may be responsible, as well as evidence of a devastating theft. This discovery sends Moon and the hunters of Indigo Cloud on a quest for the heartstone of the tree – a quest that will lead them far away . . . across the Serpent Sea. In this followup to *The Cloud Roads*, Martha Wells returns with a world-spanning odyssey, a mystery that only provokes more questions – and the adventure of a lifetime.

Sequel to *A Matter of Honor*: O'Neill pays a heavy price for loyalty.

*The Fall of Ile-Rien*

Warehouse 13

Homecoming

Stories of the Raksura

A Stargate SG-1 Novel

***When Dr. Rodney McKay unlocks an Ancient mystery on a distant moon, he discovers a terrifying threat to the Pegasus galaxy. Determined to disable the device before it's discovered by the Wraith, Colonel John Sheppard and his team navigate the treacherous ruins of an Ancient outpost. But attempts to destroy the technology are complicated by the arrival of a stranger.***

***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.***

***Presents the novelization of the pilot of the hit sci-fi adventure TV show, *Stargate Atlantis*.***

***Known for her lush, intricate worlds and complex characters, acclaimed author Martha Wells has delighted readers with her extraordinary fantasy novels of daring and wit. With *The Wizard Hunters* she launched her most ambitious undertaking yet -- the return to the beloved world of the Nebula Award-nominated *The Death of the Necromancer* and *The Fall of Ile-Rien*. Now the saga continues in a triumph of suspense and imagination. Despite a valiant struggle against superior forces, the country of Ile-Rien has fallen to the onslaught of the relentless Gardier, a faceless army of sorcerers determined to conquer all civilization. To save the remnants of her country, former playwright Tremaine Valiarde undertakes an epic journey to stop the Gardier. Rescuing the proud ship *Queen Ravenna* from destruction, Tremaine and a resolute band of sorcerers and warriors set sail across magical seas on a voyage of danger and discovery. For the secret to defeating the enemy -- and to rescuing the world from the Gardier's inimitable hatred -- lies far beyond the walls of the world, and only the tenuous ties of friendship and honor will keep the band together. But the Gardier are not the only evil in this tumultuous world, and an ancient terror stalks the ornate rooms and shadowy decks of the *Queen Ravenna* -- a force so malevolent and enigmatic that even the growing power of the sorcerer's sphere may not be enough to save Ile-Rien from utter ruin.***

***STARGATE ATLANTIS Unascended (Legacy Book 7)***

***Exogenesis***

***The Death of the Necromancer***

***STARGATE SG-1 Behind Enemy Lines***

***The Third Book of the Raksura***

***Once a fertile and prosperous land, Ile-Rien is under attack by the Gardier, a mysterious army whose storm-black airships appear from nowhere to strike without warning. Every weapon in the arsenal of Ile-Rien's revered wizards has proven useless. And now the last hope of a magical realm under siege rests within a child's plaything.***

***Searching for their lost crew after the terrible events of Homecoming, the Stargate Atlantis team turns to their enemies for help as Teyla and Ronon seek information from the Genii, and Colonel Sheppard reopens tense negotiations with the Wraith. Original.***

***Colonel John Sheppard wakes up to find that he and his team are scattered across a tropical archipelago, unable to communicate or return to Stargate, and soon Sheppard and Teyla are taken prisoner while McKay, Ronon and Zelenka mount a rescue.***

***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!*

*Rising*

*The Wizard Hunters*

*STARGATE ATLANTIS Lost Queen*

*The Cost of Honor*

*Men of the Deep Waters*

**All his life, Moon roamed the Three Worlds, a solitary wanderer forced to hide his true nature — until he was reunited with his own kind, the Raksura, and found a new life as consort to Jade, sister queen of the Indigo Cloud court. But now a rival court has laid claim to him, and Jade may or may not be willing to fight for him. Beset by doubts, Moon must travel in the company of strangers to a distant realm where he will finally face the forgotten secrets of his past, even as an old enemy returns with a vengeance. The Fell, a vicious race of shape-shifting predators, menaces groundlings and Raksura alike. Determined to crossbreed with the Raksura for arcane purposes, they are driven by an ancient voice that cries out from . . . The siren depths.**

**Tremaine Valiarde and a small, brave band of heroes ventured into a wondrous new realm on their desperate mission to save Ile-Rien from the conquering Gardier. Now, as a relentless enemy creates chaos and destruction -- with the fate of the magical city of Lodun hanging in the balance -- the last hope of a land besieged may rest on the far side of a secret portal. But the doorway leads to a mysterious ruin hidden behind the awesome Gate of Gods -- and to perils that dwarf anything Tremaine and her allies could have possibly imagined. . . .**

**The kingdom of Ile-Rien is in peril, menaced by magical threats and court intrigue. As the weak King Roland, misled by treacherous companions, rules the country, only his ruthless mother, the Dowager Queen Ravenna, truly guards the safety of the realm. But now Urbain Grandier, the dark master of scientific sorcery, has arrived to plot against the throne and Kade, bastard sister of the king, has appeared unexpectedly at court. The illegitimate daughter of the old king and the Queen of Air and Darkness herself, Kade's true goals are cloaked in mystery. Is she in league with the wizard Grandier? Or is she laying claim to the throne? It falls to Thomas Boniface, Captain of the Queen's Guard and Ravenna's former lover, to sort out who is friend and who is foe in a deadly game to keep the Dowager Queen and the kingdom she loves from harm. Notice: This Book is published by Historical Books Limited ([www.publicdomain.org.uk](http://www.publicdomain.org.uk)) as a Public Domain Book, if you have any inquiries, requests or need any help you can just send an email to [publications@publicdomain.org.uk](mailto:publications@publicdomain.org.uk) This book is found as a public domain and free book based on various online catalogs, if you think there are any problems regard copyright issues please contact us immediately via [DMCA@publicdomain.org.uk](mailto:DMCA@publicdomain.org.uk)**

**When they are forced to seek refuge in a territory controlled by pirates, Leia learns that the pirates are survivors from her home planet--which has been recently destroyed by the Death Star--who would gladly ransom her to the Empire.**

**All Systems Red**

**The Fairy Tale and Folklore Roots of the Popular TV Show**

**Death Game**

**Be a Turtle**

**The Harbors of the Sun**

Rogue Protocol is the third entry in Martha Wells's Hugo, Nebula, Alex, and Locus Award-winning, New York Times and USA Today bestselling series, The Murderbot Diaries. Starring a human-like android who keeps getting sucked back into adventure after adventure, though it just wants to be left alone, away from humanity and small talk. Who knew being a heartless killing machine would present so many moral dilemmas? Sci-fi's favorite antisocial A.I. is back on a mission. The case against the too-big-to-fail GrayCris Corporation is floundering, and more importantly, authorities are beginning to ask more questions about where Dr. Mensah's SecUnit is. And Murderbot would rather those questions went away. For good. "I love Murderbot!"--New York Times bestselling author Ann Leckie Murderbot Diaries #1 All Systems Red #2 Artificial Condition #3 Rogue Protocol #4 Exit Strategy At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

WINNER of the 2021 Hugo, Nebula and Locus Awards! The first full-length novel in Martha Wells' New York Times and USA Today bestselling Murderbot Diaries series. An Amazon's Best of the Year So Far Pick Named a Best of 2020 Pick for NPR | Book Riot | Polygon "I caught myself rereading my favorite parts... and I can't recommend it enough." — New York Times You know that feeling when you're at work, and you've had enough of people, and then the boss walks in with yet another job that needs to be done right this second or the world will end, but all you want to do is go home and binge your favorite

shows? And you're a sentient murder machine programmed for destruction? Congratulations, you're Murderbot. Come for the pew-pew space battles, stay for the most relatable A.I. you'll read this century. — I'm usually alone in my head, and that's where 90 plus percent of my problems are. When Murderbot's human associates (not friends, never friends) are captured and another not-friend from its past requires urgent assistance, Murderbot must choose between inertia and drastic action. Drastic action it is, then. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An ancient mystery holds the secret to curing the world... When a top-ranking European Union official is brutally murdered, world-renowned geneticist Lydia del Biondo finds herself thrust into a bitter geopolitical and ideological war - a war which has been raging silently for millennia. As a deadly coronavirus sweeps across the world, rising tensions threaten to spill over and topple entire nations. Not knowing whom to trust and time running out, Lydia is plunged against her will into an ancient mystery that could hold the key to curing the disease-ravaged world. But the artifacts and wisdom of the ancients are a closely kept secret. If Lydia wants to unravel the millennia-old mystery and stop the world from destruction, she'll need to put all of her skills to the test... If you love page-turning stories with action, ancient mysteries, and a race against time, then you won't want to miss The Jesus Christ Cypher. All of the artwork, scientific facts, and historical places and figures described are real and based on evidence. The Order is an organization that had to have its name changed, but it activates across the globe, preaching the word of Jesus. The European Union is governed by a mix of Institutions that have at their heart the European Commission, whose President is one of the most powerful political forces in the world, with her vision shaping the future of our modern civilization. The Grand Egyptian Museum is almost completed. All characters in this book are fictions, and any resemblance to real persons, living or dead, is purely coincidental. The author dedicates this book to his family, who supported his daily writing despite the problematic period of confinement, and to all COVID-19 outbreak victims, especially to the ones who still suffer the effects of this horrible virus. He hopes that humanity will learn from its mistakes and focus on the future to rebuild and avoid more suffering of the most vulnerable people. We are at a turning point in the history of our civilization, and we have the tremendous responsibility of shaping the future for our children. I hope that the scientific discoveries combined with the will to do good in this world will unite us all to have a common goal: the survival of our race and to improve our society's life quality in a sustainable way. He also dedicates this book to his two favorite authors, whose books inspired him to start writing (as waiting for their next masterpiece was sometimes too long and painful.) This eagerness pushed him to write his book in the style of Dan Brown and J.K. Rowling. "Thank you again for all the fantastic books you have written and for inspiring me to take this journey, which helped me to also pass the difficult moments of COVID-19 by quickly writing my first book after watching Dan's Masterclass."

Bent on avenging the execution of his godfather by a duplicitous count, master criminal Nicholas is diverted by a series of eerie events that forces him to confront an ancient evil. By the author of The Element of Fire. Reprint.

Entanglement

Sacrifice Moon

Volume Two of the Books of the Raksura

Blade Singer

STARGATE ATLANTIS The Wild Blue

**Knowledge is power: While exploring the unused sections of the Ancient city of Atlantis, Major John Sheppard and Dr. Rodney McKay stumble on a recording device that reveals a mysterious new Stargate address. Believing that the address may lead them to a vast repository of Ancient knowledge, the team embarks on a mission to this uncharted world. There they discover a ruined city, full of whispered secrets and dark shadows. As tempers fray and trust breaks down, the team uncovers the truth at the heart of the city. A truth that spells their destruction. With half their people compromised, it falls to Major John Sheppard and Dr. Rodney McKay to risk everything in a deadly game of bluff with the enemy. To fail would mean the fall of Atlantis itself -- and, for Sheppard, the annihilation of his very humanity. The unity of the team is threatened on their first mission.**

**The team discover a ruined city with a deadly secret.**

**In this first installment in a six book series set after the end of Stargate Atlantis's final season, Atlantis returns to the Pegasus Galaxy where the Wraith are now under the new and powerful Queen of Death who desperately needs Dr. Rodney McKay--the only one who can lead them to Earth. Original.**

**The Price You Pay**

**Reliquary**

**Runner**

***The Mythology of Grimm***

***The Gate of Gods***

Colonel Jack O'Neill and his SG-1 team find themselves stranded on a primitive world where the inhabitants pay homage to the Goa'uld by providing their best specimens as host bodies for their young.

Deep Waters of Mysterious Seas, and the Great Deep of Life

City of Bones

A Murderbot Novel

Book Three of The Fall of Ile-Rien

Rogue Protocol