

Stargate Sg 1 Four Dragons

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.

As Brandon Sanderson's #1 bestselling Skyward series celebrates its third volume, Cytonic, travel back in time to the origin of Cytionics 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 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. Colin 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.

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.

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!

The Cost of Honor

Warehouse 13

Roswell

The Mythology of Grimm

Notes from Small Planets

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.

She-Ra and the Princesses of Power meets Dav Pilkey's Dog Man in this sidesplitting graphic novel about a young Berzerker who has to rescue her fellow warriors from the evil villain Witch Head before he destroys the world! Barb is a Berzerker, one of a group of warriors sworn to protect the land of Balliwick from the scourge of monsters that plagues it. But the fearsome crew seem to have met their match in the nefarious Witch Head. Using power from his magical sword, he tricked the Zerks and took them captive. Only Barb was able to escape—and she took Witch Head's Shadow Blade with her. Now it's up to Barb to free her fellow warriors so they can stop Witch Head from taking over Balliwick. On the way, she'll battle vampire goat fiends, snot goblins, and a giant with serious foot odor issues (but don't mention that to him—he's very sensitive about it). Luckily, she's got her best friend, Porkchop the yeti, to help her. But the power of the Shadow Blade has a mind of its own, and the deeper Barb gets into her quest, the harder it is to keep the blade's awesome power under control.

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

An ancient power. Hidden for millennia in a legendary city on an uninhabited continent, the Heart of Nidaar can harness the forces of nature itself. In the wrong hands, the artifact is a weapon that can command the power of the earth and seas to destroy all life. Just the type of power a sinister goblin brotherhood finds irresistible. In their hands, kingdoms will be forced to surrender to their rule. A team of royals and rogues. Chief mage (and nearly rehabilitated practitioner of black magic) Tamnais Nathrach is the perfect goblin duke to stop them. Along with elf pirate Phaelan Benares, these two have a roguish plan to sail to Aquas and snatch the Heart of Nidaar before it can fall into the wrong hands. After all, stealing hearts is what these two do best. Who cares if goblins and elves have been in a near constant state of war for centuries? This common enemy is enough motivation for some teamwork and a little professional competition. The adventure of a lifetime. Perhaps Tamnais and Phaelan have forgotten one small fact. Expeditions that sail to the continent of Aquas never return. It's a blighted wasteland filled with creatures from nightmare and Tamnais might have failed to mention that the Heart has guardians, an ancient race willing to use deadly force to keep themselves and the artifact hidden. Alliances are tested, courage is challenged, and nothing less than the future of all life in the Seven Kingdoms is at stake in the deadliest-and most competitive-treasure hunt of all time.

City of the Gods

STARGATE SG-1 Insurrection (Apocalypse Book 3)

The Memory of Souls

The Secret Lives of Wives

STARGATE SG-1 ATLANTIS Homeworlds

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. Xaltdcan 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 Jack O'Neill's problems.

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

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.

STARGATE SG-1 Hall of the Two Truths

The Power Behind the Throne

First Amendment

Siren Song

Homecoming

Explore the early days of Stargates hottest star! We start our story during the years when Vala was acting as a free agent in the intergalactic underworld. While the ever-growing Lucian Alliance attempts to recruit her, Vala puts together an Oceans Eleven-style team of freelancers (though her team numbers around 5 people) to help her track down a mysterious sentient plant believed to be a source of great power. Reprints issues 1-4 along with a complete cover gallery.

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.

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.

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 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: Vala Mal Doran

Drawing Monsters & Heroes for Film & Comics

The Price You Pay

Four Dragons

Heaven's Shadow

The creatures of legend are real—and it's up to twins Zac and Lu to save them in this fun-filled middle grade adventure perfect for fans of Fablehaven and The Hotel Between. Twins Zac and Lu grew up on their mother's stories of the Wildewoods, an imaginary land where mythical beasts roam free. These creatures fill the pages of Zac's sketchbooks and inspire Lu's love of animals, and on most days, they're the only thing the twins have in common.

When their mother dies, a heartbroken Lu and Zac are shipped off to England to spend the summer with relatives they've never met. But it doesn't take the twins long to uncover the incredible secret tucked away in the forest behind their ancestral home: their mother's wonderful tales about unicorns and dragons and centaurs weren't make-believe after all. Their family serves as keepers of the Wildewoods, the last place on earth where these mythical creatures can live safe from human harm. But there are also many dangers in these lands—as well as a terrible curse. When Zac and Lu fall victim to it, their only hope is finding the very last living phoenix left in the world. But will breaking the curse mean the end of the Wildewoods?

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!

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 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.

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.

Treasure & Treason

Starlighter

Art of the Hunt

A Matter of Honor

The Drawings of Kerry Gammill

Hello. My name is Stefan G. Bucher, and you're looking at a collection of my monsters. For 100 days, I filmed myself putting a few drops of ink on a piece of paper each day and transforming the resulting blot into a new monster. Every night I posted the result on my website dailymonster.com and stood back in wonder as visitors from all over the world told me the amazing stories behind each creature. WHAT'S INSIDE THIS BOOK? 100 Daily Monsters 257 of my favorite monster stories 1 DVD featuring all 100 Daily Monster video clips, 701 bonus comments and stories, one Real Time Monster, a special video message from yours truly, and 10 Open Source Ink Blots that let you make your own Daily Monsters. GO AHEAD! TAKE A LOOK INSIDE! The monsters aren't going to bite... Well ... hang on ... they actually might. But I made sure they all had their rabies shots before I sent the book to print. Just look out for Monsters 44 and 57. And for No.79. He just gets too excited. And No.82. He's got a circular saw for a hand, and he's off his medication. Other than that you should be fine!

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 II" (1998), "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.

Book one of The Epherium Chronicles Hope. Captain James Hood of the Earth Defense Forces remembers what it felt like. Twenty-five years ago, it surged through him as a young boy watching the colony ships launched by mega-corporation Epherium rocket away. He, like so many others, dreamed of following in the colonists' footsteps. He wanted to help settle a new world—to be something greater. Then came the war... Hope. During years of vicious conflict with an insectoid alien race, it was nearly lost. Though Earth has slowly rebuilt in the six years since the war, overcrowding and an unstable sun have made life increasingly inhospitable. When mysterious signals from the nearly forgotten colony ships are received, Hood is ordered to embark on a dangerous reconnaissance mission. Could humanity's future sit among the stars? Hope. Hood needs it now more than ever. As secrets about the original colonists are revealed and the Epherium Corporation's dark agenda is exposed, new adversaries threaten the mission, proving more dangerous to Earth than their already formidable foes... 82,000 words

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

Valhalla

STARGATE SG-1 Female of the Species

Sacrifice Moon

Defending Elysium

"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, SG1'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.

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From the beloved author of The Once and Future Geek comes this action-packed adventure set in a futuristic world filled with magic, monsters, and high-tech video gaming. One wrong move, and it's game over. Welcome to Dragon Ops, the world's first augmented-reality video-game theme park. Set on a once-deserted island, our three beta players--classic gamer geek Ian; his adventure-seeking sister, Lily; and their too-cool-for-gaming cousin, Derek--have been lucky enough to score an invite to play before the fully immersive experience opens to the public. But once inside, they find themselves trapped in a game taken over by a rogue AI dragon called Atrous, and suddenly the stakes go beyond the virtual world. With no cheat codes, guidebooks, save points, or do-overs, they'll need all their cunning and video-game hacks to beat the game . . . and survive in real life. Action-packed and unputdownable, Dragon Ops will thrill gamers and reluctant readers alike with high-tech adventure and electrifying twists and turns.

The Memory of Souls is the third epic fantasy in Jenn Lyons' Chorus of Dragons series and one of Library Journal's best SF&F books of the year! THE LONGER HE LIVES THE MORE DANGEROUS HE BECOMES Now that Relos Var's plans have been revealed and demons are free to rampage across the empire, the fulfillment of the ancient prophecies--and the end of the world--is closer than ever. To buy time for humanity, Kihirin needs to convince the king of the Manol vané to perform an ancient ritual which will strip the entire race of their immortality, but it's a ritual which certain vané will do anything to prevent. Including assassinating the messengers. Worse, Kihirin must come to terms with the horrifying possibility that his connection to the king of demons, Vol Karoth, is growing steadily in strength. How can he hope to save anyone when he might turn out to be the greatest threat of them all? A Chorus of Dragons 1: The Ruin of Kings 2: The Name of All Things 3: The Memory of Souls At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Crystal Cadets

The Fairy Tale and Folklore Roots of the Popular TV Show

A Stargate SG-1 Novel

Women Share What It Really Takes to Stay Married

STARGATE SG-1 Behind Enemy Lines

On a quest to bring colleagues home, O'Neill must face his past.

"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.

Our heroes have escaped with the ancient dragon gate, rekindling their hope of finding allies on other worlds, but powerful enemies are right behind them. Unfortunately, Jak and Jadara must decipher the gate's secrets before they can use it. That's a difficult task with mages from numerous kingdoms hunting them, Lord Malek stalking Jadara through magical dreams, and a new threat lurking deep within the jungle. Faced by overwhelming odds, Jak and Jadara may be forced to work with the only man who can keep them alive: Malek. But what price will they have to pay for his protection?

Although unwilling participants, SG-1 soon finds itself fighting with the Vanir against its ancient foe--the brutal giants of Jotunheim--and feasting long into the night. But when dawn arrives, the team find itself in a very different world.

A Touch of Fever

The Lost

Vala Mal Doran

A Cytoverse Novella

Crownchasers

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

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

100 Days Of Monsters

Curse of the Phoenix

The Epherium Chronicles: Embrace

Barb the Last Berzerker

Dragon Ops