

## The Witches Of Karres 1 James H Schmitz

Dragon's RingAgent of VegaDiadem from the StarsPyramid PowerPyramid SchemeDog and DragonThe Universe Against HerThe Mad MetropolisStar ColonyThe Best of James H. SchmitzThe Sorceress of KarresThe Creatures of ManWitch WorldThe Shadow of the LionThe Shaman of KarresT.N.T: Telzey Amberdon & Trigger Argee TogetherChangelingsThe GiftHeirs of AlexandriaCirsova1634: The Baltic WarMuch Fall of BloodA Song of StoneThe Witches of KarresTrigger and FriendsAn Incident on Route 12A Tale of Two ClocksMother of Demons1637: The Polish MaelstromStargateAgent of Vega and Other StoriesWitches 101Torchwood: Another LifeWitch Of The Federation IVThe Wizard of KarresTelzey AmberdonWitch Of The Federation VThe Witches of KarresBurdens of the DeadEternal Frontier

### Dragon's Ring

An Incident on Route 12 is presented here in a high quality paperback edition. This popular classic work by James H. Schmitz is in the English language, and may not include graphics or images from the original edition. If you enjoy the works of James H. Schmitz then we highly recommend this publication for your book collection.

### Agent of Vega

NO GOOD DEED GOES UNPUNISHED . . . Captain Pausert thought his luck had finally turned<sup>3</sup>/<sub>4</sub>but he did not yet realize it was a turn for the worse. On second thought, make that a turn for the disastrous\*. Unlucky in love, unsuccessful in business, he thought he had finally made good with his battered starship Venture, cruising around the fringes of the Empire and successfully selling off odd-ball cargoes which no one else had been able to sell. He was all set to return home, where his true love was faithfully waiting for him he hoped. But then he made the fatal mistake of freeing three slave children from their masters (who were suspiciously eager to part with them). They were just trying to be helpful, but those three adorable little girls quickly made Pausert the mortal enemy of his fiancée, his home planet, the Empire, warlike Sirians, psychopathic Uldanians, the dread pirate chieftain Laes Yango<sup>3</sup>/<sub>4</sub>and even the Worm World, the darkest threat to mankind in all of space. And all because those harmless-looking little girls were in fact three of the notorious and universally feared Witches of Karres. A rollicking novel from the master of space adventure. At the publisher's request, this title is sold without DRM (Digital Rights Management).

### Diadem from the Stars

Leading the Resistance, Whit and Wisty face their most daunting challenge yet in the jaw-dropping sequel to *Witch & Wizard*. When Whit and Wisty were imprisoned by the wicked forces of the totalitarian regime known as the New Order, they were barely able to escape with their lives. Now part of a hidden community of teens like themselves, Whit and Wisty have established themselves as leaders of the Resistance, willing to sacrifice anything to save kidnapped and imprisoned kids. Now the villainous leader of the New Order is just a breath away from the ability to control the forces of nature and to manipulate his citizens on the most profound level imaginable: through their minds. There is only one more thing he needs to triumph in his evil quest: the Gifts of Whit and Wisty Allgood. And he will stop at nothing to seize them. In this second installment of James Patterson's epic *Witch & Wizard* series, Whit and Wisty's heart-pounding adventures through the Overworld and Shadowland lead to a spectacular climax and conclusion.

### **Pyramid Power**

The Telorans have arrived, and people in the Federation are going to die. Vishlog is working to understand the Morgana group, and just what he has "volunteered" to be part of. Hopefully, he won't die before he learns. The Witch of the Federation has matured, and she has learned how to be a bit more aggressive. She chooses to use this new strength to go on a date. Will Todd be able to handle the new Stephanie, or will even the Toddster succumb to fear when and if the Morgana reveals herself? Stephanie and her team need a break, but the Federal Navy comes to Elizabeth, hat in hand, to ask for a favor. Unfortunately, it requires the team to go active earlier than they should. Will they accept? Will Stephanie's team be able to defend the Federation? She is a MORGANA. There are no other alternatives, no matter the risk to her and her team. PLEASE NOTE: THIS IS A LARGE(r) BOOK.

### **Pyramid Scheme**

For 300 years it was believed Alexander the Great had no heir. The Roman armada descends on Alexandria. Friends flee, allies bicker, and foes multiply in the night. The fragile city-state teeters on the brink of annihilation. As the naval blockade looms and palace intrigue thickens, Heron must find the heir of Alexander the Great or nothing will stop the Romans from overrunning the wondrous city.

### **Dog and Dragon**

NEW ENTRY IN THE WITCHES OF KARRES SERIES BY NEW YORK TIMES BEST-SELLING AUTHOR ERIC FLINT & DAVE FREER  
Captain Pausert just can't catch a break! First, he became the mortal enemy of his fiancée, his home planet, the Empire—and even the Worm World, the darkest threat to mankind in all of space. All because he helped rescue three slave

children from their masters. Of course, these three young women were the universally feared Witches of Karres—but how was he to know that?! And after he defeated the Worm World (with the help of the witches, of course), the Empress herself had sent him on a secret mission to stop a nanite plague that was raging across the galaxy. But an enemy had somehow convinced the Imperial Fleet that he was actually a wanted criminal, so after a battle leaving his ship in urgent need of repairs, Pausert and the witches of Karres joined an interstellar traveling circus in order to save the galaxy. Now Pausert and the witches of Karres roam the spaceways again, this time dealing with a slaver-culture that somehow makes slaves happy to be in servitude, and a quest for a long-lost alien pet, during which the youngest witch, The Leewit, begins to come to her full powers as a healer—and of course generates chaos in her wake. For Pausert, it's all in a day's work. But would it be too much to ask for a vacation? At the publisher's request, this title is sold without DRM (Digital Rights Management).

About the Witches of Karres series: "This sequel [to *The Witches of Karres*] does honor to the original. . . a rollicking ride. . . a rousing conclusion. . ."—*Asimov's Science Fiction Magazine* Fans of humorous science fiction will enjoy this outing."—*School Library Journal* on *The Wizard of Karres* About *All the Plagues of Hell* by Eric Flint & Dave Freer: ". . . a compelling tale of political, military, and magical conflict . . ."—*Booklist* About Eric Flint: "A master of the genre."—*Booklist* "An SF author of particular note . . . one who can entertain and edify in equal, and major, measure." —*Publishers Weekly* About Dave Freer: "Dave Freer always delivers compelling, fast-moving and addictive fantasy adventures."—Garth Nix

### **The Universe Against Her**

### **The Mad Metropolis**

Almost three million copies of *The Blue Bloods* series in print, Melissa de la Cruz has now written her first paranormal romance for adults, on sale June 21st. The first in the *Beauchamp Series*, the book features a brand-new cast of characters, a fascinating and fresh world to discover, and a few surprise appearances from some of the *Blue Blood* fan favorites. It's a page-turning, heart-stopping, magical summer read, fraught with love affairs, witchcraft, and an unforgettable battle between good and evil. But before you read the book, meet the Witches! In this primer, you'll meet the three *Beauchamp* women - Joanna, Ingrid, and Freya - learn a little bit about their special powers, and even get some tips so you can cast a few spells of your own.

### **Star Colony**

As Captain Pausert had often had occasion to observe, life just wasn't fair! Hadn't he (with the help of the notorious witches of Karres, of course) outmaneuvered the deadliest of space pirates and eliminated the threat of the Worm World (as told in

The Witches of Karres), after which, at the least, he deserved some time off. No such luck, though, as the Empress herself sent him on a secret mission to stop the nanite plague, but an enemy had somehow convinced the Imperial Fleet that he was actually a wanted criminal, so after a battle leaving his ship in urgent need of repairs all three of them joined an interstellar traveling circus (don't ask!) in order to save the galaxy once again (as told in The Wizard of Karres). Time for a vacation? Don't be ridiculous<sup>3</sup>/<sub>4</sub>there's a new urgent mission that has Captain Pausert's name on it! This new novel finds the long-suffering Captain and the two young Karres witches<sup>3</sup>/<sub>4</sub>Goth, who vows she will marry him when she grows up, and her younger sister The Leewit<sup>3</sup>/<sub>4</sub>being sent off to investigate mysterious and ominous events in the notorious Chaladoor region of space. Goth soon becomes aware that unknown but surely inimical forces are tracking them, and in order to foil them she takes a desperate route to travel back in time and meet Pausert as a young boy. Meanwhile, the Captain and the Leewit find themselves in the middle of their own desperate situation in the Chaladoor. Whoever it was who said that a change was as good as a vacation never met any of the Witches of Karres<sup>3</sup>/<sub>4</sub>nor experienced their amazing talent for getting Captain Pausert into trouble. At the publisher's request, this title is sold without DRM (Digital Rights Management).

## The Best of James H. Schmitz

NEW SOLO NOVEL BY ERIC FLINT IN THE BEST-SELLING RING OF FIRE SERIES! The Ottoman Empire has captured Vienna and is now laying siege to the Austrian government-in-exile established in the city of Linz. Both the United States of Europe and the Kingdom of Bohemia have come to Austria's assistance, but everyone knows this is going to be a long and brutal struggle. In order to relieve the pressure on the Austrians, General Mike Stearns proposes to open a second front in the Levant. The USE's emperor Gustavus Adolphus gives his approval to the plan, and Mike sets it in motion, with the very capable assistance of his wife Rebecca Abrabanel, now the USE's Secretary of State. Meanwhile, Poland is coming to a boil. Gretchen Richter, the newly elected chancellor of Saxony, has seized control of Lower Silesia. Her small army is now approached to form an alliance with the Polish revolutionaries who have seized power in the Ruthenian province of Galicia—which, in the universe the time-displaced Americans of Grantville came from, would have constituted the western Ukraine. Now, the Bohemians send an army led by Morris Roth into Poland, ostensibly to aid the revolutionaries but also with the goal of expanding King Albrecht Wallenstein's growing empire in eastern Europe. And—the icing on the cake—Mike Stearns sends the Hangman Regiment of his Third Division under the command of Jeff Higgins to reinforce Jeff's wife Gretchen in Silesia. The maelstrom in Poland grows . . . and grows . . . and grows . . . Will it drag all its displaced Americans and their allies down with it? At the publisher's request, this title is sold without DRM (Digital Rights Management). About 1635: A Parcel of Rogues: "The 20th volume in this popular, fast-paced alternative history series follows close on the heels of the events in The Baltic War, picking up with the protagonists in London, including sharpshooter Julie Sims. This time the 20th-century transplants are determined to prevent the rise of Oliver Cromwell and even have the support of King Charles."—Library Journal About 1634: The Galileo Affair: "A rich, complex alternate history with great characters and vivid

action. A great read and an excellent book."—David Drake "Gripping . . . depicted with power!"—Publishers Weekly About Eric Flint's Ring of Fire series: "This alternate history series is . . . a landmark..."—Booklist "[Eric] Flint's 1632 universe seems to be inspiring a whole new crop of gifted alternate historians."—Booklist ". . . reads like a technothriller set in the age of the Medicis . . ."—Publishers Weekly

## **The Sorceress of Karres**

Captain Pausert has foiled the deadliest of space pirates and eliminated the threat of the Worm World, yet his troubles just keep piling up. He decides there is only one thing to do - join the circus An interstellar travelling circus that is

## **The Creatures of Man**

Coming in fast and low, the huge ship made planetfall. Three years out from Terra, the colony ship Omega had reached her destination, and the crew began to off-load the cargo and passengers. Then the ship vanished. Against the vast panorama of an unexplored universe, Keith Laumer sets this first volume of the history of the world called Colmar - mankind's first venture among the stars.

## **Witch World**

Abandoned on an alien planet, a young woman gains remarkable powers from a mysterious artifact, in the first installment of a sprawling, unforgettable science fiction saga. A magnificent combination of space opera and epic fantasy quest in the beloved science fantasy tradition of Andre Norton and C. J. Cherryh, author Jo Clayton's masterful Diadem Saga begins with an unforgettable tale of destiny, self-discovery, survival, and an extraordinary young woman's coming of age in a world that is not her own. Raised, but never loved, by the barbarian valley people of Jaydugar, a planet of two suns, young Aleytys has always known she did not belong. Abandoned by her space-traveling mother and barely tolerated by a superstitious primitive tribe fearful of divine reprisals, Aleytys is forced to flee for her life following the catastrophic appearance of a fireball in the sky. Guided by her absent mother's journals, the young outcast must now journey alone across an unfamiliar world of perils in search of an escape from this planet that holds no hope for her future. But her pursuit of a spacecraft and the parent who inexplicably left her behind leads young Aleytys instead to the miraculous device that will determine her destiny. An object of unimaginable power—a magical technology stolen from a vengeful alien arachnid race determined to recover it at any cost—the Diadem instantly becomes an integral part of who and what Aleytys is and will be. Once its great energy is transferred to her she will never be free of it, and mastering the Diadem's wonders is Aleytys's only hope for survival now that she has become the most wanted woman in a dangerous universe. In an astonishing feat of science fiction

world-building and quest fantasy storytelling that rivals the classic works of Mercedes Lackey, Anne McCaffrey, and Marion Zimmer Bradley, Clayton opens wide the portals into a magnificent galaxy of marvels and terrors with Diadem from the Stars, ushering speculative fiction fans into an unforgettable universe and series.

## **The Shadow of the Lion**

Cirsova's First Summer Special Issue! Novella -Halcyon, by Caroline Furlong Novelettes -The Ghost of Torreon, by Edd Vick and Manny Frishberg -The Bullet From Tomorrow, by Misha Burnett -The Star-God's Grave, by Schuyler Hernstrom -Bleed You Dry, by Su-Ra-U -The Last Fortune of Ali al'Ahmar, by Rev. Joe Kelly

## **The Shaman of Karres**

Lyonesse: a world formed by magic, where a dark power struggle is underway between an ancient sorceress with her shadow army and the human subjects of Lyonesse's power-mad wizard. The only spark of hope is a prophecy that tells of a Defender who will one day come and set things to right. Young Meb doesn't think she's obligated to be the prophesied Defender of Lyonesse, but she is adept at the universe-folding skill of Planomancy and has been trained by a world-walking trouble shooter of the multiverse, the great Dragon Fionn himself<sup>3/4</sup>a dragon who is desperately searching the universes for his lost Meb, whom he's come to love. As the legions of Shadow Hall gather and with the Dragon Fionn fast on the way, magical battle is joined, and the destiny of universes hangs upon the courage in one young woman's heart. At the publisher's request, this title is sold without DRM (Digital Rights Management).

## **T.N.T: Telzey Amberdon & Trigger Argee Together**

With three acclaimed novels—Powers That Be, Power Lines, and Power Play—bestselling authors Anne McCaffrey and Elizabeth Ann Scarborough launched a vibrant new science-fiction saga that told the story of a sentient planet, Petaybee, and the humans who fought to protect it from the rapacious designs of an all-powerful interstellar corporation determined to exploit the icy world's natural resources. Led by Yana Maddock and Sean Shongili, Petaybee's protectors prevailed. But now Petaybee is changing in mysterious, unprecedented ways, and the return of off-world scientists threatens the amazing planet and its equally amazing inhabitants with new dangers. CHANGELINGS They are Ronan Born for Water Shongili and Murel Monster Slayer Shongili. Twin brother and sister. Children of Yana and Sean. Children of Petaybee. As such, theirs is a destiny deeply intertwined with the sentient planet that is their home. For Ronan and Murel are more than human. Like their father, each can transform into a seal and converse telepathically with the planet's creatures—such as the friendly otter whose life they save one day from a pack of ravenous wolves. But the twins' bravery has unforeseen results when a visiting

scientist witnesses their startling metamorphosis and becomes obsessed with their capture. To protect their children, Sean and Yana send them to stay with a powerful family friend on an orbiting space station. But no one realizes that Ronan and Murel hunger to discover the origins of their shape-shifting talent—and that their search for knowledge will place them squarely in the path of peril. Meanwhile, Petaybee is changing—and much faster than an ordinary planet's natural evolution. It appears that portions of the sea are heating up and a landmass is suddenly rising from the depths. To investigate the startling occurrence, Sean heads out to the open water in his seal form. But the newly unstable region holds untold mysteries—and the potential for disaster. From the Hardcover edition.

## **Changelings**

Captain Pausert, a freelance space trader, gets more than he had bargained for when he frees three slave children from their masters, only to discover that the seemingly harmless little girls are three of the notorious Witches of Karres. Originally in paperback.

## **The Gift**

In 1537 Venice, Marco and Benito Valdosta take on the mission to stop the evil sorcerer Chernobog and the monster that he has sent to destroy the city, while fleeing the assassins sent by the vicious Duke of Milan, who is out to destroy the ancient House of Valdosta. 35,000 first printing.

## **Heirs of Alexandria**

## **Cirsova**

THEY'RE DYNAMITE Telzey Amberdon is one of the most powerful xenotelepaths in the known galaxy. Trigger Argee is a crack shot, with reflexes that make lightning look lethargic, and also a top agent of the galaxy's Federation of the Hub. Separately, they have been making life miserable for human criminals, unfriendly aliens, and nefarious members of all species. But when a danger to the entire Hub civilization brought these two together, the galaxy would never be the same! At the publisher's request, this title is sold without DRM (Digital Rights Management). "Here, read this—you'll love it!" -Janet Kagan, Hugo-Winner and author of the bestseller Uhura's Song "Wonderfully fresh." -The Horn Book "Telzey Amberdon is strong, competent, and fun to be with." -A Reader's Guide to Science Fiction "[A] typical James Schmitz mix of humor, strange mental powers, and mild anarchy. Delightful." -The Ultimate Guide to Science Fiction

## **1634: The Baltic War**

An alien pyramid has appeared in the middle of Chicago, consuming the city as it grows and abducting people and transporting them into the worlds of mythology, including mythology expert Dr. Lukacs and his companions, who find themselves taking on the ancient Greek gods.

## **Much Fall of Blood**

MEET TELZEY AMBERDON -SHE'S NOBODY'S TOY Telzey Amberdon was only in her teens when she discovered that she was a telepath. Not only a telepath, but a xenotelepath, able to communicate mentally not just with humans, but with alien intelligences. And she turned out to be one of the most powerful telepaths in the history of the galactic civilization called the Hub. First she had to deal with an alien race that humans hadn't realized were intelligent, and who were about to eliminate those troublesome humans who thought they were colonizing an uninhabited world. Then, she had to fend off the secret psi agents of the Psychological Corps who took a dim view of any telepath, let alone one with Telzey's powers, operating outside of their control. Next, she stumbled across a telepathic serial killer, who used an unstoppable predator, under his mental control, to hunt and kill his victims-and Telzey was to be the catch of the day. It was fortunate for the human race that she survived, since she next found herself in the middle of a secret war between two hidden races of genetically engineered humans. They called it the "Lion Game," and they made the mistake of thinking that in this clash of predators, Telzey was just a harmless kitten. But when the dust settled, Telzey would be the only one purring. At the publisher's request, this title is sold without DRM (Digital Rights Management). "Take my advice and buy TWO copies of this book! You'll want to lend it to friends and (trust me on this: I have years of experience to back up the observation) once people get their hands on a Schmitz book, they don't let go!" <sup>3</sup>/<sub>4</sub>Janet Kagan, Hugo-Winner and author of Uhura's Song

## **A Song of Stone**

IF BUREAUCRACIES HAD STARSHIPS Con games Corrupt governors. Deadly rivalries between departments of the same government. And, of course, the long arm of the Mob. Even in our future among the stars, some things never change-except that the governors run (and ruin) planets, the rivalries are fought with spacecraft and energy bolts, and the mobsters smuggle real illegal aliens and make their getaways with subspace portals. It's all just another day in that bastion of galactic peace and democracy, the Federation of the Hub -and somebody has to clean up this mess! Join secret agent Trigger Argee, scout adventurer Heslet Quillan and Holati Tate, master of intrigue, as they battle the criminal element on its own interstellar turf and make the future a little safer for the rest of us. At the publisher's request, this title is sold without DRM (Digital Rights Management). "Take my advice and buy TWO copies of this book! You'll want to lend it to friends and

(trust me on this: I have years of experience to back up the observation) once people get their hands on a Schmitz book, they don't let go!" - Janet Kagan, Hugo-winning author of Uhura's Song "Wonderfully fresh." -The Horn Book 'A. typical James Schmitz mix of humor, strange mental powers, and mild anarchy. Delightful."-The Ultimate guide to Science Fiction

## **The Witches of Karres**

"Ancient living machines that after millennia of stillness suddenly begin to move under their own power, for reasons that remain a mystery to men. Holati Tate discovered them -- then disappeared. Trigger Argee was his closest associate -- she means to find him. She's brilliant, beautiful, and skilled in every known martial art. She's worth plenty -- dead or alive -- to more than one faction in this obscure battle. And she's beginning to have a chilling notion that the long-vanished Masters of the Old Galaxy were wise when they exiled the plasmoids to the most distant and isolated world they knew"--A different edition.

## **Trigger and Friends**

The Federation knows where a lurking Teloran ship is hiding and decides to send Morgana Inc. to ferry a special operations team to procure data. Unfortunately, the team only needs to provide the data, getting back off is up to them. Since this team is the Hooligans, led by Stephanie's boyfriend - they secretly suspect she will help. What happens when Morgana shows up scares Todd's team to their core. Will they share what they find out to the Navy Brass? Then, what Todd's team finds changes the whole future of the war. Will the Federation succumb to the Telorans, or will the Telorans find out an ancient enemy still fights them to this day? Elizabeth is pulling together the largest, fastest computer the Federation has if they knew about it. Can Stephanie help create the sensitive parts? Will they be able to move BURT if they do? The small girl from the gov-subs now moves the forces of the Universe to stop an implacable foe. Will she burn her energy pathways out in the process? She is THE MORGANA. There are no other alternatives, no matter the risk to her and her team. PLEASE NOTE: THIS IS A LARGE(r) BOOK.

## **An Incident on Route 12**

Presents the author's cycle of stories, referred to as the "Econo-War series," in one novel-length narrative for the first time.

## **A Tale of Two Clocks**

"The Jenson Gate had opened the way to instantaneous transportation all around the Earth and had paved the way for

Norton's interstellar Gate. Floating in space, the partially completed Norton Gate would one day transport man to other star systems and bring sample segments of distant planets to our own solar system. First, though, the Gate had to be finished. But Norton had died before the Gate was perfected, and so Merryweather Enterprises hired Robert Collins as the new Project Engineer. And Robert's new job catapulted him into the middle of a titanic duel between two super-corporations--an all-out battle for control of the Gate that could end in the destruction of the whole human race!"--Back cover.

## **Mother of Demons**

'The twenty-first century is when it all changes, and you've got to be ready.' Separate from the government; outside the police, beyond the United Nations: Torchwood sets its own rules. A team of investigators, using alien technology to solve crime - both alien and human. This new British sci-fi crime thriller, created by Russell T Davies, sees them delve into the unknown. A group of people fighting the impossible. A terror hides at the bottom of Cardiff Bay - waiting, feeding, controlling this novel is a gripping Torchwood adventure

## **1637: The Polish Maelstrom**

Portrays a band of guerrillas who force themselves on the aristocratic couple living in a rural castle, and subtly weaves sexual, physical, and political tension into an intricate literary web

## **Stargate**

Ape Man, Space Man Earth's colonists have spread throughout the cosmos, and have almost divided into two separate species. One is the Swimmers, who have adapted to living in zero-gravity, and regard themselves as the next step in evolution, and those who prefer to live on the surface of a planet as little better than apes. The latter group, the Walkers, are not about to say farewell to the planets they grew up on, and think the Swimmers are not so much advanced as deranged. Crowell, born a Swimmer but now a Walker by choice, is caught in the middle as the two sides seem headed for war. Then he discovers the true cause of the altercation: a hidden alien race moving behind the scenes to provoke a war so that they can pick up the pieces after the two sides have obliterated each other. And if Crowell cannot head off the war and convince both sides of the existence of the real enemy, both branches of the human race may be headed for untimely extinction. This full-length novel and much more, fill a huge volume from the master of science fiction adventure. At the publisher's request, this title is sold without DRM (Digital Rights Management). "Much has been made of the 'sense of wonder' that science fiction evokes, and believe me, there was nothing to evoke that sense quite like the worlds of James Schmitz. . . . Thank you, James Schmitz, wherever you are. And thank you, Eric Flint and Jim Baen, for bringing his Right

Stuff back again." <sup>3</sup>/<sub>4</sub>Mercedes Lackey "Take my advice and buy TWO copies of this book! You'll want to lend it to friends and (trust me on this: I have years of experience to back up the observation) once people get their hands on a Schmitz book, they don't let go!" <sup>3</sup>/<sub>4</sub> Janet Kagan, Hugo-winner and author of Uhura's Song

## Agent of Vega and Other Stories

Fight for Freedom in a Dark and Bloody Age! After a cosmic accident sets the modern West Virginia town of Grantsville down in war-torn seventeenth century Europe, the United States of Europe is forged in the fire of battle. The Baltic War reaches a climax as France, Spain, England, and Denmark besiege the U.S.E. in the Prussian stronghold of Lubeck. The invention of ironclads, the introduction of special force tactics during a spectacular rescue operation at the Tower of London \_ the up-timers plan to use every trick in the time traveler's book to avoid a defeat that will send Europe back to a new Dark Age! Multiple New York Times best-seller and creator of the legendary "Honorverse" series David Weber teams with New York Times best-selling alternate history master Eric Flint to tell the tale of the little town that remade a continent and rang in freedom for a battle-ravaged land in the latest blockbuster addition to Flint's "Grantsville" saga! At the publisher's request, this title is sold without DRM (Digital Rights Management). "This is a thoughtful and exciting look at just how powerful are the ideals we sometimes take for granted, and is highly recommended[.]" <sup>3</sup>/<sub>4</sub> Publishers Weekly on Flint and Weber's 1633. "[R]eads like a Tom Clancy techno-thriller set in the age of the Medicisã" <sup>3</sup>/<sub>4</sub> Publishers Weekly on New York Times best-seller, 1634:\_ The Galileo Affair.

## Witches 101

Tasmarin is a place of dragons, a plane cut off from all other worlds, where dragons can be dragons and humans can be dinner. It's a place of islands, forests, mountains and wild oceans, filled with magical denizens. Fionn<sup>3</sup>/<sub>4</sub>the black dragon<sup>3</sup>/<sub>4</sub>calmly tells anyone who will listen that he's going to destroy the place. Of course he's a joker, a troublemaker and a dragon of no fixed abode. No one ever believes him. He's dead serious. Others strive to refresh the magics that built this place. To do so they need the combined magics of all the intelligent species, to renew the ancient balance and compact. There is just one problem. They need a human mage, and dragons systematically eliminated those centuries ago. Their augury has revealed that there is one, and they seek her desperately. Unfortunately, she's fallen in with Fionn, who really doesn't want them to succeed. He has his own reasons and dark designs. The part he hadn't worked out is that she will affect his plans too. Chaos, roguery, heroism, theft, love, kidnapping, magic and war follow. And more chaos. At the publisher's request, this title is sold without DRM (Digital Rights Management). "Good characterization, ripsnorting action and an ingenious plot make this a feast for sword and sorcery fans." <sup>3</sup>/<sub>4</sub>Publishers Weekly (Starred Review) on Dave Freer's A Mankind Witch

## **Torchwood: Another Life**

Alien Ragnarok! A mysterious pyramid appears in Chicago, oozing fantastic creatures and sucking humans into our own mythological past. It's an alien invasion from within! When a special forces team sent to capture an AWOL official gets into deep trouble with a certain one-eyed Norse god, redoubtable comparative mythologist Jerry Lukacs must rescue them, strike a deal with the droll and dangerous Loki, and risk bringing on Ragnarok itself to once again save human myth from alien domination. The rollicking sequel to New York Times best-seller Eric Flint and David Freers's action-packed romp through everything humankind holds sacred begun in the groundbreaking Pyramid Scheme. At the publisher's request, this title is sold without DRM (Digital Rights Management). "[A] charmingly picaresque journey." <sup>3</sup>/<sub>4</sub>Publishers Weekly on Flint and Freers's Pyramid Scheme.

## **Witch Of The Federation IV**

## **The Wizard of Karres**

Given: Earth 400 years from now - a rotten society which mankind is doomed to die out. A solution to the problem - an ultra-intelligent computer to govern humanity. One man of seemingly average intelligence, but with incredible I.Q. potential. And you have: A corrupt society turned into a world where there is no corruption, because Mother Machine knows what's best for her human children and does it. Where that same all-powerful computer is rapidly turning men into zombies. And where the world's only hope turns out to be one outlawed not-average man.

## **Telzey Amberdon**

A mercenary outcast with a perversion no one cared to think about. A holy leader, who knows her people are on the verge of great upheaval—and who wants to know more about this new tribe of demons. A battle-mother, possibly the greatest battle-mother who ever lived—if the rules of her tribe don't force her into a battle even she can't win. A keeper of the secrets of history who would control the tides of fate—if only she could. A paleobiologist with a terrible sense of humor. They are all revolutionaries, but none of them expected anything like what they're about to experience. At the publisher's request, this title is sold without DRM (Digital Rights Management).

## **Witch Of The Federation V**

Prince Manfred and his mentor and bodyguard, the deadly warrior Erik, survived dangers and enemies both natural and supernatural, and if they thought that their new mission was going to be anything but more of the same, they soon gave up on that hope. Returning from Jerusalem, they and their escort of knights of the Holy Trinity are escorting an envoy of Il Khan Mongol to the lands of the Golden Horde-between the Black Sea and the Carpathians, which happen to be eastern bastion against their old enemies, the demon Chernobog and his possessed puppet, the Jangellion. Unfortunately, what began as a diplomatic mission leads to Manfred and his knights being caught up in an inter-clan civil war, rescuing a fugitive woman and her injured brother, and becoming involved in the problems of Prince Vlad, Duke of Valahia, who has been held as a hostage by King Emeric of Hungary until freed by Countess Elizabeth Batholdy to use as bait to capture a group of nonhumans. Instead, the wolflike nonhumans, who masquerade as gypsies, free Prince Vlad, and help him to return to his homeland to raise revolt against Hungary and to renew age-old magics. Manfred and Erik are forced into an alliance of convenience between the Golden Horde and the ancient magical forces of Valahia, as directed by the troubled Vlad. The magic calls for blood and Vlad is deathly afraid of it<sup>3/4</sup>and at the same time, is irresistibly drawn toward it . . . At the publisher's request, this title is sold without DRM (Digital Rights Management).

## **The Witches of Karres**

### **Burdens of the Dead**

Espionage and Intrigue in the Far Reaches of the Galaxy from the Creator of Telzey Amberdon and Trigger Argee The Galaxy was not a nice neighborhood, and most would have laid bets that the Vegan Confederacy was too small and weak to survive, let alone prosper. But prosper it did, to the bewilderment of observers, who didn't know about the Vegans' secret weapon. Once, the Galactic Empire had spanned the stars and when it crumbled and fell, star systems were isolated, some barely surviving, many becoming tyrannical fiefdoms, others turning to piracy, and all of them often at war with each other. The Confederacy didn't have huge space armadas, and millions of troops to protect itself and re-civilize its neighbors, but it did have the Zone agents. Few outside the top echelons of the Confederacy even knew that they existed, and even fewer had an inkling of how the agents time and again could appear on the spot just when a push in the right place could stop a war, topple a despot, or thwart an invasion of unfriendly aliens. Their numbers were pitifully few, and they had to patrol vast stretches of space. They were helped by their ships, bristling with hidden armament and piloted by robot brains of high intelligence. But their main weapon was that the minds of their opponents were open books to them. Not all of the Agents of Vega were human, but they were the most powerful telepaths the Galaxy had ever known . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). "Take my advice and buy TWO copies of this book! You'll want to lend it to friends and (trust me on this: I have years of experience to back up the observation) once people get their hands

on a Schmitz book, they don't let go!" - Janet Kagan, Hugo-Winner and author of Uhura's Song "Wonderfully fresh imagination." -The Horn Book

## **Eternal Frontier**

In an alternate 15th century where magic still is part of life, the Holy Roman Empire rules Europe. Constantinople is under siege by the Venetians and their allies. Hekate, Goddess of Crossroads, presides over the conflict and carnage as alternate visions of civilization collide. And since Constantinople is the crossroad city of east and west, and it is here that Italian captain Benito Valdosta must deal with the powerful magical manifestation of the Weeping Woman, a disguised Hekate, in order to save his daughter and to destroy the fleets of the Chernobog assembling in the Black Sea before they can cut into the soft underbelly of Europe. With land battle, naval action, cunning assassinations, and heartbreak aplenty<sup>3/4</sup>not to mention the ongoing conflict between Lord of the Dead Aidonus and Benito for the love of a woman, civilization is at the crossroads and choices must be made that will bring victory and freedom for centuries to come<sup>3/4</sup>or a new Dark Age. At the publisher's request, this title is sold without DRM (Digital Rights Management).

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#)  
[HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)