

Babylon 5 Rpg Earth Colonies Force Sourcebook Pb

Preschoolers will have hours of fun with this activity-packed book. There are puzzles to complete, simple mathematics, find objects, alphabets and more . A great way for kids to learn while having fun.

Three years after his arrival onboard, Tommy begins Specific Training to assume his place in his father's society. The transition to adulthood, laden with unexplored emotions and overwhelming responsibilities, have made this unstoppable change too much to handle. Tommy wants to go back home, to Earth, to a way of life he'd been forced to leave behind. An unforeseen attack on his father, a disaster on Earth, and the added weight of responsibility take their toll on the young man, who suddenly finds himself struggling to save the ones he loves.

Captain William Sparhawk flies Earth's single starship on a voyage of exploration. His crew of veteran spacers begins the mission with high hopes and the best of intentions, but the universe has other plans. Instead of space merchants and potential allies, they discover Earth's impending doom. Sparhawk must decide whether to hunt down enemy scouts to keep Earth's new starship a secret, or to head home to warn Star Guard of the danger. Either way, he's ignited an interstellar war. *Dreadnought*, the second book of the *Lost Colonies Trilogy*, is a novel of military science fiction by bestselling author B. V. Larson.

Beneath dense gray clouds through which no sun shone lay a forgotten planet. It was a nightmare world of grotesque and terrifying animal-plant life. Gigantic beetles, spiders, bugs and ants filled the putrid, musty earth - ready to kill and devour anything in sight. There were men amidst this horror - men who cringed and ran from the ravening monsters and huddled in the mushroom forests at night. Burl was one of these creatures. But one day inspiration hit Burl. He would find a weapon - he would fight back. And with this idea the first step was taken in man's most desperate flight for freedom in this most horrible of all worlds. But it was only a first step.

The last hope of planet Earth is Trisphere, a huge satellite where world leaders will negotiate war outcomes and solve natural disasters and plagues. But the Antichrist has no intention of seeing this plan succeed. His appearance brings the plot of this exciting adventure novel into conformity with the Bible's accounting of the last days of the planet as we know it.

Federated Colonial Commander Adam Stuart is once again asked to take command of an experimental ship. This time he is traveling out into deep space to test dangerous new engines. Lorentizan traversable wormholes that hold unimaginable power and the possibility of changing the way humanity colonizes the stars. His crew is made up of the best the fleet has to offer, all five of them. Recently graduated Helen 'Sparks' Dower the pride of the Federated fleet engineering corp finds herself suddenly the chief engineer of this new ship, and it isn't finished being built... Suddenly in charge of a staff Helen struggles to figure out these engines and her new crew. Covert Intelligence Officer Samantha Leeane is the new executive officer of the ship. Her first actual command position gives her typical skills quite a workout as she works to keep this new crew together. As the ragtag group finally begins testing the new engines a mysterious enemy appears out of nowhere and sends the *Hypnos* running across the Orion arm and beyond. During their travels they heroically face down kidnappers, ship thieves, pirates, and privateers and discover a secret that could threaten their entire home system. *Perseus Transit* is a wonderful journey through a new universe that is full of exciting pirates and privateers alike.

Life in lower class as offspring of a notorious thief was simple for the Quartar daughters until accidental mishaps with the other classes of society turn their dirt poor lives around for worse and better. Eight young women are taken from the slums into the high class world they never understood only at first to find betrayal, suffering, scandal, revenge and corruption. Then, before they know it they are wrapped in the grandest scandal their country of Galli has ever seen. The kingdom of Cretaine is trying to overthrow the corrupted kingdom of Galli. The Quartar family must betray their world in order to save Galli from a brutal civil war.

Gradual change from a communal way of life with strong respect for tradition. People were rarely alone in the old Amanas. Historic photographs. Amana Colonies are located in middle eastern Iowa. Though time took its toll on the communal life in the Amana Colonies, the spirit of strength and sincerity continues as a legacy to the new era in these seven villages in Iowa. The photograph at the end of the book conveys the spirit and sincerity imbued by this heritage. Children are pictured walking in the Schulwald (school woods, so named because the trees were planted by school pupils) pine forest. "The trees became tall and erect, and they whispered in the wind, and walking beneath their lacy boughs became one of the soft delights of communal Amana." The trees of the Schulwald were felled for lumber, at the request of the United States Government during World War II, but the visual impressions and historic testimony of a people's heritage are preserved in *The Amanas Yesterday*. Today, the Amana Colonies are Iowa's largest tourist attraction with more than a million visitors annually. Visitors find a heritage preserved in the museums, former communal kitchens and living quarters, furniture factories, woolen mill, family-style restaurants, unique stores and shops, traditional meat processing plants and bakeries, wineries, industriously farmed land and a major industry in the nationally successful Amana Refrigeration Plant. Paperback, 8 1/2 x 11," 48 pages. ISBN 09-60385-88-6 ISBN-13: 9780960385881

The extraordinary tale of early colonial Australia as seen through the eyes of Mary Pitt and her family, who voluntarily migrated from their home in Dorset in 1801 to live in a penal colony.

The Rim Beyond known space, there lies the Rim. There are a million stories about what lies out there - dead worlds, alien civilisations, impossible spacecraft, unimaginable treasures - but there is only one thing that all the tales agree on, and that's the danger. Far from the well-travelled jump routes and civilised planets of the core systems, the Rim is lawless, mysterious and deadly. As the Earth Alliance pushes out towards the Rim, in search of new colony worlds, new resources and new technologies, they risk awakening the ancient powers that slumber in this dark region of space. This is a not a safe place to be. This is the Rim... the Edge of the Abyss. *The Rim Sourcebook for Babylon 5* opens up a whole new section of the galaxy for adventure and exploration. From the EarthForce Explorer Corps and the corporations who are

funding Humanity's expansion into this region, to many new worlds and strange new races, the Rim expands the setting of the Babylon 5 rpg into worlds only briefly glimpsed during the series.

An Orange Fever epidemic surged throughout Florida in the early 1880s. Aggressive land agents, not all of them scrupulous, set up shops in nearly every county while their representatives abroad romanced prospective settlers in Europe, particularly England. Lured by the prospect of reaping a fortune from growing citrus, combined with the promise of cheap land, and a healthy sub-tropical climate, a young, entrepreneurial Englishman, Granville Chetwynd-Stapylton succumbed. In the winter of 1882, he set his feet onto land that he described as, ". . . colonial with unbroken pine forest, without road or railway." Those conditions began to change-rapidly. The Chetwynd Chronicles is the only account ever written about the brief life and perils of the British colony of Chetwynd, located in the northwest corner of Lake County, Florida, - roughly an area between Lady Lake and Leesburg-and of its developer, Chetwynd-Stapylton. Throughout the nearly 20 years of its existence, colonists-most of them English, young, and university educated bachelors-came to learn the citrus culture, stayed a few years, and migrated. Remarkably, over 140 of them are identified and their footsteps followed all over the world.

When the author's mother died he discovered over 200 letters in a shoe box that his father had written to her during their separation during World War II. Captain Lashley was stationed first at a hospital in England as a supply officer and then as the commander of a prisoner of war camp in France. During those months his letters tell of the events of his life. Some are boring and seem to be of little consequence, others are filled with emotional turmoil. Rene Lashley, his wife, has his fourth child while he is away, moves in with her mother and sister and raises her other three children. Kirk, the second son, is puzzled by what is happening, but continues doing those things a normal child does. The book is an effort to show the common, everyday concerns of all the family members in what is an unprecedented time in the life of the family and the world. The story is told through the voices of the soldier, the mom, and the child.

2070 AD-The dire prophecies of the Kessler Syndrome have rendered Low Earth Orbit non-viable for conventional satellites. SpaceCorp has solved the problem with giant ring-shaped space stations that protect their payload instruments while housing a large human crew to affect the continuous repairs needed to keep the stations in orbit. But the people of SpaceCorp dream of one day living among the stars. This is the first of the Galactican Series where SpaceCorp moves from LEO to Cisluna. Future books will take them to Mars, the Main Belt Asteroids, the Trans Neptunian region, and eventually Alpha Centauri. Join them in their quest to develop new, realistic spacecraft capable of achieving half the speed of light. Join them in their quest to genetically alter themselves to become the first people capable of surviving the rigors of interstellar space-Homo galacticus.

A novel based on the television science-fiction series, Babylon 5, set aboard a massive space station in the year 2257. Positioned in a key sector of the galaxy and under the jurisdiction of the Earth Alliance, Babylon 5 serves as a space-borne port of call, open to travellers from anywhere.

Alfred Bester, the child of rebel telepaths annihilated by the Psi Corps, rises to become its most powerful officer, and in his latest mission, threatens the survival of Babylon 5, in a novelization of an original outline by J. Michael Straczynski. Original.

The Babylon Project RPG Earth ColoniesSourcebook

Necromancy is not a study for the weak at heart, mind or soul. It is a study for those who desire true mastery over life and death... It is true power - the power to overcome death itself, to grant one's self immortality and to raise armies of untiring, unflinching and unwavering soldiers who unquestioningly obey your every command... It is the seductive whispers of shadows, the chilling breath of a wraith and the wet bloody kiss of a Mohrg... I can teach you the secrets of necromancy. I can make you immortal. I can show you the paths to power. But it will cost you... For there is always a price to pay... Servants of Shadow is the latest in our series of racial guidebooks. We bring you five new necromancy-themed character race options to fill that dark hole in your hearts. Within are three new races, three templates, new archetypes and prestige classes, dozens of feats, traits and magic. Everything you need to resurrect your campaign and necromantic character options! Centauri Prime declares war on the Interstellar Alliance in Book Three of the epic trilogy that continues Babylon 5's brilliant legacy . . . Blind to the fact that he is a pawn in the Drakh's deadly strategy, Centauri prime minister Durla launches an overwhelming blitzkrieg, sending Centauri warships to devastate other races' homeworlds and pave the way for total conquest. Yet Durla is forced to fight a war on two fronts. Even as he mobilizes the massive space fleet for its glorious attack, resistance leader Vir Cotto works feverishly to counter the Drakh's evil influence on Centauri Prime. Emperor Londo Mollari possesses the key that can reveal the presence of the Drakh, but to do so would spell disaster, so he is forced to remain silent. But when the Drakh bring another pawn into play--David Sheridan, son of Alliance president John Sheridan--the time for silence may be past. If Vir and the Resistance are to prevail, it will be only through action, and with help from very strange allies . . .

"It does not take a majority to prevail... but rather an irate, tireless minority, keen on setting brushfires of freedom in the minds of men."

Samuel Adams" In 2115, New England society is thriving a century after a worldwide economic and societal collapse. There are no borders, no states, and no coercive regulations, yet never has a more peaceful and prosperous place existed on earth. But there is unrest in this apparent paradise. Mr. Drake's third generation security company has seen better days, and his arbiter friend Mr. Barry is under investigation by Business Ethics Review for allegedly taking a bribe. Faced with the prospect of a crumbling business, and waning power, the two devise a plan to reform society to their liking. Mr. Drake and Mr. Barry intend to replace the anarchy of New England, with... a government! However, intrepid reporter Molly Metis, won't be intimidated by the pair. Despite attempts to stop her, she continues to dig deeper into recent events surrounding Drake and Barry. She is sure she can expose the dark plot, but will anyone listen? Will they care? And what will be the cost? Sy Middleton, a teenager living in Manhattan, enters a secret world when he is initiated into Earth-tribe and becomes a Tribesman. In the Middle Realm, Tribesmen from Earth-, Fire-, Air- and Water-tribe train to enhance their powers and compete in monthly Lunar Festivals. The Zodiac Council has protected the Lower and Middle Realms from the Darkforce for thousands of years, but the balance of power has shifted, placing humanity at risk. The Darkforce has stolen the Book of Dreams. Sy and his friend Joshua Ryderson embark on a quest to find it...

The tyrannical regime of the Psi Corps turns against its creator, Alfred Bester, forcing him to confront his own monstrous legacy.

The Earth's True Children is a mythical tragedy featuring an element of science fiction/fantasy. Founded by a group of separatists who had become disenchanted with the decadence rife in the other six great northern city-states of the world, the city of Anaxagoras and its citizens pride themselves on their crusade for knowledge and moral adherence. Hylax, the son of Heracon - the late but still revered pioneer of the city - has grown tired of government and seeks a simple life. Struggling to deal with his obligation to his father's legacy and his own feelings of disillusionment with mankind, he tries to find a way of satisfying himself and his people. But when his old confidant, Abenader, returns half-dead from the desert and a person dear to him is murdered, a conspiracy threatens to usurp his authority. Meanwhile, an age-old species has emerged from the confines of the earth. They have seen the future and know where man's corrupting and insatiable desire to plunder its resources will lead. A great conflict looms that could reshape the world entirely. At once an intimate and epic study of power, set in a time akin to the ancient Greek era, 'The Earth's True Children' examines humanity at its best and at its worst. Warning: This is NOT a book for children. The life force, also known as "spirit," is the essence of being and the conscious and most important form of energy. Living energy is personal and within our conscious control, and by learning about it, we can use it to transform our life into vibrant and meaningful expressions of who we really are. Consciousness is purely energetic and therefore difficult to quantify in mechanistic terms. It is the characteristic of living energy and is the foundation of awareness. Consciousness is the thread running through all life. Living Energy is an introduction to the process of mystic spirituality. The reader is encouraged to attain a deep and meaningful connection to the divine with expanded awareness. The principles given in this book are equally relevant to the novice and the advanced practitioner. Robert explains how we may reveal our hidden

potential by shifting our perception away from what is customary and comfortable to open the doors to greater spiritual awareness. One of a series of detailed histories of the Babylon 5 universe designed to appeal to fans of the TV show. This book is designed as a supplement to the earlier Babylon Project Rulebook, providing even more background information to use in the Babylon 5 role-playing game. In this third book of the Substrate Wars series, ten years have passed since the student rebels invented quantum gateways and tamed the world's governments. Replicators have ended hunger and need, and colony planets have allowed everyone who wanted independence to settle new worlds. This peace and prosperity is threatened when scientists discover evidence that other civilizations have been destroyed by the planet-scouring Shrivvers, who intercept an Earth probe and discover Earth's location in its memory. The rebels and Earth governments have to cooperate to build a defense force to stop the invading Shriver fleet. Meanwhile, Justin's daughter Katherine (Kat) has been contacted by the First, the uploaded civilizations that inhabit the substrate as a virtual realm. She is chosen to argue humanity's case in front of the tribunal which will decide whether humanity will be allowed to upload with the First, or be exterminated by the Shrivvers. NEMO'S WORLD: THE SUBSTRATE WARS 2 "5 STARS. Good science fiction is usually about humanity rather than deep space or death rays. NEMO'S WORLD is well-written science fiction that harkens back to the golden age of Heinlein and Asimov." -IndieReader. RED QUEEN: THE SUBSTRATE WARS 1 "4.5 STARS. The prologue begins with a quote from Robert Heinlein, 'There is nothing in this world so permanent as a temporary emergency.' This quote from 1950 eerily foreshadows life in the United States in the immediate future where there is only one political party with true power. The idea of freedom and the right to self-determination are explored throughout the book as the students seek a refuge from the ubiquitous spying from Homeland Security."-IndieReader.

Episode 1 A world recovering from a devastating plague... A brutal enemy threatening invasion... A young man seeking to escape the shadow of his father... A ship manned by a crew of fresh academy graduates... A top-secret experimental propulsion system... A questionable alliance with a mysterious green-eyed woman... What destiny has in store for the crew of the UES Aurora, is far greater than any of them could ever imagine. And this is only the beginning. "Aurora: CV-01" is 77,000 word novel, and is Episode 1 of The Frontiers Saga. Episode 2, "The Rings of Haven", Episode 3, "The Legend of Corinair", Episode 4, "Freedom's Dawn", Episode 5, "Rise of the Corinari" and Episode 6, "Head of the Dragon" are available now on Amazon. Episode 7, "The Expanse" is coming in May 2013.

The Earth is in ruins. Cities and nations destroyed. Mankind is extinct. Brant and Arsha are synthetics, machines made in the image of people. They dream of bringing humans back into the world and have the technology to succeed, but the obstacles in their way are mounting. Not only are their own conflicting ideals creating a rift between them, but now the sinister Marauders are closing in as they seek revenge on Brant. Out in the wasteland, strange lights and mysterious objects in the sky herald the arrival of new factions that seek to control the region. Even in the once quiet streets of their own city, malevolent forces are beginning to unfurl that threaten the sanctity of everything they hold dear, jeopardising the future that is within their grasp. The Silent Earth Series Book 1 - After the Winter: amazon.com/dp/B00P02FBPM

The greatest science fiction adventure ever comes to roleplaying as it has never been seen before! Featuring the space station that changed the destiny of an entire galaxy, the Babylon 5 RPG from Mongoose Publishing allows play to take on the role of characters from the award-winning TV series. (*****Additional Text*****)

Featuring the space station that changed the destiny of an entire galaxy, the Babylon 5 RPG from Mongoose Publishing allows players to take on the role of characters from the award-winning TV series. This all new edition revisits one of the most successful Sci-Fi roleplaying games of recent years, bringing the game to an all new group of fans! Existing fans will not be disappointed, the rules have been tweaked so that the game is even better than before, and most importantly, is a stand-alone rulebook in it's own right with no requirement for the use of another rulebook! The Babylon 5 universe is filled with action-packed adventures that wash the galaxy in tales of heroes, villains and epic schemes. Not all plots and schemes involve a starship firing console or powered-up PPG, some play-out without a single shot fired - battles fought with credits and politics, boycotts and embargoes.

EZ RPG is story-driven, universal role playing made easy. Play games in any genre from fantasy to science fiction, ranging from the ridiculous to the horrific. This easy to learn game system uses only a couple of six sided dice. Good for beginning gamers as well as the experienced table top role playing guru. Generate fun and compelling characters in minutes. New worlds of fun and adventure await, your imagination is the only limit.

*Includes pictures *Profiles mysteries like the Lost Colony of Roanoke, ghosts like the Bell Witch of Tennessee, and more

*Includes online resources and a bibliography for further reading *Includes a table of contents The American South has given birth to many of the nation's great stories and legends. From the earliest Colonial times, it's been a place of mystery, replete with disappearing colonies and strange apparitions in the woods, but the South's long and proud history has always had a darker, and stranger, side to it. One of America's most famous mysteries was its first. Despite the fact he had left over 100 colonists at the island of Roanoke in 1587, John White returned to literally nothing, with all traces of the settlement gone and no evidence of fighting or anything else that might have explained the disappearance of the inhabitants. White found the word "Croatoan" carved on a tree nearby, which he figured might mean the colonists moved to a nearby island, but he was unable to conduct a search expedition there. The Spanish also searched for the colony in hopes of wiping it out themselves, but none of the Europeans could find Roanoke's colonists or explain what happened to the "lost" colony. The fate of Roanoke has fascinated people for over 400 years, and there is no shortage of theories regarding the disappearance of the colony. In addition to the possibility that the settlers moved to Croatoan Island, most theories speculate that they were either wiped out by nearby Native Americans or assimilated among a tribe. Future settlements in the area would survive and start to flourish, and that would bring more mystery and unexplained phenomena. Tales of monsters and ghosts lurking in its woods and old houses, and strange monuments that may be from a forgotten civilization, puzzle local investigators. All the while, the early inhabitants themselves were always

superstitious, whether in Florida, Georgia, Maryland, North Carolina, South Carolina, Virginia, West Virginia, Alabama, Kentucky, Mississippi, Tennessee, and eastern Louisiana. *Mysteries of the South: Ghosts, Legends, and Unexplained Phenomena in Dixie* profiles a sampling of strange, unexplained, and just plain odd stories of the South that have fascinated people in and around the region for centuries. Along with pictures of important people, places, and events, you will learn about the mysterious side of the South like never before, in no time at all.

Who wants to be rescued by a hot Alien Warrior Lord Super hero? Curvy, intelligent and determined Kyra must find a way to escape a failing space station after a collision with space junk. She needs a miracle. Rescued off the failing space station by 'foreign' astronauts, she discovers that not only are Aliens real, but they're also the inspiration for our Superheroes. Add a dash of gorgeous Warrior Lord of the Star Ship Fleet that rescued her and she's destined to find love in the stars.

Look at the future of persecution. One day soon the only refuge for the faithful may be Space. Follow a desperate couple fighting isolation and equipment malfunction to pilot a gas-collecting balloon ship to the outer planets. Michael, crown prince of the Space Empire hopes to save his people from external attack with an internal rebellion and a battle cruiser like no other. His plans are shaken by a forbidden romance, political turmoil, and the discovery of Earth's Fourth Empire. Michael and his best friend Randolph might save or shatter the Space Empire's last hope for the future.

Lord Branin of the dragshi, is more than just a man, but two beings—one a dragon, the other a human. The pair share one body in space in time and are able to change forms with the other at will. From the time Branin's twinned soul, Llewlyn, awoke, Branin knew the freedom of flight. However, being a shifter comes with a price. Branin and Llewlyn are the only two of their kind who have not found their intended mates, despite millennia of waiting... and searching. The red-haired firebrand, Broch of Ky'Port plans to fill that position in Branin's life—with or without his cooperation. For eons, he fears he would never find a woman with her own dragon soul partner—until one day another's mind touched his. Colonial American History Stories - 1215 - 1664 contains almost 300 history stories presented in a timeline that begins in 1655 with the performance of the first documented play performed in British North America and ends with the switch from the Julian to the Gregorian Calendar in 1752. This journal of historical events mark the beginnings of the United States and serve as a wonderful guide of American history. These reader friendly stories include: September 27, 1540 - Society of Jesus (Jesuits) Founded By Ignatius Loyola December 19, 1675 - The Great Swamp Fight September 19, 1676 - Bacon's Rebellion - Bacon Burns Jamestown April 18, 1689 - 1689 Boston Revolt February 29, 1692 - Sarah Good, Sarah Osborne and Tituba Accused Of Witchcraft in Salem, Massachusetts May 22, 1718 - Edward Teach - Blackbeard - Begins Blockade of Charlestown. November 02, 1734 - Daniel Boone Born December 08, 1741 - Vitus Bering Died December 23, 1750 - Ben Franklin Attempts to Electrocute a Turkey December 31, 1752 – Julian/Gregorian Calendar Switch Complete timeline, journal, events, stories, united states, beginnings, guide

Armchair Fiction presents extra large science fiction double novels with original illustrations. "Dark Destiny" by Dwight V. Swain is the first novel. He was known throughout the system as Sha Haral, a fierce space warrior with a lust for power. He'd blasted his way back and forth across the spaceways many times. However, Haral's fortunes had taken a turn for the worse, and he soon became a downtrodden, bitter would-be conqueror haunting the dives on a backwater planet called Ulna. But his fate took an unexpected turn when a beautiful blonde-haired priestess, fleeing from a space pirate's hordes, fell into his lap. From this priestess Haral learned of an ancient woman-goddess who, according to legend, lay sleeping in a lost city surrounded by a legion of terrifying monsters. This ancient goddess, whose face was half-hidden by a jeweled veil, was known as a woman of ultimate beauty, possessing secrets of great power. And she still lay there, in her crumbling city, waiting for someone to awaken her... The second novel, "The Secret of Planetoid 88," is by Ed Earl Repp. Dane Cabot was just one of many slaves of the dictators--"The Hundred" as they were known--who ruled Earth with an iron hand. After a joy ride to a distant planetoid, Cabot returned to Earth to find himself falsely accused of murder. There was no trial--The Hundred didn't operate that way. He was soon sentenced to die. But when a mysterious stranger interceded, Cabot found himself a stowaway on a space cruiser headed for Io, moon of Jupiter. There Cabot found a tiny colony of rebels with a master plan for the eventual freedom of Earth's enslaved populace. But radiation from Jupiter's Great Red Spot was slowly destroying Io. So Cabot and his fellow rebels found themselves in a desperate race against time. Could they orchestrate their plans before the rising tide of planet-wide disintegration overtook them? Deep in the void of space was a secret, a secret that was the key to freedom--if they could find it in time...

The fifth book in the NYT bestselling *Expanse* series, *Nemesis Games* drives the crew of the *Rocinante* apart, and as they struggle to survive, the inner planets fall victim to an enemy's catastrophic plan. Now a Prime Original series. HUGO AWARD WINNER FOR BEST SERIES A thousand worlds have opened, and the greatest land rush in human history has begun. As wave after wave of colonists leave, the power structures of the old solar system begin to buckle. Ships are disappearing without a trace. Private armies are being secretly formed. The sole remaining protomolecule sample is stolen. Terrorist attacks previously considered impossible bring the inner planets to their knees. The sins of the past are returning to exact a terrible price. And as a new human order is struggling to be born in blood and fire, James Holden and the crew of the *Rocinante* must struggle to survive and get back to the only home they have left. *Nemesis Games* is a breakneck science fiction adventure following the bestselling *Cibola Burn*. The *Expanse* *Leviathan Wakes* *Caliban's War* *Abaddon's Gate* *Cibola Burn* *Nemesis Games* *Babylon's Ashes* *Persepolis Rising* *Tiamat's Wrath* ?*Leviathan Falls* *Memory's Legion* The *Expanse* Short Fiction Drive The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs Auberon Memory's Legion

1st Place Gold Award in the 2015 Feathered Quill Book Program for Science Fiction/Fantasy! Finalist in the 2014 Book Pipeline Contest! Travel to the future - it will only cost you everyone you love. Attacked and injected with a drug which slows his metabolism to a fraction of normal, Martin James becomes an unwilling time traveler who hurtles through the years. His children grow up, his wife grows older, and his only hope is finding the people who injected him in the first place- not an easy task when one day for Martin lasts four years. And while Martin James strives to find a cure before everyone he loves is gone, others are uncertain if his journey can be stopped at all. W. Lawrence weaves a dystopian future filled with the best and worst of humanity, highlights the blessings and curses of technology, and pushes the limits of faith and hopelessness. Above all, *Syncing Forward* is a tale of one man's love for his family, and their devotion to saving him from being lost forever.

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