

Hand Of Mars Starships Mage Book 2

#5 in the Millennium SF Masterworks series, a library of the finest science fiction ever written. "Science fiction has only produced a few works of actual genius, and this is one of them"-Joe Haldeman "Bester at the peak of his powers is, quite simply, unbeatable" -James Lovegrove Marooned in outer space after an attack on his ship, Nomad, Gulliver Foyle lives to obsessively pursue the crew of a rescue vessel that had intended to leave him to die. When it comes to pop culture, Alfred Bester (1913-1987) is something of an unsung hero. He wrote radio scripts, screenplays, and comic books (in which capacity he created the original Green Lantern Oath). But Bester is best known for his science-fiction novels, and *The Stars My Destination* may be his finest creation. With its sly potshotting at corporate skullduggery, *The Stars My Destination* seems utterly contemporary, and has maintained its status as an underground classic for fifty years. (Bester fans should also note that iPicturebooks has reprinted *The Demolished Man*, which won the very first Hugo Award in 1953.) Alfred Bester was among the first important authors of contemporary science fiction. His passionate novels of worldly adventure, high intellect, and tremendous verve, *The Stars My*

Destination and the Hugo Award winning *The Demolished Man*, established Bester as a s.f. grandmaster, a reputation that was ratified by the Science Fiction Writers of America shortly before his death. Bester also was an acclaimed journalist for *Holiday* magazine, a reviewer for the *Magazine of Fantasy and Science Fiction* and even a writer for *Superman*.

Damien Montgomery, Ship's Mage on a freighter with more enemies than he expected, was forced to turn his ship into a weapon to save them from pirates. What he did shouldn't have been possible – and attempting it is a crime worse than murder.

When their secret is unveiled, the crew of the space freighter *Blue Jay* must decide how far they are willing to go save their Mage and their ship.

Starship's Mage is space opera set in a future we would never have predicted: where humanity's far flung interstellar colonies are tied together by the Protectorate of the Mage King of Mars and the magic of the Jump Mages. *Starship's Mage: Episode 2* is a 21,957 word novella, the second of five in a serial.

Episode 3 is targeted for release in June of 2014.

Mage-Commander

Mars destroyed his ship -- but gave him a new one.

Mars drafted his Mage -- for the good of humanity!

He should have known that wouldn't be the end of

it... Captain David Rice has a new ship, a new crew, and a new set of Jump Mages to carry him between

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the stars. All he wants is to haul cargo, make money and keep his head down. His past, however, is not so willing to let him go. An old enemy is reaching out from beyond the grave to destroy any chance of peace or life for Captain Rice--and old friends are only making things more complicated! All he wants is to be a businessman, but as the death toll mounts he must decide what is more important: his quiet life or the peace humanity has enjoyed for centuries...

The problem with fighting death is that you will eventually lose. Eric has provoked the fury of no fewer than three grim reapers and now they're after his life. Leading the charge is his old foe, Gruffle. Flanked by an army of ghosts and nature spirits, and supported by Lord Death himself, Gruffle's victory is guaranteed. Eric's only hope of survival is to transcend the limitations of both mortality and magecraft, and fight the hostile gods as an equal. Chaotic deities support him in his endeavor but they might be a greater danger than the reapers.

"Includes the complete bonus novella The Dire Earth, a prequel to the bestselling sci-fi adventure The Darwin Elevator."

LONGLISTED FOR THE BAILEY'S WOMEN'S PRIZE FOR FICTION 'A quietly profound, humane tour de force' Guardian The beloved debut novel that will restore your faith in humanity #SmallAngryPlanet When Rosemary Harper joins the crew of the Wayfarer, she isn't expecting much. The ship, which

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has seen better days, offers her everything she could possibly want: a small, quiet spot to call home for a while, adventure in far-off corners of the galaxy, and distance from her troubled past. But Rosemary gets more than she bargained for with the Wayfarer. The crew is a mishmash of species and personalities, from Sissix, the friendly reptillian pilot, to Kizzy and Jenks, the constantly sparring engineers who keep the ship running. Life on board is chaotic, but more or less peaceful - exactly what Rosemary wants. Until the crew are offered the job of a lifetime: the chance to build a hyperspace tunnel to a distant planet. They'll earn enough money to live comfortably for years... if they survive the long trip through war-torn interstellar space without endangering any of the fragile alliances that keep the galaxy peaceful. But Rosemary isn't the only person on board with secrets to hide, and the crew will soon discover that space may be vast, but spaceships are very small indeed.

PRAISE FOR THE WAYFARERS
'Never less than deeply involving' DAILY MAIL
'Explores the quieter side of sci-fi while still wowing us with daring leaps of imagination' iBOOKS
'So much fun to read' HEAT
'Chambers is simply an exceptional talent, quietly and beautifully redefining the space opera' TOR.COM
'The most fun that I've had with a novel in a long, long time' iO9

Newly appointed police inspector Domenic Jejeune doesn't mind ruffling a few feathers to flush out

suspects in the brutal murder of a renowned ecological activist. 2015 Arthur Ellis Award — Winner, Best First Novel • Globe and Mail 100: Best Books of 2014 • 2015 Kobo Emerging Writer Prize — Shortlisted, Best Mystery Inspector Domenic Jejeune's success has made him a poster boy for the U.K. police service. The problem is Jejeune doesn't really want to be a detective at all; he much prefers watching birds. Recently reassigned to the small Norfolk town of Saltmarsh, located in the heart of Britain's premier birding country, Jejeune's two worlds collide when he investigates the grisly murder of a prominent ecological activist. His ambitious police superintendent foresees a blaze of welcome publicity, but she begins to have her doubts when Jejeune's most promising theory involves a feud over birdwatching lists. A second murder only complicates matters. To unravel this mystery, Jejeune must deal with unwelcome public acclaim, the mistrust of colleagues, and his own insecurities. In the case of the Saltmarsh birder murders, the victims may not be the only casualties.

"Wish you could find giggle-inducing tween books for girls?"

"Tired of young teen fiction that drags you down? Then try..."

The Day I Washed My Face in the Toilet A laugh-out-loud novel that's perfect for girls and young teens! All 14-year-old Monica Bloomfield wants is to spend August at a science camp far away from her idiot sister and weird little brother. Trouble is, Monica's being dragged into the wedding party of her crabby old great aunt who lives in England-and if she

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wants to earn that science camp, she has to keep her siblings in line for the entire trip, plus convince her crazy Grandma to move into a nursing home pronto. Monica's determined to succeed, but things start out badly-and go downhill fast. First, her hyperactive brother overdoses on caffeine right before their eight-hour flight to England. Then a botched wine-tasting party ends so badly that even a policeman is left speechless (and in need of a new uniform). Getting into science camp isn't going to be easy-especially with a rampaging bull, drunk parrot and the most gorgeous guy in the universe standing in her way. "The Day I Washed My Face In The Toilet" is a fast-paced tale about a girl trying to have a positive impact on her world and see social injustices corrected-with hilarious results, and one badly-mangled bridesmaid's dress. A Personal Note From The Author: Unfortunately, I came up with the title of this book-and a pretty big chunk of the plot-line-the day I washed my face in a toilet. In my defense, we were living in the middle of nowhere, and a brutal storm had left us with no hydro, no heat, no lights and no running water for almost a week. I was cold and grimy, and by the fifth day I snapped. I pulled the top off the toilet tank and peered in. The water had been sitting there for days, so it smelled really funky. Also, every chain and bobbly thing in there was covered with a thick layer of (and here, I'm using the scientific term) bleck. Still, I was desperate. So I used the slimy toilet tank water and had what was probably the fastest sponge bath on record. Sadly, the curry incident happened to me, too. Shortly before I boarded an eight-hour flight from England to Canada, a friend took me out for a huge curry feast. I'd never had curry, and my intestines weren't sure what to do with the stuff, so they promptly rejected it. I developed a massive case of explosive curry farts. I kept my coat zipped up for the entire flight home, hoping that would hide the smell. It didn't. Toxic gasses trickled out through the neck of the

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coat, assaulting me and all of the passengers who were stuck sitting around me. Ironically, the coat made the problem worse, because it made me sweat-I was leaking curry vapors out of every pore of my body. This book is a labor of love-but it's laced with some of my most cringe-worthy experiences, too! "If you're on the look-out for great books for girls or young teens-and you don't need vampires or zombies to make you happy-then this one's for you!" Want to read more? Just scroll up and click the Look Inside feature on the top left hand side of the page.

An offer that no one else could match A mission that no one else could achieve An enemy only a few know they share... Commodore Kira Demirci is now the commander of a small but powerful mercenary force-one of the most dangerous in the cluster of stars she now calls home. Her own actions have brought peace to the Syntactic Cluster, though, and a mercenary is in limited demand. A mutual interest brings her into the circle of the heir to the Royal Crest, a wealthy kingdom dozens of light-years away. Jade Panosyan has a nightmare brewing-and a plan to deal with it. In the Crest, a powerful political party beholden to Kira's own enemies is maneuvering to remove Jade's father before he can free a dozen star systems from the clutches of the Equilibrium Institute. If they are to fail and the Institute's plans be thwarted once more, Jade Panosyan needs someone to complete an impossible mission. The payment? The fleet carrier Fortitude, unmatched by any ship within a hundred light-years. The catch? Kira Demirci has to capture the carrier-from the elite forces of her employer's nation!

"Remarkable, not-to-be-missed-under-any-circumstances."—Entertainment Weekly (Grade A) The Passage meets Ender's Game in an epic new series from award-winning author Rick Yancey. After the 1st wave, only darkness remains. After the 2nd, only the lucky escape. And

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after the 3rd, only the unlucky survive. After the 4th wave, only one rule applies: trust no one. Now, it's the dawn of the 5th wave, and on a lonely stretch of highway, Cassie runs from Them. The beings who only look human, who roam the countryside killing anyone they see. Who have scattered Earth's last survivors. To stay alone is to stay alive, Cassie believes, until she meets Evan Walker. Beguiling and mysterious, Evan Walker may be Cassie's only hope for rescuing her brother--or even saving herself. But Cassie must choose: between trust and despair, between defiance and surrender, between life and death. To give up or to get up. "Wildly entertaining . . . I couldn't turn the pages fast enough."—Justin Cronin, *The New York Times Book Review* "A modern sci-fi masterpiece . . . should do for aliens what *Twilight* did for vampires."—*USAToday.com*

The assault on Earth was thwarted by the destruction of the aliens' seed ship, but with Mars still under Lanky control, survivors work frantically to rebuild fighting capacity and shore up planetary defenses. Platoon sergeant Andrew Grayson must crash-course train new volunteers--all while dulling his searing memories of battle with alcohol and meds. Knowing Earth's uneasy respite won't last, the North American Commonwealth and its Sino-Russian allies hurtle toward two dangerous options: hit the Lanky forces on Mars or go after deserters who stole a fleet of invaluable warships critical to winning the war. Assigned to a small special ops recon mission to scout out the renegades' stronghold on a distant moon, Grayson and his wife, dropship pilot Halley, again find themselves headed for the crucible of combat--and a shattering new campaign in the war for humanity's future. Larry Niven created his popular "Magic Goes Away" universe in 1967, and it has been a source of delight and inspiration ever since. By asking the simple question, What if magic were a finite resource?, Niven brought to life a mesmerizing world

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of wonder and loss, of hope and despair. The success of his first story collection, "The Magic Goes Away," birthed two sequel anthologies, "The Magic May Return" and "More Magic." All three volumes are collected here for the first time, with stories by Niven himself, as well as contributions by such luminaries of fantasy as Roger Zelazny, Fred Saberhagen, Steven Barnes, and Poul Anderson. Featuring a brand-new introduction by Larry Niven, "The Magic Goes Away Collection" gives readers insight into the breathtaking world of Niven and Jerry Pournelle's "The Burning City" and "Burning Tower" and stands on its own as a landmark in fantasy fiction.

A chosen servant left for dead
A pair of hunters with hidden secrets
A fateful choice of who to trust...
The young cowboy Teer has joined the rogue El-Spehari demigod Kard in his work as a bounty hunter. Both have powers they conceal, but they are determined to guard the people of the Unity's Eastern Territories. When a favored servant of the Unity's Spehari ruler is beaten and left for dead, the two bounty hunters are hired to track the attacker into the wilderness. The Unity has betrayed them both, but they still believe in justice. Capturing the fugitive is only the first step. Teer faces a harsh question: when a beautiful young woman begs for protection, what is more important—her crimes...or why she committed them?

Successful attorney Vera Knight has it all – an exciting career, a stunning home, and all the money she needs to travel the world in style. The only thing she doesn't have is a man - and not just any man will do. She needs a submissive who will let her be as successful in the bedroom as she is in the courtroom. Innovative graphic artist Marcus Lyon is on the hunt for the right woman to serve. Pleasing a Dominate and keeping her happy rocks his world. But a former D/s relationship has left him with emotional scars and a new attitude. The next woman he pleases will need to follow a few

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rules... When Vera and Marcus meet at a slave auction in New York City, sparks fly, and she corners her man. Vera is sure she's found the Alpha Submissive she's been looking for, but will Marcus agree to give her the key to his heart as well as his collar?

In this unprecedented collection of science fiction and fantasy quotations, the reader revisits the stunning moment when Mary Shelley's Frankenstein monster first comes to life; witnesses the transformation of Robert Louis Stevenson's Dr. Jekyll into Mr. Hyde; is present when Bruce Wayne resolves to become Batman; and overhears the cosmic conclusions of The Incredible Shrinking Man. Drawing upon two centuries of the vast and provocative literature of science fiction and fantasy, this comprehensive book presents more than 2,900 quotations from wide-ranging sources, including science fiction and fantasy stories, novels, films, and television programs. The quotations are organized by topic—alien worlds; darkness and light; robots, androids, and cyborgs; machines and technology; weapons; and more than one hundred others. The reader will encounter the wit and wisdom of renowned authors (H. G. Wells, Ray Bradbury, J. R. R. Tolkien, Ursula K. Le Guin) along with definitive versions of such important statements as Isaac Asimov's Three Laws of Robotics and Star Trek's Prime Directive. With its thorough index, this book is both an invaluable resource for the writer or scholar and an irresistible page-turner for the curious browser.

Fifty thousand years ago, the Precursors broke the universe Now great powers and small alike fight over their wreckage But in the midst of the chaos, there is a question no one asks... Why? Morgan Casimir, commander of the AITol Imperial cruiser Defiant, has seen the works of the Precursor aliens known as the

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Alava. She has seen their accidents threaten worlds and consume entire star fleets. Charged by her Empress to prevent a conspiracy of profiteers from finding and using a lost fleet of Alava warships, she knows unimaginable catastrophe looms if she fails. With her lover, xenoaarcheologist Dr. Rin Dunst, at her side, she is sent to a hot zone on the edge of war to once again achieve the impossible. But as they search along a border flaring in violence, Morgan discovers that if the worst comes to pass, her orders are to destroy the ships rather than allow them to be taken...and she realizes that there just might be a reason seemingly godlike aliens lost an entire fleet.

A shackled Earth, ruled by an unstoppable tyrant An exiled son, and a one-way trip across the galaxy A perfect world, their last hope for survival Vice Admiral Isaac Gallant is the heir apparent to the First Admiral, the dictator of the Confederacy of Humanity. Unwilling to let his mother's tyranny stand, he joins the rebellion and leads his ships into war against the might of his own nation. Betrayal and failure, however, see Isaac Gallant and his allies captured. Rather than execute her only son, the First Admiral instead decides to exile them, flinging four million dissidents and rebels through a one-shot wormhole to the other end of the galaxy. There, Isaac finds himself forced to keep order and peace as they seek out a new home without becoming the

very dictator he fought against—and when that new home turns out to be too perfect to be true, he and his fellow exiles must decide how hard they are prepared to fight for paradise...against the very people who built it.

Aliens exist, the government knows, and Dan McCarthy just found the proof. When Dan McCarthy stumbles upon a folder containing evidence of the conspiracy to end all conspiracies -- a top-level alien cover-up -- he leaks the files without a second thought. The incredible truth revealed by Dan's leak immediately captures the public's imagination, but Dan's relentless commitment to exposing the cover-up and forcing disclosure quickly earns him some enemies in high places. For his whole life, Dan McCarthy has searched for a reason to believe. Now that he finally has one, he might soon wish he didn't...

You Should Never Speak Truth To Power... The Galactic Empire is dying and chaos and anarchy are breaking out everywhere. After a disastrous mission against terrorists on Earth itself, Captain Edward Stalker of the Terran Marine Corps makes the mistake of speaking truth to power, telling one of the most powerful men in the Empire a few home truths. As a result, Captain Stalker and his men are unceremoniously exiled to Avalon, a world right on the Rim of the Empire. It should have been an easy posting... Well, apart from the bandits infesting the

countryside, an insurgency that threatens to topple the Empire's loose control over Avalon, and a corrupt civil government more interested in what it can extort from the population than fighting a war. The Marines rapidly find themselves caught up in a whirlwind of political and economic chaos, fighting to preserve Avalon before the competing factions tear the world apart. They're Marines; if anyone can do it, they can. The battle to save the Empire starts here.

To preserve humanity's survival and freedom in a hostile galaxy, Annette Bond tied her world to the A!Tol Imperium. With enough time, she can build Earth a place in the galaxy. But as Bond's many enemies gather their forces, the clouds of war threaten not only the recovering Terra but the entire Imperium.

Old friends have turned to foes Old oaths have shattered But old ties still promise redemption Amid the ruins of a fallen empire, humanity fights to secure the fates of once-enslaved worlds. Captain Henry Wong and Ambassador Sylvia Todorovich of the United Planets Alliance have mustered force and diplomacy alike to drive their former allies in the Kozun Hierarchy back from their invasion. With their superiors unwilling to fight a war this far from home, Todorovich leans on the Drifters, old allies of both the UPA and the Kozun, to broker a peace summit that could bring peace to a dozen worlds-if she can trust anyone. Fearing treachery, Captain Henry

Wong and the battlecruiser Raven accompany Todorovich to the summit. Even among former friends, he can trust no one—not the Drifters and, most especially, not the old friend in command of the Kozun delegation!

Dead cats. That's the image many people conjure up when you mention curiosity. An image perpetuated by a dusty old proverb that has long represented the extent of our understanding of the term. This book might not put the proverb to rest, but it will flip it upside down: far from killing anything, curiosity breathes new life into almost everything it touches. In *Curious?* Dr. Todd Kashdan offers a profound new message missing from so many books on happiness: the greatest opportunities for joy, purpose, and personal growth don't, in fact, happen when we're searching for happiness. They happen when we are mindful, when we explore what's novel, and when we live in the moment and embrace uncertainty. Positive events last longer and we can extract more pleasure and meaning from them when we are open to new experiences and relish the unknown. Dr. Kashdan uses science, story, and practical exercises to show you how to become what he calls a curious explorer—a person who's comfortable with risk and challenge and who functions optimally in an unstable, unpredictable world. Here's a blueprint for building lasting, meaningful relationships, improving health,

increasing creativity, and boosting productivity. Aren't you curious to know more? Vengeance hunts them. Rebellion seeks them. Loyalty commands them. The shadows will fear them. Captain David Rice and Mage Maria Soprano have made their choice, signing up with the Martian Interstellar Security Agency and converting Red Falcon into a covert operations ship for the Protectorate. Their new duties drag them back into the very underworld they once strove to escape, intentionally provoking the Azure Legacy into a renewed conflict. They find unexpected allies with secret agents from Legatus's rebellion against Mars as they seek to stop Mikhail Azure's Blue Star Syndicate from being reborn. The Azure Legacy wants revenge. Legatus wants blood. David and Maria are bound by the overriding duty of all officers of the Mage-King's Protectorate: Protect the innocent.

A two-headed creature and a large redfurred carnivore are among the members of a party which arrives to explore a mysterious world fabricated in the shape of a ring
The mother, ruler of an entire world Sent to the heart of an old enemy to build a new peace
The daughter, officer of a deadly warship Sent to the darkness to find the new enemy hunting them all
The crew of the Blue Jay saved Ship's Mage Damien Montgomery from a horrific punishment on

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the orders of a Hand of the Mage King of Mars. Wanted as criminals, they seek sanctuary in the UnArcana worlds. When the Captain is offered a contract by the secret enemies of the Mage King, Damien must ask himself: how far can a Mage trust those who despise all things magic? Starship's Mage is space opera set in a future we would never have predicted: where humanity's far flung interstellar colonies are tied together by the Protectorate of the Mage King of Mars and the magic of the Jump Mages. Starship's Mage: Episode 3 is a 25,786 word novella, the third of five in a serial. Episode 4 is scheduled for release in September of 2014

A starfighter squadron driven to desertion Hunted by friends and enemies alike With one final hope for a new beginning

YOU CAN NEVER GO HOME When accusations of piracy and mass murder are laid against his homeworld, Damien Montgomery is sent to resolve the crisis. As counter-accusations fly and an old flame re-enters his life, the newest Hand of the Mage-King of Mars finds himself in the midst of a bloody interstellar shadow war. With the death toll mounting, Damien must decide whether he should trust the world he came from - or the world that asked for his help. The wrong choice will trigger a civil war that could shatter human civilization. No pressure. Voice of Mars is book 3 of the Starship's Mage series.

Some soldiers are the shields of innocent souls
Others are the fanatics of their cause
And for them...no war is ever truly over!
Tempered on the anvil of the war against the secessionist UnArcana Worlds and tested against the evil of Project Orpheus, Mage-Commander Roslyn Chambers has risen through the ranks of the Royal Martian Navy to serve as second-in-command of one of their most prestigious battlecruisers, Duke of Magnificence. A desperate call for help sends Roslyn and her new ship deep into the frontiers of Protectorate space, where they discover that hold-outs of the UnArcana Worlds' fleets have returned to plunder innocent ships across the Fringe. To protect the innocent and serve her Queen, Roslyn Chambers must rise to the task before her. She must learn to command-both herself and a warship of the Mage-Queen of Mars!

"Two Syndicate Worlds star systems have fallen prey to a mysterious fleet of warships, a fleet controlled entirely by artificial intelligence that is now targeting Alliance space. The warships are no mystery to Geary. They were developed by his government to ensure security, but malfunctioned. If the Syndics learn the truth, the war with the Alliance will resume with a vengeance. As the government attempts to conceal the existence of the AI warships and its role in their creation, Geary pursues them, treading a fine line between mutiny and obedience"--

A war fought in the shadows
A conspiracy shattered

in fire A moment of weakness... When politics are played for blood. The destruction of the secret archive of the Royal Order of Keepers on Mars has left Damien Montgomery, Hand of the Mage-King, with his enemies defeated, his lover dead--and his questions unanswered. When he seeks out the remaining Keepers for answers, he discovers only violence and death in their strongholds. Someone else is hunting down the survivors to make sure they never answer Damien's questions--or anyone else's. As a wave of murder sweeps Mars and the consequences of the Keepers' conspiracy sink home, Damien is summoned before the Council of the Protectorate to answer for the deaths of two other Hands. In the political heart of the Protectorate of Mars, he finds he may be forced to choose between honoring the oaths he swore and preserving the survival of the Protectorate itself!

The idea was simple enough for the alien race who took Aneka Jansen from Earth in 2011. Take a human, make her into a perfect tool to observe humanity from the inside, and so determine how best to advance this young race into their future. Unfortunately for them, and her, their plans went awry, and Aneka became the only survivor on a dead ship marooned in deep space. Only by chance was the derelict discovered and Aneka revived to discover that the world she knew is long gone and she must learn to live on a New Earth, in a body which is not her own. Aneka died a thousand years ago, and all that is left of her is a computer emulation of her mind running on a quantum computer inside a body of steel, plastic, and synthetic skin. Is she really still the woman she

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thinks she is?

When aspiring artist Rhenn discovers that he is an imager, someone who can visualize things and make them real, he is forced to leave his home and join others of his kind in a distant region where he secretly practices magic.

A merc band on the edge of survival... A suicidal rescue mission... A mage in hiding... Carina Lin is a slum brat turned merc, with a twist. She's also a mage. Carina would love to use her mage powers when she fights. If only life were that simple. In her part of the galaxy, mages live in fear of discovery. Slavery and torture are the best they can expect. So when a young boy is kidnapped and Carina embarks on a suicidal mission to save his life, she faces a terrible decision. For the rescue plan to succeed, she must Cast. But if she does, it could mean the end of everything for her. Star Mage Exile is the prequel to the dark, exciting space fantasy, Star Mage Saga.

A pirate attack with only one survivor A conspiracy woven across the planets A vengeance that will not be denied When pirates seize the inter-planetary freighter owned by Brad Mantruso's family, he is dumped into space. Saved from death by a passing Fleet ship, he is left with nothing but his skills, a gun, and a burning desire for vengeance. Acquiring a ship, he reinvents himself as the mercenary Captain Brad Madrid. Before he can pursue his enemies, however, he finds himself dragged into an unexpected conflict when his ship's history draws new enemies to him. Beset by pirates, slavers, and a woman who might be his savior-but definitely is a spy-it will take all of his skill, cunning, and new friends to claim his revenge!

ROGUE MAGE TURNED INTERPLANETARY ENVOY Three years ago, as Ship's Mage of the starship Blue Jay, Damien Montgomery was pursued to the edge of human space by both the agents and enemies of the Mage-King of Mars -

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before being brought in from the cold. Now, trained in new skills by the Mage-King himself, Damien has been sent to the planet Ardennes alongside Alaura Stealey, Hand of the King. A rebel movement there has destroyed cities fighting a Governor seemingly lost to corruption. But not all on Ardennes is as it seems. As allies becomes enemies and an entire world comes apart in chaos around him, Damien will find both his skills and integrity tested to the utter limit.

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