
Blood Rock Skindancer 2 Anthony Francis

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ROWAN SULLIVAN

Sibling Rivalry White Wolf Pub

From an Epic Award winning author comes a sprawling tale of brass buttons, ray guns, and two-fisted adventure! In an alternate empire filled with mechanical men, women scientists, and fantastic contraptions powered by steam, a high ranking officer in the Victoriana Defense League betrays his country when he steals an airship and awakens an alien weapon that will soon hatch into a walking factory of death. Commander Jeremiah Willstone and her team must race through time in a desperate bid to stop the traitor's plan to use the alien weapon to overthrow the world's social order. With time running out, Jeremiah may have to sacrifice everything she is to save everyone she loves. "Addictive, sassy, sexy, funny, intense, brilliant." -Bitten By Books, on Frost Moon Epic Award winner Anthony Francis writes the Dakota Frost, Skindancer series and the Jeremiah Willstone series while working on robots for "the Search Engine Which Starts with a 'G'."

Tome of Artifacts White Wolf Pub

A thrilling new Victorian-era urban fantasy for fans of Kevin Hearne's Iron Druid Chronicles, the Showtime series Penny Dreadful, and the Sherlock Holmes movies featuring Robert Downey, Jr. With a flood of dark magic about to engulf Victorian London, can a handful of heroes vanquish a legion of the undead? When monster-hunter Malcolm MacFarlane comes across the gruesome aftermath of a ritual murder in a London church, he enlists the help of magician-scribe Simon Archer and

alchemist extraordinaire Kate Anstruther. Studying the macabre scene, they struggle to understand obscure clues in the ancient Egyptian hieroglyphics carved into the victim's heart—as well as bizarre mystical allusions to the romantic poetry of William Blake. One thing is clear: Some very potent black magic is at work. But this human sacrifice is only the first in a series of ritualized slayings. Desperate to save lives while there is still time, Simon, Kate, and Malcolm—along with gadget geek Penny Carter and Charlotte, an adolescent werewolf—track down a necromancer who is reanimating the deceased. As the team battles an unrelenting army of undead, a powerful Egyptian mummy, and serpentine demons, the necromancer proves an elusive quarry. And when the true purpose of the ritual is revealed, the gifted allies must confront a destructive force that is positively apocalyptic.

Praise for *The Undying Legion*

"Monstrously entertaining."—Wit and Sin

"These books are just pure

unadulterated fun."—Slapdash & Sundry

"An impressive follow-up in the Crown &

Key trilogy."—Bibliophage

"A pulse-pounding ride."—Faire's Fair

"A delightful read! . . . The Undying Legion

combines a thrilling well-developed plot

with spectacular action sequences, witty

banter, and unlikely heroes that are

fabulously unique and

fascinating."—Goldilox and the Three

Weres "Once I started reading, I couldn't

put it down. . . . This book was

fantastic."—Word Gurgle

Praise for Clay and Susan Griffith's

The Shadow Revolution

"Team Griffith creates a

number of really compelling characters

whose exploits will keep readers glued to

the pages! Terrific!"—RT Book Reviews

"A fast-paced, action-filled dark fantasy

that is just sheer fun to read . . . The Shadow Revolution kicks off the Crown & Key series in spectacular fashion!"—Fresh Fiction "Werewolves, mad science, and plenty of smiting. Pass the popcorn."—Emma Jane Holloway, author of The Baskerville Affair series "A thrilling read! Clay and Susan Griffith have crafted a gritty, action-packed Victorian-era fantasy world full of dark creatures, mystery, and magic—a must read for steampunk fans!"—Shawntelle Madison, author of the Coveted series Shadow of the Demon Lord BelleBooks Graffiti art. It's bold. It's thrilling. And it can get a girl into serious trouble.... Raised by her single mom (who's always dating the wrong kind of man) in a struggling California neighborhood, Angel Rodriguez is a headstrong, independent young woman who channels her hopes and dreams for the future into her painting. But when her entry for a community mural doesn't rate, she's heartbroken. Even with winning artist Nathan Ramos—a senior track star and Angel's secret crush—taking a sudden interest in Angel and her art, she's angry and hurt. She's determined to find her own place in the art world, her own way. That's when Miguel Badalin—from the notorious graffiti crew Reyes Del Norte—opens her eyes to an underground world of graf tags and turf wars. She's blown away by this bad boy's fantastic work and finds herself drawn to his dangerous charm. Soon she's running with Miguel's crew, pushing her skills to the limit and beginning to emerge as the artist she always dreamed she could be. But Nathan and Miguel are bitter enemies with a shared past, and choosing between them and their wildly different approaches to life and art means that Angel must decide what matters most

before the artist inside of her can truly break free.

The Mystery of the Olmecs Penguin

"Thank you to the powers-that-be for the opportunity to be one of the first readers captivated by Dakota Frost and her magical tats. Addictive, sassy, sexy, funny, intense, brilliant." --Bitten By Books, on Frost Moon "With Blood Rock, Anthony Francis's Skindancer series becomes one of my favorites."--Book'd Out, on Blood Rock Magical tattoo artist Dakota Frost is back--fighting a fire that may burn down the world. For millennia, ancient factions of wizards have closely guarded the secrets of liquid fire--distilled from the blood of dragons and the magical key to unbelievably powerful spells. Now, Dakota's flirtation with a fireweaver while visiting San Francisco engulfs her in a magical feud. Forced to defend herself with her masterwork, a powerful dragon tattoo, Dakota becomes the target of superstitious magicians who believe she's summoned the spirit of a dragon . . . the first step in an incredibly dangerous spell that could create more liquid fire. Soon, Dakota finds herself caught in a magical battle between ageless wizards desperate to seize the rapidly dwindling supply of liquid fire and fireweaver terrorists who'll stop at nothing to keep every last drop of it for themselves. Even if that means killing Dakota. The race is on to find the truth about liquid fire, the secret behind Dakota's magic tattoos, and the message hidden in the fireweaver's secret codes--before the world goes up in flames. Filled with spectacular magic, pyrotechnic action, and kinky romance, LIQUID FIRE is the action-packed third installment in the Dakota Frost, Skindancer series. Epic Award winner Anthony Francis writes the Skindancer series while working on robots for "the

Search Engine Which Starts with a 'G'."

Ruby Fever Penguin

#1 New York Times bestselling author Ilona Andrews is back with the newest book in the exciting Hidden Legacy series--the thrilling conclusion to her trilogy featuring fierce and beautiful Prime magic user Catalina Baylor. An escaped spider, the unexpected arrival of an Imperial Russian Prince, the senseless assassination of a powerful figure, a shocking attack on the supposedly invincible Warden of Texas, Catalina's boss... And it's only Monday. Within hours, the fate of Houston--not to mention the House of Baylor--now rests on Catalina, who will have to harness her powers as never before. But even with her fellow Prime and fiancé Alessandro Sagredo by her side, she may not be able to expose who's responsible before all hell really breaks loose.

Twelve Hours Later Pen and Sword
She stared into the speckled mirror, wondering how she had come to this. How could she, Holly Love, apple of her parents' eye, competent manipulator of invoices in Gorgon Office Supplies, have ended up alone and starving in a dead man's flat? How indeed? Most reluctant heroines would throw in the towel at this point. But Holly Love is made of sterner stuff. She's sworn to track down the cheating swine who ripped her life apart, and make him pay. But as she tries to keep her head in the face of a bizarre mystery, a gloomy old house, a hearse-driving Elvis impersonator and a gang of vengeful thugs - not to mention a garrulous and possibly possessed parrot - Holly is forced to come to terms with a great truth. However bad things seem, they can always get worse.

Blood Rock LUNA

Sixteen-year-old Drusilla Zhao lives in a space station. When terrorists destroy

the space elevator, in a flash Dru's parents are dead and she's cut off from her girlfriend Sarah on Earth. Can Dru survive a war and deadly debris to find her way home to Sarah?

An Edie Spence Novel HarperCollins
Demons! Vampires! Time Travelers! A Giant Chicken? The creators of *Twelve Hours Later* and *Thirty Days Later* are back for another time-turning read with adventure in the offing, steam in the air, and tongue occasionally in cheek. Join us for fantastical stories from fifteen authors, including Harry Turtledove, Kirsten Weiss, Katherine Morse and David Drake, Anthony Francis, and Madeleine Holly-Rosing as we journey through time and genre. Take a tour of Jolly Olde London where madness may (or may not) prevail and things can get hairy after dark. Take an airship across the sea to the ancient city of Atlantis. Battle demons! Match wits with mystics! Try to resist the seductive power of chocolate or the magic of tiny mushrooms! Maybe even steal a treasure from a dragon. So put the kettle on, pour a strong cuppa, and curl up on the couch for a rollicking good read with *Some Time Later*. The clock is ticking ...
[The Undying Legion: Crown & Key White Wolf Pub](#)

Providing *Dungeon Masters* with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.
Moonshifted Thinking Ink Press
COME FOR THE CYBERSPACE, STAY FOR THE LAUGHS. COME FOR THE LAUGHS, STAY FOR THE CYBERSPACE. Romeo is a digital copy of his dead bio self-a ghost-in a spindly robot body. When Romeo's

friend Abigail—a dominatrix with a gift for uncovering secrets—tells Romeo she's at risk because of dangerous info from a client, Romeo agrees to help her investigate. Pursued by digital Golden Retrievers and a real-world assassin, Romeo slips in and out of cyberspace in a madcap race for survival. Can he unmask the criminal who threatens the integrity of cyberspace and the real-world economy before it's too late?

The Ancient World Economy & the Kingdoms of Africa, Arabia & India Ace

Where Legend Begins Years before he became famous as The Ranger, young Samuel Burrack was a buffalo hunter trying his hand at enterprise on the Western Frontier. When his best friend is murdered, his first instinct is simple—find the killers and deliver justice. Joined by legendary Ranger Clyde “Outrider” Sazes, Samuel learns how to track, hunt, and shoot from the best in the territory. But when the badmen split up, so must the partners, and Samuel soon finds himself alone in the very town the gang has chosen as a rendezvous. Befriended and further taught the skills of the killing trade by Lawrence Shaw (aka Fast Larry, the Fastest Gun Alive) the newly deputized Samuel will have to muster all of his strength, courage, and skill against a batch of murderous thieves whose only desire is to kill and conquer. For Samuel Burrack, it is his first fight to the death—and his first step toward becoming a legend....

Some Time Later BelleBooks

The Nicole AI system was the most advanced artificial intelligence ever created ... until today. Confronted with a new sibling designed to replace her, Nicole becomes an unstoppable killer. With his team and perhaps the entire building dead, Nicole's designer must

run a deadly race with Nicole ... to see who can stop whose weak heart first.

Bitter Spirits Cotton-Branch Publishing

Joanne Walker has three days to learn to use her shamanic powers and save the world from the unleashed Wild Hunt. No worries. No pressure. Never mind the lack of sleep, the perplexing new talent for healing herself from fatal wounds, or the cryptic, talking coyote who appears in her dreams. And if all that's not bad enough, in the three years Joanne's been a cop, she's never seen a dead body—but she's just come across her second in three days. It's been a bitch of a week. And it isn't over yet.

Dark Tower Avon Books

Game AI Pro3: Collected Wisdom of Game AI Professionals presents state-of-the-art tips, tricks, and techniques drawn from developers of shipped commercial games as well as some of the best-known academics in the field. This book acts as a toolbox of proven techniques coupled with the newest advances in game AI. These techniques can be applied to almost any game and include topics such as behavior trees, utility theory, path planning, character behavior, and tactical reasoning. KEY FEATURES Contains 42 chapters from 50 of the game industry's top developers and researchers. Provides real-life case studies of game AI in published commercial games. Covers a wide range of AI in games, with topics applicable to almost any game. Includes downloadable demos and/or source code, available at

<http://www.gameaiopro.com> SECTION

EDITORS Neil Kirby General Wisdom Alex Champandard Architecture Nathan Sturtevant Movement and Pathfinding Damian Isla Character Behavior Kevin Dill Tactics and Strategy; Odds and Ends
24 Tales of Myth and Mystery Del Rey

Tanya Huff's supernatural fantasy Smoke series, with a gothic twist • Mix of ghostly mystery, paranormal horror, and dark humor • Lambda Award nominated Fans of the X-Files and Twin Peaks will love acclaimed master of contemporary fantasy Tanya Huff's twisted version of vampires, wizards, and TV terror. When Tony Foster relocated to Vancouver with his vampire Henry Fitzroy, he knew it was his chance to get his act together. In an example of art echoing life, Tony landed a job as production assistant for the syndicated TV show Darkest Night, a series about a vampire detective. And except for his unrequited crush on the show's handsome costar, Lee Nicholas, Tony was pretty content. Until everything started to fall apart on the set. It began with shadows—shadows where they didn't belong, that almost had an existence of their own. Tony tried to ignore it—until he found Nikki Waugh's body, and felt the shadow's touch, and a stunt crash went wrong for no discernible reason—and Tony knew that he had to find out what was threatening everyone on the set.

Game AI Pro 3 SCB Distributors Moonshifted An Edie Spence Novel Cassie Alexander After surviving a brutal vampire attack, Nurse Edie Spence is ready to get back to work—attending to supernatural creatures in need of medical help. But her nursing skills are put to the test when she witnesses a hit-and-run on her lunch break. The injured pedestrian is not only a werewolf, he's the pack leader. And now Edie's stuck in the middle of an all-out were-war... With two rival packs fighting tooth and nail, Edie has no intention of crossing enemy lines. But when she meets her patient's nephew—a tattooed werewolf named Lucas with a predatory gleam in his eye that's hard to resist—Edie can't help but

choose sides. The question is: can she trust this dangerous new ally? And can she trust her own instincts when she's near him? Either way, Edie can't seem to pull away—even if getting involved makes her easy prey...

Liquid Fire Simon and Schuster On the edge, all things are possible... From Stranded, by Anthony Francis She crested a ridge overlooking the wreck--and froze, bewitched. Climbing from the ship were the most beautiful people she'd ever seen. They wore armored spacesuits, patched in a thousand places, and painted to look like animals. Helmets folded back revealed inner pressure suits decorated too: one girl in a leopard outersuit had a snakeskin helm, adorned with feathers, over skin painted a pale blue. Serendipity gasped. These were adventurers. The gravity was clearly punishing their slender frames, but they kept going, crawling out of the smoking ship from every hatch, rappelling down on spacelines, tools jangling on their belts when their boots touched the broken earth. Not one of them looked a day over sixteen. That should have meant nothing--her grandmother didn't look a day over sixteen--but as fractured shale dislodged by her slogs crackled down the slope, they turned and stared at her with youthful shock. They had none of the smug poise of ancient souls newly young. What Serendipity saw instead, and felt keenly, was fear. Her gut churned. The boys were armed with projectile automatics. ? Three Great Authors--Three Great Science Fiction Stories A Strand In The Web New York Times Bestselling Fantasy Author Anne Bishop makes her U.S. debut in Science Fiction with this engaging futuristic novella. The Restorers travel the universe fulfilling a purpose handed

down through the generations. They live and die aboard city-ships, never knowing the worlds they create and save. What begins as a disastrous training exercise in creating and balancing ecosystems becomes an unexpected fight for survival. The only hope may be the secret project of an untried Restorer team. A Host Of Leeches Award winning author James Alan Gardner pens a wonderfully imaginative tale, in which a young woman wakes to find herself the sole human on an orbiting, mechanical space station. To find a way home, she must navigate the dangerous politics of war between opposing robot leaders.

Stranded Popular urban fantasy writer Anthony Francis (Dakota Frost, Skindancer series) explores the clash of ethics and survival when a young, genetically engineered centaress from the ultra-advanced Alliance lays claim to a rare, strategic garden planet, only to find herself captured by a band of rag-tag Frontier refugees who've crashed their vintage ship on her unexpectedly hostile world. On the edge, all things are possible... From Stranded, by Anthony Francis She crested a ridge overlooking the wreck--and froze, bewitched. Climbing from the ship were the most beautiful people she'd ever seen. They wore armored spacesuits, patched in a thousand places, and painted to look like animals. Helmets folded back revealed inner pressure suits decorated too: one girl in a leopard outersuit had a snakeskin helm, adorned with feathers, over skin painted a pale blue. Serendipity gasped. These were adventurers. The gravity was clearly punishing their slender frames, but they kept going, crawling out of the smoking ship from every hatch, rappelling down on spacelines, tools jangling on their belts when their boots touched the

broken earth. Not one of them looked a day over sixteen. That should have meant nothing--her grandmother didn't look a day over sixteen--but as fractured shale dislodged by her slogs crackled down the slope, they turned and stared at her with youthful shock. They had none of the smug poise of ancient souls newly young. What Serendipity saw instead, and felt keenly, was fear. Her gut churned. The boys were armed with projectile automatics. ?

A Weird Girls Novel Thinking Ink Press
Lost Cities author Childress takes us deep into Mexico and Central America in search of the mysterious Olmecs, North America's early, advanced civilization. The Olmecs, now sometimes called Proto-Mayans, were not acknowledged to have existed as a civilization until an international archeological meeting in Mexico City in 1942. Now, the Olmecs are slowly being recognized as the Mother Culture of Mesoamerica, having invented writing, the ball game and the "Mayan" Calendar. But who were the Olmecs? Where did they come from? What happened to them? How sophisticated was their culture? How far back in time did it go? Why are many Olmec statues and figurines seemingly of foreign peoples such as Africans, Europeans and Chinese? Is there a link with Atlantis? In this heavily illustrated book, join Childress in search of the lost cities of the Olmecs! Chapters include: The Mystery of the Origin of the Olmecs; The Mystery of the Olmec Destruction; The Mystery of Quizuo; The Mystery of Transoceanic Trade; The Mystery of Cranial Deformation; The Mystery of Olmec Writing; more. Heavily illustrated, includes a color photo section.

Werewolf Storytellers Handbook Bell Bridge Books
Steve Rabin's Game AI Pro 360: Guide to

Architecture gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology covering game AI architecture. This volume is complete with articles by leading game AI programmers that further explore modern architecture such as behavior trees and share architectures used in top games such as Final Fantasy XV, the Call of Duty series and the Guild War series. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online

Urban Shaman Marvel Enterprises
Celia Wird and her three sisters are just like other twentysomething girls—with

one tiny exception: They are the products of a curse that backfired and gave each of them unique powers that made them, well, a little weird.... After Celia Wird and her sisters help master vampire Misha save his family, their powers are exposed to the supernatural community of the Lake Tahoe region. But fame comes at a price, and being “weird” isn’t always welcome. To make matters worse, Celia desires the love of Alpha werewolf Aric, but his pack is bent on destroying their relationship to preserve his pureblood status. And once weres start turning up dead—with evidence pointing to the vampires—she must face the prospect of losing Aric forever. But the chaos only masks a new threat. An evil known as the Tribe has risen—and their sights are set on Celia and her sisters.

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