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MAURICE HOOD

Doorways to Extra Time Bell Bridge Books

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?

War for the Oaks CRC Press

While performing an authentic spirit medium show at Chinatown's illustrious Gris-Gris speakeasy in 1920s San Francisco, Aida Palmer is enlisted to help notorious bootlegger Winter Magnusson, the victim of a hex, banish the ghosts that haunt him and finds herself under the spell of this charming man. Original.

An Edie Spence Novel 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'."

Game AI Pro 3 Liquid Fire

This study of ancient Roman shipping and trade across continents reveals the Roman Empire's far-reaching impact in the ancient world. In ancient times, large fleets of Roman merchant ships set sail from Egypt on voyages across the Indian Ocean. They sailed from Roman ports on the Red Sea to distant kingdoms on the east

coast of Africa and southern Arabia. Many continued their voyages across the ocean to trade with the rich kingdoms of ancient India. Along these routes, the Roman Empire traded bullion for valuable goods, including exotic African products, Arabian incense, and eastern spices. This book examines Roman commerce with Indian kingdoms from the Indus region to the Tamil lands. It investigates contacts between the Roman Empire and powerful African kingdoms, including the Nilotic regime that ruled Meroe and the rising Axumite Realm. Further chapters explore Roman dealings with the Arab kingdoms of southern Arabia, including the Saba-Himyarites and the Hadramaut Regime, which sent caravans along the incense trail to the ancient rock-carved city of Petra. The first book to bring these subjects together in a single comprehensive study, *The Roman Empire and the Indian Ocean* reveals Rome's impact on the ancient world and explains how international trade funded the legions that maintained imperial rule.

Fantastic Voyages Through Alternate Worlds Simon and Schuster

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.

Liquid Fire White Wolf Pub

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 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?

A Short Story Thinking Ink Press

Liquid FireBell Bridge Books

Monster Manual III White Wolf Pub

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...

Dark Tower White Wolf Pub

It's the return of the best-selling comic book series, inspired by Stephen King's epic *The Dark Tower*! Gunslinger Roland Deschain has seen the death of his lover Susan Delgado. And the Big Coffin Hunters who burned her at the stake are now in pursuit of Roland and his ka-tet Cuthbert and Alain. The friends are forced to flee into the desert with the deadly posse in hot pursuit . . . and Roland is in a coma! Don't miss this opening chapter starring the Gunslinger whose quest for the Dark Tower will shake the foundation of reality itself!

Twenty-first-century Paranormal Reads Thinking Ink Press

At fourteen, Frances survived a slaughter that claimed the lives of her parents and best friend, Libby. In the aftermath, she took on Libby's identity and wealth, all while plotting revenge against the powerful Wells family. Now, at age eighteen, she is ready to destroy them, including her first love, Grey.

The Undying Legion: Crown & Key BelleBooks

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

Afterlight SCB Distributors

Werewolf: The Apocalypse is about anger over the loss of what the shapeshifting Garou hold dearest: Gaia, the Earth itself. Corruption from without and within has caused the destruction not only of the Garou's environment, but also of their families, friends and culture, which extends in an unbroken line to the very dawn of life. No matter how righteously the Garou hold themselves, no matter how they prey on their destroyers, the corruption spreads. Now the time for reconciliation is past. This grave insult against Gaia can end in only one way: blood, betrayal... and rage. Details the werecrocodilians of the World of Darkness.

Sibling Rivalry Del Rey

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.

Werewolf Storytellers Handbook Pen and Sword

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 Champanard Architecture Nathan Sturtevant Movement and Pathfinding Damian Isla Character Behavior Kevin Dill Tactics and Strategy; Odds and Ends **Moonshifted** Penguin

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.

Shadow of the Demon Lord Ace

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.

Game AI Pro 360: Guide to Architecture HarperCollins

Savannah's most unconventional tattoo artist, Riley Poe, lives on

the edge. Now she's put over the edge when her younger brother is taken by a sinister cult led by vampires. Her only ally is the hot-tempered vampire Eli Dupre, attracted to Riley's beauty and rare blood type. To save her brother from certain un-death, Riley faces dangers she's never dreamed of, ruthless bloodthirsty enemies, and an evil of endless hunger that wants to devour it all...

Bitter Spirits Thinking Ink Press

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'." *A Hidden Legacy Novel* St. Martin's Paperbacks Cerise Mar and her clan are cash poor but land rich, claiming a large swathe of the Mire, the Edge swamplands. When her parents vanish, her clan's long-time rivals are suspect. But all is not as it seems. Two nations of the Weird are waging a cold war fought by feint and espionage, and their conflict is about to spill over into the Edge-and Cerise's life.

The Roman Empire and the Indian Ocean Avon Books

In this New York Times bestselling powerful and exciting fantasy set in the world of the *Others* series, humans and the shape-shifting *Others* will see whether they can live side by side...without destroying one another. There are ghost towns in the world--places where the humans were annihilated in retaliation for the slaughter of the shape-shifting *Others*. One of those places is Bennett, a town at the northern end of the Elder Hills--a town surrounded by the wild country. Now efforts are being made to resettle Bennett as a community where humans and *Others* live and work together. A young female police officer has been hired as the deputy to a Wolfgard sheriff. A deadly type of *Other* wants to run a human-style saloon. And a couple with four foster children--one of whom is a blood prophet--hope to find acceptance. But as they reopen the stores and the professional offices and start to make lives for themselves, the town of Bennett attracts the attention of other humans looking for profit. And the arrival of the outlaw Blackstone Clan will either unite *Others* and humans...or bury them all.