

Planet Urth The Fate Of Book 5 Series Jennifer Martucci

Spirit of Sasquatch Eternal Grace Akiko on the Planet Smoo Nightside The Long Sun Planet Urth (Book 1) Dr. Frank N. Stein The Fifth Head of Cerberus The Planet Urth Series 3-Book Boxed Set The Naked Sun Attending Daedalus Storeys from the Old Hotel Alien Hunters Planet Urth: The Black Forest (Book 8) Surviving the Fall Sword and Citadel Fighting to Survive (As the World Dies, Book Two) Arianna Rose 2084 The Last Kids on Earth Planet Urth: Sin City (Book 9) Planet Urth: The Underground City (Book 3) Return to the Whorl Portal of the Ancients Greyson Undead Castle of Days The Urth of the New Sun Planet Urth: The Rise of Azlyn (Book 4) Sanctuary Planet Urth Planet Urth: The Savage Lands (Book 2) The Citadel of the Autarch Legendtopia Book #2: The Shadow Queen The Planet Killers Arianna Rose In Green's Jungles Planet Urth: The Fate of Urth (Book 5) Planet Urth: Remains of Urth (Book 7) There Are Doors Frankie and the Gift of Fantasy Planet Urth: Extinction (Book 6)

Spirit of Sasquatch

Forty-two days ago I was an ordinary kid, living an uneventful life. But now it's total

monster zombie chaos and I'm battling beasts on a daily basis. Crazy, right? But I know exactly how to make it through the zombie apocalypse.

Eternal Grace

More than 750 5-star reviews of the individual books – Now available in a boxed set Planet Urth (Book 1) The world has changed. It's dangerous, deadly. Inhuman creatures rule the planet. Animals have mutated. The land is hostile. But it's all I've ever known. Hunger. Fear. Panic. Those emotions are my reality. They are my every day. I am Avery, and I am seventeen. My father died a year ago. Since then I've been responsible for my eight-year-old sister, June. I worry we are the only humans left. Humans have been hunted for centuries, to the brink of extinction. I must fight each day to protect my sister. It is the reason I wake, the reason I breathe. But how long can I go on fighting? How long will it be before they find us? More than two hundred years into the future, human beings are an endangered species. The planet has been battered by war, its inhabitants plagued by disease and death. Few humans survived and remained unaffected. Most changed dramatically and evolved into something else entirely. Irrevocable alterations caused by chemical warfare have created a new species. North America is in ruins and has been overtaken. Humanity has fallen at the hands of mutants known as Urthmen. Seventeen year-old Avery is alive and unchanged. But she has not been immune to the harshness of the new world. She has lived on the run for much of

her life, in terror. After losing her father, Avery is the sole guardian of her eight-year-old sister, June. Avery is now charged with June's safety as well as her own, a nearly impossible task. Forced to hide deep in the forest and away from the cities overrun by Urthmen, Avery and her sister are constantly hunted. Danger awaits them at every turn. They fear they are the only human beings left, that they are the last of their kind. But are they truly alone? Planet Urth: The Savage Lands (Book 2) After fleeing the only refuge she's known for much of her life, Avery, along with her sister June and new friends, Will, Oliver and Riley forge through the forest to uncharted territory in search of a better life, in search of other survivors. But Avery soon learns that life beyond the woods is far worse than she ever imagined. She finds that safety does not exist for human beings in a world run by Urthmen. Hope seems futile. But Avery refuses to surrender hope and chooses, instead, to push forward and move her group into the heart of danger, to seek out more humans. Will she and the others survive their journey into the savage lands of Planet Urth? Planet Urth: The Underground City (Book 3) We can't stay out here in the open any longer. We killed the king's son. It's only a matter of time before his people find us, before they slaughter us all. We need to leave now. We need to make it to the underground city. Avery, June and their friends are being hunted. They need to find fuel so that they can travel across the country to the underground city, to a place where humans live safely, free from the terrors above ground. But once they make it there, will it be the idyllic paradise they imagine it to be or will it be worse than the current nightmare in which they live?

Akiko on the Planet Smoo

"Frankie Russo doesn't brood about the past or worry about the future. He lives in the present moment, frolicking in a world of make-believe that drives his high-achieving parents crazy. They have lofty ambitions for him, but Frankie has no interest. Frankie's parents nag him endlessly, worried he'll come to nothing. But all that changes when he disappears through a mysterious crack in his bedroom ceiling and finds himself on a distant, two-mooned planet called Urth"--

Nightside The Long Sun

Welcome to America in the Year 2084 She froze, hearing that eerily unnatural sound again. This time it was much closer. Brutus barked in another room and then so did Spartacus. "Did you hear it that time?" she whispered to her husband. "Hear what?" he whispered back. Her nervous agitation and the reaction of the dogs had put him on edge. His muscles tensed. The hair on the back of his neck prickled. Brutus and Spartacus scratched at the front door. BAM! Shards of glass and splinters of wood exploded around them. Someone screamed as shadowy, helmeted figures wearing night-vision goggles poured like giant beetles through the demolished door and the shattered windows In this mystery thriller, desperate parents race against the clock to save the lives of their two children, abducted by a

shadowy international society. Their mission takes a pivotal turn when they accept help from a band of gypsies, an elderly sage, and a young woman with a horrifying past. But nothing can prepare them for the decisions they must make as the fate of an apocalyptic world hangs in the balance.

Planet Urth (Book 1)

The Vampire Extinction: Greyson Undead is an exciting new paranormal series that will take fans of Twilight, The Mortal Instruments, The Vampire Diaries and A Shade of Vampire on a thrill ride unlike any other Greyson Black hated what he was: a monster. Forced to feed on the blood of humans, he'd been condemned to a life of darkness and murder to survive. Though others like him celebrated their fate, Greyson cursed it. Unlike them, he had a conscience, one that prohibited him from feeding on innocents. Instead, he chose to kill only those he deemed deserving. Those the world would be better off without. Despising the vicious nature of his kind, Greyson lived a life of complete solitude. An empty life without anyone or anything to live for. But of that all changed the day he met Alex Lockhart. The only human he'd ever encountered who didn't fall victim to the trap of his allure, Alex made him feel alive again for the first time in decades. She caused him to feel a dangerous emotion: hope. A violent encounter threatened to tear at the thread of happiness Greyson clung to, and forced him to choose between letting Alex die and enslaving her to a life like his. A life spent in shadows. A life of bloodlust. But

would changing Alex even save her? Dark forces lurked, stalking and conspiring against all vampires. Killing them systematically and intent upon exterminating every last one of them. Will Greyson and Alex survive the hunt or will they fall to the vampire extinction? Find out in this riveting first installment of The Vampire Extinction series, Greyson Undead

Dr. Frank N. Stein

After finding a sanctuary in a historic hotel, survivors of the zombie plague attempt to establish laws while facing the undead, who want to eat them, and bandits, who want their women and supplies.

The Fifth Head of Cerberus

Five years have passed since we destroyed Kildare. In the years since, the Urthmen threat has diminished, almost to the point of being bearable. I began to feel safe for the first time in my life, that my sister is safe, that mankind has a chance to advance, that a future exists. But I've learned that on this planet, nothing lasts, especially peace. And with the toll of a bell everything changes... Avery and her friends are faced with a new enemy more lethal than anything they've ever encountered, danger so deadly it threatens to destroy everything

they've worked for and everyone they love. Will humankind be doomed to extinction once and for all? Find out in this heart-pumping final installment of the Planet Urth series.

The Planet Urth Series 3-Book Boxed Set

The Critically Acclaimed Surviving the Fall Series, Now in One Complete Edition! Surviving the Fall is an epic survival/thriller post-apocalyptic series that asks the "what if" question that lurks in the back of everyone's mind. When a devastating attack cripples and destroys every Internet-connected device in the country, Rick Waters is stranded a thousand miles from his wife, Dianne, and their children. To get back home he'll have to draw on every survival instinct he has as he's pulled into a web of lies and conspiracy that threaten not just his survival but that of the entire world. Surviving the Fall is a thrilling post-apocalyptic episodic series that focuses on Rick and Dianne Waters and how they each deal with the apocalypse. Stranded across the country away from his family, Rick must travel from California to Virginia to reunite with his wife and children, all while struggling to comprehend and deal with the horrors along the way. At home with her three children when she experiences the beginning of the end in a dramatic and deadly fashion, Dianne Waters has experience as a prepper and survivalist, but not even years of training and preparation have readied her for the darkness that comes with the end of the world. Now she must draw upon those skills to protect her loved ones and fight

back against those who come against her and her family. This complete edition of *Surviving the Fall* features all twelve books in the series, each one full of action, suspense and drama as Rick and Dianne struggle to survive the end of days.

The Naked Sun

The world has changed. After centuries of war, it is a dangerous and deadly place. Inhuman creatures rule the planet and even the land itself is hostile. Every day is a fight for survival, a struggle against hunger, fear, and panic. My father died a year ago. Since then I've been responsible for my eight-year-old sister, June. I worry that we are the only humans left. My name is Avery and I am seventeen. More than two hundred years into the future, human beings are an endangered species. The planet has been battered by war, its inhabitants plagued by disease and death. Few humans have survived and remain unaffected. Most have changed dramatically, the exposure to chemical warfare causing irrevocable alterations resulting in a new species of mutants known as the Urthmen. North America has fallen at their hands and is now in ruins. Seventeen year-old Avery is alive and unchanged. But she is not immune to the harshness of the new world. She lives on the run, afraid for her life and for the lives of her loved ones. After her father died, Avery became the guardian of her eight-year-old sister, June, and is now charged with June's safety as well as her own, a seemingly impossible task in this dark and deadly world. Forced to hide deep in the forest and away from the cities overrun by

the Urthmen, they are constantly hunted. Danger awaits them at every turn. They fear they are the only human beings left, that they are the last of their kind. But are they truly alone?

Attending Daedalus

Returns to the world of Severian, now the Autarch of Urth, as he leaves the planet on the huge spaceship of the Heirodules to travel across space and time to face his greatest challenge--to become the New Sun or to face annihilation. Reprint.

Storeys from the Old Hotel

Gene Wolfe's *In Green's Jungles* is the second volume, after *On Blue's Waters*, of his ambitious SF trilogy, *The Book of the Short Sun*. It is again narrated by Horn, who has embarked on a quest from his home on the planet Blue in search of the heroic leader Patera Silk. Now Horn's identity has become ambiguous, a complex question embedded in the story, whose telling is itself complex, shifting from place to place, present to past. Horn recalls visiting the Whorl, the enormous spacecraft in orbit that brought the settlers from Urth, and going thence to the planet Green, home of the blood-drinking alien inhumi. There, he led a band of mercenary soldiers, answered to the name of Rajan, and later became the ruler of a city state.

He has also encountered the mysterious aliens, the Neighbors, who once inhabited both Blue and Green. He remembers a visit to Nessus, on Urth. At some point, he died. His personality now seemingly inhabits a different body, so that even his sons do not recognize him. And people mistake him for Silk, to whom he now bears a remarkable resemblance. In Green's Jungles is Wolfe's major new fiction, The Book of the Short Sun, building toward a strange and seductive climax. "Wolfe's narrative glows, rich and seductive as ever."--Kirkus Reviews At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Alien Hunters

Nightside the Long Sun is the beginning of the science fiction masterpiece from Gene Wolfe, Book of the Long Song Life on the Whorl, and the struggles and triumphs of Patera Silk to satisfy the demands of the gods, will captivate readers yearning for something new and different in science fiction, for the magic of the future. Enormous in breadth and scope, Wolfe's ambitious new work opens out into a world of wonders, of gods and humans, aliens and machines, and mysterious adventures far out in space and deep inside the human spirit. It is set on a ship-world whose origins are shrouded in legend, ruled by strange gods who appear infrequently to their worshippers on large screens, and peopled by a human race changed by eons of time, yet familiar. At the Publisher's request, this title is being

sold without Digital Rights Management Software (DRM) applied.

Planet Urth: The Black Forest (Book 8)

A millennium into the future, two advancements have altered the course of human history: the colonization of the Galaxy and the creation of the positronic brain. On the beautiful Outer World planet of Solaria, a handful of human colonists lead a hermit-like existence, their every need attended to by their faithful robot servants. To this strange and provocative planet comes Detective Elijah Baley, sent from the streets of New York with his positronic partner, the robot R. Daneel Olivaw, to solve an incredible murder that has rocked Solaria to its foundations. The victim had been so reclusive that he appeared to his associates only through holographic projection. Yet someone had gotten close enough to bludgeon him to death while robots looked on. Now Baley and Olivaw are faced with two clear impossibilities: Either the Solarian was killed by one of his robots--unthinkable under the laws of Robotics--or he was killed by the woman who loved him so much that she never came into his presence!

Surviving the Fall

"A fun, fast-paced space adventure as action-packed as Star Wars or Battlestar

Galactica." -- Jeff Bryan, author of Ellie Jordan, Ghost Trapper "Arenson has brought fun back to space opera. If you love Firefly or Guardians of the Galaxy, you'll dig this." -- Colin F. Barnes, author of Hollow Space The skelkrins. Predators from deep space. Creatures of claws, fangs, and unending malice. They swarm across the galaxy, slaying all in their path. Planets burn in their wake. And now they're heading to Earth. Raphael "Riff" Starfire commands the Alien Hunters, a group of scruffy mercenaries. Galactic pest controllers, they mostly handle small critters--aliens that clog up your engine pipes, gnaw on your hull, or burrow through your silos. Riff and his crew have never faced anything like the skelkrins before. As these cosmic killers invade our solar system, will Riff be the one hunting aliens . . . or will aliens hunt him? ALIEN HUNTERS -- a free space opera, alien invasion adventure for fans of Star Wars, Firefly, and Guardians of the Galaxy.

Sword and Citadel

The world has changed from what it once was. A dark new species rules the planet. Humankind is endangered. I've spent all of my seventeen years, deep in the forest in a hidden village with other humans, safe from the savage creatures that inherited Urth. But one day, all of that changed. Our village was found. We were discovered. My people were slaughtered. None were spared, except the young. Taken and forced into a life of slavery, we've been thrust into a civilization where one rule applies: kill or be killed. It is the only way to survive. I worry I've strayed

from what characterizes me as human. I wonder whether I'm any better than the creatures who enslave me. Then the love I feel for my siblings reminds me that I still am. I hate what has been done to them, to me. I vow to avenge what's happened, to free us. Or die trying.

Fighting to Survive (As the World Dies, Book Two)

Arianna Rose is a woman marked for death. Evil conspires against her, hunts her, always on her heels, and threatening everyone she cares for. But she never guessed it would strike from within. Betrayal forces Arianna to put her trust in someone new. But soon, she wonders whether she has placed her faith in the wrong person, whether the one who claims he's protecting her is the very person she needs protection from. In this electrifying fourth installment of the Arianna Rose series, relationships will be tested, bonds will be broken and a force more vile than the world has ever seen is unleashed.

Arianna Rose

A collection of the author's fantastical tales includes "The Green Rabbit from S'Rian," "The Marvelous Brass Chessplaying Automation," and "From the Desk of Gilmer C. Merton"

2084

We can't stay out here in the open any longer. We killed the king's son. It's only a matter of time before his people find us, before they slaughter us all. We need to leave now. We need to make it to the underground city. Avery, June and their friends are being hunted. They need to find fuel so that they can travel across the country to the underground city, to a place where humans live safely, free from the terrors above ground. But once they make it there, will it be the idyllic paradise they imagine it to be or will it be worse than the current nightmare in which they live? Find out in this gripping third installment of the Planet Urth series.

The Last Kids on Earth

There Are Doors is the story of a man who falls in love with a goddess from an alternate universe. She flees him, but he pursues her through doorways-interdimensional gateways-to the other place, determined to sacrifice his life, if necessary, for her love. For in her world, to be her mate . . . is to die. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Planet Urth: Sin City (Book 9)

To die, to sleep. To sleep, perchance to dream – ay, there’s the rub For in that sleep of death what dreams may come... (Hamlet, 3.1) Grace is dead. Not the fleeting, magical, mysterious death of resurrection, but truly, unequivocally, eternally dead. She knows she’s dead because Roman told her. And why would he lie when he is dying too?

Planet Urth: The Underground City (Book 3)

The world has changed. It’s dangerous, deadly. Inhuman creatures rule the planet. Animals have mutated. The land is hostile. But it’s all I’ve ever known. Hunger. Fear. Panic. Those emotions are my reality. They are my every day. I am Avery, and I am seventeen. My father died a year ago. Since then I’ve been responsible for my eight-year-old sister, June. I worry we are the only humans left. Humans have been hunted for centuries, to the brink of extinction. I must fight each day to protect my sister. It is the reason I wake, the reason I breathe. But how long can I go on fighting? How long will it be before they find us? More than two hundred years into the future, human beings are an endangered species. The planet has been battered by war, its inhabitants plagued by disease and death. Few humans

survived and remained unaffected. Most changed dramatically and evolved into something else entirely. Irrevocable alterations caused by chemical warfare have created a new species. North America is in ruins and has been overtaken. Humanity has fallen at the hands of mutants known as Urthmen. Seventeen year-old Avery is alive and unchanged. But she has not been immune to the harshness of the new world. She has lived on the run for much of her life, in terror. After losing her father, Avery is the sole guardian of her eight-year-old sister, June. Avery is now charged with June's safety as well as her own, a nearly impossible task. Forced to hide deep in the forest and away from the cities overrun by Urthmen, Avery and her sister are constantly hunted. Danger awaits them at every turn. They fear they are the only human beings left, that they are the last of their kind. But are they truly alone? Find out in this raw and riveting first installment of the Planet Urth series. free Fiction, free Science Fiction, free Apocalyptic & Post-Apocalyptic, free teen fiction, free dystopian, free ebook, free action/adventure, free survival story, free young adult fiction,

Return to the Whorl

The Washington Post has called Gene Wolfe "the finest writer the science fiction world has yet produced." This volume joins together two of his rarest and most sought after works--Gene Wolfe's *Book of Days* and *The Castle of the Otter*--and add thirty-nine short essays collected here for the first time, to fashion a rich and

engrossing architecture of wonder. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Portal of the Ancients

Arianna Rose was never like other girls her age. She always knew she was different. But shortly after moving to a new town and starting a new school, she realizes her differences are far greater than she originally imagined. Suddenly empowered with seemingly supernatural abilities, Arianna struggles to discover the meaning behind their abrupt appearance. Arianna must learn to control her powers so she can protect herself from the evil forces that conspire against her.

Greyson Undead

Brutal, agonizing convulsions simultaneously strike a quarter of the Earth's population. There is no warning and no discernible pattern regarding race, age, gender, or region. The afflicted die within moments of one another. Seven minutes later they rise again and attack the living. The speed at which the disaster happens is too great for any organized response. Towns are overrun. The government and military find themselves unable to react. Civilization crumbles in a matter of hours. By the end of the first day, the streets are filled with shambling corpses, mindless

beings driven solely by the desire to feed. Jacob Thornton decides his only chance is to abandon his home. Fleeing the city, he travels north, encountering other survivors on the way. Together, they gather supplies, seek a place of safety, and discover through trial and error how to defend against the zombies. Yet, the creatures never stop moving, and they have begun to leave the population centers, spreading across the land.

Castle of Days

Severian the Torturer continues his epic journey across the lands of Urth, carrying with him the Claw of the Conciliator and the great sword, Terminus Est. All his travels are leading towards a destiny that he dare not refuse . . . Winner of the John W. Campbell Award for best novel, 1984

The Urth of the New Sun

A compelling story of a young boy who is kidnapped by the elusive creature known as Bigfoot from his father and soon uncovers the secrets that shroud the feared beast. Hunted by the military and pursued by his father, the young boy discovers the truth behind his mother's disappearance ten years earlier at the hands of a menacing Sasquatch.

Planet Urth: The Rise of Azlyn (Book 4)

In a world where society has fallen, where the last fragments of civilization are clinging to life by a thread and monsters roam the forests, fear is all Lucas and those closest to him have known. Every attempt at safety seems to fail. Without a plan and with waning hope, he flees the forest with nothing more than a full tank of fuel. He knows the world is no longer safe for humans. He believes there's nowhere to run, nowhere to hide. But a chance encounter with a stranger named Garan changes that belief, leading Lucas, Pike, Ara and all that travel with him on a journey to find a city that boasts humans and Urthmen living in harmony, free and safe from attacks. But will this new destination be a safe haven? Can Garan be trusted? Should Lucas place the fate of those closest to him in the hands of a stranger? Find out in this ninth installment of the Planet Urth series

Sanctuary

More than two hundred years into the future, human beings are an endangered species. The planet has been battered by war, its inhabitants plagued by disease and death. Few humans survived and remained unaffected. Most changed dramatically and evolved into something else entirely. Irrevocable alterations caused by chemical warfare have created a new species. North America is in ruins

and has been overtaken. Humanity has fallen at the hands of mutants known as Urthmen. Seventeen year-old Avery is alive and unchanged. But she has not been immune to the harshness of the new world. She has lived on the run for much of her life, in terror. After fleeing the only refuge she's known for much of her life, Avery, along with her sister June and new friends, Will, Oliver and Riley forge through the forest to uncharted territory in search of a better life, in search of other survivors. But Avery soon learns that life beyond the woods is far worse than she ever imagined. She finds that safety does not exist for human beings in a world run by Urthmen. Hope seems futile. But Avery refuses to surrender hope and chooses, instead, to push forward and move her group into the heart of danger, to seek out more humans. Will she and the others survive their journey into the savage lands of Planet Urth? Find out in this heart pumping second installment of the Planet Urth series.

Planet Urth

Recently voted the greatest fantasy of all time, after *The Lord of the Rings* and *The Hobbit*, Gene Wolfe's *The Book of the New Sun* is an extraordinary epic, set a million years in the future, on an Earth transformed in mysterious and wondrous ways, in a time when our present culture is no longer even a memory. Severian, the central character, is a torturer, exiled from his guild after falling in love with one of his victims, and journeying to the distant city of Thrax, armed with his

ancient executioner's sword, Terminus Est. This edition contains the second two volumes of this four volume novel, The Sword of the Lictor and The Citadel of the Autarch.

Planet Urth: The Savage Lands (Book 2)

Avery thought she was living in a time of peace. She thought that her family and friends were finally safe and free to live a normal life. But all of that changed in the space of a breath... On the day of a celebration commemorating ten years of peace between Urthmen and humans, Avery's world explodes into chaos. Attacked and forced to flee Cassowary, she must fight to survive in hopes of finding her family. If they live

The Citadel of the Autarch

First published in 1972, this SF masterpiece has been out of print for most of a decade. Now, this "subtle, ingenious, and poetic book" (Ursula Le Guin) entertains a new generation of readers with the story of two far-flung sister planets and a man's quest to find remnants of a lost.

Legendtopia Book #2: The Shadow Queen

Time is ticking down. I can't stay here any longer. I won't stay here any longer. I won't let my brother and sister live this life. I'd rather die trying to free them than spend another day here. The only problem is if we are successful there's is nowhere to go. Nowhere to hide. Nowhere is safe. We are hunted, existing in a world that doesn't belong to us. But I still need to try. I'd rather die a free man than live in chains. Captured and forced into the arena after his village was stormed and his loved ones slaughtered, all that remains of Lucas' family are his sister, Ara, and his brother, Pike. He is determined to save them from the Urthman city in which they're prisoners, where humans are pitted against each other for sport. He will not watch them die on the sand. He will sacrifice his own life to free them. But is there a place for them in what remains of Urth? Find out in this second installment of the Remains of Urth series! Remains of Urth: The Black Forest (Book 2)...

The Planet Killers

Gabriel and Melissa were enjoying their time together in Harbingers Falls. Months had gone by with no sign of activity from Dr. Franklin Stein. Their lives had returned to normal, or as normal as could be expected. They knew that as long as Stein lived, however, they would never be truly safe. Yet they tried to enjoy each day of safety that passed. Working and planning for college distracted them from the never-ending threat that loomed on their horizon. But jobs and future plans are jeopardized when they discover pregnant women have been disappearing across

the country. Their discovery means their days of peace have ended. Gabriel suspects the disappearances are related to Stein. To be sure, Gabriel and Melissa, along with Yoshi and Alex, travel to California to see for themselves. While there, they discover that the geneticist has, in fact, been busy in his absence, and that the missing women are just the beginning of an elaborate plot to eradicate humankind. Gabriel's journey leads him to the small town of Santa Ynez, California. There, he learns that the community has been compromised, infiltrated by a legion of Dr. Stein's creations. Members of the new race walk among the general population, work, even hold positions of power. All the while, its citizens remain unaware. Except one. Army Staff Sergeant Jack Downing has returned to Santa Ynez after completing his final tour of active duty in the Middle East. The impending birth of his first child and adjusting to civilian lifestyle had him feeling nervous and excited; until he saw his wife, Dawn. Dawn melted his every worry. Wrapped in her loving arms, he knew their future would be bright. But his warm homecoming is cut short when two police officers arrive at his home and abduct his pregnant wife. Worlds collide in this heart-pounding continuation of the Dr. Frank N. Stein series. Pregnant women are being targeted, a geneticist is being tracked, and abductors will be hunted. Will Gabriel stop Dr. Stein before he overtakes humanity? Will Jack rescue his wife and unborn child? Or have their fates already been sealed?

Arianna Rose

The second book in the Legendtopia series, fast-paced action-adventure novels that will have you racing through the pages to get to the fantastical finish! Two kids—Kara, a girl from our world, and Prince Fred, a royal boy from the kingdom of Heldstone—join forces to save Urth. Kara and her royal BFF, Prince Fred, are on the most important mission of their lives. Kara’s long-lost dad is trapped in the magical kingdom of Heldstone—and the two friends are on an epic quest to rescue him. It won’t be easy. Heldstone is bustling with parades and parties in preparation for the Luminary Ball, an incredible celebration of the royal family. But not everyone is in the mood to celebrate. The evil Sorceress has transformed into the Shadow Queen. She has poisoned the prince’s parents, and unless Kara and Fred find an antidote, the king and queen will be dead in three days. Their search will take them outside the palace walls, into an enchanting and dangerous world of talking animals, fierce monsters, and vegetarian trolls . . . all the while being hunted by the Sorceress and her evil army of shadows. Can Kara and Fred save their parents? Or will the Shadow Queen destroy them all?

In Green's Jungles

I can’t believe we’re still alive. I can’t believe we’ve made it this far. With the army I’ve grown, thousands of Urthmen have fallen. But more await us. More are coming. It’s only a matter of time before they reach us, before the King’s army

finds us. And when they do, we'll be outnumbered, faced with an unwinnable battle. I must find a way to keep my people—my sister and loved ones—safe. I cannot allow them to die. After winning the battle at the underground city, Avery and her soldiers have waged war against Urthmen. But word that the King has dispatched his army changes everything. She and her people must scramble to find a stronghold, a task that's seemingly impossible. And that's not the only challenge facing her group. Betrayal threatens to destroy everything. Will it divide the human alliance before the King's army arrives, or will humanity prevail? Find out in this riveting fourth installment of the Planet Urth series. Show more Show less

Planet Urth: The Fate of Urth (Book 5)

This new study of the fiction of Gene Wolfe, one of the most influential contemporary American science fiction writers, offers a major reinterpretation of Gene Wolfe's four-volume *The Book of the New Sun* and its sequel *The Urth of the New Sun*. After exposing the concealed story at the heart of Wolfe's magnum opus, Wright adopts a variety of approaches to establish that Wolfe is the designer of an intricate textual labyrinth intended to extend his thematic preoccupations with subjectivity, the unreliability of memory, the manipulation of individuals by social and political systems, and the psychological potency of myth, faith and symbolism into the reading experience.

Planet Urth: Remains of Urth (Book 7)

Ten-year-old Akiko has an unexpected adventure when she is whisked away to a distant planet and put in charge of the rescue mission that must search for the kidnapped Prince Froptoppit.

There Are Doors

This trio of early short novels by Grand Master Robert Silverberg is straight-up pulp science fiction at its finest. As a young man, Robert Silverberg was a science fiction prodigy, turning out top-flight stories in the blink of an eye. Though written quickly, Silverberg's early prose already showed evidence of the literary and imaginative qualities that would make him a giant in the field. Here are three of his best early works. In *The Planet Killers*, after Earth's supercomputer calculates that the inhabitants of the planet Lurion will destroy Earth in sixty-seven years, Roy Gardner is sent to stop them—by any means necessary. In *The Plot Against Earth*, Special Investigator Lloyd Catton's efforts to crack a ring of "hypnojewel" traffickers uncovers a galaxy-wide conspiracy. And in *One of Our Asteroids Is Missing*, when miner John Storm stakes claim to an asteroid with a king's ransom of rare minerals, he's set for life—or would be, if his discovery didn't also mark him for death.

Frankie and the Gift of Fantasy

At the edge of our galaxy, an ancient conflict resurfaces between the Promosatti and the Dromosatti on planet Promos. Anormayne, the Promosatti high priest, travels through the Portal of the Heavens, across the galaxy to planet Urth, to save his apprentice from Falonayus, the evil fallen angel and leader of the Dromosatti. On Urth, Anormayne builds an alliance and raises an army to face the Dromosatti, in an epic battle to determine the fate of the galaxy.

Planet Urth: Extinction (Book 6)

Gene Wolfe's *Return to the Whorl* is the third volume, after *On Blue's Waters* and *In Green's Jungles*, of his ambitious SF trilogy *The Book of the Short Sun* . . . It is again narrated by Horn, who has embarked on a quest in search of the heroic leader Patera Silk. Horn has traveled from his home on the planet Blue, reached the mysterious planet Green, and visited the great starship, the Whorl and even, somehow, the distant planet Urth. But Horn's identity has become ambiguous, a complex question embedded in the story, whose telling is itself complex, shifting from place to place, present to past. Perhaps Horn and Silk are now one being. *Return to the Whorl* brings Wolfe's major new fiction, *The Book of the Short Sun*, to a strange and seductive climax. At the Publisher's request, this title is being sold

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