

Alien Arcana Starships Mage 4

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Dark Matter - Michael Holik 2019-07
Dark Matter is a full science fiction conversion for the 5th Edition of the World's Greatest Roleplaying that unlocks a universe of adventure

for your table, without leaving your favorite fantasy staples behind. This full campaign setting is rife with gorgeous art, easy to learn, and generic enough to use with any campaign.

Duchess of Terra - Glynn Stewart 2017-02-09

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.

City in the Sky - Glynn Stewart 2018-07-10

Into the Light - David Weber 2021-01-12

In New York Times-bestselling science fiction epic Out of the Dark, Earth beat back an alien invasion. Now we've got to make sure they don't come back, in Into the Light. The Shongairi conquered Earth. In mere minutes, half the human race died, and our cities lay in shattered ruins. But the Shongairi didn't expect the survivors' tenacity. And, crucially, they didn't know that Earth harbored two species of intelligent, tool-using bipeds. One of them was us. The other, long-lived and lethal, was hiding

in the mountains of eastern Europe, the subject of fantasy and legend. When they emerged and made alliance with humankind, the invading aliens didn't stand a chance. Now Earth is once again ours. Aided by the advanced tech the aliens left behind, we're rebuilding as fast as we can. Meanwhile, a select few of our blood-drinking immortals are on their way to the Shongairi homeworld, having commandeered one of the alien starships...the planet-busting kind. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Guide to Japanese Role-Playing Games - Bitmap Books 2021-10-25

The Service of Mars - Glynn Stewart 2020-08-17

Secrets have been unleashed Worlds have fallen A Mage-King has died But the war rages on! Secrets and warships combined to turn the tide of the Siege of Legatus, delivering the capital of

the Republic of Faith and Reason into the hands of their enemies. With Damien Montgomery called away to lead the entire Protectorate of Mars, fighting the war falls to Mage-Admiral Jane Alexander and Mage-Lieutenant Roslyn Chambers. As the Martian Second Fleet moves against the remaining Republic worlds, Captain Kelly LaMonte's covert stealth ship sweeps the worlds away from the conflict, searching for the Republic's government-in-hiding and a chance to end the bloody conflict. But this war began in the shadows, and the secrets hidden in those shadows threaten to turn the tide of the war once more-and bring it to the heart of the Protectorate!

Starfinder Adventure Path: The Reach of Empire (Against the Aeon Throne 1 of 3) - Ron Lundeen 2018-09

Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The

heroes must liberate the colony from its merciless oppressors, only to learn that the Azlanti have taken both an experimental starship drive and one of the colonists--an old friend of the heroes--back to the Star Empire! "The Reach of Empire" is a Starfinder Roleplaying Game adventure for four 1st-level characters. The adventure begins the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of the Azlanti Star Empire, and a selection of new monsters from alien worlds. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path

also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Obsidian Son - Shayne Silvers 2015-09-28

"A city that doesn't believe in magic. A weredragon invasion. Good thing this reckless playboy is a wizard... It's been said that monsters cry when a good man goes to war. But they should run screaming like terrified school girls when that man is a wizard, and not necessarily good..."--Author's website.

Sword of Mars - Glynn Stewart 2019-06-11

A defector with a dangerous lead A chance to speak for the silent A perilous quest into enemy stars

[The Element Encyclopedia of Secret Signs and Symbols: The Ultimate A-Z Guide from Alchemy to the Zodiac](#) - Adele Nozedar 2010-01-21

Unlock the lost and hidden meanings of the world's ancient and modern signs and symbols

with the latest in the hugely popular series of 'Element Encyclopedias'. This is the biggest A-Z reference book on symbolic objects you'll ever find.

[Heart of Vengeance](#) - Glynn Stewart 2017-08-22

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!

Mage-Provocateur - Glynn Stewart 2018-03-15

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.

Onset - Glynn Stewart 2016-11-29

A small town cop with an unexpected gift A shadowy government agency on the side of justice A call no good man could turn away When vampires attack David White's small town,

only luck, firepower, and the intervention of an elite government task force save his life. The aftermath of the attack leaves him in the middle of the world's biggest secret: the existence of government agencies that regulate the supernatural. They insist that David's "luck" is actually a supernatural gift, and he's immediately recruited into ONSET, the most shadowy part of America's thin blue line of police protectors. Questioning both his gifts and the agency he now serves, David is drawn into an escalating battle that threatens all of humanity. If he isn't what ONSET thinks he is, the entire world may pay the price.

The Legend of the Pumpkin Thief - Charles Day 2016-11-29

As the townsfolk sleep, something creeps into the neighborhood. Hidden in the shadows, its presence is as old as time itself, its intent not born of goodness. Nick, a teenager who fancies himself a detective, wakes to find his carved masterpiece missing. Now a mystery is afoot and

Nick has his first assignment, to find out who or what is snatching up the town's pumpkins and why. Unfortunately, as with all great detectives, obstacles stand in Nick's way: the neighborhood bully and his cronies and the strange old lady and her dog who share the run-down house at the end of Nick's block. As Nick investigates, an urban legend unravels . . . the legend of the Pumpkin Thief. Nick fears the legend as he embarks on the most dangerous adventure of his young life. Collecting clues, getting ever closer to the true nature of evil, he learns that curiosity comes with a high price."

Relics of Eternity - Glynn Stewart 2020-04-14

Seeking to escape the shadow of Annette Bond's success, Captain Morgan Casimir has taken a posting on the far side of the A!Tol Imperium. Here she hopes to begin a legend for herself that stands apart from her stepmother, the Duchess.

Exile - Glynn Stewart 2018-07-17

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.

Zero World - Jason M. Hough 2016-05-31

Published in rapid succession, Jason M. Hough's

first three novels, *The Darwin Elevator*, *The Exodus Towers*, and *The Plague Forge*, earned mountains of praise and comparisons to such authors as James S. A. Corey and John Scalzi. Now Hough returns with a riveting near-future spy thriller that combines the adrenaline of a high-octane James Bond adventure with mind-blowing sci-fi speculations worthy of Christopher Nolan's *Inception*. Technologically enhanced superspy Peter Caswell has been dispatched on a top-secret assignment unlike any he's ever faced. A spaceship that vanished years ago has been found, along with the bodies of its murdered crew—save one. Peter's mission is to find the missing crew member, who fled through what appears to be a tear in the fabric of space. Beyond this mysterious doorway lies an even more confounding reality: a world that seems to be Earth's twin. Peter discovers that this mirrored world is indeed different from his home, and far more dangerous. Cut off from all support, and with only days to complete his

operation, Peter must track his quarry alone on an alien world. But he's unprepared for what awaits on the planet's surface, where his skills will be put to the ultimate test—and everything he knows about the universe will be challenged in ways he never could have imagined. Includes the complete bonus novella *The Dire Earth*, a prequel to the bestselling sci-fi adventure *The Darwin Elevator*. Praise for *Zero World* "This is sci-fi writing at its best. I couldn't put the book down."—Felicia Day, author of *You're Never Weird on the Internet (Almost)* "An enjoyable read . . . Expect minor whiplash from the frenetic pace."—*Entertainment Weekly* "[A] science fiction [novel that] smashes *The Bourne Identity* together with *The End of Eternity* to create a thrilling action rampage that confirms Hough as an important new voice in genre fiction."—*Publishers Weekly* (starred review) "No one has created a multiverse like Jason Hough does in *Zero World*. Imagine *Eternal Sunshine of the Spotless Mind* meets James

Bond.”—New York Journal of Books “A fast-paced cinematic novel full of action . . . Story, character, world building, action—all points are firing on all cylinders here.”—Bookreporter “Hough has combined all the ingredients of a first-rate sci-fi thriller.”—Kirkus Reviews “One hell of an entertaining read. Hough continues to deliver white-knuckle books anchored by unusual and fascinating characters. Zero World is a giant cup of pure badassery that secures his place among the finest sci-fi action writers today.”—Kevin Hearne, New York Times bestselling author of the Iron Druid Chronicles “A high-octane blend of science fiction and mystery, Zero World is a thrill ride that shoots you out of a cannon and doesn’t let up until the very last page.”—Wesley Chu, author of Time Salvager “Warning: Do not pick up this book if there is anything else you need to do.”—Brian Staveley, author of the Emperor’s Blades series “I just finished Zero World and there’s only one thing I need to know: How long must I wait for

the sequel!?”—Raymond Benson, former James Bond novelist and author of the Black Stiletto series

Alien Arcana - Glynn Stewart 2016-09-14

An alien ruin A murdered archeologist An ancient secret--and a conspiracy that will kill to keep it! When a scientist is murdered after finding signs of alien magic in an archeological dig, Mage Damien Montgomery, Hand of the Mage-King of Mars, is sent to investigate both the murder and the alien runes. His investigation is interrupted when a mysterious ship attacks the ruins with weapons only available to the Martian Navy. Despite saving the dig site, Montgomery is left with more questions than answers. His investigations reveal questions about the origin of his magic and his nation--and lead him back to the one place that should be safe: the court of the Mage-King of Mars.

Starship's Mage: Episode 2 - Glynn Stewart 2014-03-15

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.

Children of Prophecy - Glynn Stewart
2018-07-10

Conviction - Glynn Stewart 2020-01-28
A starfighter squadron driven to desertion
Hunted by friends and enemies alike With one

final hope for a new beginning
Valda's Spire of Secrets - Michael Holik
2022-06-15

In his extraplanar tower, the devious lich Valda has started a grim collection: heroes of every stripe from across the world, petrified in marble and arranged by speciality. The mad lich has nearly cracked it: twenty-two types of adventurer and counting. Arrayed within this book is the greatest expansion of rules and character options ever brought to 5th Edition D&D. Build never-before-seen characters with new races, classes, feats and more, appropriate for any setting and any story. Whether you're the Game Master or a player looking for new options, this book is a must-have at your table. It includes: ? 5 brand new races? 59 new feats? 137 new spells? Exotic weapons and magic items? Brand new familiars

Daimonic Imagination - Patrick Curry
2013-07-16

From the artistic genius to the tarot reader, a

sense of communication with another order of reality is commonly affirmed; this 'other' may be termed god, angel, spirit, muse, daimon or alien, or it may be seen as an aspect of the human imagination or the 'unconscious' in a psychological sense. This volume of essays celebrates the daimonic presence in a diversity of manifestations, presenting new insights into inspired creativity and human beings' relationship with mysterious and numinous dimensions of reality. In art and literature, many visual and poetic forms have been given to the daimonic intelligence, and in the realm of new age practices, encounters with spirit beings are facilitated through an increasing variety of methods including shamanism, hypnotherapy, mediumship and psychedelics. The contributors to this book are not concerned with 'proving' or 'disproving' the existence of such beings. Rather, they paint a broad canvas with many colours, evoking the daimon through the perspectives of history, literature, encounter and

performance, and showing how it informs, and has always informed, human experience.
Mountain of Mars - Glynn Stewart 2020-03-17
A shuttle accident claims the lives of the Mage-King of Mars and his heir. The Crown and the Mountain fall to the Mage-King's daughter. Even as they get a handle on the list Kiera's father left them, Damien is grimly certain of one thing: when it comes to the deaths of Kings, he doesn't believe in accidents.

Oath of Vengeance - Glynn Stewart 2017-11-28
A mercenary with a secret past A pirate leader with a secret mission A clash that will shake planets
Mercenary Captain Brad Madrid has spent years building the resources to go after the man who murdered his family. His new career has benefits--but also duties and responsibilities he cannot lightly brush aside. A new mission brings him once again into conflict with the Terror, however, and as friends and lovers alike perish around him, he realizes that responsibility and vengeance align. Neither the

man he was nor the man he is can suffer the Terror to live. Aided by allies across the planets and a familiar shadowy spy, Brad will hunt his enemy across the Solar System, chasing down a final confrontation that will shake the foundations of humanity...and fulfil his Oath of Vengeance.

Blood Ward - Glynn Stewart 2020-12-08

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?

My Time Among the Stars - Bill Bridges

2015-01-07

It is the dawn of the sixth millennium and the skies are darkening, for the suns are fading. Humans reached the stars long ago, building a republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended on humanity, for the greatest of civilizations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. This is the universe of the Fading Suns. *My Time Among the Stars* collects the journals of Guissepe Alustro, a priest traveling the Known Worlds in the aftermath of the Emperor Wars and the beginning of the reign of Alexius I. Alustro encounters nobles, priests, mercenaries, aliens, knights, starships, psychics, lost worlds, ancient artifacts, and the Dark Between the

Stars. His journals reveal the adventures, intrigues, mysteries, and spiritual yearnings of humankind many millennia from now. Alustro's journals were originally featured as the prologues for the Fading Suns series of sourcebooks, each of which presented new knowledge about a facet of the universe. All of them are collected here for the first time, as transcribed for pre-Diasporan readers by Bill Bridges (World of Darkness, Werewolf: the Apocalypse, Mage: the Awakening, Promethean: the Created).

Space Carrier Avalon - Glynn Stewart
2015-06-14

Galactic Law - James S. Aaron 2020-01-09
Lethal force is authorized. In the wild space of the Deadlands, Taurus Station is where miners and tourists come to play, and the ravager gangs follow close behind. Out here, far from the civilized world, the Law has a name. Gage Walker is the son of hard-nosed asteroid miners.

Brash, rough, and crude, he's one of the few deputies working the station. Still a rookie, Walker is tasked with the security of a mining magnate's daughter, an easy job that quickly takes a turn for the worst. The ravaged gangs want her, and it falls to Walker to find out why. In a chase across Taurus Station, Deputy Walker must prove he's fit to wear the badge and issue his own form of justice...one body at a time. Experience this exciting beginning to a brand new series set in the Renegade Star universe. If you're a fan of Judge Dredd, Renegade Star, or Borderlands, you'll love this epic, scifi thriller.

Starship's Mage: Episode 1 - Glynn Stewart
2014-01-17

Starship's Mage is 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. Damien Montgomery is a newly-trained member of this

elite order. Unable to find a ship to take him on, he joins the crew of a freighter as desperate as he is - without looking hard enough at why they're desperate. Thus begins an adventure that will take him to the edges of known space and to the limits of his own magic. Starship's Mage: Episode 1 is a 20,789 word novella, the first of five in a serial story. Episodes 2 and 3 are out now!

UnArcana Stars - Glynn Stewart 2018-12-10
A humanitarian mission into unfriendly stars
A training cruise under the watch of a fortified fleet base
The closing jaws of a trap years in the making

Mage-Commander - Glynn Stewart 2021-09-21
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!

Lost Girls - Merrie Destefano 2017-01-03
Yesterday, Rachel went to sleep listening to Taylor Swift, curled up in her grammy's quilt, worrying about geometry. Today, she woke up in a ditch, bloodied, bruised, and missing a year of her life. She doesn't recognize the person she's become: She's popular. She wears nothing but black. Black to cover the blood. And she can fight. Tell no one. She's not the only girl to go missing within the last year...but she's the only

girl to come back. She desperately wants to unravel what happened to her, to try and recover the rest of the Lost Girls. But the more she discovers, the more her memories return. And as much as her new life scares her, it calls to her. Seductively. The good girl gone bad: sex, drugs, and raves, and something darker...something she still craves. The rush of the fight, the thrill of the win—something she can't resist, that might still get her killed...

[The CRPG Book: A Guide to Computer Role-Playing Games](#) - Felipe Pepe 2019-09

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

Interstellar Mage - Glynn Stewart 2017-10-14
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 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 Terran Privateer](#) - Glynn Stewart 2016-07-06

When an alien armada destroys the United Earth Space Force and takes control of the human homeworld, newly reinstated Captain Annette Bond must take her experimental hyperspace cruiser Tornado into exile as Terra's only interstellar privateer.

the Chance - Edith Layton 2009-03-24

All's Fair...A brave nobleman who'd successfully fought Napoleon's toughest soldiers, Raphael Dalton was no stranger to treachery and

warfare. Yet nothing this modest hero has experienced can prepare him for the famous beauty Annabelle, the toast of the London "ton. With his unruly red hair and solid, honest face, Rafe doesn't think he has a chance with the flirtatious beauty who seems not to notice him. And when scandal threatens to ruin the reputation of a friend's sister, Breanna, Rafe's hopes may be dashed for good. To stop malicious tongue-wagging, Rafe offers to marry the exotic, raven-haired beauty. It isn't only honor, though, that sparks the proposal, for a smoldering attraction draws him to this spirited woman as well. Little does Rafe know, however, that Annabelle still wants him for her own. While he's a master at outwitting opponents on the battlefield, the painfully shy soldier is defenseless when it comes to the fairer sex--and Annabelle will use every weapon she can, while Breanna hopes for his attention too. Now Rafe has the chance to find true love--but only if he doesn't lose his head...

Equilibrium - Glynn Stewart 2021-01-19

Peace forged on the edge of civilization Lies forged in the heart of mankind A legend rises to the final challenge Exile to the Syntactic Cluster has been good for Kira Demirci and her friends. Once elite pilots of the Apollo System Defense Force, they now own the most powerful mercenary warship in the entire star cluster. Working with the carrier-for-hire Conviction and her Captain John Estanza, they have helped the King of Redward usher in a new era of hope for the entire Cluster. That hope is nearly shattered when Estanza's old enemies in the Equilibrium Institute strike directly at Redward's king. Revenge and money bring the mercenaries into an allied fleet-one intended to neutralize the last threats to the peace. But the Institute's plans for the Syntactic Cluster are intricate and deep. Even as the mercenaries and their employers move against the enemies they see, shadows gather in the Cluster, bearing whispers of a forgotten name: Cobra Squadron.

The Star Cross - Raymond Weil 2015-11-04
Admiral Kurt Vickers is on fleet maneuvers in the Newton System when a heavily damaged Earth light cruiser appears. The captain tells a horrific story. Earth has been invaded, and the defensive fleets in orbit have been annihilated. For decades, humans have been exploring farther and farther away from Earth and Newton searching for signs of intelligent life. Now that intelligent life has found them and it comes as an invader. The enemy is ruthless, powerful, and has a disdain for human life. Admiral Vickers has his small fleet taskforce and is hopelessly outnumbered. However, even in darkness there is light and Admiral Vickers will do whatever is necessary to free Earth from the invaders, even if he has to travel to the worst hellhole in the galaxy to do it.
A Darker Magic - Glynn Stewart 2021-03-09

A bloody war has ended in a restored peace And the shield of Martian magic guards the stars
Two centuries of spell and steel to ward all humanity
Two years ago, Lieutenant Commander Roslyn Chambers stood witness to the surrender of the last remnants of the Republic. Fueled by atrocity against Mage and mundane alike, the secessionists who waged war against the Protectorate of Mars are finally defeated. Now, a special commission from the Mage-Queen of Mars takes Roslyn deep into the former Republic to hunt the architects of that atrocity. Mages who betrayed their own, the creators of Project Prometheus must be brought to justice. But hidden from even the Republic, Prometheus has woven magic and technology together once more. Here, hidden from all prying eyes, they have created a monster...one that even a Protectorate forged by the spell must call black magic.