

Stargate Atlantis Third Path Book 8 In The Legacy Series Stargate Atlantis Legacy Series

An exhilarating treasure-hunting adventure with a sci-fi twist! Some myths hold a seed of truth. She must uncover the truth behind the myth of Hades, god of the underworld...before it destroys her. Using wit and gumption—along with a hearty dose of her newfound psychic gifts—Cora Blackthorn has narrowly escaped the clutches of the Custodes Veritatis. With the help of her closest friend and strongest ally, Raiden Cross, as well as her mental hitchhiker, Persephone, Cora must outrun the sinister secret order long enough to uncover the mysteries left behind by Hades, the last of the Olympians. But when an ancient treasure hunt turns into a wild goose chase, Cora fears the worst—the quest is hopeless. Until an unexpected discovery sets Cora on a new path. A hidden civilization thrives deep underground beneath the Amazon rainforest, and they have been waiting for Persephone's return. With their help, Cora discovers that the greatest danger to her life isn't the Order; it is Persephone, herself... Fate of the Fallen is the second book in the captivating sci-fi adventure series, the Atlantis Legacy. If you like ancient mysteries, Greek mythology, treasure-hunting adventurers, and dynamic characters, then you'll love this exhilarating adventure! Books in the ATLANTIS LEGACY series: Sacrifice of the Sinners (prequel) Legacy of the Lost Fate of the Fallen Dreams of the Damned Song of the Soulless *** KEYWORDS: science fiction adventure, archaeological thriller, atlantis, ancient mythology, persephone, hades, hades and persephone, greek mythology, mythology retelling, retelling, the lost city of atlantis, ancient mysteries, conspiracy theories, secret societies, treasure hunting, sci fi adventure, female science fiction, female sci fi, female adventure, historical mystery, science fantasy

Past imperfect Stranded in Ancient Egypt at the end of the STARGATE SG-1 episode Moebius, Jack O'Neill, Sam Carter, Teal'c and Daniel Jackson are enjoying the simple lives they've forged in the years since Ra was driven from Earth. But life never stays simple for long... Back in the twenty-first century, trouble strikes the SGC. With one of their own people snatched by renegade Tok'ra, Colonel Cameron Mitchell leads the new SG-1 on a chase through time to rescue their friend - and to protect their future. But for Carter, Daniel and Teal'c, the greatest challenge is encountering themselves - and coming to terms with the consequences of their own choices. Moebius Squared "So this..." Cam gestured to the machinery. "This can only move us backwards and forwards in our own timeline." "That's my best guess," Sam said. She pushed her bangs back out of her face. Her hair had grown out and was now caught in a ponytail at the back of her neck. "Just like Janus' puddlejumper." "I don't even want to think about that thing," Daniel said. "Or anything else to do with Janus." He winced. "Sorry," Sam said. "Sore spot." "Damn right." Daniel had only been out of the infirmary for two weeks since his latest brush with one of Janus' inventions. This one had gotten him kidnapped and electrocuted. They all spun around as the gate began to activate. "Firing positions," Cam said, crouching down beside the control panel. If someone were making a grab for Ba'al's facility... The wormhole opened and stabilized, a glittering puddle of blue. Cam's radio crackled. "SG-1, this is Stargate Command. You are to return to Earth immediately." What the...? Cam chinned his radio on. "Stargate Command, we still have a lot to do here. Colonel Carter..." "Return immediately," the voice of Sergeant Harriman said firmly. "Stargate Command has been attacked."

The full powers of Chaos are revealed as the Horus Heresy blazes towards Terra. For too long had the Vth Legion ranged out beyond the sight of the wider Imperium, remaining ignorant of the Warmaster's rebellion and the war that inevitably followed. Only once their primarch, Jaghatai Khan, had satisfied himself that the path before them was just and true did the White Scars choose a side, taking the fight to the traitors on every front. But, four years later, the Legion's unfettered spirit has been broken by relentless attritional warfare against the Death Guard and the Emperor's Children. The Khan's Stormseers must find a clear route to Terra if they are to take part in the final, apocalyptic battle.

Global disaster threatens the Atlantis homeworld.

All his life, Moon roamed the Three Worlds, a solitary wanderer forced to hide his true nature — until he was reunited with his own kind, the Raksura, and found a new life as consort to Jade, sister queen of the Indigo Cloud court. But now a rival court has laid claim to him, and Jade may or may not be willing to fight for him. Beset by doubts, Moon must travel in the company of strangers to a distant realm where he will finally face the forgotten secrets of his past, even as an old enemy returns with a vengeance. The Fell, a vicious race of shape-shifting predators, menaces groundlings and Raksura alike. Determined to crossbreed with the Raksura for arcane purposes, they are driven by an ancient voice that cries out fromThe siren depths.

A treasure-hunting adventure with a sci-fi twist! Some secrets are buried for a reason. She's about to uncover the deadliest secret of all... Anxious and reclusive, Cora Blackthorn uses online gaming as her sole tether to the outside world. Due to a condition that makes human touch crippling, she lives her life confined to a small island in the Puget Sound, never accompanying her mother on her tomb-raiding adventures. But when her mom sends home a cryptic SOS in the form of a mysterious package, Cora discovers the shocking truth behind her extraordinary affliction. Her condition isn't an illness; it's a gift not of this world. Armed with a powerful, alien amulet and her mother's journal, Cora heads to Rome on a desperate rescue mission. But on the way, she discovers that a secret society is hot on her trail, and she has no chance of outrunning them. Her only chance is to confront them head on. A clash within the twisty catacombs beneath Vatican City leaves Cora with a perilous choice: find her way through an ancient, deadly labyrinth and save her mom, or fail and die... Legacy of the Lost is the first book in the captivating sci-fi adventure series, the Atlantis Legacy. If you like ancient mysteries, Greek mythology, treasure-hunting adventurers, and dynamic characters, then you'll love this exhilarating adventure! Books in the ATLANTIS LEGACY series: Sacrifice of the Sinners (prequel) Legacy of the Lost Fate of the Fallen Dreams of the Damned Song of the Soulless *** KEYWORDS: science fiction adventure, archaeological thriller, atlantis, ancient mythology, persephone, hades, hades and persephone, greek mythology, mythology retelling, retelling, the lost city of atlantis, ancient mysteries, conspiracy theories, secret societies, treasure hunting, sci fi adventure, female science fiction, female sci fi, female adventure, historical mystery, science fantasy

in a world known as P4V-837, the SG-1 team encounters the Kayeichi, a race of apparently hospitable natives, but, after a few hours on the planet, the members of the team find themselves experiencing bizarre hallucinations that become progressively darker and more terrifying. Reissue. (A Sci-Fi Channel series, starring Richard Dean Anderson)

"AI and the Technological Singularity: A Fallacy or a Great Opportunity" is a collection of essays that addresses the question of whether the technological singularity—the notion that AI-based computers can program the next generation of AI-based computers until a singularity is achieved, where an AI-based computer can exceed human intelligence—is a fallacy or a great opportunity. The group of scholars that address this question have a variety of positions on the singularity, ranging from advocates to skeptics. No conclusion can be reached, as the development of artificial intelligence is still in its infancy, and there is much wishful thinking and imagination in this issue rather than trustworthy data. The reader will find a cogent summary of the issues faced by researchers who are working to develop the field of artificial intelligence and, in particular, artificial general intelligence. The only conclusion that can be reached is that there exists a variety of well-argued positions as to where AI research is headed.

Colonel Shepherd's team fight not only to save their city and free their friends, but ultimately to save an entire species from extinction. In this riveting conclusion to the epic Legacy series, the

destiny of Atlantis and her people will be decided.

There's something compelling about the shine of clicking brass clockwork and hiss of steam-driven automatons. But there was something missing. It was easy to find excellent stories of American and British citizens... but we rarely got to see steampunk from the point of view of the rest of the world. Until now. Steampunk World is a showcase for nineteen authors to flip the levers and start the pistons and invite you to experience the entirety of steampunk.

New beginnings... Elizabeth Weir and Ronon Dex are prisoners of the Vanir, whose damaged ship is plummeting into the mountains of Sateda. Meanwhile, Atlantis is in lock down, infected by a virulent contagion, cut off from the rest of the galaxy. And time is running out... Helped by Dr. Daniel Jackson, Colonel Shepherd's team fight not only to save their city and free their friends, but ultimately to save an entire species from extinction. As tensions rise between the Wraith, the Travelers, and the Lanteans, old enemies—and long lost friends—must unite to walk a third path if the fragile peace in the Pegasus galaxy is to hold. In this riveting conclusion to the epic Legacy series, the destiny of Atlantis and her people will be decided.

In this shocking exposé, investigative researcher and author S. K. Bain reveals the truth behind the mass-murdering psychopaths responsible for the events of September 11, 2001, and reconstructs the occult-driven script for this Global Luciferian MegaRitual. As Bain uncovers, the framework for the entire event was a psychological warfare campaign built upon a deadly foundation of black magick and high technology. The book details the sinister nature of the defining event of the 21st century and explains the vast scope of the machinery of oppression that has been constructed around us.

Stargate Universe begins right where Season Two of the acclaimed science fiction TV series ended, with the crew and unwilling passengers of Destiny set to cross a vast expanse of space with no margin for error. With almost all of the willing and unwilling crew of the ancient starship Destiny in suspended animation, only Eli Wallace is left awake to repair his own stasis pod before time runs out. While he races against time, a new and unexpected danger threatens the fragile plan designed to keep everyone alive and away from the aliens who had been pursuing them. What is the next chapter in the Stargate Universe saga? Find out right here! Come with us and join the fight to get #BackToDestiny! This graphic novel collects Stargate Universe #1-6.

New evidence showing that the earliest origins of human culture, religion, and technology derive from the lost world of the Denisovans • Explains how Göbekli Tepe and the Giza pyramids are aligned with the constellation of Cygnus and show evidence of enhanced sound-acoustic technology • Traces the origins of Göbekli Tepe and the Giza pyramids to the Denisovans, a previously unknown human population remembered in myth as a race of giants • Shows how the ancient belief in Cygnus as the origin point for the human soul is as much as 45,000 years old and originally came from southern Siberia Built at the end of the last ice age around 9600 BCE, Göbekli Tepe in southeast Turkey was designed to align with the constellation of the celestial swan, Cygnus--a fact confirmed by the discovery at the site of a tiny bone plaque carved with the three key stars of Cygnus. Remarkably, the three main pyramids at Giza in Egypt, including the Great Pyramid, align with the same three stars. But where did this ancient veneration of Cygnus come from? Showing that Cygnus was once seen as a portal to the sky-world, Andrew Collins reveals how, at both sites, the attention toward this star group is linked with sound acoustics and the use of musical intervals “discovered” thousands of years later by the Greek mathematician Pythagoras. Collins traces these ideas as well as early advances in human technology and cosmology back to the Altai-Baikal region of Russian Siberia, where the cult of the swan flourished as much as 20,000 years ago. He shows how these concepts, including a complex numeric system based on long-term eclipse cycles, are derived from an extinct human population known as the Denisovans. Not only were they of exceptional size--the ancient giants of myth--but archaeological discoveries show that this previously unrecognized human population achieved an advanced level of culture, including the use of high-speed drilling techniques and the creation of musical instruments. The author explains how the stars of Cygnus coincided with the turning point of the heavens at the moment the Denisovan legacy was handed to the first human societies in southern Siberia 45,000 years ago, catalyzing beliefs in swan ancestry and an understanding of Cygnus as the source of cosmic creation. It also led to powerful ideas involving the Milky Way's Dark Rift, viewed as the Path of Souls and the sky-road shamans travel to reach the sky-world. He explores how their sound technology and ancient cosmologies were carried into the West, flowering first at Göbekli Tepe and then later in Egypt's Nile Valley. Collins shows how the ancient belief in Cygnus as the source of creation can also be found in many other cultures around the world, further confirming the role played by the Denisovan legacy in the genesis of human civilization.

In the fragile peace following Queen Death's defeat, Dr. Daniel Jackson arrives in Atlantis to indulge in some real archaeology. Naturally, things don't go according to plan.

The first-ever audiobook for gen:LOCK, the hit animated sci-fi series starring Michael B. Jordan, Dakota Fanning, David Tennant, and Maisie Williams!

Jaghatai Khan and his White Scars Legion must choose - the Emperor or Horus? Fresh from their conquest of Chondax and the discovery of Horus's rebellion, Jaghatai Khan's warriors stand divided. Long considered one of the less trustworthy Legions, many of the White Scars claim to owe their loyalty exclusively to Terra, and others still to the Warmaster and his warrior lodges. But when a distress call from Lemn Russ of the Space Wolves brings the wrath of the Alpha Legion to Chondax, the Khan's hand is forced and the decision must be made – in the great war for the Imperium, will he side with the Emperor or Horus?

Searching for their lost crew after the terrible events of Homecoming, the Stargate Atlantis team turns to their enemies for help as Teyla and Ronon seek information from the Genii, and Colonel Sheppard reopens tense negotiations with the Wraith. Original.

When Aria, who has the reputation of being the toughest girl in high school, meets Sakura, a man possessed by a six-hundred-year-old demon, she discovers that her touch is the only thing that neutralizes the demon in him.

Echoing Time is part of a chronology of stories initiated by the miscreant Trillem Pax Kenroo and his search for universal intergalactic domination. However, he is thwarted early on by providence and the stalwart nature of a young Arapaho girl named Marin Wanderhorse. Marin is kidnapped by the ghostly spectre of Kenroo, whose mission was to gain corporeal form and rule the earth. Marin successfully hinders his efforts throughout history, returning his abominations to the normal flow of history as written. Eventually, Marin is successful in returning Kenroo toward his destined path of redemption, but she is lost in the paradox of quantum string and multidimensional travel. Her parents don't give up on finding her and, with the help of a discredited quantum physicist and a hippie commune in the Sonora region of Arizona, discover and capture a quantum string. Eventually, they are able to use the string to travel between realities, stopping an international arms deal, returning lost art taken by the Nazis to Jewish families, and returning the antagonist, Kenroo, to his prescribed destiny.

"It was meant to be a soft mission, something to ease Doctor Daniel Jackson back into things after his time among the Ancients-- after all, what could possibly go wrong on a simple survey of ancient Chinese ruins? As it turns out, a whole lot. After accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of Lord Yu, the capricious Goa'uld System Lord. Meanwhile, SGI's efforts to rescue their friend are hampered by a representative of the Chinese government with an agenda of his own to follow-- and a deep secret to hide. But Colonel Jack O'Neill is in no mood for delay. He'll go to any lengths to get Daniel back-- even if it means ignoring protocol and taking matters into his own hands"--Page 4 of cover.

One hundred years in the future, someone steals Trouble's identity on the computer nets and she, the greatest hacker of them all, returns from retirement to track down and confront the imposter in the strange, constantly-changing world of computer reality.

A new six-part epic covering the first year of service of the U.S.S. Enterprise-E, leading up to the events of the hit movie Star Trek: First Contact. A major turning point in the lives of two of the Enterprise crew! Newly promoted Admiral Hayes gives La Forge a shocking ultimatum: his VISOR is a security risk, and he must either have it replaced with ocular implants or be transferred to a less-sensitive post. Meanwhile, Troi has some issues of her own. Though she knows that her mother, Lwaxana, recently remarried to the Tavnian named Jeyal, she was unaware of the subsequent pregnancy -- and now Lwaxana's about to give birth. To make matters worse, the Tevnian government has decided that, even though Lwaxana and Jeyal have since divorced, the child still belongs to them.

First there was the blockbuster movie "Stargate," then the hit TV series "Stargate SG-1," and now the equally successful spinoff show "Stargate: Atlantis." This work is the official companion to the show's third season, packed with behind-the-scenes interviews, an episode guide, and scores of photos.

In this first installment in a six book series set after the end of Stargate Atlantis's final season, Atlantis returns to the Pegasus Galaxy where the Wraith are now under the new and powerful Queen of Death who desperately needs Dr. Rodney McKay--the only one who can lead them to Earth. Original.

This is the account of an American teenager who discovered a monastery in Tibet that was the inspiration for the legend of Shangri La. It might be categorized as a 'new age' or philosophy book, like the Celestine Prophecy, since it focuses on his spiritual training and their teachings in a novel-like format. Hard to believe, but interestingly, the sub-tropical region amongst the Himalayas that he describes finding, was later documented by explorers from National Geographic, then 'covered up' (there is still evidence of this). Also interesting is that the author was apparently mentioned in the Edgar Cayce readings (the famous American psychic whose books have sold millions of copies), as someone who would one day bring an important message to the world.

The acclaimed author of "Far-Seer" and "End of an Era" embarks on a fantastic journey. A series of mysterious, artificial wormholes have brought the far reaches of space immediately close. But is the Earth ready for who--or what--the wormholes may bring?

The Essential Cult TV Reader is a collection of insightful essays that examine television shows that amass engaged, active fan bases by employing an imaginative approach to programming. Once defined by limited viewership, cult TV has developed its own identity, with some shows gaining large, mainstream audiences. By exploring the defining characteristics of cult TV, The Essential Cult TV Reader traces the development of this once obscure form and explains how cult TV achieved its current status as legitimate television. The essays explore a wide range of cult programs, from early shows such as Star Trek, The Avengers, Dark Shadows, and The Twilight Zone to popular contemporary shows such as Lost, Dexter, and 24, addressing the cultural context that allowed the development of the phenomenon. The contributors investigate the obligations of cult series to their fans, the relationship of camp and cult, the effects of DVD releases and the Internet, and the globalization of cult TV. The Essential Cult TV Reader answers many of the questions surrounding the form while revealing emerging debates on its future.

The team discover a ruined city with a deadly secret.

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