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Star Trek: Signature Edition: Sand and Stars **Star Trek: Signature Edition: Worlds in Collision** Star Trek: Signature Edition: Duty, Honor, Redemption **Star Trek: Signature Edition: Imzadi Forever** **The Star Trek: Signature Edition: The Hand of Kahless** Star Trek: Signature Edition: Pantheon **Imzadi II** **Star Trek: Year Five - Odyssey's End (Book 1)** **Maximum Warp** **The Final Reflection** **Imzadi** *The Valiant* *Star Trek: Klingons* **Spock's World** *Sarek* *Star Trek: Voyager: Mirrors and Smoke* **Star Trek: Kirk Fu Manual** **Star Trek: Signature Edition: The Hand of Kahless** *Star Trek: Year Five #13* **Harbinger** **Popular Science** **Star Trek: Mirror Images** *Star Trek: Assignment Earth* *Memory Prime* **Star Trek: The Mirror War #1** **Girls Have a Blog: The Signature Edition** **The Starfleet Survival Guide** **The Q Continuum** **Klingons** *Star Trek: The Original Series: Rihannsu #3: Swordhunt* **MANTIS - Signature Edition** *Star Trek: Deep Space Nine—Too Long a Sacrifice* *The Star Trek Book* *Star Trek: The Mirror War #0* *Star Trek: The Original Series: Khan #3: To Reign in Hell* *Reunion* **Star Trek: Picard—Countdown** **Star Trek: Signature Edition: Sand and Stars** *The Brave And The Bold Book One* *Star Trek: DIT: Forgotten History*

The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. From Earth to the edge of our galaxy and beyond, from the early days of warp flight to the latter half of the twenty-fourth century, humankind and its alien partners in the Federation have looked to their heroes to expand the limits of their knowledge. And as each generation's pantheon of heroes has passed on into legend, a new generation has risen to take its place. So it was with the crew of the S.S. Valiant, the first Earth vessel to cross the galactic barrier. So it was with the crew of the Starship Stargazer and her fledgling commander, Captain Jean-Luc Picard. And so it was with the U.S.S. Enterprise NCC-1701-D, the flagship of Starfleet, which Picard commanded with wisdom and temperate maturity. Over the years, Fate has woven the voyages of these three vessels into a vivid skein of treachery and sacrifice, hardship and determination, tragedy and courage—each step of the way demonstrating the immeasurable worth of the flawed but farseeing heroes who commanded them. The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Vulcan: linchpin member of the United Federation of Planets. Home to a civilization dedicated to o'thia, the ruling ethic of pure logic. But it was not always so; thousands of years before, Vulcans were a violent, warlike race, with tempers surpassed only by the planet's hot, arid sands. The philosopher Surak would show his people another way, teach them to reject their emotions and embrace logic and knowledge. The Vulcans would evolve and prosper, eventually exploring the stars and attaining further enlightenment as they encountered other cultures. In the twenty-third century, Commander Spock, Captain Kirk, and the U.S.S. Enterprise are summoned to Vulcan when its people consider seceding from the Federation and returning to their isolationist ways. Vulcan's savage history becomes fully revealed as Spock, his father Sarek, and Kirk work to preserve the planet's future from anti-Terran factions with hidden agendas. The crisis is twofold for the half-human Spock—should Vulcan secede, he will be required to resign from Starfleet and return home, or forever sever ties with his homeworld. Years later, a decades-old plot to destroy the Federation from within forces Ambassador Sarek from the bedside of his dying wife, Amanda. The ambassador's decision widens the long-standing rift between himself and Spock at a time when they must pool their resources together. While the Enterprise crew contends with Romulans, Klingons, and the mysterious Freelans, Sarek's only comfort comes from reading Amanda's journals, which reveal more about his human spouse, his son, and himself than he ever realized. Memory Prime It is the central core of an immense computer library -- an elite network of research planetoids. Here, the Pathfinders -- the only artificial intelligences legally permitted to serve the Federation -- control and sift the overwhelming dataflow from thousands of research vessels across the galaxy... Now the greatest scientists in the Federation have gathered here for the prestigious Nobel and Z-Magnees prize ceremonies -- unaware that a deadly assassin is stalking one of them. And as Captain Kirk struggles to save his ship from sabotage and his first officer from accusations of murder, he discovers the hidden assassin is far from the deadliest secret lurking on Memory Prime... In unabashed celebration of Captain James T. Kirk's singular fighting skills, Star Trek: Kirk Fu Manual is every Starfleet cadet's must-have training guide for surviving the final frontier. As captain of the legendary U.S.S. Enterprise, James T. Kirk engaged in his share of fisticuffs, besting opponents with a slick combination of moves and guile that remains unmatched. Is there anyone you'd rather have watching your back as you take on Klingons, alien gladiators, genetically engineered supermen, and even the occasional giant walking reptile? Kirk Fu is a series of unarmed combat techniques developed by one of Starfleet's most celebrated starship captains over several years of encounters with alien species on any number of strange new worlds. A blend of various fighting styles, Kirk Fu incorporates elements of several Earth-based martial arts forms as well as cruder methods employed in bars and back alleys on planets throughout the galaxy. It is as unorthodox in practice as it is unbelievable to behold. Including excerpts from Kirk's own notes and personal logs, the Star Trek: Kirk Fu Manual is the perfect training guide for surviving the depths of space. With proper training and practice, every Starfleet cadet can become one with Kirk Fu. Captain Picard must decide whether to sacrifice a world in order to save the galaxy. Before he commanded the Starship Enterprise, Jean-Luc Picard was the captain of the deep space exploration vessel, the U.S.S. Stargazer, on an incredible twenty-two year voyage. Now Picard is reunited with his old crew for the first time in over a decade, on a mission to see his former first officer installed as ruler of the Daa'Vit Empire. The reunion turns deadly when a ruthless assassin begins eliminating the U.S.S. Stargazer crew one by one. Picard's present and former shipmates must join forces to solve the mystery of the Captain's past, before the killer strikes again. Get caught up with the Mirror Enterprise-D before its crew—helmed by Jean-Luc Picard—faces new threats and challenges in the upcoming Mirror War event! Following the failure of the attempt to steal ships from the Prime Universe, Picard and the Mirror Crew are called back to Earth to report to the Emperor personally... so long as they can survive the trip! IDW's Star Trek: Second Stage continues, as comics icon John Byrne unveils the first-ever Star Trek series of his decades-spanning career! The 1968 TV episode "Assignment Earth" had been the Season Two finale for the original Star Trek series, and was intended by Gene Roddenberry as the pilot for a spin-off series that never came to pass. Now, Byrne delivers the series 40 years after it would have debuted, recounting the adventures of interstellar agent Gary Seven and his Earth-born assistant as they covertly confront threats to the past so that they can save Star Trek's future. Byrne writes and draws the series, which steps one year forward with each installment, beginning with 1968, the year that the spin-off series would have appeared. The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. The fiercest battles and proudest warriors throughout Klingon history are said to reflect the honor and glory of the race's first emperor, Kahless the Unforgettable. But history is not always truthful. And for both the Klingon Empire and the United Federation of Planets, the real truth may be too difficult to accept. In the pages of a novel disclaimed by Starfleet, an enemy offers his perspective on events that transpired during the formative years of Klingon-Federation relations in the early twenty-third century. Chronicling the life story of Krenn, a Klingon war strategist who learns of peace while on a mission to Earth, the novel is a testimony to his efforts to preserve the honor of his people...by preventing total war against the then-struggling Federation. Nearly a century later, a clone of the revered Kahless oversees the Klingon Empire. But when the myths and legends associated with the original emperor are disputed following the discovery of an ancient scroll, the new Kahless faces treason from within his own council, and impending civil war that could tear the empire apart. His sole chance for restoring his people's shattered faith must come from the outside—specifically, from Captain Jean-Luc Picard and Lieutenant Worf of the U.S.S. Enterprise. In Mirror Images, Scott & David Tipton, masterminds behind the celebrated Klingons: Blood Will Tell miniseries, beam through the looking glass to deliver a story from one of the most popular corners of Star Trek canon, the Mirror Universe! In the "Mirror, Mirror" episode from The Original Series, an evil Kirk commanded the I.S.S. Enterprise for the Terran Empire. But how did he rise to power, in a universe where treachery is rewarded as much as accomplishment? Witness Mirror-Kirk's plot to unseat Captain Pike and seize command! Dive deeper into the world of Star Trek with the first of several extra-long issues focusing on the memorable aliens of the franchise! To begin: the story of Kahless the Unforgettable, from the death of his coward brother Morath to his victory at Three Turn Bridge. Witness history unfolding in this can't-miss issue! Stranded far from the ruins of the Terran Empire, Captain Janeway of the rebel ship Voyager has crowned herself Pirate Queen of the Delta Quadrant! Of course, the locals won't give in without a fight—especially not scavengers Neelix and Kes. And who is this apparent Terran who calls herself Annika Hansen? Find out in Mirror Voyager's amazing comic book debut! The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Of all the experiences shared by Captain Kirk and the crew of the Starship Enterprise™ during their first five-year mission, two were among the most perilous: a journey to the nonphysical realm of Transition where the massive computer known as Memory Prime was situated, and the nightmarish mission to Talin IV, a world poised on the brink of destruction that Kirk was forbidden to save. In the twenty-third century, a hundred years before a sentient artificial life-form would be allowed to earn a Starfleet commission, the Federation considers the use of self-aware artificial intelligences to be little more than slavery, except for the immense computer system of Memory Prime—the key hub in the Federation's vast network of interstellar library planets. There, the A.I.s known as Pathfinders inhabit Transition—a virtual world so

different from our universe that the A.I.s themselves debate whether or not the physical universe is real. But when an ancient enemy reaches out from the shadows of Vulcan's darkest history and threatens to destroy the Federation, Spock must risk his career, and his life, to enter the Pathfinders' realm. Technologically and politically, Talin IV is little different from late-twentieth century Earth. But as a series of mysterious events pushes that world closer to self-annihilation, the Prime Directive prevents Captain Kirk and his crew from doing anything to prevent it. When the worst appears to happen and Kirk takes desperate action to give the Talin a chance to step back from the nuclear abyss, Talin IV is consumed by radioactive fire. Now, with a world destroyed and the Enterprise dead in space, the careers of Kirk and his crew are over. Disgraced and despised, Kirk has only one chance to redeem himself and his crew: Somehow, he must make his way back to Talin IV and discover what really happened, even if it means proving that a world died because he broke Starfleet's most sacred law. Imagine Alias combined with Star Trek and you have the idea behind for VANGUARD, a new concept for Star Trek fiction that takes it in a compelling new direction, presenting a new perspective on the classic Original Series era, with novels running parallel to Kirk's original five-year mission. VANGUARD is a Starfleet space station charged with the exploration and colonization of a region of space that holds a highly coveted, mysterious, and potentially cataclysmic secret - one that the Federation must solve before anyone else. The race is on and at the centre of this intrigue is an eclectic mix of Starfleet and civilian protagonists unlike any crew previously seen in Star Trek. Their turbulent lives aboard the station and on the ships they travel are painted against the backdrop of an evolving storyline that will gain momentum as the series progresses and the layers of ancient mystery are steadily peeled back, one after another. Return to DS9 as death casts its shadow on the space station in this thrilling whodunit where dangers lurk around every corner. Constable Odo searches for truth amid a web of treachery and lies as it seems everyone on the Promenade has a motive for this murder, be it vengeance, justice, or old-fashioned greed. With the murderer on the loose, various factions begin to emerge, a situation made even worse when the Ferengi government gets involved. Further complicating the issue, conflict between Constable Odo and the Federation's hand-picked criminal investigator threatens to derail the investigation before it even begins... The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Cadets that enter Starfleet Academy have two mantras drilled into them from their very first day. They must do their duty for the Federation and Starfleet, and they must strive to honor their oath as Starfleet officers. Among those who have best embodied these guiding principles and who have strived to live up to the coda "to boldly go™" are those who once served aboard the Starship Enterprise under the command of Captain James T. Kirk. Who then, was better to guide the next generation of officers? After Kirk became an admiral, the officers of the Enterprise were promoted, and several became Academy instructors. Transformed from a ship of the line to a training vessel the Enterprise's days of active duty are behind her—until a frantic message from a distant outpost interrupts a training exercise and pulls the ship back into action. Admiral Kirk is forced to take command of the Enterprise in order to stop an old nemesis from commandeering what could be the most deadly weapon ever devised. In the course of his actions, the crew will find itself facing death...and life—as they deliberately violate their Starfleet oaths, travel through time to save Earth, and ultimately earn redemption in the eyes of the Federation. Now, for the first time ever in one volume here are the novelizations of three Star Trek® films: Star Trek II: The Wrath of Khan,® Star Trek III: The Search for Spock,® and Star Trek IV: The Voyage Home,® all by award-winning author Vonda McIntyre. The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Imzadi: to the people of the planet Betazed, including Counselor Deanna Troi of the Starship Enterprise,™ it means "beloved" and denotes that which can never be truly broken. Yet to whom does Deanna's heart truly belong? Commander William Riker was the first Deanna called Imzadi. Long before they served together on board the Enterprise, they shared a tempestuous love affair back on Betazed. And even now, many years later, Riker will embark on a desperate journey across time and space to save Deanna's life. But Riker is not the only Starfleet officer to capture Deanna's heart. Lieutenant Commander Worf, the fierce Klingon warrior, is also drawn to Deanna's gentle and caring nature. Brought together by fate, he and Deanna share an unexpected passion that tests the bonds between Troi and Riker—even as a deadly Romulan conspiracy threatens them all! The unpredictable cosmic entity known only as Q has plagued Captain Jean-Luc Picard and the crew of the Starship Enterprise™ since their very first voyage together. But little was known of Q's mysterious past or of the unearthly realm from which he hails. Until now. A brilliant scientist may have found a way to breach the energy barrier surrounding the Milky Way galaxy, and the Enterprise is going to put it to the test. The last thing Captain Picard needs is a surprise visit from Q, but the omnipotent trickster has more in mind than his usual pranks. Kidnapping Picard, he takes the captain back through time to the moment the Q Continuum faced its greatest threat. Now Picard must learn Q's secrets -- or all of reality may perish! The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Vulcan: linchpin member of the United Federation of Planets. Home to a civilization dedicated to o'thia, the ruling ethic of pure logic. But it was not always so; thousands of years before, Vulcans were a violent, warlike race, with tempers surpassed only by the planet's hot, arid sands. The philosopher Surak would show his people another way, teach them to reject their emotions and embrace logic and knowledge. The Vulcans would evolve and prosper, eventually exploring the stars and attaining further enlightenment as they encountered other cultures. In the twenty-third century, Commander Spock, Captain Kirk, and the U.S.S. Enterprise are summoned to Vulcan when its people consider seceding from the Federation and returning to their isolationist ways. Vulcan's savage history becomes fully revealed as Spock, his father Sarek, and Kirk work to preserve the planet's future from anti-Terran factions with hidden agendas. The crisis is twofold for the half-human Spock—should Vulcan secede, he will be required to resign from Starfleet and return home, or forever sever ties with his homeworld. Years later, a decades-old plot to destroy the Federation from within forces Ambassador Sarek from the bedside of his dying wife, Amanda. The ambassador's decision widens the long-standing rift between himself and Spock at a time when they must pool their resources together. While the Enterprise crew contends with Romulans, Klingons, and the mysterious Freelans, Sarek's only comfort comes from reading Amanda's journals, which reveal more about his human spouse, his son, and himself than he ever realized. Witness the events leading to the new CBS All Access series PICARD in this graphic novel where new characters are introduced and secrets will be revealed. Before he retired to his vineyard, Jean-Luc Picard was the most decorated admiral in Starfleet. Then one mission changed his life forever. What could make this dedicated and disciplined leader question his calling? Join the crew of the U.S.S. Enterprise in all-new adventures as they near the end of their five-year mission, featuring the characters from the Original Series! The crew of the Enterprise left Earth four years ago. They've traveled to strange new worlds, defeated impossible foes, and made universe-changing decisions. But now, with the end in sight, they'll have to face their biggest challenge yet. Step aboard the Enterprise with Kirk, Spock, Bones, Uhura, Sulu, Scotty, and Chekov as they begin the end of their original five-year mission and boldly go into an uncertain future in this new continuing Star Trek series! Collects issues #1–6. THIS IS EDITION CONTAINS THE BESTSELLER, "MANTIS" AND PART 2, "THE PREY" IN A SINGLE BOOK. The reviews have this book the same as Hannibal. Soon it will be a miniseries. When this serial killer begins to hunt, he does so with an impulse and a passion like never before. The reader must decide the force that drives him and why he targeted his victims. Daniel Storm has been acclaimed in reviews as America's hottest new author and having one of the most creative minds to come along since the greats, like King, Koontz and Grisham. His style is unlike anyone and his stories challenging to every reader's imagination and emotions. To Reign in Hell chronicles the fifteen years between the Original Series episode 'Space Seed' and the feature film 'The Wrath of Khan' - now widely regarded as a landmark in the Star Trek universe. Defeated by Captain James T. Kirk and exiled with his few remaining followers to the isolation of Ceti Alpha V, Khan Noonien Singh is marooned on a planet that has suddenly transformed into a hostile wasteland, where he and his band of acolytes must fight for their very lives. The once-proud conqueror finds his life irrevocably shattered, and begins his descent into madness... Celebrate 50 years of one of the longest running and beloved sci-fi franchises with The Star Trek Book. This comprehensive guide to the series delves into the myriad worlds and different dimensions visited by the crew of the U.S.S. Enterprise. Discover the amazing science of Star Trek and how it has influenced real-world technology such as flip phones. Featuring informative and analytical text combined with exciting photography and infographics throughout, The Star Trek Book is broken down into main categories such as science and technology, Starfleet, allies and enemies, and more. Perfect for fans of the various Star Trek TV series, including The Next Generation, Deep Space Nine, Voyager, and Enterprise, The Star Trek Book details everything you need to know about 50 years of excitement and adventure on the final frontier. ® & © 2016 CBS Studios Inc. © 2016 Paramount Pictures Corporation. STAR TREK and related marks are trademarks of CBS Studios Inc. All Rights Reserved. Years before they served together on board the U.S.S. Enterprise™, Commander William Riker and ship's counselor Deanna Troi had a tempestuous love affair on her home planet of Betazed. Now, their passions have cooled and they serve together as friends. Yet the memories of that time linger and Riker and Troi remain Imzadi- a powerful Betazoid term that describes the enduring bond they still share. During delicate negotiations with an aggressive race called the Sindareen Deanna Troi mysteriously falls ill and dies. But her death is only the beginning of the adventure for Commander Riker, an adventure that will take him across time, pit him against one of his closest friends, and force him to choose between Starfleet's strictest rule and the one he calls Imzadi. In a universe where history as we know it could be wiped out at any moment, only the most disciplined, obsessive, and unimaginative government employees have what it takes to face the existential uncertainty of it all: Lucsly and Dulmur with the Federation Department of Temporal Investigations. Original. Creating comics, playing video games, eating burgers – everything is better when it's with your best friend. Girls Have A Blog is an autobiographical comic about Sarah's and Tara's lives as roommates, friends, and comic book artists. It began as a bi-weekly webcomic on Tumblr in 2015 and became a featured WEBTOON series. The hit webcomic spanned 7 years and is collected in its entirety for the first time. Klingon Capt. Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace when his empire hatches a covert plan to shatter the Federation. Only Krenn can prevent a war--at the risk of his own life! There are two sides to every argument, and this month starts an exciting new series looking at some of the most famous encounters between the United Federation of Planets and the Klingon Empire from the Klingon perspective! First up, an unsteady peace breaks out into full-scale war after a Klingon cruiser is destroyed by the Federation starship Enterprise. How will the Klingons respond? How do you say "swift and blinding violence" in Klingon? The Stargazer is sent on a mission to investigate the tales of a pair of visitors proclaiming to be descendants of survivors of the Valiant, presumed lost in an attempt to cross the Galactic Barrier more than three hundred years earlier. On the edge of the galaxy, the Stargazer is ambushed by Nuyyad warships, leaving her second officer, Lieutenant Commander Jean-Luc Picard, with his first command, as his captain and first officer were casualties of the unexpected melee. Now trapped on the wrong side of the Barrier, beyond hope of any help from Starfleet and the commanding officers

he once served, Picard finds himself isolated and under siege, the crew's trust his to win or lose. He is caught between the suspicions of his mysterious charges and his bond with the stunningly beautiful and psychically gifted woman, which could be a bridge between the Federation's past and his singular future. The fate of his own crew and possibly all of Starfleet weightily seated upon his inexperienced shoulders, Picard wrestles with his dilemma. Can he trust her? Can he trust himself? Within such unforgiving fires, a future commander is forged. The novel begins after the events of STAR TREK VI: THE UNDISCOVERED COUNTRY. Spock's mother, Amanda Grayson, is dying and Spock returns to the planet Vulcan where he and Sarek enjoy a rare moment of rapprochement. But just as his wife's illness grows worse, duty calls Sarek away--once again sowing the seeds of conflict between father and son. Yet soon Sarek and Spock must put aside their differences and work together to foil a far-reaching plot to destroy the Federation--a plot that Sarek has seen in the making for nearly his entire career. The epic story will take the crew of the U.S.S. Enterprise to the heart of the Klingon Empire where Captain Kirk's last surviving relative has become a pawn in the battle to divide the Federation... and conquer it. With Sarek's help, the crew of the Starship Enterprise learns that all is not as it seems. Before they can prevent the Federation's destruction, they must see the face of their hidden enemy--an enemy more insidious and more dangerous than any they have faced before... Return to the Mirror Universe of The Next Generation with this brand-new series from writers David & Scott Tipton, where familiar faces and exciting new surprises await around every corner! To conquer the Mirror Universe, Captain Picard must first seize control of the ship-building planet of Faundori! The only problem? Faundori is inside Klingon-Cardassian Alliance territory... Counselor Deanna Troi, a Betazoid empath, and Lt. Commander Worf, a Klingon warrior, try to make their romance work despite their radically different backgrounds. Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. The Malkus Artifacts are deadly machines, wielded as weapons of absolute power by an ancient interstellar tyrant and scattered across the Alpha Quadrant when he was overthrown. Thousands of years later, in 2151, they are discovered by Captain Jonathan Archer of the Starship Enterprise, and all Starfleet vessels are warned to be vigilant for these most lethal devices. . . One hundred years later, Captain James T. Kirk of the USS Enterprise and Commodore Matt Decker of the USS Constellation come across the first artifact on the plague-ravaged colony world of Proxima II. . . One hundred years after that, Commander Benjamin Sisko of space station Deep Space Nine finds himself pitted against the Bajoran terrorist Orta, in a battle for far more than the future of Bajor, when the second artifact falls into dangerous and destructive hands. Standard issue for all Starfleet Officers, this vital tool for space survival covers everything from space suit leaks and hotwiring a tri-corder to hostile alien encounters. Paying particular attention to the importance of initiative in situations where available technology is malfunctioning, The Survival Guide is broadly divided into the following sections: understanding alien technology; dealing with alien wildlife; modifying federation technology; and encountering temporal anomalies. There is information on essential Federation emergency equipment, and various extreme escape and survival scenarios are accompanied by actual accounts by legendary Starfleet heroes of their own dramatic improvisations. The whole is illustrated throughout with explanatory black & white line art illustrations, easy to follow in a crisis -- especially valuable when a reader is stranded on a downed shuttlecraft with only a com-badge and a self-sealing stem-bolt. It is the twenty-third century. On the planet Vulcan, a crisis of unprecedented proportion has caused the convocation of the planet's ruling council -- and summoned the U.S.S. Enterprise™ from halfway across the galaxy, to bring Vulcan's most famous son home in its hour of need. As Commander Spock, his father Sarek, and Captain James T. Kirk struggle to preserve Vulcan's future, the planet's innermost secrets are laid before us, from its beginnings millions of years ago to its savage prehistory, from merciless tribal warfare to medieval court intrigue, from the exploration of space to the the development of o' thia -- the ruling ethic of logic. And Spock -- torn between his duty to Starfleet and the unbreakable ties that bind him to Vulcan -- must find a way to reconcile both his own inner conflict and the external dilemma his planet faces...lest the Federation itself be ripped asunder. Diane Duane, author of three previous bestselling STAR TREK novels and an episode of the new STAR TREK NEXT GENERATION® television series, as well as countless other bestselling science fiction and fantasy novels, has crafted a tale of unprecedented scope and imagination, at once a generations-spanning historical novel and a thrilling science fiction adventure. Two novels in one volume include "Final Reflection," in which Krenn's loyalty to the Federation is tested, and "Kahless," in which an ancient scroll casts doubts on Klingon myths and fables. An electrifying thriller from bestselling author Diane Duane set in the Star Trek: The Original Series universe. The sword was the ultimate symbol of Romulan power, tradition, and pride. It lay in the Senate Chamber of the Romulan Star Empire, revered and untouched for centuries, until the day Dr. Leonard McCoy was tried for treason—and both were stolen during a daring attack on Romulus itself. Now, to avenge that insult and save face in the eyes of their deadly enemies, the Empire must recover the sword at any cost. Their envoys to the Federation demand the return of the sword and the extradition of the Romulan renegades who aided the Starship Enterprise™ in McCoy's escape. If diplomacy fails, the Romulans will trap the Klingons™ and the Federation in open war. In such dangerous times, the Starship Enterprise is assigned the most valuable—and volatile—element of all: the fugitive Ael, her stolen Bird-of-Prey Bloodwing, and the sword they carry. Ael will undoubtedly attempt to use ship and sword to foil her enemies and play her hand in the dangerous game that she's begun. But she will do it all under the watchful eyes of James T. Kirk, the Federation starship captain who knows her dangerously well... The Enterprise and her crew finally make it back to Federation space, but the Federation they find isn't quite the same as the one they had left behind. Meanwhile, Aegis and Gary Seven's grand design continues to take shape—and the consequences will be staggering. The final voyages of the original Enterprise crew continue in this episode from showrunners Jackson Lanzing & Collin Kelly (GREEN ARROW, NIGHTWING)!

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