

# Online Library Sacraments Of Fire Star Trek Deep Space Nine Pdf Free Copy

**A Stitch in Time** Deep Space Nine Companion **The Making of Star Trek, Deep Space Nine** *Twist of Faith* **Betrayal** Star Trek: Deep Space 9 & The U.S.S Defiant Illustrated Handbook The 34th Rule *Star Trek: Deep Space Nine: The Never Ending Sacrifice* *Avatar Book One* *Star Trek Designing Starships: Deep Space Nine and Beyond* **Revenant** *Valhalla* Star Trek: Deep Space Nine: The Never Ending Sacrifice Star Trek: Deep Space Nine: Hollow Men **Original Sin** Prophecy and Change *Star Trek: Deep Space Nine: Warped Millennium* **Book One: The Fall Of Terok Nor** *The Heart of the Warrior* Star Trek Deep Space Nine Roleplaying Game **The Long Night** Saratoga Star Trek: Deep Space Nine: Day of Honor #2: Armageddon Sky **Star Trek: Deep Space Nine: Warpath** Proud Helios **Station Rage** Star Trek: Deep Space Nine—Too Long a Sacrifice Unity Star Trek: Deep Space Nine: Worlds of Deep Space Nine #2: Trill and Bajor Bloodletter **Star Trek: Deep Space Nine: Trial by Error** *Star Trek: Deep Space Nine #3* **Star Trek: Deep Space Nine: Worlds of Deep Space Nine #1: Cardassia and Andor** Trek *Star Trek, Deep Space Nine* **Star Trek: Deep Space Nine: Worlds of Deep Space Nine #3: The Dominion and Ferenginar** Millennium Book Three: Inferno *The Star Trek: Deep Space Nine: The Siege* **Emissary** *Inferno*

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Ambassadors from all over the Federation have assembled on Deep Space Nine™ for a conference that will determine the future of the planet Bajor. Keeping dozens of ambassadors happy is hard enough, but soon terrorists begin a bombing campaign on the station, and Commander Sisko's job becomes nearly impossible. Distracted by all of this, he's in no position to deal well with the arrival of a belligerent Cardassian commander demanding the return of Deep Space Nine to the Cardassian empire, but he must rise to the occasion if his station and Bajor are to emerge from the crisis intact. Deep Space Nine™ is forced to curtail entry to the wormhole due to increased graviton emissions, and an air of biting tension settles over the station. This anxiety leads to the murder of an Edeman religious leader, Commander Benjamin Sisko and Security Chief Odo realize they face a larger problem. Soon Sisko and Odo have more lifeless bodies on their hands and a killer who strikes without motive. Then, both the Edemans and Cardassians arrive threatening to destroy the station unless the murderer is given to them for retribution. In order to save Deep Space Nine and stop the killing, Odo must try to destroy a powerful assassin who is the only link to his mysterious past. The True Reckoning is only seconds away, and only the crew of Deep Space Nine can prevent it from happening. But the Pah-wraiths and their followers, Gul Dukat and the merciless Grigori, will do anything to stop them. Does the answer lie within the realm of the Prophets, opponents of the Pah-wraiths from time immemorial? Or is the real answer hidden in the fact that nearly seven years ago, a Ferengi barkeeper was not killed by the Cardassians? What begins as a sticky political problem soon evolves into full-scale chaos for Commander Sisko when a tomb of Cardassian soldiers is discovered on Deep Space Nine™. While Sisko searches for a diplomatic way to return the soldiers to Cardassia, the "bodies" begin to pulsate with life, determined to seek revenge on the enemies now occupying the former Cardassian stronghold. But

as the soldiers launch their attack to cripple the station, and Sisko struggles to regain control, another old enemy plots to destroy the soldiers at any cost -- even if it means destroying Deep Space Nine as well! When the Borg destroyed the U.S.S. Saratoga at Wolf 359, killing Captain Sisko's beloved wife, one chapter in his life came to a tragic end. Now painful memories are reawakened when the U.S.S. Defiant™ carries the survivors of the Saratoga to an important Starfleet ceremony. But Sisko's bittersweet reunion with his old crewmates is cut short when an unexpected malfunction threatens the Defiant as well as the lives of everyone aboard. Even worse, evidence suggests that the accident was caused by deliberate sabotage. Has one of Sisko's oldest friends betrayed them all? Sisko and Dax must uncover the truth before death claims the survivors of the Saratoga. Hannah is the strong one. The one who cares for her brothers and sisters; the one who's kept the family together. But now, everything is changing. Her father is more distant, and her siblings are starting lives of their own. That's when Hannah decides to make a quilt. A quilt of fabrics from people who are special to the family; people they trust. And when the sisters are separated, Hannah makes sure they each have a piece of the quilt. The quilt she hopes will bring her family together again.

Discover more about the Star Trek planets Trill and Bajor with these two sweeping and unputdownable stories starring Ezri Dax, Kira Nerys, and Benjamin Sisko of the space station Deep Space Nine. They are a people with secrets in Trill. For centuries, they kept their true nature hidden, even taking disturbing steps to protect the small population of near-immortal symbionts with whom a privileged few Trill are joined, body, mind, and soul. They are a people who hold memory to be sacred, yet deny their own past. Now amid a whirlwind of scandal, accusations, and civil unrest, Ezri Dax must penetrate millennia of lies and deceptions, and rediscover what should never have been forgotten. Meanwhile, in Bajor, the honeymoon is over. Following the euphoria of Bajor's entry into the Federation, the real business of making that union work has begun. But even on a world where politics and religion are intertwined, conflicting visions of Bajor's role in the interstellar arena divide the planet's leadership. As newly minted Captain Kira Nerys sets the tone for the kind of Starfleet officer she will be, First Minister Asarem makes a bold move to define Bajor's voice in the Federation, while the returned Benjamin

Sisko prepares for a future that only he, as yet, can see. Worf and the USS Defiant find themselves in a deadly trap in this suspenseful and white-knuckled thriller in the bestselling Day of Honor series taking place in Star Trek: Deep Space Nine. Dispatched on a secret mission, Commander Worf and the crew of the USS Defiant find themselves trapped—along with the exiled Klingons who had pledged their loyalty to Worf's dishonored family—on an alien world threatened by a global cataclysm. Worf must find a way to save himself and his fellow Klingons and also prevent a bloody massacre that will forever stain the honor of the Klingon Empire. They were created to be killing machines. Highly intelligent, resourceful, and deceptively complex, the Jem'Hadar are a species engineered for war and programmed at the genetic level for one purpose: to fight until death as soldiers of the sprawling stellar empire known as the Dominion. No Jem'Hadar has ever lived thirty years, and not even their masters, the shape-shifting Founders, know what such a creature is capable of becoming were it to be freed of its servitude. One Founder, however, has dared to wonder. Appointed by Odo himself to learn peaceful coexistence aboard Deep Space 9™, Taran'atar, an Honored Elder among the Jem'Hadar, had for months been a staunch, if conflicted, ally to the crew of the station, ever struggling to understand the mission on which he was sent . . . until something went horrifically wrong. Consumed by self-doubt and an ever-growing rage, Taran'atar has lashed out against those he was sworn to aid. While Captain Kira Nerys and Lieutenant Ro Laren both lie near death aboard DS9, their assailant has taken a hostage and fled into Cardassian space, pursued by Commander Elias Vaughn on the U.S.S. Defiant. But as the hunt unfolds, Taran'atar's true objective becomes increasingly less certain, as the rogue Jem'Hadar leads the Defiant to a discovery even more shocking than his crime. Travel to two of the most colorful and fascinating civilizations in the Star Trek universe with this collection of two sweeping and reflective novellas that transport us to the alien planets of Ferenginar and the Dominion. In Ferenginar, Quark's profit-driven home planet is rocked by a shocking scandal when allegations that Quark's brother's first wife has threatened to overthrow the Grand Nagus of the Ferengi Alliance, Rom. To make matters worse, Quark has been recruited by Rom's political adversaries to join their coup d'état, with promises that all of

Quark's wildest dreams will come true if he helps. Quark must decide if the future of Ferenginar is worth his greatest desires or if he is strong enough to save it himself. In *The Dominion*, the Great Link—the living totality of the shape-shifting Founders—has struggled with questions ever since its defeat in the war for the Alpha Quadrant. At its greatest moment of intense doubt, its fate, and that of the Dominion itself, is tied to Odo's investigation of his kind's true motives for sending a hundred infant changelings out into the galaxy. As Odo searches for answers and takes a hard look at his past choices, Taran'atar reaches a turning point in his own quest for clarity—one from which there may be no going back. Continuing the Deep Space Nine saga—an original novel from New York Times bestselling author Judith Reeves-Stevens! Now begins the final battle of the Prophets and the Pah-wraiths within the nightmarish realm of nonlinear time—as the greatest epic adventure in the saga of Deep Space 9™—reaches its staggering conclusion... As predicted in ancient Bajoran texts, the Celestial Temple has been restored, ending normal space-time existence for all except Captain Benjamin Sisko and those trapped on the Starship Defiant and the Klingon warship Boreth. But as apocalyptic war rages between the Prophets and the Pah-wraiths, one last chance for survival beckons—a return to Deep Space 9. Yet, in the realm of nonlinear time, it appears that there are two possible times at which Sisko and his allies can turn to the station: on the day of the Cardassian Withdrawal, or on the day six years later when DS9 was destroyed. But which choice will lead to the triumph of the Prophets? And which to eternal victory for the Pah-wraiths? With time literally running out and the fate of the universe in his hands, Sisko now must confront his own personal inferno—in order to change the past and restore the present, he must be ready to make the ultimate sacrifice...his future... Fourth in the series of STAR TREK ILLUSTRATED HANDBOOKS, this guide takes an in-depth look at the space station Deep Space 9 and the starship U.S.S. Defiant. The perfect gift for the Star Trek fan in your life! Exploring the former Cardassian space station in detail, this volume looks at Deep Space 9's history and operation under the command of Captain Benjamin Sisko of the United Federation of Planets. The chapters feature the station, the warship the U.S.S. Defiant, and the small, multi-purpose runabouts used as transport by the crew. With technical information

from official sources, annotated exterior views and isometric illustrations of key locations, this handbook provides an extraordinary reference guide to 24th century Federation life on the diplomatic outpost. With technical information from official sources, annotated exterior views and isometric illustrations of key locations, this volume provides an extraordinary reference guide to 24th century Federation life on the diplomatic outpost. Continuing the post-television Deep Space Nine saga, this original novel shows the fall of the Cardassian empire as seen through the eyes of a young man with a foot in two worlds. Rugal is an orphaned Cardassian who has been raised by the people his race once conquered, the Bajorans. Reluctantly repatriated to Cardassia as a teenager, Rugal becomes the living witness to the downfall of the proud people to whom he was born, first by the invading Klingons, then during the Cardassians' unholy pact with the Dominion—a partnership that culminated in a near-genocide. Through it all, Rugal's singular perspective illuminates the choices that brought the Cardassians to their ruin...even as he learns that the Cardassian soul is not as easy to understand as he imagined. At the climactic close of the TV series of Star Trek Deep Space Nine the forces of the Federation and their allies finally overcame the Dominion invaders and averted the threat of totalitarian rule. And yet ... the future of the Alpha Quadrant is by no means as safe as it seems. Deep within the bowels of Deep Space Nine is a secret that has been kept for seven years. When it is uncovered the very heart of the Federation will be ripped apart, succeeding where the shapeshifting Founders failed. The destruction of the Federation is at stake. Only the crew of Deep Space Nine can stop it - but will they be in time? While a crucial peace conference fills Deep Space Nine™ with rumors of intrigue and conspiracy, Major Kira and Lt. Commander Worf embark on a dangerous undercover mission deep into the heart of the Gamma Quadrant. Their mission: to find the secret of the addictive substance that the Changelings use to control their Jem'Hadar warriors. But how long can Worf and Kira remain undetected in the midst of the Dominion? Odo may be their only hope; but to save them, he'll have to stand against his own people. S.D. Perry's two-book sequence Avatar launched the new series of Deep Space Nine novels in 2001, capturing and expanding on the unique qualities of the television series and mixing new characters with old to acclaim from both

critics and fans. Continuing the themes begun in Avatar through her next volume Rising Son, Perry here unites the threads in a stunning resolution which sees the return of Captain Benjamin Sisko. Starfleet Captain, father, husband, Emissary of the Prophets, a religious and spiritual icon to the people of the planet Bajor -- Benjamin Sisko is, or has been, all these things. Reconciled to his role as the conduit through whom the mysterious alien entities known as The Prophets worked, he succeeded in saving Bajor from destruction by the Pah-Wraiths, and appeared to be translated into a different form of existence, joining the Prophets in their non-corporeal world. Appearing in a vision to his new wife, Kasady Yates, he promised her he would return to her some day. Find out how, in a masterful, gripping tale which sees not only Sisko's return but the birth of his son and the historic entry of Bajor to the United Federation of Planets. When Quark brokers a lucrative deal to trade trellium crystals from the Gamma Quadrant for gold-pressed latinum, the potential for profit seems too good to be true. It is. Pretty soon, Deep Space Nine is under fire from at least three different alien races, each accusing the others of theft, piracy, and worse. Then, angry Klingons get involved, and so do the Ferengi... Odo wouldn't mind seeing one of Quark's schemes backfire, but not when it places the entire station in the middle of a shooting war that might consume them all! For the very first time, the secrets of "Star Trek's" most vital space station are revealed in hundreds of schematic diagrams and illustrations. Shadowy undergrounds, interstellar black markets, political scheming, and diplomatic treachery are all hallmarks of the Star Trek RM: Deep Space Nine TM setting. Next Generation stories and DS9 stories are not cut from the same cloth. If TNG corridors are brightly lit and streamlined, those in the world of DS9 are dark, hazy, and slightly tarnished. The Star Trek RM: Deep Space Nine TM Core Game Book invites players to explore the frontiers of the Alpha Quadrant, far from gleaming starships and Federation law. Experience all of the excitement and adventure of the frontier, as players shed their Starfleet uniforms and take on the roles of Cardassian spies, Bajoran mystics, and Ferengi smugglers. The DS9 Core Game Book provides the rules necessary for players to create their own adventures in the DS9 universe. So go beyond the show -- step into the action and make the story come alive. Within every federation and every empire,



behind every hero and every villain, there are the worlds that define them. In the aftermath of *Unity* and in the daring tradition of *Spock's World*, *The Final Reflection*, and *A Stitch in Time*, the civilizations most closely tied to *Star Trek: Deep Space Nine* can now be experienced as never before...in tales both sweeping and intimate, reflective and prophetic, eerily familiar and utterly alien.

**CARDASSIA:** The last world ravaged by the Dominion War is also the last on which Miles O'Brien ever imagined building a life. As he joins in the reconstruction of Cardassia's infrastructure, his wife Keiko spearheads the planet's difficult agricultural renewal. But Cardassia's struggle to remake itself—from the fledgling democracy backed by Elim Garak to the people's rediscovery of their own spiritual past—is not without opposition, as the outside efforts to help rebuild its civilization come under attack by those who reject any alien influence.

**ANDOR:** On the eve of a great celebration of their ancient past, the unusual and mysterious Andorians, a species with four sexes, must decide just how much they are willing to sacrifice in order to ensure their survival. Biological necessity clashes with personal ethics; cultural obligation vies with love—and Ensign Thirishar ch'Thane returns home to the planet he forswore, to face not only the consequences of his choices, but a clandestine plan to alter the very nature of his kind.

*Star Trek's* grittiest and most challenging series may have reached its climactic conclusion on the television screen, but all-new adventures on the frontiers of Federation space continue between the covers of *Pocket Books*. In the aftermath of the Dominion War that brought the *Star Trek* universe to the brink of ruin, space station *Deep Space Nine* - the galaxy's nexus of military and scientific intrigue, situated as it is on the wormhole that links two quadrants - once again becomes a flashpoint of impending Armageddon when a surprise attack cripples the station, killing the First Officer and threatening the fragile peace. Colonel Kira and the surviving crew of *DS9* - along with four controversial new officers - are all that stand against the outbreak of a new conflict and a doom foretold by the Prophets to coincide with the birth of Captain Benjamin Sisko's child. Meanwhile, Captain Jean-Luc Picard and the crew of the *USS Enterprise* make a startling discovery, one that will determine the course of an entire civilization and profoundly affect the lives of the crew of *Deep Space Nine*...

Continuing the *Deep Space Nine* saga—an original novel from New York

Times bestselling author David R. George III! At the end of 2385, in a significant shift of its goals from military back to exploratory, Starfleet sent Captain Benjamin Sisko and the crew of the U.S.S. Robinson on an extended mission into the Gamma Quadrant. Tasked with a yearlong assignment to travel unknown regions, they set out to fulfill the heart of Starfleet's charter: to explore strange new worlds, and to seek out new life and new civilizations. But now three months into the mission, their first contact with an alien species comes in the form of an unprovoked attack on the Robinson. With the ship's crew suddenly incapacitated, seventy-eight of the 1,300 aboard are abducted—including Sisko's daughter, Rebecca. But Rebecca had already been kidnapped years earlier by a Bajoran religious zealot, part of a sect believing that her birth fulfilled the prophecy of the arrival of the Infant Avatar. Does her disappearance now have anything to do with the harrowing events of the past? And for what purposes have these enemies taken Sisko's daughter and the rest of the missing? Commander Benjamin Sisko is just recovering from the death of his wife when he is assigned command over the former Cardassian, but new Federation space station, Deep Space Nine™. This space station is strategically located not only because of its orbit about Bajor, but also because of its proximity to the only known stable wormhole in the galaxy. After meeting the other Bajoran and Starfleet personnel assigned to the station, including a former Bajoran freedom fighter and a shapeshifter, Sisko finds himself in that very wormhole and in the midst of a metaphysical experience as the alien inhabitants of the wormhole question the concepts of time and love. Sisko, filled with humanistic hubris, begins to explain these experiences, and resolve his painful past. The inventive concept art behind Star Trek: Deep Space Nine's titular space station, U.S.S. Defiant and dozens more ships comes to life on the page! Deep Space Nine is considered by many Star Trek fans to be the best of all the Trek shows in the franchise's illustrious 55-year history, and Star Trek Designing Starships puts the spotlight on the show's space-faring vessels. The fifth entry in Hero Collector's ongoing series of Star Trek Designing Starships, Deep Space Nine and Beyond delivers original production art and extensive interviews with the award-winning artists who created the ships and helped bring them to the screen over the course of the show's seven-year run (1993-1999) and its 176 episodes.

Starfleet Command has learned that the Cardassians are planning to construct a base on the other side of the wormhole to establish a presence and claim the rich unexplored territory. Now, it falls to Commander Sisko, Major Kira, and the crew of Deep Space Nine™ to set up a Federation station there immediately. Before Major Kira can deliver the new base, a fanatic from her violent past appears. Kira must engage in a life and death struggle with an enemy who will stop at nothing to destroy her, as the fate of Bajor, the wormhole, and possibly the entire Federation hangs in the balance. An in-depth look behind the scenes of the smash-hit television series. An all-new novel based on the landmark TV series Star Trek: Deep Space Nine from the acclaimed author of *A Big Ship at the Edge of the Universe!* Jadzia Dax has been a friend to Etom Prit, the Trill Trade Commissioner, over two lifetimes. When Etom visits Deep Space Nine with the request to rein in his wayward granddaughter Nemi, Dax can hardly say no. It seems like an easy assignment: visit a resort casino while on shore leave, and then bring her old friend Nemi home. But upon arrival, Dax finds Nemi has changed over the years in terrifying ways...and the pursuit of the truth will plunge Dax headlong into a century's worth of secrets and lies!™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved. Political tensions on Bajor are once again on the rise, and the various factions may soon come to open conflict. In addition, a series of murders has shaken everyone on board the station. While Security Chief Odo investigates the murders, Commander Sisko finds himself butting up against a new religious faction that plans to take over Bajor and force the Federation to leave Deep Space Nine. Odo soon traces the murders to a bizarre and dangerous form of holosuite technology--a technology that turns its users into insane killers and now threatens Sisko's son, Jake. As the situation on Bajor deteriorates, Sisko learns that the political conflict and the new holosuites are connected. Both are the work of a single dangerous man with a plan that threatens the very fabric of reality. The plot is darker than anything Sisko has faced before, and to defeat it, he must enter the heart of a twisted, evil world where danger lurks in every corner and death can come at any moment--from the evil within himself, from his closest friends, or even at the hands of his own son. The free flow of traffic to the Gamma Quadrant is vital to the

recovery and survival of the planet Bajor and to Federation interests as well. When a mysterious cloaked ship begins raiding wormhole shipping, cleaning out holds and killing entire crews, Commander Benjamin Sisko of Deep Space Nine™ acts at once to stop the menace. Commander Sisko has unexpected aid: the cloaked vessel has been striking Cardassian ships as well, and the Cardassian commander Gul Dukat intends to destroy the ship at all costs. Their unlikely alliance works well -- until two of Sisko's crewmen are captured by the raiders. Gul Dukat will stop at nothing to gain his victory; now Sisko must locate the predator ship, hold off the Cardassians long enough to rescue his people -- and prevent an interstellar war! Character and actor biographies, plus plot outlines and episode previews, make this the most informative guide to Deep Space Nine, the newest Star Trek TV series. A fitting introduction to the new series for Trekkies and SF fans alike. 40 photos.

Centuries ago, the Supreme Ruler of the planet Jibet fled a democratic uprising, taking with him many priceless works of art. Now Quark's greed leads Commander Sisko and his crew to the lost treasures -- and to the Supreme Ruler himself, preserved in cryogenic suspension. The discovery sparks unrest on Jibet, and launches an alien armada against Deep Space Nine™. As Dr. Bashir struggles to keep the dying ruler alive, Jake and Nog uncover deadly evidence of lingering Cardassian treachery. Now, Sisko must somehow keep the mysteries of the past from destroying all hope for DS9's future.

Continuing the post-television Deep Space Nine saga, this original novel shows the fall of the Cardassian empire as seen through the eyes of a young man with a foot in two worlds. Rugal is an orphaned Cardassian who has been raised by the people his race once conquered, the Bajorans. Reluctantly repatriated to Cardassia as a teenager, Rugal becomes the living witness to the downfall of the proud people to whom he was born, first by the invading Klingons, then during the Cardassians' unholy pact with the Dominion—a partnership that culminated in a near-genocide. Through it all, Rugal's singular perspective illuminates the choices that brought the Cardassians to their ruin...even as he learns that the Cardassian soul is not as easy to understand as he imagined. Following the publication of Deep Space Nine tenth anniversary books *RISING SON*, *THE LIVES OF DAX* and *THE LEFT HAND OF DESTINY*, *PROPHECY AND CHANGE* is an anthology of

original stories celebrating the television series. Authors include Andrew J. Robinson, who played the mysterious Garak throughout Star Trek: Deep Space Nine, and whose novel *A STITCH IN TIME* was the bestselling Star Trek fiction of 2000. Star Trek: Deep Space Nine is justly acclaimed for its storylines, its characters -- including the large and varied cast of supporting characters, many of whom became favourites with Deep Space Nine fans -- and for the fact it was never afraid to examine some of the darker corners of the Star Trek universe. The stories collected here pay tribute to all those distinctive elements that made Deep Space Nine unique. Tensions caused by speculation that Cardassia is about to reoccupy Bajor are complicated by the arrival of a strange alien ship. When it's discovered that the crew is dead and the ship is carrying valuable Gamma-quadrant technology, it becomes a sought after prize, which Commander Sisko must fight to keep out of Cardassian hands. Meanwhile, Sisko also finds himself at odds with Major Kira, who believes the ship is Bajoran property. When the alien ship suddenly seizes control of Deep Space Nine™, and the Cardassians move in to try to capture it, Sisko must face off against a shipload of angry Cardassians -- and the alien being controlling Deep Space Nine! At the turning point of the Dominion War, Captain Benjamin Sisko of Starbase Deep Space 9™, facing certain defeat by the relentless forces of the Jem'Hadar and the Cardassians, went through with a secret plan to secure the aid of the Federation's longtime adversaries, the Romulans. What began as a desperate attempt to save lives became a descent into an abyss of deception, moral compromises, and outright criminal acts, as Sisko sacrificed every ideal he held dear in order to preserve the civilization that espoused those selfsame principles. Now the aftermath of that choice is revealed for the first time as Sisko is summoned to Earth to take part in the first Allied talks to come out of the Federation's new partnership with the Romulans. But Sisko's conscience weighs heavily on him, compelling him to seek some kind of penance for what he has done...while elements within Starfleet itself set in motion a scheme to use Elim Garak as a pawn against a human political dissident who may hold the key to the outcome of the war. *HOLLOW MEN A TALE OF THE DOMINION WAR* Lavishly illustrated with a wealth of rare photos and drawings, this is the first and only fully authorized, comprehensive companion to seven seasons of the television

show "TV Guide" called "the best acted, written, produced, and altogether finest of the four "Trek" series". For once, business is going well for Quark, not that anyone on Deep Space Nine™ truly appreciates his genius for finding profit in the most unlikely of circumstances. Quark is even looking forward to making the deal of a lifetime -- when he suddenly finds himself stuck right in the middle of a major dispute between Bajor and the Ferengi Alliance. It seems that the Grand Nagus is refusing to sell one of the lost Orbs of the Prophets to the Bajoran government, which has responded by banning all Ferengi activity in Bajoran space. With diplomatic relations between the two cultures rapidly breaking down, Quark loses his bar first, then his freedom. But even penniless, he still has his cunning and his lobes, and those alone may be all he needs to come out on top -- and prevent an interstellar war! Uneasy peace. Worlds in flux. Tests of faith. The final episode was only the beginning. The Dominion War is over...or is it? Three months after the Allied victory against the invaders from the Gamma Quadrant, a surprise attack awakens the fear of renewed hostilities. At the same time, a senseless murder sets a space station commander on a path that will test the limits of her faith...while a strange discovery within the plasma storms of the Badlands propels an old soldier toward a rendezvous with destiny. Elsewhere, amidst the ruins of an ancient civilization, a young man is about to embark on a dangerous quest to fill the hole in his life—one left by the loss of his father. So begins the unprecedented, authorized continuation of Star Trek: Deep Space Nine®, springing from the seven-year television odyssey of Captain Benjamin Sisko and his crew aboard a Federation starbase at the edge of the final frontier. Following the serial format and evolving character arcs that were the hallmarks of the TV series, the new Deep Space Nine novels pick up where the show left off, daring to imagine what happened after the final episode. Now the first five tales of that critically acclaimed storyline are collected in one massive volume. Originally published as the two-part Avatar, Abyss, Demons of Air and Darkness, and the novella Horn and Ivory, Twist of Faith revisits the aftermath of the Dominion War, the pivotal planet Bajor, its mysterious connection to the timeless Prophets of the wormhole, as well as the familiar faces, new friends, and uncertain allies whose fates intertwine at the crossroads of the galaxy. With an introduction by New York Times bestselling

author David R. George III (Mission: Gamma—Twilight; The Lost Era: Serpents Among the Ruins; the Crucible trilogy), *Twist of Faith* takes the Deep Space Nine saga to a new level, exploring what was left behind and what awaits beyond. 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... As the temperature rises aboard Deep Space Nine, Captain Sisko, Kira and Odo come closer to getting to the bottom of the mystery. Can Sisko calm the volatile situation and restore order before another riot breaks out? And what does Garak have to do with all that has transpired?

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