

Once upon a time, GDW started publication of a trilogy set in **The New Era**. Three **Traveller** novels by Paul Brunette chronicling a ship and its crew in the chaos after the rebellion. It started with **The Death of Wisdom**, and continued with **To Dream of Chaos**, but GDW (like the Third Imperium) was embroiled in chaos, and closed its doors in 1996, without releasing the third novel.

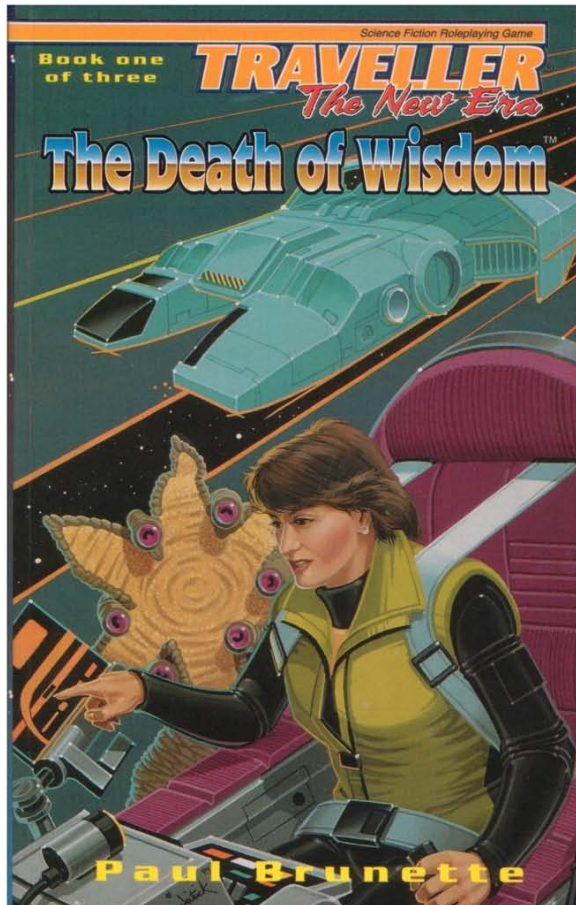
Ten years later, Marc Miller wanted to know how it ended. The original third novel was lost, so Marc teamed up with writer Matthew Carson to puzzle out the truth.

They read and outlined the first two novels, and from that developed their own ideas of the story arc. Then they compared notes and outlined the third novel... a suitable ending to the stories that went before.

Matthew then commenced writing, and over the course of two years produced a 300,000 word manuscript that tied up the loose ends and resolved the story line.

At that point, the original manuscript emerged from the secret archives of GDW!

So the TNE trilogy has TWO endings: the original and the alternate. Both are now available.

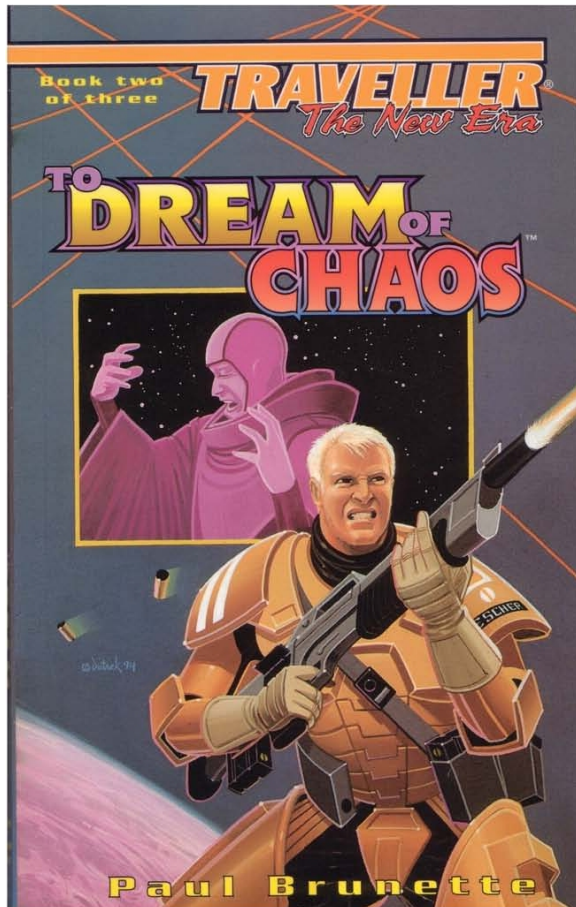


The Death of Wisdom

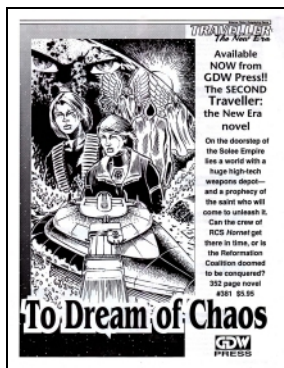


Once there was an Empire

but now there is desolate ruin, the silence of a trillion unburied dead on a thousand worlds, and a handful of people who will not let the dream of star-spanning civilization die. Coeur "Red Sun" d'Esprit is one of those people committed to returning humanity to the stars. As a survivor of the fallen empire, she remembers better times, but as captain of a Reformation Coalition starship, she makes do with the limited resources of the here and now, and learns to deal with the sophisticated but mysterious alien Hivers who appear to be helping mankind to rebuild its civilization. When Hiver scientists start dying by the hundreds on a frontier world, the future of humanity is called into question. Can this fragile civilization survive the plague that is wiping out its high-tech mentors, or will humanity have to rise or fall on its own? Is this a natural disaster, or is this the work of a hidden hand, willing to gamble the extinction of humanity for the extermination of an alien threat? As the plague spreads, Red Sun and her crew must head into the "Wilds" of uncivilized space to discover the truth, and to prevent this from becoming **the Death of Wisdom**.



To Dream of Chaos



The call to preserve the future

of humanity... does not always come when it is convenient, and is not always delivered to the strong and well-prepared. Sometimes courage alone must take the place of powerful weapons, for this call cannot be ignored.

An infamous Reformation Coalition criminal has discovered a cache of super-weapons that could provide the power of life and death over humanity's fragile rebirth. But this stockpile sits on the doorstep of the oppressive Empire of Solee. If the Solee obtain these weapons, the dream of a free human civilization will die aborning.

When the call comes, only tiny *RCS Hornet* is available, her crew scattered to new assignments following the completion of their last mission.. *Hornet* is hastily dispatched to find the weapons, and ensure that they do not fall into the wrong hands. But when they arrive, they find a world locked in civil war, and stalked by impervious "nightjacks": angels or demons who come in the darkness to pluck away the locals - and *Hornet* crewmembers. However, deep beneath a mountain fortress, surrounded by weapons of staggering power, there sleeps one who is described as a saint. It is said that he will return at the the time of his world's greatest need to save his people. But only he knows that while he has slept away the years, he has dared... To Dream of Chaos.

Death of Wisdom Plot Summary:

The Death of Wisdom follows the adventures of the RCS *Hornet* and her valiant crew. Thanks to some technological additions, courtesy of the Hivers, the 80-year old *Jayhawk*-class far trader is able to handle situations normally outside her scope.

What starts out as a fairly straightforward mission to deliver trade goods to the planet Ra, quickly becomes much more complicated. The heroes stumble onto a conspiracy to spread a deadly Solomani biological weapon called Fologorex II, which is tailor made to kill Hivers. Through their travels they find that the plot is being directed by the Guild, with the backing of the Novastar megacorporation, and a notorious space pirate acting as the hatchet man. If successful, this plan could potentially destroy the fragile RC that looks to the Hivers as a source of technical stability, ultimately throwing the peace into chaos.

When the Hiver Technical advisor on the *Hornet*, becomes infected, the crew redoubles their efforts to search for the conspirators. After a series of stops going into The Wilds, the *Hornet* is able to trace the conspiracy back to its source on Sauler. There they are able to neutralize the masterminds behind the scheme, with the unlikely help of the space pirates, and contain the biological threat.

To Dream of Chaos Plot Summary:

Two months after their return from Sauler, *Hornet's* crew has parted ways. When it is discovered that a dangerous Oriflammen free-booter has stumbled across a cache of weapons, including a black globe generator, the RC reunites the crew of the *Hornet* to undertake the mission to recover this ancient artifact, or to destroy it if it is to fall into hostile hands, including the ambitious Solee Confederation. So, the new and improved ship sets sail for the planet Mexit.

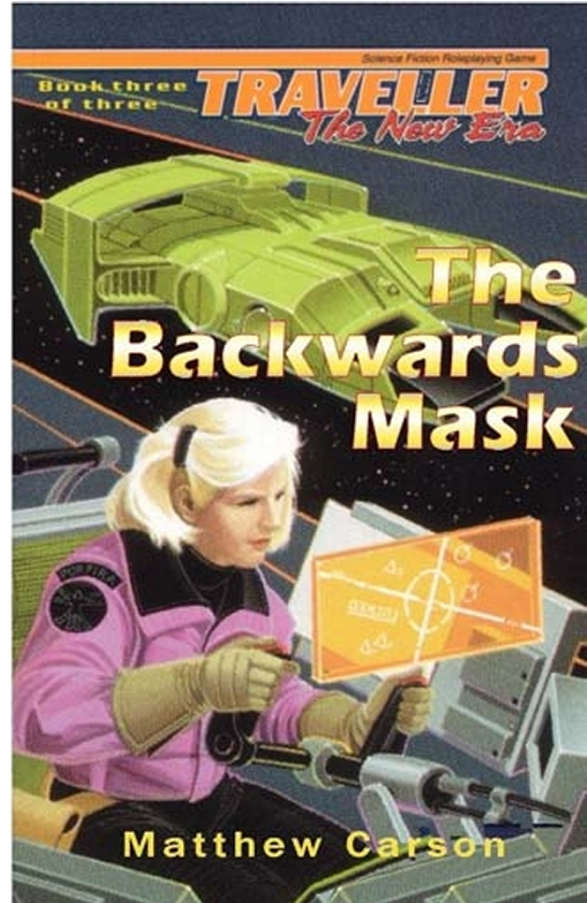
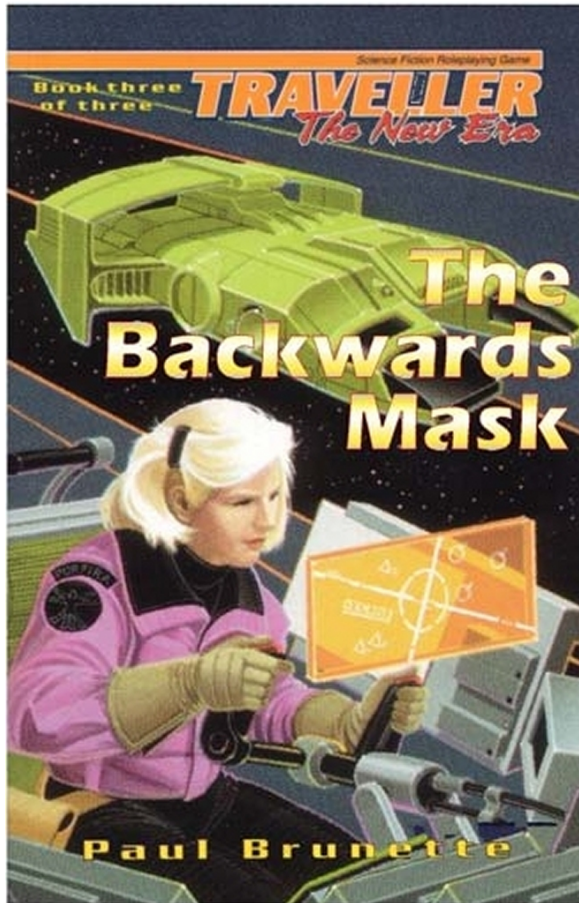
The journey is an arduous one, and new people are added the *Hornet's* "extended family" as two junior Technarchs from Oriflamme join the team, as well as the space pirate turned ally, Vega Zorn.

Once the united group of space travelers reaches Mexit, they find a planet being torn apart by civil strife. On one side is the Church of Grace and Light, a fairly good religious order that waits for the return of the prophet, St. Kilalt. On the other side is Emperor Brak, a petty tyrant whose control stems from his arsenal of technologically advanced weapons. The heroes fall in with the Church rebels to try to find the weapons depot. When a few of Zorn's people as well as the junior Technarchs are captured, Red Sun helps depose the evil Brak from power and helps set up the Church as the interim government

Through some codebreaking, the heroes find that the location of the depot lies within the holy texts of the Church, which means that the tomb of St. Kilalt and the depot are one and the same. Once a group from *Hornet* finds their way in to the depot, they find it controlled by relic, self-aware androids, called nightjacks, devoted to bringing back the sleeping saint from his cryo sleep. The "ground hog" they awaken, however, is little more than a power hungry arms dealer with delusions of grandeur. But even Kilalt has an unseen master, as the depot's Virus-infected computer core starts the wholesale destruction of the populace. Thanks to some decisive action on the part of the heroes, the robotic nightjacks are defeated, and the underground depot containing the black globe generator, weapons and ships is summarily nuked from the inside

With the Church once again minding their affairs and the opposition defeated, the crew of the *Hornet* leaves behind some of their new troopers to form the backbone a new supply base. They leave also with the intent of bringing Zorn back to RC space to face punishment for her previous crimes.

The Backwards Masks



The enemies

of the Reformation Coalition are on the move, and the crew of the RCS Hornet is called to face their greatest challenge among the stars. Worlds hang in the balance, and not everyone is who they seem, as conspiracy leads inevitably to revolution.