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# Morlock Night Kw Jeter

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Ancillary Justice Macmillan

A thrilling new Steampunk fantasy from a talented debut author **TWO GODS-ONE CHANCE FOR MANKIND** In Victorian London, the Whitechapel section is a mechanized, steam-driven hell, cut off and ruled by two mysterious, mechanical gods-Mama Engine and Grandfather Clock. Some years have passed since the Great Uprising, when humans rose up to fight against the machines, but a few brave veterans of the Uprising have formed their own Resistance-and are gathering for another attack. For now they have a secret weapon that may finally free them-or kill them all...

Blade Runner 3 Abrams

Philip K. Dick Award Finalist: A ragtag space crew discovers alien technology that could change the fate of humanity—or

awaken an ancient evil that could destroy all life in the galaxy The shady crew of the White Raven run freight and salvage at the fringes of our solar system. They discover the wreck of a centuries-old exploration vessel floating light years away from its intended destination and revive its sole occupant, who wakes with news of First Alien Contact. When the crew informs her that humanity has alien allies already, she reveals that these are very different extra-terrestrials—and the gifts they bestowed on her could kill all humanity, or take it out to the most distant stars. “ Ridiculously fun with a well-thought-out space opera setting and lots of fancy reveals. ” —Charlie Jane Anders, author of *All the Birds in the Sky* “ Through his wit, dialogue, and vast, diverse world, Tim Pratt has created a space opera for today—one filled with diverse characters and cultures that feel nuanced enough to be real—while still delivering the sense of wonder that made you love the genre in the first place. ” —Barnes & Noble Sci-Fi & Fantasy Blog

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The Time Ships Watkins Media Limited

A mysterious airship orbits through the foggy skies above Victorian London. Its terrible secrets are sought by many, including: the Royal Society; a fraudulent evangelist; a fiendish vivisectionist; an evil millionaire; and an assorted group led by the scientist and explorer, Professor Langdon St. Ives. Can St. Ives keep the alien homunculus out of the claws of the villainous Ignacio Narbondo?

An Accident of Stars Scarborough, Ont. : New American Library of Canada

When George Dower's father died, he left George his watchmaker's shop - and more. But George has little talent for watches and other infernal devices. When someone tries to steal an old device from the premises, George finds himself embroiled in a mystery of time travel, music and sexual intrigue.

**Black Adam: Rise and Fall of an Empire**  
Riverhead Books

A BATTLE FOR THE SOUL OF HAUNTED LOS ANGELES Why did Cecil B. DeMille really bury the Pharaoh's Palace set after he filmed The Ten Commandments in 1923? Fugitives Sebastian Vickery and Ingrid Castine find themselves plunged into the supernatural secrets of Los Angeles—from Satanic indie movies of the '60s, to the unquiet La Brea Tar Pits at midnight, to the haunted Sunken City off the coast of San Pedro . . . pursued by a Silicon Valley guru who is determined to incorporate their souls into the creation of a new and predatory World God. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Forced Perspectives: ". . . playfully blends Egyptian mythology, alternate Los Angeles history, and modern technology. . . . A cast

of unusual side characters. . . add color and complexity. This labyrinthine tale of the bizarre and fantastic will grip urban fantasy enthusiasts until the end."—Publisher Weekly (starred review) About prequel, Alternate Routes: "Powers continues his run of smashing expectations and then playing with the pieces in this entertaining urban fantasy. . . . This calculated, frenetic novel ends with hope for redemption born from chaos. Powers' work is recommended for urban fantasy fans who enjoy more than a dash of the bizarre."—Publishers Weekly "Alternate Routes is both a thrilling mash-up of science fiction, fantasy, and horror and a work of startling moral sophistication. The horror packs a wallop, and there's as much in the way of suspense and tension as the reader can bear. Powers takes us on one hell of a ride."—The Federalist About Tim Powers: "Powers writes in a clean, elegant style that illuminates without slowing down the tale. . . . [He] promises marvels and horrors, and delivers them all."—Orson Scott Card "Other writers tell tales of magic in the twentieth century, but no one does it like Powers."—The Orlando Sentinel ". . . immensely clever stuff. . . . Powers' prose is often vivid and arresting . . . All in all, Powers' unique voice in science fiction continues to grow stronger."—Washington Post Book World "Powers is at heart a storyteller, and ruthlessly shapes his material into narrative form."—The Encyclopedia of Science Fiction "On Stranger Tides . . . immediately hooks you and drags you along in sympathy with one central character's appalling misfortunes on the Spanish Main, [and] escalates from there to closing mega-thrills so determinedly spiced that your palate is left almost jaded."—David Langford "On Stranger Tides . . . was the inspiration for Monkey Island. If you read this book you

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can really see where Guybrush and LeChuck were -plagiarized- derived from, plus the heavy influence of voodoo in the game. . . . [The book] had a lot of what made fantasy interesting . . .”—legendary game designer Ron Gilbert “Powers's strengths [are] his originality, his action-crammed plots, and his ventures into the mysterious, dark, and supernatural.”—Los Angeles Times Book Review “[Powers’ work delivers] an intense and intimate sense of period or realization of milieu; taut plotting, with human development and destiny . . . and, looming above all, an awareness of history itself as a merciless turning of supernatural wheels. . . . Powers’ descriptions . . . are breathtaking, sublimely precise . . . his status as one of fantasy’s major stylists can no longer be in doubt.”—SF Site “Powers creates a mystical, magical otherworld superimposed on our own and takes us on a marvelous, guided tour of his vision.”—Science Fiction Chronicle “The fantasy novels of Tim Powers are nothing if not ambitious. . . . Meticulously researched and intellectually adventurous, his novels rarely fail to be strange and wholly original.”—San Francisco Chronicle

Unfamiliar Fishes Watkins Media Limited Nominated for the 2019 Endeavour Award. Daisy’s starting a new job and stylish city life, but mage-hunters out for her dark magic threaten to destroy her vogue image. In the flourishing metropolis of Soot City (a warped version of 1920s Chicago), progressive ideals reign and the old ways of magic and liquid mana are forbidden. Daisy Dell is a Modern Girl – stylish, educated and independent – keen to establish herself in the city but reluctant to give up the taboo magic inherited from her grandmother. Her new job takes her to unexpected places, and she gets more attention than she had hoped for. When

bounty hunters start combing the city for magicians, Daisy must decide whether to stay with her new employer – even if it means revealing the grim source of her occult powers. File Under: Fantasy  
*The Wordy Shipmates* Duncan Baird Publishers  
First British publication of the sequel to *Infernal Devices*, to mark the 30th anniversary of Steampunk. The world George Dower left when he went into hiding was significantly simpler than the new, steam-powered Victorian London. Dower is enticed into a web of intrigue with ominously mysterious players who have nefarious plans of which he can only guess. If he can locate and make his father’s *Vox Universalis* work as it was intended, his future is assured. But his efforts are confounded by the strange Vicar Stonebrake. Drugged, arrested, and interrogated Dower is trapped in a maelstrom of secrets, corruption, and schemes that threaten to drown him in the chaos of this mad new world. File Under: Steampunk [ *A Plague of Lighthouses* | *Sexual Healing* | *The lady’s Not For Turning* | *End of the World, Again* ]

The Silent Army DC Comics  
*Guns of the Dawn* is a pacey, gripping fantasy of war and magic, from Arthur C. Clarke Award-winning author, Adrian Tchaikovsky. ‘One of the best books I’ve ever read’ – Peter Newman, author of *The Vagrant* The first casualty of war is truth . . . First, Denland’s revolutionaries assassinated their king, launching a wave of bloodshed after generations of peace. Next they clashed with Lascanne, their royalist neighbour, pitching war-machines

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against warlocks in a fiercely fought conflict. Genteel Emily Marshwic watched as the hostilities stole her family's young men. But then came the call for yet more Lascanne soldiers in a ravaged kingdom with none left to give. Emily must join the ranks of conscripted women and march toward the front lines. With barely enough training to hold a musket, Emily braves the savage reality of warfare. But she begins to doubt her country's cause, and those doubts become critical. For her choices will determine her own future and that of two nations locked in battle. 'An engrossing story, beautifully told' – SFX 'Moving, gripping and wonderfully paced' – The Bookbag

*Starship Alchemon* Weidenfeld & Nicolson Originally conceived as a literary genre, the term "steampunk" described stories set in a steam-powered, science fiction-infused, Victorian London. Today steampunk has grown to become an aesthetic that fuels many varied artforms. Steampunk has also widened its cultural scope. Many steampunk practitioners, rather than confining their vision to one European city, imagine steam-driven societies all over the world. Today the vibrance of steampunk inspires a wide range of individuals, including designers of high fashion, home sewers, crafters, and ordinary folks.

**Anatomy of Steampunk** Watkins Media Limited

London, 1861. Sir Richard Francis Burton - explorer, linguist, scholar, and swordsman; his reputation tarnished; his career in tatters; his former partner missing and probably dead. Algernon Charles Swinburne - unsuccessful poet and follower of de Sade, for whom pain is pleasure, and brandy is ruin! Their investigations lead them to one of the defining events of the age, and the

terrifying possibility that the world they inhabit shouldn't exist at all!

*Homunculus* Watkins Media Limited Richards & Klein – the 22nd century's greatest detectives – return in this thrilling SF murder mystery novella. A standalone novella featuring the 22nd century's greatest detectives, The Nemesis Worm sees Richards & Klein involved in another high stakes investigation. Corpses are showing up all over Old London, and the finger of suspicion points right at Richards himself. Forced to clear his name, Richards and Otto uncover a fanatical group whose actions threaten the relationship between human and AI with destruction. File Under: Science Fiction *The Guild of Assassins* Tachyon Publications

George inherits a watchmaker's shop from his father, though he is not adept at dealing with watches or other devices, but when someone tries to steal something from the shop, George finds himself involved in a mysterious adventure filled with time travel and intrigue.

*Whitechapel Gods* National Geographic Books

Rick Deckard has sold his story to a young Turk film director, Urbenton and shooting is scheduled at an orbital station off planet. Watching his past hunt for the replicants being repeated on the set is doing weird things to his mind. As soon as filming is over he is going straight back to Mars where he has been living incognito with Sarah Tyrell. But before corporation loyalists determined to resurrect the vanquished company.

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### Reality 36 Dark Horse Comics

Within the magical gears of Lord Kelvin's incredible machine lies the secret of time. The deadly Dr. Ignacio Narbono would murder to possess it and scientist and explorer Professor Langdon St. Ives would do anything to use it. For the doctor it means mastery of the world and for the professor it means saving his beloved wife from death. A daring race against time begins...

### Nemesis Worm Watkins Media Limited

In this New York Times bestseller, the author of Lafayette in the Somewhat United States "brings the [Puritan] era wickedly to life" (Washington Post). To this day, America views itself as a Puritan nation, but Sarah Vowell investigates what that means-and what it should mean. What she discovers is something far different from what their uptight shoebuckles- and-corn reputation might suggest-a highly literate, deeply principled, and surprisingly feisty people, whose story is filled with pamphlet feuds, witty courtroom dramas, and bloody vengeance. Vowell takes us from the modern-day reenactment of an Indian massacre to the Mohegan Sun casino, from old-timey Puritan poetry, where "righteousness" is rhymed with "wilderness," to a Mayflower-themed waterslide. Throughout, *The Wordy Shipmates* is rich in historical fact, humorous insight, and social commentary by one of America's most celebrated voices.

### *Lord Kelvin's Machine* Watkins Media Limited

From the the award-winning author of the cult-80s classic *Liege-Killer* and *The Paratwa Saga*, comes *Starship Alchemon* – a deep-space action opera combined with a threat to all humanity. Nine explorers aboard a powerful AI vessel, *Alchemon*, are sent to investigate an “anomalous biosignature” on a distant planet. But they soon realize their mission has gone to hell as deadly freakish incidents threaten their lives. Are these events caused by the tormented psychic

mysteriously put aboard at the last minute? Has the crew been targeted by a vengeful corporate psychopath? Are they part of some cruel experiment by the ship's ruthless owners? Or do their troubles originate with the strange alien lifeform retrieved from the planet? A creature that might possess an intelligence beyond human

understanding or may perhaps be the spawn of some terrifying supernatural force... Either way, as their desperation and panic sets in, one thing becomes clear: they're fighting not only for their own survival, but for the fate of all humanity. File Under: Science Fiction [ *Deep Space Isolation* | *Monster on Spaceship* | *Psychic Powers* | *All-powerful Sentient AI* ]

**Infernal Devices** HarperCollins Australia SOMETHING IS AMISS IN THE RENEGADE DIGITAL REALM OF REALITY 36. Richards - a Level 5 AI with a PI fetish - and his partner, a decommissioned German military cyborg, are on the trail of a murderer, but the killer has hidden inside an artificial reality.

Richards and Klein must stop him before he becomes a god - for the good of all the realms. File Under: Science Fiction [ *Great Firewall* | *'Net Profit* | *Remurder* | *Don't Upload!* ] e-book ISBN: 9780857661470

### Dead of Winter Watkins Media Limited

*The City of Wonders* has been saved by nearly miraculous forces and the Silent Army is risen, ready to defend the Fellein Empire and Empress Nachia at any cost. The power that was hidden in the Mounds is on the move, seeking a final confrontation with the very entities that kept it locked away since the Cataclysm. Andover Lashk has finally come to accept his destiny and prepares to journey back to Fellein. The Sa'ba Taalor continue their

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domination over each country and people they encounter, but the final conflict is coming: The Great Wave of the Sa'ba Taa'lor stands to destroy an empire and the Silent Army prepares to stop them in their tracks. Caught in the middle is the Fellein Empire and the people who have gathered together on the final battlefield. The faithful and the godless, the soldiers and killers alike all stand or fall as old gods and new bring their war to a world-changing end. Some struggles are eternal. Some conflicts never cease. The Gods of War are here and they are determined to win. File Under: Fantasy

*A Transatlantic Tunnel, Hurrah!*

National Geographic Books

Victoriana comes to Sydney, Australia in an alternative 19th Century, bringing dark Dickensian factories and even darker souls. Mages too, practising heart magic and skin magic, along with shapeshifting Earth spirits, demons, and automata. Included in this mix is a mad scientist, a touch of romance, strong female characters, diverse characters and a magic system playfully based on a real life 17th Century description of virtual reality: "The Monadology" by Gottfried Wilhelm Leibniz: A woman with the strength to rebel.? A shapeshifter who wears the souls of the dead.? Together, they face a lethal enemy.Em helped create it. Now she must craft its defeat.In a city owned by industrialists, Em sells her magic to make ends meet. The extraction procedure is brutal and potentially deadly. Desperate for change, she joins an underground resistance movement to weaponize her magic and stop the abuse of workers.Meanwhile, a mysterious voice wakes Ruk from a

decades long slumber and compels him to become human. He wants to break free but is torn between his shapeshifter instincts and the needs of the soul that sustains him.On streets haunted by outcasts and predatory automatons, a new danger emerges - an ever-growing corruption of magic and science. Em and Ruk must put aside their differences and pursue it - each for their own reasons.What they discover will forever change their lives?Or end them.

**Guns of the Dawn** Titan Books (US, CA)

Portal fantasy grows up in this immersive series kickoff featuring "a life-changing adventure, . . . compelling characters and a fascinating world" (Martha Wells, author of *The Murderbot Diaries*) When Saffron Coulter stumbles through a hole in reality, she finds herself trapped in Kena—a magical realm on the brink of civil war. It's there that her fate becomes intertwined with that of three very different women: Zech, the fast-thinking acolyte of a cunning, powerful exile; Viya, the spoiled, runaway consort of the empire-building ruler, Vex Leoden; and Gwen, an Earth-born worldwalker whose greatest regret is putting Leoden on the throne. But Leoden has allies, too, and chief among them is the Vex'Mara Kadeja, a dangerous ex-priestess who shares his dreams of conquest. Pursued by Leoden and aided by the Shavaktiin—a secretive order of storytellers and mystics—the rebels flee to Veksh, a neighboring matriarchy ruled by the fearsome Council of Queens. Saffron is out of her world and out of her depth, but the further she

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travels, the more she finds herself bound to her friends with ties of blood and magic. Can one girl—and an accidental worldwalker at that—really be the key to saving Kena? Or will she die trying?