
The Golden Princess Emberverse 11 Sm Stirling

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By Schism Rent Asunder Penguin S. M. Stirling's *Novels of the Change* are a "truly original combination of postapocalyptic sci-fi and military-oriented medieval fantasy"* about a future where mysterious Powers removed advanced technology, and humanity rebuilds society. However, this new world is not always a peaceful one.... The spirit of troubadour Prince

John, the brother of Crown Princess Órlaith, has fallen captive to the power of the Yellow Raja and his servant, the Pallid Mask. Prince John's motley band of friends and followers—headed by Captain Pip of Townsville and Deor Godulfson—must lead a quest through realms of shadow and dreams to rescue Prince John from a threat far worse than death. Meanwhile, across the sea, Japanese Empress Reiko and Órlaith, heir to the High Kingdom of Montival, muster their kingdoms for war, making common cause with the reborn Kingdom of Hawaii. But more than weapons or even the dark magic of the sorcerers of Pyongyang threaten them; Órlaith's lover, Alan Thurston, might be

more than he appears. From the tropical waters off Hilo and Pearl Harbor, to the jungles and lost cities of the Ceram Sea, a game will be played where the fate of the world is at stake. *Kirkus Reviews

[The High King of Montival](#) Penguin Rudi Mackenzie has won the battle that expelled the enemy from the new High Kingdom of Montival. Now he must free the people who live in the state once known as Idaho from occupation by the legions of the Church Universal and Triumphant and pursue them to their lair over the mountains. There he will finally confront the forces behind the Church—the Powers of the Void. Yet even a victory will not end the conflict forever. The Powers of the Void

are malevolent and infinitely patient, and the struggle is one that involves the entire world. They threaten not only Rudi in the present, but also the future represented by his children, Órlaith and John. Rudi knows this. And as his heir Princess Órlaith grows up in the shadow of her famous father, she also realizes that the enemy will do anything to see that she does not live to fulfill her parents' dream....

The Exodus Towers Tor Books
This damning account examines the forces that have hijacked progress on climate change and offers a bold vision of what it will take, politically and economically, to face the existential threat of global warming head-on. In the past few years, it has become impossible (for most) to deny the effects of climate change and that the planet is warming, and to acknowledge that we must act. But a new kind of denialism is taking root in the halls of power, shaped by a quarter-

century of neoliberal policies, that threatens to doom us before we've grasped the full extent of the crisis. As Kate Aronoff argues, since the 1980s and 1990s, economists, pro-business Democrats and Republicans in the US, and global organizations like the UN and the World Economic Forum have all made concessions to the oil and gas industry that they have no intention of reversing. What's more, they believe that climate change can be solved through the market, capitalism can be a force for good, and all of us, corporations included, are fighting the good fight together. These assumptions, Aronoff makes abundantly clear, will not save the planet. Drawing on years of reporting and rigorous economic analysis, Aronoff

lays out a robust vision for what will, detailing how to constrain the fossil fuel industry; transform the economy into a sustainable, democratic one; mobilize political support; create effective public-private partnerships; enact climate reparations; and adapt to inevitable warming in a way that is just and equitable. Our future, Overheated makes clear, will require a radical reimagining of our politics and our economies, but if done right, it will save the world.

City of Skies Del Rey

“ A major work by an authentic master of alternate history. ” – Booklist (Starred Review)
In the tenth year of the Change, the survivors in western Oregon live in a world without technology. Michael Havel's Bearkillers hold the lands west of Salem in peace and order. To the east, the Clan Mackenzie flourishes under the leadership of Juniper Mackenzie, bard and High Priestess. Together, they have held Norman Arminger—the warlord of Portland—at bay.

With his dark fantasies of a neofeudal empire, Armingier rules much of the Pacific Northwest, spreading fear with his knights, castles, and holy inquisition. Even more dangerous, and perhaps Armingier's most powerful weapon of all, is his ruthlessly cunning consort, Lady Sandra. These factions haven't met in battle because Armingier's daughter has fallen into Clan Mackenzie's hands. But Lady Sandra has a plan to retrieve her—even if it means plunging the entire region into open warfare...

How to Date Men When You Hate Men Penguin
The Cosmic Doctrine is a condensed blueprint outline of God's manifestation in this creation. Complex indeed! But what has tended to bother some about the Cosmic Doctrine teaching has been the almost total emphasis in explaining evolution simply as being the psychic nuts and bolts of God. Leaving one with the impression that God may be reduced from a Great and Infinite Being to a kind of mechanical Newtonian clockwork. However there is much more to it than that. The higher up the planes you go, although esoteric theory tends to describe it as all more abstract, in actual fact things become so much more complex, vibrant, vivid, bursting, and brimming with life in incredible profusion. It is another form of experience however. The broadest, though simple, analogy would be to liken the existence on the higher levels as something after the order of a Bach fugue - which could indeed seem to some a rather dry abstraction, but which to the attuned and

educated ear is a revelation of divinity, harmony and celestial order. The reality is not easy to describe in concepts, let alone in words. How best to describe a rainbow to a blind man? Contents Introduction Section I. THE EVOLUTION OF THE COSMOS. - 1. The First Manifestation. - 2. The First Trinity. - 3. The Building of the Atom. - 4. The Evolution of the Atom. - 5. The Genesis of a Solar System. - 6. Cosmic Influences on a Solar System. Section II. THE EVOLUTION OF THE LOGOS AND HIS REGENTS. - 7. The Evolution of a Great Entity. - 8. The Relation of a Great Entity to the Cosmos. - 9. The Projection of the Concept of the Universe. - 10. The Relation between the Projected Image and the Logoidal Consciousness. - 11. Auto-reactions and Cosmic Memory. - 12. The Birth of consciousness in the Universe. - 13. The Beginnings of Mind and Group Consciousness. - 14. The Seed-atom Building a Seventh Plane Body. - 15. Evolution of the First Planetary Form. - 16. Evolution of the Lords of Flame, Form and Mind. - 17. The Influence of the Regents upon the Globes. - 18. The Goal of Evolution of a Life Swarm. Section. Section III. INFLUENCES UNDER WHICH THE EVOLUTION OF HUMANITY IS CONDUCTED. - 19. Tabulated Summary of Influences. - 20. Cosmic Influences. - 21. The Logoidal Relation to the Manifested Universe. - 22. Influences of the Manifested Universe. - 23. Teaching Concerning Other Evolutions inhabiting a Planet Simultaneously. - 24. Influences which Humanity exerts upon Itself. - 25. The Law of

Action and Reaction. - 26. The Law of Limitation. - 27. The Law of Seven Deaths. - 28. The Law of Impactation, or the Transmission of Action from one Plane to another. - 29. The Law of the Aspects of Force, or Polarity. - 30. The Law of the Attraction of Outer Space. - 31. The Law of the Attraction of the Centre
Island in the Sea of Time Penguin
Wrongly accused of poisoning a member of the queen's personal guard, sword-for-hire Eddie LaCrosse struggles to find the real killer in order to prevent his own execution, a case that exposes a sinister plot against the throne.
Shadows of Annihilation Penguin
In the parallel world first introduced in S. M. Stirling's *The Sky People*, aliens terraformed Mars (and Venus) two hundred million years ago, seeding them with life-forms from Earth. Humans didn't suspect this until the twentieth century, but when the first probes landed on our sister worlds, and found life—intelligent life, at that—things changed with a vengeance. By the year 2000, America, Russia, and the other great powers of Earth are all contending for influence and power amid the newly-discovered inhabitants of our sister planets. Venus is a primitive world. But on Mars, early hominids evolved civilization earlier than their earthly cousins, driven by the needs of a harsh world growing still harsher as the initial terraforming runs down. Without coal, oil, or

uranium, their technology was forced into different paths, and the genetic wizardry of the Crimson Dynasty united a world for more than twenty thousand years. Now, in a new stand-alone adventure set in this world's 2000 AD, Jeremy Wainman is an archaeologist who has achieved a lifelong dream; to travel to Mars and explore the dead cities of the Deep Beyond, searching for the secrets of the Kings Beneath the Mountain and the fallen empire they ruled. Teyud Zha-Zhalt is the Martian mercenary the Terrans hire as guide and captain of the landship Intrepid Traveller. A secret links her to the deadly intrigues of Dvor il-Adazar, the City That Is A Mountain, where the last aging descendant of the Tollamune Emperors clings to the remnants of his power...and secrets that may trace their origin to the enigmatic Ancients, the Lords of Creation who reshaped the Solar System in the time of the dinosaurs. When these three meet, the foundations of reality will be shaken—from the lost city of Rema-Dza to the courts of the Crimson Kings.

The King in Yellow Penguin

The Exodus Towers features all the high-octane action and richly imagined characters of The Darwin Elevator—but the stakes have never been higher. The sudden appearance of a second space elevator in Brazil only deepens

the mystery about the aliens who provided it: the Builders. Scavenger crew captain Skyler Luiken and brilliant scientist Dr. Tania Sharma have formed a colony around the new Elevator's base, utilizing mobile towers to protect humans from the Builders' plague. But they are soon under attack from a roving band of plague-immune soldiers. Cut off from the colony, Skyler must wage a one-man war against the new threat as well as murderous subhumans and thugs from Darwin—all while trying to solve the puzzle of the Builders' master plan . . . before it's too late for the last vestiges of humanity. Praise for *The Darwin Elevator* "A hell of a fun book."—James S. A. Corey, New York Times bestselling author of *Abaddon's Gate* "[Jason M.] Hough's first novel combines the rapid-fire action and memorable characters associated with Joss Whedon's short-lived *Firefly* TV series with the accessibility and scientific acumen of [James S. A.] Corey's 'Expanses' series."—Library Journal (starred review) "The best part about alien stories is their mystery, and Jason Hough understands that like no other. Full of compelling characters and thick with tension, *The Darwin Elevator* delivers both despair and hope along with a gigantic dose of wonder. It's a brilliant debut, and Hough can take my money whenever he writes

anything from now on."—Kevin Hearne, New York Times bestselling author of *The Iron Druid Chronicles* "Newcomer Hough displays a talent for imaginative plotting and realistic dialogue, and the brisk pacing and cliffhanger ending will keep readers enthralled and eagerly awaiting the next installment."—Publishers Weekly "Jason M. Hough does a great job with this huge story. The world of Darwin and the Elevator is deliciously complex and satisfying. Skyler, Tania, and all the other characters are delightfully drawn and fun to spend time with. . . The story unfolds with just the right balance of high adventure, espionage, humor, and emotional truth. . . As soon as you finish, you'll want more."—Analog "A debut novel unlike any other . . . This is something special. Something iconic. *The Darwin Elevator* is full of majesty and wonder, mystery and mayhem, colorful characters and insidious schemes."—SF Signal "Fun, action-packed and entertaining . . . a sure contender for science fiction debut of the year!"—Pat's Fantasy Hotlist "Claustrophobic, intense, and satisfying . . . I couldn't put this book down. *The Darwin Elevator* depicts a terrifying world, suspends it from a delicate thread, and forces you to read with held breath as you anticipate the inevitable fall."—Hugh Howey, New York Times bestselling author of *Wool* "Hough writes with irresistible energy

and gritty realism. His puts his characters through hell, blending a convincing plot with heart-stopping action and moments of raw terror as the world goes crazy in the shadow of unfathomable alien intentions.”—Sara Creasy, author of the Philip K. Dick Award–nominated *Song of Scarabaeus*

The Desert and the Blade ROC Hardcover

Toward the end of the year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop's administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country's seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaube's forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a coaling station. The country was in a superb state of

defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plaything in 1893. Everywhere good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures

demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the new independent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume

were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.

The Sky-Blue Wolves Penguin

“Utterly engaging...a page-turner that is certain to win the author legions of new readers and fans.”—George R. R. Martin, author of *A Game of Thrones* It's spring on Nantucket and everything is perfectly normal, until a sudden storm blankets the entire island. When the weather clears, the island's inhabitants find that they are no longer in the late twentieth century...but have been transported instead to the Bronze Age! Now they must learn to survive with suspicious, warlike peoples they can barely understand and deal with impending disaster, in the shape of a would-be conqueror from their own time.

Dies the Fire Penguin

“STIRLING HAS SURPASSED HIS PREVIOUS WORK,” raved Science

Fiction Chronicle of his bestselling novel *Island in the Sea of Time*, and George R. R. Martin hailed it as “an utterly engaging account of what happens when the isle of Nantucket is whisked back into the Bronze Age.” Now, the adventure continues... In the years since the Event, the Republic of Nantucket has done its best to recreate the better ideas of the modern age. But the evils of its time resurface in the person of William Walker, renegade Coast Guard officer, who is busy building an empire for himself based on conquest by technology. When Walker reaches Greece and recruits several of their greater kinglets to his cause, the people of Nantucket have no choice. If they are to save the primitive world from being plunged into bloodshed on a twentieth-century scale, they must defeat Walker at his own game: war.

Iron Gray Sea Ace

From *New Yorker* and *Onion* writer and comedian Blythe Roberson, *How to Date Men When You Hate Men* is a comedy philosophy book aimed at interrogating what it means to date men within the trappings of modern society. Blythe Roberson's sharp observational humor is

met by her open-hearted willingness to revel in the ugliest warts and shimmering highs of choosing to live our lives amongst other humans. She collects her crushes like ill cared-for pets, skewers her own suspect decisions, and assures readers that any date you can mess up, she can top tenfold. And really, was that date even a date in the first place? With sections like *Real Interviews With Men About Whether Or Not It Was A Date*; *Good Flirts That Work*; *Bad Flirts That Do Not Work*; and *Definitive Proof That Tom Hanks Is The Villain Of You've Got Mail*, *How to Date Men When You Hate Men* is a one stop shop for dating advice when you love men but don't like them. "With biting wit, Roberson explores the dynamics of heterosexual dating in the age of #MeToo" — *The New York Times* [A Taint in the Blood](#) Tor Books

The sequel to the *New York Times* best seller *Off Armageddon Reef* The world has changed. The mercantile kingdom of Charis has prevailed over the alliance designed to exterminate it. Armed with better sailing vessels, better guns and better devices of all sorts, Charis faced the combined navies of the rest of the world at Darcos Sound and

Armageddon Reef, and broke them. Despite the implacable hostility of the Church of God Awaiting, Charis still stands, still free, still tolerant, still an island of innovation in a world in which the Church has worked for centuries to keep humanity locked at a medieval level of existence. But the powerful men who run the Church aren't going to take their defeat lying down. Charis may control the world's seas, but it barely has an army worthy of the name. And as King Cayleb knows, far too much of the kingdom's recent good fortune is due to the secret manipulations of the being that calls himself Merlin—a being that, the world must not find out too soon, is more than human. A being on whose shoulders rests the last chance for humanity's freedom. Now, as Charis and its archbishop make the rift with Mother Church explicit, the storm gathers. Schism has come to the world of Safehold. Nothing will ever be the same... in David Weber's *By Schism Rent Asunder*. Safehold Series 1. Off Armageddon Reef 2. *By Schism Rent Asunder* 3. *By Heresies Distressed* 4. *A Mighty Fortress* 5. *How Firm A Foundation* 6. *Midst Toil and Tribulation* 7. *Like A Mighty Army* 8.

Hell's Foundations Quiver 9. *At the Sign of Triumph* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. *The Color of Paradox* Macmillan “[An] epic series,”* the Novels of the Change by New York Times bestselling author S. M. Stirling chronicle a postapocalyptic landscape of medieval and mystical monarchies ruling and warring across a world where mysterious Powers removed advanced technology. A new alliance has been forged between the High Kingdom of Montival and the Empire of Japan, but at the cost of a lost prince... John Armingier Mackenzie wanted to be a troubadour, but fate made him the son of the King of Montival. His sister Princess Órlaith will deservedly inherit the throne of the High Kings, and it will pass on to him only in the event of her death, leaving the young prince on an unknown path to discover his true role in the family. The opportunity to prove his mettle comes when John's ship, the *Tarshish Queen*, is caught in the fierce storm raised against the enemies of the alliance. When the clouds recede and the skies clear, John and his

crew find themselves on the other side of the Pacific, in the island chains of the Ceram Sea, fighting to survive against vicious pirates and monstrous creatures of the deep while meeting new allies and mysterious enemies of this world and another. Now Prince John must seize his birthright and lead his people in battle against the darkest forces man and nature can conjure against them. *Amazing Stories *The Protector's War* Diversion Books Contains Raj Whitehall series opening novels *The Forge* and *The Hammer* together in one volume. A young hero overcomes implacable foes to lead a planet fallen into a dark age back to the high point of its lost technological civilization. Series relaunched in April 2012 with *The Heretic* [Baen hardcover, 9781451638813] Contains Raj Whitehall series opening novels *The Forge* and *The Hammer* together in one volume. Raj Whitehall was a young noble of the Civil Government, the last remnant of galactic civilization on the planet Bellevue, when he came across an ancient but still functioning Fleet Battle Computer named Center. With Center's vast fund of knowledge and strategic

calculating abilities, Raj could defeat the barbarians threatening to engulf the Civil Government, and start Bellevue on the road back to the stars. But the Governor, to whom Raj has sworn absolute loyalty, nourishes a paranoid envy and mistrust that grows with every victory. Can even a battle computer of the Galactic Age be enough to counter the fury of Raj's enemies . . . and the treachery of his "friends"? A young hero overcomes implacable foes to lead a planet fallen into a dark age back to the high point of its lost technological civilization. About Hope Reborn: "The various battles and intrigues—all of them very clever and some of them very unexpected—make up the core of these extremely well-written and unabashedly fun books. And really, the action never stops. I highly recommend them to you as they've come out in a tasty trade format that's very easy to hold and lug around (they are, in other words, backpackable)."—Amazing Stories About the Raj Whitehall series: "[T]old with knowledge of military tactics and hardware, and vividly described action. . . devotees of military SF should enjoy themselves."—Publishers Weekly "[A]

thoroughly engrossing military sf series. . . superb battle scenes, ingenious weaponry and tactics, homages to Kipling, and many other goodies. High fun."—Booklist About David Drake: "[P]rose as cold and hard as the metal alloy of a tank. . . rivals Crane and Remarque. . ." —Chicago Sun-Times "Drake couldn't write a bad action scene at gunpoint." —Booklist

Macmillan

A generation after the Change that rendered all technology inoperable around the world, a man known as the Prophet, head of the Church Universal and Triumphant, begins exhorting his followers to destroy the remnants of technological civilization.

The Sea Peoples Penguin

"The Color of Paradox", by A.M.

Dellamonica, is a science fiction story about one of a series of time travelers sent back to the past in order to buy more time for the human race, which in the future is on the verge of extinction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Storm Glass (The Glass Series, Book 1) St. Martin's Press

From S. M. Stirling, the "master of speculative

fiction" (Library Journal) and the author of the New York Times bestselling Novels of the Change, comes a new vision, as a man battles the dark forces of the world—including those in his own blood. . . Aeons ago, Homo nocturnus ruled the Earth. Possessing extraordinary powers, they were the source of all manner of myths and legends. Though their numbers have been greatly reduced, they exist still—though not as purebreds. Adrian Brézé is one such being. Wealthy and reclusive, he is more Shadowspawn than human. He rebelled against his own kind, choosing to live as an ordinary man, fighting against his darker nature. But Adrian's sister is determined to bring back the reign of the Shadowspawn, and now she has struck him at his weakest point by kidnapping his human lover, Ellen. To save Ellen—and perhaps all of humanity—Adrian must rejoin a battle he swore he would never fight again.

The Tears of the Sun Penguin

In this epic sci-fi adventure for fans of The Expanse and Battlestar Galactica, five intrepid heroes must unite to save civilization after a long-dormant enemy awakens and strikes a devastating blow "This jarring, engrossing story of a species-wide fight for survival is recommended for all science fiction readers."—Publishers Weekly (starred review) The galaxy was once terrorized by the Sturm, a group of "species purists" intent on destroying any human with genetic or cybernetic

enhancements. Fashioning themselves as the one true “Human Republic,” the Sturm cut a bloody swath across the stars, killing billions before finally being defeated and driven into the far reaches of Dark Space. Centuries of peace bred complacency. Everyone believed the Sturm had died out in the Dark. They were wrong. The enemy has returned and, with a brutal and decisive attack, knocks out almost all of humanity’s defenses. Now on the brink of annihilation, humankind’s only hope is a few brave souls who survived the initial attack: Commander Lucinda Hardy, thrust into uncertain command of the Royal Armadalen Navy’s only surviving warship. Booker3, a soldier of Earth, sentenced to die for treason, whose time on death row is cut short when the Sturm attack his prison compound. Princess Alessia, a young royal of the Montanblanc Corporation, forced to flee when her home planet is overrun and her entire family executed. Sephina L’trel, the leader of an outlaw band who must call on all of her criminal skills to resist the invasion. And, finally, Admiral Frazer McLennan, the infamous hero of the first war with the Sturm hundreds of years ago, who hopes to rout his old foes once and for all—or die trying. These five flawed, reluctant heroes must band together to prevail against a relentless enemy and near-impossible odds. For if they fail, the future itself is doomed. “Frenetic action viewed in a black fun-house mirror.”—Kirkus Reviews

The Scourge of God Penguin

S. M. Stirling presents his first Novel of the

Change, the start of the New York Times bestselling postapocalyptic saga set in a world where all technology has been rendered useless. The Change occurred when an electrical storm centered over the island of Nantucket produced a blinding white flash that rendered all electronic devices and fuels inoperable—and plunged the world into a dark age humanity was unprepared to face... Michael Pound was flying over Idaho en route to the holiday home of his passengers when the plane’s engines inexplicably died, forcing a less than perfect landing in the wilderness. And as Michael leads his charges to safety, he begins to realize that the engine failure was not an isolated incident. Juniper McKenzie was singing and playing guitar in a pub when her small Oregon town was thrust into darkness. Now, taking refuge in her family’s cabin with her daughter and a growing circle of friends, Juniper is determined to create a farming community to benefit the survivors of this crisis. But even as people band together to help one another, others are building armies for conquest...