

The Golden Princess Emberverse 11 Sm Stirling

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The Scourge of God National Geographic 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 s the metal alloy of a tank...rivals Crane and Remarque..." —*Chicago Sun-Times*
"Drake couldn't write a bad action scene at gunpoint." —*Booklist*

Iron Gray Sea Penguin
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.
Heaven's War Penguin
Untrained. Untested. Unleashed. With her unique magical abilities, Opal has always felt unsure of her place at Sitia's magic academy. But when the Stormdancer clan needs help, Opal's knowledge makes her the perfect choice — until the mission goes awry. Pulling her powers in unfamiliar directions, Opal finds herself tapping into a new kind of magic as stunningly potent as it is frightening. Now Opal must deal with plotters out to destroy the Stormdancer clan, as well as a traitor in their midst. With danger and deception rising around her, will Opal's untested abilities destroy her — or save them all? 'A compelling new fantasy series' Rhiana Pratchett, *SFX* 'A good book, one that fantasy fans everywhere should enjoy' Rundle, *SciFi Now on Magic Study*
A Gift Upon the Shore Simon and Schuster
NPR Best Books of 2018 A teen girl and her robot embark on a cross-country mission in this illustrated science fiction story, perfect for fans of *Ready Player One* and *Black Mirror*. In late 1997, a runaway teenager and her small yellow toy robot travel west through a strange American landscape where the ruins of gigantic battle drones litter the countryside, along with the discarded trash of a high-tech consumerist society addicted to a virtual-reality system. As they approach the edge of the continent, the world outside the car window seems to unravel at an ever faster pace, as if somewhere beyond the horizon, the hollow core of civilization has finally caved in.
The Tears of the Sun Penguin
The third novel in a World War I alternate history series where America's greatest weapon against Germany is Black Chamber secret agent Luz O'Malley and technical genius Ciara Whelan. Only they can protect America's best hope of winning the war. The Great War is at a stalemate, and the only thing stopping Germany from striking America is the threat of the United States using their own Annihilation Gas against them. But America's supply is quickly decaying and the Central Powers know it. A plant is under construction in the remote highlands of Mexico so that America can make their own supply. President Teddy Roosevelt assigns crack agent Luz O'Malley and her technical genius Ciara

Whelan to watch over the plant operating under cover identities. But German agent Horst von Duckler has escaped from the POW camp in El Paso, and he's heading in the same direction--bent on revenge against Luz, and sabotage that will deprive America of its deterrent and kill tens of thousands.

The Sword of the Lady Penguin
S. M. Stirling presents the stunning and epic conclusion to the New York Times bestselling Change series, now in paperback. Many years ago, when advanced technology failed and humanity found itself in a turbulent, postapocalyptic world, extraordinary men and women birthed a new society from the ashes. Two generations after the Change, Crown Princess Órlaith struggles to preserve the hard-won peace her father brought to Montival—the former western North America. But the Change opened many doors, and through them Powers strong and strange and terrible came, to walk once more among humankind. With her fire-forged friend and ally, Japanese Empress Reiko, Órlaith must take up her sword to stop the spread of the mad malignancy behind the Yellow Raja, who has imprisoned her brother Prince John. And from the emerging superpower of Mongolia, the Sky-Blue Wolves of the High Steppe ride once more beneath the banner of Genghis Khan—the thunder of their hooves resounding across a world in turmoil.

The Exodus Towers Tor Books

“ A poignant expression of the durability, grace, and potential of the human spirit ” set in a post-nuclear dystopia where words are worth killing for (Jean M. Auel, author of the Earth ’ s Children series). By the late twenty-first century, civilization has nearly been destroyed by overpopulation, economic chaos, horrific disease, and a global war that brought a devastating nuclear winter. On the Oregon coast, two women—writer Mary Hope and painter Rachel Morrow—embark on an audacious project to help save future generations: the preservation of books, both their own and any they can find at nearby abandoned houses. For years, they labor in solitude. Then they encounter a young man who comes from a group of survivors in the South. They call their community the Ark. Rachel and Mary see the possibility of civilization rising again. But they realize with trepidation that the Arkites believe in only one book—the Judeo-Christian bible—and regard all other books as blasphemous. And those who go against the word of God must be cleansed from the Earth . . . In this “ thought-provoking ” novel of humanity, hope, and horror, M.K. Wren displays “ her passionate concern with what gives life meaning (Library Journal).

A Meeting at Corvallis Youcanprint

“ 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, Arminger rules much of the Pacific Northwest, spreading fear with his knights, castles, and holy inquisition. Even more dangerous, and perhaps Arminger ’ s most powerful weapon of all, is his ruthlessly cunning consort, Lady Sandra. These factions haven ’ t met in battle because Arminger ’ 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. . .

Dark Jenny Penguin

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.

Island in the Sea of Time Penguin

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.

In the Courts of the Crimson Kings Baen ONE GIRL. A DEADLY QUEST. AN EPIC JOURNEY. Nora Hunt has just joined the deadly quest to discover an ancient legend: the nine worlds of the Vikings. Her post-apocalyptic dystopian world, Triangle of Peace, is the only home she's ever known. But at sixteen years old, the skilled young warrior joins an elite band of raiders called Jarls. Her mission? Merely to win the perilous battle for the artifacts that awaken the Viking realms and avoid falling in love with the charming boy who just happens to be her worst enemy—and she's not quite sure which task is more difficult. But when Nora learns the Norse gods bestowed upon her a mystical secret in the form of the tattoo on her back, the stakes are higher than ever to claim the great Viking Empires.

Prince of Outcasts Library of Alexandria 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 Dvoril-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 Remadza to the courts of the Crimson Kings.

The Change Del Rey
In Taylor Anderson's acclaimed Destroyermen series, a parallel universe adds an extraordinary layer to the drama of World War II. Now, Lieutenant Commander Matthew Reddy, the crew of USS Walker, and their allies battle an ever-growing host of enemies across the globe in a desperate battle for freedom... War has engulfed the—other earth. With every hard-won victory and painful defeat, Matt Reddy and the Allies encounter more friends—and even more diabolical enemies. Even, at last, in the arms of the woman he loves, there is little peace for Reddy. The vast sea, and the scope of the conflict, have trapped him too far away to help on either front, but that doesn't mean he and Walker can rest. Cutting short his "honeymoon," Reddy sails off in pursuit of Hidojame, a rogue Japanese destroyer that is wreaking havoc in Allied seas. Now that Walker is armed with the latest "new" technology, he hopes his battle-tested four-stacker has an even chance in a straight-up fight against the bigger ship—and he means to take her on. Elsewhere, the long-awaited invasion of Grik "Indiaa" has begun, and the Human-Lemurian Alliance is pushing back against the twisted might of the Dominion. The diplomatic waters seethe with treachery and a final, terrible plot explodes in the Empire of New Britain Isles. Worse, the savage Grik have also mastered "new" technologies and strategies. Their fleet of monstrous ironclads—and an army two years in the making—are finally massing to strike...

The King in Yellow Diversion Books
The competing teams of astronauts sent to explore the asteroid Keanu discovered it was, in fact, a giant spacecraft with an alien crew carrying a plea for help. A brave new frontier beckons. But it will come at a price. Without warning, the aliens transport small groups of humans to the vast interior habitats of Keanu. Their first challenge is to survive. Their second: discover why The Architects—the unseen aliens controlling the asteroid—brought them there. The

third: find a way to take control of Keanu. Because the ship is moving again. The Architects are going home...

Shadows of Annihilation Penguin
Left for dead by unknown assailants who have murdered a woman he was protecting, swordsman-for-hire Eddie LaCrosse sets out to avenge the attack and finds himself entangled in a mystery involving a notorious crime lord, a backwoods dragon cult and royal scandals. By the author of *The Sword-Edged Blonde*. Reprint.
The High King of Montival Orbit
In his *Novels of the Change*, New York Times bestselling author S.M. Stirling presents "a devastated, mystical world that will appeal to fans of traditional fantasy as well as post-apocalyptic SF." * Continuing their quest that began in *The Golden Princess*, two future rulers of a world without technology risk their lives seeking a fabled blade... Reiko, Empress of Japan, has allied herself with Princess Órlaith, heir to the High Kingdom of Montival, to find the Kusanagi-no-Tsurugi, the Grass-Cutting Sword, a legendary treasure of an ancient dynasty that confers valor and victory to its bearer. Órlaith understands all too well the power it signifies. Her own inherited blade, the Sword of the Lady, was both a burden and a danger to her father, Rudi Mackenzie, as it failed to save the king from being assassinated. But the fabled sword lies deep with the Valley of Death, and the search will be far from easy. And war is building, in Montival and far beyond. As Órlaith and Reiko encounter danger and wonder, Órlaith's mother, Queen Matilda, believes her daughter's alliance and quest has endangered the entire realm. There are factions both within and without Montival whose loyalty died with the king, and whispers of treachery and war grow ever louder. And the Malevolence that underlies the enemy will bend all its forces to destroy them.

*Publishers Weekly (starred review)
The Color of Paradox HarperCollins UK
Rudi Mackenzie, now Artos the First, High King of Montival, and his allies have won several key battles against the Church Universal and Triumphant. But still the war rages on, taking countless lives, ravaging the land once known as the United States of America. Artos and his Queen, Mathilda, must unite the realms into a single kingdom to ensure a lasting peace. If the leaders of the Changed world are to accept Artos as their ruler, he will need to undertake a quest to the Lake at the Heart of the Mountains, and take part in a crowning ceremony—a ceremony binding him to his people, his ancestors, and his land. Then, once he has secured his place

and allegiances, Artos can go forward, and lead his forces to the heart of the enemy territory....

The Sky-Blue Wolves ROC Hardcover
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.

Expecting Someone Taller Bold Type Books
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 Cosmic Doctrine ROC Hardcover
“ 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