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The New York Times bestselling author of *The Given Sacrifice* begins a new saga—with a new generation of heroes—set in the universe of the *Change*.... Princess Órlaith, heir to Rudi Mackenzie, High King of Montival, now wields the Sword of the Lady—and faces a new enemy. Fortunately, she also has a new ally in Reiko, Empress of Japan, who has been pursued to America by a conquering army from Asia. To combat their mutual foe, Órlaith and Reiko embark on a quest to find the fabled Kusanagi-no-Tsurugi, the Grass-Cutting Sword, one of the three great treasures of the Japanese Imperial House. But the road to Kusanagi lies beyond the meganecropolis of the City of Angels—and their relentless enemy will stop at nothing to prevent them from succeeding. For across the Pacific, the great arc of land that stretches from the dark kingdom of Korea to the realm of Capricornia in Australia is threatened by war. Now all the survivors of the *Change* must choose sides.... 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 Matildha, 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) “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... New York Times bestselling author Stephen R. Donaldson presents the first novel of the four-volume finale to the series that’s become a modern fantasy classic: *The Chronicles of Thomas Covenant*. Thomas Covenant lost everything. Abandoned by his wife and child, sick and alone, he was transported while unconscious to a magical, dreamlike world called the Land. Convinced it was all a delusion, Covenant was christened The Unbeliever by the Land’s inhabitants—but gave his life to save this new-found world he came to regard as precious. Ten years after Covenant’s death, Linden Avery still mourns for her beloved companion. But a violent confrontation with Covenant’s son, who is doing the evil Lord Foul’s bidding, forces her into the Land, where a dark malevolence is about to unmake the laws of nature—and of life and death itself. It is here that she comes upon Esmer, son of the Dancers of the Sea, a creature of strange powers who draws Linden backwards through time to witness Thomas Covenant’s return to life, and to reinvent the mysterious, dangerous, and violent history of the Land. Rudi

Mackenzie has traveled from the land where the sun sets to the land where it rises and back. He has found his weapon—the Sword crafted for him before he was born. He has made friends from among his enemies and found enemies where he expected friends. He has won the heart and hand of the woman he has loved his entire life. Now Rudi is Artos, the High King of Montival, and his final destiny awaits him. He must face and defeat the forces of the Church Universal and Triumphant. Everything in the present, everything in the future, depends on the outcome of the conflict. And like his father before him, Rudi knows that in winning the war he might well lose his life... 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's territory.... "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. For more than a year, Heather O'Grainne and her small band of heroes, operating out of Pueblo, Colorado, have struggled to pull the United States back together after it shattered under the impact of the event known as Daybreak. Now they are poised to bring the three or four biggest remaining pieces together, with a real President and Congress, under the full Constitution again. Heather is very close to fulfilling her oath, creating a safe haven for civilization to be reborn. But other forces are rising too—forces that like the new life better... In a devastated, splintered, postapocalyptic United States, with technology thrown back to biplanes, black powder, and steam trains, a tiny band of visionaries struggles to re-create Constitutional government and civilization itself, as a new Dark Age takes shape around them. 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. "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... "S. M. Stirling provides another fabulous postapocalyptic thriller to his Change saga." - *Alternative Worlds* Rudi Mackenzie traveled to Nantucket, where he found and took up the Sword of the Lady and, with it, his destiny. His return journey to the area known as Montival, in the Pacific Northwest, is a treacherous one since he and his companions must cross three thousand miles, making both allies and adversaries along the way. When he reaches his destination, he will face the legions of the Prophet. To achieve victory, Rudi must

assemble a coalition of those who were his enemies just months before, then forge them into an army that will rescue his homeland and tear the heart out of the Church Universal and Triumphant once and for all. Only then will Rudi be able to come to terms with how the Sword has changed him—as well as the world—and assume his place as Artos, High King of Montival... "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. The impossible has spawned the unthinkable. In 2021, a quantum military experiment goes horrifically wrong. A multinational taskforce of ultra-modern warships is suddenly transported back in time to 1942—right into the path of the US naval battle group bound for Midway Atoll. History is rewritten in an instant as the future smashes into the past, and high-tech hardware goes head to head with World War Two technology. In the chaos that ensues, thousands are killed, but the maelstrom has only just begun. The veterans of Pearl Harbour have never seen a helicopter, or a cruise missile - let alone nanotechnology, ceramic bullets, and F22 Raptor stealth jetfighters. Allied and Axis forces are then caught in a desperate struggle to gain the upper hand - each hoping to tip the balance with a fist full of twenty first century firepower. What happens next is anybody's guess and everybody's nightmare After discovering the first key in the wreckage of a crashed Builder ship, Skyler Luiken and his crew follow the migrating aura towers in search of the four remaining relics. But time is running out: the team learn that the next Builder event will be the last, and one of the objects has already fallen into dangerous hands... Will the survivors finally reveal the Builders' plan? First in a new trilogy, this book continues the successful alternate history saga of "A Meeting at Corvallis, The Protectors War," and "Dies the Fire," all of which have been selections of the Science Fiction Book Club. "[A] vivid portrait of a world gone insane," S. M. Stirling's New York Times bestselling *Novels of the Change* have depicted a vivid, utterly persuasive, and absorbingly unpredictable postapocalyptic wasteland in which all modern technology has been left in ashes, forcing humankind to rebuild an unknowable new world in the wake of unimaginable—and deliberate--chaos. Now, in this startling new anthology, S. M. Stirling invites the most fertile minds in science fiction to join him in expanding his rich Emberverses canvas. Here are inventive new perspectives on the cultures, the survivors, and the battles arising across the years and across the globe following the Change. In his all-new story "Hot Night at the Hopping Toad," Stirling returns to his own continuing saga of the High Kingdom of Montival. In the accompanying stories are fortune seekers, voyagers, and dangers—from the ruins of Sydney to the Republic of Fargo and Northern Alberta to Venetian and Greek galleys clashing in the Mediterranean. These new adventures revisit beloved people and places from Stirling's fantastic universe, introduce us to new ones, and deliver endlessly fascinating challenges to conquer, all while unfolding in a "postapocalyptic landscape that illuminates both the best and the worst of which our species is capable," "a world you can see, feel, and touch." "Power, grace, deadliness defined. Always cunning, endlessly victorious..." One seat on the intergalactic Sakien Empire's supreme ruling body, the Council of Seven, remains unfilled: that of the Empress Apparent. The seat isn't won by votes or marriage. It's won in a tournament of ritualized combat. Now the tournament, the Empress Game, has been called and the women of the empire will stop at nothing to secure political domination for their homeworlds. Kayla Reunimon, a supreme fighter, is called by a mysterious stranger to battle it out in the arena. The battle for political power isn't contained by the tournament's ring, however. The empire's elite gather to forge, strengthen or betray alliances in a dance that will determine the fate of the empire for a generation. With the empire wracked by a rising nanovirus plague and stretched thin by an ill-advised planet-wide occupation of Ordoch in enemy territory, everything rests on the woman who rises to the top. "River of Stars is a major accomplishment, the work of a master novelist in full command of his subject."—Michael Dirda, in *The Washington Post* "Game of Thrones in China."—Salon.com Ren Daiyan was still just a boy when he took the lives of seven men while guarding an

imperial magistrate. That moment on a lonely road changed his life in entirely unexpected ways, sending him into the forests of Kitai among the outlaws. From there he emerges years later—and his life changes again, dramatically, as he circles toward the court and emperor, while war approaches Kitai from the north. Lin Shan is the daughter of a scholar, his beloved only child. Educated by him in ways young women never are, gifted as a songwriter and calligrapher, she finds herself living a life suspended between two worlds. Her intelligence captivates an emperor—and alienates women at the court. But when her father's life is endangered by the savage politics of the day, Shan must act in ways no woman ever has. In an empire divided by bitter factions circling an exquisitely cultured emperor who loves his gardens and his art far more than the burdens of governing, dramatic events on the northern steppe alter the balance of power in the world, leading to events no one could have foretold, under the river of stars. 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... From the author of *The Stolen Bicycle* - longlisted for the International Man Booker Prize On the island of Wayo Wayo, every second son must leave on the day he turns fifteen as a sacrifice to the Sea God. Atile'i however is determined to defy destiny and become the first to survive. Across the sea, Alice Shih's life is interrupted when a vast trash vortex comes crashing onto the shore of Taiwan, bringing Atile'i with it. In the aftermath of the catastrophe, Atile'i and Alice retrace her late husband's footsteps into the mountains, hoping to solve the mystery of her son's disappearance. On their journey, memories will be challenged, an unusual bond formed, and a dark secret uncovered that will force Alice to question everything she thought she knew. 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... It's been eight years since the Change rendered technology inoperable across the globe. Rising from the ashes of the computer and industrial ages is a brave new world. Survivors have banded together in tribal communities, committed to rebuilding society. In Oregon's Willamette Valley, former pilot Michael Havel's Bearkillers are warriors of renown. Their closest ally, the mystical Clan Mackenzie, is led by Wiccan folksinger Juniper Mackenzie. Their leadership has saved countless lives. But not every leader has altruistic aspirations. Norman Arming, medieval scholar, rules the Protectorate. He has enslaved civilians, built an army, and spread his forces from Portland through most of western Washington State. Now he wants the Willamette Valley farmland, and he's willing to wage war to conquer it. And unknown to both factions is the imminent arrival of a ship from Tasmania bearing British soldiers... NEW YORK TIMES BESTSELLER Jason M. Hough's pulse-pounding debut combines the drama, swagger, and vivid characters of Joss Whedon's *Firefly* with the talent of sci-fi author John Scalzi. In the mid-23rd century, Darwin, Australia, stands as the last human city on Earth. The world has succumbed to an alien plague, with most of the population transformed into mindless, savage creatures. The planet's refugees flock to Darwin, where a space elevator—created by the architects of this apocalypse, the Builders—emits a plague-suppressing aura. Skyler Luiken has a rare immunity to the plague. Backed by an international crew of fellow "immunes," he leads missions into the dangerous wasteland beyond the aura's edge to find the resources Darwin needs to stave off collapse. But when the Elevator starts to malfunction, Skyler is tapped—along with the brilliant scientist, Dr. Tania Sharma—to solve the mystery of the failing alien technology and save the ragged

remnants 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 'Expanse' 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* 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.... In this thrilling climax of the classic fantasy *The Chronicles of Prydain*, Death Lord Arawn has stolen the black sword Dyrnwyn, the most powerful weapon in the kingdom. At the request of Prince Gwydion, Taran rallies friends both old and new to raise an army to march against Arawn's terrible warriors. Together, they must battle through a frozen wasteland to Mount Dragon, where a deadly confrontation awaits and Taran's true destiny will at last be fulfilled. "Lloyd Alexander is the true High King of fantasy." - Garth Nix Winner of the Newbery Medal 1969 "[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 Arming 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 Set in the near future and inspired by the captivating myth of the warrior queen Calafia, this brilliantly inventive novel tells the story of a small, peaceful community of women tucked away in a world gone mad. Only the elders of the Valley remember life the way it used to be...when people traveled in automobiles and bought food others had grown. When the male-to-female ratio was nearly the same. Before the bombs fell, and a deadly virus claimed the world's men. Now civilization's few surviving males are guarded by women

warriors like Dian. When an unexpected convoy of strangers rides into her village, it is Dian who meets them, ready to do battle. To her surprise, the visitors come in peace and bear a priceless gift, whose arrival is greeted with as much suspicion as delight. It is up to Dian to discover their motive, in a journey that will cost her far more than she ever imagined, a journey from which she may never return. Rudi Mackenzie must return to Montival in the post-apocalyptic Pacific Northwest and forge an alliance with old enemies if he is ever going to defeat the minions of the Prophet and assume his rightful place as Artos, King of Montival. By the best-selling author of *The Sword of the Lady*. “Vivid...Stirling eloquently describes a devastated, mystical world that will appeal to fans of traditional fantasy as well as postapocalyptic SF.” - Publishers Weekly (Starred Review) Rudi Mackenzie—son and heir of the High Priestess Juniper Mackenzie and the Bear Lord Michael Havel—continues his trek across the land that was once the United States of America. His destination: Nantucket, where he hopes to learn the truth behind the Change, which rendered technology across the globe inoperable. During his travels, Rudi forges ties with new allies in the continuing war against the Prophet. Presiding over his flock, the Prophet teaches his followers that God has punished humanity by destroying technological civilization, and that they must continue to destroy any technology they come across—along with those who dare use it. But one fanatical officer in the *Sword of the Prophet* has an even greater mission: to stop Rudi from reaching Nantucket by any means necessary. Artos, the High King of Montival, must fulfill his destiny and defeat the Church Universal and Triumphant after making friends of his enemies and winning the heart of the woman he loves. In the mid-1870s, a violent spray of comets hits Earth, decimating cities, erasing shorelines, and changing the world’s climate forever. And just as Earth’s temperature dropped, so was civilization frozen in time. Instead of advancing technologically, humanity had to piece itself back together... In the twenty-first century, boats still run on steam, messages arrive by telegraph, and the British Empire, with its capital now in Delhi, controls much of the world. The other major world leader is the Czar of All the Russias. Everyone predicts an eventual, deadly showdown. But no one can predict the role that one man, Captain Athelstane King, reluctant spy and hero, will play... 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” (Publishers Weekly, starred review). 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 within 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 Mathilda, believes her daughter’s alliance and quest have 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. 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. Fans of *The Martian* will enjoy this extraordinary new thriller of the future from #1 New York Times bestselling and Pulitzer Prize-winning author John Sandford and internationally known photo-artist and science fiction aficionado Ctein. In 2066, a Caltech intern notices an anomaly from a space telescope—something is approaching Saturn, and decelerating. Space objects don’t decelerate. Spaceships do... A flurry of top-level government meetings produce the inescapable conclusion: Whatever built the ship

is at least one hundred years ahead of our technology, and whoever can get their hands on it will have an advantage so large, no other nation can compete. The race is on, and a remarkable adventure begins. Soon a hastily thrown-together crew finds its strength and wits tested against adversaries of this earth and beyond. So buckle up, because two perfectly matched storytellers are about to take you for a ride... Louisiana, 2065. A lot has changed in the 43rd year of the Kurian Order. Possessed of an unnatural and legendary hunger, the bloodthirsty Reapers have come to Earth to establish a New Order built on the harvesting of enslaved human souls. They rule the planet. They thrive on the scent of fear. And if it is night, as sure as darkness, they will come. On this pitiless world, the indomitable spirit of mankind still breathes in Lieutenant David Valentine. Brought into the special forces of *The Wolves*—an elite guerilla force sworn to win back Earth—this is Valentine’s first command in the Kurian Zone. Driven by the losses of his past and the hope of a future, Valentine is in it to win. No matter how long it takes. No matter what doom of fate awaits him beyond his wildest nightmares. Fight. Kill. Survive. This is the way of *The Wolves*. “If *The Red Badge of Courage* had been written by H.P. Lovecraft.”—Paul Witcover, author of *Waking Beauty* The war between humans halted as the great military powers scrambled to meet an even deadlier foe. Already, Berlin and Washington had been wiped out and the US and the Axis territories lay under the invaders' control. Yet humanity refused to surrender. Rudi Mackenzie has traveled from the land where the sun sets to the land where it rises and back. He has found his weapon—the *Sword* crafted for him before he was born. He has made friends from among his enemies and found enemies where he expected friends. He has won the heart and hand of the woman he has loved his entire life. Now Rudi is Artos, the High King of Montival, and his final destiny awaits him. He must face and defeat the forces of the Church Universal and Triumphant. Everything in the present, everything in the future, depends on the outcome of the conflict. And like his father before him, Rudi knows that in winning the war he might well lose his life... “This new novel of the Change is quite probably the finest by an author who has been growing in skill and imagination for more than twenty-five years.” - Booklist (Starred Review) Rudi Mackenzie has journeyed long and far across the land that was once the United States of America, seeking the shore where the sun rises, hoping to find the source of the world-altering event that has come to be known as the Change. His quest ends in Nantucket, an island overrun with forest, inhabited by a mere two hundred people, who claim to have been transported there from out of time. Only one odd stone house remains standing. Within it, Rudi finds a beautifully made sword seemingly waiting for him. And once he takes it up, nothing for Rudi—or for the world that he knows—will ever be the same... 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 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

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